Dante
INFERNO

BOOK OF CHRONICLES


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SPECIAL THANKS

To our playtesters, who explored the depths of Hell and challenged us to refine every detail; to the reviewers, whose insights helped shape the experience; and to our backers, whose belief in this journey made it all possible, we extend our deepest gratitude. Your voices, your feedback, and your enthusiasm have turned a bold idea into a reality, and standing here today, we recognize that none of this would exist without you.

We celebrate not just the launch of a game, but the strength of a community that shares our passion for storytelling, immersive gameplay, and pushing creative boundaries. DANTE: Inferno is a testament to what we can achieve together, and this moment belongs to all of us. Your trust fuels our vision, your engagement drives our innovation, and your support allows us to bring daring, unforgettable experiences to life. Now, we hope you can immerse yourself in this world, creating unique and memorable moments with your friends and family.

***DANTE: Inferno** is more than just a game; it is a vision brought to life by the passion, dedication, and support of an incredible community.*

Thank you for being part of this journey, this is just the beginning!



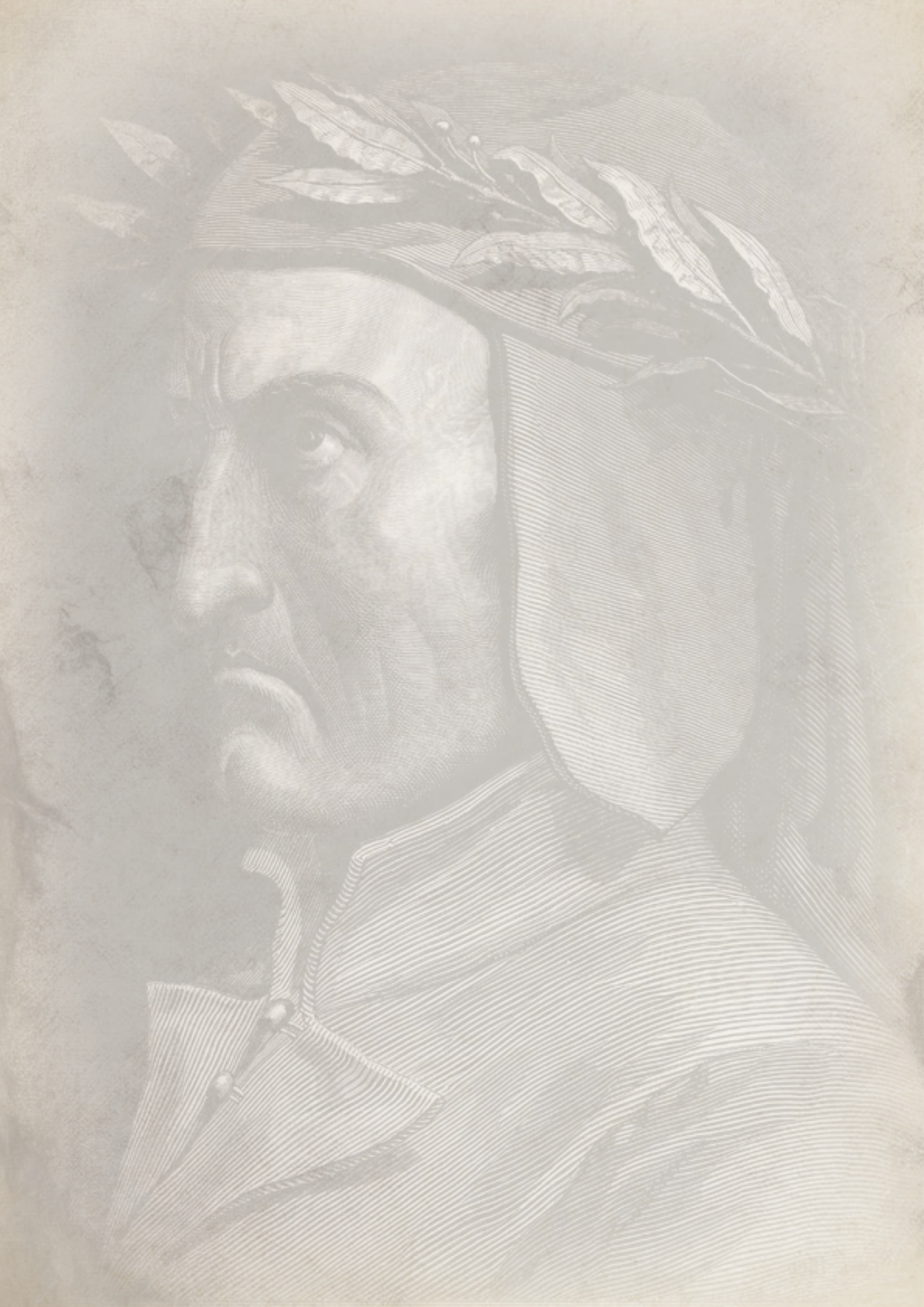


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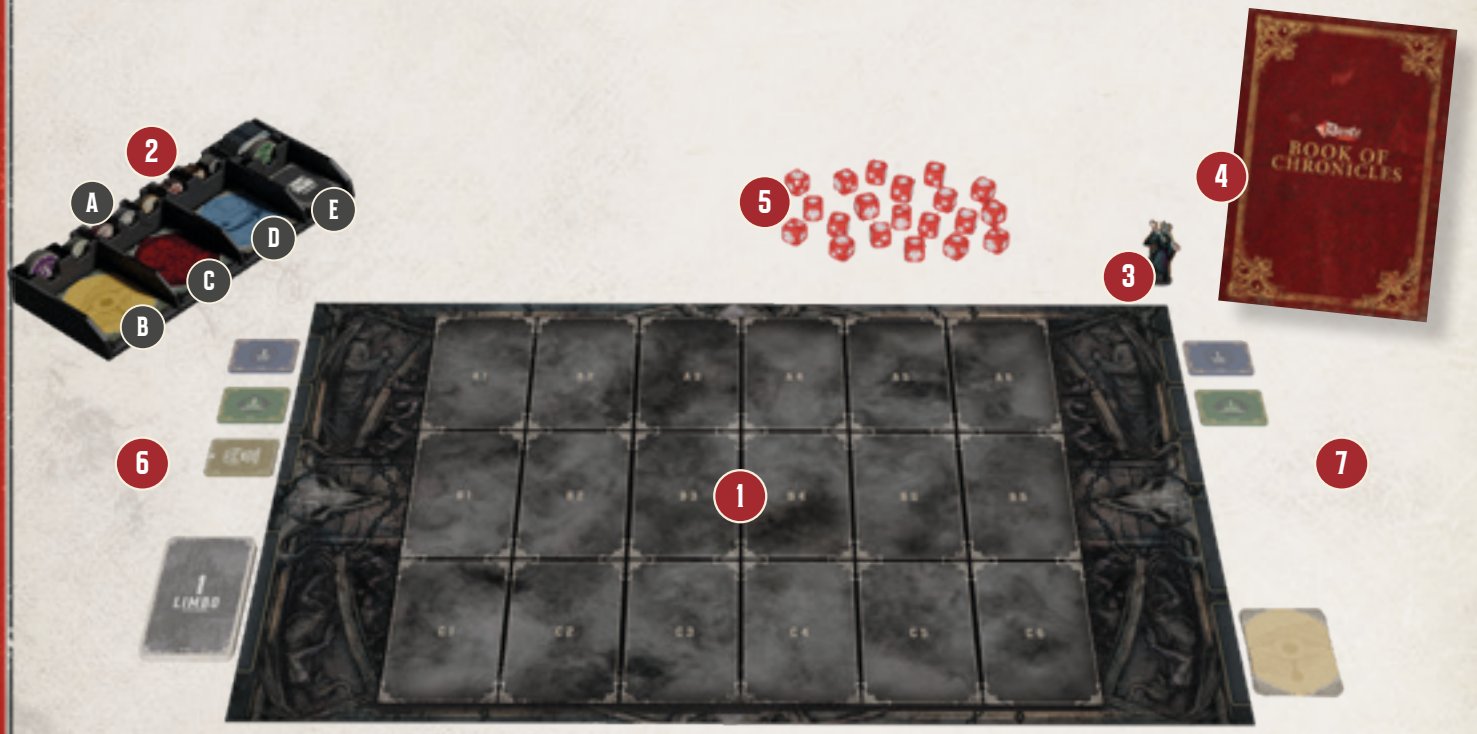
APPENDIX 260

STARTING YOUR JOURNEY

You are about to begin your journey in ***Dante: Inferno***.

The instructions below should help you prepare the board, but take note that, if you have not yet read the "Part I – Chronicle Phase" Section of the Book of Commandments, this is the best moment to do so. The last instruction that players should follow in this preparation is also the first narrative instruction that starts the game.

Whenever the players are instructed to perform the Chronicle Phase Standard Preparation, this is how the board should be prepared:



1. **Exploration Board** – Place Dante's main board on the table, with the Exploration side up.
2. **Resource Tray** – Place your Resource Tray within reach of all players. Make sure the following components are in their respective places:
   - **A. Tokens** – Reserved space for the tokens.
   - **B. Arcana Deck** – Shuffle the 20 Arcana cards and pile them face down.
   - **C. Wound Deck** – Shuffle the 12 Wound cards and pile them with the Cooldown face up.
   - **D. Sin Deck** –Shuffle the 18 Sin cards and pile them face down.
   - **E. Findings Deck** – Shuffle the 20 Findings cards and pile them face down.
3. **Caravan Pawn** – Keep the model that represents the Caravan close.
4. **Book of Chronicles** – Keep the Book of Chronicles within everyone's reach. It will be the most-used component during this phase.
5. **Dice** – Take the dice and place them on the table, within everyone's reach.
6. **Circle Components** – Place the Treasure, Path, Discovery and Region cards in the appropriate spaces on the left of the Board, when you are instructed to do so by the Book of Chronicles.
7. **Caravan Claims** – Place the Path, Discovery and Arcana cards that were Offered in the appropriate spaces on the right of the Board as you pick up these cards throughout the Chronicle Phase.

Note that the first Chapter, Limbo, will show you these same instructions, in a "Tutorial Preparation". From the second Chapter on, players should refer to this book whenever they are instructed to perform this Standard Preparation.

PREPARING THE CHAMPIONS

Now, prepare the Caravan following the instructions below. If you have a Saved Game, the Champion, Maneuver, and Equipment cards you pick up in steps 1, 3, and 5 respectively, will be those from your current status rather than the starting cards (if you have progressed them).

1. Take all the Champion cards, their models, and their Vigor markers.



2. Take a Champion Board for each Champion who will be controlled by a player and place their Champion card in the appropriate slot. If your party is not complete (with 4 players), take one of the remaining boards and use its back side, the Companions Board.



3. Each player takes their Champion's Maneuver cards, shuffles them, and places them in a face-down pile next to their Champion Board. This will be their Maneuver deck.



4. Flip any Champion cards that will not be controlled by a player to their Companion sides, placing them on the Companion Board.



5. Take all Starting Gear cards and assign them to their respective Champions.



6. Each Player Champion occupies the Maneuver Slots on their board with Cooldown face-up Wound cards. Companion Champions, in turn, place three Readiness tokens, Cooldown face-up, above their cards, but not directly on the cards.



7. Each Champion adjusts their starting Vigor to 6.



Now that the Board is ready, players can begin to play the Adventure by reading the "Introduction" entry for the Circle they are in.

NOTE: During the Chronicle Phase, Champions cannot use any of their Signature Skills, Traits, or Equipment Special Properties. For all intents and purposes, it is as if these skills do not exist until the Caravan joins a Confrontation. The Devotee, for example, cannot use her Martyrdom skill to assign to herself a Wound another Champion suffers if the Caravan has failed an Ordeal.

PROLOGUE

ANOTHER DAY IN PARADISE

Our story begins with Dante Alighieri, the famous Poet, walking through a springfield. He has been living in Paradise for almost two centuries, enjoying the fullness of the afterlife. The Florentine spends his free time ruminating on the verses of his next masterpiece, but the work will be postponed.

Archangel Gabriel brings a terrible message.

The greatest transgression since the Original Sin has been committed: a brotherhood of Christian knights, the "Order", has invaded the Inferno, seeking to achieve Salvation for humanity through force. The horrors of the Lands Below are enough to defeat any army, yet belief in the sanctity of the Supreme Leader gives them the fervor they need to prevail.

The Saints are appalled by such audacity and, fearing the unprecedented punishment that the High Power could impose, they gathered a delegation of four warriors to stop the invaders. Mortals, made of flesh, bone, and imperfections, in need of a guide.

The destiny of Creation hangs by a thread...

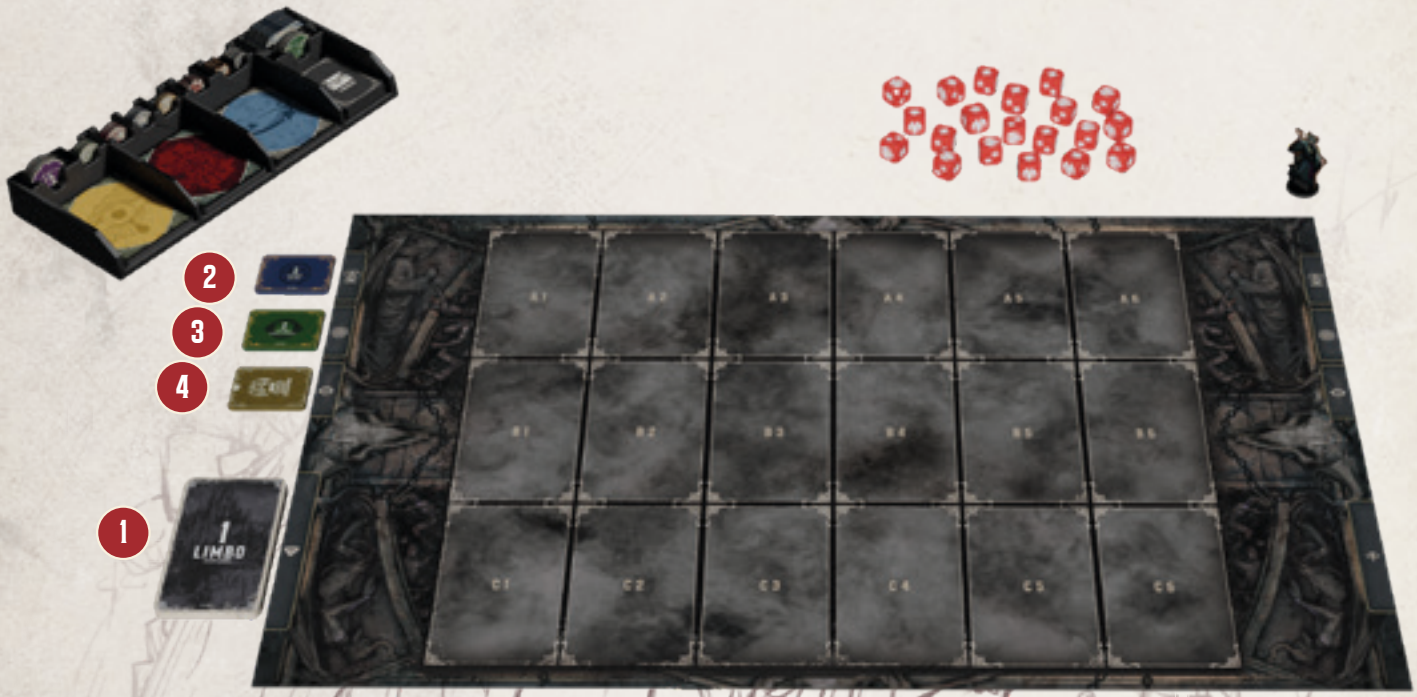
PREPARATIONS – LIMBO

Let's prepare the Exploration Board for the Chronicle Phase. First, let's do the Standard Preparation, which will be common to all the Chapters you play:

Then, open the Folding Box for I – LIMBO and take out the components referring to the Chronicle Phase:

1. **Take the Region cards and place them, in order and face up, in the appropriate space.**
2. **Take the Discovery cards and place them, in order and face up, in the appropriate space.**
3. **Take the Path cards and place them, in order and face up, in the appropriate space.**
4. **Take the Treasure cards and place them, in order and face up, in the appropriate space.**

If you performed the instructions correctly, this should be your Game State:



ONE FOR ALL AND ALL FOR ONE

In Dante: Inferno, the 4 Champions (Artist, Devotee, Mercenary and Outlaw) will be present at all times in the game. Most narrative decisions are made by consensus among all players, but there are situations that involve these characters individually.

Now the journey begins.

The following instructions are part of Dante: Inferno's Chronicle Phase game mechanics:

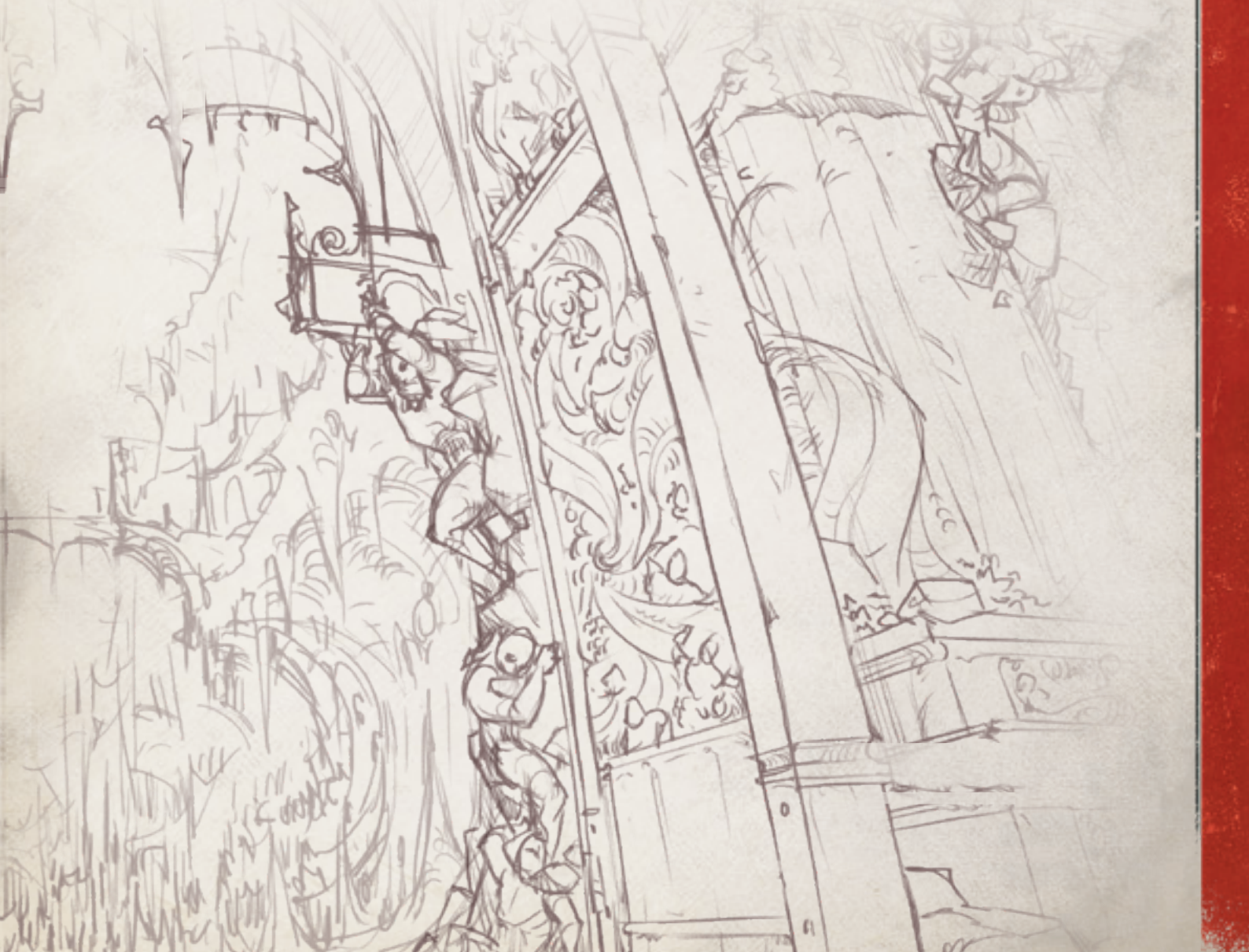
Place the Region card #001 – Dark Forest in position C1 and then Inspect it.



TUTORIAL: The Instruction "Place Region card" describes the process of taking that card and placing it, face up, in the indicated position on the board.



TUTORIAL: The "Inspect" Instruction describes the process of reading the narrative passage associated with that card in the Book of Chronicles. The next instructions will be provided after you finish the passage.





001
DARK FOREST

So there you are, four strangers, lost in a Dark Forest halfway through your lives. You barely know who you are and how or why you got here, but you know you need to move forward.

A turmoil of concerns revolves in your hearts as you advance through the woods, trying to get a sense of everything. Then, all of a sudden, howls, roars, and growls announce the arrival of predators: A Leopard, a Lion, and a Wolf.

Who will be the one who faces the beasts?

Suddenly, four strangers find themselves in this mysterious place. As a team, choose an option and proceed to its Resolution:

001-A **Fight the Wolf**

001-B **Fight the Leopard**

001-C **Fight the Lion**

001-A | FIGHT THE WOLF

The Outlaw is a cunning man, hardened by the difficult choices he has made in life. He has learned not to start a fight that he cannot win and, therefore, he decides to attack the Wolf, so thin that she appears to be just skin and bones. The man prepares his bow, takes a deep breath, gets his arm in position, and pulls the arrow. He targets the perfect spot between the predator's eyes, but holds his shot...

The Caravan endures an Ordeal of Willpower of Difficulty 9.

SUCCESS: *Whether it is pity, Divine Providence, or the Devil's Malice that holds the Rebel back, he cannot say, however, his hesitation almost costs him his life. Locking eyes with the archer, the Wolf reacts and attacks him, but is hit before being able to strike. Although it does not kill the predator, it is enough to give you the breach you need. At a fast pace, you set out to run from the beasts.*

The Caravan takes the Oboli Treasure card.

The Champion who rolled the most hits receives 1 Willpower token.

Place Region card #002 – Hill of Virtue in position B1 and Inspect it.

FAILURE: *Whether it is pity, Divine Providence, or the Devil's Malice that holds the Rebel back, he cannot say, however, his hesitation almost costs him his life. Locking eyes with the archer, the Wolf reacts and attacks him as the arrow barely touches her. A painful bite lacerates the Outlaw's body, causing him to scream in pain and cry out for help. The rest of you intervene and fend off the predator, but only long enough for it to regroup for its next attack. Giving up the fight, you set out to run from the remaining beasts.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #002 – Hill of Virtue in position B1 and Inspect it.

001-B | FIGHT THE LEOPARD

As if enchanted by the Panther's spotted skin, the Artist feels compelled to step forward. Coincidence or not, it's only her that the predator stares at in that unusual encounter. For a moment, the two study each other. Both creatures are preparing to end the dispute in a single strike, because that is what they are: mysterious, charming, and dangerous.

The Caravan endures an Ordeal of Prowess of Difficulty 9.

SUCCESS: *Hunter and prey prepare their weapons. Two daggers on one side, ten equally large claws on the other. The rustle of branches in a light breeze sounds the gong and the two jump against each other, in a clash that lasts for no more than a scream. The Artist kneels with her arm bleeding. She now has a new scar. The Leopard, on the other hand, lands with such a wound in her abdomen that she can barely stand. Having defeated her, you now need to run from the rest of the beasts.*

The Caravan takes the Oboli Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

Place Region card #002 – Hill of Virtue in position B1 and Inspect it.

FAILURE: *Hunter and prey prepare their weapons. Two daggers on one side, ten equally large claws on the other. The rustle of branches in a light breeze sounds the gong and the two jump against each other, in a clash that lasts for no more than a scream. The Leopard lands with a gash on her back, wide enough to leave a scar, but that is all. The Artist, in turn, kneels with such a wound that she can barely stand. The winner delights and purposefully lets you go. You now need to run from the rest of the beasts.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #002 – Hill of Virtue in position B1 and Inspect it.

001-C | FIGHT THE LION

The Mercenary and the Lion circle each other, as if they are familiar foes. The beast roars, confident in his posture to intimidate the warrior, but something about that seems strange, precisely because it is so familiar. The display of strength, the majestic mane, and the pomp to bear a title. In the end, the man cannot tell if he is facing a predator or a mirror.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 9.

SUCCESS: *And what opponent can be a better match for someone than oneself? The Mercenary jumps from side to side, pushing himself to the limit of his abilities to avoid the Lion's deadly strikes. Eventually, the creature tires, giving the man the opening he needs to strike. The beast cowers, accepting defeat, but the Condottiero knows he cannot maintain this pace against the other predators. Taking advantage of the opening, you attempt to outrun the rest of the beasts.*

The Caravan takes the Oboli Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Place Region card #002 – Hill of Virtue in position B1 and Inspect it.

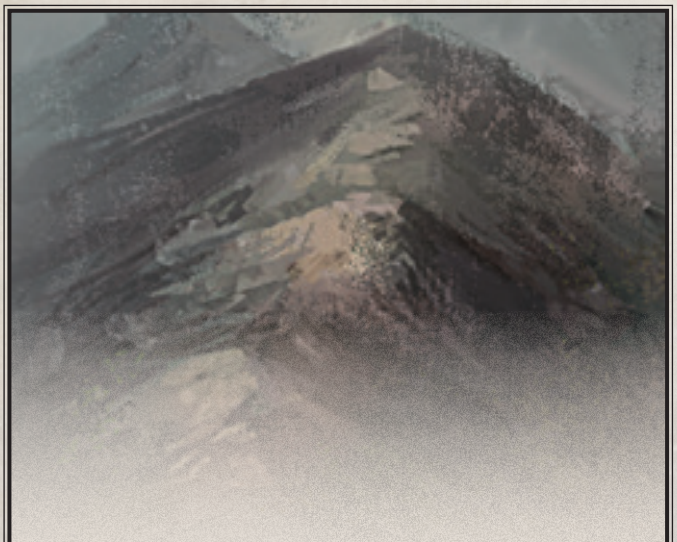
FAILURE: *And what opponent can be a better match for someone than oneself? The Mercenary jumps from side to side, but the creature hits him with a violent kick. Severely injured, the man escapes and urges you to retreat. The Lion doesn't even chase you, leaving you to try to run from the rest of the beasts.*

The Mercenary suffers a Wound (adjust his Vigor back to 6).

Place Region card #002 – Hill of Virtue in position B1 and Inspect it.







002
HILL OF VIRTUE

The remaining beasts do not give up the chase as you run up the hill. Cornered, you take the high ground and turn your backs to each other, forming a defensive circle.

"Get away, vile creatures!" the voice of a fifth person commands, its owner miraculously appearing among the four of you. He is tall, with a firm face, a strong nose, and wearing a red robe. On his head, a laurel wreath adorns his cap. "Greetings. I am Dante Alighieri, and I will be your guide through this journey that is about to begin." The figure reveals himself to be the Florentine poet. As if they recognize the authority of that man, the predators return to the Forest.

"Come, follow me. Now that we are together, we shall travel as one. Long is the way, so speed up the pace and listen carefully, for I have a lot to say."

Place the Caravan Pawn in this Region. It represents the players' position during the Chronicle Phase.

Place Region card #003 – Infernal Gates in position B2, Advance the Caravan to it, and then Inspect it.



003
INFERNAL GATES

Still confused, you follow the Poet down a road that descends into the haze. Very little of the path can be seen but a gigantic stone gate just ahead.

"Comrades, a sacrilege is in motion. An army of knights has invaded these lands, determined to achieve salvation through force rather than faith." Dante explains. "The Saints have chosen you as the Champions of Christendom, the warriors who must help me stop these men."

The Poet speaks to you, but his attention is focused on the many pale, naked souls that wander along the path through the Forest. They do not look dangerous, but your guide is terrified.

"Us? Are you sure?" The Outlaw puts into words the strangeness you all share. "I cannot remember who I am, but something tells me I am not a paragon of virtue..."

His questioning brings Dante back from his reverie.

"Imperfection is part of human nature, my friend. I am certain you are flawed, just like anyone else. However, to cast a shadow, you also need light. I dare not assume what the High Power expects of you in this task, but I know that we will discover it together." He lectures as you walk.

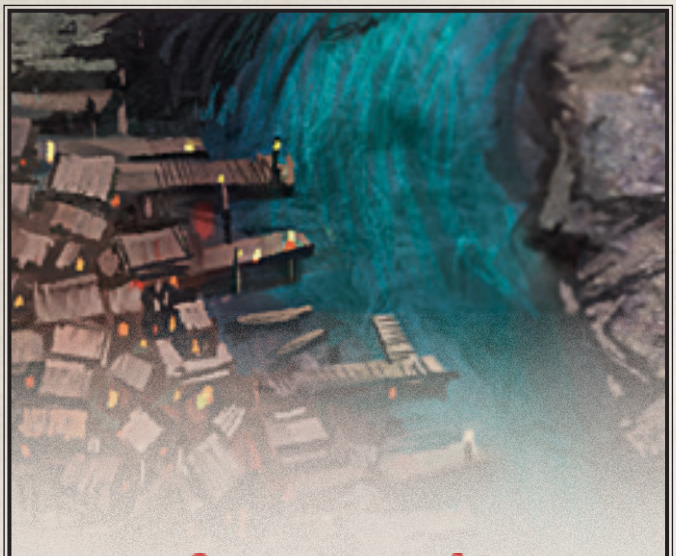
"What if I refuse?" Interestingly, it is the Devotee who seems to be resistant.

"I am afraid there is no such choice. You were summoned by forces far beyond my understanding and I know that you will only be able to return after completing the journey..." The Poet regrets his own words.

"Our first destination is the manor of Minos, the Judge and Guardian of this place of suffering. The once-King should have stopped the invasion, but he did not. Confronting him might help us understand what is really happening here."

"Abandon all hope, ye who enter here" is written in flames on the entrance to the Inferno...

Place Region card #004 – Shores of Acheron in position B3, Advance the Caravan to it, and then Inspect it.



004 SHORES OF ACHERON

Crossing the Infernal Gates, you walk to the bank of a calm river where many more wanderers stand waist-deep in water.

"Oh, see who awaits on the banks once more..." a gray boatman with eyes blazing like embers provokes. His rowing reveals his arrival in the fog. "The one who embarked alive, not dead... This time, four souls keep him company. For the right price, I shall take you all." He offers the service he does for eternity.

"Greetings, Charon." Dante maintains his composure, but cannot help but voice his concerns. "Why do these souls return?"

"They return because they were not judged, condemned, and thrown into the Circle where they should suffer. Therefore, they are free to do whatever they want. Even to look for a way back to the world of the living..." He mocks a derangement that can drive men crazy on Earth.

"Now, either board or leave, my duty is to lead the souls, not to question the Judge's decisions."

Place Region cards #005 – Pass of the Indolent in position A3 and #007 – Castle Gates in position B4.

If you have the Triad of the Abyss Expansion, you can move on to the Confrontation Phase against Charon described there. Otherwise, just proceed to the next instruction.

Charon speaks of the toll, but to pay him is not your only option. If the Caravan has the Oboli Treasure card, you can pay the ferryman and proceed to Resolution 004-A. Otherwise, if you do not have the card or do not want to do so, choose an option and proceed to its Resolution:

004-B **Head to the Pass of the Indolent**

004-C **Threaten the Ferryman**

004-A | PAY THE TOLL

"Here you are, one Obolus for each," the Mercenary hands over the coins without even negotiating. "We who live by the sword learn to be superstitious at an early age. I've lost count of the liras I have left with my fallen comrades. There is no more honorable service in all creation."

Charon acknowledges his admiration with a bow. "Come on, all of you on board. The crossing is fast, but I am always late."

You squeeze into the small boat and set off to the other side. The trip is short, as promised, and soon after, the ferryman orders you to disembark with his usual "tenderness".

The Caravan STORES the Oboli Treasure card and takes the Charon's Rags Treasure card.

Remove Region card #005 – Pass of the Indolent from position A3.

Advance the Caravan to Region #007 – Castle Gates and then Inspect it.

004-B | HEAD TO THE PASS OF THE INDOLENT

To avoid any complications, you search for another way to cross. In fact, Dante knows another route, although he was reluctant to take it at first.

"Monsters? No..." Charon answers the moment one of you expresses doubt about what could scare the Poet so much. "Monsters dwell in the Lower Circles, as transgressions become graver and the punishment imposed requires perverse jailers. Limbo is a pleasant place, but it has its dangers..." he scoffs as he lets other souls board.

"Ignore the ferryman," your guide interrupts, "His tongue is even sharper than his eyes." He puts an end to the idle talk and leads you to the mountains, which the Acheron tears into ravines.

Advance the Caravan to Region #005 – Pass of the Indolent and then Inspect it.

004-C | THREATEN THE FERRYMAN

As you ponder, you conclude that perhaps there is a different solution to the crossing problem. One that the old rower will not like, and you only need to exchange a glance to understand each other.

"Miserable ferryman!" the Devotee blusters, her eyes shining. For a moment, you think that, like Charon's, they too had burst into flames. "What value does silver have in this place? Abandon your pagan ways and take us willingly, or risk facing the Champions of Christendom!"

These words astonish the Poet.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 11.

SUCCESS: *Her firmness reminds the Poet of the stance that Virgil took on his own journey, when the Ferryman refused to make his crossing.*

"Argh, what the devil is this place becoming!? All of you can now do whatever you want, and that is it?" Charon grumbles but yields to the command. "Come aboard, all of you, quickly. The crossing is fast, but I am always late."

You squeeze into the small boat and set off to the other side. The trip is short, as promised, and soon after, the ferryman orders you to disembark with his usual "tenderness".

The Caravan takes the Opressor Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Remove Region card #005 – Pass of the Indolent from position A3.

Advance the Caravan to Region #007 – Castle Gates and then Inspect it.

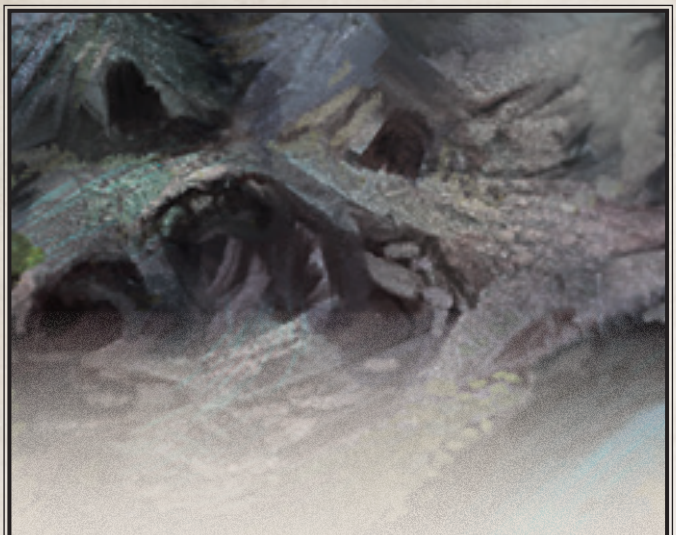
FAILURE: *The poor choice of words arouses the ferryman's anger.*

"Argh! Just what I needed. Insolent mortals who deny me the toll. Enough!" Charon takes the ferry away from the shore, distancing it from you. For a moment, the ferryman's eyes burn even brighter, as if filled with rage, and you feel your skin burn.

"That is not a problem. I know another route. Let us follow it!" Dante points to the mountains that the Acheron tears into ravines: the path he wanted to avoid...

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

Advance the Caravan to Region #005 – Pass of the Indolent and then Inspect it.



005 PASS OF THE INDOLENT

The road continues through its tangled ways into the mountain caves. Except for the small white glows that twinkle above, there is no light here, only darkness. Aside from your footsteps themselves, there were continuous laments, hindered by sounds of running water.

"What you hear are not the mines, but tears. The Indolent Angels mourn here for all eternity and no other punishment is necessary. See that one over there?" Dante points to a shrunken silhouette on top of a rock. "Abstanael, the one who convinced an entire horde not to take sides in their brother's Rebellion." The creature's red eyes exude anger and pain.

"Take a glance and move forward. A broken Angel is as dangerous as he is miserable."

The cry of the Indolent Angel weighs on your hearts. As a team, choose an option and proceed to its Resolution:

005-A **Step away from the Indolent Angel**

005-B **Interact with the Indolent Angel**

005-A | STEP AWAY FROM THE INDOLENT ANGEL

You listen to the Poet and take the route that skirts the stone and the Angel. The scuffle of boots dragging through the water attracts the fallen celestial, but he only watches you through the darkness.

You will never forget that look: a face as white as marble, torn by two red streams that run down the cheeks, coming from the eyes. Details revealed by the light that emanates from the creature itself, from the halo that was once his Grace, but is now nothing more than a crown of thorns.

Abstanael has wept for thousands of years. His heart is broken for something he did not do, but there are still thousands of years of weeping to come...

Place Region card #006 – Valley of the Indolent in position A4, Advance the Caravan to it, and then Inspect it.

005-B | INTERACT WITH THE INDOLENT ANGEL

The Angel's weeping is too painful for you to ignore. Being the most touched, the Artist approaches and offers him sympathy.

"How dare you assume you know of my woe, mortal?" the creature roars in a reverberating voice. As he rises, he spreads his wings and displays all his splendor; A Fallen Angel is still an Angel. "For the crime I committed by abstaining, I suffer endless torment, so great that it floods this place. If you believe that a creature as weak as you can comprehend this, then I will make you feel the magnitude of my pain in your flesh!"

He conjures a flaming sword, dragging you into a fight.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 13.

SUCCESS: *Maddened by loneliness, the Fallen Angel cannot comprehend compassion.*

The clink of steel echoes through the Pass of the Indolent as the Artist deflects the first blow and tumbles, summoning the rest of you to join the fight.

Abstanael is excellent with his sword, but the numerical advantage makes a difference. "Leave him be..." Dante encourages you to be merciful once the fight ends. The Heavens truly know what they are doing in choosing you. "He is disgraced, but he is still an Angel."

Claiming the angelic sword from the broken figure, you move forward.

The Caravan takes the Angelic Sword Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Place Region card #006 – Valley of the Indolent in position A4, Advance the Caravan to it, and then Inspect it.

FAILURE: *Maddened by loneliness, the Fallen Angel cannot comprehend compassion.*

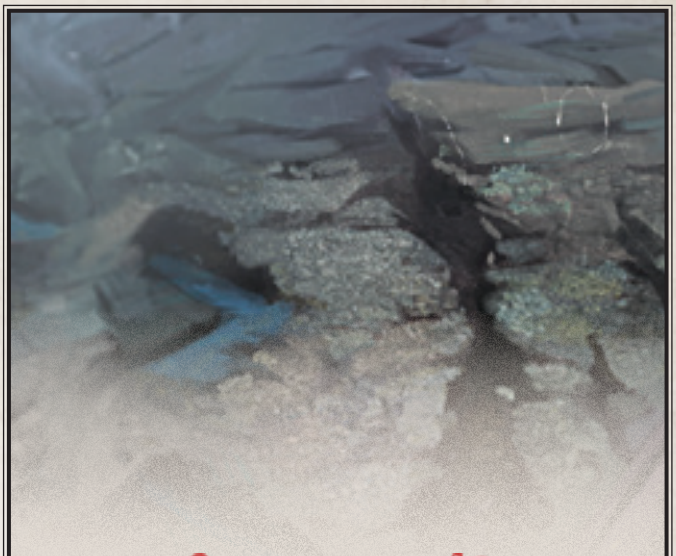
The clink of steel echoes through the Pass of the Indolent as the Artist deflects the first blow and tumbles, summoning the rest of you to join the fight. Abstanael, however, is excellent with his sword, and even the numerical advantage does not make a difference.

"Enough!" Dante intervenes when the red eyes advance on the fallen Wanderer, ready to deliver the final blow. "You had your moment, now leave them alone. They have come by order of Heaven and you have no right to stop them."

With unsteady steps, you move forward.

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #006 – Valley of the Indolent in position A4, Advance the Caravan to it, and then Inspect it.



006 VALLEY OF THE INDOLENT

Leaving the drenched grottoes, you find yourselves again in the misty atmosphere. The path descends along the banks of a valley, on the other side of the river. You have crossed the Acheron.

"The indolent ones lament because Heaven does not receive them, as it would be soiled by their presence. But Inferno does not welcome them either, since they did not act with malice." Dante takes the opportunity to teach. "In this valley, human souls are condemned to chase a flag back and forth for eternity as punishment. To live is to defend something, to take sides. That is why in death they are in such a state of suspension."

You reflect as you continue forward, taking a road that leads from the dock to the gates of a curtain wall.

Advance the Caravan to Region #007 – Castle Gates and then Inspect it.



007
CASTLE GATES

Following the road from the dock, you arrive at the gates of a wall so robust that even those of Constantinople cannot rival it.

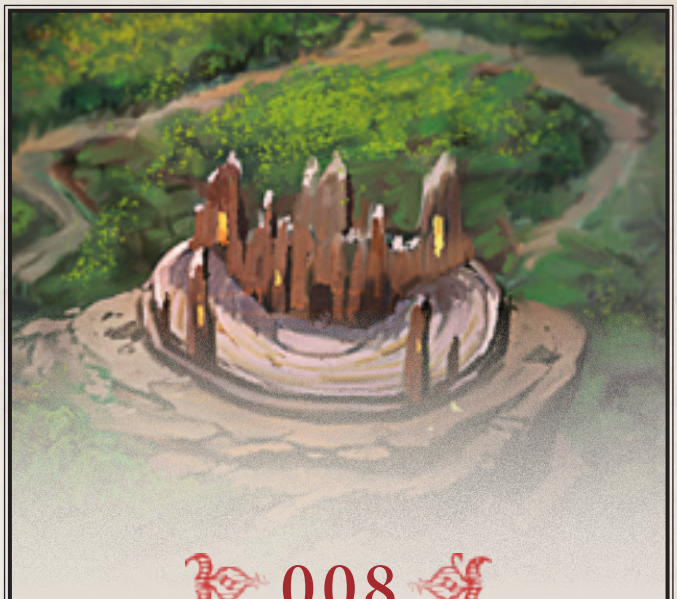
"There are seven levels to these curtain walls which surround Limbo," Dante comments when he notices your amazed stare. "Here we follow to the Bailey, home of those who are good in nature but did not come to know Christ, that is, they were not baptized."

"So, it means that just living a virtuous life is not enough to be saved? We are required to be baptized and follow the doctrine to the letter, is that it?" The Artist fears she has blasphemed.

"Since His love is the true sustenance that the spirit needs, not even the most elevated soul will find fulfillment alone, just as one cannot quench their thirst by drinking wine." Dante can only see one path.

Each Champion receives INVIGORATE 2.

Place Region card #008 – Limbo Bailey in position B5, Advance the Caravan to it and then Inspect it.



008
LIMBO BAILEY

You arrive at a bailey so wide that it could even be mistaken for a meadow. Here, many buildings can be seen through the mists. In one of them, a Greco-Roman amphitheater, Virgil himself welcomes you.

"I am afraid that speaking to Minos will be difficult. He has locked himself in his Manor and refuses to receive visitors." The High Poet delivers disturbing news when he hears of your venture. The reason for there being so many wandering souls is clear, though: the Judge is not on duty.

"Do not give in, Dante. You may still find help from the dwellers of this place." Virgil, however, has advice: "Remember Saladin? He is a renowned strategist and will certainly know what to do. Furthermore, I saw a detachment of these mortals you seek setting up camp in the north. Maybe you can speak to them. Finally, you can still head to Minos's Manor and request an audience. Julius Caesar is in charge of guarding the gates, but the Roman has always been a good politician and there must be a way to persuade him."

Place Region cards #009 – Gates of Minos's Manor in position B6, #010 – House of the Ayyubid in position C5, and #012 – Limbo Camp in position A5.

Virgil has upsetting news, but he attempts to help. Take the numbered Path cards from 01 to 03 and place them on this Region, face up. From now on, whenever you Inspect this Region, as a team, take a card and proceed to its Resolution. If you are going to Inspect this Region, but there are no Path cards on it, proceed to Resolution 008-D.

(You Inspected this Region when you placed this card on the board and Advanced the Caravan here, so choose the first Path now.)

008-A | VISIT SALADIN

As you take the route that descends into the Ayyubid territory, a question rings in the Mercenary's head.

"Poet, tell me the truth, are we dead? I mean, how else would we have been sent to the Inferno?" A question that draws a shy smile from your guide.

"Worry not, Companion. I was alive when I first made this journey two hundred years ago. This, however, is not a reason for relief, but concern. After all, you may die here."

As he speaks these words, you soon reach your destination.

Advance the Caravan to Region #010 – House of the Ayyubid and then Inspect it.

008-B | INVESTIGATE THE CAMP

You head north towards the supposed camp.

"I do not understand..." the Mercenary begins, breaking the shyness that still existed among you. "...Your old mentor, Virgil. He does not seem to be tormented. Is not Inferno a place of punishment?"

"To be honest, Limbo is not the worst fate for the Damned. They are free to exist in this state of apathy, without glory but also without punishment, unlike those unfortunates who await us in the Circles below," Dante explains.

Advance the Caravan to Region #012 – Limbo Camp and then Inspect it.

008-C | GO TO THE GATES OF MINOS'S MANOR

Choosing the most direct approach, you head to Minos's Manor, which marks the border between this Circle and the next.

Along the way, countless souls surround you until you reach a keep built like a palace. The stairs leading to the Court are inside, but the gates are closed, and the wandering figures crowd before them. Little by little, they awaken from their torpor and finally become aware that they are dead.

Many of them burst into tears, resigned to their fate. Others, the dangerous ones according to the Poet, try to trace their way back along the river and then through the Dark Forest, as you have already seen.

They are the reason for his concern...

Advance the Caravan to Region #009 – Gates of Minos's Manor and then Inspect it.

008-D | HIS HONOR OFFERS A TRUCE

After you've followed every lead you could, you find yourselves lost once again. The Poet's sad face shows his disappointment in himself for having failed the task. Then, to everyone's surprise, Julius Caesar appears through the mists, accompanied by a battalion of knights wearing the colors of the Order.

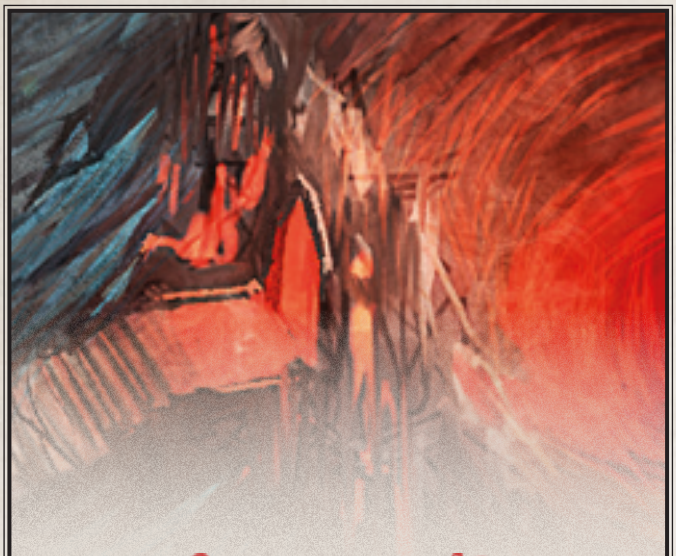
"Hail gladiators!" The Dictator salutes you. "The many wanderings that have taken place recently disturb my patron. In order for the interference in the affairs of the Damned to cease, he decided to summon you to a Hearing."

The offer sounds like a trap. All of a sudden, you are granted what you tried so hard to achieve without success. Choosing to believe that this is a peace offering, you accept the "invitation".

The Chronicle Phase ends here.

Now carefully follow the Instructions provided on page 14 of the Book of Commandments and perform the transition between Game Phases.





009 GATES OF MINOS'S MANOR

Elbowing among the lost souls, you arrive at the gates guarded by the magnanimous Julius, who watches from a balcony.

"Hail, Caesar!" Dante salutes the ruler, looking at him from below. "What is the reason for the Court to be in recess? Such a fact alone is no stranger than that of Pater Julianae to have become a doorman." He risks a provocation.

"This position dishonors me, yes, but I swallow my pride out of love," the Roman responds. "I will do as the Judge says, for, unlike me, who was graced with existence in this peaceful place, my dear Brutus is punished in the deepest pit of this abyss, chewed by the Devil himself. My hope is that, in exchange for this service, Minos will free him from this sentence. Now, get away. You will not be able to go through these gates." The Damned is convinced he can reverse the divine arrangement.

The Poet knows that there is no force capable of persuading Caesar otherwise. His will is so unshakable and his competence is so unquestionable that his own countrymen only managed to depose him by assassinating him.

Frustrated, you can only turn around and accept that you wasted time.

Each Champion receives INVIGORATE 2.

If the Caravan has the Angelic Sword Treasure card, proceed to Resolution 009-A. Otherwise, the Caravan returns to #008 – Limbo Bailey and then Inspects it.

009-A | IN LIMBO THERE IS A LEGION

Taking the route back to the amphitheater, the Outlaw is struck by an epiphany.

"Wait," he stops you. "The Roman will not change his mind, but we also do not need to bring down the gates. Why not just go over them?"

"And how do we do that without the proper resources? The tower stands at least twenty feet high," the Condottiero, who knows a thing or two about sieges, remarks. "It is impossible..."

"Oh, but I am not thinking about climbing the tower... I am suggesting we fly over it!"

"You cannot be serious..." the Devotee interrupts. "The indolent do not deserve compassion or glory, as the Poet himself said! Besides, who can guarantee that they will accept it in the first place?"

"I guarantee..." the Artist ends the discussion, drawing intrigued looks from the rest of you. "I saw that Angel's heart through his bloody tears. There is nothing he would not do to return to the graces of the High Power."

The Wanderer is convincing, but Dante, an experienced traveler and a Devout Soul, knows the truth.

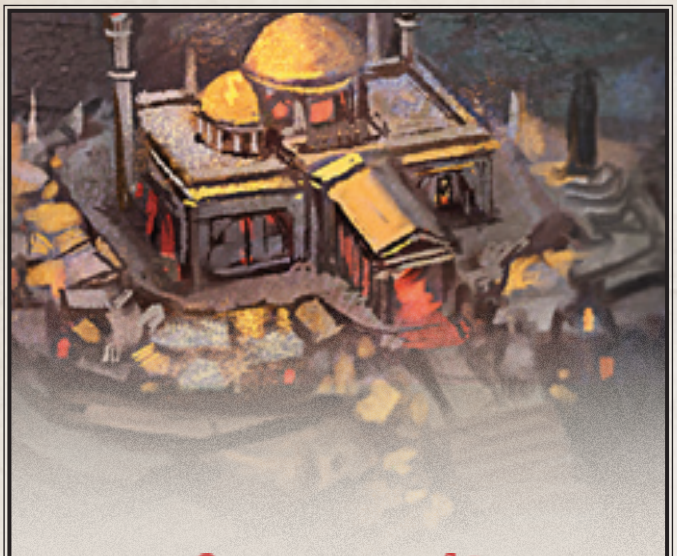
"I am afraid you are pinning your hopes on an empty shell, my friend." It is painful for him to have to tell the truth. "There is no remorse in the Inferno. The divine arrangement is infallible. If they were thrown here, it is because, deep down, they have no regrets."

"Is it, indeed?" the Outlaw questions the Poet. "If the laws that govern this place are truly perfect, where does it say that an army can invade it without fear of any punishment?"

Despite all the wisdom he acquired in both life and death, Dante does not have the answer to this question, which leaves him thoughtful. Does what he learned about this place still apply?

The Poet's silence unifies your voices and, for better or worse, you take the path back to the Fallen Angels.

Replace Region card #005 – Pass of the Indolent with #014 – Indolent Lair, Advance the Caravan to it, and then Inspect it.



010 HOUSE OF THE AYYUBID

The palace that houses Saladin is built to match his reputation. Vaults, tiles, gardens full of apricot trees, and a fountain from which pure water flows, decorate it.

"Forcing entry is impossible. In this place, there are no soldiers or weapons for that... only peaceful or broken souls." The Sultan ponders as you speak. "However, not all victories are achieved on the battlefield. The architect who designed the fortress, Daedalus, lives to the west. He knows it like the back of his hand and certainly knows another way in."

Just as you prepare to follow the Ayyubid's proposal, a curious sight captures the Outlaw's attention: a patrol of knights, no more than five men, heading through the mists to the east, far.

Is it worth chasing after them to find out what they are doing?

Place Region cards #011 – Daedalus's Workshop in position C4 and #015 – Plato's Cave in position C6.

After you meet Saladin, two paths seem to be promising. As a team, choose an option and proceed to its Resolution:

010-A **Visit Daedalus's Workshop**

010-B **Pursue the patrol of knights**

010-A | VISIT DAEDALUS'S WORKSHOP

Taking the safe route, you head to the Workshop.

"I have a story to tell..." Dante shares along the way. "It is said that Poseidon, retaliating for an offense committed by Minos himself, made Pasiphae, his wife, fall in love with a bull. Bewitched, the woman ordered Daedalus to build a wooden cow for her to wear to fulfill her desire, and it worked!" The Poet stops for a while and turns to you.

"The labyrinth beneath the Palace of Knossos was built to house the fruit of this sinful union: the monstrous Minotaur. Even though he only followed orders, Minos was furious and made the artisan his prisoner. Hence their resentment."

Following the rhythm of the witty prose, you arrive at the destination.

Remove the Region card #015 – Plato's Cave from position C6.

Advance the Caravan to Region #011 – Daedalus's Workshop and then Inspect it.

010-B | PURSUE THE KNIGHT PATROL

Intrigued, you pursue the patrol, keeping distance. About a mile later, the knights stop, loosen their armor, and light a fire. Mounting skewers with mutton, they rest, appearing distracted.

"Wait here, I will sneak around them and try to find out what these bastards are talking about." The Outlaw seems to have been doing this his whole life.

"I will come with you. I can also be as light as a feather," the Artist invites herself.

The rest of you look at each other but choose to trust the infiltrators' skills, crouching behind the bushes a few yards away. Apprehensive, you await the outcome of the venture.

The Caravan endures an Ordeal of Prowess of Difficulty 11.

SUCCESS: *In fact, the Wanderer does not lie. The Outlaw knows how to sneak around, but the Artist is an expert. She gets so close to the knights that she could steal from them.*

Shortly afterward, the patrol kicks dirt over the flames and prepares to leave. The smile on her face reveals that she discovered something.

"Better!" She shows you a piece of paper. "Look at this. They drew a map and talked about sealing a cave entrance. They wrote some things here, but they do not seem like much. Maybe we are missing something to understand the meaning of it all.

Hopeful, you continue the journey through Limbo.

The Caravan takes Discovery card number 1 (Limbo Map).

The Champion who rolled the most hits receives 1 Prowess token.

Time is short and you need to take the next step. If the Caravan has Discovery card number 2 (Bloodstained Letter), proceed to Resolution 013-C (Region 13). Otherwise, if there are any Path cards left on Region #008 – Limbo Bailey, as a team, you may choose to STORE one of them and proceed to Resolution #010-A – Visit Daedalus's Workshop. However, if there are no cards left there, or you choose not to do so, remove Region card #011 – Daedalus's Workshop from position C4, the Caravan returns to #008 – Limbo Bailey, and then Inspects it.

FAILURE: *In fact, the Wanderer does not lie. The Outlaw knows how to sneak around, but the Artist is an expert. She gets so close to the knights that she could steal from them.*

However, surprisingly, it was not her that the knights noticed.

The clumsy clinking of the Mercenary's armor echoes as he scrambles to climb out of a bush. Suspicious, the knights draw their swords and cautiously approach the source of the sound.

Left with no choice, you take advantage of the surprise and jump on the knights. Maybe that was not the intention at first, but you fight a clumsy battle, and the outcome could be nothing other than the death of the knights.

Dante watches it all in astonishment. His tense expression reveals how much he disapproves of violence. Did he really think this incursion would not result in bloodshed?

Allowing yourselves a few moments to catch your breath, you loot the bodies and continue your journey through Limbo.

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

Time is short and you need to take the next step. If there are any Path cards left on Region #008 – Limbo Bailey, as a team, you may choose to STORE one of them and proceed to Resolution #010-A – Visit Daedalus's Workshop. However, if there are no cards left there, or you choose not to do so, remove Region card #011 – Daedalus's Workshop from position C4, the Caravan returns to #008 – Limbo Bailey, and then Inspects it.



011 DAEDALUS'S WORKSHOP

Here, a huge acropolis-shaped warehouse houses materials, tools, and inventions of all kinds.

"By the grace of Sara la Kali, look at this place!" The Artist is filled with excitement. She dances through the pieces. She knows she is surrounded by treasure. "Only in Signore Leonardo's atelier have I seen such geniousity!"

"Wood, copper, wax. Daedalus transforms rudimentary elements into engineering marvels... However, no invention will ever be comparable to the clockwork wings responsible for the inventor's pride and pain." The Poet finishes his explanation, imagining that the host would eventually show.

But no one comes, as the place is deserted.

It is a true safe in the open...

Daedalus is not at the Workshop. Would he mind if you "borrowed" a few things? As a team, choose an option and proceed to its Resolution:

- **011-A** Loot the Workshop
- **011-B** Search for Daedalus's Wings
- **011-C** Return to the Limbo Bailey

011-A | LOOT THE WORKSHOP

"Daedalus cannot help us, but his belongings may..." the Outlaw suggests as he studies some of the pieces. He is a practical man, more attached to ends than means.

"Would you dare take another man's work?" the Poet questions with such a frown that you might as well expect lightning to come out of those eyes and strike the Rebel right there.

"One does not question the well-born when they take the labor of the poor people who take care of their homes and fields. So tell me, why should I care?" He explains himself, but the outcome of the conversation becomes irrelevant: The Artist emerges to show, smiling, the interesting contraptions she has "found"...

It is best to leave as soon as possible...

The Caravan takes the Heavy Crossbow and Retractable Shield Treasure cards.

The Caravan returns to Region #008 – Limbo Bailey and then Inspect it.

011-B | SEARCH FOR DAEDALUS'S WINGS

In his first journey, the Poet learned that the guilt one carries in life sets the tone for penance, and with Daedalus this would be no different.

"The flight of Icarus..." he says. The inventor had spent centuries correcting his mistake, and judging by the wooden contraptions, feathers, and wax scattered everywhere, it appears he succeeded. "Perhaps we can do as Daedalus did when he fled from Crete. The wings are at our disposal."

Dante suggests repeating the legendary deed, but, for you mortals, made of flesh and blood, is not this idea more dangerous than effective? At least there is no Sun here...

The Caravan takes the Clockwork Wings Treasure card.

Dante proposes flying over the walls of Minos's Manor, but that might not be very safe. If you want to try, proceed to Resolution 011-D. Otherwise, the Caravan returns to Region #008–Limbo Bailey and then Inspects it.



011-C | RETURN TO THE LIMBO BAILEY

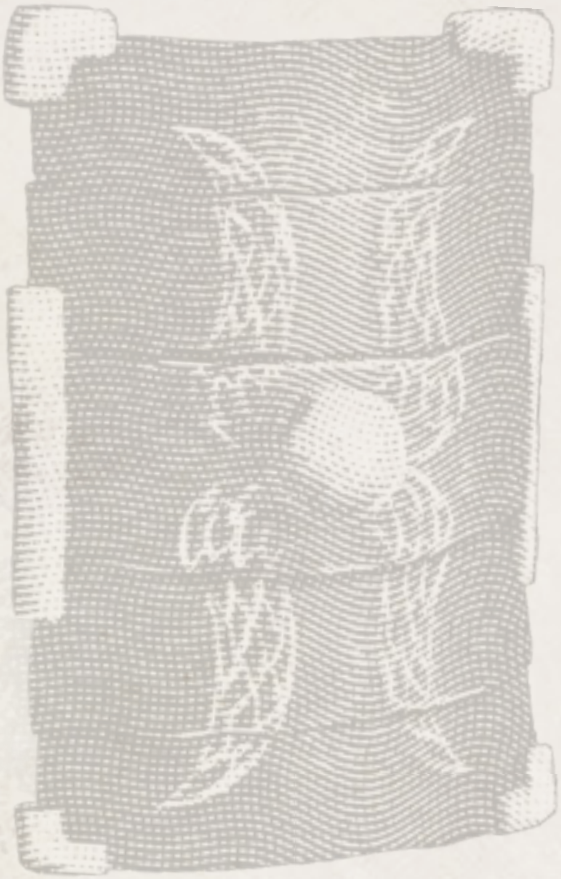
Not having found the famous artisan, you return to the Limbo Bailey. Descending the hills makes the path seem shorter, but the frustration outweighs the relief.

"That is odd," Virgil responds as soon as you speak again. "Few times have I seen the inventor outdoors. I fear the mortals are involved somehow. After all, all the troubles followed their arrival."

Knowing that you are still missing some pieces of this puzzle, you ponder what to do next. Are there still any leads you have not pursued?

Each Champion receives INVIGORATE 2.

The Caravan returns to Region #008 – Limbo Bailey and then Inspect it.



011-D | FLY WITH THE CLOCKWORK WINGS

As if the tower had been built just for this purpose, on top of spiraling staircases, a parapet opens over the mists of Limbo. The flames from the pyres of Minos's Manor are the only lights that glow in the dark.

Wearing the winged contraptions, one by one you launch yourselves to the horizon as if you were chicks learning how to fly, guided by the fearless Poet...

The Caravan endures an Ordeal of Willpower or Prowess (each Champion chooses the Attribute they want to use) of Difficulty 15.

SUCCESS: *As unlikely as it may seem, the plan works perfectly. You fly like a flock of birdmen, enjoying an incredible and unique ride.*

With each flap of the wings, a hole opens in the mist, allowing some virtuous souls the pleasure of witnessing Daedalus' genius for an instant. Gracefully, you land in the courtyard of Minos's Manor, beyond the gates and walls.

Caesar and the knights under his command soon draw their weapons and run toward you, but an order from Minos reverberates through Limbo as if the sky itself were speaking. Your triumphal entry was impressive enough that he agrees to grant you an audience.

The Champion who rolled the most hits receives 1 token matching the Attribute they used in this Ordeal.

The Chronicle Phase ends here.

Now carefully follow the Instructions provided on page 14 of the Book of Commandments and perform the transition between Game Phases.

FAILURE: *The masterful plan works perfectly at first, but perhaps there was a reason other than the Sun for Icarus's failure. One that history forgot to immortalize.*

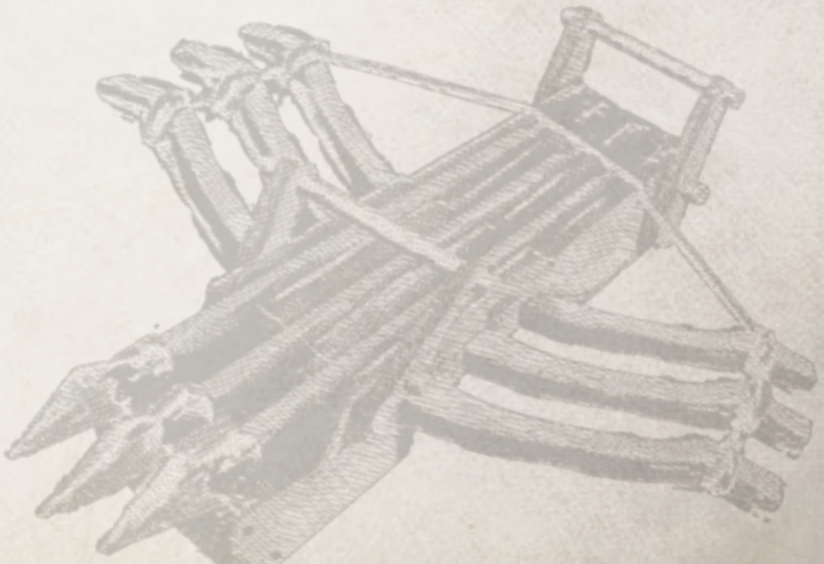
The flight, however, is brief. Controlling the contraption is much more difficult in practice than in theory, and the experience, which promised to be incredible, soon becomes a nightmare of screams and adrenaline.

Disorganized in the fog and darkness, you scramble around the courtyard, scattered and lost. It was up to Virgil and Dante, who were unharmed, to rescue the rest of you.

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

If there are any Path cards on Region #008 – Limbo Bailey, as a team, choose one to STORE (do not proceed to its Resolution). Otherwise, just proceed to the next instruction.

The Caravan returns to Region #008 – Limbo Bailey and then Inspects it.





012 LIMBO CAMP

The path is short. Right after leaving Virgil, you catch a glimpse of tents hastily erected behind palisades made of dark wood. A column of smoke from there reveals that the place is not abandoned.

Taking advantage of the cover of the bushes, you crouch down and inspect the camp, just over two hundred yards away. Only a single man roams the grounds.

Distracted, you do not notice the squad of knights approaching from behind. They are intrigued. After all, what is such a distinct group doing behind the bushes?

"What the devil is the meaning of this?" Their leader points his sword at you. From the timbre of his voice, he barely sounds like a grown man.

A patrol of knights finds you suspicious. As a team, choose an option and proceed to its Resolution:

012-A **Introduce yourselves as knights, making up a story**

012-B **Try to explain the truth**

012-A | INTRODUCE YOURSELVES AS KNIGHTS, MAKING UP A STORY

Not really knowing what to do, you look at each other for a moment, silently agreeing on a story. No one could guess what the others were thinking, but someone needed to say something.

"We came following the smoke and found the camp," the Mercenary ventures. "Since we did not know the Order was building settlements, we decided to take a good look before approaching. But I suppose we had nothing to fear then."

"Ah yes, Commander Mihnea warned us that he had dispatched another squad with an important and classified mission." He had no reason to suspect that other mortals would come to stop them. "Be at ease, brothers. We improvised this ward to treat men whose spirits were broken. In fact, not all are prepared for this task. Rest a little; my group and I still have some rounds to do." He sheaths his sword and instructs the others to do the same.

So, suddenly, the patrol leaves the same way it arrived, leaving the foxes free to enter the chicken coop...

Replace Region card #012 – Limbo Camp with #013 – Fallen Garrison and then Inspect it.

012-B | TRY TO EXPLAIN THE TRUTH

Not knowing what to do, you look at each other for a moment and silently agree on a story. None of you can guess what the others were thinking, but someone needs to say something.

"I am Dante Alighieri, and these are the Champions of Christendom, sent by the Saints to speak sense into your heads." Perhaps the Poet is being too direct. "I ask you, put down your weapons and take us to your commander, as I need to speak to him."

The patrol looks at each other, and you could swear you've never seen more confused people.

"Is that really what you think we should say?" The Outlaw cannot hold back. "They are armed, Poet, they did not come to 'talk'...."

"On my first trip, I relied only on the truth to reach my destination. I have faith in humanity and reason!"

The Florentine's words are followed by the noise of unsheathed weapons. The knights have no idea how other mortals have come here, but they know very well what to do with anyone who stands in their way.

The Caravan endures an Ordeal of Aggressiveness or Prowess (each Champion chooses the Attribute they want to use) of Difficulty 15.

SUCCESS: *The battle unfolds before the disappointed Poet. He repudiates violence, especially among humans, but is there really another way? Why have the Saints chosen warriors, after all?*

Sword swings, arrows and stabs... the battle ends as quickly as it began, but that does not put an end to the struggle. Not the one that is inside you. Contemplating the knights' last breaths reminds you that the enemies are not demons, but people, made of flesh, blood, and fears. The same as you.

"Compassion is a memorable virtue, companion." Dante lays his hand on the Artist's shoulder, the most shaken among you. "However, do not dwell on what happened. Something tells me this is just the beginning."

The Champion who rolled the most hits receives 1 token matching the Attribute they used in this Ordeal.

Replace Region card #012 – Limbo Camp with #013 – Fallen Garrison and then Inspect it.

FAILURE: *The battle unfolds before the disappointed Poet. He repudiates violence, especially among humans, but is there really another way? Why have the Saints chosen warriors, after all?*

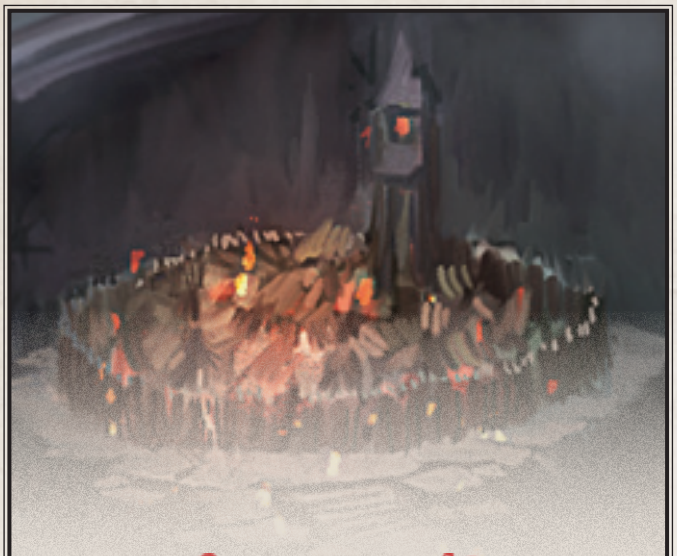
Sword swings, arrows and stabs... the battle gets out of control. Perhaps you were too eager to face the sworn enemy or afraid of hurting other people made of flesh and blood, but either way, your concentration wavers and the knights' steel draws blood.

Victory is achieved, but at a great cost. You are now too injured and the echo of a trumpet reveals that the fight did not go unnoticed.

Wounded, you quicken your pace back to the Limbo Bailey.

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

The Caravan Returns to Region #008 – Limbo Bailey and then Inspects it.



013 FALLEN GARRISON

Moving forward, you reach the settlement mentioned by Virgil. A large tent and a few smaller ones have taken over the bailey.

Entering it, you see a dozen improvised stretchers sheltering half that number of knights. They do not wear armor or carry swords. Instead, they are stunned, lying on their backs looking at the tarp and seeing nothing.

"Wait!" A man dressed as a Greek sage comes to meet you. His gray hair reveals that he knows better than to take you for knights. "Noble souls, I beg you, take what you want, but spare these men. The only thing they have now is their lives, which have been placed in my care."

He is Hippocrates, patron of Medicine, as Dante introduces him.

"I swore, before all the gods, to use my craft only for good. These men are no longer a threat. Look, they are broken as if the soul had died inside their bodies..."

"How is this possible?" The Devotee is the most intrigued.

"I do not know, but their illness is a spiritual one. I too do not know the answer, so I can only treat them..."

"And put them back into service?" the Outlaw reacts, looking at the rest of you. His eyes suggest what he said between the lines. "They could become a problem in the future..."

Hippocrates is responsible for a defenseless camp. As a team, choose an option and proceed to its Resolution:

013-A **Search the camp, but spare the soldiers**

013-B **Search the camp and slay the soldiers**

013-A | SEARCH THE CAMP, BUT SPARE THE SOLDIERS

Feeling moved, you spare the astonished knights. Maybe it is not the best strategic decision, but it is certainly the most moral. The shy smile that the Poet shows confirms this.

"Thank you," Hippocrates sighs in relief. "As promised, take what you want. These men no longer need their possessions." Despite the offer, there is nothing of value there.

"Take the Caduceus as a present." This looks like a distinct piece. "This is my second greatest treasure. The first is being able to take care of my patients."

One part of you is invigorated for having chosen life, while the other knows that every good deed has its price. The Artist is the only one who does not dwell on these thoughts, occupied with the letters that one of the knights was carrying.

The Caravan takes the Caduceus Treasure card and Discovery card number 2 (Bloodstained Letter).

Leaving all this behind, you consider your next steps. If the Caravan has Discovery card number 1 (Limbo Map), proceed to Resolution 013-C. Otherwise, the Caravan returns to Region #008 – Limbo Bailey and then Inspects it.

013-B | SEARCH THE CAMP AND SLAY THE SOLDIERS

Hippocrates's devotion is memorable, but you do not want to risk having to meet these men again.

"I promise it will be quick and painless." The Outlaw agrees to do the dirty work while the Mercenary restrains your host. "I am sorry, Hippocrates, but there is no war without sacrifices. We cannot risk being ambushed by them in the future."

The Florentine's frown makes it clear that he disagrees. For him, the task is as important as it is virtuous, after all. What kind of people will you have become at the end of the journey if you follow this path?

Moved, the Artist takes the bloodstained letter that one of the knights had in his hand before leaving the camp. She, more than anyone, longed to find meaning in the mission.

The Caravan takes the Merciless Treasure card and Discovery card number 2 (Bloodstained Letter).

Leaving all this behind, you consider your next steps. If the Caravan has Discovery card number 1 (Limbo Map), proceed to Resolution 013-C. Otherwise, the Caravan returns to Region #008 – Limbo Bailey and then Inspects it.

013-C | READING BETWEEN THE LINES

At first, the letter seemed like nothing more than the confessions of a delusional knight. However, the Artist has grown accustomed to communicating between the lines and sees what was said without being said.

"These are not the words of a dying man..." She goes to the Poet, the only one who can understand her. "See, Dante, the alphabet is one, but the words are in another language. When he speaks of 'the Lion' he does not mention himself, but someone called 'Lion Heart'!" Her eyes glisten.

Continuing her storm of epiphanies, she now opens the map and plots a route. "If 'lionheart' is King Richard, the sword that 'stabbed' him is Saladin, which means that..." He turns to all of you.

"Eureka!"

The Caravan STORES Discovery cards number 1 (Limbo Map) and number 2 (Bloodstained Letter).

Place Region card #015 – Plato's Cave in position C6, Advance the Caravan to it, and then Inspect it.



014
INDOLENTS' LAIR

You return to the caves where the angels dwell and Abstanael's weeping echoes incessantly. It is not hard to find him. You just follow the cries.

"Fallen Angel..." The Devotee sees herself as the spokesperson for issues involving faith. "We need your help. Summon your brothers and together, in a repaired flight, let us fly over the walls of Minos's Manor. Limbo has been left to its fate and we need to reach the Judge. Take our side, and I am sure the High Power shall look favorably upon you." An empty promise.

Even though the Maiden's words expressed the feelings of the rest of you, Dante knows that this is not quite how the Divine Order works. However, the Outlaw's argument rings in his head: did the invasion also open the way to redemption? Is there not one last chance for the Damned?

"A beautiful speech for a hypocrite..." The figure stands up. "You pose as a believer, but deep inside, you disregard the Father's teachings. In fact, all of you. Souls that stink of Sins. No better or worse than those who dwell in the abyss."

"Forget not, Angel, they are mortals. They are flawed like all those made of flesh and blood, but they can still redeem themselves!" Dante defends your honor. "Spare them the lecture, they already have me for that."

With wings spread and fists clenched, Abstanael descends from his nest of suffering once again. His obstinate look reveals that only a rematch can prove to him who you are.

Whether you like it or not, a new battle begins...

The Caravan endures an Ordeal of Willpower of Difficulty 11.

SUCCESS: *The Indolent Angels are too proud to accept that mortals are capable of surpassing one of them. However, Abstanael cannot measure up to you.*

"Enough!" Dante intervenes when the celestial being begins to rage, his body struck and injured by the Caravan's blades and arrows. "They have already proven that they are the Champions of Christendom. There is no need to shed any more blood. Accept it or let us go, Fallen Angel."

Finally, Abstanael succumbs. An audience of waning halos watches the outcome of the battle, waiting to hear their leader's verdict, and common sense prevails.

Carrying you in their arms, an angel for each one, you fly over the Limbo Bailey, giving residents the unique opportunity to witness a redeemed flight. Caesar sees you coming from afar, but he can do nothing against the power of Heaven. Walls are useless.

"Hail, Caesar!" Dante salutes, knowing he has the upper hand, as soon as you land in the Manor's courtyard. "I have a lot of respect for you and the Eagle of Rome, but I need to see the Judge."

"A good ruler is fair in victory, but he also knows how to recognize disadvantage..." The guardian places his hand on his chest as a sign of respect. "However, I ask a favor in the name of my honor: only you and the mortals shall enter. This is a Forum, not a battlefield."

Reasonable terms for a peaceful outcome.

The Caravan takes the Vow of Redemption Treasure card.

The Champion who rolled the most hits receives 1 Willpower token.

The Chronicle Phase ends here.

Now carefully follow the Instructions provided on page 14 of the Book of Commandments and perform the transition between Game Phases.

FAILURE: *The Indolent Angels are too proud to accept that mortals are capable of surpassing one of them, and Abstanael was motivated to prove this.*

Fighting more fiercely than ever, the broken figure moves from side to side, uses his wings to knock you down, and does not let himself be hit even once. In the end, he just needed to commit to one purpose. Ironic, is it not?

"Enough!" Dante intervenes as the celestial being subdues you. "You have already defeated us, there is no reason to shed any more blood."

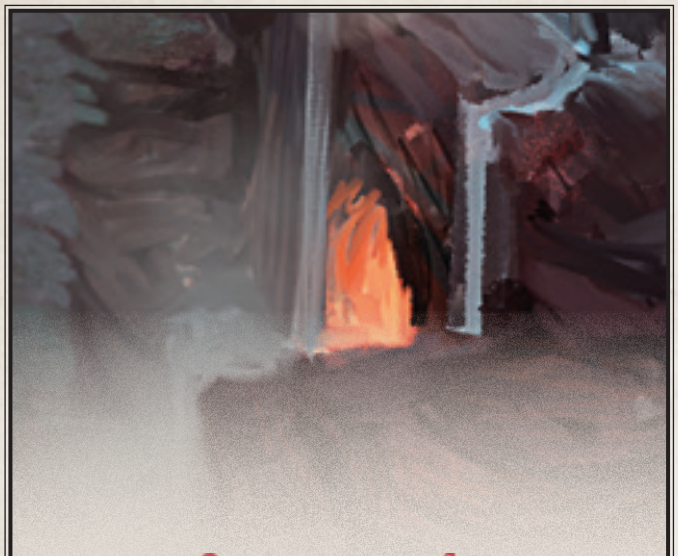
"As you wish, Poet..." Proud of himself, he lets the Florentine help you. "As long as you give me back what you stole from me, you can leave!" He speaks of the Angelic Sword.

A small price to pay.

The Caravan STORES the Angelic Sword Treasure card.

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

The Caravan returns to #008 – Limbo Bailey and then Inspects it.



015 PLATO'S CAVE

Following the clues, you arrive at a mist-shrouded waterfall. The curtain of water hides a cave where a single prisoner is chained with his back to the entrance. Daedalus.

"They arrested me because I know that the woman who came with them is not Pasiphae, Minos's wife. She's an impostor!" He explains as you release him and discuss your task.

"If what you need is another route to court, I can help. There is a path deep within the mountain that leads to the palace cellar. It is so secret that even the Judge himself forgets about it.

The Caravan takes Discovery card number 3 (Impostor Exposed).

If the Caravan has any of the Treasure cards Heavy Crossbow, Retractable Shield, or Clockwork Wings, proceed to Resolution 015-B. Otherwise, proceed to Resolution 015–A.

015-A | GO THROUGH THE LABYRINTH TO MINOS'S MANOR

Passing through an almost invisible door carved into the cave wall, you venture through the labyrinthine corridors, guided by subtle chalk stripes, the only reason you do not get lost along the way.

Some time later, you emerge into the wine cellar of the former King of Crete, and Minos's Manor is even more impressive from the inside. Dante explains that it, along with the other buildings in Limbo, was not here in the past. Before, there was only one city: Dite. It is a destination he hopes you do not have to reach.

Apparently, even the Damned and demons are allowed to grant themselves some perks. In fact, it is past the time for you to find out what is really happening here...

Each Champion receives INVIGORATE 3.

The Chronicle Phase ends here.

Now carefully follow the Instructions provided on page 14 of the Book of Commandments and perform the transition between Game Phases.

015-B | DAEDALUS RECOGNIZES HIS BELONGINGS

Daedalus meant well, but when he laid eyes on the belongings you took from his workshop, his mood turned sour like milk.

"Come to think of it, you have already benefited from my help. I can understand the impulse that leads mortals to act basely, Poet, but not how you were able to allow it..." Not wanting to appear ungrateful, the craftsman contented himself with the scolding.

Slightly embarrassed, you each head off in different directions: the Caravan returns to Limbo Bailey and Icarus's father heads to his workshop.

The Caravan returns to Region #008 – Limbo Bailey and then Inspects it.

CONFRONTATION
LIMBO



Minos,
THE INFERNAL JUDGE

Finally, you arrive at the Court, where Greek columns rise to a starry ceiling that imitates the nights of Crete. The Infernal Judge waits impatiently on his throne, and from where you stand, you can barely see the tail whose knots sentence the Damned.

"There, you wanted my attention, right? Well, here I am, but know that I am furious. You interrupt the nuptials that I have waited for more than two millennia!" the former King snarls in a thunderous voice.

Behind you, a woman sneaks along the walls, and you are struck by an epiphany: Minos has not allied with the invaders. He just took time to spend with his wife, who came along with them.

"Nuptials!?" the Poet gasps. "Forgive me, Your Majesty and Excellency, but in the name of the High Power, I ask you to end your delights. Many souls, without judgment, return through the Dark Forest and as you know well, the last thing men need is supposed messiahs..." Dante forgets about the knights for a moment.

"May He forgive me, but seven nights are my right, and seven nights I shall have! And you, garrulous Poet, unless you wish for me to straighten that crooked nose of yours, turn around with your people and do not bother me any longer!"

The Florentine thinks about an answer, but you are certain that the audience is over...

Minos does not listen to reason and the Caravan has no choice but to face him in battle. Prepare your table for the Confrontation by following the instructions below:

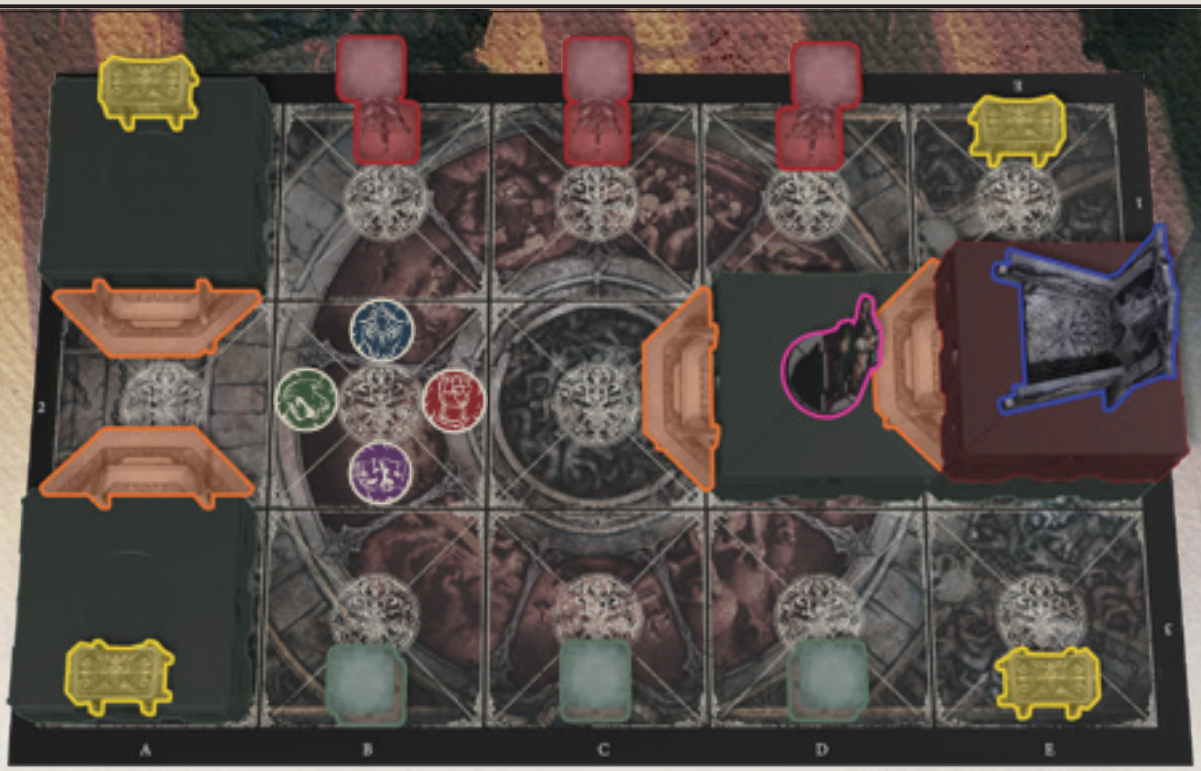
1. First, make the Setup for the Battle Scene.
2. Take the King Minos Malefactor Status card and place it in the appropriate space, with face "A" up.
3. Shuffle the Offered Arcana cards along with Minos's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
4. Shuffle the Throne of Limbo Action cards and place them in the second slot of the same tray with the "Action" face up.
5. Shuffle the Confrontation Event – Limbo cards and place them in a pile in the third slot of the Confrontation Tray, face down.
6. Shuffle the Champion Fierceness tokens and randomly place them on the Fierceness Track. These will be their initial positions.
7. Take the Defeat King Minos Confrontation Objective card and place it on one of the spaces in the Confrontation Objectives section of the board.

These are the Standard Preparations for this Confrontation. Once they are completed, you can start playing.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

NOTE: The Throne of Limbo is also a Malefactor that can be defeated and does not occupy any Space other than the Central Space of the Area in which it is located. Thus, Champions can even attack it from behind, but they will not be able to hit Minos's Back this way if he is sitting on the Throne.



FURNITURE



4 Arks

4 Stairs

3 Level 1 Pillars

3 Level 2 Pillars

LEVELS (Building Tray)

Level 1

Level 2



CHAMPIONS STARTING POSITION



MALEFACTORS MODELS



1 Minos Model



1 Limbo Throne

CLARIFICATIONS – MALEFACTORS OCCUPYING THE SAME AREA

Two Malefactors cannot occupy the same Area. Whenever one of them finishes a movement or is THROWN into an Area another Malefactor is in, the latter is SHOVED. Reposition their Model in an Area within Range 1 of the one they were in, on the same Level or on a Lower Level.

- There is one exception – Some cards establish that Minos sits on the Throne if he reaches its Area. Whenever this is the case, place Minos's model in the Central Throne Space. Immediately, he faces Area E2.
- The opposite is not true – If the Throne is THROWN (through the Heavy Throw Maneuver, for example), Minos does not sit on it, and is SHOVED instead.

SCENE
THE BLACK WIDOW

Cordiality gives way to blood, as the Infernal Judge does not intend to do his duty. A fact that, to the Poet's surprise, did not even result in any punishment. Does the Devil no longer care?

Or worse, does the High Power?

Although the former King proves to be a skilled warrior, the numbers are in your favor, as is the advantage in the fight. When she realizes this, the cunning woman takes courage and steps out of the shadows. Her eyes glitter, crackling with supernatural power.

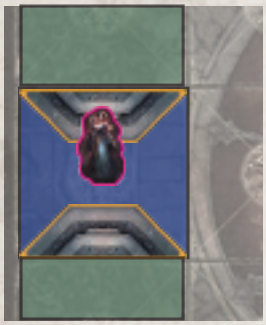
"Husband!" she shouts as she floats a foot off the ground, her hair waving as if she was a storm personified. "Let me help you deal with this scum!"

A sorceress, a creature your mortal minds could not even imagine existed, joins the fight...

The Queen of Crete has joined the fight. Flip the King Minos Status card.

Shuffle Pasiphae's Action cards and place them in the third slot of the Confrontation Tray with the "Action" face up. Pasiphae does not act in the Turn when she joins the fight.

Place Pasiphae's model in the indicated position, Facing the Fiercest Champion at Any Range If Minos is in that Area, Pasiphae shoves him from there:



SPECIAL AREAS

A2

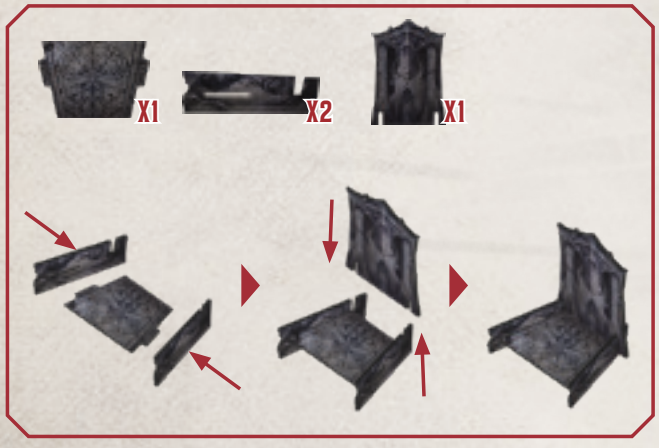
ANTAGONIST MODELS



1 Pasiphae Model

If the Caravan has Discovery card number 3 (Impostor Exposed), read the "Confessions of a Dying Man" Scene below. Otherwise, just continue the Confrontation. Pasiphae does not act the moment she joins the fight.

THRONE OF LIMBO



SCENE
CONFESSIONS OF A DYING MAN

The woman made an impressive entrance, that is undeniable. However, the Poet knows that you need to make the best out of this moment.

"Hear me well, Your Excellency!" Dante catches Minos's attention. "This woman is not Pasiphae, your wife. She is an Impostor!"—He treads a dangerous path now—"A mortal who has learned to extract tremendous power from this place, but that's it. She has made a fool of you!" The plot has been revealed, and from the look the former King gives the Poet, you can tell that he is intrigued.

"Liar!" the Queen attempts to defend herself. "Husband, dear, hear no more of these lies... Have I ever been dishonorable in any way?" She insists, but the memory that comes to the Judge's mind is the figure of the Minotaur.

In the end, perhaps you do have a chance...

The Caravan STORES Discovery card number 3 (Impostor Exposed) and takes the Force Confession Confrontation Objective card.

From now on, you can achieve victory in this Confrontation in a second way. Each of them leads to a different narrative outcome with repercussions in the future.



SCENE
THE FALL OF THE JUDGE

Minos forces you to fight him and so you do. He is a formidable opponent, but seeing how well you fight together, the Saints' choice starts to make sense.

"Enough!" The Poet prevents the final blow. "We have come to prevent sacrilege, not to slaughter those who are at the service of the High Power. The Divine Arrangement needs the Judge."

"Slaughter?" the once-King chokes on a laugh. "You cannot kill me. We demons, just like the Damned souls I sentence, are prisoners in this place. If my body falls, I will rise again." Unlike you, the dwellers of the Inferno cannot truly die here. Everything is designed to last forever.

"However, I know how to recognize defeat." The Judge turns to his wife, who is preparing to protest.

"Husband! How could you!" she complains immediately. "We had an understanding! Only the knights who brought me from Crete can pass!"

"Spare me, woman! I accepted this ill-fated bargain, but I am not a fool. Mortals should not come here." The patriarch closes the subject by evoking the authority he had in his culture.

Each Champion progresses their Maneuvers deck, replacing 1 Level 1 card with a Level 2 card.

Now that you have finished reading the Confrontation conclusion appropriate to the Confrontation Objective you achieved, you can read the "Final Scene – The First Step", which will close the narrative for this Circle and provide instructions for saving your Campaign.

SCENE
THE IMPOSTOR'S FATE

The impostor should have stayed hidden.

"Wait! Have mercy!" the woman pleads as she suffers a final blow. Her tempestuous aura fades away completely. "Please, I do not wish to die! Allow me to return and repent so I do not suffer in the Inferno."

The appeal is as genuine as it is useless, for immortal creatures do not fear death, and this is something only they know. A deception that exposes the sorceress.

"So, the Poet speaks the truth!" Minos grabs Pasiphae by her dress and stares at her, looking deep into her soul like he never had before. "Arthemis Papadakis, that is your true name... Your soul reeks of sin, but one of them is worst. You deceived me, and therefore, the circle of fraudsters awaits you, as determined by the eight knots tied by my tail."

The once-King drags his "wife" to a platform that overhangs the enormous abyss where the newly Damned souls are thrown to their fates. A shortcut that no living creature can use, and not even Dante knew about.

Minos throws the woman into the darkness, waiting until her screams can no longer be heard.

The Caravan takes Discovery card number 4 (Divorce Request).

Each Champion progresses their Maneuvers deck, replacing 1 Level 1 card with a Level 2 card.

Now that you have finished reading the Confrontation conclusion appropriate to the Confrontation Objective you achieved, you can read the "Final Scene – The First Step", which will close the narrative for this Circle and provide instructions for saving your Campaign.

FINAL SCENE
THE FIRST STEP

With his affairs resolved, the former King now devotes all his attention to you. Dante takes the lead and patiently speaks about the sacrilege and your arrival.

"I let them pass..." Minos laments, coming to his senses and his post. "I let them pass as an engagement gift for my second nuptials, but they said their journey is as blessed as your first one was." Since Heaven did not punish you, I believed they spoke the truth."

The magistrate's confusion is legitimate, as even the Poet is not sure whether the knights' journey is Divine. After all, it was the Saints who were concerned about the invasion, not the High Power.

"The man claimed to lead his people to salvation and would not allow anyone to stop him. Not even the Devil himself," your host remembers. "Poet, for all I know, this could be just another test of humanity, born of boredom."

You leave, pondering this. Be that as it may, the patrons of this second visit to the Inferno were clear: the Order must be stopped.

For better or worse, this is what the Florentine will try to do. But is it what you want?

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery and Path cards it has picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.



Lust

PROLOGUE

You descend the staircase of Minos's Manor and follow dimly lit masonry corridors. The echo of howling winds announces what awaits just ahead: The passage ends at the top of a precipice, from which all you can see is darkness and thick clouds. This is the Second Circle.

Arising at the will of the powers that govern this place, the gales capture you and throw you into the eye of a hurricane, as if your bodies were nothing more than dry leaves. Within, the Damned are whipped from one side of the vortex to the other, screaming and floundering about you. There is no peace for them in this punishment.

What sin did they commit to justify their terrible fate?

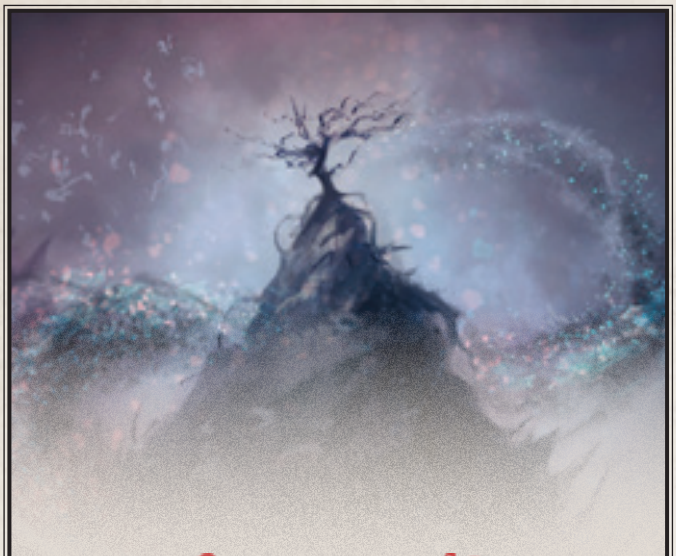
PREPARATIONS – LUST

Let us prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open Folding Box II – LUST and take out the components needed for the Chronicle Phase:

1. **Take the Region cards and place them, in order and face down, in the appropriate space.**
2. **Take the Discovery cards and place them in the appropriate space.**
3. **Take the Path cards and place them in the appropriate space.**
4. **Take the Treasure cards and place them in the appropriate space.**

Place Region card #016 – Wuthering Heights in position A3, Advance the Caravan to it, and then Inspect it.



016 WUTHERING HEIGHTS

The same gust that takes you by surprise brings you safely to the top of a cliff where gusts blow in all directions.

"Here the Lustful suffer in barren landscapes, tossed by winds as wild as their passions. In life, I considered such punishment to be too severe, but now I know that everything here is as it should be. In fact, these same currents, so violent to the Damned, are safe for us. It will be through them that we shall travel," Dante explains.

"On my first journey, so grievous I felt upon discovering this place that I fainted and, therefore, little did I explore. So, in order to follow the invaders, we need to navigate the hurricanes in search of the exit, which I do not know."

Like castaways left to the whims of the tides, you throw yourselves into the whirlwinds, hoping that Providence will lead you along the path that the Order has already taken...

Place Region cards #017 – Ruins of the Past in position B5, #019 – Echoes of Ravenna in position C4, #022 – Gates of Babylon in position C2, and #023 – Ruins of the Sphinx in position B1.

Take the Path cards numbered 04 to 07 and place them face up in this Region. From now on, whenever the Caravan Inspects this Region, as a team, choose one of these cards, take it, and proceed to its Resolution.

(You were instructed to Inspect this Region when you placed this card on the board, so choose the first Path now.)

016-A | FOLLOW THE ZEPHYR WIND

Taking the wind that blows gently, you are lifted up high. There, you can see, in the distance, a beach of dark sand, dotted with sharp rocks.

"Poet..." Appalled, the Artist asks a question: "What is lust in the eyes of Divine Justice?"

"Essentially," Dante begins, "it is all that can be traced to a single crime: incontinence. When one surrenders to desire, ignoring the power one has to restrain it. This is where adultery, debauchery, and perversion originate. Remember that only rational love is pure and brings happiness."

Thoughtful, the girl falls silent and lets the silence reign until you reach your destination: a sandy expanse where worn-out banners lie as reminders of a long battle.

Advance the Caravan to #017 – Ruins of the Past and then Inspect it.

016-B | FOLLOW THE NOTUS WIND

You launch yourselves into the strong, dry wind, joining yet another whirlwind of the Damned. "Be careful," Dante warns. "Things are very different in this place. There is not only darkness and storms now."

The Order's incursion has changed the governing laws of perpetuity, the nature of punishments, and even the geography of the very atmosphere. The Poet is worried when he imagines the scope of such disorder but, before he can be questioned once again for his seriousness, the gale that is carrying you slows down, and you reach your destination.

Ahead, scorched paper rains onto the garden of a destroyed library, where verses about Lancelot and Guinevere fall all over the place. Dante knows whose torment this is: Francesca, Paolo, and the tragedy that caused Dante to faint when he was here for the first time.

Advance the Caravan to #019 – Echoes of Ravenna and then Inspect it.

016-C | FOLLOW THE SCIROCCO WIND

This time, cadaverous pigeons cooing profanity disturb you as you fly through a warm, gentle breeze. "What sort of punishment is this? Hearing obscenities for eternity?" the Devotee questions.

"This is derangement, not punishment," the Poet explains. "It's like the palace I see ahead. These distortions are manufactured by the will of the Damned and are only possible thanks to the disorder caused by the invaders. Luckily, few are aware that they now have such power," he concludes.

"If the birds bother you, Maid, it is because the Queen of Babylon dislikes you. We are being led to her punishment," Dante explains as the wind lowers you to the ground in front of turquoise gates with golden ornaments that remind you of spider webs.

Advance the Caravan to #022 – Gates of Babylon and then Inspect it.

016-D | FOLLOW THE EURUS WIND

The stormy winds carry you along with a crowd of the Damned. They mourn and scream. "Let not pity cloud your judgment," Dante advises when he sees your discomfort. "Remember that Divine Justice is omniscient."

"Why do they suffer so much?" the Mercenary asks, clearly impressed. "They seem... Restless."

"Those who suffer in this Circle," the Poet explains, "souls who eagerly sought companionship, suffer in death the lack of the warmth they sought in life."

The Condottiero reflects, but only for a short time. The whirlwind slows as you reach your destination: an immense, deteriorated sphinx, at the feet of which a woman waits impatiently.

Advance the Caravan to #023 – Ruins of the Sphinx and then Inspect it.

016-E | HEAD TO THE PASS OF WAILING

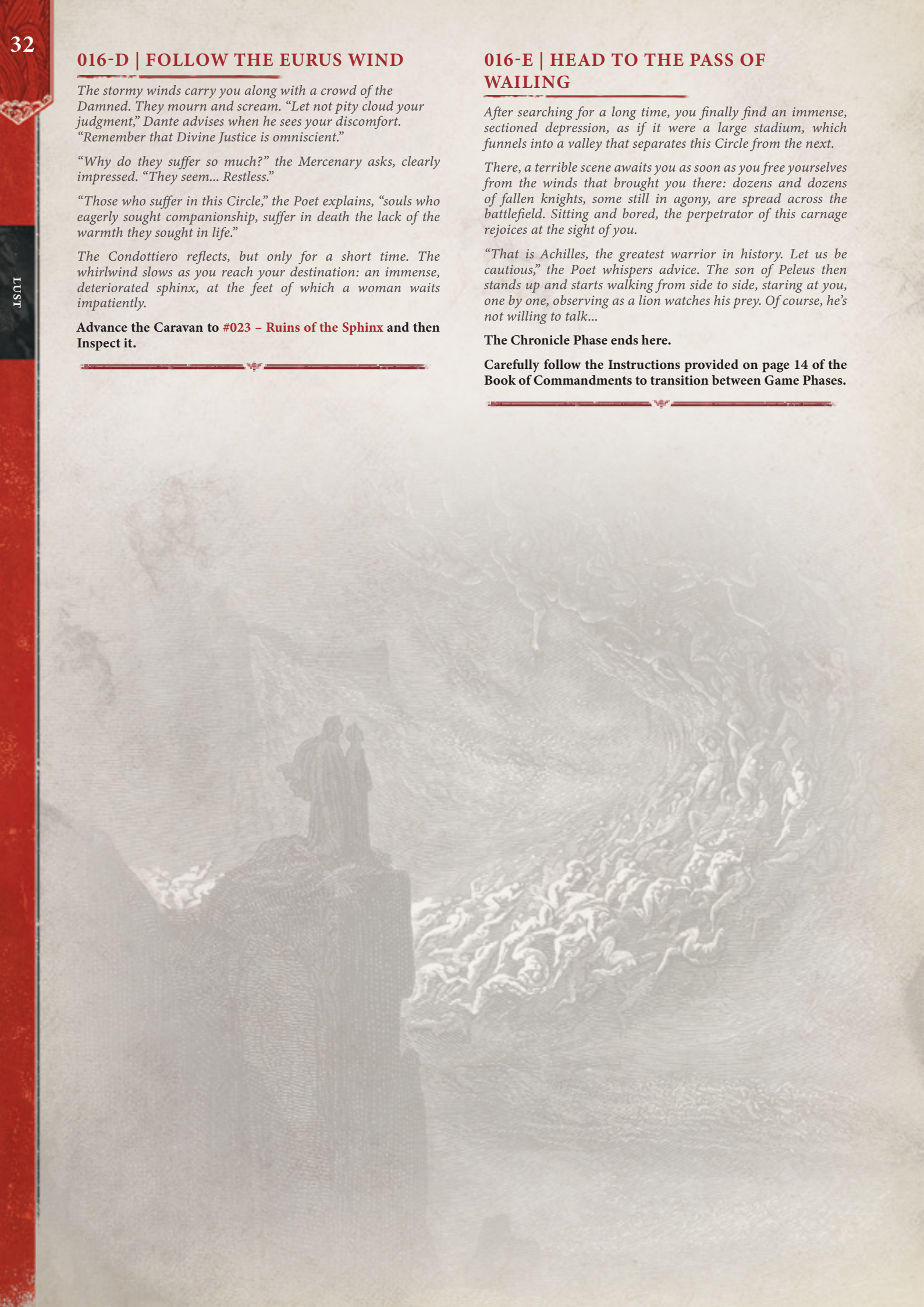
After searching for a long time, you finally find an immense, sectioned depression, as if it were a large stadium, which funnels into a valley that separates this Circle from the next.

There, a terrible scene awaits you as soon as you free yourselves from the winds that brought you there: dozens and dozens of fallen knights, some still in agony, are spread across the battlefield. Sitting and bored, the perpetrator of this carnage rejoices at the sight of you.

"That is Achilles, the greatest warrior in history. Let us be cautious," the Poet whispers advice. The son of Peleus then stands up and starts walking from side to side, staring at you, one by one, observing as a lion watches his prey. Of course, he's not willing to talk...

The Chronicle Phase ends here.

Carefully follow the Instructions provided on page 14 of the Book of Commandments to transition between Game Phases.





017 RUINS OF THE PAST

The whirlwind leaves you amid a mirage of broken shields, bronze armor, and rusty spears—A scenario bottled up in one of the thousands of hurricanes of this Circle and shaped by a couple of Convicts. However, only the wife, alone, runs towards you.

"Helen..." the Poet sighs upon meeting once again the one considered the most beautiful among women. She, however, dispenses with pleasantries: "Please, help me! They came and took Paris! A group of men, hoplites!" the Trojan princess pleads in anguish.

Once again, the Order has left chaos behind, perverting the Divine arrangement. Rescuing her husband is a courteous gesture, but isn't chasing such a small battalion a waste of time?

Helen asks for help, but the path does not take you to the exit. As a team, choose one of the options and proceed to its Resolution:

017-A **Help Helen of Troy rescue Paris**

017-B **Avoid getting involved to save resources**

017-A | HELP HELEN OF TROY RESCUE PARIS

Moved by the emotional request, you decide to help Helen.

"The soldiers who took my husband were talking about a settlement they intended to reach by land. They prefer to avoid the winds," the princess explains, excitedly. "If we move quickly, we should be able to catch them on the way!"

All eyes turn to the Outlaw, for that is his specialty. "The terrain in this place is sandier than that of my Cornwall..." he contains their expectations, "...but I will do my best. Although, I would bet good silver on the guess that the ground here is tricky." The Rebel begins his work, searching for the enemy's tracks.

The Caravan endures an Ordeal of Prowess of Difficulty 13.

SUCCESS: *As you progress in your pursuit, the winds dance over the sand, covering the evidence of the invaders' passage as if on purpose. However, the Outlaw has been trained to deal with such ruses, so this deception cannot disguise the footprints of the knights' heavy greaves.*

You move forward until you arrive at the ruins of an ancient pier. There, the coveted prize sits in his elaborate armor near a campfire, willingly keeping his captors company. In fact, these Iliad-lovers do not understand anything about abductions.

The Caravan takes Discovery card number 5 (Paris Tracked).

The Champion who rolled the most hits receives 1 Prowess token.

Place Region card #018 – Farewell Wharf in position B6, Advance the Caravan to it, and then Inspect it.

FAILURE: *As you progress in your pursuit, the winds dance over the sand, covering the evidence of the invaders' passage as if on purpose. The consequences of this delicate deception, however, are terrible. Incorrect clues lead you to a treacherous path, where suddenly the sand beneath your feet begins to give way, pulling you down.*

Helen screams and extends her hand, but it's useless. All that's left for her is to watch the sinkhole swallow you along with her hopes of finding Paris. You now have an unpleasant journey to an even worse destination...

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

017-B | AVOID GETTING INVOLVED TO SAVE RESOURCES

The princess's plea touches your hearts, but the mission is too urgent to waste time chasing a small battalion of knights. Finding the passage to the Third Circle and reaching the Order's army as soon as possible is more important.

"I understand..." Helen laments. "Paris is the man who killed Achilles, the greatest of warriors. If he was taken, it is because he wanted to go. The truth is that I will only see my husband again when he desires to return. This burden is mine and mine alone."

The Trojan princess's posture takes you by surprise, and the Poet soon prepares to say words of comfort. But yet again, a sudden gale sweeps you into a wandering vortex, leaving no time for speeches.

Each Champion receives INVIGORATE 2.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.



018 FAREWELL WHARF

When she meets her prince again, Helen runs to him. She does not care about the captors who, strangely, do nothing. Perhaps they knew beforehand what was to come: Paris does not respond.

"My dear, why do you rob me of your affection? I found help and rushed to rescue you from your abductors, being a good wife," she inquires.

"Abduction!?" he reacts, angrily. "In fact, I was as 'abducted' as you were. Your charms bewitched me, awakened desires that condemned me and made Troy burn, but no more! The Order showed me the way!"

"Paris, what does this mean? You tear my heart apart... Aren't we the victims of love?" she continues, but the Trojan is immovable.

"Love? All it brought was death and destruction! I'm certain that history remembers our 'love' differently, doesn't it?" he adds, turning to you, making you mediators of a couple's fight.

Helen and Paris can no longer come to an understanding. As a team, choose one of the options and proceed to its Resolution:

018-A **Reprimand Paris and exonerate Helen**

018-B **Reprimand Helen and exonerate Paris**

018- A | REPRIMAND PARIS AND EXONERATE HELEN

Paris's certainty proved to be a great mistake. Your verdict makes him realize that, once again, he was selfish, impulsive, and reckless.

"You are a coward!" The Mercenary grabs the Trojan. Instinctively, the knights draw their swords, but they are few, they are injured, and they know that the "hostage" will not react. So, the fight turns into retreat.

"Wait..." Helen intervenes. "Everything is fine. I do not blame him for wishing our fates were different. I, too, wished the same when everything changed here. Now the wrongdoing is undone, and all is forgiven and forgotten," she settles the argument.

You say your goodbyes to the once-again resigned couple and throw yourselves into the first whirlwind you see.

The Caravan takes the Reconciler Treasure card.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

018-B | REPRIMAND HELEN AND EXONERATE PARIS

Helen falls to her knees when she is the only one held responsible for Troy's misfortunes. She had always accepted her punishment, but being considered the protagonist is an unexpected blow. Then, without saying goodbye, the princess launches herself into the first violent gale that passes you by.

"Do not think that I do not have a heart..." the Trojan breaks the silence, maintaining his stance, "...I joined the Order because they promised me Salvation. For me and for her," he justifies. "Now, comrades, take this. A gift for having helped me." He hands you the bow that shot the most famous arrow in history, inviting you to introduce yourselves.

Luckily, sudden winds blow and drag you into the whirlwinds, preventing you from revealing that you are, in fact, enemies...

The Caravan takes the Paris's Bow Treasure card.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.



019 ECHOES OF RAVENNA

As soon as you get free of the winds, the couple approaches. "How nice to see a friendly face, Dante!" Francesca greets you, "Especially now that all is confusing. See that even Paolo and I, who accept our punishment, are tormented by memories that manifest beyond our control."

The Poet shares the enthusiasm of the reunion, but warns that your visit is brief. However, Providence seems to have brought you together for a reason: the lovers have witnessed important events.

"It started when an army came through Minos's Manor." Paolo is the one who speaks now. "But it was after the battle that took place at the Pass of Wailing that it all went out of control. Most of the knights moved forward, but a defeated battalion remained."

Francesca and Paolo are willing to help, but you do not have time to investigate both leads. As a team, choose one of the options and proceed to its Resolution:

019-A **Ask them to tell you about the battle**

019-B **Ask them to point you towards the camp**

019-A | ASK THEM TO TELL YOU ABOUT THE BATTLE

Seeking to retrace the Order's trajectory, you ask the couple to tell you about the battle. Francesca and Paolo comply with the request, taking you to a road that leads to a "special" place.

"The one guarding the passage is Achilles," Paolo begins. "He is the most skilled warrior who has ever lived. Even with the knights hurtling at him by the dozens, the Achaean was victorious."

"We do not know the reason, but in the end, the army was able to pass. The guardian then headed towards the place where we are going. He did not seem defeated and he did not even linger. When we later returned, he had already left," Francesca concludes.

Impressed by the reports, you reconsider. Investigating the hiding place of such a warrior, at the risk of disturbing him...is it really a good idea?

Place Region card #020 – The Profound Abyss in position B4, Advance the Caravan to it, and then Inspect it.

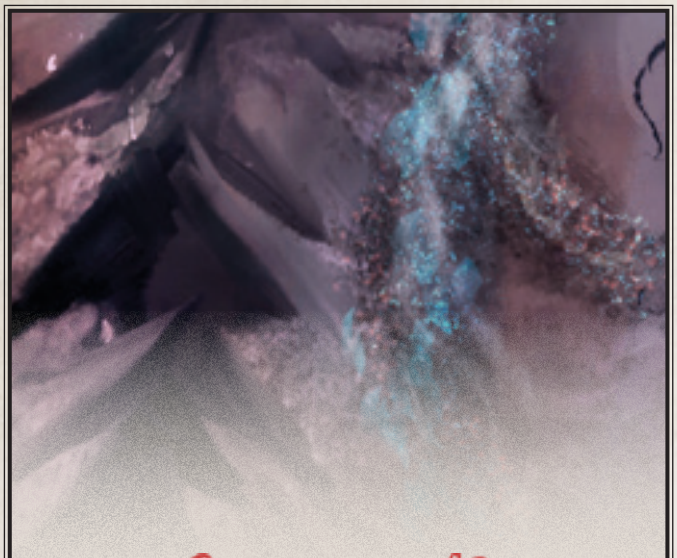
019-B | ASK THEM TO POINT YOU TOWARDS THE CAMP

In response to your request, the couple guides you along a winding path through the mountainous terrain. The journey is not long, but you go on foot. The Damned cannot travel through the whirlwinds like you.

"The march of the defeated looked as if it were a funeral procession," Paolo lets you know what awaits: "They complained about having abandoned their dying brothers, claimed by the guardian. The lucky survivors are no more than a dozen."

"Achilles's anger is legendary, according to Homer," Dante takes the opportunity to teach. "When he was struck by it, the Olympians themselves intervened so that he would not bring about the end of the Trojan War alone." Silently, the Poet hopes that this friction means you are on the same side.

Place Region card #021 – Outpost in position C5, Advance the Caravan to it, and then Inspect it.



020 THE PROFOUND ABYSS

The couple leads you to a crack that rips through the ground, forming a canyon. Coming from within, the cries of mourners announce a place of punishment. Descending a tortuous staircase, you arrive at a lake with an inert surface like a large mirror.

The image it reflects, however, is not of you, but of those who crossed your path. The Devotee sees a young man hanging by the neck; the Artist, a whipped woman in tears; the Mercenary sees his brother lying dead in his bed; and the Outlaw, a pile of bodies where two, dismembered, stand out.

"These are the consequences of our incontinence. The harm we unintentionally caused," Francesca explains to Dante's surprise. "You did not come here the first time, Poet. This place is new to you as well."

If the Caravan has Discovery card number 8 (The Secret of the Lake), proceed to Resolution 020-A. Otherwise, just proceed to the next instruction.

The Caravan endures an Ordeal of Willpower of Difficulty 13.

SUCCESS: *Contemplating the tragedies disturbs you. The Devotee falls to her knees. "Forgive me!" she tearfully pleads with the reflection, which is replaced by the image of a woman. "Your regret is genuine, Maiden. Please take this spear and make Achilles have the clarity to see his own faults," the face begs. However, to your surprise, when the Devotee bends down and picks up the gift, she stumbles, sinking in the pond as if she were a rock.*

"Intriguing..." Dante watches curiously. "Companions, let us go, for Briseis is showing the way." He invites you to move forward and says his goodbyes to Francesca and Paolo.

The Caravan takes the Pelian Spear Treasure card.

The Champion who rolled the most hits receives 1 Willpower token.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

FAILURE: *Contemplating tragedies proves too disturbing for you. "It was not my fault!" the Devotee screams to the waters. "I did not know!" the Mercenary repeats. "Why?!" the Artist sheds her tears while the Outlaw remains stunned and speechless.*

Provoked by the images, you jump into the water, even though Francesca and Paolo try to stop you. "Leave them," Dante says. "Briseis is showing the way." Then, a woman appears through the mirror and extends a spear to the Poet.

"Achilles is in the Pass of Wailing," explains the Achaean's lover, "Please make him have the clarity to see his own faults once again."

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

020-A | THE SECRET OF THE LAKE

You recognize the place that Cleopatra mentioned. You are not fooled by the treacherous images. "We know you are there, lover of Achilles!" The Mercenary says, "We did not come to hurt you..."

Immediately, the face of a Trojan woman appears, reflected in the water. "I know why you came. Worry not, for we are not enemies, even though it seems this way. My only wish is for my man to accept his fate once again. To convince him of that, you will need the right weapon to defeat him." She speaks to your minds directly and extends her hand with a spear out of the water.

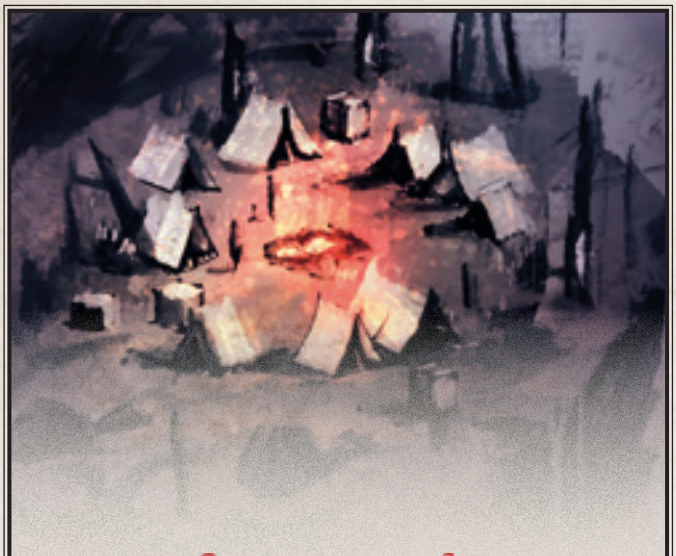
The Condottiero confidently grasps the object by the handle, but the girl's intention is different and she pulls him into the lake with a strong jolt. You quickly jump in to help him, however, these are not ordinary waters. Some say that it is easier to swim in the sand.

You sink like rocks, but at least you are together...

The Caravan takes the Pelian Spear Treasure card.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.



021 OUTPOST

As you reach the top of a hill, you hide and observe the Order's camp below. The knights set their tents in a rocky area, surrounding a fire next to which the wounded rest. The darkness and whispering winds make them vulnerable to an ambush. For the very first time, you find yourselves in an advantageous position.

If the Caravan has Discovery card number 5 (Paris Tracked), proceed to Resolution 021-A. Otherwise, continue reading below:

"Let me guess, we shall need the commander alive for an interrogation?" the Mercenary speaks to the rest of you. The Rebel nods his head in agreement. Mysteriously, he was chewing another hay stick, which came out of nowhere. "Perfect. That was all I needed to know." The Condottiero leads the assault.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 11.

SUCCESS: *Demoralized, the knights are no match for you and soon they surrender. "We are the ones left of those who faced Achilles. As he realized how difficult it would be to defeat him, the Supreme Leader bargained for the army's safe conduct in exchange for a battalion to entertain him. My men and I were the price," the commander reports, regretfully, earning the compassion of Francesca and Paolo. "Fellows, have mercy, for these people were offered as sacrifice. I am certain that they are no longer loyal to your enemies," the lady pleads, leaving you with another dilemma.*

The Champion who rolled the most hits receives 1 Aggressiveness token.

Disillusioned, the knights are no threat. Francesca asks you to have mercy. As a team, choose an option and proceed to its Resolution:

021-B Show mercy to these knights

021-C Give them the death of warriors

FAILURE: *You underestimate the knights' determination, so you rush at them. However, you soon realize the mistake you have made. Fighting with all the courage they have left, the survivors repel your attack. They are successful in cornering you against the rocks, which makes your retreat over the ground impossible. As he notices the killer impulse in those men's eyes, Dante urges you to throw yourselves into the first whirlwind you see and leave this place. Francesca and Paolo, being Damned, are very soon lost in the midst of the vortex. Chaos, darkness, and storm then overwhelm your escape.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

021-A | THE DOUBLE AMBUSH

However, the element of surprise does not last long. The men who had retreated when you found Paris emerge from the rocks that surround the road you are following. This time, the numbers are in their favor and, without hesitation, the knights alert each other and organize a counterattack. It seems things will not be that easy after all...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 13.

SUCCESS: *Demoralized, the knights are no match for you. Shortly after you start the fight, they are ready to surrender. "We are the ones left of the men who were offered to face Achilles. Dozens had fallen when the Supreme Leader decided to call a truce and bargain for the army's safe conduct. My men and I were the price," the commander reports regretfully, making Francesca and Paolo lament for them. "Dante, let us care for these poor things. They were made into sacrifice by their own. I am sure they are no longer a threat," the lady pleads, leaving you with another dilemma.*

The Champion who rolled the most hits receives 1 Aggressiveness token.

Disillusioned, the knights are no threat. Francesca asks you to have mercy. As a team, choose an option and proceed to its Resolution:

021-B Show mercy to these knights

021-C Give them the death of warriors

FAILURE: *You underestimate the knights' determination, so you rush at them. However, you soon realize the mistake you have made. Fighting with all the courage they have left, the survivors repel your attack. They are successful in cornering you against the rocks, which makes your retreat over the ground impossible. As he notices the killer impulse in those men's eyes, Dante urges you to throw yourselves into the first whirlwind you see and leave this place. Francesca and Paolo, being Damned, are very soon lost in the midst of the vortex. Chaos, darkness, and storm then overwhelm your escape.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

021-B | SHOW MERCY TO THESE KNIGHTS

Moved, you show mercy and accept Francesca's request.

"Blessed be your journey!" Paolo shares his beloved's empathy. The knights' repentant expression reveals the gratitude they feel but they would never have the courage to confess.

"I'm afraid our encounter has come to an end. The winds call for you again and we, the Damned, cannot follow you," says the lady. "I am pleased with your decision. How we act in the face of our impulses is what defines who we are. Know that choosing the way of virtue, even if it is more difficult and more painful, is what will ensure you are on the right path."

You listen to the auspicious advice. Then you surrender to the next gust that passes you by, which blows you away.

The Caravan takes the Merciful Treasure card.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

021-C | GIVE THEM THE DEATH OF WARRIORS

Regretfully, you decide to slaughter them in an honorable way. After all, would they be merciful if you were the ones in their position?

"Dante, you need to stop this!" Paolo begs, but the Poet does not move. Even though his serious expression makes it clear that he does not comply with the decision, he knows he is there to guide you. He needs to respect your free will and trust your instincts.

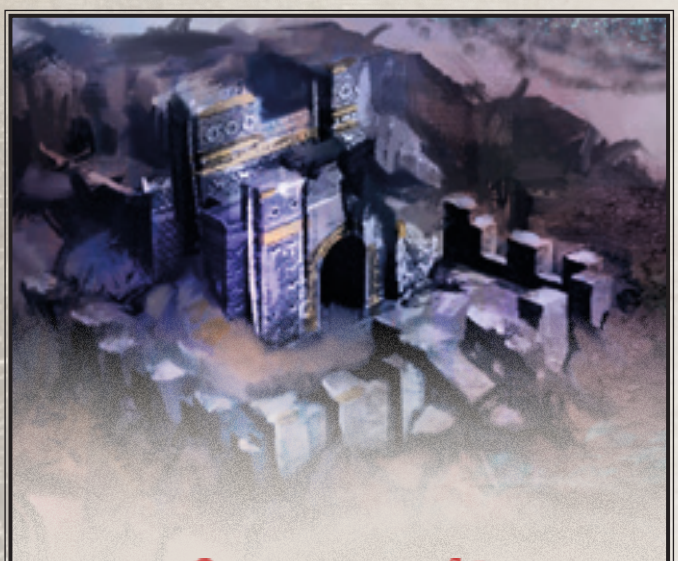
"What is done is done, my dear," the Florentine says goodbye when he hears the dry sigh of the last knight being slaughtered. "Perhaps their courage to do what is necessary is precisely the reason the Saints have chosen them," he justifies to himself.

In silence, you throw yourselves into the next passing whirlwind, eager to be blown away from the open graveyard you just created.

If the Caravan has the Merciless Treasure card (Chapter I – Limbo), STORE it and take the Perverse Treasure card. Otherwise, the Caravan takes the Merciless Treasure card (from Chapter II – Lust).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.



022 GATES OF BABYLON

As you land, the gates open to reveal a majestic woman dressed in blue and red. "There is Semiramis, the feared conqueror of Assyria," Dante introduces your hostess.

"And you are the ones who pursue the invaders..." she states, showing you that she knows many things. "It seems that Providence has brought us together, for no one can defeat the one who guards the passage... At least not without help." The Queen pulls out a flask from her cleavage—A liquid of the greatest vileness. "Well, perhaps I have what you need..."

The Poet warns you that negotiating with her is a bad idea, however, the Queen is persuasive: "I know what I did, but I just want to have some fun. Make me feel pleasure again and the potion is yours. It's that simple, no catches."

Semiramis has a resource, but she is not willing to give it to you for free. As a team, choose one of the options and proceed to its Resolution:

- **022-A** Try to take the potion by force
- **022-B** Reject the bargain
- **022-C** Lay with Semiramis

022-A | TRY TO TAKE THE POTION BY FORCE

You debate on the proposal until the Devotee loses her temper. "Enough!" she stops the "altruistic" discussion between the Mercenary and the Outlaw. "Leave your filthy thoughts. No one shall lay with the witch. For I will take the bottle by force!" The matter is resolved.

Semiramis, in turn, does not cower. On the contrary, she laughs. "So, you, of all people, Maiden? I hoped that you would be the one to show sympathy for a sister's needs..." she scoffs.

Suddenly, the Queen of Babylon transforms into an arachnid monster from the waist down, ready to fight...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 13.

SUCCESS: *The monstrous form of Semiramis is enough to frighten an entire army, but once again you show the reason why you are the chosen ones.*

Even though you have different personalities, in battle, you fight as one, and the Queen is no match for you. Defeated, she returns to human form, injured, and hands you the precious vial. "You prefer pain to pleasure... So be it." The woman maintains her cynical tone, but the Devotee cuts to the chase.

"What you offer is not pleasure, but perdition. May your eternal punishment perdure, witch!" And with these harsh words, you take the first whirlwind to leave this place.

The Caravan takes the Love Potion Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

FAILURE: *Your bravery crumbles in the face of the terrifying presence of the arachnid monster. Supernaturally agile, the Queen deflects and counterattacks, showing great skill and giving you no chances.*

"Uh-oh, nothing of the kind..." Semiramis grabs the Devotee by the neck. "It's still too soon for you to go, sister. We've barely started the fun..." she scoffs, opening her mouth wide to reveal her hidden chelicerae. Dante prays for salvation, though he does not know of anyone who can help you.

Coincidence or not, a whirlwind comes out of nowhere and drags you all into darkness. The Queen, being Damned, is lost in the vortex—Not much different from you...

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

022-B | REJECT THE BARGAIN

You are afraid of surrendering to the Queen, so you refuse the proposal. "We reject your sorcerous ways, witch!" the Devotee steps forward. The Mercenary and the Outlaw, on the other hand, seem especially shaken by this decision.

"Oh wow, you are such a killjoy!" Semiramis is furious. In life, no one had the courage to reject her. Even in death she feels outraged by this. "If you did not come to serve me, then leave! The Inferno is now filled with the warmth of mortals. I do not need you!" She attempts to keep her pride.

Dante, in turn, is quick to accept the invitation for a peaceful departure disguised as expulsion. Leaving the woman to rage alone, you take the first whirlwind out of that place.

Each Champion receives INVIGORATE 2.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

022-C | LAY WITH SEMIRAMIS

Despite the warnings, the Outlaw steps forward. "If it's for our own good, leave it to me, I offer myself as 'sacrifice'...." The way he talks, he even seems to have good intentions.

Pleased, Semiramis leads the man to a room where they can be alone. Footsteps echo as if the palace was designed to reverberate the slightest whisper. There, the Queen drops a strap of her dress, exposing her voluptuous figure, and lies on a bed with purple silk sheets. "I am not a selfish lover. Pleasure must be given and received..." she teases while running over her own curves with her fingers. Resisting her is an effort as empty and vain as an attempt to drink an entire ocean.

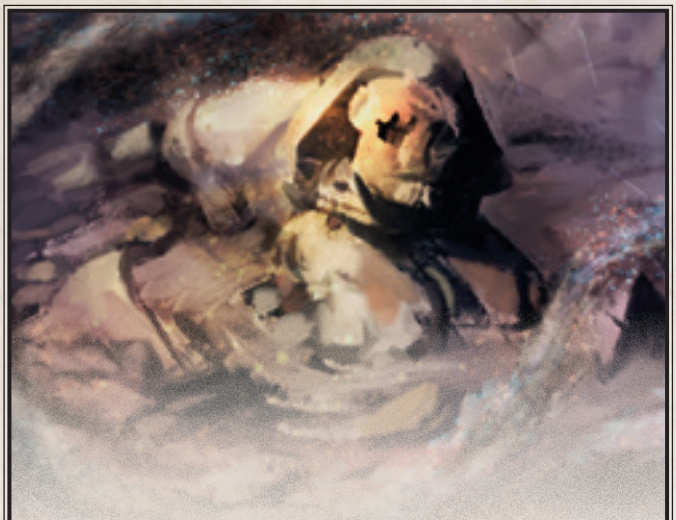
After the caresses, scratches, bites, and all kinds of lasciviousness, the Rebel returns with the promised treasure. Without the need to utter any more words, you launch yourselves into the first gale that can take you away from this place.

The Caravan takes the Love Potion Treasure card and Discovery card number 6 (Bargain With the Witch).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.





023 RUINS OF THE SPHINX

Before the majestic figure, Dante bows. "Cleopatra: brilliant strategist and unique ruler!"

"I know who you are and what you want," she interrupts bluntly. "Know that your descent is guarded by Achilles, the most skilled warrior who has ever lived. The Myrmidon believes that his legendary spear is safe where he left it, however..." The Queen of Egypt smiles, revealing the weapon.

"Take it! It's yours!" she insists. "All I ask in return is a favor." Her intentions come to light: "Minos seems to have a good relationship with you, and what I wish for is a new trial. All things considered, this is nothing. After all, I am certainly not the empty, lustful woman the Romans describe," she adds, inviting you to accompany her to the King of Crete's Manor.

The Poet argues that the effort is in vain, as the sentence reflects Divine Justice, but he makes it clear that the decision is yours.

If the Caravan has the Pelian Spear Treasure card, proceed to Resolution 023-A. Otherwise, just proceed to the next instruction.

The Caravan takes the Discovery card number 7 (Achilles's Spear).

Cleopatra gave you an unsolicited gift and now asks for a favor in return. As a team, choose an option and proceed to its Resolution:

- **023-B** Reject the favor and continue trying to reach the exit
- **023-C** Accept the favor and intercede for Cleopatra
- **023-D** Force Cleopatra to hand over Achilles's equipment

023-A | CAUGHT IN THE ACT

"Tell us, Queen..." the Outlaw scoffs, "Why should we help a liar?" He shows her the spear you have, leaving Cleopatra disconcerted.

"Please, accept my sincere apologies. Life taught me not to trust anyone. My spear is not the real one, indeed, but I intended to reveal that later..." She explains herself like a politician. "However, my request remains. A vain attempt or not, grant me an audience and I will owe you."

In the end, which of you can judge her for having learned to be suspicious, having lived in a time of scams and machinations?

Cleopatra tried to deceive you, but she appeals to your integrity. As a team, choose one of the options and proceed to its Resolution:

- **023-B** Reject the favor and continue trying to reach the exit
- **023-C** Accept the favor and intercede for Cleopatra
- **023-D** Force Cleopatra to hand over Achilles's equipment

023-B | REJECT THE FAVOR AND CONTINUE TRYING TO REACH THE EXIT

You thank her for the gift, but refuse the request. "I mourn for you as for all the souls that were lost," Dante consoles her. "However, Divine Justice is infallible and does not admit revisions."

"Infallible? Is this chaos the result of His will?" the Queen blasphemes, enraged. "You accept my gift and offer me indifference. Do you take me for a fool? I bet that is how men portrayed me: foolish, volatile, and libertine. But I assure you that you shall discover who Cleopatra is!" she yells. "Get out of my sight!"

Summoned by the fury of the Egyptian Queen, a sudden sandstorm roars toward you, swallowing you. After being thrown to all parts, you can truly feel it when you are launched outside of Her Majesty's torment.

Each Champion receives INVIGORATE 2.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

023-C | ACCEPT THE FAVOR AND INTERCEDE FOR CLEOPATRA

You are aware that the sentences are imposed by Minos. You understand that he may have made a mistake in her case. It would not be the first for the King of Crete, considering the recess he allowed himself.

"Excellent!" Cleopatra gives thanks in almost the same way as she gives an order. "That is all I ask. All things have changed since that strange army arrived. Perhaps it's a sign of the times..." the queen explains her reasoning.

After a short journey through the dunes, you once again reach the cliffs at the foot of the staircase, the one that leads to the Circle above, where you came from when you arrived at this Circle. When you finally overcome all the steps and corridors, you find Minos's Hall, still under reconstruction.

Place Region card #024 – Minos's Manor in position A2, Advance the Caravan to it, and then Inspect it.

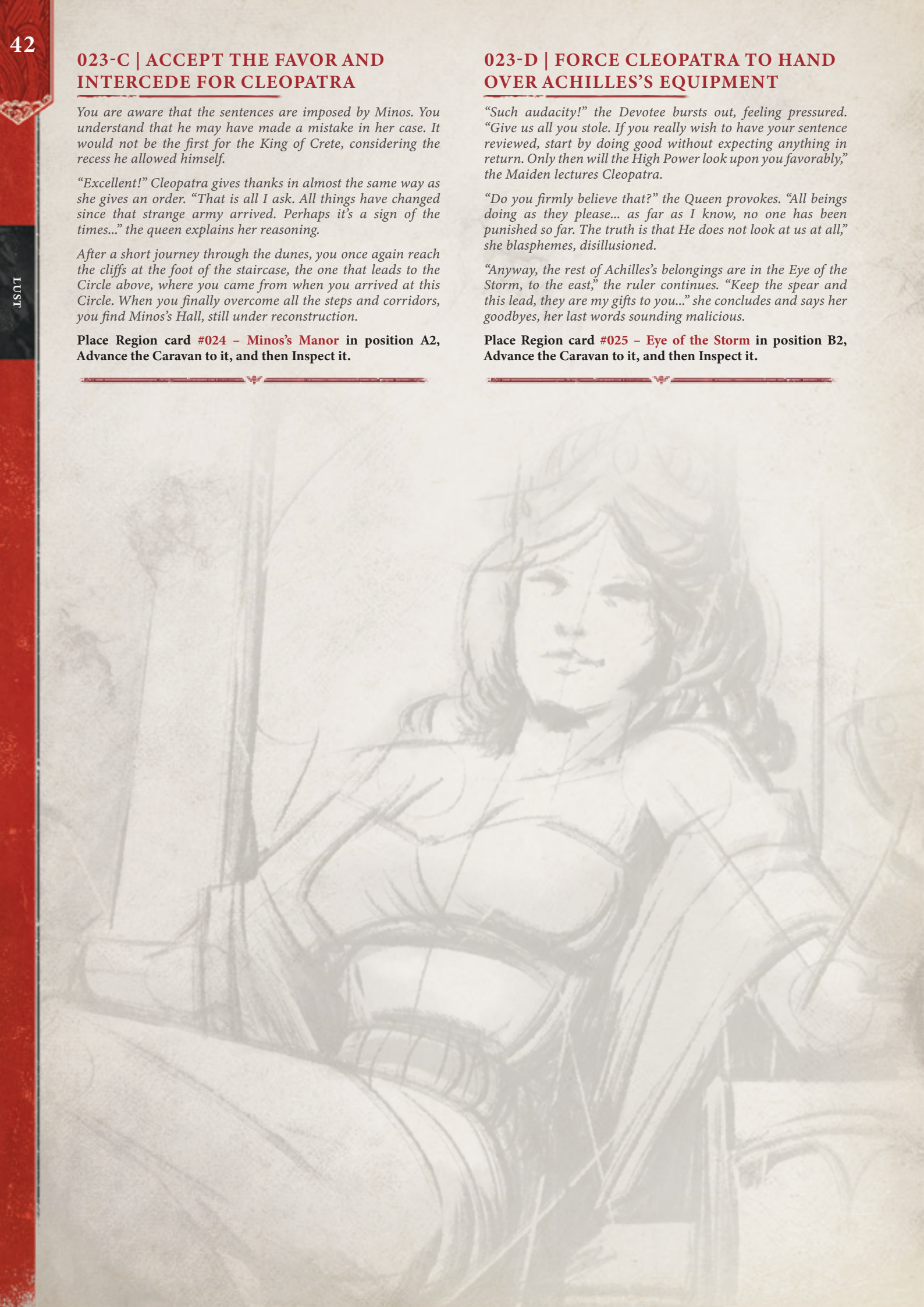
023-D | FORCE CLEOPATRA TO HAND OVER ACHILLES'S EQUIPMENT

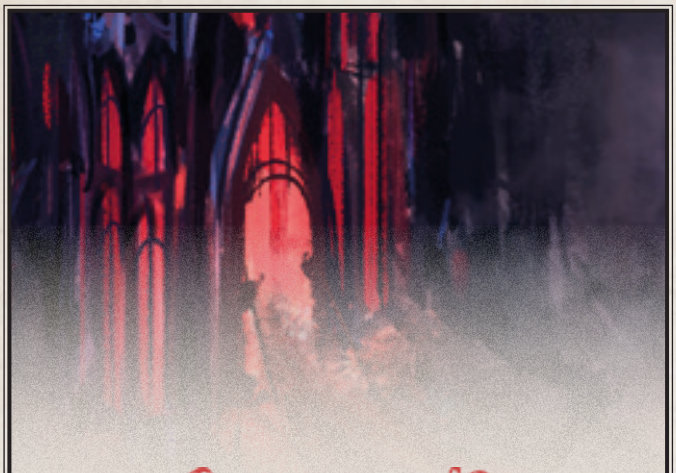
"Such audacity!" the Devotee bursts out, feeling pressured. "Give us all you stole. If you really wish to have your sentence reviewed, start by doing good without expecting anything in return. Only then will the High Power look upon you favorably," the Maiden lectures Cleopatra.

"Do you firmly believe that?" the Queen provokes. "All beings doing as they please... as far as I know, no one has been punished so far. The truth is that He does not look at us at all," she blasphemes, disillusioned.

"Anyway, the rest of Achilles's belongings are in the Eye of the Storm, to the east," the ruler continues. "Keep the spear and this lead, they are my gifts to you..." she concludes and says her goodbyes, her last words sounding malicious.

Place Region card #025 – Eye of the Storm in position B2, Advance the Caravan to it, and then Inspect it.





024
MINOS'S MANOR

"The crowd of souls at my door stretches all the way to the banks of the Acheron and yet, here you are, disturbing me once again. What do you want?" the bulky magistrate thunders as you are led into his presence.

"We would like you to review the sentence of Cleopatra Philopator," the Artist argues. "She claims that the accusations against her are unfounded and, therefore, her sentence is mistaken."

All of you are apprehensive.

From the combination of the Pelian Spear Treasure card and Discovery card number 4 (Divorce Request), check the scenario that suits the reality of the Caravan and proceed to the appropriate Resolution:

- **If the Caravan has both cards, proceed to Resolution 024-A.**
- **If the Caravan only has the Pelian Spear, proceed to Resolution 024-B.**
- **If the Caravan does not has the Pelian Spear (even if it has the Divorce Request), just continue reading below:**

"Thank you for keeping your word," the Queen thanks you while the magistrate prepares. "Now, I must confess: the spear I gave you is false. The real one is in the Profound Abyss, guarded by one of Achilles's greatest lovers, Briseis. Francesca, who is beyond the Notus Wind, can take you there."

Surprised, you attempt a reply, but Minos silences you. The Judge has made his decision...

The Caravan Stores Discovery card number 7 (Achilles's Spear) and takes Discovery card number 8 (The Secret of the Lake).

If the Caravan has Discovery card number 4 (Divorce Request), proceed to Resolution 024-A. Otherwise, proceed to Resolution 024-B.

024-A | MINOS IS IN A GOOD MOOD

"Review a sentence? This is unprecedented!" Minos laughs loudly. "Well then, appeal, Your Majesty." Mockingly, he allows the defense.

"Your Honor, I have only loved two men," Cleopatra testifies, "Julius Caesar and then Mark Antony. So truthful was my last marriage that I no longer had reason to live after I lost him. As Queen, I ruled for my people and sought to restore Egypt's influence and prestige. Does it seem fair that I suffer along with the Lustful?"

The Magistrate ponders and extends his tail. "In fact... Perhaps no one will notice one more soul in Limbo." He sentences her once more, tying a single knot. "Rejoice. It's the best destiny you can have." The woman falls to her knees in gratitude. Perhaps this was the first time anyone had seen her in this position. Dante, on the other hand, is horrified. He knows that Minos cannot do this.

"Now, get away! I have a lot of work to do." The King of Crete expels you, being uncomfortable with the Poet's reprisals. Heeding the thunderous command, a sudden whirlwind blows, dragging all of you back to the storm.

The Caravan takes the Redeemer Treasure card.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

024-B | MINOS TAKES IT PERSONALLY

"Review a sentence?!" Minos shouts, making the walls shake. "Where do you think you are?!"

"Your Honor," Cleopatra takes the risk, "Listen to me! I do not deserve to be punished with the Lustful! I was faithful to those I loved while they lived. I ruled for my people–" The Magistrate advances on the Queen, interrupting her explanation.

"Ha! In fact, there is a mistake! What weighs most heavily on your soul is the sin of having taken your own life. Thanks to this, Caesarion, your son, was at the mercy of his enemies and was killed by them. And so was your dynasty. You shall suffer eternally alongside suicides like yourself!" he shouts, curling his tail seven times. Paralyzed, the woman can do nothing to avoid being thrown into the abyss towards the Seventh Circle.

"It surprises me, Poet, that you have corroborated such blasphemy," he now turns to you, lecturing. Dante also knows, however, that the Judge shouldn't throw her into another Circle like he did, but he doesn't say anything. "Now, get away! I have a lot of work to do."

Heeding the thunderous command, a sudden whirlwind blows, dragging all of you back to the storm.

The Caravan takes Discovery card number 9 (The Last Straw).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.



025 EYE OF THE STORM

Moving forward through the dunes, you arrive at the place indicated by Cleopatra: a wild vortex that drags countless souls amidst stormy clouds.

"Why are these winds so impetuous?" the Mercenary has to shout to be heard.

"I believe this to be more of a disorder, as this gale represents the infamous wrath of Achilles. Don't be swallowed up! This cyclone does not distinguish us from the Condemned," Dante recommends.

Filled with determination, you advance towards its center. The wind is so strong that it makes the sand hurt your skin, but you remain willing to reach the golden pieces that shine in the darkness.

The Caravan endures an Ordeal of Willpower of Difficulty 13.

SUCCESS: *With your feet firm on the ground and holding arm in arm, you resist the weather and cross the challenging stormwinds.*

In the eye of a wrathful hurricane, beneath the heaviest shield you have ever touched, lies a small blade, a breastplate, greaves, and braces made of gold. With the exception of the robust defense piece, the other parts are light as a feather and stronger than steel.

You take what you can carry and you make the return trip, but this time there is no salvation: As if they had witnessed the looting, the winds blow even more violently and hurl you through the darkness.

The Caravan takes the Achilles's Regalia Treasure card.

The Champion who rolled the most hits receives 1 Willpower token.

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

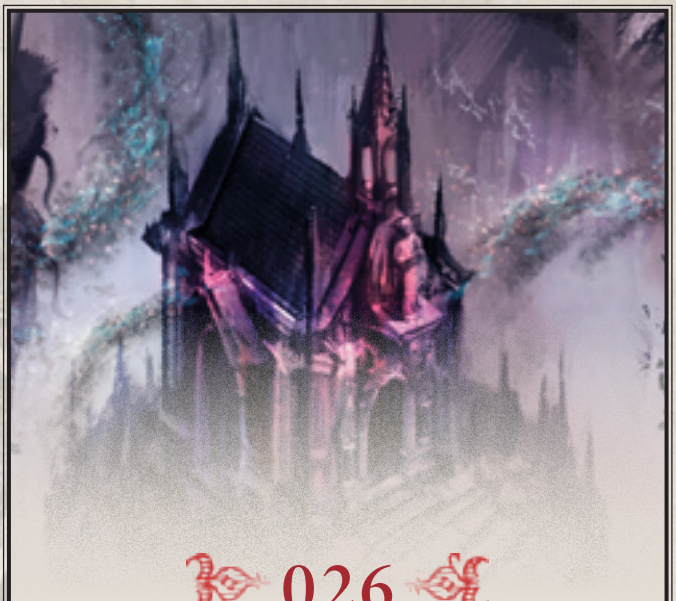
Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.

FAILURE: *With your feet firm on the ground and holding onto each other, you struggle to cross the challenging stormwinds. However, there is no salvation this time, almost as if the Queen of Egypt had cursed you to such a fate. You finally realize how it feels to be Damned, as you are tossed through darkness and deafening winds. Indeed, there is no peace in this punishment...*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If the #026 – Chamber of Temptation Region card is not on the board, place it in position C3. Either way, proceed to the next instruction.

Advance the Caravan to #026 – Chamber of Temptation and then Inspect it.



026 CHAMBER OF TEMPTATION

The next thing you know, you are on firm, cold ground. As if noticing the arrival of visitors, torches light up around you, illuminating a claustrophobic construction made of obsidian.

"It's an imitation of a basilica, but just thinking that there would be one here... seems like heresy..." The Devotee notices the black stained-glass windows that adorn the walls. "It's heresy for this place to exist." Impressed, Dante interrupts her, even though it's not typical of him: "This was not here before. Be careful."

Just ahead, an altar holds an ox head carved in red wax with a broken cingulum on one of the horns. It whispers to the air, disguising lasciviousness in soft words that reach the heart.

Then, just like in the Dark Forest, the world around you disappears as you dive into a hallucination from the past...

Take the Champions' Fierceness markers and place them on this Region card. From now on, whenever the Caravan Inspects it, return one of these markers to the tray and proceed to the appropriate Resolution for that Champion.

(You were instructed to Inspect this Region when you first read this passage, so choose the first marker now.)

026-A **The Stolen Wedding** *(Mercenary)*

026-D **The Time of Discovery** *(Artist)*

026-G **The Deliverance** *(Devotee)*

026-J **The Black Widow's Kiss** *(Outlaw)*

026-A | THE STOLEN WEDDING

(MERCENARY)

Read Appendix II:II – "The Stolen Wedding".

If this is the fourth time you Inspect this Region, add Path card 08 to Region #016 – Wuthering Heights. Either way, proceed to the next instruction.

Continue reading below:

That night, the Mercenary could not sleep. He could fight all day in battle if he had to, but having to pretend that nothing had happened was too exhausting for him. A shame, as he would have preferred not to have seen it when the lady came into his room later.

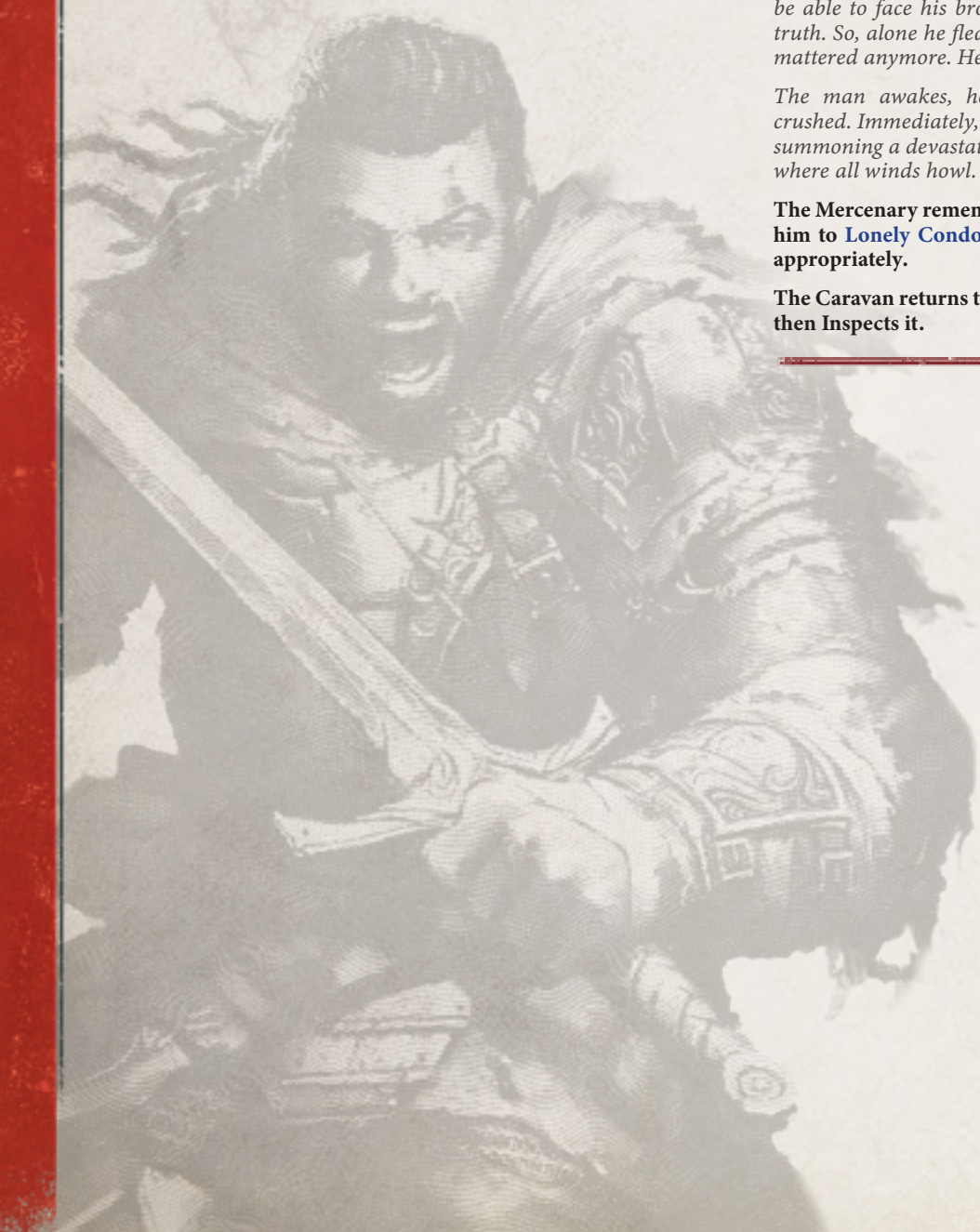
"I did what my family wanted, now, I shall do as I wish..." she whispered to him as she undressed. "Let us leave this place. Crete, Cyprus, Sicily... An island where every day will be our spring."

No blade had ever torn through the flesh of the Sellsword like those words. For the first time, he found himself unarmed and defenseless...

The Mercenary must choose one of the options and proceed to its Resolution:

026-B Live with the woman you fell in love with

026-C End the romance with your brother's wife



026-B | LIVE WITH THE WOMAN YOU FELL IN LOVE WITH

In the end, the glory that the Sellsword really sought was true love. As much as he would never want to harm his brother, he understood that it was a test of faith, an ordeal.

With a heavy heart, the Warrior left with his loved one, heading towards a new life. Fame, fortune, or title...none of that mattered anymore. He would just be the Mercenary.

The man awakes, here and now, feeling his heart being crushed. Immediately, the wax sculpture opens its mouth wide, summoning a devastating whirlwind that drags you all back to where all winds howl.

The Mercenary remembers an episode from his past. Progress him to Infatuated Condottiero by replacing his Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.

026-C | END THE ROMANCE WITH YOUR BROTHER'S WIFE

The Sellsword was more nervous in that room than on a battlefield. Gathering his courage, he put an end to what should not have even started.

However, even though he acted right, the warrior would never be able to face his brother and break his heart by telling the truth. So, alone he fled. Renown, fortune, or title, none of that mattered anymore. He would just be the Mercenary.

The man awakes, here and now, feeling his heart being crushed. Immediately, the wax sculpture opens its mouth wide, summoning a devastating whirlwind that drags you all back to where all winds howl.

The Mercenary remembers an episode from his past. Progress him to Lonely Condottiero by replacing his Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.

026-D | THE TIME OF DISCOVERY (ARTIST)

Read Appendix II:III – "The Time of Discovery".

If this is the fourth time you Inspect this Region, add Path card 08 to Region #016 – Wuthering Heights. Otherwise, just proceed to the next instruction.

Continue reading below:

Confused by the feelings that finally began to come together, the Wanderer sought the Church as she had always done for matters of the spirit. The truth is that the girl never liked boys, but that did not mean her heart would not burn for someone.

"Blasphemy! Sin! Depravity!" The village priest received her with a bigoted attitude. "I have seen how you two sing, dance, and party... Incontinence is the Devil's door, and you have opened it wide open! Bring Giullia here! I will recommend severe penance to purge such impure thoughts." The man was not taught to understand that kind of love.

Astonished, the young Artist did not want to deviate from her faith, but she needed to decide how she would face her feelings from that moment on.

The Artist must choose one of the options and proceed to its Resolution:

026-E **Believe the purity of what you feel**

026-F **Believe the priest's sermon**

026-E | BELIEVE THE PURITY OF WHAT YOU FEEL

Even though she had been advised by a priest, the young Rom did not believe that something so pure could be the result of perdition. Choosing to stick to the interpretation that Christ's message is the message of love, she decided to accept who she was.

"Milan, Hungary, Wallachia... It matters not! We shall travel the whole world if necessary! There must be some place where we can be free!" Giullia proposed an unusual escape. Maybe even too unusual for two girls.

The Artist awakes on the cold floor, her face washed with tears. Immediately, the wax head opens its mouth wide and summons a whirlwind as overwhelming as her memory, throwing all of you back to the Heights, where the winds howl like wolves.

The Artist remembers an episode from her past. Progress her to Resolute Wanderer by replacing her Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.

026-F | BELIEVE THE PRIEST'S SERMON

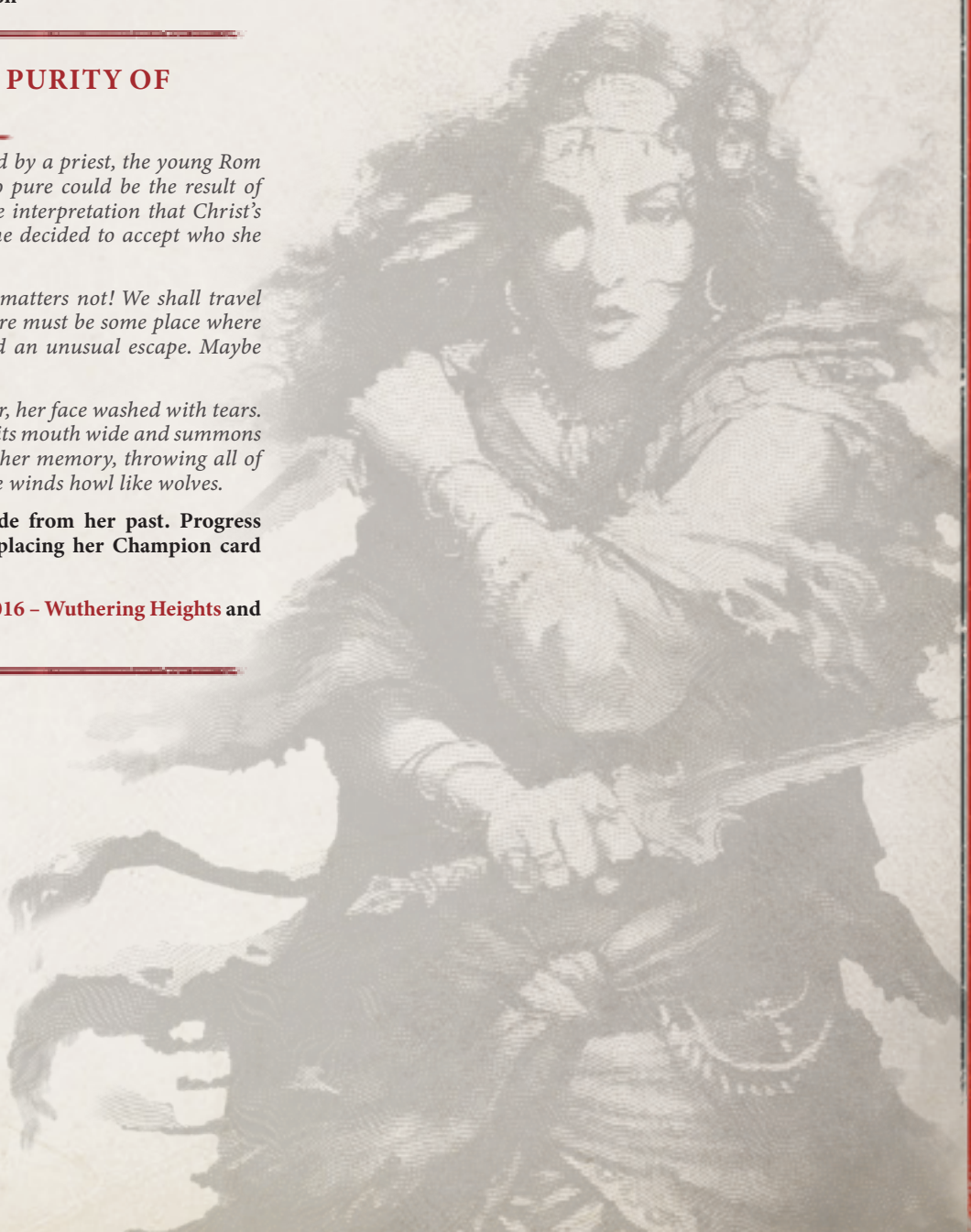
In tears, the young Rom recognized her weakness. The Devil is capable of taking any form of disguise to lead the faithful astray, including that of love. With her back burning from a night spent in self-flagellation, she swore: whatever she felt, she would never yield to temptation.

"You would rather flay your own skin than listen to the beat of your heart. That is not strength. It's cowardice." Giullia said goodbye with a broken heart. At least she was the only one. The Artist did not give herself to anyone else.

The Wanderer awakes on the cold floor, her face washed with tears. Immediately, the wax head opens its mouth wide and summons a whirlwind as overwhelming as her memory, throwing all of you back to the Heights, where the winds howl like wolves.

The Artist remembers an episode from her past. Progress her to Resented Wanderer by replacing her Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.



026-G | THE DELIVERANCE

(DEVOTEE)

Read Appendix II:I – "The Deliverance".

If this is the fourth time you Inspect this Region, add Path card 08 to Region #016 – Wuthering Heights. Either way, proceed to the next instruction.

Continue reading below:

"Your father warned us that a succubus lives in you..." the Mother Superior commented while cutting the aspiring Devotee's blonde locks, as soon as she was admitted to the convent. "I was young, too. I know how you feel. But worry not, for here you will discover a love more sublime than that of the flesh."

The Maiden's first nights were filled with tears for her lost life. However, in those moments when pain was greatest, she found the compassion of her sisters. Carrying their own tragedies, they supported each other like no one did for them outside those walls.

Mother Superior was right: The young woman discovered a new type of love, but was it enough to suffocate the feeling of injustice that overflowed in her?

The Devotee must choose one of the options and proceed to its Resolution:

026-H **Fight for your convictions**

026-I **Struggle to accept your new life**

026-H | FIGHT FOR YOUR CONVICTIONS

Even though that new life had brought good winds, an image remained in the Maiden's head: Thibaut, the stable boy, hanged. "He committed suicide, out of regret," her father's words reverberate.

She could not accept it. If the price for laying with someone was so high, why would He have created her with such desires? Desires that would not fade... even now! No, she did not need a new life... She needed a mask!

Suddenly, the Devotee awakes in the dark chamber, screaming. Furious, she charges at the wax head to destroy it, but the sculpture opens its mouth wide and summons a violent whirlwind that drags you all back to the Heights.

The Devotee remembers an episode from her past. Progress her to Bitter Maiden by replacing her Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.

026-I | STRUGGLE TO ACCEPT YOUR NEW LIFE

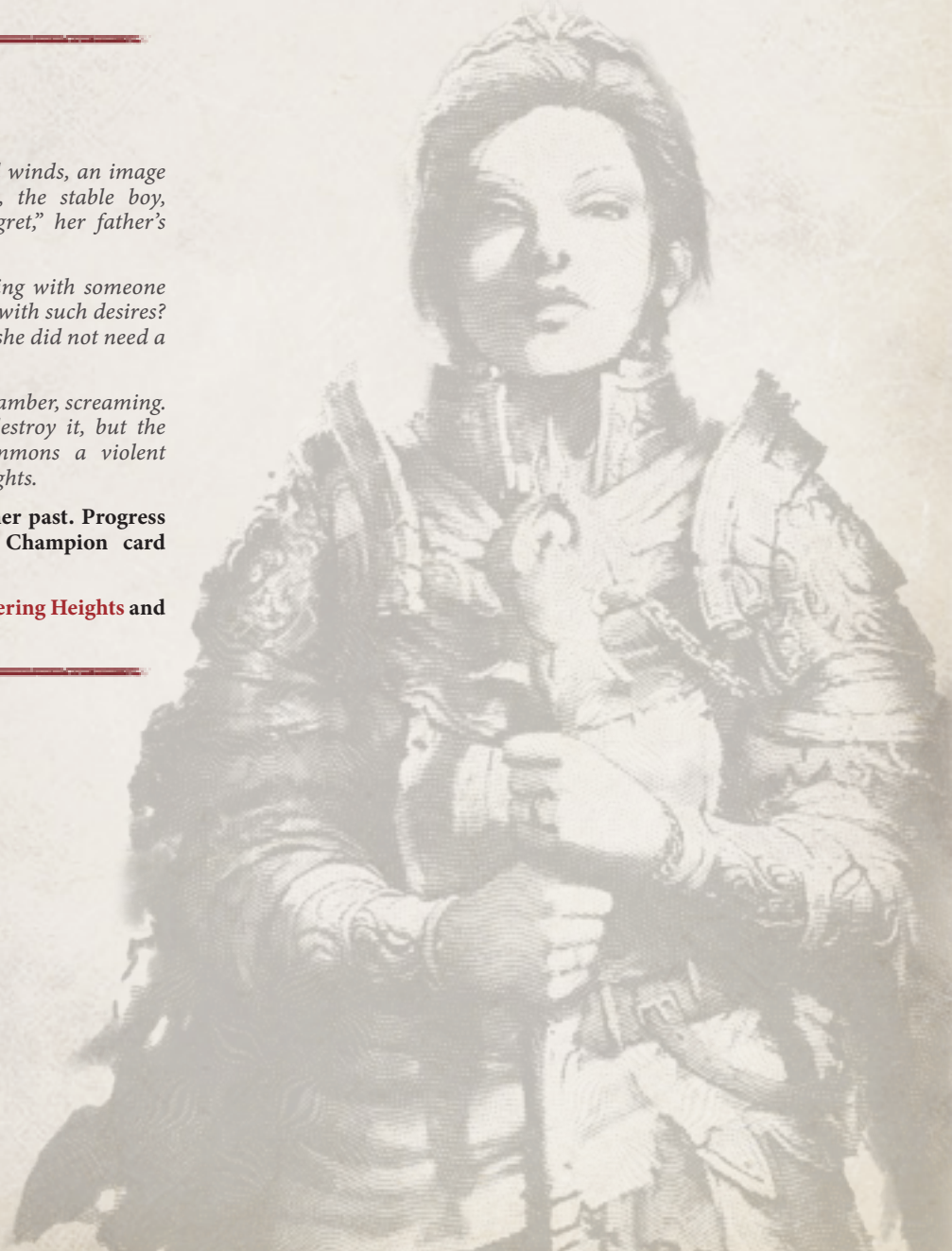
Even though outrage burned in her heart, an image remained in the Maiden's head: Thibaut, the stable boy, hanged. "He committed suicide, out of regret," her father's words reverberate.

Determined, the lady gave herself to marry Christ, seeking to get rid of impure thoughts. Her flesh burned with desire just remembering that night, but aware of the consequences of her weakness and with the support of her sisters, she remained chaste and on her chosen path.

Suddenly, the Devotee awakes in the dark chamber, screaming. Furious, she charges at the wax head to destroy it, but the sculpture opens its mouth wide and summons a violent whirlwind that drags you all back to the Heights.

The Devotee remembers an episode from her past. Progress her to Resigned Maiden by replacing her Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.



026-J | THE BLACK WIDOW'S KISS

(OUTLAW)

Read Appendix II:IV – "The Black Widow's Kiss".

If this is the fourth time you Inspect this Region, add Path card 08 to Region #016 – Wuthering Heights. Either way, proceed to the next instruction.

Continue reading below:

Astonished, the Rebel stood and hurriedly dressed. He knew the rebellion was doomed, but perhaps he could leave in that instant and warn his comrades, saving his men. The problem was that it was not a simple choice.

"Wait! If you go, they will know it was I who told you. I will be executed as a traitor," the lady confessed in despair. "Whether we like it or not, our destinies are tied, as they always were—for me at least—when you showed me the England of your dreams..." She had fallen in love not only with the man, but also with the revolutionary's bravado.

Finding himself between the hammer and the anvil, he needed to make a decision that would haunt him for the rest of his life...

The Outlaw must choose one of the options and proceed to its Resolution:

026-K **Alert your men and condemn the lady who saved you**

026-L **Leave your men and the rebellion behind**

026-K | ALERT YOUR MEN AND CONDEMN THE GIRL WHO SAVED YOU

With his heart racing, the Outlaw did what needed to be done. The lady who risked her own life to save him would die. Otherwise, the men who followed him blindly would be slaughtered by the King, and he could not allow that.

In his younger years, the conscript boy learned that war is terrible for soldiers, but it was only at that moment that he understood that leadership is not a prize. At least in the eyes of the virtuous. Reality is cruel and, many times, someone will pay the price in blood, because of you.

Quiet as always, the Rebel awakens from his hallucination, staring at the ox's head. Suddenly, a whirlwind coming from nowhere throws you all into darkness, leaving you back at the Wuthering Heights.

The Outlaw remembers an episode from his past. Progress him to Rebel Leader by replacing his Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.

026-L | LEAVE YOUR MEN AND THE REBELLION BEHIND

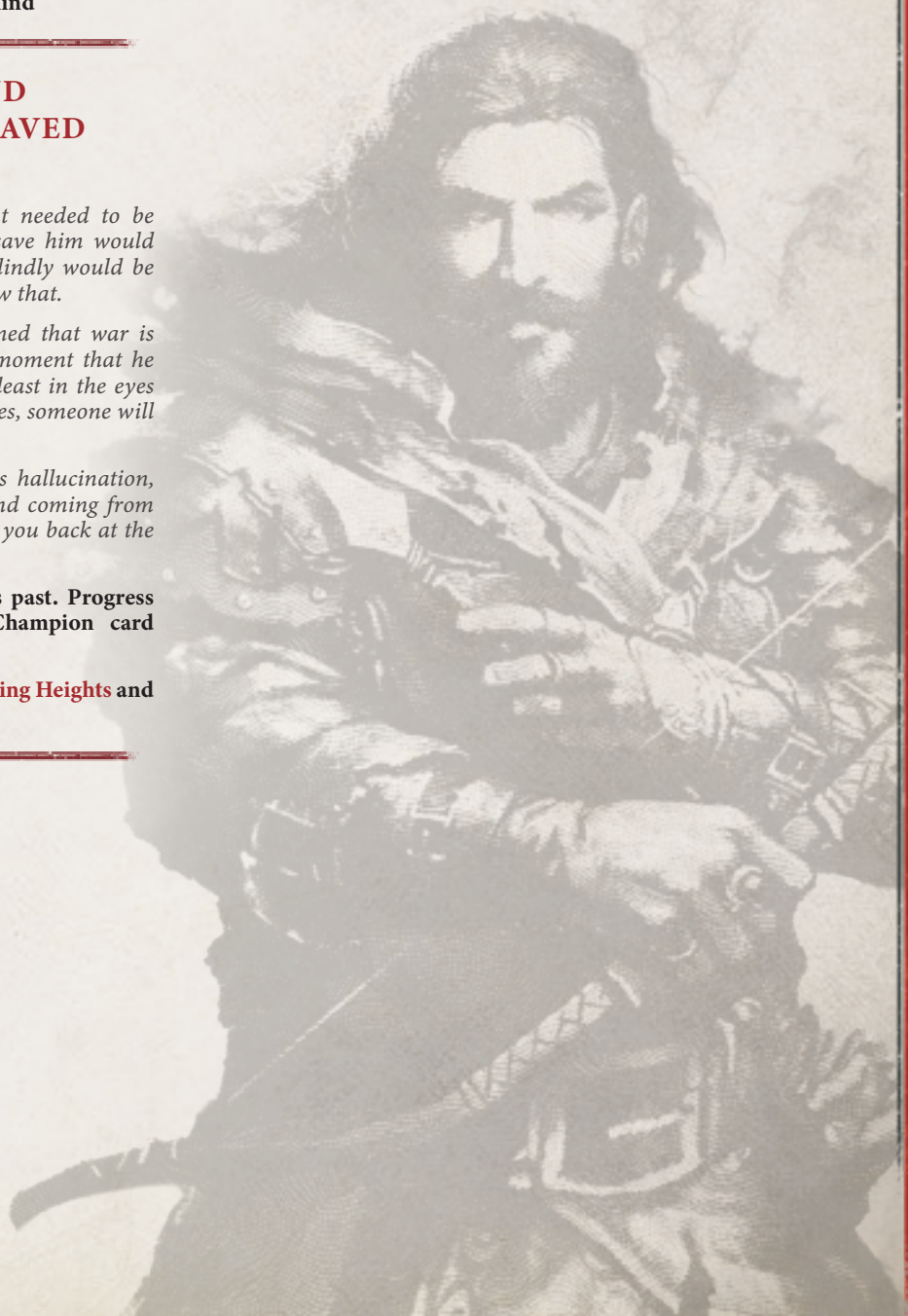
Aware that the girl's fate was in his hands, the Outlaw did the only thing he could do for the person who saved his life: He chose to love and to live. Cold sweat ran down his temples, but he held onto the thought that the battle was already lost and that he would be just another martyr.

In his younger years, the conscript boy learned that war is terrible for soldiers, but it was only at that moment that he understood that leadership is not a prize. At least in the eyes of the virtuous. Reality is cruel and, many times, someone will pay the price in blood, because of you.

Quiet as always, the Rebel awakens from his hallucination, staring at the ox's head. Suddenly, a whirlwind coming from nowhere throws you all into darkness, leaving you back at the Wuthering Heights.

The Outlaw remembers an episode from his past. Progress him to Infatuated Rebel by replacing his Champion card appropriately.

The Caravan returns to Region #016 – Wuthering Heights and then Inspects it.



CONFRONTATION
LUST



GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

Achilles,
THE GREATEST OF WARRIORS

As if your bodies could feel his presence, you tremble as your minds take some time to process what your eyes can see.

"I never forget a man's face," the warrior breaks the silence, "and I do not remember you. You are certainly not with the Order, but you are not Condemned either. Who are you?"

"I am Dante Alighieri," the Poet speaks, "and this Caravan is that of Champions in the service of Christianity. In the name of the High Power, I ask you let us pass. The future of humanity is in our hands, and we have no quarrel with you."

"That is odd. This is the second time I hear the same story, but I dare not question His designs..." Apparently, the Supreme Leader also believes in the sanctity of his task. "If you want to pass, I will make the same offer I made to that army: seven more Circles they wanted to descend, so an eighth of them had to stay. As there are only five of you, I'm afraid it's only fair that you leave one behind. Will it be you, Alighieri?" Achilles proposes with a cynical smile.

"No! Let him go! I will fight you in his place!" The Artist takes the lead. The Devotee, deep down, realizes that she lacks the courage to do the same. The Poet, however, intervenes.

"Your gesture is noble, my friend, but the price is too high. We have no choice..." This is your cue.

"The famous last words... So be it. I really wanted to find out how skilled the 'Champions of Christendom' are..." the son of Peleus provokes you.

Achilles is bored and he will not let you pass without a fight. Prepare your table for the Confrontation by following the instructions below:

1. First, make the Setup for the Battle Scene.
2. Take the Achilles Malefactor Status card and place it in the appropriate space with face "A" up.
3. Shuffle the Offered Arcana cards along with Achilles's Action cards and place them in a pile in the second slot of the Confrontation Tray with the "Action" face up.
4. Shuffle the Achilles's Heel Action cards and place them in a pile in the third slot of the same tray with the "Action" face up.
5. Shuffle the Champion Fierceness markers and randomly place them on the Fierceness Track. These will be their initial positions.
6. Take the Defeat Achilles and the Be Defeated by Achilles Confrontation Objective cards and place them in the Confrontation Objectives section of the board.

These are the Standard Preparations for this Confrontation, but before you start, check Achilles's arsenal.

1. If the Caravan has Discovery card number 7 (Achilles's Spear), read "Scene – Provocations" on page 52.
2. If they have the Pelian Spear Treasure card, read "Scene – The Lover's Request" on page 52 instead.

Finally, if they do not have any of these cards, just read the Special Rules "Malefactors with multiple action decks" and "Whirlwinds" on page 53 and then shuffle the Spear of Achilles Action cards, placing them in the first slot of the Confrontation Tray with the "Action" face up.

You may start the Confrontation. The first Round begins with the Caravan's Turn, from the Clean-up Step forward. The Confrontation ends when the Caravan manages to Defeat Achilles (Success) or one of the Champions is defeated (Success).



FURNITURE


4 Arks


4 Stairs


4 Level 1 Pillars


2 Level 2 Pillars


3 Whirlwind Models

LEVELS (Building Tray)

Level 1
Level 2



CHAMPIONS STARTING POSITION



MALEFACTORS MODELS


1 Achilles Model

SCENE
PROVOCATIONS

The tension is palpable. You could cut the atmosphere with a knife. Dante is concerned about bringing you face to face with mythology's greatest warrior, but he has a plan.

"Mighty Achilles, wait!" The Poet shows him the gift given by Cleopatra. "We have a counterproposal. The Queen of Egypt took your spear, but we are willing to give it back, in good faith. Maybe this can appease the enmities between us... what are your thoughts?"

"My thoughts?" the myrmidon sneers. "I think that, in addition to being cowards, you are fools. That is not my spear. You would not be able to handle it. This I know, because..." he pauses, raising his right arm to the stormy skies. With a flash of lightning, an identical weapon materializes in his hands. "I have mine. Now, prepare... I was willing to be merciful, but your attempt to coerce me was so pathetic that I changed my mind. You are not true warriors."

It is then that the Florentine realizes: Even a Blessed Soul is subject to failure on this journey. The future is uncertain, unlike the first time he came to this place...

The Caravan STORES Discovery card number 7 (Achilles's Spear).

Shuffle the Spear of Achilles Action cards, placing them in the first slot of the Confrontation Tray with the "Action" face up.

Read the Special Rules "Malefactors with multiple action decks" and "Whirlwinds" on page 53.

With all readings concluded, you may now start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to Defeat Achilles (Success) or one of the Champions is defeated (Success).

SCENE
THE LOVER'S REQUEST

The tension is palpable. You could cut the atmosphere with a knife. Dante is concerned about bringing you face to face with mythology's greatest warrior, but he knows you have the advantage.

"Is this what you are looking for?" the Poet provokes, pointing to the spear you received from Briseis; for having raised his arm towards the storms above, the Myrmidon looks surprised when he does not receive the gift he expected.

"Thieves..." Achilles lowers his hand, thus invoking powers from the ground. "I was willing to be merciful, but I changed my mind." He pulls a large, heavy shield out of the ground.

"Do not be arrogant, son of Peleus. It was your chosen one who handed us this weapon. She remains resigned to her punishment, but she is concerned about your future. I am sure that Divine Justice shall prevail. Sooner or later, it never fails," the Florentine explains in an attempt to make the Achaean listen to reason.

"Lies and deceptions! Enough is enough, I am tired of you. Ready or not, you die now!" The Iliad's greatest warrior is shaken, succumbing to his pride and incontinent passion for the second time in history.

STORE the Be Defeated by Achilles Confrontation Objective card.

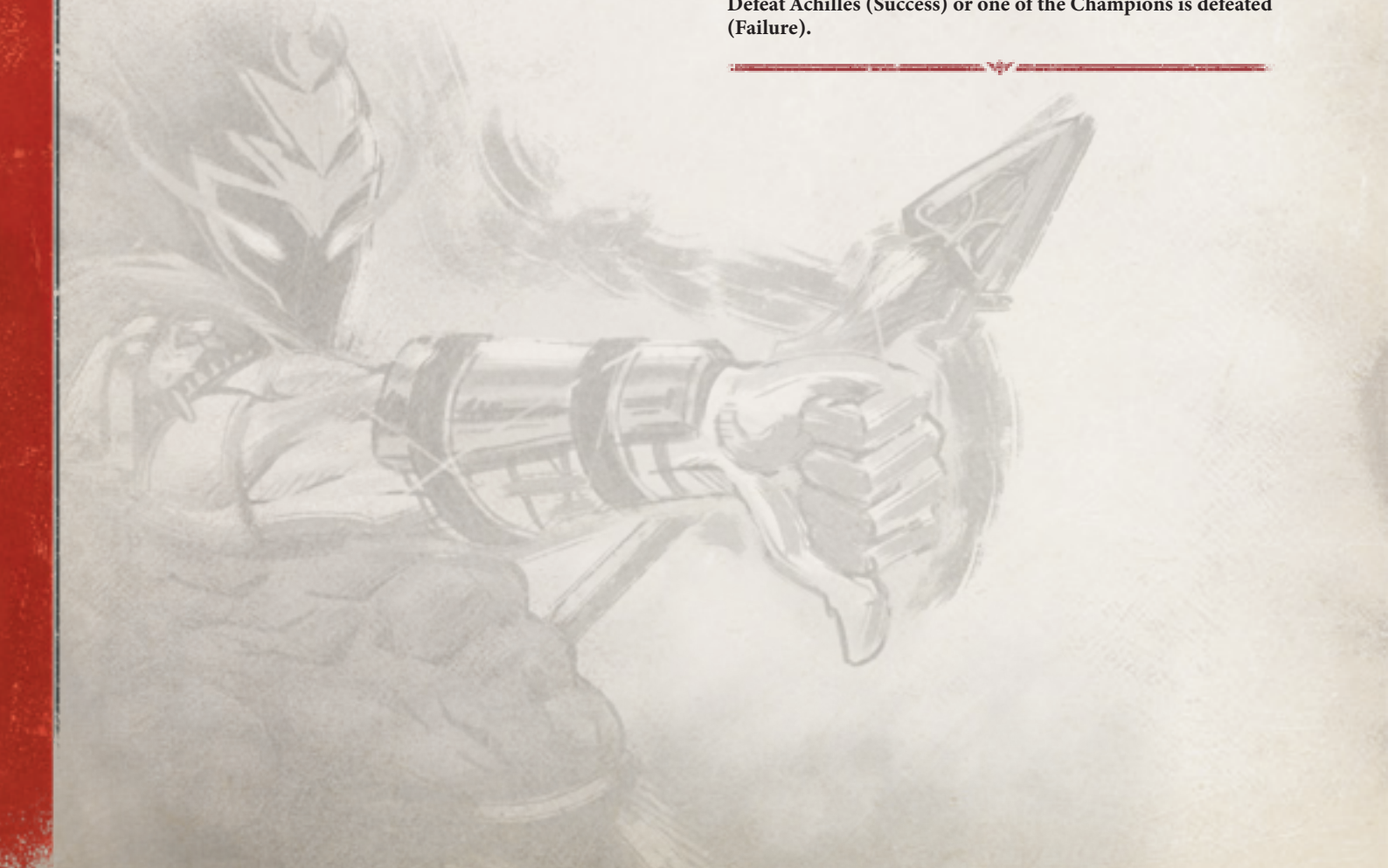
Shuffle the Hephaestus's Shield Action cards and place them in the first slot of the Confrontation Tray with the "Action" side up.

Read the Special Rules "Malefactors with multiple action decks" and "Whirlwinds" on page 53.

With all readings concluded, you may now start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to Defeat Achilles (Success) or one of the Champions is defeated (Failure).



SCENE
THE WITCH'S GIFT

With his heel injured, Achilles slows down. He remains a dangerous opponent, though. Hurting the most powerful warrior in mythology proved to be as difficult as anyone could imagine it to be.

However, an opportunity arises.

Dante looks at the flask you were given by Semiramis and notices something unexpected about its contents: The witch's poison is not liquid, but gas. A smoke that will spread as soon as the bottle breaks or opens. Hesitantly, as he knows that nothing that comes from her can be good—but he also knows that this is your choice, so he must respect it—

"May He have mercy on us..." the Florentine throws the object at the Myrmidon, who immediately stops it before it touches him. Just as Dante had planned, the thin crystal shatters and a green cloud covers the son of Peleus's face.

"Treacherous vipers!" he screams, coughing and screaming in pain. His chest heaves heavily. "What have you done to me? Have you no honor?" The Achaean falls to his knees, poisoned.

The man is now as weakened as he is furious...

Achilles discards all of his FORTIFY tokens.

From now on, until the end of the Confrontation, he cannot receive any more of these tokens.

SPECIAL RULES

1 - MALEFACTORS WITH MULTIPLE ACTION DECKS

Achilles begins the Confrontation with 2 Action decks that represent his vital points (Core and Heel). Initially, he either wields the Pelian Spear or Hephaestus's Shield. These 3 decks are considered to be distinct Malefactors and have their own STURDINESS, despite all being part of Achilles (with the exception of the Spear, see below). When a Champion attacks, they choose which deck they want to target: the Core or the Heel (if Achilles is being attacked from the Back). Champions cannot intentionally attack his Weapon. Check out the specifics of each Action deck below:

- **PELIAN SPEAR: While it is in Achilles's hands, the Spear occupies the same position as Achilles and cannot be attacked or targeted by any effects. While it is STUCK on the board, however, the Spear is considered Living Furniture (it cannot MOVE or change its Facing, but it can be THROWN or PUSHED) and can be attacked and targeted normally, but does not have a Back. Note that Achilles is never HOLDING the Spear. Therefore, effects that force Malefactors to RELEASE Objects they are HOLDING do not drop it from his hands. The Spear only leaves Achilles's hands if he THROWS it or a Whirlwind DRAGS into the Area he is in.**
- **HEPHAESTUS'S SHIELD: Unlike the Spear, the Shield will never be on the Board and, therefore, Champions will not be able to target it directly. It is Achilles's own Counterattacks that will redirect damage that would be caused to him to the Shield.**
- **ACHILLES'S HEEL: The Heel can only be targeted if the Champion is attacking Achilles's Back.**

Note that Achilles's ENRAGE and FORTIFY tokens only apply to his Core and the Actions and Counterattacks he performs. They do not influence the values of the Heel or the Weapon he wields.

2 - WHIRLWINDS

Whirlwinds are special Furniture that can be used by Champions with an Interact Action, or they can act on their own through DRAG, present on Achilles's Action cards. Here are the specifics:

- **WHEN INTERACTING: When a Champion INTERACTS with a Whirlwind, they receive EMPOWER 2 and reposition their model in Another Area of their choice that also has a Whirlwind.**
- **CHARACTERS CAN'T COLLIDE WITH WHIRLWINDS.**
- **WHEN DESTROYED: Whirlwinds cannot be destroyed (do not remove them from the Board if an effect instructs you to do so).**

DRAG: Whirlwinds drag the Lustful in chaotic ways. When a Whirlwind of the Damned DRAGS, MOVE it to the designated Area, adhering to the Approach rules with one difference: this movement CLIMBS any levels of Platforms and, therefore, it only goes in Straight Lines. Characters in Areas the Whirlwind enters are carried to the Area where it finishes its movement. Champions do not suffer Falling Damage. If a Whirlwind enters the area Achilles is in, and Achilles has the Spear in his hands, STICK it into the Area previously occupied by his model. When a Whirlwind reaches the designated Area, if there is no room for the Characters it DRAGGED, SHOVE any Objects from there to free up space.

FINAL SCENE
THE FALL OF THE PROUD

The battle was intense: the Myrmidon is an opponent worthy of his reputation. But, in the end, whether through strength, strategy, or trickery, you once again prove to be the best warriors that Christendom has at its disposal.

"No, that cannot be!" Achilles is on his knees, in disbelief. Even after being battered, he still cannot believe he could be defeated. "I should be invincible in this place, not weak like mortals." Though disincarnated, his soul reproduces the symptoms of a beaten body.

"You are the son of Peleus," Dante takes the opportunity to lecture him while you recover from the battle. "However, not being able to die does not mean that you will not feel anguish, pain, or tiredness. Otherwise, the punishments in this place would be of no use. You will recover, but it will take time. The Damned never forget such feelings. Take advantage of the fact that you have rediscovered a remnant of your humanity in humility, Achaean, and change your ways."

Leaving the man to reflect, you move on.

Each Champion progresses their Maneuvers deck, replacing 1 Level 1 card with 1 Level 2 card.

If the Caravan has Discovery card number 6 (Bargain with the Witch), read "Additional Scene – The Witch's Debt" on page 55. Otherwise, proceed to the next instruction.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards it has picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.

FINAL SCENE
AN ACT OF MERCY

The battle was intense. The Myrmidon proved to be an opponent worthy of his reputation. His will and skill grew on and on during the battle, as if he had been born and raised for it.

"Enough, that's enough!" Suddenly, the Achaean raises his hand as a sign for you to stop fighting, just when he had you where he wanted. "You have been defeated, but today I feel merciful. I shall not hand the God of the Underworld any more souls." He speaks like his people and his culture, even though he knows that things are different now.

"Dante Alighieri," he turns to the Poet. "Your 'greatest in Christendom' are not the most skilled, but neither are they weak. They are true soldiers. For that reason, I will spare their lives. However, I demand my tribute as a warrior: give me something worthy and follow your own path."

Defeat comes with humiliation and loss, but it is a much better outcome than death. Especially for you, whose task is much more important than wounded pride—or should be. Accounting for your losses, you offer a prize to the winner, finally moving on.

The Caravan must STORE 2 Treasure cards. If they do not have enough of them, the Caravan STORES as many as they can.

Each Champion progresses their Maneuvers deck, replacing 1 Level 1 card with 1 Level 2 card.

If the Caravan has Discovery card number 6 (Bargain with the Witch), read "Additional Scene – The Witch's Debt" on page 55. Otherwise, proceed to the next instruction.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards it has picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.

ADDITIONAL SCENE
THE WITCH'S DEBT

With high spirits, you follow the road that descends towards the Circle of the Gluttonous, until the figure of a woman dressed in red and blue surprises you just ahead.

"I see that you made use of my gift..." Semíramis's words sound venomous. "So, was it good for you?" She smiles. Her words dripping with poison and lust.

"What will become of him?" Dante inquires with a frown. The Poet desperately wishes that the bargain had not been made.

"In fact, nothing he has not already done himself. To be honest, you could say I might have helped him. Was it not his passion for Briseis that ruined him? Well, now he will no longer have eyes for her..." She laughs, feeling victorious.

"Divine Justice shall prevail, Queen. Minos has returned to his post, and little by little the anomalies will be restored. The Damned souls who have rebelled will return to their places. And you... pray that you are not sentenced to a worse punishment..."

The Florentine then urges you to move forward. Whether or not his harsh words have affected the cynical woman, only time will tell.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards it has picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.

Gluttony

PROLOGUE

You descend through sandstone formations towards the Third Circle. As if by magic, the environment transforms as soon as you cross from one Circle of the Inferno to the other.

Here, heavy clouds hang on the ceiling of a cavernous bolgia as if by a miracle. A thick rain falls like hail and snow, but it is not crystal clear. Shades of brown take over the view. A stuffy air composes the environment, where the petrichor competes with the sloughy stench.

"Here, those who, in life, abused food, drink, and similar vices wallow in the mud." Dante introduces you to the Circle of the Gluttons.

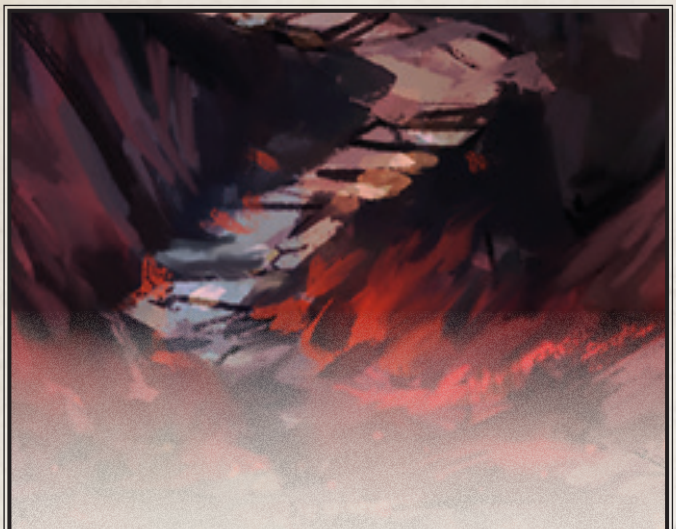
PREPARATIONS – GLUTTONY

Let us prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open the Folding Box for III – GLUTTONY and take out the components needed for the Chronicle Phase:

1. **Take the Region cards and place them, in order and face down, in the appropriate space.**
2. **Take the Discovery cards and place them in the appropriate space.**
3. **Take the Path cards and place them in the appropriate space.**
4. **Take the Treasure cards and place them in the appropriate space.**

Place Region card #027 – Sludgy Canyon in position A2, place the Caravan Pawn on it, and then Inspect it.



027
SLUDGY CANYON

The descent ends in a quagmire, as empty as a cemetery. The Poet expected to see round bodies rolling around in the mud. The absence of this terrifying scene leaves him more apprehensive than relieved.

"Something is wrong..." he says to himself. "This is the hunting ground of Cerberus, the three-headed hound. Here he guards the passage, tormenting the poor souls with his barks, claws, and teeth. This place should not be like this, but filled with Damned souls and screams of pain."

The last sentence leaves you questioning whether this change is really that bad. However, disturbing traces that the Outlaw finds corroborate the gravity of the situation. Flayed corpses and broken armor beyond measure suggest the beast fought against the Order.

"It seems that, unlike Achilles, your good boy did not want to negotiate with the knights. Could he be dead?" The Rebel follows the trail of destruction, trying to understand what happened.

"Unlikely." Dante wanted to say impossible, but what you have seen to this point makes him think twice. "Demons are also immortal. Even though the invaders severely wounded Cerberus, he would rise again. This may take time, for he may be injured, but never dead."

Thoughtful, you continue your investigation.

Place Region card #028 – Sodden Lands in position B2, Advance the Caravan to it, and then Inspect it.



028
SODDEN LANDS

Ahead, you come to a valley where the ground is firm, or almost. The scene of the massacre extends to these parts. The red stains and pools of blood on the ground make the view even more terrible. The final battle must have taken place here.

"By the Heavens, how many idiots does this Order have?" the Devotee walks among the casualties, shocked, covering her face with her hand.

"The toll the Myrmidon took was an eighth of the knights, and I counted more than a hundred bodies in the Pass of Wailing..." Assessing an army's strength is part of the Condottiero's tasks. "I would say they came with a little more than a thousand fighting men."

Your conversation is interrupted by the unexpected blast of a war trumpet. Less than a hundred yards away, a battalion of fifty bloated Damned souls finishes climbing a hill. Breathing heavily, sweat runs down their temples.

The Gluttons wear armor of different eras and nations, but a single flag is raised, bearing an unmistakable coat of arms: the Golden Horde of Kublai Khan. Despite their out-of-shape appearance, these men serve in one of the most fearsome armies ever to exist.

Shouting, they charge towards you...

Cerberus is missing and a battalion of rebellious Gluttons roams the Circle randomly. As a team, choose one of the options and proceed to its Resolution:

028-A **Hold the perimeter and fight the Gluttons**

028-B **Try to outrun the Gluttons**

028-A | HOLD THE PERIMETER AND FIGHT THE GLUTTONS

The way you look at each other reveals the choice you make silently and in a split second. You stand and fight, convinced that you can guarantee your victory.

A typical mistake.

The Gluttons advance madly, one after another, but the first dozen are no match for your technical superiority and fall to the ground, one by one, grunting in pain.

However, one misstep is all it takes—a thrust from the Mercenary pierces the belly of a Glutton, causing him to stumble. The rebel behind him then trips, dragging two or three others to the ground, creating a rolling pandemonium that quickly engulfs them by the dozen.

Powerless against the avalanche, you are overwhelmed until you succumb to unconsciousness, your last impression being the chaotic blur of bellies, screams, and mud passing before your eyes as they close...

Each Champion rolls 2 Combat dice, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles do not count as damage, however, Champions who roll 2 of them suffer a Wound (reset their Vigor back to 6).

Place Region card #030 – Prison of the Gluttonous in position C2, Advance the Caravan to it, and then Inspect it.

028-B | TRY TO OUTRUN THE GLUTTONS

There are many attackers, but you trust in your legs, hoping that your physical condition will make the difference. The yards of advantage gained give you momentary confidence in the plan, but only for a fleeting moment.

"Oh no, these were my favorite boots!" The Artist's leg sinks up to her knee in a puddle she did not see.

Releasing the Wanderer is easy; however, the moment you notice the path, a wave of discouragement washes over you: you have reached a swamp.

"I am starting to hate this place..." The Maiden knows the crossing will be difficult for her.

The Caravan endures an Ordeal of Prowess of Difficulty 13.

SUCCESS: *The muddy terrain forces you to focus solely on your own path, causing you to forget about your companions. The horde draws ever closer, and you cling to the thought that the quagmire will hold them back.*

You were right, partially. It does not take long for a mad warrior to stumble, but he does not sink like you. The rebellious Damned souls are immune to the mud. Instead, the Glutton collapses and begins to roll, enveloping his companions in a massive ball of chaos, snow, and dirt.

An avalanche sweeps through the swamp and you barely manage to get out of the way. The tide takes some time to completely stop, giving you the breach you needed. When they finally pull themselves together, the Gluttons just walk away, leaving you in peace.

You survived the onslaught and are safe and sound. Or rather, almost all of you. Dante is nowhere to be found...

The Caravan takes the War Trumpet Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

Replace this Region card with #029 – The Bog of the Vanishing and then Inspect it.

FAILURE: *The muddy terrain forces you to focus solely on your own path, causing you to forget about your companions. The horde draws ever closer, and you cling to the thought that the quagmire will hold them back.*

You were right, partially. It does not take long for a mad warrior to stumble, but he does not sink like you. The rebellious Damned souls are immune to the mud. Instead, the Glutton collapses and begins to roll, enveloping his companions in a massive ball of chaos, snow, and dirt.

An avalanche sweeps across the marsh and swallows you, beating you up along the way. Your eyes grow heavy as your bodies embrace unconsciousness, making you hope this is not the last time they close.

Each Champion rolls 2 Combat dice, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles do not count as damage, however, Champions who roll 2 of them suffer a Wound (reset their Vigor back to 6).

Place Region card #030 – Prison of the Gluttonous in position C2, Advance the Caravan to it, and then Inspect it.



029
BOG OF THE VANISHING

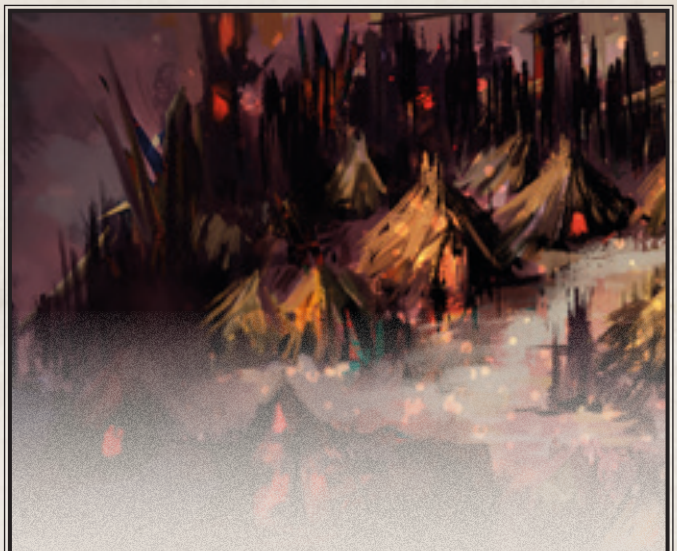
With your blood still boiling, the first spark is enough to start a fire...

"How could you lose sight of him!? He is always by your side!" the Devotee blames the Mercenary, who does not return the insult. The Artist acts as mediator as the Outlaw shrugs.

"Stop this already! Dante would not want to see us acting like this. Now more than ever, we need to work together to find him."

The Maiden was prepared to continue this for hours, but the Rebel discovers footprints, and the prospect of moving forward lifts your spirits, bringing an end to the fight.

Place Region card #031 – The Miry Slopes in position B3, Advance the Caravan to it, and then Inspect it.



030
PRISON OF THE GLUTTONOUS

Finally, you awaken.

Your heads hurt like they are going to explode, but other problems are more important: You have been taken prisoner and find yourselves in a dark tent, your hands and feet tied.

"What the devil was that?" The Outlaw is in disbelief. "Were we really defeated by a snowball of plump Damned souls? This is madness!" A feeling you all share.

"Do not worry, I will get us out of here." The Artist untangles the knots. Your captors do not bother to watch you, though the sound of idle chat echoes outside.

The Wanderer does not take long to fulfill her promise, and soon you are all free. Her skills are memorable, but she cannot summon things out of thin air and you still need to find your belongings.

Unarmed, you sneak out the back and you see a sea of tents. Sooner or later, the Damned will discover your escape, but you do not intend to be here when that happens.

Each Champion takes the Weapon and Relic cards that they are wielding and places them in a separate space, close to the board. Consider that they were "Confiscated".

Place Region card #033 – The Settlement of the Rebels in position C3, Advance the Caravan to it, and then Inspect it.



031
THE MIRY SLOPES

Slowly, the rain forms a thick, brownish layer that covers the footprints completely and hinders the chase. You are lost, but only for a moment. The sight of other buildings provides new directions when you reach the top of a hill.

"I see tents to the south and a Roman palace to the east," the Outlaw shows the paths while you stop to rest.

At the most inopportune moment, a long-forgotten feeling resurfaces to torment you: hunger! Your stomachs growl, and even the mixture in the puddles looks appetizing.

The Mercenary reaches to the ground and takes a portion for himself, almost without realizing it; however, the urgency of choosing a destination prevents him from consummating the heinous act.

It is time to go.

Each Champion rolls 1 die, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles count as 3 damage.

Place Region cards #032 – Bog of Pass in position B4, #033 – Settlement of the Rebels in position C3, and #036 – Palace of the Gluttonous in position B5.

The Outlaw has found two promising courses. As a team, choose one of the options and proceed to its Resolution:

031-A **Head towards the Roman buildings to the East**

031-B **Head to the settlements to the South**

031-A | HEAD TOWARDS THE ROMAN BUILDINGS TO THE EAST

Like moths to a flame, you head to the marble columns to the east.

"This place is so... dirty. Could this filth be a disturbance caused by the arrival of the knights?" the Artist wonders.

"I doubt it. Those who have yielded to the sin of Gluttony behave as pigs and this place is the picture of a pigsty," the Devotee explains. "However, I do not know about the buildings... The Poet is always surprised when we find one."

Carried away by the engaging prose, you barely notice when you arrive at another quagmire, this one so foul it seems as if the Inferno itself is trying to prove the Maiden's point.

Remove Region #033 – Settlement of the Rebels from position C3.

Advance the Caravan to #032 – Bog of Pass and then Inspect it.

031-B | HEAD TO THE SETTLEMENTS TO THE SOUTH

You take the route south, towards the tents. Another Order camp, perhaps?

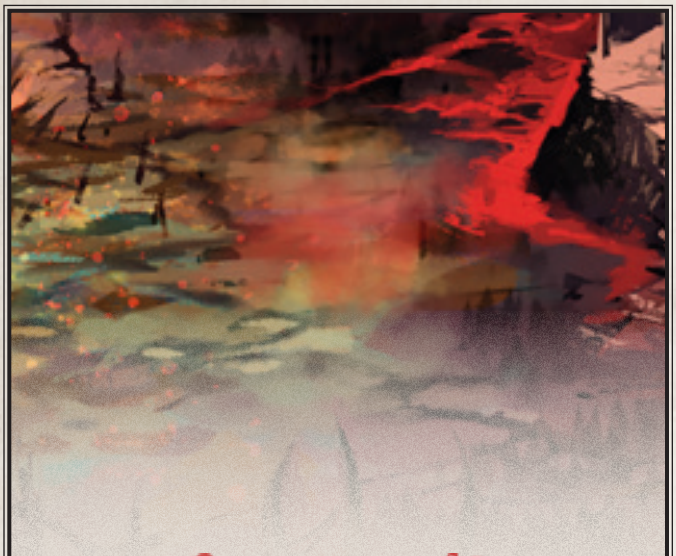
"This place is so... dirty. Could this filth be a disturbance caused by the arrival of the knights?" the Artist wonders.

"I doubt it. Those who have yielded to the sin of Gluttony behave as pigs and this place is the picture of a pigsty," the Devotee explains. "However, I do not know about the buildings... The Poet is always surprised when we find one."

Lost in the captivating prose, you scarcely notice when you reach the rudimentary palisades surrounding the settlement. From now on, it is best to remain silent.

Remove Region #032 – Bog of Pass from position B4 and #036 – Palace of the Gluttonous from position B5.

Advance the Caravan to #033 – Settlement of the Rebels and then Inspect it.



032 BOG OF PASS

Mud, snow, and swill slide down the hills into this bolgia to form a pool where the cold, stinking water rises up to your knees.

"I had never imagined the Inferno as such a disgusting place." The Artist regrets her clothes being ruined. "Where are the flames everyone talks about, anyway?"

The Mercenary realizes his leg is stuck to the bottom and, as he tries to get free, he pulls something to the surface. The body of a Glutton! The Damned soul who sleeps is the first of many others who remained resigned to their penance.

"Fire? You speak of the city of Dite, the most terrifying place in all creation." Suddenly, one of them awakes from his torpor and rises like a zombie, scaring you half to death. "I see you are traveling east, but I am glad you found me first. Turn around, do not go there, it is dangerous. That region is dominated by the Romans Vitellius and Apicius, and they are violent."

He is Ciacco, a soul that Dante encountered on his first journey, and who introduces himself as a friend after you tell him your story.

Place Region #035 – The Swamp of Descent on position C5.

A Glutton advises you to take another route. As a team, choose an option and proceed to its Resolution:

032-A **Take the advice and head to the Southeast**

032-B **Reject the advice and continue East**

032-A | TAKE THE ADVICE AND HEAD TO THE SOUTHEAST

The good memory that the Glutton has of his encounter with the Poet convinces you. Following his advice, you change course and march southeast, taking the route that descends through the hills.

"Wait," the Damned soul interrupts you again, "I am coming too! I was supposed to sleep until Judgment Day, but our encounter could not have been by chance. There are no coincidences down here. I will help you find Dante."

"Will he keep up the pace?" the Outlaw speaks as if the Glutton cannot hear him. "He is old and out of shape... He will definitely slow us down."

"Porca miseria, that is disrespectful!" Ciacco protests, proving the Rebel's point.

The Caravan takes Discovery card number 10 (Signore Ciacco).

Remove Region #036 – Palace of the Gluttonous from position B5.

Advance the Caravan to #035 – Swamp of Descent and then Inspect it.

032-B | REJECT THE ADVICE AND CONTINUE EAST

Even though the Glutton has a fond memory of the Poet, you keep heading east, towards the Roman buildings.

"Wait," the Damned soul interrupts you again, "I am coming too! I was supposed to sleep until Judgment Day, but our encounter could not have been by chance. There are no coincidences down here. I will help you find Dante."

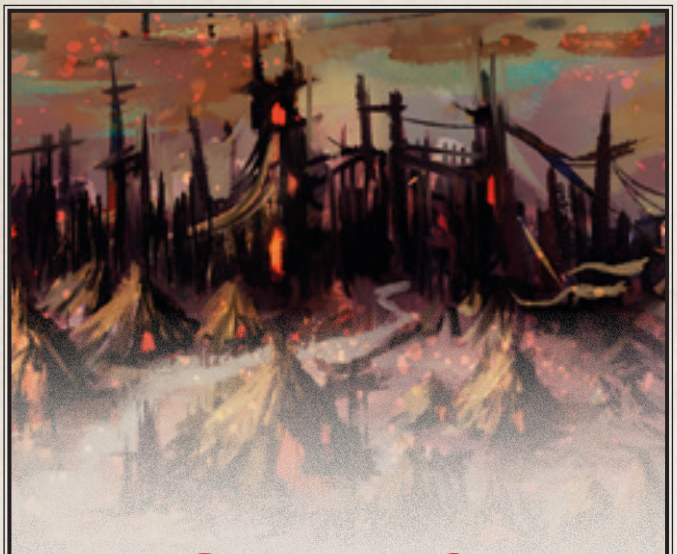
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"Porca miseria, that is disrespectful!" Ciacco protests, proving the Rebel's point.

The Caravan takes Discovery card number 10 (Signore Ciacco).

Remove Region #035 – The Swamp of Descent from position C5.

Advance the Caravan to #036 – Palace of the Gluttonous and then Inspect it.



033
SETTLEMENT OF THE REBELS

Tiptoeing, you sneak through tents of all colors and flags. Gluttons from different nations have built this settlement, and who knows its purpose.

Luckily for you, the Damned souls wander around and they do not seem to be concerned with patrolling. Their faces look tired. From time to time, they lean on whatever they can to catch their breath, as if the effort of walking is taking a toll on them.

Hiding from them is easy.

Now that you are here, where should you start looking for Dante?

The Gluttons' lethargy gives you the opportunity to investigate the settlement. Take the numbered Path cards from 09 to 12 and place them on this Region, face up. From now on, whenever you Inspect this Region, as a team, take a card and proceed to its Resolution.

(You Inspected this Region when you placed this card on the board and Advanced the Caravan here, so choose the first Path now.)

033-A | INVESTIGATE THE TENTS ON THE PLATEAU

Not even in the Inferno are souls free from the social order. The tents on the plateau are larger and more vibrant, as if they belong to the nobility, despite the fact that such conventions seem out of place.

Peeking into some of them, you discover a different universe, as if an entire dimension were contained within the worn-out canopy. Masonry walls, cozy interiors with fireplaces, or even gardens. Miraculously, there is room for everything. Dante is right to fear this new power the Damned have.

One of these environments, luxurious, particularly bothers the Outlaw.

"These bastards have squandered their wealth so far...They certainly will not mind making a donation or two to our cause..." He steals the pieces of jewelry displayed in a large hall, and the rest of you do not even consider stopping him.

A single Glutton, sitting at the head of a table, eats and licks his lips, completely nonchalant. He is absorbed in the true pleasure he had in life and pays no attention to the strange guests who come and go from his little paradise.

Some people do not care at all about the low folks...

Each Champion draws 1 Findings card (remember: you cannot use them during the Chronicle Phase).

Inspect this Region again.

033-B | INVESTIGATE COMMON AREAS

Silent as ever, you wander through the muddy passages in search of clues about the Poet's whereabouts, taking cover behind tents whenever you spot a Glutton. They seem distracted and more interested in chatting than looking for intruders.

"I am telling you, it is true. I saw it too. I was submerged in the same bog as the Khan, a few yards from Cerberus. That man with the weird helmet raised his spear, said something and that was it! The beast lowered its three heads as if it were a pet," two Damned souls whisper as they pass your position.

Intrigued, you look at each other, wondering what to do, but chance had other plans. Your stomachs growl, and a sudden pain grips your insides, causing you to fall to your knees. Punishment spares no one and also affects the mind, distorting perceptions.

Is mud really that bad?

Each Champion rolls 1 Combat die, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles count as 3 damage.

The Champion with the fewest Vigor points endures an Ordeal of Willpower of Difficulty 7. If two or more Champions are tied, as a team, choose one of them.

SUCCESS: *The swill is repulsive, but the weakest among you takes it into their mouth without even thinking. As you suspected, once the mixture went down your throats, your stomachs immediately began to prepare to expel their contents.*

Impressed, all you can do is watch, unsure whether you are more concerned about your poor companion's health or the noise they are making.

Eventually, the brave Champion's body ceases to protest. They endure this cursed place and manage to steady their stomach, but can luck always be relied upon?

It is time to move on.

That Champion receives 1 Willpower token.

Each of the Other Champions receives INSPIRE 1.

If Path card 13 is not in this Region, place it here. Either way, proceed to the next instruction.

Inspect this Region again.

FAILURE: *The swill is repulsive, but the weakest among you takes it to their mouth without even thinking. As you suspected, once the mixture went down your throat, your stomach immediately began to prepare to expel its contents.*

Impressed, all you can do is watch, unsure whether you are more concerned about your poor companion's health or the noise they are making.

Eventually, the brave Champion's body gives out, and they can no longer hold back their vomit, creating a repulsive spectacle that attracts the attention of a patrol of Gluttons.

Fighting is useless, but you have another option: the Khan wants to talk.

That Champion suffers a Wound.

Place Region card #034 – The Khan's Tent in position C4, Advance the Caravan to it, and then Inspect it.

033-C | SEARCH FOR PRISONERS

As you wander around, you overhear some Gluttons talking about prisoners, and follow the breadcrumb trails they mention. The Damned had captured another invader and you are hopeful.

"No, it is not him..." The Mercenary is disappointed as he removes the hood of a man who lies tied to the central stake of a tent you invade. Given the mortal wound in his stomach, you are grateful for that.

"Brothers?" he chokes on his own blood and delirium completes the scene that his eyes can no longer see. "You came... For me?"

If the Caravan has the Merciless Treasure card, proceed to Resolution #033-F. Otherwise, continue reading below.

"Forget him. This man is as good as dead already." Quickly, the Outlaw peeks outside the tent, but the Mercenary has a soft spot for soldiers.

"I cannot leave him like this." The Condottiero cuts the knight's bindings. "I shall carry him on my back if I have to, but I will not abandon a fellow man-at-arms like that..."

"An enemy, you mean..."

"A companion!"

The Devotee and the Rebel look at each other. They know that this is a bad decision, but the Mercenary is determined. For better or worse, he will carry the man.

The Caravan takes the Heavy Cargo Discovery card.

If Path card 13 is not in this Region, place it here. Either way, proceed to the next instruction.

Inspect this Region again.

033-D | INVESTIGATE THE FOUL PITS

A rotten smell leads you to the pits where the Gluttons throw all kinds of waste. Damned souls, still resigned, wallow in the puddles next to the corpses of knights. Most of them float, asleep, while others, awake, gather on the banks, madly devouring portions of mud.

"Oh, for heaven's sake, let us go. The Poet is not here." The Devotee covers her mouth and nose, but the effort is useless. The stinking miasma penetrates your skin and your bodies succumb to fever and nausea, forcing you to struggle to refrain from vomiting...

The Caravan endures an Ordeal of Willpower of Difficulty 13. Champions who have a Willpower token roll 2 extra dice during the Attribute Roll step.

SUCCESS: *Only the ones who have never been to this Circle would say that gluttony is not such a severe transgression. The filth of no place you have been on Earth, no matter how disgusting, compares to this.*

Clinging to your last shred of determination, you overcome despair and hold yourselves together. The toll is taken, and you sweat as if you had just endured a week of illness. However, standing firm, you notice a patrol of Gluttons arriving to dump another corpse, and you quickly step aside.

A fortuitous coincidence, given that you will be able to loot the deceased knight who still carries his possessions on his body. The Gluttons only know how to value vile mud.

The Caravan takes the Heavy Gauntlets Treasure card.

The Champion who rolled the most hits receives 1 Willpower token.

If Path card 13 is not in this Region, place it here. Either way, proceed to the next instruction.

Inspect this Region again.

FAILURE: *You fight as best you can, but this time the Circle wins. There is a limit to what mortals can bear and you have reached it. Defeated, you fall to your knees and vomit, one by one, into the pits.*

A true feast for the Damned souls who lay in them.

With maddened screams, those on the edges of the pits hurl themselves at you, desperate to taste the mixture of mud and bile. They are not dangerous, but the commotion they cause draws the attention of nearly half the settlement. Moments later, patrols of rebellious, sentient Damned souls surround all the exits.

Fighting is useless, but you have another option: the Khan wants to talk.

The Champion who rolled the fewest Hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #034 – The Khan's Tent in position C4, Advance the Caravan to it, and then Inspect it.

033-E | LEAVE THE SETTLEMENT

So you leave.

Wandering around the settlement only increases your chances of encountering more Gluttons, and Dante does not seem to be here. He is famous and the Damned have already seen him once. His presence would not go unnoticed.

Breaking through the poorly constructed and guarded palisades to the east, you continue your journey, letting Providence guide your way.

Place Region card #035 – Swamp of Descent on position C5, Advance the Caravan to it, and then Inspect it.

033-F | FOR THE GREATER GOOD

"Forget him. This man is as good as dead already." Quickly, the Outlaw peeks out of the tent. "Perhaps, literally."

Without blinking, the Condottiero grips the prisoner's neck with all his strength, turning his face away as if it were not personal. The knight grunts and strikes the colossus in an attempt to free himself, but barely manages to make him flinch. Soon, his legs go still, and the act is over. Only then do you realize what you have done: a defenseless man has been murdered in cold blood, simply to ensure his silence.

A part of you is shaken, knowing that this is wrong. Another part, darker and more rigid, accepts the act as part of the job—a necessary evil. Dante is justified in fighting for the integrity of your quest.

Mortals are always one step away from yielding to temptation...

Each Champion receives INVIGORATE 2.

If Path card 13 is not in this Region, place it here. Either way, proceed to the next instruction.

Inspect this Region again.



034 THE KHAN'S TENT

Shackled, you are carried to the largest of the tents, adorned with flags and oriental tapestries. Kublai, the infamous Mongol Emperor and leader of this band, rebuilt his universe with simplicity, perhaps just to oppose the reports of the opulence of his court.

"That explains a lot..." The Khan listens to the whole story. Most of the Damned do not really know what is happening, but he is not one of them. Running his fingers on his long beard, he has something to say. "I do not have your Poet, but I know that the knights do not have him either, for they no longer have any power here."

With the tension eased, your host signals for the guards to release you. He will not keep you imprisoned. After all, you are allies.

"Some power prevented Cerberus from accompanying them to the lower Circles, and as soon as the army moved on, Apicius and Vitellius, two Romans, abducted the monster. They have conjured a large arena to the northwest and have been capturing anyone who crosses their path ever since. I do not know what they are planning, but it is going to be big."

With the misunderstanding cleared up, the Emperor escorts you to the exit of his modest command center and points out the two paths leading from the settlement. The plot has been revealed, and it is time to move on.

Place Region cards #035 – The Swamp of Descent in position C5 and #036 – Palace of the Gluttonous in position B5.

The Caravan recovers all cards that were Confiscated (if any) and assigns them back to the Champions.

From here, you can follow two different paths. As a team, choose one of the options and proceed to its Resolution:

034-A **Head northeast towards the Romans**

034-B **Head east towards the quagmires**

034-A | HEAD NORTHEAST TOWARDS THE ROMANS

Alone again, you continue your search for your Florentine guide through the mud and snow, exploring the puddles while reflecting on your latest discoveries. If Kublai is telling the truth, the Poet was probably captured by the Romans and by now must have been taken to the great Arena.

Your next destination, if nothing stops you along the way...

Advance the Caravan to #036 – Palace of the Gluttonous and then Inspect it.

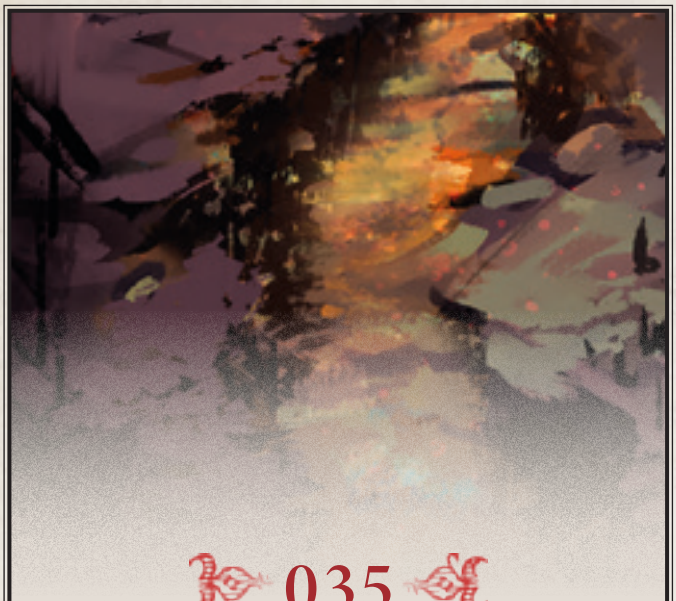
034-B | HEAD EAST TOWARDS THE QUAGMIRES

Alone again, you continue your search for your Florentine guide through the mud and snow, exploring the puddles while reflecting on your latest discoveries. If Kublai is telling the truth, the Poet was probably captured by the Romans and by now must have been taken to the great Arena.

Your next destination, if nothing stops you along the way...

Advance the Caravan to #035 – The Swamp of Descent and then Inspect it.





035 SWAMP OF DESCENT

Going down a road, you are surprised by an ironic discovery: this path leads to the Fourth Circle. The passage is unguarded, but you cannot go through it. Not without the Poet.

Frustrated, you allow yourselves to take a brief rest, keeping company with the Damned souls who huddle together on the edge of a hillside. The poor men dig as if they were looking for gold, but what they are looking for is the smelly mixture of mud and snow that they promptly take into their mouths.

As repulsive as the scene is, your stomachs hurt, in disagreement with your eyes and noses. Taking in a fetid portion, the Mercenary offers himself to be the first. Is what the Gluttons devour so voraciously worse than hunger?

Each Champion rolls 1 die, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles count as 3 damage.

Hunger takes over and your bodies weaken. Can you continue under these conditions? As a team, choose an option and proceed to its Resolution:

035-A **Endure the hunger and not eat the swill**

035-B **Try to devour the swill to satisfy your hunger**

035-A | ENDURE THE HUNGER AND NOT EAT THE SWILL

The temptation is enormous. You may swear you hear voices whispering promises of pleasure as you face the dilemma, yet salvation comes through a desperate cry.

"Brothers, stop! Do not do this!" a knight of the Order shouts from the opposite hill. He could not even imagine that there was another group of travelers here. "Come, we are regrouping for the last task. Whether we succeed or not, we shall no longer starve. The commander promised."

The Condottiero thinks about reaching for his weapon, but the Artist stops him. "Let us keep the disguise... Let us see where this goes," she convinces him of the plan she has just come up with.

Disguised as lambs, the wolves are invited into the barn.

If the Caravan has Discovery card number 10 (Signore Ciacco), proceed to Resolution #035-C. Otherwise, proceed to the next instruction.

Place Region card #038 – Survivors Camp in position C6, Advance the Caravan to it, and then Inspect it.

035-B | TRY TO DEVOUR THE SWILL TO SATISFY YOUR HUNGER

You know that there is no worse enemy than hunger, and you overcome your disgust to try the swill. The Mercenary is the first to have courage and his initiative motivates the rest of you to take the mud into your mouths. You fools. The first bite is enough for the worst cramps to take over, causing your bodies to contract in pain and regret. Sweating, you struggle to stand on your feet.

The Caravan endures an Ordeal of Willpower of Difficulty 11.

SUCCESS: *The rush of adrenaline awakens you and the truth comes out: the appetite you had is not natural. Reacting quickly, you shove your fingers into your throats and spill your guts, literally rather than figuratively.*

"Brothers, no!" A knight of the Order, coming from the opposite hill, comes to your aid, taking you for allies. "Have you forgotten? The Supreme Leader was clear in warning us of the dangers of this slimy substance."

Too weak to fight and too curious to flee, you buy into the ruse and pretend to be part of a lost band. Pleased, your savior asks you to follow, as the other survivors are gathering for one last task that requires every last man they can find.

Disguised as lambs, the wolves are invited into the barn.

Each Champion adjusts their Vigor to 6.

The Champion who rolled the most hits receives 1 Willpower token.

If the Caravan has Discovery card number 10 (Signore Ciacco), proceed to Resolution #035-C. Otherwise, proceed to the next instruction.

Place Region card #038 – Survivors Camp in position C6, Advance the Caravan to it, and then Inspect it.

FAILURE: *The rush of adrenaline awakens you and the truth comes out: the appetite you had is not natural. Even though your bodies try to reject the swill, it is impossible to resist, even though it tastes horrible.*

Tears well up in your eyes as the frenzy takes over your bodies, but not your minds. You endure this ordeal lucidly, experiencing the worst sensations you can as your arms and legs fail to respond.

Little by little, you become sleepy and hunger gives way to inebriation. You can barely stand, stumbling drunkenly, and eventually, one by one, you all fall to the ground, defeated by the influence of this wretched place.

The last thing your eyes see before they close is a patrol of Romans coming from behind. It seems you will be joining the Poet sooner than you thought

The Caravan takes the Iron Stomach Treasure card.

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #037 – Palace Moat in position B5, Advance the Caravan to it, and then Inspect it.

035-C | IT TURNS OUT THAT CIACCO DOES NOT UNDERSTAND THE PLAN

"Hey, what are you doing?" Ciacco unintentionally denounces you. The Outlaw gives him such a stern look that everyone holds their breath for a moment. "This man came with that army, he is our enemy!"

The knight's confusion, however, only lasts for a moment. He plans to draw his sword, step back, and ask for the truth, but he is not fast enough. An arrow ends his life, piercing his Adam's apple as if it had been aimed there on purpose.

"This blood is on your hands, Glutton!" Enraged, the Rebel grabs the old man by the collar. "If you open your mouth to talk nonsense again, the next one will be yours!" The reprimand was harsh, but you had to move on—and quickly.

The knights are gathering for one last task, and now you want to find out what it is.

Place Region card #038 – Survivors Camp in position C5, Advance the Caravan to it, and then Inspect it.



036
PALACE OF THE GLUTTONOUS

You arrive at the Great Hall of a palace whose Roman architecture contrasts with the surrounding quagmires, just a few yards away. Tables are set everywhere: it is a preparation for a Greek banquet.

Swill is not served here. On the contrary, the dishes are made with the finest delicacies from the ancient world. Were it not for the voracious and disgusting behavior of the guests, knights and Damned souls who sit as equals, you would not even say that this is the Inferno.

"What is the meaning of this? You were supposed to be caged!" The host, a man taller than the Mercenary and at least twice his weight, inquires with his mouth full and his fingers greasy.

He is Vitellius, the one who was Emperor for only eight months and spent such a fortune on banquets that he was immortalized by history: an infamous Glutton.

Vitellius is intrigued and willing to talk. Take the numbered Path cards from 13 to 17 and place them on this Region, face up. From now on, whenever you Inspect this Region, as a team, take a card and proceed to its Resolution.

(You were instructed to Inspect this Region when you placed this card on the board, so choose the first Path now.)

036-A | ASK IF HE KIDNAPPED DANTE

"Dante? What use would I have for a Poet?" Vitellius laughs, acting cynical. He recognizes the name, even though they have not met before.

"I am only joking... My men took the Florentine to the Arena," he points out, unconcerned about revealing the plot. "You should go, too! The greatest feast is being prepared there. All the guests, fighting to feed on each other. A true bacchanal!" His eyes reflect madness.

The former Emperor is a broken figure, and you do not know whether to just abandon him or attack him, but you need to decide quickly. Resisting the myriad of aromas of this place is torture for the soul.

Each Champion receives INVIGORATE 2.

Proceed to Resolution #036-E.

036-B | ASK IF HE JOINED THE ORDER

"Have I joined them? They were the ones who joined me..." Vitellius brags as he points to the guests. It is clear that it wasn't their intention.

"I mean, of course I, like many others, saw an opportunity when these knights arrived. You see, we are not innocent. However, when mortals subdued Cerberus and paraded him around unhindered, it became clear that the High Power no longer cares and I am not going to be left wallowing in the mud. I want to have the world again!"

The Glutton's story is a summary of the Poet's worst fears. Dante is right, this sacrilege needs to end now. The Damned souls' boldness is growing and there is no way to predict what might happen.

Each Champion receives INVIGORATE 2.

Proceed to Resolution #036-E.

036-C | ASK HIM ABOUT CERBERUS

"What is it? Have you lost your pet? Oh, worry not... The hound rests and you will not catch him before the spectacle I am sponsoring starts," your host scoffs, thinking he is talking to knights.

"The beast skinned us, bit us, and sank us into the mud, and we felt that such punishment was deserved. However, after your Leader broke the hound, I saw the truth: the punishments here are what we accept them to be. I regret that our alliance has been dissolved, but I have my own ambitions for this place. It is nothing personal."

The monster has been kidnapped, just like Dante.

Each Champion receives INVIGORATE 2.

Proceed to Resolution #036-E.

036-D | LEAVE THE FEAST AND MOVE FORWARD

Vitellius is so repulsive that you desire to strike him and put an end to this madness, but the battle against a man of his size may not be so easy.

"Leave the Roman alone. Someone like him, who has nothing to lose, is the most dangerous kind there is," the Devotee suggests as if she were reading the Outlaw's mind. There is the spirit of a leader in her after all.

Descending the muddy hills to the sound of the former Emperor's laughter, you make your way to the great Arena, built as a parody of the Colosseum. The Roman never saw this architectural wonder in his lifetime, but he knew how to conjure it from his fantasies.

Place Region cards #039 – Colosseum Box in position A5, #040 – Colosseum Dungeons in position B6, and #041 – Colosseum Arena in position A6.

At the foot of the Colosseum, you need to decide whether to go to the arena, to the dungeons, or to the stands. As a team, choose one of the options and proceed to its Resolution:

036-F **Proceed to the Stands**

036-G **Proceed to the Dungeons**

036-H **Proceed to the Arena**

036-E | THE BANQUET CALLS TO YOU

Roasted pheasant with a fine herb sauce, beef carpaccio, eel served on skewers, fish and cheese of all types... All paired with wine of at least three different vintages and places. You avoid flirting with the feast, but your eyes betray you and you are flooded by desire.

Almost without realizing it, you head to your seats...

The Caravan endures an Ordeal of Willpower of Difficulty 9.

SUCCESS: *Resisting the smells and flavors, you regain consciousness before touching the food. "Delicious, hm?" your host teases you as he notices you struggle. "Come, do not be shy, take a bite..." He sounds like the Devil himself.*

The Champion who rolled the most hits receives 1 Willpower token.

Inspect this Region again.

FAILURE: *Overcome by hunger, you cannot resist and join the feast. You risk the first bite, but the pheasant legs melt into mud in your mouths. Eating fast does not help. The faster you try, the faster the spell vanishes.*

After a few attempts, no one manages to swallow even a single piece and the vileness of the enchantment is revealed: trapped in the torpor of voracity, you fight to be faster, but only to become even more frustrated. The banquet is just another punishment for the spirit.

If the Caravan has Discovery card number 10 (Signore Ciacco), proceed to Resolution #036-I. Otherwise, just continue reading below:

Enthralled, you barely noticed as the burly Glutton and his men took you by force from the feast. Shackled and dragged through the mud like prey, you are taken to the Arena. Vitellius has organized a real banquet and wants to include everyone.

Especially you mortals, soft and juicy...

The Chronicle Phase ends here.

Now, carefully follow the instructions provided on page 14 of the Book of Commandments to transition between Game Phases.

036-F | PROCEED TO THE STANDS

The atmosphere around the arena is festive. Legions of Damned souls drag their heavy figures towards the great Colosseum. Eventually, all of the Damned being punished in this Circle will be here. One way or another. Those who do not come willingly arrive in chains.

Vitellius's plan is working perfectly. No one objects. Not even the Order. It seems that they were truly defeated here. The strange thing is: whether this is good or bad, you cannot tell.

You focus on the task and head to the stairs that lead to the stands, the privileged places from where hosts, sponsors, and notable personalities watch the games.

Judging by the crowds in the stands, whatever is going to happen, it will not be long.

Advance the Caravan to #039 – The Colosseum Box and then Inspect it.

036-G | PROCEED TO THE DUNGEONS

The surroundings of the Arena are crowded.

Legions of Damned souls drag their bulky figures towards the great Colosseum as if they were a defeated herd headed for the slaughter. Eventually, they will all be here. One way or another.

The realization that no one opposes Vitellius's plan leaves you apprehensive. Not even the Order. It seems that in this Circle they were truly defeated, but you cannot tell if that is a good thing after all.

Whatever is going to happen, it will not be long.

Advance the Caravan to #040 – Colosseum Dungeons and then Inspect it.

036-H | PROCEED TO THE ARENA

The surroundings of the Arena are crowded.

Legions of Damned souls drag their bulky figures towards the great Colosseum as if they were a defeated herd headed for the slaughter. Eventually, they will all be here. One way or another.

The realization that no one opposes Vitellius's plan leaves you apprehensive. Not even the Order. It seems that in this Circle they were truly defeated, but you cannot tell if that is a good thing after all.

Whatever is going to happen, it will not be long.

The Caravan takes Discovery card number 13 (Arrived in Time).

Advance the Caravan to #041 – Colosseum Arena and then Inspect it.

036-I | HOWEVER, CIACCO IS THERE TO HELP

"Porca miseria!" Ciacco protests, pulling you out of your seats. The former Emperor's delight does not last long. "Get away! You must find Dante!"

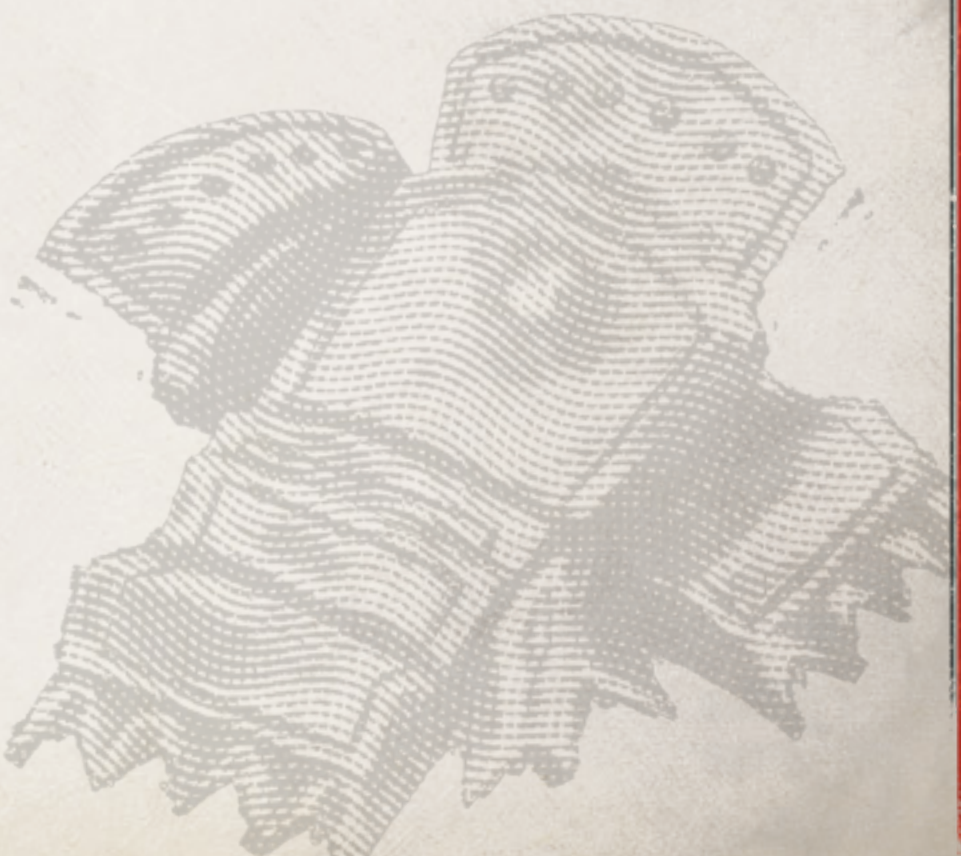
"How dare you?" Vitellius thunders. With incredible and unlikely agility, he charges at your companion. "Come, I shall give you what all traitorous Gluttons deserve!"

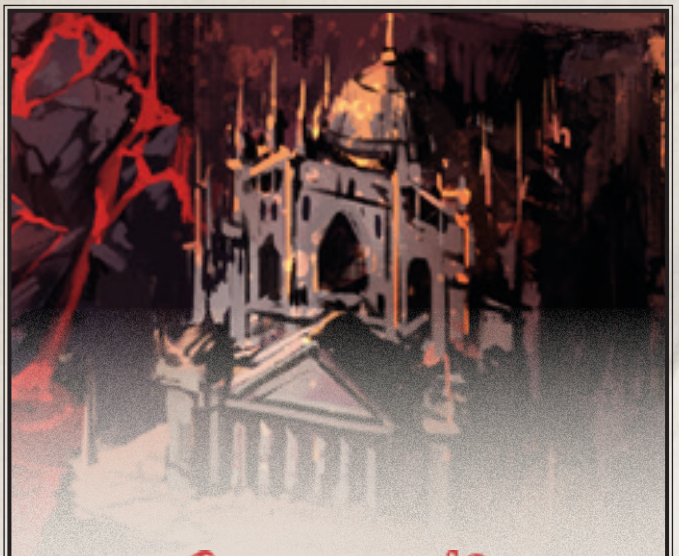
Still intoxicated by the torpor, you watch a festival of bouncing paunches and blows culminate in the beating of the one who helped you. Consolidating his victory, the Roman lifts a trapdoor in the middle of the room and throws your savior into a pit.

"Now where were we?" he wipes his hands together as if cleaning off dirt.

The Caravan STORES Discovery card number 10 (Signore Ciacco).

Saved by Ciacco, you have a new chance. Inspect this Region again.





037
PALACE MOAT

When you finally come to your senses, you find yourselves shackled at the bottom of a pit. Breaking free is not a difficult task for the Artist. It is in fact one of her performance numbers.

A trapdoor with iron bars, fixed to the ceiling of the hole, prevents you from reaching a Great Hall from which light and noise emanate. A banquet is being served, but something about it feels like a trap. Since there is no other option, you must attempt to reach it.

Guided by the Artist, the Outlaw and the Mercenary lean against the wall and use their arms to suspend the girl as if they were in a circus number. When she puts her hands on the portal, it is time to use the Devotee's scarves as improvised ropes for the climb.

The escape is loud and takes a long time, but no one in that room seems to care. Or rather, almost no one. The largest figure in the room, a man wearing the finest toga, never takes his eyes off you...

If the Caravan has the Escapist Treasure card, STORE it and take the Escape Artist Treasure card. Otherwise, the Caravan takes the Escapist Treasure card.

Replace this Region card with #036 – Palace of the Gluttonous and then Inspect it.



038 SURVIVORS' CAMP

Calling this place a camp is an exaggeration. All these knights have is what they carry with them and a few sleeping bags around a campfire.

"Apicius is his name. A Roman who also rebelled, but his purpose is not to stop us. He only cares about taking advantage of the freedom that our Great Task allowed him," your "comrade" leader introduces the enemy. "He is organizing a perverse version of the ancient games, and to do so, he captures everyone who crosses his path." He is the one truly responsible for the Poet's kidnapping, you think.

"We shall make him pay for betraying us, but we also cannot let those who were captured languish in a filthy cage. Brothers," the knight now turns to you, "can we count on you? Reinforcements will be needed when the final fight begins."

The Caravan takes the Armor Reinforcements Treasure card .

Place Region card #039 – The Colosseum Box in position A5 and #040 – Colosseum Dungeons in position B6.

If the Mongols confiscated the Caravan's equipment, proceed to Resolution #038-A. Otherwise, just proceed to the next instruction.

The Order did not kidnap Dante. Is the Poet caged with the knights? As a team, choose one of the options and proceed to its Resolution:

038-B **Agree to rescue the prisoners**

038-C **Offer to confront Apicius**

038-A | REARMING

"Brothers, one moment..." another knight, the quartermaster of that band, interrupts, "I see that the difficulties have left you unprepared. Come, follow me. I am afraid that we have more equipment than arms to handle them." He leads you to the spoils of battle, displayed for those whose need is now greater than that of those who have fallen.

Each Champion recovers their Heirloom Weapons (some of these cards may be in the Caravan's Box). Then, STORE the Confiscated Treasure cards in the Caravan's Box The Caravan no longer has them. For each Treasure STORED in this way, draw two cards from the Rank 1 Sacred Treasures deck, choose one, and place the other on the bottom of that deck.

The Order did not kidnap Dante. Is the Poet caged with the knights? As a team, choose an option below and proceed to its Resolution:

038-B **Agree to rescue the prisoners**

038-C **Offer to confront Apicius**

038-B | AGREE TO RESCUE THE PRISONERS

The prospect of uncovering just how far this charade can go excites you, and you maintain your cover, vowing to rescue the knights for the "greater good."

"Another thing, do not forget: when you meet them, ask them if they follow the one who carries the spear..." The leader realizes, after having given the answer to the riddle, that he had not followed the counter-espionage protocol.

"Who they follow, you mean..." the Artist takes a risk.

"This! Who they follow!"

With suspicions dispelled, you and the handful of survivors set off toward the gigantic shadow looming in the rainy landscape. Judging by the crowds marching there, whatever is going to happen will not be long.

The Caravan takes Discovery card number 11 (Promise of Rescue).

Advance the Caravan to #040 – Colosseum Dungeons and then Inspect it.

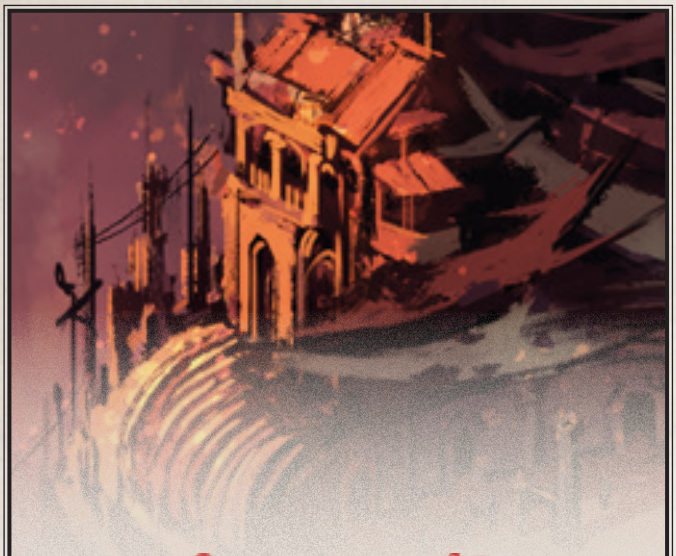
#038-C – OFFER TO CONFRONT APICIUS

You look at each other and ponder the proposal, but thinking that this Apicius has probably captured the Poet, you prefer to confront him once and for all.

"If you allow me, Brother..." The Outlaw has the mannerisms of a soldier. "Our band is trained in raids. We are few, agile, and we travel without uniform or cargo. We will be more efficient on an assassination mission." The bluff works; after all, it is not a lie. Or perhaps he merely offers a convenient excuse for the knights' embarrassment, who have only now realized that you do not wear their colors. In fact, these men are disoriented in every way.

Moments later, you and the handful of survivors set off towards the gigantic shadow that stands out in the rainy landscape. Judging by the crowds marching there, whatever is going to happen will not be long.

Advance the Caravan to #039 – Colosseum Box and then Inspect it.



039
COLOSSEUM BOX

As you reach the stands, you interrupt a man lost in contemplation. Alone and proud, he supervises the assembly of the show. A wooden stage is the epicenter of the attraction.

"You... What the devil are you doing here? Have I not told you, you were supposed to be the dessert!?" He too takes you for knights of the Order. "Return to your cells this instant! You are ruining everything!" The madman is Marcus Gavius Apicius, a Roman chef who devoted his life to the art of haute cuisine.

"For the 'primae mensae', we have a 'venatio' between Cerberus and the Gluttons. There is only one rule: those who fall will serve as food for those who remain standing. Red meat is the main dish today, a real 'Carnival'!"

He cries out for recognition, but your gaze shifts to the unfortunate man bound on the stage: Dante.

Apicius intends to recreate his Carnival with the Poet in the middle of the spectacle. As a team, choose one of the options and proceed to its Resolution:

039-A **Try to force Apicius to put an end to this**

039-B **Abandon Apicius and rush to Dante's rescue**

039-A | TRY TO FORCE APICIUS TO PUT AN END TO THIS

You think fast and charge the cook.

"I am not a cook, I am a gastronome, a gourmet!" Apicius is deeply offended. Drawing his knife, sharper than a sword, he is ready to kill or be killed.

"I should not even be here, I am an artist!" he argues as he lands the first blows on you. "I did not even eat that much! My meals have the perfect balance in quantity and taste!"

He fails to realize, however, that it was the rampant killing he encouraged in his pursuit of ever more exotic delicacies that led him to this place.

The Caravan endures an Ordeal of Prowess of Difficulty 13.

SUCCESS: *Apicius' resistance takes you by surprise. However, the Roman is not a warrior, and it only takes a few moves for the Artist and the Mercenary to disarm him and throw him against the wall.*

"Unleash Cerberus!" he shouts, even though the Condottiero's blade rests on his neck. In fact, the Glutton lost his sanity long ago. Or it could just be that he does not care about being murdered. Being Damned, he will resurface in the mud as it has happened other times when the hound tore him apart.

The prolonged blast of a trumpet announces the end of the preparations and urges you to move forward. Leaving the gourmet to his misery, you take his knife as a trophy and rush to Dante's rescue.

Carnival has begun.

The Caravan takes the Peerless Edge Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

The Chronicle Phase ends here.

Now, carefully follow the instructions provided on page 14 of the Book of Commandments to transition between Game Phases.

FAILURE: *Apicius' resistance takes you by surprise. As unlikely as it may seem, he knows exactly what he is doing.*

Be it because you are too tired, or because you have never fought a man armed with a deadly kitchen knife, the Roman is the first to draw blood and victory slips through your fingers. One by one, the Gourmet strikes you down as he dances freely around the box, scattering you. Your formation is broken, yet the man shows no signs of fatigue.

To make matters worse, a prolonged blast of a trumpet announces the end of the preparations and urges you to move on. You wanted to teach the Damned a lesson before you left, but the hard truth is that you may not be able to, as the Poet needs your help.

"Oh, what is the rush?" he chuckles, savoring your growing desperation. "This is just an appetizer, we have not even come to the main course yet..."

If the Caravan has Discovery card number 10 (Signore Ciacco), proceed to Resolution #039-C. Otherwise, just continue reading below:

In the end, Carnival has begun and you know you cannot waste time exchanging words with a madman. Swallowing your pride and accepting defeat, you jump from the box, hoping that this will be enough to escape Apicius.

The Roman could leap from there if he wished, but he knows the arena will soon become a bloodbath and is content to watch your struggle from the railing of the stands.

Laughing as if nothing else mattered; he had won...

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

The Chronicle Phase ends here.

Now, carefully follow the instructions provided on page 14 of the Book of Commandments to transition between Game Phases.

039-B | ABANDON APICIUS AND RUSH TO DANTE'S RESCUE

Your blood boils and you wish you could charge him, but reason prevails.

"Fellows, there is nothing we can do for this madman. Leave him. Dante is helpless down there!" the Artist suggests, taking the lead.

Hundreds of Gluttons gather in circles around the arena, as if forming new rows. In Apicius's design, the spectators also participate in the show. They were promised revenge against the monster that had always tortured them, so none would want to miss the party.

"You bastards! It is not yet time!" Apicius shouts from the platform as he sees you leave. "Unleash Cerberus! Let the feast begin! Do not allow our honored guests to leave!" The Roman rushes Carnival.

The Caravan takes Discovery card number 13 (Arrived in Time).

The Chronicle Phase ends here.

Now, carefully follow the instructions provided on page 14 of the Book of Commandments to transition between Game Phases.

039-C | APICIUS FORGOT ABOUT CIACCO

You are cornered and hopeless, however, it is through the most unlikely hands that salvation comes. Ciacco joins you!

"Porca miseria!" he complains. "React, caspita! It is my friend who is trapped down there. Go, help him! I will take care of these bastards!" The corpulent Glutton saves the day.

With his Italian bravery surging, Ciacco hurls himself at the Roman, knocking him down and pinning him to the ground with his sheer weight. Apicius, one of the few thin souls in this Circle, will take a while to get free, but your companion will pay for it: stabbed several times, he will die.

"Do not worry about me! Soon I shall resurface in some swamp!" he smiles with blood in his teeth. "Now go, save Dante! Save Creation!"

His sacrifice gives you the breach you needed.

The Caravan STORES Discovery card number 10 (Signore Ciacco).

The Caravan takes Discovery card number 13 (Arrived in Time).

The Chronicle Phase ends here.

Now, carefully follow the instructions provided on page 14 of the Book of Commandments to transition between Game Phases.



040 COLOSSEUM DUNGEONS

You walk around the entrance to the arena and quietly make your way toward the passage that leads to the dungeons, treading softly. The Gluttons' lethargic nature makes them poor guards, and getting past them is not difficult.

Down here, mud and snow drip from the ceiling, and the stench of the swamp mingles with the odor of human misery. Defeated and broken amidst the filth, several squadrons of knights are held prisoner.

"This is humiliating... We cannot leave them here." The Mercenary shows pity, prompting a protest from the Devotee. "Later, not now! We need to find the Poet first!"

The knights who heard them, those whose flames of courage had not yet been extinguished, threw themselves against the bars and swore revenge.

"Hey, wait, Brothers. Do not go away. Let us help you wipe out those treacherous Damned souls! We pulled them out of the mud and look what they had the audacity to do to us!"

Some imprisoned knights long to be released. As a team, choose an option and proceed to its Resolution:

040-A **Rescue the Knights of the Order**

040-B **Look for Dante in the Colosseum Box**

040-C **Look for Dante in the Arena**

040-A | RESCUE THE KNIGHTS OF THE ORDER

"No man deserves to suffer in captivity..." the Outlaw shifts the balance, breaking the impasse between the Condottiero and the Maiden.

The Artist does not remain silent either, but speaks through her craft. After a few attempts and a satisfying "click," the lock gives way, and the grated door swings open, freeing the knights.

Wait," one of them says, managing to overcome his jubilation and recall protocol. "Brothers, who do we follow?"

A question that only makes sense to a knight of the Order.

If the Caravan has Discovery card number 11 (Promise of Rescue), proceed to Resolution #040-D. Otherwise, continue reading below:

You look at each other. Someone needed to respond.

"We follow the Supreme Leader!" the Devotee speaks with conviction. A good guess, but wrong. "We follow the one who carries the spear!" Someone speaks up, casting suspicion on you.

In the blink of an eye, the prisoners regain their resolve and take up their battle stances.

"You are not with us, nor are you Gluttons..." the suspicious knight continues. "I do not know who you are, but I will not spill the blood of those who rescued us. Consider that our debt is paid."

The good thing is that you at least did a good deed...

The knights follow their path and you must follow yours. As a team, choose one of the options and proceed to its Resolution:

040-B **Look for Dante in the Colosseum Box**

040-C **Look for Dante in the Arena**

040-B | LOOK FOR DANTE IN THE COLOSSEUM BOX

The building is enormous and the corridors are all labyrinthine and confusing. Especially when you try to avoid the paths leading to the great arena. Yet eventually, you reach your destination. Portly Roman legionaries guard the rooms of this Colosseum, but taking them down is no challenge for you.

"Who is there?" Someone shouts from inside.

Advance the Caravan to #039 – Colosseum Box and then Inspect it.

040-C | SEARCH FOR DANTE IN THE ARENA

The urgency to find the Poet drives you to move forward, but the Artist's soft heart won't allow her to leave without first tossing some gauze into their cell, giving them a chance to free themselves.

The building is enormous and the corridors are all labyrinthine and confusing, but they always lead to the wide passage that takes you to the arena, which is crowded, by the way. The plump Damned souls throng the path, trying to reach the arena just like you.

They too have been invited to this party...

The Caravan takes Discovery card number 13 (Arrived in Time).

If Region card #041 – Colosseum Arena is not on the board, place it in position A6. Either way, proceed to the next instruction.

Advance the Caravan to #041 – Colosseum Arena and then Inspect it.

040-D | YOU KNOW WHO THE ORDER FOLLOWS

"We follow the one who carries the spear," the Devotee responds with conviction, recalling the phrase the Order's immediate superior once uttered unintentionally.

"...And he shall lead us to salvation." The knight who asked the question bends his knees as a sign of respect. "Blessed be all of you, Brothers. So, how can we still serve the Great Task?"

"We look for a man with a strong nose, dressed in red robes and with a laurel wreath on his head. An extravagant figure who is difficult to go unnoticed. Have you seen him?" The Mercenary goes straight to the point.

"The Poet..." Recognition fills you with hope. "He was being held in the cell next door until just now, but they have taken him upstairs. A great massacre disguised as a banquet is being prepared and it will not be long before they take us too. Will this be our final battle then?"

The Condottiero responds with a smile.

The Caravan takes Discovery card number 12 (The Enemy of My Enemy).

If Region card #041 – Colosseum Arena is not on the board, place it in position A6.

Advance the Caravan to #041 – Colosseum Arena and then Inspect it.





041 COLOSSEUM ARENA

Finally, after an exhausting and arduous journey, you arrive at the arena, where countless souls are gathered, encircling the battlefield. At the heart of the chaos, Dante appears as if he is about to be offered as a sacrifice to a pagan god.

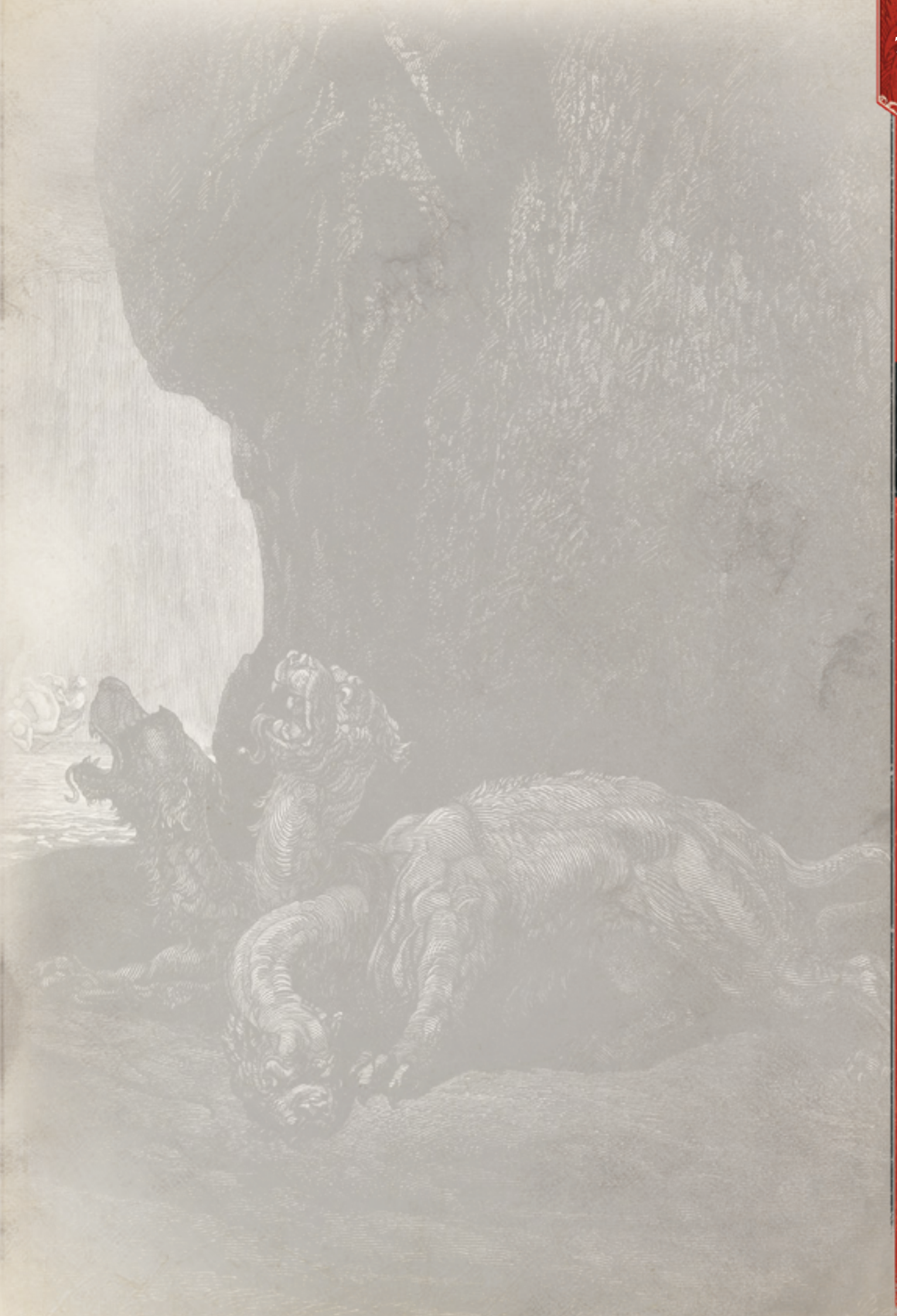
The Artist and the Outlaw rush to his rescue, assigning the Devotee and the Mercenary to protect them. Champions, Gluttons, knights, Roman legionaries... Suddenly, a chaotic battle erupts, pulling everyone into the carnage.

"You bastards! This is not part of the agenda!" Apicius shouts from the stands. "Argh, then... Unleash Cerberus! Let us feast! Do not allow them to take the delicacy away!"

So the Carnival begins...

The Chronicle Phase ends here.

Now, carefully follow the instructions provided on page 14 of the Book of Commandments to transition between Game Phases.



CONFRONTATION
GLUTTONY



GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

Cerberus,
THE GUARDIAN

A roar silences the crowd. The Damned souls know very well what accompanies the thunder of the three maws and they cower in terror. Cerberus is both the jailer and the foreman, and there is not a soul there that has not been flayed by him.

The hungry eyes and salivating mouths still bear the appearance of the most feared hound in mythology, however, the blood running down his back shows that the beast is injured, his body and pride.

"Behold!" Apicius, the master of this ceremony, appears in the stands. "The Guardian of the Third Circle! For a long time, he barked and tore our skins with his devilish claws, but the Last Judgment has arrived! Come, rise from the mud and claim the meat that was stolen from you! Let the feast begin!" The crowd goes wild.

Excited, the Gluttons, always famished, stagger towards you and the creature with bared teeth. They know that in the arena there are only killers or meals.

You have to discover which of them you are...

Wounded, Cerberus is more aggressive than ever. Prepare your table for the Confrontation by following the instructions below:

1. First, make the Setup for the Battle Scene.
2. Take the Cerberus Malefactor Status card and place it in the appropriate space.
3. Shuffle the Offered Arcana cards along with Cerberus's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
4. Shuffle the Confrontation Event – "Knights of the Order" cards and place them in a pile in the second slot of the Confrontation Tray, face down.
5. Take the Confrontation Event cards – "Gluttons". Take the "Distraction" card and shuffle the others, placing them in the third Slot of the Confrontation tray, face down. Then, move that card to the bottom of the deck, face down.
6. Shuffle the Champions' Fierceness markers and randomly place them on the Fierceness Track. These will be their initial positions.
7. Take the Defeat Cerberus Confrontation Objective card and place it on the spaces in the Confrontation Objectives section of the board.
8. Read the Special Rules and Actions "Oversized", "Minions" and "Climbing Cerberus" on page 82.

This is the Standard Preparation for this Confrontation. However, before you start the fight, check Dante's situation:

- If the Caravan has the Discovery card number 13 (Arrived in Time), read "Scene – Arrived in Time" on page 83. Otherwise, read "Scene – Late Arrival" on page 83.



FURNITURE


4 Arks


4 Stairs


2 Level 1 Pillars


2 Level 2 Pillars


1 Dante Model


2 Palisades

LEVELS (Building Tray)

Level 1
Level 2



CHAMPIONS STARTING POSITION



MINION MODELS


2 Glutton Models (Fainted)


2 Knights of the Order Model

SPECIAL ZONE

Knights Spawning point

MALEFACTORS MODELS


1 Cerberus Model

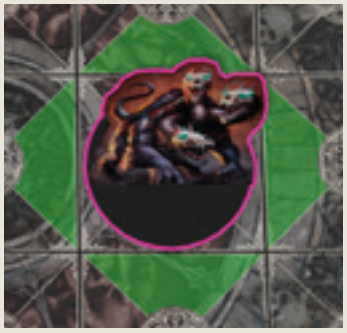

2 Glutton Models (Raised)


2 Knights of the Order Model (Out of Board)

SPECIAL RULES

1 - OVERSIZED

The Cerberus model is oversized and occupies the entire Area it is in. Its size does not interfere with the rules for Facing, Back, and Flanks (just project the line from the Central Space), however, the concept of Engaged in Combat and "Area Cerberus is in" are different:



These are the four Spaces considered "Engaged in Combat". Melee Attacks must be made from these Spaces to hit Cerberus while Ranged Attacks cannot be made from them.



These are the four Areas considered "Area Cerberus is in" for the purposes of Actions, Counterattacks, and Maneuvers that follow this type of instruction. Ranged attacks, as well as effects "within Range X", follow the standard rules.

Additionally, Oversized Malefactors occupy two Levels on the board. Consider that its "Paws" are on the Ground Level, while its "Head" is always on the 1st Level. Champions only need to be "Above" the "Paws" of Oversized Malefactors to be "Above" them.



This is a map of the Levels occupied by Cerberus.

Finally, consider the following interactions if specific effects are applied to Oversized Malefactors:

- **Champions "mirror" the direction of the Space they occupy to determine the direction in which they PUSH these Malefactors (instead of considering the direction of the tip of the triangle, they consider the base).**

2 - SPECIAL ACTION – CLIMBING CERBERUS

Champions can CLIMB Oversized Malefactors. Their "Heads" follow the same rules as a Building for all intents and purposes (they can JUMP from Pillars, MOVE from Buildings, or MOVE 3, from the Ground Level using Stairs or CLIMB moves). Only one Champion can occupy the "Head" at a time, and while they are there, they are subject to some special rules:

- **BLINDSPOT – Malefactors (including Minions) do not consider that Champion as their target. Only effects that specifically target Champions in this position are applied to them. These Champions are Engaged in Combat, but they can make Ranged Attacks against the Oversized Malefactor (they are Above them). Their "Heads" are also considered as if they were their Backs for effects that follow this type of instruction (such as Backstab).**
- **NUDGE – Whenever a Champion inflicts 1 or more Wounds on Cerberus when attacking from the Blind Spot, as a Collateral Effect (), that Champion may rotate Cerberus's model 90° in a direction of their choice.**

Champions can climb down from a Malefactor's "Head" as if they were MOVING from the top of a Small Pillar (they take Falling Damage if they move down directly to the Ground Level). Champions can be PUSHED, following the normal rules for this effect, or they can be KNOCKED DOWN. Whenever the latter is the case, that Champion repositions their model in a Space within Range 1 of Cerberus and may suffer Falling Damage.

3 - MINIONS

The Gluttons and the Knights of the Order are Minions. They do not have Action cards (therefore, they do not Counterattack). They act through the Confrontation Event cards. When Minions suffer Wounds, they do not discard any cards from any decks. Instead, remove the attacked models from the board. Additionally, whenever a Minion MOVES into an Area that has no empty Spaces, it SHOVES any Furniture in that Area to free up space. If there is no Furniture, they SHOVE Champions. Whenever 2 or more Minions MOVE, the Fiercest Champion chooses the order in which the models perform the instructions. Finally, Minions attack together; that is, whenever a Character is going to suffer damage inflicted by more than one Minion following the same instruction, the total damage must be applied all at once.

These are the General Rules for Minions. Now, here are the specific rules for each of them in this Confrontation:

- **GLUTTONS – They are not removed from the board when they are defeated. Instead, they Faint (lay down their models).**
- **KNIGHTS OF THE ORDER – The Champions are Enemies of the Knights of the Order. If the Caravan has Discovery card number 12 (The Enemy of My Enemy), Cerberus becomes their Enemy instead. Additionally, Knights are defeated whenever their Attack inflicts Wounds on Cerberus (remove only the models that successfully attacked).**

SCENE
ARRIVED IN TIME

The Artist and the Outlaw are the first to reach Dante. He is tied with such skills that untying all the knots on the Poet's hands and feet is not easy, even for them.

"Poet, listen to me!" the Rebel speaks as he cuts the ties. "We will not be able to get you out of here now. Try to stay away from the beast! Leave the monster slaughter to us..." A plan that leaves the Florentine agitated.

"Wait, no!" He spits out the gags that cover his mouth. "The hound is a sentinel and must not be slaughtered. Only he is capable of restoring order and imposing the Divine Arrangement in this Circle once again. Do as Virgil did when he brought me here: when the opportunity arises, throw a muddy snowball down one of its throats and the monster will calm down.

For a moment that lasts no longer than a snap of his fingers, the Outlaw wanted to gag the Poet again.

At the start of each Malefactor's Turn, before anything else, the Fiercest Champion can make Dante MOVE 1 with CLIMB.

Take the Taming Cerberus Confrontation Objective card. From now on, you can achieve victory in this Confrontation in a second way. Each of them leads to a different narrative outcome.

You may start the Confrontation now.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure). Additionally, If Cerberus steps into the Area Dante is in, he defeats Dante and the Confrontation ends (Failure).

SCENE
LATE ARRIVAL

The Artist and the Outlaw are the first to reach Dante. He is tied with such skills that untying all the knots on the Poet's hands and feet is not easy, even for them.

"Poet, listen to me!" the Rebel speaks as he cuts the ties, but the time they have is very short. "We will not be able to get you out of here now. Try to stay away from the beast! Leave the monster slaughter to us..." A plan that leaves the Florentine agitated.

The Florentine's dramatic protests, however, do not catch your attention. The real spectacle is about to begin...

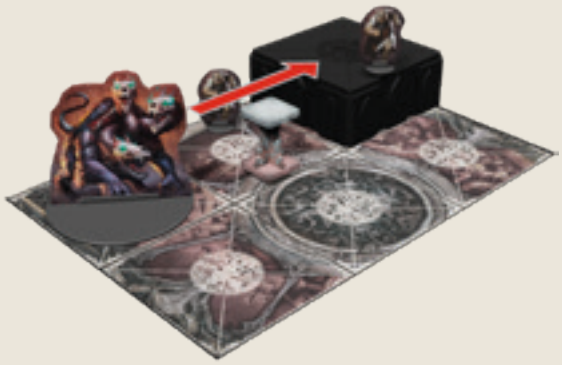
You may start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

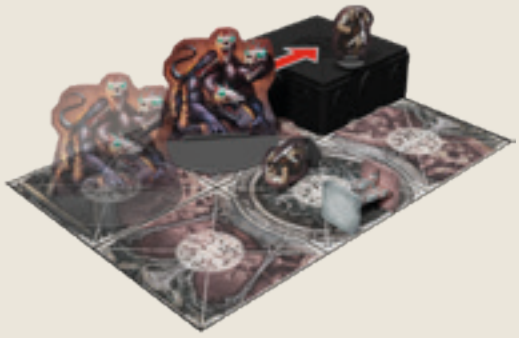
The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure). Additionally, If Cerberus steps into the Area Dante is in, he defeats Dante and the Confrontation ends (Failure).

CLARIFICATIONS – DESTROYER

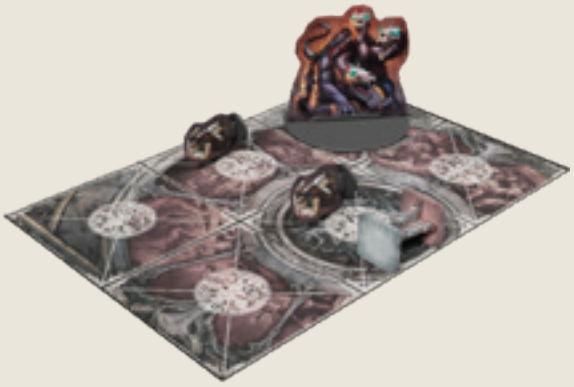
Cerberus's "Destroyer" skill is an enhancement to the "SHOVE" mechanic. Perform it as shown in the following example:



In this example, Cerberus intends to MOVE 2 in a Straight Line.



In the first step, he hits a Glutton, a Pillar, and some Stairs. The Objects are SHOVED out of the way, while the Stairs are removed from the board. The Fiercest Champion chooses to reposition the 2 Objects in the Area to the south. Cerberus inflicts 4 damage to the Glutton, as it is a Character (defeating it), and DESTROYS the Pillar. When destroyed, Pillars Collapse instead of being removed from the board.



In the second step, he hits a Building and a Glutton, SHOVING the Glutton out of the way. This time, the Fiercest Champion chooses to reposition the Glutton in the Area previously occupied by Cerberus. This Glutton is also defeated. Finally, the Building is removed from the board.

NOTE: When a Pillar with a Champion on top of it is SHOVED, the Pillar is first repositioned and then Collapses, inflicting Falling Damage to that Champion. "Destroyer," however, does not inflict damage to them.

FINAL SCENE
THE FALL OF THE GUARDIAN

Screams of euphoria and terror reverberate through the stands and join Apicius's laughter. The Gourmet, who was looking forward to a spectacle of blood, guts, and suffering, could not be more satisfied.

For those below, however, survival is the only thing that matters. You fight bravely, striking the beast whenever you have the chance, until, finally, the monster falls, howling.

"By Beatrice's soul, what have you done!?" Dante screams as soon as you free him. "The Hound is weak and will no longer be able to impose order here. The Circle of the Gluttons is lost!" His lament is enough to silence you.

When sniffing the slightest scent of weakness, just like lions and wolves, the Gluttons rush at the beast, completely ignoring you. A momentary relief that gives you the opportunity to abandon the carnage and head to the Fourth Circle.

Take the Rank 1 Sacred Treasures deck from the Caravan Box and place it on the table. Each Champion chooses 2 of these cards and takes them.

If the Caravan has Discovery card number 10 (Signore Ciacco), read "Additional Scene – Bicentennial Farewells" on page 85. Otherwise, proceed to the Game Save Instructions.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards they have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, store all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.

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FINAL SCENE
ESCAPE FROM THE COLOSSEUM

Screams of euphoria and terror reverberate through the stands and join Apicius's laughter. The Gourmet, who was looking forward to a spectacle of blood, guts, and suffering, could not be more satisfied.

For those below, however, survival is the only thing that matters. You fight bravely, trying to prevent the beast from getting the best of the Poet until, finally, your efforts bear fruit and the Florentine manages to finish untying himself on his own.

"Comrades, wait! The monster is not our enemy!" Dante shouts to you amidst the pandemonium. "He is the Sentinel of this Circle, and taking him down will only cause more disarray. He is only truly dangerous to the Damned. Let us go, let him be!"

You look at each other suspiciously, afraid that letting your guard down could cost you your lives, but you choose to trust the Florentine's leadership—a Blessed Soul, after all—and try to get out of the pandemonium.

In fact, Cerberus did not want to pursue you. Just like everyone else at that Carnival. Only the ecstasy of madness mattered to them, just as the Roman wished...

The Caravan wins the Confrontation!

Take the Rank 1 Sacred Treasures deck from the Caravan Box and place it on the table. Each Champion chooses 2 of these cards and takes them.

If the Caravan has Discovery card number 10 (Signore Ciacco), read "Additional Scene – Bicentennial Farewells" on page 85. Otherwise, proceed to the Game Save Instructions.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Store the Confrontation Objective card that the Caravan completed, and the Discovery cards they have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation, storing any Confrontation Objective cards that haven't been completed, the Malefactor's Status card and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, store all Maneuver cards and Equipment wielded by your Champions in their Champion Boxes. This will be your Champions' starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would do at the beginning of each Circle.**

Your Instructions end here and you can store your materials or start a new session.

FINAL SCENE
THE GUARDIAN REBORN

Screams of euphoria and terror reverberate through the stands and join Apicius's laughter. The Gourmet, who was looking forward to a spectacle of blood, guts, and suffering, could not be more satisfied.

But you have come to ruin all the fun...

Taking advantage of a moment of weakness triggered by a well-targeted blow, the Outlaw plucks a handful of the mud and hail that covers the Third Circle and shapes it into a perfect ball in the blink of an eye. Without hesitation, the Rebel throws the "deadly projectile" at the creature, aiming at a clear target: the open maw that moans in pain and anger.

You did what Dante asked and, for as soon as the ball of mud went down the monster's throat, his pupils shine again in his eyes, now emptied of madness.

In fact, every Carnival has its end.

"Apicius, you bastard!" The monster speaks in a triplet voice once he regains his senses; A skill he learned in the midst of chaos. "Now you will see! I will make a cushion out of your leather!" Anger foams from his mouth.

"As for you," his heads turn, "I see that you follow the authority of the High Power and therefore it is my blessing to put an end to this transgression. Now, go, because it is time for MY feast to begin!"

You abandon the carnage and head to the Fourth Circle, even though curiosity urges you to stay just a little longer, enough to spy on the Roman's fate...

Take the Rank 1 Sacred Treasures deck from the Caravan Box and place it on the table. Each Champion chooses 2 of these cards and takes them.

If the Caravan has Discovery card number 10 (Signore Ciacco), read "Additional Scene – Bicentennial Farewells" on page 85. Otherwise, proceed to the Game Save Instructions.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards they have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.

ADDITIONAL SCENE
BICENTENNIAL FAREWELLS

Some time later, in front of a passage that descends through arid mountains, your Gluttonous companion speaks.

"Friends, the end of the road has come for me..." Everyone, with the exception of the Poet, is taken by surprise. "My lot is to wallow in the mud and I shall do so. I do not wish to take part in the sacrilege that this Order is committing, nor do I condone the madness of the rebels. I was so happy doing what I did in life that, if I could, I would do it all over again! The punishment for my transgressions is what I deserve." He speaks resignedly.

"Once again, blessed be your rest, my dear Ciacco," Dante says goodbye proudly. "When the right time comes, if it is the will of Divine Pity, we shall meet again."

Smiling, the Damned steps backward until his back rests against the last slope of the Third Circle and he blends into the mountain of mud. Settling back into his punishment, his eyes close, longing to be opened again only at the Last Judgment...

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards they have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.



Greed

PROLOGUE

The road descends, circling the mountainous terrain.

"This is the Fourth Circle, where those who misused wealth in life, the prodigals and the covetous, have met their perdition," Dante explains. "They roll round weights in circles until they hit each other and change direction to start all over again. Their dance resembles the back and forth of a whirlpool."

"A shadow has been cast over them, obscuring their faces as well as their words. However, their misfortune came. Since interacting with the Damned souls is pointless, we can move straight forward."

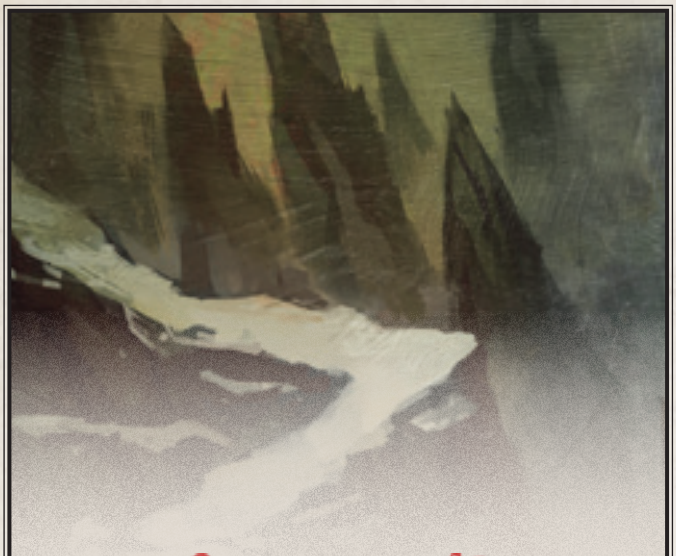
PREPARATIONS – GREED

Let us prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open the Folding Box for IV – GREED and take out the components needed for the Chronicle Phase:

1. **Take the Region cards and place them, in order and face down, in the appropriate space.**
2. **Take the Discovery cards and place them in the appropriate space.**
3. **Take the Path cards and place them in the appropriate space.**
4. **Take the Treasure cards and place them in the appropriate space.**

Place Region card #042 – Descent of Shame in position B1, place the Caravan on it, and then Inspect it.



042 DESCENT OF SHAME

"Wait. This bailey..." Dante notices a change, "...It used to be a place of punishment on my first trip. It seems things have gone out of control here, too." The rocky landscape is desert.

The valleys that were once filled by the noise of weights rolling and colliding now reverberate with cries of defiance. The avaricious succumbed to the fire burning within them and became looters, plundering one another. The prodigals, in turn, became braggarts and gambled any treasure they found along the way.

Few are those who still roll the weights...

Place Region cards #043 – Accursed Ballroom in position B2 and #055 – Descent of Loss in position B5.

Advance the Caravan to #043 – Accursed Ballroom and then Inspect it.



043 ACCURSED BALLROOM

"This place is beyond salvation..." the Devotee points out with her usual 'optimism'. She notices the Wanderer's fruitless attempt to communicate with the Damned souls. The shadows distort even her drawings in the sand.

Suddenly, a boy carrying the Order's coat of arms arrives from the north, exhausted. "Praised be the High Power!" he catches his breath to speak. "The Baron of Alba Lulia has hit a snag in his treasure hunt and his men are in trouble! Knights, please take me back to camp. I need to call for reinforcements!"

"Calm down, child. You are safe now," the Wanderer soothes the boy, running her fingers through his curls. A display of tenderness worthy of a mother. Abandoning the boy is not an option for her...

Place Region cards #044 – Saint Lucia's Chapel in position A2, #047 – Court of Mali in position C2, and #052 – Camp under Construction in B3.

A child on a rescue mission takes you for knights of the Order. As a team, choose an option below and proceed to its Resolution:

043-A **Chaperone the boy to camp**

043-B **Volunteer as reinforcements**

043-A | CHAPERONE THE BOY TO CAMP

"Calm down, child. You are safe now," the Wanderer soothes the boy, running her fingers through his curls. A display of tenderness worthy of a mother.

"Thank you miss, you are very kind..." He says he is grateful, but slips out of her arms. Noticing the shabby clothes and the frowns on your faces, he takes you for experienced fighters. "... On second thought, you seem to be suited to the task. Let us do it differently. Let us head straight to the chapel, shall we? The time we save could be essential to the fate of the knights."

"It is settled, then. Child, take us to the Baron. We will be the reinforcements," the Artist puts an end to the issue.

Remove Region cards #047 – Court of Mali and #052 – Camp under Construction from the board.

Advance the Caravan to #044 – Saint Lucia's Chapel and then Inspect it.

043-B **Volunteer as reinforcements**

043-C **Dismiss the boy and move forward**

043-B | VOLUNTEER AS REINFORCEMENTS

"I am sorry, but..." Dante means to deliver bad news, but the Mercenary interrupts him. "Poet, wait. The knights were ambushed on a treasure hunt and need reinforcements..." His tone is suggestive.

The way that the Florentine looks at the Condottiero reveals his disapproval, but he does not interrupt him. Mainly because the warrior is not the only one who wants to "help": "Besides, we cannot leave the boy alone in a place like this..." the Wanderer corroborates.

"It is settled, then. Child, take us to the Baron. We will be the reinforcements," the Outlaw puts an end to the issue.

Remove Region cards #047 – Court of Mali and #052 – Camp under Construction from the board.

Advance the Caravan to #044 – Saint Lucia's Chapel and then Inspect it.

043-C | DISMISS THE BOY AND MOVE FORWARD

"I regret to say it, but we have our own mission and we cannot stray from the path." The one to inform the boy is Dante.

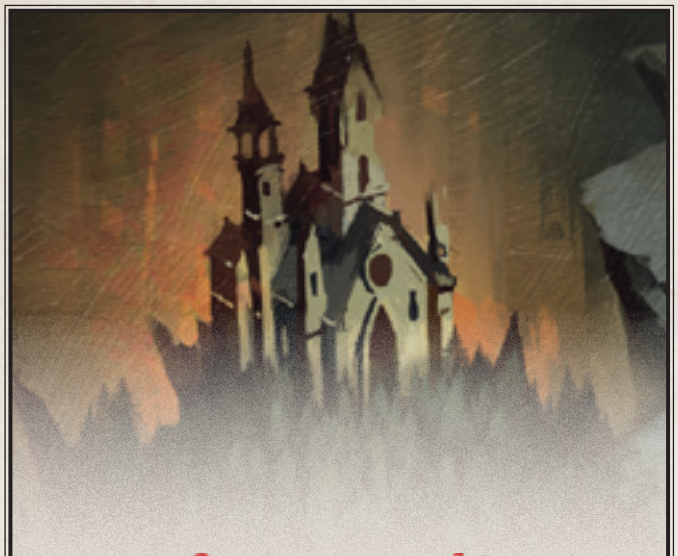
"Scumbags!" he protests. "You are indeed useless! If all the knights are cowards like this, this incursion will be of no use!" The child shrugs, walking back into the dust.

"Damn, where did that come from?" The Mercenary is the most surprised. "Can you believe that brat's audacity?"

"Leave it be, warrior," the Poet brings him back from his reveries. "I'm afraid this will not be the last oddity we see before the end of this mission...."

Remove Region card #044 – Saint Lucia's Chapel from the board. In addition, remove #052 – Camp under Construction if it is still on the board.

Advance the Caravan to #047 – Court of Mali and then Inspect it.



044 SAINT LUCIA'S CHAPEL

Walking mountainous paths, you arrive at a modest chapel surrounded by grass. The doors are closed, but the wooden latch loosens on its own at the Poet's touch.

Inside, a single statue lies on a simple altar. It is Saint Lucia, holding her own eyes in her outstretched hands, wrapped in a thin golden chain with a pendant: her Grace. A revelation that leaves the Florentine both amazed and worried, as this place did not exist on his first journey.

"Brothers, look, the door has opened!" the cry of a knight echoes. He was lurking behind the bushes, accompanied by his group. "Wait a moment... Who are you?" The boy's disappearance proves that you were lured into a trap.

The Caravan endures an Ordeal of Prowess of Difficulty 15.

SUCCESS: *You are outnumbered; however, your tactical superiority gives you clarity to deal with this challenge. The Mercenary and the Artist form a defensive perimeter beneath the Chapel's portico, fending off attackers in an incredible display of teamwork. The Outlaw's arrows give you the breach you need to do what needs to be done. "Claim the Grace, Devotee! No one is more suitable than you!" Dante suggests as he finds a back exit.*

The Champion who rolled the most hits receives 1 Prowess token.

Read Appendix IV:I – "The Breakthrough".

Continue reading below:

Hesitantly, she approaches the statue. The screams of her companions echo through the chapel as she questions whether she is worthy of touching that artifact. "Heavens, Maiden, take the pendant already!" the Outlaw pressures the Maiden to make a decision. The Poet is right in assuming that no one there should have a more pious soul than hers, but can she keep secrets from Saint Lucia, the one who reveals everything?

The Devotee must choose one of the options and proceed to its Resolution:

044-A **Accept that you are a sinner and not claim the Grace**

044-B **Submit to Saint Lucia and claim the Grace**

FAILURE: *Surprised and outnumbered, you do what you can to buy time and come up with an escape plan. The Mercenary and the Artist form a defensive perimeter beneath the Chapel's portico, fending off attackers in an incredible display of teamwork. The Outlaw provides cover by delivering blows to your enemies. "Abandon the Grace!" Dante suggests as he finds a back exit. "They came for the treasure, not for us." Indeed, the knights do not pursue you when you flee without the prize.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #045 – Crescent Fortress in position A3, Advance the Caravan to it, and then Inspect it.

044-A | ACCEPT THAT YOU ARE A SINNER AND NOT CLAIM THE GRACE

Sweat runs down the Maiden's temples as thoughts pour through her mind. Who can judge a mortal, whether they have ever served the heavens or not, who does not dare touch a sacred relic? Why did not Dante, a Blessed Soul and great devout of Saint Lucia, want to take it?

If the Devotee is the Bitter Maiden, proceed to Resolution #044-C. Otherwise, continue reading below:

The Devotee's gaze is a silent confession: she does not consider herself worthy of that treasure. Taking the first step away from the altar, she feels the poet's hand on her shoulder.

"You are torn by doubt, my friend, but although humility is a virtue, inertia is not. We are responsible for our omissions, whether they are the result of right or wrong feelings..." he lectures as a shy tear runs down the woman's face. "Remember this in the future. This is my advice as a guide."

Leaving the Grace at the altar, you head out the back door. Fortunately, the knights are more interested in taking the abandoned prize than chasing after you.

The Devotee remembers an episode from her past. Progress her to Proud Maiden by replacing her Champion card appropriately.

Place Region card #045 – Crescent Fortress in position A3, Advance the Caravan to it, and then Inspect it.

044-B | SUBMIT TO SAINT LUCIA AND CLAIM THE GRACE

Sweat runs down the Maiden's temples as thoughts pour through her mind. Who can judge a mortal, whether they have ever served the heavens or not, who does not dare touch a sacred relic? Why did not Dante, a Blessed Soul and great devout of Saint Lucia, want to take it?

If the Devotee is the Resigned Maiden, proceed to Resolution #044-D. Otherwise, continue reading below:

Using the courage that she never lacked, the Devotee takes the pendant from Saint Lucia's hands and the heavenly response is immediate. As if it were a hot pan, the Grace burns the woman's hands and she screams.

The terrible scene shocks you all, including the Poet, but the Maiden's determination is unbreakable. Smoke comes out of her hands as if she were about to burst into flames, but moments later the object cools down again and a flash of light emanates from the treasure, strong enough to burn the knights' eyes amidst screams of despair.

The pendant accepts its new owner, and you take advantage of the knights' suffering to leave through the back doors. You know that you will not be pursued...

The Caravan takes the Saint Lucia's Grace Treasure card.

The Devotee remembers an episode from her past. Progress her to Proud Maiden by replacing her Champion card appropriately.

Place Region card #045 – Crescent Fortress in position A3, Advance the Caravan to it, and then Inspect it.

044-C | THERE IS STILL HOPE FOR REDEMPTION FOR THE MAIDEN

The Devotee's gaze is a silent confession: she does not consider herself worthy of that treasure. Taking the first step away from the altar, she feels the Poet's hand on her shoulder.

"You are torn by doubt, my friend, but although humility is a virtue, inertia is not. We are responsible for our omissions, whether they are the result of right or wrong feelings..." he lectures as a shy tear runs down the woman's face. "Remember this in the future. This is my advice as a guide."

Leaving the Grace at the altar, you head out the back door. Fortunately, the knights are more interested in taking the abandoned prize than chasing after you.

The Devotee remembers an episode from her past. Progress her to Humbled Maiden by replacing her Champion card appropriately.

Place Region card #045 – Crescent Fortress in position A3, Advance the Caravan to it, and then Inspect it.

044-D | THE MAIDEN'S HEART IS STILL IN THE RIGHT PLACE

"Fear not..." When uncertainty takes hold of the Devotee's heart, a soft voice sounds in her head and urges her to take courage.

Trusting the speech, she snatches the pendant from Saint Lucia's hands and the heavenly response is immediate: a flash of light emanates from the treasure, strong enough to burn the knights' eyes amidst screams of despair. The scene leaves the rest of you stunned, but you cannot waste any time.

The Grace accepts its new owner, and you take advantage of the knights' suffering to leave through the back doors. You know that you will not be pursued...

The Caravan takes the Saint Lucia's Grace Treasure card.

The Devotee remembers an episode from her past. Progress her to Humbled Maiden by replacing her Champion card appropriately.

Place Region card #045 – Crescent Fortress in position A3, Advance the Caravan to it, and then Inspect it.





045 CRESCENT FORTRESS

Leaving the meadow that surrounds the chapel, you continue until you reach a building that defies reason, with its stone walls emerging from the ground like trees, growing toward the sky. The work is supervised by a restless, elegant man.

If the Caravan has the Saint Lucia's Grace Treasure card, proceed to Resolution #045-A. Otherwise, continue reading below:

Cursed, his face is obscured and identifying him is impossible. First, he raises his hands with his palms facing you and starts shouting nonsensical words. Not getting an answer, he runs away, heading into the fortress.

"I have a terrible feeling about this..." the Artist ponders the difficulties you will face in this Circle.

Place Region cards #046 – Stygian Fontainebleau in position A4 and #052 – Camp under Construction in position B3.

The obscured Damned tries to escape. As a team, choose an option below and proceed to its Resolution:

045-B **Pursue the Damned into the fortress**

045-C **Head in the opposite direction**

045-A | WITH THE GRACE, YOU RECOGNIZE PHILIP IV, OF FRANCE

"I told you I will not surrender, you damn Templars!" the man shouts with a French accent, taking you for a different group. Then, he leaves for the fortress, but not without gesturing obscenities at you.

"Good Heavens, that is Philip the Handsome!" Dante recognizes the Damned. "I knew his role in the extinction of the Order of Solomon's Temple would weigh heavily on his soul, but the King's behavior is more erratic than ever..."

Place Region card #046 – Stygian Fontainebleau in position A4, Advance the Caravan to it, and then Inspect it.

045-B | PURSUE THE DAMNED INTO THE FORTRESS

Intrigued, you pursue the Damned. His despair grows when he realizes that you came after him. Stumbling and complaining, he advances through the corridors that seem to have no end.

"Hey! Wait! We do not wish to harm you..." The Artist takes another chance, perhaps speaking more for herself than for all of you.

The Wanderer's appeal is either misunderstood or ignored, but the suspense soon comes to an end. Crossing through a garden of hedges, you arrive at the gates of your destination: a replica of a stone palace.

Remove Region card #052 – Camp under Construction from the board.

Advance the Caravan to #046 – Stygian Fontainebleau and then Inspect it.

045-C | HEAD IN THE OPPOSITE DIRECTION

"Should I stop him?" the Outlaw quickly draws his bow. "He runs like crazy, and a shot will only cripple him." He speaks like a predator.

"Wait, no..." The Artist holds the shot. "I was just saying. Let him go. See, we can turn around."

The Wanderer just wanted to distract her companion, but she was right. The camp the boy mentioned was just below you, to the south.

"I have a bad feeling about this..." says the Poet as you descend the hills.

Remove Region card #046 – Stygian Fontainebleau from the board.

Advance the Caravan to #052 – Camp under Construction and then Inspect it.



046 STYGIAN FONTAINEBLEAU

An architectural monument with several pavilions, windows, and colorful courtyards contrasts with the mountainous terrain, under the sooty sky. The buildings replicate the Palace of Fontainebleau, the probable refuge of the Damned.

If the Caravan has the Saint Lucia's Grace Treasure card, proceed to Resolution #046-C. Otherwise, continue reading below:

Entering the Palace, you see a hall full of treasures, adorned by a triad of golden lions next to a throne. The man is there, behind his seat, protesting like never before. He carries a golden scepter adorned with a fleur-de-lis at the tip and appears to be willing to use it.

The Damned is cornered and appears to be violent. As a team, choose an option below and proceed to its Resolution:

046-A **Leave the Damned and go away with nothing**

046-B **Face the Damned and loot the room**

046-A | LEAVE THE DAMNED AND GO AWAY WITH NOTHING

"Stealing from the avaricious would be like poking a hornet's nest," Dante warns you to take the exit. With careful steps, you leave the palace without spilling blood.

"That is odd..." The Outlaw knows that nothing is ever that easy. "There are flags at the door, but there are no knights or bodies. This man must be in bed with the Order."

A distrust that came to be shared by all of you.

"Perhaps," the Poet resumes. "But that is not important if we move through this Circle quickly," he adds, noticing the silent disagreement that the Rebel's gaze shows.

Each Champion receives INVIGORATE 3.

Place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

046-B | FACE THE DAMNED AND LOOT THE ROOM

The room is the portrait of wealth. Beneath the mosaic-adorned ceiling, rows of display cases showcase a myriad of treasures. Stacks of gold coins, gem-studded jewelry, and clothes made from the world's finest fabrics are within reach. Bewitched by a scent that does not exist, greed emerges in you, leading you to attack the Damned...

The Caravan endures an Ordeal of Prowess of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The Poet can only lament as he watches the savage struggle that unfolds, motivated by the possession of material goods in a spiritual world. Even though there are four of you, the Damned does not let himself be defeated easily, fighting with the bravery of a cornered lion. Victory and spoils are assured, but Dante does not approve. He stands by the door, awaiting your delight. His silence along the way says it all.*

The Caravan takes the King's Crown Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

Place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

FAILURE: *The Poet can only lament as he watches the savage struggle that unfolds, motivated by the possession of material goods in a spiritual world. Despite being outnumbered by four, the Damned fights with the ferocity of a hungry lion, defending his loot with his life. No one can tell what goes on in Dante's mind as he watches each of you being fatally wounded, sometimes by your own blows. In the end, the Caravan's greatest enemy was not the Order, but themselves...*

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish to do so, restore the Game State saved at the beginning of this Circle and try again.

046-C | THE ENEMY OF MY ENEMY

Entering the Palace, you see a hall full of treasures, adorned by a triad of golden lions next to a throne. Philip is there, behind his seat, protesting like never before.

"Your Majesty, wait, we are not Templars," the Outlaw takes the lead. "On the contrary, we have come to stop them from fulfilling their objectives..." Considering the king's contemplative look and the hand raised to his chin, the Rebel probably convinced him.

"Très magnifique!" He approaches with open arms. "If you are here to help, then I say I have a plan to exterminate these 'misérables' once and for all!" He smiles, enchanted by the idea of getting the better of the enemies of his imagination.

"I have come up with a genius plan!" he conspires. "Everything is settled. I only need a few men to make the whole plan work. It turns out that the souls had the audacity to rebel, and no one takes orders anymore! Help me with this and I promise you, I shall make weights and death rain over the Templars!" His eyes shine, reflecting bloodlust and madness.

Philip claims to have a plan to defeat the Order in this Circle. As a team, choose an options below and proceed to its Resolution:

046-D **Not get involved with Philip and his plans**

046-E **Agree to help Philip with his plans**

046-D | NOT GET INVOLVED WITH PHILIP AND HIS PLANS

Philip's plan sounded like the last thing a Christian would do. After all, it is no surprise that he ended up where he did after completing his journey on Earth.

"In the Inferno there are no regrets..." the Poet reflects. "Souls are condemned to this place because of what they did and, if given the opportunity, they would do it again." He tells you the rest. "Let us leave, companions. This man is no less broken in death than he was in life..."

So, you travel south, leaving the French King to talk to himself.

Place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

046-E | AGREE TO HELP PHILIP WITH HIS PLANS

You decide to help the Damned with his dreadful conspiracies. The French King is overjoyed.

"Splendid! Merci! My trusted aide, Marcus Crassus, has a small house to the south. Tell him you are at my service, and he will explain all the tedious details... Now go, you are dismissed. I want to be left alone." He points the way as if you too had become his subjects. The Mercenary's displeased look shows that this is not the case, but he holds back.

So, you depart, in compliance with His Majesty's request.

The Caravan takes Discovery card number 14 (Royal Conspiracies).

Place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.



047
COURT OF MALI

Entering a palace of Malian architecture, you see Damned souls and knights celebrating. A portly figure dressed in Moorish attire sits on a jewel-studded throne, entertaining a captain of the Order.

If the Caravan has the Saint Lucia's Grace Treasure card, proceed to Resolution #047-F. Otherwise, continue reading below:

A gold coin spins through the air as the hidden king laughs at the captain's expense. The Order loses, trying to win the coin in a bet, but accepts the result peacefully. The mockery ends when you approach. Offering the coin, His Majesty invites you to the game...

The Damned wants to bet. As a team, choose an option below and proceed to its Resolution:

- **047-A** Choose Heads (the Caravan must bet an Artifact)
- **047-B** Choose Tails (the Caravan must bet an Artifact)
- **047-C** Try to take the coin by force
- **047-D** Refuse to bet and move forward

047-A | CHOOSE HEADS

Take a coin (it can be any token with two different sides) and flip it in a game of heads or tails. If the result is "tails", proceed to resolution #047-E. Otherwise, continue reading below:

Surprisingly, the Damned laughs even more joyfully when he recognizes his defeat. He honors his promise and hands you the prize, dismissing you with a wave. Such was your surprise that you even shared the laughs with him. Or rather, almost all of you did.

"That was too easy..." the Outlaw speaks the magic words capable of complicating anything with the snap of a finger.

"Indeed..." the captain, who was watching in silence, takes the cue. "Good work, Brothers. Now, give me the coin." He extends his hand.

The Caravan takes the Pilgrim's Coin Treasure card.

The captain of the Order claims your coin. As a team, choose an option below and proceed to its Resolution:

- **047-H** Hand over the coin and leave peacefully
- **047-I** Abandon the disguise and fight for the coin

047-B | CHOOSE TAILS

Take a coin (it can be any marker with two different sides) and flip it in a game of heads or tails. If the result is "heads", proceed to resolution #047-E. Otherwise , continue reading below:

Surprisingly, the Damned laughs even more joyfully when he recognizes his defeat. He honors his promise and hands you the prize, dismissing you with a wave. Such was your surprise that you even shared the laughs with him. Or rather, almost all of you did.

"That was too easy..." the Outlaw speaks the magic words capable of complicating anything with the snap of a finger.

"Indeed..." the captain, who was watching in silence, takes the cue. "Good work, Brothers. Now, give me the coin." He extends his hand.

The Caravan takes the Pilgrim's Coin Treasure card.

The captain of the Order claims your coin. As a team, choose an option below and proceed to its Resolution:

- **047-H** Hand over the coin and leave peacefully
- **047-I** Abandon the disguise and fight for the coin

047-C | TAKE THE COIN BY FORCE

"He is but a Damned soul, by Heavens, take his coin!" The Maiden is a practical woman. The protest, however, comes from someone unexpected: "Who are you?" The captain reaches for his sword, keeping a steady gaze. "Mihnea has made it clear that he does not want hostilities."

The king senses the tension in the air and quickly infers your intentions. In a masterful stroke of diplomacy, he offers the coin to the Order, running his outstretched finger across his own jowls.

A gesture clear enough in any language...

The Caravan endures an Ordeal of Prowess of Difficulty 17.

SUCCESS: *And suddenly, a battle unfolds in the court. The knights outnumber you, but you fight in perfect synchrony. A few flourishes here, sword swings there, chairs thrown from side to side, and that is all. It all ends as quickly as it started. Unprotected, the Damned King throws the coin to the Poet, who, to no one's surprise, watches the fight regretfully. It was about time to leave.*

The Caravan takes the Pilgrim's Coin Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

If Region card #050 – Roman Domus is on the board, replace it with #051 – Ambush Bailey, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it.

FAILURE: *And suddenly, a battle unfolds in the court. As much as you fight in perfect synchrony, the knights are in greater numbers. A few flourishes here, sword swings there, chairs thrown from side to side, and that is all. It all ends as quickly as it started. It was up to the Poet, who watched the fight with regret, to intervene and ask for surrender. Your adventure costs you your freedom, but not your lives.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If Region card #053 – Avarice Camp is on the board, replace it with #054 – The Order's Stockade, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #054 – The Order's Stockade in position B3, Advance the Caravan to it, and then Inspect it.

047-D | REFUSE TO BET AND MOVE FORWARD

"We should get away from here..." the Outlaw spoils your fun. The court's joy is contagious, but he only had eyes for the knights. "I am usually the first to get drunk and indulge in loitering at a party like this, but I sense tension in the air..."

If the Artist is the Resolute Wanderer, proceed to Resolution #047-G. Otherwise, continue reading below:

The Rebel needed to say no more. You unanimously reject the invitation and leave the palace, heading east. The only person to look back is the Artist. Her heart aches with longing for the piece of herself she gave away.

Each Champion receives INVIGORATE 2.

If Region card #050 – Roman Domus is on the board, replace it with #051 – Ambush Bailey, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it.

047-E | YOU ARE OUT OF LUCK

The Damned laughs loudly, drawing another sigh from the captain. He assumed that you are also in the service of the Order, after all, how could it be otherwise? "The bastard is on a lucky streak..." the supposed brother ventures a word of comfort. "Or is he hiding something?" signed with distrust or frustration.

Smiling, the king collects the tribute promised to him and holds out the coin again. He will not stop until he has taken everything from you.

The Caravan STORES the Treasure card bet.

The Damned offers a new round. As a team, choose an option below and proceed to its Resolution:

- **047-A** Choose Heads (the Caravan must bet an Artifact)
- **047-B** Choose Tails (the Caravan must bet an Artifact)
- **047-C** Try to take the coin by force
- **047-D** Refuse to bet and move forward

047-F | WITH THE GRACE, YOU RECOGNIZE MANSA MUSA

A gold coin spins through the air as the hidden king laughs at the captain's expense. The Order loses a bet, but accepts the result peacefully. The mockery only ends when you approach, drawn by the majesty of the host.

"Peace be with you," he salutes you. "What do my friends think about playing with old Mansa Musa? The rules are simple: you choose one side, and I flip the coin. If you win, you take it as a prize. However, if the Great One is on my side and you lose, it is you who must pay a tribute. What say you?" He invites you to try your luck.

Mansa Musa wants to bet. As a team, choose an option below and proceed to its Resolution:

047-A **Choose Heads (the Caravan must bet an Artifact)**

047-B **Choose Tails (the Caravan must bet an Artifact)**

047-C **Try to take the coin by force**

047-D **Refuse to bet and move forward**

047-G | THE ARTIST PERFORMS A SPECTACLE

The rest of you agree, however, you almost lose the courage to leave when you look for the Artist. The girl had already joined the party with a smile on her face, tap dancing to the rhythm of clapping and singing as if she were at home.

And in a way she was. Such was the life she had as she traveled through Europe. Fun, colorful, and cheerful. Even when the world around her and her relatives was hostile.

A precious memory that lifts your spirits, even the Poet's.

The Caravan takes the Joyful Steps Trait card.

If Region card #050 – Roman Domus is on the board, replace it with #051 – Ambush Bailey, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it.

047-H | HAND OVER THE COIN AND LEAVE PEACEFULLY

You adhere to the expected hierarchy and hand the coin over to the captain to avoid a bloodbath accompanied by the sound of flutes. The Mercenary sweats in discomfort, fingers almost reaching for his weapon. All he needs is one reason, but Dante holds him back.

"Good work, Brothers," the knight thanks you, summoning the rest of his contingent. "Know that I will not take your glory. The commander will know to whom we owe the success of this mission," he promises even without asking who you are.

Better this way.

With forced smiles, you leave, each on your own.

The Caravan STORES the Pilgrim's Coin Treasure card.

If Region card #050 – Roman Domus is on the board, replace it with #051 – Ambush Bailey, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it.

047-I | ABANDON THE DISGUISE AND FIGHT FOR THE COIN

The captain expects you to follow the established hierarchy and hand the coin over to him, but the tension in the air suggests a different outcome. The Mercenary sweated in discomfort, fingers almost reaching for his weapon. He just needed a reason, and the knight had just given him one.

Suddenly, before the Poet can even mourn the outcome, the sound of steel being unsheathed echoes through the court as a bloodbath begins to the sound of flutes and lutes.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 17.

SUCCESS: *The knights outnumber you, but you fight in perfect synchrony. A few flourishes here, sword swings there, chairs thrown from side to side, and that is all. It all ends as quickly as it started. The Damned exchange confused glances, but their hesitation is brief. All you had to do was leave for the party to continue amidst the corpses and spilled blood, defying reason.*

The Champion who rolled the most hits receives 1 Aggressiveness token.

If Region card #050 – Roman Domus is on the board, replace it with #051 – Ambush Bailey, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it.

FAILURE: *As much as you fight in perfect synchrony, the knights are in greater numbers. A few flourishes here, sword swings there, chairs thrown from side to side, and that is all. It all ends as quickly as it started. It was up to the Poet, who watched the fight with regret, to intervene and ask for surrender. Your adventure costs you your freedom, but not your lives.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If Region card #052 – Camp under Construction is on the board, replace it with Region card #054 – The Order's Stockade, Advance the Caravan to it, and then Inspect it. Otherwise, just place Region card #054 – The Order's Stockade in position B3, Advance the Caravan to it, and then Inspect it.



048
RUGGED BAILEY

You cross some cliffs, until you reach an open area full of round rocks. "Another abandoned bailey..." Dante is more uncomfortable than usual. Disarray follows the trail of the Order as if it were a scent hound...

All it took was mentioning the Devil for him to show his tail: five knights appear along the path, heading in your direction. You could try, but running away now would be suspicious. It is better to try something different.

"Greetings, Brothers," the captain addresses you as soon as you meet halfway. "Make yourselves comfortable..." He removes his dust-covered helmet. The man is older, but his eyes show honesty. "We were tasked with writing progress reports for the commander and blah, blah, blah." He is tired of the formalities. "You guys do seem to be that green, you know, just follow protocol..."

The man expects an answer.

A new squad runs into you. As a team, choose an option below and proceed to its resolution:

048-A **Make small talk and move forward**

048-B **Ambush the knights**

048-A | MAKE SMALL TALK AND MOVE FORWARD

"Are you from Missaglia? I would recognize a piece by Master Antonio even in the Inferno!" The Mercenary makes the officer laugh.

"No, I come from Milan, but his work is very appreciated there." The subject is lost in good humor. "Mine cost me a good few ducats..."

"Coins come and go. Art, however, is eternal. Is it not what they say? Well, as usual, we faced some setbacks, but if you lend me that armor, I know we will finish the job faster..."

"Now, you... Do not try to sweet-talk me! Your hearts freeze as the captain puts his helmet back on and whistles to his men. "Goodbye, Missagliano." The frown melts into laughter. "I will take note of that. 'Til the next time."

Just like that, the patrol moves on and you sigh in relief.

Each Champion receives INVIGORATE 2.

If Region card #047 – Court of Mali is on the board, place Region card #049 – Gordian Court in position C4, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #047 – Court of Mali in position C2, Advance the Caravan to it, and then Inspect it.

048-B | AMBUSH THE KNIGHTS

Before the Poet can start small talk, the Mercenary makes the captain see stars with a punch right in the middle of his nose. The ambush was not subtly coordinated, but the message was clear enough. The knights' eyes widen beneath their helmets as adrenaline flows, giving them the clarity needed for their training to overcome despair. From there, the sharp sound of blades being drawn reverberates throughout the courtyard, and the fight truly begins...

The Caravan endures an Ordeal of Prowess of Difficulty 15.

SUCCESS: *As you descend through the land of eternal suffering and the landscape changes with each Circle, so do your hearts. At this point, all it takes is the slightest provocation for you to spill blood, and you are becoming very good at it. Ironically, the Florentine regrets your success. For him, it is increasingly difficult to know whether this is what will lead you to failure in this mission. As soon as you recover from the brief fight, you move forward.*

The Caravan takes the Maestro's Armor Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

If Region card #047 – Court of Mali is on the board, place Region card #049 – Gordian Court in position C4, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #047 – Court of Mali in position C2, Advance the Caravan to it, and then Inspect it.

FAILURE: *As you descend through the land of eternal suffering and the landscape changes with each Circle, so do your hearts. At this point, all it takes is the slightest provocation for you to spill blood, but this is not always the best solution. This is a patrol of veterans, too old to move around the battlefield, but skilled enough in one-on-one. Finally surrendering, you are taken prisoners.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If Region card #053 – Avarice Camp is on the board, replace it with #054 – The Order's Stockade, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #054 – The Order's Stockade in position B3, Advance the Caravan to it, and then Inspect it.



049 GORDIAN COURT

An ornate cart is parked in the courtyard of a palace, surrounded by hanging terraced gardens. Almost perfect statues depict people with deformed faces, as well as animals and plants, made of gold. Even the furnishings of this place shine with the same splendor and opulence.

"Of all the distortions we have encountered in this place, this is the most serious," Dante comments, both amazed and worried.

If the Caravan has the Saint Lucia's Grace Treasure card, proceed to Resolution #049-D. Otherwise, continue reading below:

Inside, Damned souls run around, stealing any golden object they can get their hands on. One of them, bigger and more robust, is the owner of the treasures and tries to stop the others in vain. Eventually, he captures one of the thieves and, putting his hands on the bastard's face, transforms him into a new piece of the collection.

The host only stops chasing the thieves when he notices your arrival. Visibly stressed, he tries to say something, but only babbling comes out of his mouth.

With open arms, he expects an answer.

Looting is underway and the aggressive host recognizes you. As a team, choose an option below and proceed to its resolution:

049-A **Ignore the Damned and move forward**

049-B **Try to repel the looters**

049-C **Loot treasures and move forward**

049-A | IGNORE THE DAMNED AND MOVE FORWARD

"That was Midas, the one who turns everything he touches into gold. The curse is unmistakable even covered by the shadows," the Poet comments as you take another route.

"How can that be a bad thing?" This sounds incoherent to the ears of someone who has tolerated a hard life like the Outlaw.

"Shortly after receiving this power, the king ordered a banquet, but the food he touched turned to gold. So did his daughter when he reached for her. In the end he fell in disgrace, for gold was all he had."

Entertained by the tale, you soon leave the glittering palace behind.

Each Champion receives INVIGORATE 2.

If Region card #050 – Roman Domus is on the board, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

049-B | TRY TO REPEL THE LOOTERS

The Damned needed to say no more. The situation spoke for itself.

"We should help!" The Artist has a soft heart. "Whether for his sake or for the sake of the souls that will be turned into statues." Words that put a subtle smile on the Poet's face.

"Should we, really? See how many there are! This will just be a waste of time," the Renegade protests, supported by the Devotee.

"Then we better start soon..." The Wanderer ends the discussion when she throws herself among the Damned souls, punching and kicking.

The Caravan endures an Ordeal of Willpower of Difficulty 17.

SUCCESS: *You do your best, but the effort is fruitless. Even when you deliver crippling blows, their numbers do not decrease. The gold has a scent. The more statues are created, the more the miserly emerge from everywhere. To forcibly expel them is impossible...*

If the Caravan has Discovery card number 15 (Golden Death), proceed to Resolution #049-F. Otherwise, continue reading below:

With heavy hearts, you have no choice but to abandon your host, hearing his screams of despair and frustration echo more than a quarter of a mile from his palace. In the end, Midas was made a fool for the third time in history, having rebelled only to find himself stuck with a different punishment...

The Champion who rolled the most hits receives 1 Willpower token.

If Region card #050 – Roman Domus is on the board, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

FAILURE: *You do your best, but the effort is fruitless. Even when you deliver crippling blows, their numbers do not decrease. The gold has a scent. The more statues are created, the more the miserly emerge from everywhere. To forcibly expel them is impossible...*

If the Caravan has Discovery card number 15 (Golden Death), proceed to Resolution #049-F. Otherwise, continue reading below:

With heavy hearts, you have no choice but to abandon your host, hearing his screams of despair and frustration echo more than a quarter of a mile from his palace. In the end, Midas was made a fool for the third time in history, having rebelled only to find himself stuck with a different punishment...

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

If Region card #050 – Roman Domus is on the board, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

049-C | LOOT TREASURES AND MOVE FORWARD

"This is Midas, the one who turns everything he touches into gold. The curse is unmistakable even covered by the shadows," the Poet laments. Finally, greed has found a way to ensnare you.

"Shortly after receiving this power, the king ordered a banquet, but the food he touched turned to gold. So did his daughter when he reached for her. In the end he fell in disgrace, for gold was all he had." The sermon falls on deaf ears.

It is impossible to deal with so many thieves, so all this Damned soul can do is watch you search the palace, looking for something useful.

The Caravan takes the Golden Apple Treasure card.

If Region card #050 – Roman Domus is on the board, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

049-D | WITH THE GRACE, YOU RECOGNIZE KING MIDAS

Inside, Damned souls run around, stealing any golden object they can get their hands on. One of them, bigger and more robust, is the owner of the treasures and tries to stop the others in vain. Eventually, he captures one of the thieves and, putting his hands on the bastard's face, transforms him into a new piece of the collection.

The host only stops chasing the thieves when he notices your arrival. "Please help me! I am Midas, King of Gordia, and I no longer know what to do to stop these thieves."

With open arms, he expects an answer.

Looting is underway and Midas asks you for help. As a team, choose an option below and proceed to its resolution:

- **049-E** Show sympathy, but move forward
- **049-F** Help Midas

049-E | SHOW SYMPATHY, BUT MOVE FORWARD

The host's struggle moves you, but you prefer not to get involved.

"Dante, will Midas's efforts bear any fruit?" The Artist regrets leaving the Damned.

"It is hard to say, my friend. Not even the souls he transforms into statues remain in this state for long, as this is not the punishment that the High Power has determined for them. I suppose the King has rebelled from one punishment only to be bound by another of his own making..."

Following the rhythm of reflections, the King and his palace become increasingly distant...

Each Champion receives INVIGORATE 2.

If Region card #050 – Roman Domus is on the board, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

049-F | HELP MIDAS

"Midas, you are your own nemesis," Dante intervenes. "You claimed your curse back, but it is precisely the cause of your suffering. Let go of the golden touch once more. You do not need it!" The hard truth.

"I do not want to..." The Monarch is reluctant like a child, unrepentant.

"But you must! Keeping it can only worsen your sentence..."

"The Pactolus River does not flow here... There is no way to wash away the curse in this wretched place!" Any argument serves as an excuse.

"Has your story not taught you to quit being stubborn? You just have to want to give it to me and it will be done. Remember where we are, after all."

Exhausted, Midas kneels at the feet of the Blessed Soul, whimpering for the renunciation he finally agreed to in exchange for some peace.

If Crassus is right, it will not be long before the thieves leave the court as promised.

The Caravan takes the Golden Touch Trait card.

Replace Region card #050 – Roman Domus with #051 – Ambush Bailey, Advance the Caravan to it, and then Inspect it.



050 ROMAN DOMUS

As you go through the valley, you arrive at the courtyard of a Roman domus made of masonry and marble that overlooks almost the entire Circle. The bailey is full of perfectly aligned weights, which catches your attention, but perhaps not as much as the road that goes to the right: the descent to the Fifth Circle!

If the Caravan has the Saint Lucia's Grace Treasure card, proceed to Resolution #050-D. Otherwise, continue reading below:

Your curiosity is noted by a darkened Damned soul who, raising his hand, comes to play host. He wears the uniform of a legionnaire, carries a gladius on his waist, and is not alone. At least ten other soldiers keep him company. His intentions are unclear, but he may not have taken you for enemies.

The Romans come towards the Caravan. Should you wait for them? As a team, choose an option below and proceed to its Resolution:

050-A **Interact with the obscured Damned souls**

050-B **Escape to the road that leads down to the Fifth Circle**

050-A | INTERACT WITH THE OBSCURED DAMNED SOULS

Trying to understand the words of the Romans is as frustrating as you imagined.

"This is useless..." The Devotee loses her patience, but the legionary's gestures with the gladius are enough to persuade someone among you.

"Wait," the Wanderer takes the lead. "He wants help rolling the weights, for some reason."

"Like one of the Damned?" The Mercenary is confused.

"Like an animal..." The Outlaw makes his remark. "Why would we do that? There must be fifty of them there!"

The Poet observes in silence. He is more interested in knowing how you will decide than in the decision itself...

The Romans seem to ask for help with the weights. As a team, choose an option below and proceed to its Resolution:

050-B **Leave the Romans and descend to the Fifth Circle**

050-C **Roll some weights for the Romans**

050-B | LEAVE THE ROMANS AND DESCEND TO THE FIFTH CIRCLE

"Comrades, we are in too much of a hurry and have few reasons to get involved with them. Because, when we defeat the Order, everything will be resolved, right?" The Outlaw has a good point.

Good enough to convince the rest of the Caravan and to get a shy smile from Dante. After all, from the beginning, he recommended keeping your distance from the dwellers of this Circle.

Amidst the embarrassed and confused goodbyes, you move away from the Romans who, to your surprise, do not pursue or bother you. They let you go as if you were allies.

Advance the Caravan to #055 – Descent of Loss and then Inspect it.

050-C | ROLL SOME WEIGHTS FOR THE ROMANS

The Artist and the Damned gesture back and forth, engrossed in a mime that leads nowhere. Shortly afterwards, the legionnaires also join the conversation, trying to make themselves understood or helping to interpret.

"Hey, Rebel..." the Mercenary addresses his companion. "I am bored and it seems it is going to take quite a while. Let us do this already. The sooner we start, the sooner we end this."

The soldiers choose two of the dozens of weights, moving forward with the task until the impasse is resolved.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 9. Only the Mercenary and the Outlaw take part in this Ordeal.

SUCCESS: *The weights are ridiculously heavy, but their shapes make things easier once they are moving. The men cannot see where they were rolling the weights to, but they trusted there was nothing in the way. In a way they are right, because what lays ahead is actually a precipice! The weights roll down the mountain in a blast, muffled only by the pandemonium of screams that reverberate from below. There was an Order camp there, and they could not imagine that death would come from the above...*

The Caravan takes the Might of Sisyphus Treasure card and Discovery card number 16 (The Lost Knight).

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #055 – Descent of Loss and then Inspect it.

FAILURE: *The weights are ridiculously heavy, and the two men's efforts do nothing but draw the attention of everyone around. Surprisingly, the Damned souls draw their weapons and assume battle stances! The Artist misunderstood: they did not want you to move the weights, at least not now. Raising your hands in a sign of calm, you retreat softly, taking the path to the Fifth Circle before things get out of control once and for all.*

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Advance the Caravan to #055 – Descent of Loss and then Inspect it.

050-D | WITH THE GRACE, YOU RECOGNIZE MARCUS CRASSUS

Your curiosity is noted by a Damned soul who, raising his hand, comes to play host. He wears the uniform of a legionnaire, carries a gladius on his waist, and is not alone. At least ten other soldiers keep him company.

"Marcus Crassus!?" Dante recognizes the Roman. "This man was a great politician in his time, but he had a terrible end: the Parthians melted gold in a bowl and poured it down the Roman's throat, for the motivations that led him to invade them and be defeated," he whispers.

If the Caravan has Discovery card number 14 (Royal Conspiracies), proceed to Resolution #050-G. Otherwise, continue reading below:

"For Jupiter's sake, what on earth are these Templars doing here this time?" Crassus "greets" you with the mistaken certainty that he is still obscured. The man blasphemes with unique skills. "Have you not already taken Philip's damned ring?" Excellent dissimulation or pure astonishment, your inertia gives you the opportunity to think of an appropriate response.

Crassus is not at all pleased, but he does not know that you understand him. As a team, choose an option below and proceed to its resolution:

050-E **Leave Marcus Crassus and head to the Fifth Circle**

050-F **Introduce yourselves as enemies of the Order**

050-E | LEAVE MARCUS CRASSUS AND HEAD TO THE FIFTH CIRCLE

"Whatever happens here is certainly none of our business. Because, if we defeat the Order, Providence will see to it that everything goes back to normal, right?" The Outlaw has good arguments for leaving the Damned and their quarrels behind. Good enough to even get a shy smile from Dante.

Amidst the awkward goodbyes, you continue to descend.

Advance the Caravan to #055 – Descent of Loss and then Inspect it.



050-F | INTRODUCE YOURSELVES AS ENEMIES OF THE ORDER

"I dare say you have no sympathy for the Order..." the Mercenary says, "...worry not, for we are not friends with them either. On the contrary, we have come here to stop them."

"Wait, did you understand what I said?" The Roman goes pale for a moment, but then he gets down to business. "What are you talking about? Why are there so many mortals arriving, anyway? Is this not the end of the world?" Crassus's grumpiness is no better than his language.

"A brotherhood of knights has invaded the Inferno to build a road that leads mortals straight to the Kingdom of Heaven," the Poet explains in a few words. "The Saints have commissioned me to lead an expedition in the service of Christendom in order to prevent this Order from provoking the wrath of the High Power." For someone who is recognized for his mastery of prose, he knows how to be succinct.

"I understand... The Damned have interpreted the arrival of the army as an act of mercy and so they stopped rolling the weights. Given the lack of punishment, the bad example spread like a disease throughout the Circle, encouraging others, like me, to do the same..." Now he is the one who returns a question: "And what will become of us, greedy and prodigals, if these men complete such a heinous task?"

"I do not know... You will be free, perhaps? Or will all creation be exterminated by this act of audacity? I dare not assume the Divine Will, but I imagine that He will not be at all pleased to see Paradise invaded by force."

"Is that so? I confess that I did not understand this when I first saw the knights..." Crassus signals to his men. "I am sorry, visitors, but I too am tired of this wretched place, and if this is my last hope, then I fear this Order is my ally. Not you." Nodding his head, he authorizes the assault.

Not all Damned are willing to restore the Divine Arrangement...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 19. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The revelation that you are the most skilled soldiers in Christendom did not make Crassus retreat. Underestimating his opponents is a mistake he is doomed to repeat.*

The fight begins, and the legionnaires form a "testudo," using their shields to create a barrier around the Triumvir. A fortress that moves at a snail's pace. You could escape, but the Mercenary has a brilliant idea: He rolls a weight against the battalion and the result is as ridiculous as it is effective. It throws the ten men to the ground, bewildered, at once.

"Bravo!" Dante says with a smile on his face, wondering about the things that are yet to come...

The Caravan takes the Might of Sisyphus Trait card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #055 – Descent of Loss and then Inspect it.

FAILURE: *The revelation that you are the most skilled soldiers in Christendom did not make Crassus retreat. He was known for quelling the rebellion of the fearsome ex-gladiator Spartacus, and he would not be defeated by a handful of soldiers led by a Poet.*

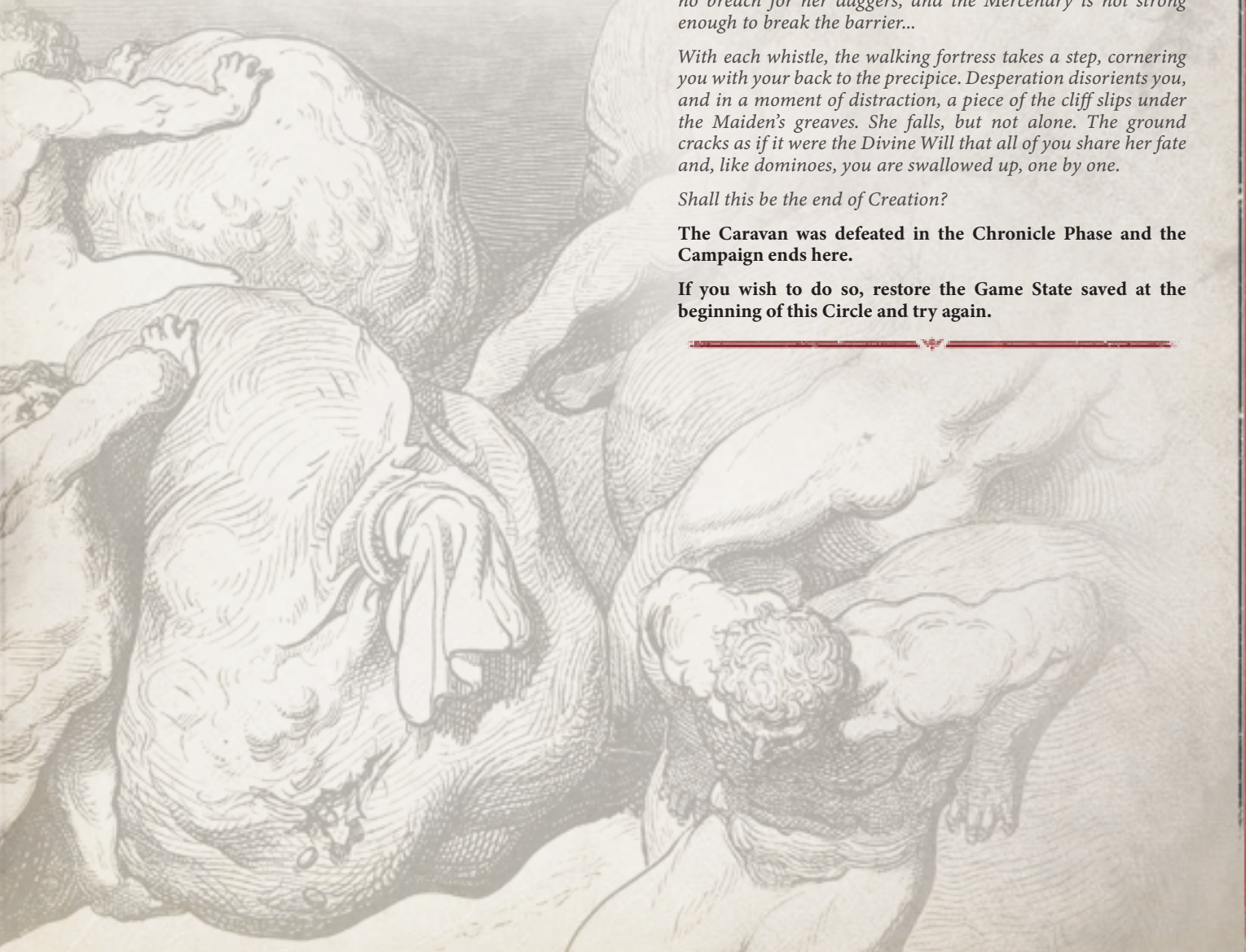
The fight begins, and the legionnaires form a "testudo," using their shields to create a barrier around the Triumvir. The Outlaw's arrows fail to reach their targets, the Devotee's commands fall on ears too disciplined to obey, the Artist finds no breach for her daggers, and the Mercenary is not strong enough to break the barrier...

With each whistle, the walking fortress takes a step, cornering you with your back to the precipice. Desperation disorients you, and in a moment of distraction, a piece of the cliff slips under the Maiden's greaves. She falls, but not alone. The ground cracks as if it were the Divine Will that all of you share her fate and, like dominoes, you are swallowed up, one by one.

Shall this be the end of Creation?

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish to do so, restore the Game State saved at the beginning of this Circle and try again.



050-G | YOU INTRODUCE YOURSELVES AS ENVOYS OF PHILIP THE FAIR

"Greetings, Roman." The Mercenary takes the lead. "We have come for you, guided by Philip. He told us about his plan and said you would explain the next steps to us." He gets straight to the point.

"His plan?" Crassus grumbles. "The plan is all mine! I only asked him to go looking for other Damned souls for our cause, but he preferred to be a coward rather than carry out the task. He is convinced the Templars have come here because of him." He tells the story that the King chose to hide.

"Anyway, leave it be. In fact, I'm in need of some soldiers for a special task. The preparations are almost done, but we still have one thing left to do: roll all those weights at the same time. Dozens would be needed for this, but I have the solution." He leads you to the limits of his Domus.

"This road leads to the court of King Midas. The Gordian has rebelled, but never found peace, because his curse is back and that is why the Damned souls harass him. If we convince him to turn the weights into gold, they will come here, determined to roll them..."

Marcus Crassus explains the plan. Should you help the Damned sabotage the Order? As a team, choose an option below and proceed to its resolution:

050-E **Leave Marcus Crassus and head to the Fifth Circle**

050-H **Help Crassus and Philip sabotage the Order**

050-H | HELP CRASSUS AND PHILIP SABOTAGE THE ORDER

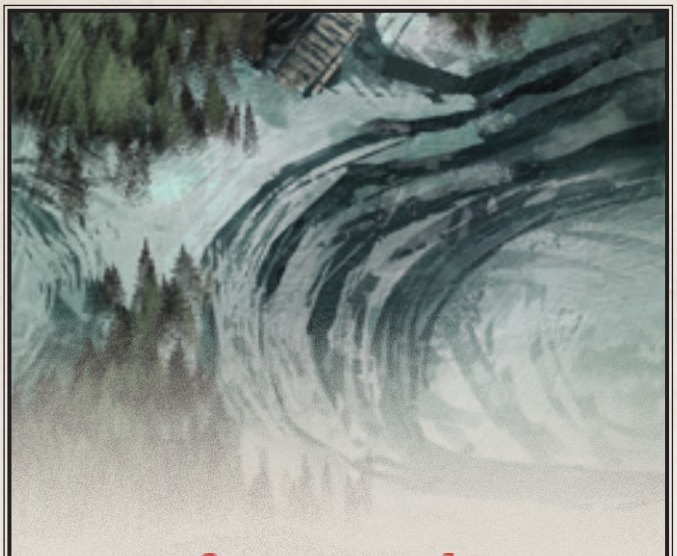
Dante watches in silence. He finds it strange that the High Power allows the shadows He cast on the avaricious and prodigal to be suspended, even if it is by the Grace of Saint Lucia.

"It does not seem that difficult..." The Outlaw is interested. "If we bring that King here, you will fix these dogs for us, is that it?" he emphasizes in disbelief, but the Roman's smile reaffirms the promise.

Seduced by the machinations of the Damned, you agree to help them and head south, ignoring the passage to the Fifth Circle for now.

The Caravan STORES Discovery card number 14 (Royal Conspiracies) and takes Discovery card number 15 (Golden Death).

Place Region card #049 – Gordian Court in position C4, Advance the Caravan to it, and then Inspect it.



051
AMBUSH BAILEY

Crassus eagerly awaited your return.

"Hail, my friends! And then? Were you able to convince the Gordian to support our cause?" He welcomes you with joy.

Even if the Roman had no personal reason to dislike the knights, he certainly preferred not to have competition to take over the territory.

If the Caravan has the Golden Touch Trait card, proceed to Resolution #051-A. Otherwise, continue reading below:

However, you did not do what he asked and that was enough for the man to frown and completely change his tone.

"What kind of mockery is this? Have you come empty-handed? Tell me which of the two you are: incompetent or unreliable?" The firmness of his words is enough to alert his legionnaires to take up their positions. "It seems we have no choice but to nail you to a cross so you can learn not to make a fool of me!"

The attack was ordered.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 17. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The fight begins, and the legionnaires form a "testudo," using their shields to create a barrier around the Triumvir. A fortress that moves at a snail's pace. You could escape, but the Mercenary has a brilliant idea: He rolls a weight against the battalion and the result is as ridiculous as it is effective. It throws the ten men to the ground, bewildered, all at once.*

"Bravo!" Dante says with a smile on his face, wondering about the things that are yet to come...

The Caravan takes the Might of Sisyphus Trait card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #055 – Descent of Loss and then Inspect it.

FAILURE: *The fight begins, and the legionnaires form a "testudo," using their shields to create a barrier around the Triumvir.*

The Outlaw's arrows fail to reach their targets, the Devotee's commands fall on ears too disciplined to obey, the Artist finds no breach for her daggers, and the Mercenary is not strong enough to break the barrier...

With each whistle, the walking fortress takes a step, cornering you with your back to the precipice. Desperation disorients you, and in a moment of distraction, a piece of the cliff slips under the Maiden's greaves. She falls, but not alone. The ground cracks as if it were the Divine Will that all of you share her fate and, like dominoes, you are swallowed up, one by one.

Shall this be the end of Creation?

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish to do so, restore the Game State saved at the beginning of this Circle and try again.

051-A | YOU HAVE WHAT IT TAKES TO CRUSH THE ORDER

"We did not bring the King, but we have his curse. That is enough." Dante's semblance is serious. More than usual. "Comrades, this journey is yours, but I need to warn you: if you continue with this plan, many lives will be lost..."

"Many Templar lives..." your host corrects. "What is the meaning of this? Are you breaking your promise?"

"Many lives, in any case!"

The Florentine and the Roman stand facing each other, just a foot apart. With unwavering stares, they resemble Christ and the Devil battling for your souls.

The final hour has arrived, do you intend to proceed with the plan? As a team, choose an option below and proceed to its Resolution:

050-B **Exterminate the Order in the Fourth Circle**

050-C **Spare the Order and descend to the Fifth Circle**

051-B | EXTERMINATE THE ORDER IN THE FOURTH CIRCLE

"What did you expect, Poet!? That we would stop the Order by delivering flowers to them?" The Outlaw is angry. "This is war, for bloody sakes! Sacrifices shall be made and bodies shall be left along the way! If you want the job done, you have to be strong!"

Dante laments with his eyes closed, but he accepts your will. He walks towards the weights and touches them, one by one... Indeed the gold has a scent. As quickly as the golden flecks run down the round surfaces, the Prodigals are drawn to them like moths to a flame.

Such is the despair of the Damned that the tramp of their feet reverberates like thunder. When they finally arrive, the scene is even worse: screaming with joy, despair, or both, they throw themselves onto the weights and start pushing them with a pleasure they had never experienced before.

The ground shakes as the army of Prodigals passes through the courtyard. They were many and they were maddened by the pleasure of throwing the golden weights into the abyss, emulating the vicissitude they had experienced in life and which they were doomed to repeat here, without knowing or caring that there was an Order camp down there.

The gold rained over the tents and unfortunate souls in a blast. It took only a minute, but it was enough to leave you all stunned and destroy everything in the way. A cloud of dust rises from the vandalized place and the fate of those below becomes darker than the faces of the dwellers of this Circle once were.

Crassus congratulates you on your triumph, thanking you for the success of your plan, but you do not share his enthusiasm. Thinking to yourselves, you leave, heading towards the descent to the Fifth Circle. Whatever you might have done, it is done now.

The Caravan takes Discovery card number 16 (The Lost Knight).

Advance the Caravan to #055 – Descent of Loss and then Inspect it.

051-C | SPARE THE ORDER AND DESCEND TO THE FIFTH CIRCLE

Dante may claim not to want to influence your choices, but his reluctance certainly makes you reconsider some of them. Accepting the ominous advice, you abandon the plan.

"I should know better than to trust a bunch of barbarians!" Crassus draws his gladius in anger. A gesture accompanied by his legionnaires. "If you have the touch, Poet, all I really need is your hand! Let us settle this already!"

The Roman charges towards you.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *Another bloody fight unfolds, but this one has the Poet's blessing. Marcus Crassus suffers another humiliating defeat and, falling with his men, he is powerless to stop you from leaving with the golden curse he so desperately needs. It is better not to know what will become of him when the knights discover the nefarious purpose of the weights being lined up over their camp...*

The Caravan takes the Conscientious Objector Trait card.

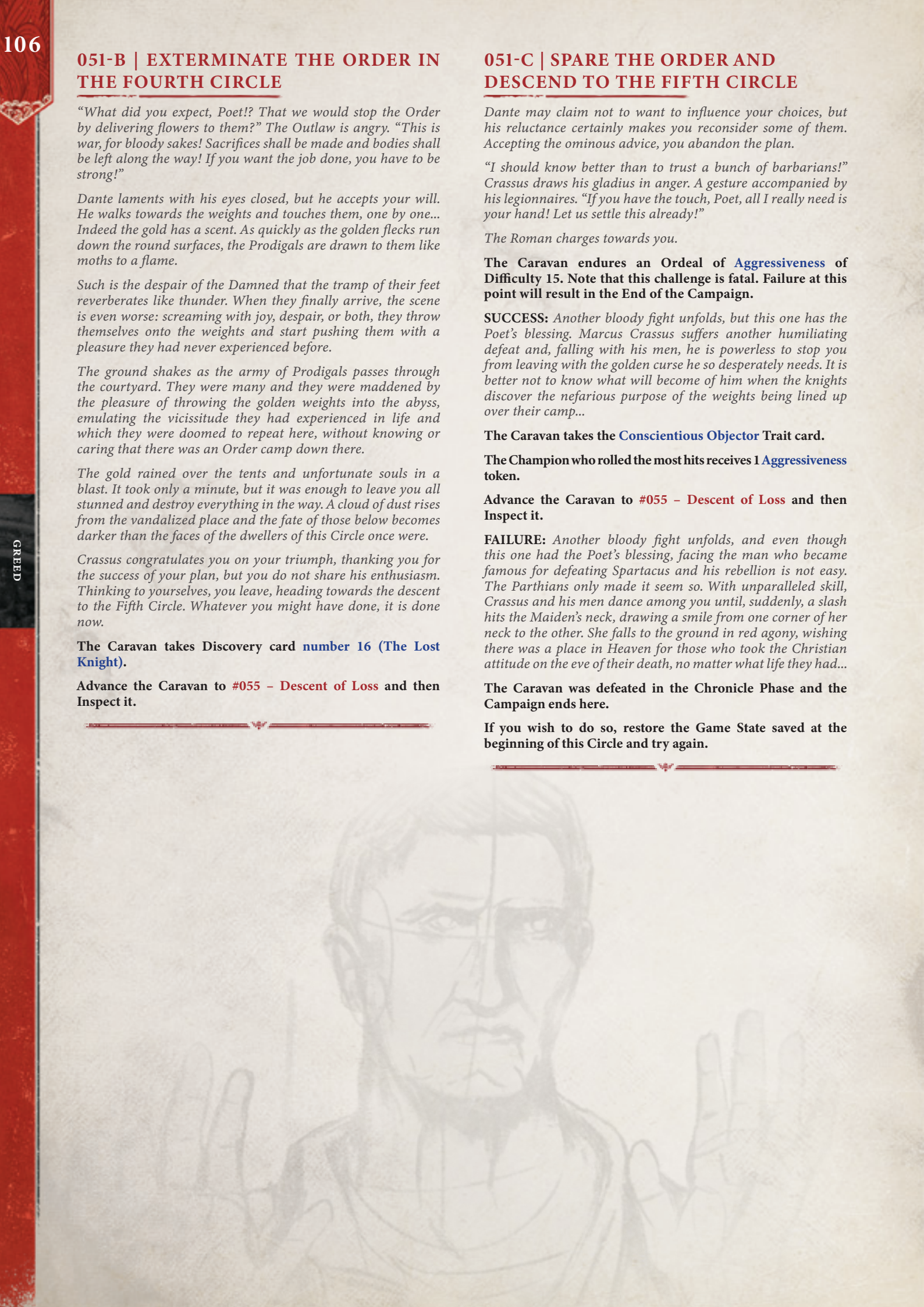
The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #055 – Descent of Loss and then Inspect it.

FAILURE: *Another bloody fight unfolds, and even though this one had the Poet's blessing, facing the man who became famous for defeating Spartacus and his rebellion is not easy. The Parthians only made it seem so. With unparalleled skill, Crassus and his men dance among you until, suddenly, a slash hits the Maiden's neck, drawing a smile from one corner of her neck to the other. She falls to the ground in red agony, wishing there was a place in Heaven for those who took the Christian attitude on the eve of their death, no matter what life they had...*

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish to do so, restore the Game State saved at the beginning of this Circle and try again.





052
CAMP UNDER CONSTRUCTION

Descending the mountainous trail, you arrive at some palisades still under construction that protect a camp with tents lined up. Pennants fluttering with the coat of arms of the Order bring together a large battalion.

The eastern perimeter is protected by an escarpment that rises beyond the dust cloud enveloping this Circle's atmosphere, while on the other sides, palisades are still being built.

The guards offer you the hospitality of their brothers and thus, an opportunity to infiltrate the viper's nest presents itself. Should you take advantage of it?

For the first time, you find a busy camp. As a team, choose an option below and proceed to its Resolution:

052-A **Go around the Camp and continue forward**

052-B **Infiltrate the Camp**

052-A | GO AROUND THE CAMP AND CONTINUE FORWARD

You go around the foot of the slope to the east and see, up above, a courtyard full of round weights that the Damned souls once pushed, lined up close to the edge. A curious arrangement to say the least.

"Move quickly. We need to reach the army's vanguard soon. The Order's machinations grow stranger and stranger. If this Supreme Leader really used my work to plan this expedition, he most certainly did not understand it." The Poet remembers the bitter taste of discomfort. Being with you slowly rekindles his humanity.

For his luck or misfortune, it is hard to say.

Place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

052-B | INFILTRATE THE CAMP

The many clashes you have had with the knights along the journey give you the confidence to pass them by. Instinctively, you straighten your posture and line up behind the Mercenary, just like a squad would do.

The looks you attract are not suspicious. No one would dare to disdain a brother assigned to a search party, for they know that they are the ones who face the greatest dangers in the Inferno.

With chests puffed out and the confidence that you are where you should be, you, the foxes, peep into the hen house.

Replace this Region with #053 – Avarice Camp card and then Inspect it.



053
AVARICE CAMP

"Hey!" a knight shouts from a tent. He is hunched over a table and far too comfortable. Certainly an officer. You look around, but no one responds. He calls to you...

A knight shouts from a tent. As a team, you can choose to respond. If you do, proceed to Resolution #053-A. Otherwise, continue reading below:

You prefer to keep pretending and get away. "We are attracting a lot of attention. It is best we part ways for now," the Artist says the words the Outlaw had in mind, despite the Poet's protest. It is almost common sense that splitting the team is never a good idea.

Take Path cards 013 through 016 and place them on this Region, face up. Each Champion takes one of them and then, one by one and in any order, you proceed to their respective Resolutions. Each Champion is on their own in the Resolution of their card.

Finally, place Path card 017 on this Region, face up. When all Champions have resolved their quests, take this card and proceed to its Resolution.

053-A | YOU ANSWER THE CALL

You keep your disguise and go to meet the officer. In the tent, two other knights stand guard inside, their faces frowned in sternness.

"The first thing captains must do upon returning is to report to the acting commander..." He talks about the first violation of protocol. "...alone." The first two.

Your hearts race and the air seems to run out of your chest for a moment as you imagine you have been discovered, but the man does not make any accusations.

"So..." he urges you to loosen your tongues. "Who are you?"

The officer seems suspicious, but he wants to talk. As a team, choose an option below and proceed to its Resolution.

053-B Say that you came at the boy's request

053-C Say you are part of a search group

053-D Attack the commander and try to escape the camp

053-B | SAY THAT YOU CAME AT THE BOY'S REQUEST

You remember the curious encounter you had with a boy in the empty Accursed Ballroom, and introduce yourselves as knights in the service of the Baron of Alba Lulia.

"Oh, really? Praised be! I really had no news of this expedition..." The commander smiles, increasingly amused. "If you need reinforcements, then tell me: what did I order the Baron to fetch there?"

If the Caravan has the Saint Lucia's Grace Treasure card, proceed to Resolution #053-E. Otherwise, continue reading below:

Instinctively, you look at each other in face of the question. A silent confession that no one knew the answer. At this point, the Outlaw was sure the commander had already seen through you. The final hour had arrived...

The tension escalates. As a team, choose an option below and proceed to its Resolution:

053-D Attack the commander and try to escape the camp

053-F Confess to the hoax and surrender to the commander

053-C | SAY YOU ARE PART OF A SEARCH GROUP

"Sir, it is my mistake." The Mercenary takes on the role of leader. "The Damned were braver than I anticipated and we were forced to retreat to tend to the wounded and replenish provisions. All I ask is that you spare my companions. I accept any punishment for my insubordination alone." An example of altruism and performance.

"Companions? Punishment? Insubordination..." The commander could no longer contain his laughter. "Let us put an end to this nonsense here. I have had enough fun and now I'm curious. Who the hell are you anyway?"

053-D Attack the commander and try to escape the camp

053-F Confess to the hoax and surrender to the commander

053-D | ATTACK THE COMMANDER AND TRY TO ESCAPE THE CAMP

The commander brought this outcome upon himself when he backed you into a corner. Once again, the failure of diplomacy leads to violence, much to the Poet's lament. At this point, a recurring disappointment. Swords are drawn on both sides, but you have the advantage of surprise. However, nothing attracts the attention of bored soldiers more than a fight. You have no choice but to run...

The Caravan endures an Ordeal of Prowess of Difficulty 19.

SUCCESS: *Nothing is as impressive as Dante holding his tunic to keep from tripping while running; A Devout left in degrading situations due to the mistakes of his human companions. As unlikely as it may seem, however, the Poet is the most agile of all.*

He has the advantage of seeing the future that the Blessed Souls have.

Miracle or not, you managed to leave your pursuers behind.

Each Champion receives PREPARE 1.

The Champion who rolled the most hits receives 1 Prowess token.

If Region card #045 – Crescent Fortress is on the board, place Region card #048 – Rugged Bailey in position C3, Advance the Caravan to it, and then Inspect it. Otherwise, place Region card #045 – Crescent Fortress in position A3, Advance the Caravan to it, and then Inspect it.

FAILURE: *All it took was leaving the commander's tent for a succession of mischief to begin. The Outlaw missteps and sinks his foot into a crate; the Mercenary bumps into two soldiers and falls backward; the Artist is grabbed by the hair as she feints against a third soldier; while the Devotee remains motionless in her spot. She hesitates. None compares, however, to the Poet's stumble, which caused him to fall face-first onto the floor. Fortunately, a Devout Soul is not so easily injured.*

This time, there is no alternative but surrender...

Each Champion takes each Weapon, Relic, and Consumable Item that they are carrying on their boards and places them in a separate space near the board. Consider them to be "Confiscated".

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Replace this Region with #054 – The Order's Stockade and Inspect it.

053-E | PROVIDENCE WANTED YOU TO BE WELL INFORMED

Instinctively, you look at each other, however, you were there and you knew what the man wanted.

"Saint Lucia's Grace." The Mercenary's assertiveness is almost convincing. "I am sorry for the breach of protocol, commander. The incursion was a failure and we returned so beaten that I forgot, but I know that is no excuse."

Even though the knight looked at you in distrust, he needed to continue with the charade. Harassing other sworn brothers would be equally suspicious and detrimental to troop morale.

"Well then, consider this to be your warning, captain. You are dismissed." He waves with disdain, turning back to his papers.

With all suspicions cleared, the camp is at your mercy...

Take Path cards 013 through 016 and place them on this Region, face up. Each Champion takes one of them and then, one by one and in any order, you proceed to their respective Resolutions. Each Champion is on their own in the Resolution of their respective cards.

Finally, place Path card 017 on this Region, face up. When all Champions have resolved their quests, take this card and proceed to its Resolution.

053-F | CONFESS TO THE HOAX AND SURRENDER TO THE COMMANDER

"Let us be honest, this is not going anywhere..." Patience may not be the Devotee's greatest virtue. The frustrated sighs from all of you buried the charade once and for all.

"Splendid! That is correct, sister." In her defense, the knight had never taken the bait in any case. "I know every soul that has been placed at my service, and you, ununiformed, ragged, and beaten as you are, could never deceive me."

Smiling, the commander rises from his seat. The real interrogation will now begin.

Replace this Region with #054 – The Order's Stockade and Inspect it.

053-G | INVESTIGATE THE ARMORY

Entering a tent as robust as a shed, you come across pieces of armor, helmets, shields, and various types of weapons, all perfectly organized. It is the armory, for sure.

In the corner opposite the tent entrance, the armory caretaker is washing his hands and face, which is why he did not see you. As the man finishes cleaning himself and you prepare to leave, a glint of treasure catches your eye in the corner of your vision.

A most holy sacrament, unlike any you have ever seen, made entirely of gold and set with jet gems.

The caretaker is distracted for one last moment. Choose an option and proceed to its Resolution:

053-L **Fake a request to the caretaker**

053-M **Try to steal the treasure before leaving the tent**

053-H | INVESTIGATE THE WARD

Each side of the large tent is lined with a dozen stretchers, separated by a central corridor, occupying nearly the entire space. Knights wearing light clothes and black aprons tend to the few injured. It seems that the Order has adopted a less confrontational stance in this Circle.

"Hey you!" one of them inspects you. The deplorable state of your clothes scares everyone.

If you have any Wounds, proceed to Resolution #053-N. Otherwise, continue reading below:

"By the grace of the Lord, you look terrible..." Surely, working in the wards must be tiresome. ...but still filthy, nonetheless. "Go away. Inside this tent, I am the highest authority, and I do not want anyone distracted."

Expelled like a stray, you make your exit.

You receive INVIGORATE 2.

053-I | INVESTIGATE THE PANTRY

The largest tent in the camp, by far, is the one that holds the provisions. Feeding an army three meals a day is neither easy nor cheap. Dozens of squires manage the storage and distribution of hundreds of crates with supplies of all types, but it is the quantity of amphorae that draws your attention.

The Order knew that, unlike a conquest on Earth, there would be no reservoirs in the Inferno, and thirst could be the expedition's greatest enemy.

"What do you need, knight?" A boy, younger than fifteen, measures his words as if speaking to royalty.

A squire comes to serve you. Choose an option below and proceed to its Resolution:

- **053-O** Request supplies for a supposed mission
- **053-P** Deceive the boy to compromise the water supply
- **053-Q** Quietly sneak out of the tent

053-J | INVESTIGATE THE FIRE

You stroll around the campfire, ears open, to gather information. Many knights, sitting at tables made of reclaimed wood, unfurl their tongues either to have their whims met or to talk about themselves.

A chapel, a palace, a court, and a mansion with so many golden statues that it could only be the home of King Midas. Commander Mihnea was tasked with establishing a landing and claiming the treasures of each place without harassing the Damned, if possible.

A challenging task.

You receive INVIGORATE 2.

053-K | YOU ARE REUNITED

After wandering around on your own, you meet again at the exit of the camp. A subtle movement of soldiers rummaging through tents near the fire indicates that the commander suspects something, but he does not alert his men. He prefers to handle it quietly to avoid compromising the troop's morale.

"Your plan has worked, my friend," Dante congratulates the Wanderer. "Let's not waste this victory, let us leave soon. The exit is not far away, and I would rather follow a straight path than meander between knights and Damned souls."

Place Region card #050 – Roman Domus in position B4, Advance the Caravan to it, and then Inspect it.

053-L | FAKE A REQUEST TO THE CARETAKER

"Hey!" You quickly learn what people call each other around here. "I am preparing to leave for another mission, and I do not have provisions. What do you have there for me?" Your confidence is intimidating. The man has never seen you, but he would never doubt you.

"I am sorry, Captain," the man drops the rags and quickly goes to some half-open chests in the corner of the tent. All sorts of findings were stored there. "Here, this is for you. This is what I can give to each group. Commander's orders."

You thank him and leave.

Draw three Findings cards, choose one to keep and return the other two to the bottom of the deck. Keep this card in a "RESERVE" next to the board until the Camp scene is resolved.

053-M | TRY TO STEAL THE TREASURE BEFORE LEAVING THE TENT

The calm winds of this place whisper promises of wealth and pleasure to those who have their ears open. Bewitched by the gold, almost feverish, you cannot resist the temptation and, quietly, walk towards the treasure. Your mouth waters at the idea of taking such a precious object...

You endure an Ordeal of Prowess of Difficulty 7.

SUCCESS: *Born for thievery, you carefully take the monstrance and hold it close to your chest, but not before giving it a good look. A work of art, without a doubt. With your senses recovered and your heart racing, you make your way back with the grace of a feline, leaving the tent without raising the slightest suspicion.*

You receive 1 Prowess token.

Take the Byzantine Sacrament Treasure card. Keep this card in a "RESERVE" next to the board until the Camp scene is resolved.

FAILURE: *Perhaps the arts of thievery are not suited for someone so clumsy after all. As you reach for the holy sacrament, your elbow bumps into a chest piece of plate armor, pushing it back and knocking over a sword rack in the process. The noise was so loud that even those outside came to see what was happening, and your body posture revealed everything you were doing. Within moments, half a dozen knights surround you with weapons drawn and it would be foolish to try to play the hero. You have no choice but to surrender...*

You suffer 1 Wound (adjust your Vigor to 6 appropriately).

SAVE every card in the "RESERVE" next to the board.

Each Champion STORES their Path card. Champions who have not yet proceeded to their Resolutions will no longer do so.

Replace this Region with #054 – The Order's Stockade and Inspect it.

053-N | UNDERNEATH THE DIRT, THERE WAS A WOUND

"By the Grace of the Lord, you look terrible..." Surely, working in the wards must be tiresome. "...come, sit on that bed, I will give you some stitches, bandage and let you go. I know you have work to do, so please let me do mine." The man finds the kindest words he can.

With the bandaging done, you do not abuse the hospitality and go on your way once again.

You receive RESTORE 1.

053-O | REQUEST SUPPLIES FOR A SUPPOSED MISSION

You choose to keep up the charade and request supplies for a mission. The boys' organization is impeccable: in no time, they assemble a bag with dried fruits, meat, cheese, bread, and amphorae.

"Here you are," the boy hands you a feast that makes your stomach hurt. "Where are your men? I mean, there are lots of bags, we can take their stuff wherever they are."

Disregarding courtesy, you gather your belongings, barely able to contain the saliva in your mouth, and then leave.

You receive PREPARE 3.

053-P | DECEIVE THE BOY TO COMPROMISE THE WATER SUPPLY

Deceiving squires requires little effort. They know their place in the hierarchy and never question a knight. The Order's greatest virtues, loyalty and organization, become the weaknesses that make it easier to sabotage the brotherhood.

Displaying coolness and cunning, you walk among the most concealed amphorae, carefully piercing each one. Little by little, the precious liquid seeps through the holes and saturates the earth, almost without a sound.

The camp is compromised, and you will be far from it when the knights realize this.

You take the Cold-Hearted Trait card.

053-Q | QUIETLY SNEAK OUT OF THE TENT

Deceiving squires requires little effort. They know their place in the hierarchy and never question a knight. The Order's greatest virtues, loyalty and organization, become the weaknesses that make it easier to escape.

By taking a piece of cheese and a generous slice of ham, you give your stomach the treat it deserves. You were not hungry, but at the same time it felt like you had not eaten in decades. No food you have ever tried tasted so good, almost tempting...

The Inferno has a strange way of disarranging your senses.

You either receive INVIGORATE 3 or you can draw a Sin card to receive RESTORE 1, your choice. Companions receive RESTORE 1 and do not need to draw a Sin card.



054
THE ORDER'S STOCKADE

"Well, it is time for us to formally be introduced." The commander kept you in his tent, but doubled the number of bodyguards. "I am Mihnea, of House Drăculești, and I ask myself: how is it possible that Dante Alighieri stands before me?" He recognizes the Florentine, and out of respect for him you were not handcuffed.

"If you know my work as well as my face, you should know that this incursion is a great sacrilege and needs to be stopped!" The Poet has a sharp tongue.

"Let us agree to disagree. You were our Prometheus, Poet, the titan who brought fire. What we do with it... is for us to decide. Because, if it is not His will for this incursion to happen, why would you have gone through this journey the first time?" The knight had his answer. "Enjoy your stay. You will be my 'guests' until my... The Supreme Leader decides what to do. The army's vanguard is in the city of Dite, so the messenger should not delay."

However, fate had other plans...

Suddenly, the ground shakes as if the High Power had manifested itself for the first time, but the reason for the tremors is different: a rain of round weights bombards the camp with such violence that even Mehmed's cannons would be jealous. Screams of pain, despair, and death echo throughout the camp, however, some people's misfortune is the blessing of others.

One of the weights, whimsically, falls on the tent where you all are, opening a sinkhole that engulfs all the bodyguards. The commander, in turn, avoids the same fate by clinging to the edges of the cliff in a stroke of luck.

His life is no longer in his own hands...

The Caravan takes Discovery card number 17 (Surprise Attack).

Each Champion regains the Heirloom cards that they possess and that have been "Confiscated", if there are any.

The Damned have sabotaged the Order, and now Mihnea's life is in your hands. As a team, choose an option below and proceed to its Resolution:

- **054-A** Save Mihnea before you escape
- **054-B** Leave Mihnea and escape
- **052-C** Step on Minhea's fingers before you escape

054-A | SAVE MIHNEA BEFORE YOU ESCAPE

The winds have changed.

"Companions, quickly, follow me. It is a shame that things have ended like this, but let us take advantage of this chaos to move forward," the Poet was trying to be reasonable. "Let us not let the sacrifice of these men be in vain." Blessed souls do not celebrate death, no matter the occasion.

And so you do, but the Artist and the Mercenary make a final decision: they pull the commander out of the abyss. Mihnea is speechless. He was breathing heavily, but that was not what stopped him from talking. He did not know mercy.

"Wait!" he shouts before you leave the tent. "Take this..." He throws the most valuable ring on his fingers without even thinking twice. "Now we are even!"

As the camp dissolves into a great pandemonium of rocks, cloth, and bodies, you return to the trail that winds between the cliffs until you reach the descent to the Fifth Circle.

The Caravan takes the Solomon's Ring Treasure card.

If Region card #055 – Descent of Loss is on the board, Advance the Caravan to it and then Inspect it. Otherwise, place it in position B5, Advance the Caravan to it, and then Inspect it.

054-B | LEAVE MIHNEA AND ESCAPE

The winds have changed.

"Companions, quickly, follow me. It is a shame that things have ended like this, but let us take advantage of this chaos to move forward," the Poet was trying to be reasonable. "Let us not let the sacrifice of these men be in vain." Blessed souls do not celebrate death, no matter the occasion.

"You reap what you sow, commander..." The Mercenary steps close to the knight's hand. "...But worry not, we are not the same as you." He turns his back, leaving Minhea to savor his words for the last moments of his life.

As the camp dissolves into a great pandemonium of rocks, cloth, and bodies, you return to the trail that winds between the cliffs until you reach the descent to the Fifth Circle.

Each Champion receives PREPARE 1.

If Region card #055 – Descent of Loss is on the board, Advance the Caravan to it and then Inspect it. Otherwise, place it in position B5, Advance the Caravan to it, and then Inspect it.

054-C | STEP ON MIHNEA'S FINGERS BEFORE YOU ESCAPE

The winds have changed.

"Companions, quickly, follow me. It is a shame that things have ended like this, but let us take advantage of this chaos to move forward," the Poet was trying to be reasonable. "Let us not let the sacrifice of these men be in vain." Blessed souls do not celebrate death, no matter the occasion.

Instinctively, you look at each other and decide the knight's future in silence. The question was not what you would do to him, but who would do it.

"Do not get me wrong, this is not personal..." the Rebel justifies before stomping on Mihnea's fingers and throwing him into the abyss. With unparalleled coldness, the commander faces his tormentor, swallowing a scream until he disappears into the darkness.

As the camp dissolves into a great pandemonium of rocks, cloth, and bodies, you return to the trail that winds between the cliffs until you reach the descent to the Fifth Circle.

The Caravan takes Discovery card number 18 (Talionic Retribution).

If Region card #055 – Descent of Loss is on the board, Advance the Caravan to it and then Inspect it. Otherwise, place it in position B5, Advance the Caravan to it, and then Inspect it.



055 DESCENT OF LOSS

A desolate trail leads to the exit from this Circle. Here, the silence is terrifying, like the anticipation that precedes a raging storm.

"You did not really think it would be that easy, did you?" The boy who confronted you in the Accursed Ballroom before reappears from behind the rocks. His hair is disheveled and he has a mischievous smile on his face.

If the Caravan has the Saint Lucia's Grace Treasure card, proceed to Resolution #055-A. Otherwise, continue reading below:

"Let us make a deal: return to the Chapel, bring me the Grace of Saint Lucia, and then I shall let you leave in peace," he proposes with a wink; however, the Florentine recognizes the coppery flash that reflects from those not-so-innocent eyes.

"Comrades, prepare..." The Poet retreats. "This boyish face hides the identity of Plutus, the guardian of the Fourth Circle, and he does not listen to reason. Do what you do best, because there is no other way..."

You have his consent.

The Chronicle Phase ends here.

Now carefully follow the Instructions provided on page 14 of the Book of Commandments to transition between Game Phases.

055-A | IN POSSESSION OF THE GRACE, YOU MEET THE BOY ONCE AGAIN

"Let us make a deal: give me the Grace of Saint Lucia, and then I shall let you leave in peace," he proposes with a cynical wink; however, the Florentine recognizes the coppery flash that those not-so-innocent eyes unintentionally cast.

"Comrades, this boyish face hides the identity of Plutus, the guardian of the Fourth Circle," he reveals the boy's true intentions. "Giving the Grace to such a cunning demon is a sacrilege. What do you intend to do with it?"

"My purposes are mine and mine alone. What I offer is a bargain and that is all that matters!" The boy's voice shows its true timbre as he loses his temper. "So, what is it going to be?"

The child is the Guardian of this Circle and he wants Saint Lucia's Grace. Take note that if you agree to hand it over, he will let you move on without a fight. As a team, choose an option below and proceed to its Resolution:

055-B **Accept Plutus's bargain**

055-C **Confront Plutus**



055-B | ACCEPT PLUTUS'S BARGAIN

Some would say that there is no greater victory than avoiding a battle, and it is in this spirit that you accept the proposal.

"You know there is no guarantee that this treasure will serve you, right?" Dante teases while the Devotee hands the Grace over to Plutus. "You could not catch it by yourself. Do you think it will be any different just because we gave it to you?"

"I shall take my risks..." The demon's voice is increasingly distorted. The boy's mask can no longer contain his true form. "Now, you may leave. It has been a pleasure doing business with you." Something about his cynical smile makes you suspect that this is not the last you would see of him.

Focusing on the task ahead, you descend another road as winding as the feeling that weighs in your chests...

The Caravan STORES the Saint Lucia's Grace Treasure card.

Each Champion progresses their Maneuver decks, replacing 2 Level 1 cards with 2 Level 3 cards.

The Chronicle Phase ends here.

This time, you do not go through the Confrontation Phase. Follow the Game Save instructions:

- **Return any tokens the Champions have to the Token Tray.**
- **Store the Discovery cards they have picked up in the Caravan Box.**
- **If you are ending the game session, store all Maneuver cards and Equipment wielded by your Champions in their Champion Boxes. This will be your Champions' starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would do at the beginning of each Circle.**

Your Instructions end here and you can store your materials or start a new session.

055-C | CONFRONT PLUTUS

The proposal is tempting, but you know that nothing holds a demon to their promises.

"Ah! My pride is hurt..." Questioning the boy's nature only makes him more cynical. "To be honest, Poet, I was really going to keep my promise. However, since the 'paragons of virtue' prefer it this way, I see no problem in tearing it from your body..." Malice drips from his words as his voice becomes deeper and more distorted.

With threats exchanged on both sides, fighting is inevitable...

The Chronicle Phase ends here.

Now carefully follow the Instructions provided on page 14 of the Book of Commandments to transition between Game Phases.

CONFRONTATION
GREED



GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

Plutus,
THE GOD OF WEALTH

The guardian's disguise dissolves and gives way to its true form.

"Wait, are you Pluto?" The Mercenary relaxes. There was still a child before him. "Is this the Lord of the Underworld? But you are just a brat! Come on, boy, get away and stop embarrassing yourself. You are lucky we are in a good mood..."

"No, no... not that again! Have the elders up there completely abandoned the old gods? I am PluTUS, God of Wealth. The god you speak of is PluTO, known as Hades! Do you not see the difference?"

"I knew..." Dante says, making him even more furious.

"You know what..." the boy's voice thickens and echoes. "If you are eager to face Pluto, so be it! Behold the power of the Underworld!"

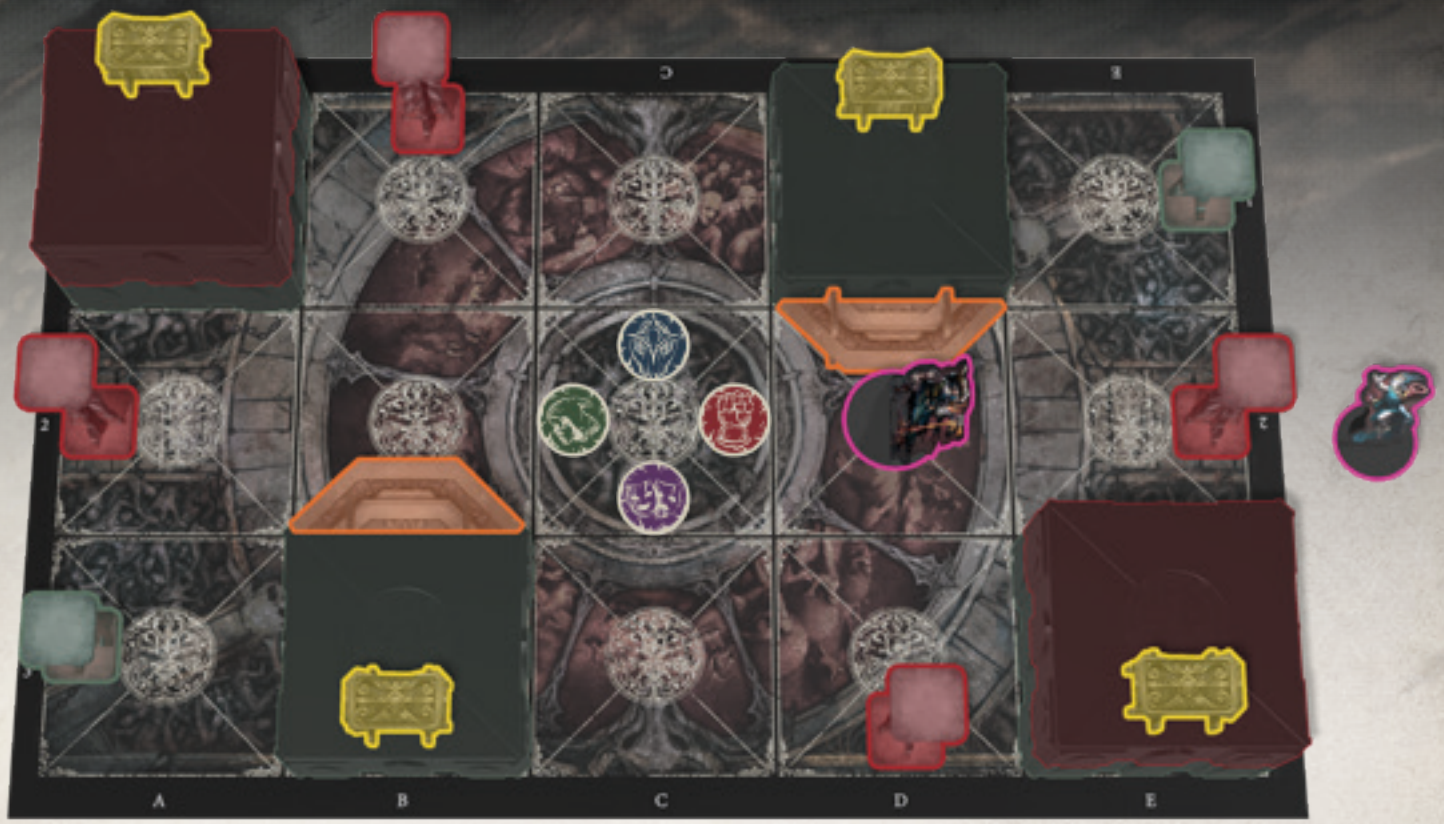
Suddenly, he transforms into an old, crowned man carrying a gigantic key as a weapon. A new form, especially for you.

"You had to open your mouth..." the Outlaw sighs.

Plutus transforms into Pluto and is ready for the battle. Follow the instructions below to finish preparing for this Confrontation:

1. First, make the Setup for the Battle Scene.
2. Take the Pluto Malefactor Status card and place it in the appropriate space, with face "A" up.
3. Take the Plutus model and keep it near the Confrontation Tray. Plutus is a shape-shifter and will constantly change his form.
4. Shuffle Plutus's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
5. Shuffle the Offered Arcana cards with Pluto's Action cards and place them in a pile in the second slot of the same tray with the "Action" face up.
6. Shuffle the Champions' Fierceness markers and randomly place them on the Fierceness Track. These will be their initial positions.
7. Take the Defeat Plutus Confrontation Objective card and place it in one of the spaces in the Confrontation Objectives section of the board.
8. Read the Special Rule "Metamorph" on page 118.

These are the Standard Preparations for this Confrontation, but before you start, check if any one else joins the fight at this time: If the Caravan has Discovery card number 16 (The Lost Knight), read "Scene – The Last Knight" on page 118. Otherwise, read "Scene – The Power of the Underworld" instead.



FURNITURE


4 Arks


4 Stairs


2 Level 1 Pillars


4 Level 2 Pillars

LEVELS (Building Tray)

Level 1
Level 2



CHAMPIONS STARTING POSITION



MALEFACTORS MODELS


1 Pluto Model


1 Plutus Model (Out of Board)

SPECIAL RULES

METAMORPH

Plutus is a shape-shifter, and is only defeated when the last Action card in his true form's deck is discarded. Consider the following special rules while facing this Malefactor:

- **While in the form of Pluto, Plutus's Action deck cannot be targeted by any effects. Consider it as if it does not "exist", but keep it in the position it is in.**
- **The opposite is also true—While in the form of Plutus, Pluto's Action deck cannot be targeted by any effects as well.**
- **When the Malefactors' Turn begins, if the villain is in the form of Pluto, you must skip Plutus's deck and start the activations from the second deck in the Confrontation Tray.**
- **If the villain starts the Malefactors' Turn in the form of Plutus and an effect TRANSFORMS him into Pluto, he also activates as Pluto in this round, acting with both forms that round.**
- **When Pluto or Plutus TRANSFORMS during a Counterattack, Wounds inflicted by the Attack that triggered it are applied to their current forms when attacked.**
- **Champions being HELD by Pluto remain HELD by him when he TRANSFORMS (Plutus does not have Tight Grip).**

Whenever Plutus/Pluto TRANSFORMS, replace his models on the board appropriately and flip his Malefactor Status card. His new form continues to face the same direction he was facing when he TRANSFORMED.

SCENE
THE POWER OF THE UNDERWORLD

The transformed villain stretches his arms to the limit, cracking as he demonstrates all the power of his new form. Indeed, the figure of the Lord of the Underworld is formidable.

"Free, finally!" The transformation goes from the flesh to the personality and spirit. "The shackles have fallen. I shall rebuild my domain in this valley. My Queen, come, we have work to do!" He sees Persephone in the skin of the Artist and the Devotee.

"Quiet, demon!" Dante interrupts the reverie. "How can you have two heads and only half a brain? You are not Hades, and this is not your lair. The Champions will put you in the same place Virgil did!"

A sinister laugh is the only response from the entity.

Take the Summon the Gatekeeper card from the Confrontation Event – Plutus deck and shuffle the others, placing them in the third Slot of the Confrontation tray, face down. Then, move that card to the third position from the top of this deck, face down.

You may now start the Confrontation. The first Round begins with the Caravan's Turn, from the Clean-up Step forward. The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success), or one of the Champions is defeated (Failure).

SCENE
THE GATES OF THE UNDERWORLD

The fight continues relentlessly and, with concentration, you land powerful blows, showing that even pagan gods can bleed.

"Your deeds are worthy of the Olympians, I admit..." The villain retreats and prepares for a new assault. "...but let us see how they fare against all the power of the Underworld. Tremble, for as the Lord of Hades, Cerberus is at my command!" He laughs again.

Gesturing, the god conjures a portal that tears reality and creates a window to the Circle of Gluttons, leaving the Poet speechless...

On one hand, if the Caravan has the Tame Cerberus Confrontation Objective card, read "Scene – The Tamed Beast" on page 119. On the other hand, if the Caravan has the Second Ball Badge card, read "Scene – The Raging Beast". Finally, if the Caravan does not have either of them, continue reading below:

...On the other side, the three-headed hound hears his master's calling. The triple howl reaches you and sends a chill down your spines, which runs from your bones to your souls. The beast has his eyes on the battle.

The guardian is more furious than ever, fighting in the Arena where the Carnival seems endless, just as the Romans dreamed of. He answers the calling motivated only by his violent instinct.

"What is the meaning of this audacity!?" The reverberating voice demands to know the reason for the calling. "Who are you who wears the skin of Hades?"

"I am the Lord of the Underworld, you bastard, show me obedience! Now, stop this nonsense and help me put an end to this scum!" Pluto struggles to appear true.

"Quiet, you wretch! I would be able to recognize my master at any moment, why do you think I would not smell your golden stench beneath that mask?" One head speaks to your enemy while the other two stare at you. "I have answered the calling, but I fight for myself, and I suggest you get out of the way."

Another round begins...

Take the III – GLUTTONY box. You will need some components from it as well.

Place the Cerberus model on position B2 of the board, facing Area C2. If necessary, SHOVE any Objects out of the way to free up space. In this Circle, Cerberus does not have the Destroyer passive skill and therefore does not inflict damage to any Characters SHOVED in this way.

STORE the Confrontation Event – Plutus cards.

Shuffle the Confrontation Event – Cerberus cards and place them in a pile in the third slot of the Confrontation Tray, face down. So, in this Malefactors' Turn, you will activate the first one.

Read the Special Rules "Oversized" and "The Guardian's Fury" on page 119.

Proceed with the Confrontation. Cerberus has joined the fight, but you do not need to defeat him to achieve victory.

SCENE
THE LAST KNIGHT

“Demon, wait!” A scream interrupts the insults. A knight appears behind you, breathing heavily. “These bastards betrayed us, and I shall avenge my men!”

The memory of the rain of weights was vivid enough for you to know what he was talking about.

“Oh, is that so? I suspected that you were nothing but fools, but I am surprised by such blindness...” the villain laughs. “Mihnea, son of Vlad Dracula, these warriors do not belong to the Order! They have been sent by the Heavens to stop you! See, it is Dante Alighieri himself who guides them!”

“By the Heavens? No, that cannot be... It is in His name that we take part in the Last Crusade. The High Power is with us.” The man's own eyes tell otherwise.

"Honestly? The devil take it! It matters not. Whatever games the Heavens and the Underworld are playing with you mortals... I shall get my share. I want the Grace, and I shall have it, one way or another! Fight with me or against me, knight, I could not care less!”

Suddenly, the battle has a third party...

Mihnea joins the fight.

Replace Pluto Status card with Mihnea and Pluto Status card, face “A” up.

Shuffle Mihnea’s Action cards, placing them in a pile on the third space of the Confrontation Tray with the “Action” face up.

Take the III – GLUTTONY box. You will need some components from it as well.

Place 1 Knight of the Order model in the Central Space of position B2 on the board, facing Area C2. This model represents Mihnea. Despite being a Small Character, he is a Malefactor and therefore occupies the Central Spaces (and only them).

Replace the Defeat Plutus Confrontation Objective card with Defeat Mihnea and Plutus. Now you need to defeat both Malefactors to achieve victory.

You may now start the Confrontation. The first Round begins with the Caravan's Turn, from the Clean-up Step forward. The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

SPECIAL RULES

1 - OVERSIZED

The Cerberus model is Oversized and occupies the entire Area it is in. Its size does not interfere with the rules of Facing, Back, and Flanks (just project the line from the Central Space), however, the concept of “Engaged in Combat” and “Area Cerberus is in” are different. In this specific Confrontation, however, you do not need to worry about attacking him, as he takes no damage.



These are the four Areas considered “Area Cerberus is in” for the purposes of Actions, Counterattacks, and Maneuvers that follow this type of instruction. Ranged attacks, as well as effects “within Range X”, follow the standard rules.

2 - THE GUARDIAN’S FURY

Cerberus takes no damage in this Confrontation.

SCENE
THE TAMED BEAST

...On the other side, the three-headed hound hears his master's calling. The triple howl reaches you and sends a chill down your spines, which runs from your bones to your souls, but the beast has no quarrel with you.

The guardian is regenerated aned currently enjoys flaying Apicius's back, only to watch him heal and do it all over again. Still, he answers the calling made under false pretenses.

"What is the meaning of this audacity!?" The reverberating voice demands to know the reason for the calling. "Who are you who wears the skin of Hades?"

"I am the Lord of the Underworld, you bastard, show me obedience! Now, stop this nonsense and help me put an end to this scum!" Pluto struggles to appear true.

"I see... So, this wretch is impeding the Divine Will, right? Worry not Champions, for any dog is known for their loyalty, and I owe you mine for saving me!" One head speaks to you while the other two stare at your enemy. "Prepare... for I will join you in this battle!"

Another round begins...

Take the III – GLUTTONY box. You will need some components from it as well.

Place the Cerberus model on position B2 of the board, facing Area C2. If necessary, SHOVE any Objects out of the way to free up space. In this Circle, Cerberus does not have the Destroyer passive skill and therefore does not inflict damage to any Characters SHOVED in this way.

STORE the Confrontation Event – Plutus cards.

Shuffle the Confrontation Event – Cerberus cards and place them in a pile in the third slot of the Confrontation Tray, face down. So, in this Malefactors' Turn, you will activate the first one.

Read Special Rules "Oversized" and "The Guardian's Fury" on page 119.

Proceed with the Confrontation. Cerberus has joined the fight, but you do not need to defeat him to achieve victory.

SCENE
THE BEATEN BEAST

...On the other side, the three-headed hound hears his master's calling. The triple howl reaches you and sends a chill down your spines, which runs from your bones to your souls, but that is all.

Cerberus is more furious than ever, yet his body does not reflect it. You left him beaten and defeated, unable to defend himself, even from the Gluttons who now feast on his body, just as the Romans planned.

The monster's howls were howls of pain.

"What the devil!" Frustrated, Pluto undoes the trick. "You are not human, this does not make any sense... I will make you pay for this!"

Another round begins...

Nothing special happens at this point. Proceed with the Confrontation.

SCENE
THE FALL OF THE COMMANDER

The fight against the heretic's allegiance to the pagan god is relentless, but you live up to your title and prove yourselves the most skilled among Christendom once again. At least in combat.

"Is that the truth?" Mihnea agonizes, choking on his own blood. The Artist takes pity and grabs his hand, giving him comfort in his last breath. "Did He really send you to stop us?" He notices the girl's mysterious eyes, but they tell him nothing. "Of course... How else would they succeed?" The light in his own goes out.

Thus falls Mihnea cel Rău, sharing the fate of his men. The Poet bids him farewell with a sad look, for the loss of any life is a lament to him. His eyes then rest on another figure, the defeated immortal...

Read "Final Scene – Old Grudges" on page 121.

FINAL SCENE
OLD GRUDGES

If Cerberus was summoned into this Confrontation, read "Scene – Banished" aside. Otherwise, just continue reading below:

Plutus or Pluto, the name does not matter much to you. What matters is that the guardian of the Fourth Circle fights with cunning, taking advantage of his two faces to attack while hiding his weaknesses.

Yet, for all his power, he is no match. Maybe he would never be, just as he was not in the past.

"No, no, no! This cannot be..." the son of Demeter agonizes. He tries to transform once more, but he lacks determination. He is dying. Or rather, feeling like a dying man. "This is the second time our paths have crossed and your company leaves me in the dust, Poet. Cursed be you!"

"Cursed you were, the moment you uttered 'Pape Satan, Pape Satan, Aleppe' and no one understood you. Your evil blasphemy has come back to you." The Poet says.

"Oh, but you understood... You just did not want to tell. Between you and me, you enjoy knowing that seven hundred years will have passed without anyone having deciphered what you wrote." The demon laughs one last time, choking on his own blood.

Leaving the defeated villain behind, you descend to the Fifth Circle.

Each Champion progresses their Maneuver decks by exchanging 1 Level 1 card for a Level 3 card.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Store the Confrontation Objective card that the Caravan completed, and the Discovery cards they have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation, storing any Confrontation Objective cards that haven't been completed, the Malefactor's Status card and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, store all Maneuver cards and Equipment wielded by your Champions in their Champion Boxes. This will be your Champions' starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would do at the beginning of each Circle.**

Your Instructions end here and you can store your materials or start a new session.

SCENE
BANISHED

Suddenly, as the fight no longer made sense to him, the three-headed hound howls with all the strength of his three throats, and his body distorts into a beam of light that points to the dusty skies.

Cerberus is summoned back to the Third Circle before he can utter a word, but you could see the flash of insanity in his eyes one last time.

Whether he was just acting as a guardian or not, you know that him being banished back to his prison was best for all. Even for the Inferno itself.

Continue reading "Final Scene – Old Grudges" aside.

Wrath

PROLOGUE

The road descends through slopes from which dark brown water pours like blood from an open wound. The streams collect to form a dark swamp that stretches beyond the horizon under a red mist. Nothing can be seen except lights from the flames on the other side of the swamp.

"Prepare, comrades. We will soon be done here..." Dante tries to lift your spirits, realizing that your misery is as evident as that of this place. "Here, in the Styx, dwell those who have been overcome by anger, naked, submerged in the swamp and beating each other."

PREPARATIONS – WRATH

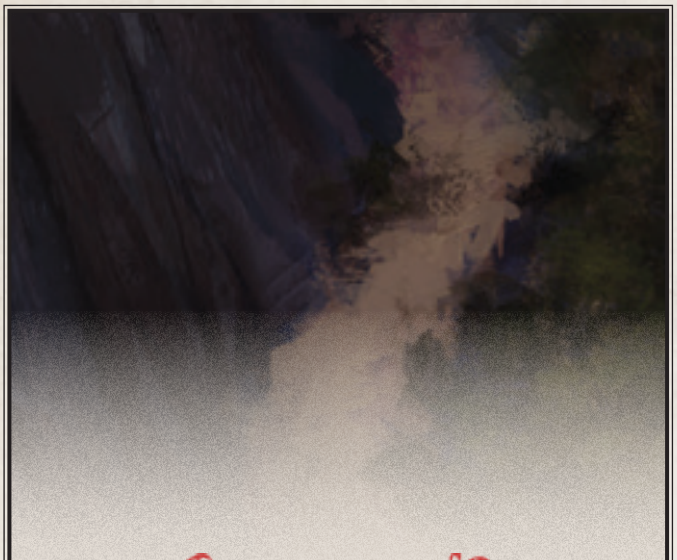
Let us prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open the Folding Box V – WRATH and take out the components needed for the Chronicle Phase:

- **Take the Region cards and place them, in order and face down, in the appropriate space.**
- **Take the Discovery cards and place them in the appropriate space.**
- **Take the Path cards and place them in the appropriate space.**
- **Take the Treasure cards and place them in the appropriate space.**

Place Region cards #056 – Valley of the Wrathful in position A1, #057 – Choleric Wharf in position B1, #058 Lighthouse Tower in position B2, and #066 – Wall of Fallen Angels in position B6.

Place the Caravan on #056 – Valley of the Wrathful and then Inspect it.



056
VALLEY OF THE WRATHFUL

You move forward, looking for a way through the swamp. On the other side, the black walls of a city stand out on the horizon, and a chill runs down your spines.

"Oh, damn...Look at those flags!" What troubles the Outlaw is the number of flags fluttering on the battlements, silhouetted against the fire. "Their army has the strength to ruin a fortress!"

"That is Dite, the only city in the Inferno. It burns on its own," Dante explains. "However, they are really there. Let us hurry. If we move quickly, I can convince the Supreme Leader to give up this madness."

If the Caravan has Discovery card number 18 (Talionic Retribution), proceed to Resolution #056-A. Otherwise, just continue reading below:

"Oh, good, the pier is still there." Dante does not seem the least bit bothered by the dozens of Wrathful souls fighting madly just a few steps away. "It is good to see that not everything has changed."

"And what about them?" The ferocity with which the Damned occasionally bite off pieces of each other impresses the Mercenary. "They are foaming at the mouth like animals... Will they let us pass?"

"Those who fight are still resigned to their punishment, Condottiero. Here, those who do things differently are the dangerous ones."

Advance the Caravan to #057 – Choleric Wharf and then Inspect it.

056-A | TALIONIC RETRIBUTION

"You did not really think it would be that easy, did you?" Mihnea, the knight the Outlaw threw into the abyss, suddenly emerges from the darkness behind you. He is alive, or almost, his eyes tinged with blood and fury.

"You, Rebel!" he speaks to his tormentor. "Do you have the balls to fight like a man? You and I, hand to hand, no weapons?" The knight clenches his fists.

"Do not give in to the provocations of this walking corpse. Shoot an arrow between his eyes and let us move on," the Devotee suggests firmly, surprising the Poet more than anyone else.

Mihnea challenges the Outlaw to a duel without weapons. The Outlaw must choose an option below and proceed to its Resolution:

- **056-B** **Accept the challenge and fight for your honor**
- **056-C** **Execute Mihnea with one shot**
- **056-D** **Reject the challenge, but refuse to take a life**

056-B | ACCEPT THE CHALLENGE AND FIGHT FOR YOUR HONOR

"I was born in a poor village, raised in the shadow of plague, war, and famine. No damned crusader will question my honor." The Rebel takes a step forward, equally seduced by the belligerent influence of this sphere.

Screaming, the men charge at each other.

The Outlaw endures an Ordeal of Aggressiveness, Prowess, and Willpower (he rolls dice equivalent to the sum of all three Attributes) of Difficulty 10. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *What happens is a portrait of misery. Two men roll in the mud and mire, their grunts, grabs, and punches blending into a chaotic storm as hatred consumes them.*

Suddenly, a dull thud echoes, followed by a scream of pain and then silence. A well-aimed punch from the Outlaw snaps Mihnea's head backward, slamming it hard against a stone so perfectly placed it seems the Devil himself put it there.

The Poet rests his hand on the Rebel's shoulder as he stands up victoriously. "You have attempted twice against this man, and now he is dead. I understand that sometimes we act to preserve our lives, but the line between self-defense and anger is thin. Especially here. Be careful..."

Advice that falls on deaf ears.

The Caravan takes the An Eye for an Eye Trait card.

The Outlaw receives 1 Aggressiveness, Prowess, or Willpower token, of his choice.

Advance the Caravan to #057 – Choleric Wharf and then Inspect it.

FAILURE: *What happens is a portrait of misery. Two men roll in the mud and mire, their grunts, grabs, and punches blending into a chaotic storm as hatred consumes them.*

Suddenly, a dull thud echoes, followed by a scream of pain and then silence. A solid punch from Mihnea snaps the Outlaw's head backward, slamming it hard against a stone so precisely placed it seems as if the Devil himself put it there.

Dante watches, horrified, as the spirit of vengeance drives the rest of you into a bloodlust. The commander does not survive either, but that does not matter much.

Is there any humanity left?

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

056-C | EXECUTE MIHNEA WITH ONE SHOT

"I was born in a poor village and raised in the midst of plague, war, and famine. It will not be some damn crusader who questions my honor." The Rebel is equally taken by powerful forces.

Promptly, he draws his longbow in a movement as quick as lightning and shoots an arrow, turning back to the path you were following afterwards. He does not need to see it to know it was spot on.

"What have you done?" Dante exclaims, horrified. "The atmosphere of this place wants to awaken what is rotten in men, but we cannot give in to that."

Advice that falls on deaf ears.

Each Champion receives PREPARE 1.

Advance the Caravan to #057 – Choleric Wharf and then Inspect it.

056-D | REJECT THE CHALLENGE, BUT REFUSE TO TAKE A LIFE

"I was born in Cornwall and raised in the midst of plague, war, and famine. It will not be some damn crusader who questions my honor." The Outlaw is mad, but he turns his back on Mihnea. "Let us go. This man is as broken as he is dead."

"Oh, now you want to act all pious? I do not think so... You are not just leaving like that. May He decide our destiny. Either you finish what you started, or I will have my revenge." With angry shouts, the commander charges at you.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *"Thus perishes Mihnea, son of Vlad Dracula," Dante laments the inevitable outcome of that assault.*

Even if he were intact, the commander would find a formidable opponent in the Caravan. However, wounded as he was, what followed was hardly a fight. The Mercenary, who stood between the man and his victim, needed a single blow to throw him to the ground.

"You did well, friend." The Poet rests his hand on the Rebel's shoulder when he sees him shaken. "The atmosphere of this place wants to awaken what is rotten in men. Do not give in to resentment."

A well-received piece of advice.

The Caravan takes the Temperance Trait card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #057 – Choleric Wharf and then Inspect it.

FAILURE: *Even if he were intact, the commander would find a formidable opponent in the Caravan. However, the resentment he carries burns like fuel to his soul.*

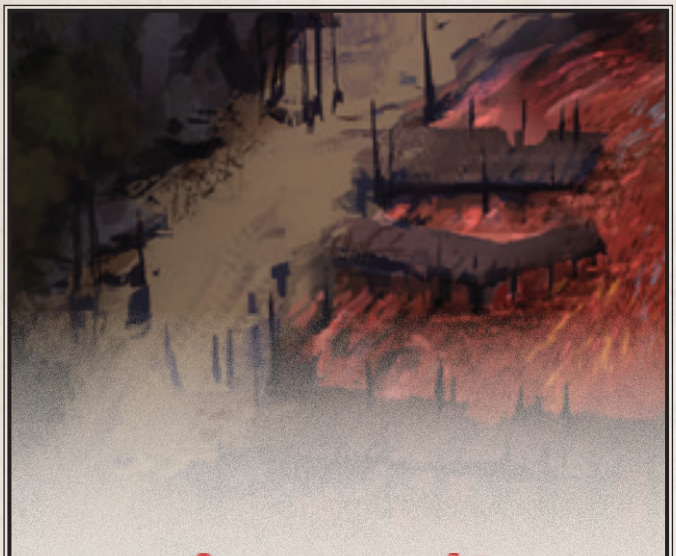
Mihnea fights barehanded with ferocity, making up for his lack of steel with unwavering determination. In fact, he lives up to the alias he had in Wallachia: the Wrongdoer.

He starts by bashing the Mercenary's brains out with a rock, as if possessed by Cain himself. The Artist tries to stab him, but he dodges and shatters the girl's elbow in a counterattack. The Devotee hardly knows what to do when the executioner breaks her neck as if it were a twig. Not even Europe's most agile archer had time to react when it was his turn.

And then it was all over...

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.



057 CHOLERIC WHARF

As you make your way along the logs above the Styx, the mists reveal a dock where a small platoon stands guard. The big surprise is the identity of their leader. The knight does not wear a helmet, and "he" is not even a man.

"Giullia!?" The Artist cannot believe her own eyes. "May Saint Sara help me, what did you do with your life to end up among the Wrathful ones?" The Poet's frown, however, tells you that he knows better.

That is a mortal, not a soul, and the Wanderer remembers the choice that brought her here...

Read Appendix V:I – "The Last Dance".

Continue reading below:

"Darling!?" The knight commander remains silent, yet a smile slowly spreads across her face. "I knew sooner or later you would see the truth and join us! How long has it been since we were separated?"

Tears well up in the Artist's eyes.

"Please, not her..." The lament brings the truth to light: the Caravan came to fight the Order. The world spins inside Giullia's head.

"The path runs through her, Wanderer, but the heart is yours alone." The Poet rests his hand on the girl's shoulder. "Whatever happens, we are by your side."

Giullia, the Artist's ex-partner, poses an obstacle. The Artist must choose an option below and proceed to its Resolution:

057-A **Try to dissuade Giullia, trusting your mutual feelings**

057-B **Recognize the differences between you and Giullia**

057-A | TRY TO DISSUADE GIULLIA, TRUSTING YOUR MUTUAL FEELINGS

"Giullia, no matter what I believe or not, I could never raise my blade against you." The Wanderer takes another step forward and speaks directly from the soul. "The love we share is something I have never experienced again and one I would gladly die for. My life today is yours, as it always was, as is my heart."

If the Wanderer is Resolute, proceed to Resolution #057-C. Otherwise, continue reading below:

"Lies!" The knight's resolution is adamant. "How could you die for something you chose not to experience? Your love is cowardly, born of weakness. Indeed, a sin..." She walks a path contrary to her own beliefs.

"So, what I feared most has happened..." As resolute as ever, she turns to her soldiers. "If Providence tests my faith by pitting me against the woman who brought me to this Crusade, I will do what I must with her life, for my journey is for her soul and for the souls of all of us!"

Bloodshed is inevitable...

The Caravan endures an Ordeal of Prowess of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *Resentment burns in the commander's chest, giving her strength and determination in battle. The fight is even until the fateful moment when an arrow pierces the chest of the Wanderer's former companion. After she falls, it does not take long for the other knights to be defeated.*

"Oh, Giullia, why did you have to be so stubborn?" The girl is mortally wounded, resting on the Artist's lap.

"Do not mourn, my dear, for I depart gladly... I always wanted us to be together until death, and one way or another, He heard my prayers. This proves that the feeling between us is pure." Words that bring tears to the eyes of the Wanderer.

The Poet knows that you should not take long, but not even the Blessed Soul is indifferent. While you give the girl the time she needs to make sense of it all and move on, he reflects on his own feelings.

Was he becoming a man again?

The Champion who rolled the most hits receives 1 Prowess token.

The Wanderer closes an episode from her past. Progress her to Mournful Wanderer by replacing her Champion card appropriately.

Advance the Caravan to #058 – Lighthouse Tower and then Inspect it.

FAILURE: *Resentment burns in the commander's chest, giving her strength and determination in battle. The fight is even until the fateful moment when a blade pierces the Wanderer's stomach.*

Giullia, the one who is holding the sword, is as shocked as you are. This is not the outcome she wanted, even though her actions made it seem otherwise. The terrified eyes she rests on the blood that now stains her hands is proof of that.

"If humanity is to survive, Commander..." Dante is the one who comes to the aid of the Wanderer's body; the battle over. "Of course, you will not. Your soul belongs to Giudecca."

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

057-B | RECOGNIZE THE DIFFERENCES BETWEEN YOU AND GIULLIA

"Giullia, if this is the path you are going to follow, I cannot accompany you..." The Wanderer takes another step forward and speaks directly from the soul. "The love we share is something I have never experienced again and one I would gladly die for. Humanity must persevere because I have hope that in the future, our sisters in spirit will be blessed with the love that was denied to us."

If the Wanderer is Resented, proceed to Resolution #057-D. Otherwise, continue reading below:

"You cannot lie to me, darling." Giullia knew the Wanderer better than she knew herself. "You are saying what you have been taught to say, not what is in your heart. For ten wonderful years we shared it."

"So, what I feared most has happened..." As resolute as ever, she turns to her soldiers. "If Providence tests my faith by pitting me against the woman who brought me to this Crusade, I will do what I must, for my journey is for her soul and for the souls of all of us!"

Bloodshed is inevitable.

The Caravan endures an Ordeal of Willpower of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *Resentment burns in the commander's chest, giving her strength and determination in battle. The fight is even until the fateful moment when an arrow pierces the chest of the Wanderer's former companion. After she falls, it does not take long for the other knights to be defeated.*

"Oh, Giullia, why did you have to be so stubborn?" The girl is mortally wounded, resting on the Artist's lap.

"Do not mourn, my dear... I always wanted us to be together until death, and one way or another, He heard my prayers. This proves that the feeling between us is pure." Words that bring tears to the eyes of the Wanderer.

The Poet knows that you must not take long, but not even the Blessed Soul is indifferent. While you give the girl the time she needs to make sense of it all, he reflects on his own feelings.

Was he becoming a man again?

The Champion who rolled the most hits receives 1 Willpower token.

The Wanderer closes an episode from her past. Progress her to Obstinate Wanderer by replacing her Champion card appropriately.

Advance the Caravan to #058 – Lighthouse Tower and then Inspect it.

FAILURE: *Resentment burns in the commander's chest, giving her strength and determination in battle. The fight is even until the fateful moment when a blade pierces the Wanderer's stomach.*

Giullia, the one who is holding the sword, is as shocked as you are. This is not the outcome she wanted, even though her actions made it seem otherwise. The terrified eyes she rests on the blood that now stains her hands is proof of that.

"If humanity is to survive, Commander..." Dante is the one who comes to the aid of the Wanderer's body; the battle over. "Of course, you will not. Your soul belongs to Giudecca."

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

057-C | YOUR CHOICES STRENGTHEN YOUR LOVE

Just like that, the knight is defeated. What no man could accomplish with a sword, the girl achieved with words.

"They may go... If our Crusade is guided by Providence, we need not fear them." Giullia's argument is almost convincing.

"This is treason, Commander, and I will not stand idly by." All it took was one brother's defiance for the rest to fall back in line with the doctrine. "You know better than to test Him! Only He can point the way. Whether or not we achieve victory is up to us, and I have my faith."

Bloodshed is inevitable...

The Caravan endures an Ordeal of Prowess of Difficulty 11. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *Overwhelmed by the sudden change in their commander, the knights stood no chance. Steel clanged briefly, men bled, and yet hatred claims its victim.*

"Do not mourn, dear, for I depart gladly..." Giullia is mortally wounded, resting on the Artist's lap. "I always wanted us to be together until death, and one way or another, He heard my prayers. This proves that the feeling between us is pure." Words that bring tears to the eyes of the Wanderer.

The Poet knows that you should not take long, but not even the Blessed Soul is indifferent. While you give the girl the time she needs to make sense of it all and move on, he reflects on his own feelings.

Was he becoming a man again?

The Champion who rolled the most hits receives 1 Prowess token.

The Wanderer closes an episode from her past. Progress her to Obstinate Wanderer by replacing her Champion card appropriately.

Advance the Caravan to #058 – Lighthouse Tower and then Inspect it.

FAILURE: *Overwhelmed by their commander's sudden change, the knights are consumed by hatred—a feeling that, in this place, reverberates like the tinkling of crystal and empowers those who possess it. You fight valiantly, but the Artist is too distracted for you to stand a chance.*

Giullia drags herself along the marshy banks of the Styx, using the last of her strength to reach her beloved. If this is the end for them, then at least they would face it together. And so it was. Finding the Wanderer's hand, she exhales her final breath and surrenders her life.

The Poet gazes at the scene in awe, contemplating the fate of humanity. If there is room for purity even in a place like this, then perhaps humanity is not doomed after all.

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

057-D | YOUR CHOICES FUEL YOUR FIGHT

"I love you, Giullia, but that was never enough. You sought the union of flesh and the sigh of lust, but love can also be platonic. As Christians, we must prepare ourselves for the fullness of eternal life, where there is neither need nor desire." Her arguments barely convince herself. "We live half an earthly life in exchange for our place in Paradise. That is all."

"I understand..." Deeply regretful, Giullia turns to her soldiers. "If Providence tests my faith by putting me face to face with the woman who brought me to this Crusade, I will do what I must, for my journey is for her soul and for all of ours! No one should have to give up love to avoid Damnation!"

Bloodshed is inevitable...

The Caravan endures an Ordeal of Willpower of Difficulty 11. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *Resentment burns in the commander's chest, giving her strength and determination in battle. The fight is even until the fateful moment when an arrow pierces the chest of the Wanderer's former companion. After she falls, it does not take long for the other knights to be defeated.*

"Oh, Giullia, why did you have to be so stubborn?" The girl is mortally wounded, resting on the Artist's lap.

"Do not mourn, my dear, for I depart gladly... I always wanted us to be together until death, and one way or another, He heard my prayers. This proves that the feeling between us is pure." Words that bring tears to the eyes of the Wanderer.

The Poet knows that you should not take long, but not even the Blessed Soul is indifferent. While you give the girl the time she needs to make sense of it all and move on, he reflects on his own feelings.

Was he becoming a man again?

The Champion who rolled the most hits receives 1 Willpower token.

The Wanderer closes an episode from her past. Progress her to Mournful Wanderer by replacing her Champion card appropriately.

Advance the Caravan to #058 – Lighthouse Tower and then Inspect it.

FAILURE: *Resentment burns in the commander's chest, giving her strength and determination in battle. The fight is even until the fateful moment when a blade pierces the Wanderer's stomach.*

Giullia, the one who is holding the sword, is as shocked as you are. This is not the outcome she wanted, even though her actions made it seem otherwise. The terrified eyes she rests on the blood that now stains her hands is proof of that.

"If humanity is to survive, Commander..." Dante is the one who comes to the aid of the Wanderer's body; the battle over. "Of course, you will not. Your soul belongs to Giudecca."

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.



058 LIGHTHOUSE TOWER

"We are all here for you," says the Poet, warmly holding the Artist's hand. "Giullia wanted me to keep going," she replies, wiping away her tears as she notices a broken barge lying in the mud. Beside it, atop a stone tower, a flame burns brightly, mirrored by another light in the city of Dite.

"What do we do now?" the Devotee asks, impatiently.

"Now, we wait. There is a boatman who guides souls to this place. He is... Well, he helped me once." Dante barely finishes his sentence when, from the misty depths, Phlegyas emerges, his face expressing terror, pursued by a winged shadow that moves in the darkness.

Tisiphone, the Fury, lands heavily on the ground. A sneer spreads across her pale face, etched with lines of eternal anger and partially obscured by a mask.

"Oh, how adorable," she scoffs dismissively. "Poor mortals. So much bravery... and so little intelligence. I will show you the hospitality of the Inferno!"

The Caravan endures an Ordeal of Willpower of Difficulty 15.

SUCCESS: *Tisiphone advances with her sharp claws, terror incarnate, but you keep your positions. The same instant, the flame at the top of the tower flares brightly, as if responding to the call of your brave hearts, the courage of mortals facing the eternal fury of the Inferno. Still, you cannot hurt the demon, only make her go away. The Fury writhes, her black wings beating frantically and kicking up a cloud of dust that blurs all vision. Through the chaos, the only thing you see is Tisiphone bursting into the sky, disappearing from view, and Dante falling into the mud.*

The Caravan takes the Tisiphone's Whip Treasure card.

The Champion who rolled the most hits receives 1 Willpower Token.

Replace this Region with #059 – Atrium of the Styx and then Inspect it.

FAILURE: *The swamp trembles under the Fury's charge, and you are paralyzed by the danger—unlike Dante. The Poet stands beside the boatman, words forming in his mind, each syllable charged with power. "Get away, demon," he commands, his voice reverberating with authority. The Fury writhes, her black wings beating frantically and kicking up a cloud of dust that blurs all vision. You try to see through the chaos, but all you see is Tisiphone bursting into the sky, disappearing from view, and Dante falling into the mud.*

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

Replace this Region with #059 – Atrium of the Styx and then Inspect it.



059 ATRIUM OF THE STYX

The Poet stands up, weakened, ignoring his own pain to help the boatman. "Do you feel well?" he asks, concerned.

"No. Navigating the dark waters is my duty, but even old Phlegyas is no good for that anymore..." The gray-haired old man casts a mournful glance at the broken barge.

"What do we do now?" the Devotee breaks the silence. "Shall we cross the swamp on foot?"

Slowly, Phlegyas turns and stares at the Maiden. His pupils contract little by little, as if they were staring at a bright flame. "Maybe... we can help each other. Search the surroundings. If you find vines, ropes, wood, resin, anything. I can fix my boat and take you to the other side!" says Phlegyas with a spark of hope.

You are surprised when Dante speaks again: "The Furies are three sisters: Tisiphone, the one we have had the displeasure of meeting, Alecto, and Megaera. They guard the gates of Dite, and sooner or later we will have to deal with them."

The Artist ponders it all. "Just now we were lucky to face only one. In this swamp, in the open field and being caught by surprise, against all three at the same time, we will not stand a chance. We have to fix this boat before the Fury calls her sisters."

"Then it is decided," says the Mercenary with a smile. "Boat, Dite, Knights and Furies." His energy is contagious; it helps dissipate the worries on the Poet's face.

You must repair Phlegyas' boat before the Furies return.

If the following Region cards are not on the board, place them in the positions indicated: #060 – Swamp of the Irascible in position A3, #061 – Gorgon's Lair in position B3, and #062 – Muddy Shores in position C3. Either way, proceed to the next instruction.

Now, take the Path cards numbered 23 to 27 and place them face up on this Region. From now on, whenever you are instructed to Inspect this Region, as a team, you must choose a card, pick it up, and proceed to its Resolution.

(You were instructed to Inspect this Region when you placed this card on the board, so choose the first Path now.)

059-A | SWAMP OF THE IRASCIBLE

Dante leads the way, guiding you through the shallower areas of the swamp. "Advance with caution," he instructs, his calm voice serving as a balm against the incessant buzzing of flies. "This is also a place for reflection. Filth represents the stain that resentment causes to the spirit, preventing us from moving forward. The secret is balance."

Small talk helps distract you from the unpleasant crossing, but eventually, even that fails to ease the passage of time. You are about to curse Phlegyas, when a figure emerges from the mud trying to grab your screaming guide.

The Poet knows very well where you have arrived...

Advance the Caravan to #060 – Swamp of the Irascible and then Inspect it.

059-B | GORGON'S LAIR

Few monsters are as famous as the Gorgon.

"Let me guess, you know her story?" the Artist says, looking at the Poet.

"One, maybe..." he takes the bait. "There are many myths about her, but the version I accept is that Medusa was not always a monster. In fact, she was such a beautiful woman that Poseidon went mad with desire upon seeing her and took her by force in the temple of Athena. Offended, the goddess punished the mortal instead of her uncle, giving life to this creature that distills hatred for men and turns people to stone."

"That is terribly unfair," the Wanderer comments.

"The justice of pagan gods is not infallible like ours," Dante explains. "In any case, her death is the same in almost all stories: beheaded by Perseus after looking at her own image reflected in his shield. The Pegasus he rides is born of her blood."

Crossing the swamp to the rhythm of good conversation was not even difficult.

Advance the Caravan to #061 – Gorgon's Lair and then Inspect it.

059-C | MUDDY SHORES

The journey across the Styx is not so unpleasant for one of you: Dante, immaculate, floats above the filth, keeping pace with you out of kindness. Privileges of Blessed Souls.

"Watch your words, comrades." The shadow of a castle appears through the mist. "Our host is known for institutionalizing his resentment towards his enemies and not being very religious. All it takes is one offense, one contradiction, and man gives way to the beast."

An introduction that makes the Outlaw smile.

Advance the Caravan to #062 – Muddy Shores and then Inspect it.

059-D | COLLECT RESOURCES NEARBY

You spread out across the swamp, your eyes wide open to your surroundings. The tower, with its flame serving as a beacon, is your reference point as you search for the resources needed to repair the boat. The air is thick and oppressively humid. The smell of decay and the constant promise of danger remind you not to stray too far.

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, Inspect #059 – Atrium of the Styx.

059-E | SET CAMP AND TRY TO GET SOME REST

The Mercenary hands out some food while the Devotee shares her waterskin, allowing you all a rare moment of tranquility.

The Artist remains quiet, her expression distant and her eyes shining with the humidity of the swamp. Despite this, even she manages to regain some energy.

Each Champion receives INVIGORATE 2.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, Inspect #059 – Atrium of the Styx.

059-F | FIX THE BOAT

Phlegyas smiles as you return carrying supplies. "Excellent!" He rubs his hands, eager to rebuild his precious boat. "I did not think you would make it, but I am glad I was wrong." He walks around you, examining the materials.

"Will this take long, boatman?" The Mercenary, who knows what to do, is worried. "We do not have all the time in the world."

"Oh, worry not. Things work differently here, but I cannot do it all alone. Come, give me a hand..."

The Caravan endures an Ordeal of Prowess of Difficulty 21.

(This difficulty is reduced according to the guidelines on each Resource card the Caravan has collected.)

SUCCESS: *Transforming the swamp into a makeshift workshop, you concentrate on the task of repairing the boat. The red mist of the Styx creeps around you like spectral fingers as the Mercenary and Phlegyas work tirelessly. Before them, the remains of the barge lie like a wounded animal, pleading for restoration or a merciful death.*

"Hold this log, mortal," Phlegyas orders with a smile on his face. "I promise not to hammer your fingers." The Mercenary obeys, while Phlegyas, with skillful hands, hammers the iron nails. "That is... relaxing," comments the Condottiero. "Building something instead of destroying."

"Building something lasting always holds value," the boatman agrees, looking with satisfaction at the completed work.

The Caravan takes Discovery Card number 24 (Barge Rebuilt).

Place Region card #064 – Crossing the Styx in position B4, Advance the Caravan to it, and then Inspect it.

FAILURE: *Transforming the swamp into a makeshift workshop, you concentrate on the task of repairing the boat. The red mist of the Styx creeps around you like spectral fingers as the Mercenary and Phlegyas work tirelessly. Before them, the remains of the barge lie like a wounded animal, pleading for restoration or a merciful death.*

"Hold this log, mortal," Phlegyas orders with a smile on his face. "I promise not to hammer your fingers." The Mercenary obeys, while Phlegyas, with skillful hands, hammers the iron nails. "That is... relaxing," comments the Condottiero. "Building something instead of destroying."

"Building something lasting always has its value," agrees the boatman, doubtfully assessing the completed work.

Place Region card #064 – Crossing the Styx in position B4, Advance the Caravan to it, and then Inspect it.

059-G | ANGER IS THE RENUNCIATION OF PEACE

The view of Dite's tower provides a fleeting sense of security, quickly dispelled by a shrill, agonizing sound echoing across the marsh. Instinctively, you look up, searching for the Fury.

"Look what we have here," Tisiphone begins, but this time she is not alone. Your dread shifts to Alecto, who appears beside her sister, her dark wings beating with a chilling sound. She smiles. A smile devoid of warmth, just a mask of cruelty. "The mice have come out of their holes," she teases. "You think you can hide from us?" completes Megaera, the third. Her voice is a chilling hiss that makes your bones tremble.

The temperature drops, and the smell of mud mingles with that of death, tightening around you with a growing despair and the certainty that there is no escape.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *Under the dark and misty skies, the swamp witnesses a confrontation worthy of legends. With burning hearts and enlightened souls, you confront the hopelessness embodied in the terrible forms of the Furies, like an epic verse intoned in the grand poem of destiny. However, the swamp gasses and adrenaline blur the action in memory, closing a battle whose final page has yet to be written. Alecto's last words echo in the air: "This does not end here."*

The Caravan takes Discovery card number 25 (Loose Ends of a Grudge).

The Champion who rolled the most hits receives 1 Aggressiveness Token.

Place Region card #064 – Crossing the Styx in position B4, Advance the Caravan to it, and then Inspect it.

FAILURE: *Under the dark and misty skies, the swamp witnesses a confrontation worthy of legends. With burning hearts and enlightened souls, you confront the hopelessness embodied in the terrible forms of the Furies, like an epic verse intoned in the grand poem of destiny. However, the bloody outcome marks not only the end of a battle but also the end of your lives—the only ones capable of saving Inferno from itself.*

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.



060 SWAMP OF THE IRASCIBLE

"Damn you, Dante!" shouts a Damned soul, his voice full of resentment. The Blessed Soul staggers from the blow but quickly regains composure, remaining calm.

"So, we meet again, Filippo... This man is not just an enemy from your journey, but also one I acquired while still alive... but fate remains the same."

Words that instigate the Wrathful one even further: "And how could it change? You sentenced me to this existence when you told everyone that Filippo Argenti is a broken man, beyond repair."

A fight unfolds in the middle of the mud. Filippo tries to beat the Poet, but just as he is about to do so, one of you gets in the way. In the end, the man only embarrasses himself. But it is not Dante who is in danger. The more you fight with the villain, the more you wallow in the suspicious mire.

"Comrades, wait!" Dante examines the tangled mess. "Fighting is not the way. Remember what I said: to overcome this swamp, you need to exercise temperance."

The mire wants to drag you to the bottom of the Styx. The Champions will need to succeed in a different kind of test.

The Caravan endures an Ordeal of Aggressiveness or Willpower, their choice, of Difficulty 15. However, simply achieving SUCCESS does not determine the outcome of this Resolution. The amount of Arcana Offered also influences the result. At the end of the Ordeal, proceed to the Resolution appropriate to the outcome:

- **If you were SUCCESSFUL without Offering any Arcana, proceed to Resolution #060-A;**
- **If you were SUCCESSFUL Offering at least one Arcana, proceed to Resolution #060-B;**
- **If you FAILED, proceed to Resolution #060-C.**

060-A | FILIPPO'S REDEMPTION

Balance prevails; Even when the swamp tries to trap you, you maintain control, and the mud relinquishes its grip.

You crawl to a small island in the middle of the marsh and look back. Filippo still fights body and soul against his own transgressions. A struggle that moves you to the point of extending a helping hand.

"You damn scoundrels! I do not need your help!" He slaps the Artist's arm. "Between sinking into the mud with dignity and depending on the pity of my rivals, I choose the first option a thousand times!" Words that shock the girl.

"Pride... The greatest of all deadly sins," says Dante. "Leave him be, my friend. Another 200 years will have passed and if we come back here, Filippo will be in the same place, the same way. This is the Inferno, after all: the torment that lies where repentance is absent. Take whatever is around; that's all this man has to offer us.

Lecturing the Damned for the second time, you reap the resources you came for, noticing the bubbles Filippo leaves as he sinks into darkness.

The Caravan takes the Argenti Sword and Pellet Crossbow Treasure cards.

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.

060-B | THE REDEMPTION OF THE CARAVAN

You begin to feel the mud give way under your feet. But balance prevails, and even when the swamp seems to trap you, you maintain control. Finally, you all reach dry land, relieved. But when you look back, you see Filippo still trapped, sinking deeper and deeper.

The only way to help him is to go back into the mud, at the risk of getting stuck again. "Filippo, we need to go," says the Devotee, a slight hint of regret in her voice. "You must overcome your sins, alone. It is the only way. We cannot help you." The Artist considers replying but hesitates when she sees the Maiden's expression.

Around you, you notice some undergrowth that could be useful in rebuilding Phlegyas' ship. With the resources in hand, you return to the boatman, noticing the bubbles Filippo left behind as he sank into the darkness.

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.

060-C | SINKING IN THE MUD

The struggle to get out of the mud becomes increasingly desperate. Every movement, every outburst of anger and frustration, sinks you further. Dante observes with sadness, walking above the mud as he tries to pull you out. "I cannot help you," he cries helplessly. "You must learn to control your own anger."

Filippo, watching the scene, laughs bitterly. "It was you I wanted here with me, Alighieri. Not these poor wretches." With great effort, the Florentine approaches you and, one by one, throws you onto dry land. Filippo sinks slowly, showing one last proud smile before disappearing.

Exhausted, you return to the boatman, this time filthy and empty-handed.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.



061
GORGON'S LAIR

As you approach the Gorgon's lair, the atmosphere is permeated with a palpable sense of dread. The swamp gives way to rocky terrain, where petrified figures rise on the horizon—the victims of Medusa.

"Do we really have to go in there?" asks the Mercenary, sword in hand and heart beating fast.

"If we want Phlegyas's help, I am afraid we do. Remember," Dante whispers, "the Gorgon is as cunning as she is dangerous. Do as Perseus did and never look directly at her."

You take a deep breath and step into the lair. The creature soon emerges from the shadows, enveloped in an aura of terror. Immediately, you look away, breathing heavily. Would you know if you were about to be petrified?

"Welcome to my domain," she whispers, her sibilant voice echoing like a funeral dirge, "where eternity shall be your punishment!"

If you have the Triad of the Abyss Expansion, you can move on to the Confrontation Phase against the Medusa described there. Otherwise, just proceed to the next instruction.

The Caravan endures an Ordeal of Willpower of Difficulty 15.

SUCCESS: *Covering your eyes, you are guided by the sound of the snakes and the instructions of the Poet, who is immune to the monster's power.*

The fight remains tense, and you know you cannot hesitate for even a moment until, with a precise throw of luck, one of the Artist's daggers finds its target.

The Gorgon lets out a shrill scream, feeling her dark majesty weaken as the poisonous blood pours from her chest; the distraction the Mercenary needed to cut off her head with a clean and powerful blow. A real executioner.

Claiming the remains of Phlegyas's boat and the creature's head as your prize, you leave the place. You cannot help but wonder: are the demons imprisoned just like the Damned souls?

The Caravan takes the Gorgon's Head Treasure card.

The Champion who rolled the most hits receives 1 Willpower Token.

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.

FAILURE: *Despite your efforts to look anywhere but at the monster, the temptation is overwhelming; a single moment of weakness and curiosity is more than enough to land you in hot water.*

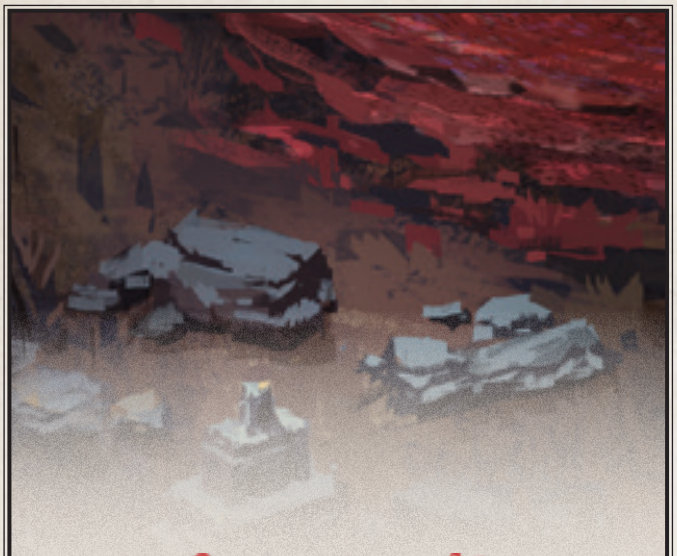
The Gorgon, with a cruel smile, delights as you feel your bodies slowly begin to turn into stone. First, one finger. Then a hand or foot. Sooner or later, you will become part of the decor, just like a squad of unfortunate knights.

"Vile viper, be gone!" Dante raises his hand and a bright light blinds both your host and you, slowing the spell and then reversing it. The effort takes its toll on the Poet, but he is not done yet: "Friends, follow me, I will guide you out of here!"

Deprived of sight, the monster can do nothing to prevent your retreat other than curse and protest with its hissing voice.

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.



062 MUDDY SHORES

You advance cautiously, as if the swamp itself tries to discourage you from moving forward. In the dark skies, a winged shadow flies by quickly, emitting an ominous sound that reminds you of the Poet's words of warning.

Among the twisted vegetation and mud, you find materials that could be used to repair the boat. The discovery is fortuitous, yet the feeling that something is wrong persists. The easy way out is rarely the most rewarding, and the fear of the unknown hangs in the air, intensified by the ominous presence of the winged shadow.

As a team, choose an option and proceed to its Resolution:

062-A **Explore further**

062-B **Collect resources and return to the Tower**

062-A | EXPLORE FURTHER

This time, the victim of a rebellious Damned soul's musings is the garden of Windsor Castle. What should be a peaceful environment now resembles a dark swamp. The vibrant colors have been replaced by shades of sickly green and muddy brown. Just ahead, next to a fountain that gushes dark waters, your host awaits.

His figure is tall, with a posture that suggests authority. Dressed in clothes that were once rich and elegant but are now faded and worn, he embodies decay, reflecting the degradation of the once-beautiful garden.

Place Region card #063 – Windsor Castle in position C4, Advance the Caravan to it, and then Inspect it.

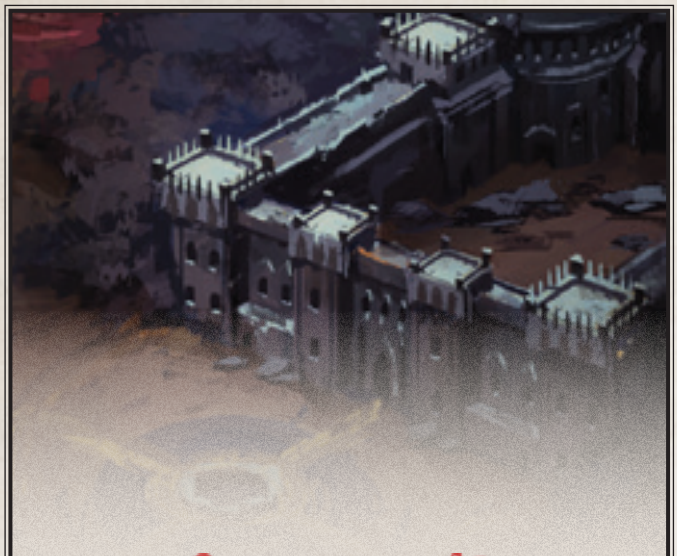
062-B | COLLECT RESOURCES AND RETURN TO THE TOWER

You look at each other and, being aware of the danger, your desire to return to the safety of the tower is stronger. The decision is made in silence, a mutual understanding that requires no words.

The winged shadow crosses the sky again, but this time flying away. The Poet lets out a sigh of relief as you collect the resources and begin the journey back. The path is familiar, and despite the bleak scenery, a new lightness fills your steps. The material collected brings you closer to completing your mission.

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.



063 WINDSOR CASTLE

"I am John, King of England, Lord of Ireland and Duke of Normandy and Aquitaine." Each word is spoken with pomp, laden with an almost pathetic sense of pride. Fancy names for someone who goes by "Lackland". "Are you messengers from that army that divided the Styx? Has Christianity taken up the cross once more? I demand that the commander explains himself!"

John Lackland wants to know what is happening. As a team, choose an option and proceed to its Resolution:

063-A **Introduce yourselves as allies of the Order**

063-B **Introduce yourselves as enemies of the Order**

063-A | INTRODUCE YOURSELVES AS ALLIES OF THE ORDER

"We are the Order..." The Englishman takes a step forward without bowing to his supposed overlord. "Knights sworn to the true crusade..."

"Oh, heavens, do not tell me that Richard is the one leading you?" The King stamps his feet on the ground. "Not even being dead can I get rid of him. And what is it that he wants? Not content with bankrupting our family by 'playing knights', he now wants to wipe out all Creation?" He scarcely knows the truth behind those words.

"No, man, do not speak about things you do not understand. The Lionheart has nothing to do with it. In fact, it is likely that he would be our enemy on this journey."

"Is that so?" John reads between the Rebel's lines. "In that case, tell me: what can I do to help? The men here would rather fight each other than serve a cause, but I still have a vast property..."

"Perfect, those are exactly the logs we need." The Outlaw notices a bamboo grove near a large oak tree.

"Logs? That is odd, but fine. Take what you need and do not forget that you now owe me a favor."

Claiming the prize you came for, you leave, abandoning the monarch to his own fantasies.

Each Champion receives INVIGORATE 2.

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.

063-B | INTRODUCE YOURSELVES AS ENEMIES OF THE ORDER

"You confuse us, your majesty..." The Englishman takes a step forward without bowing. His tone reveals the esteem he held for the man. "We are not with them! If anyone took up the cross, it was definitely us, who came to stop those bastards."

"Is that so?" Something said between the lines catches the King's attention. "And Richard, my brother, is he with you?" Jealousy could be smelled like perfume.

"The fate of the Lionheart I do not know, but if he were alive, it is certain that he would be."

"I understand. In that case, then, go away! History remembers my brother with praise, but it was I who tended to the ruined kingdom he left behind. Whichever side he is on, mine must be the other."

"Look, John, you damned bastard, I do not care about your family quarrel. We only came to the end of the world because we need those logs over there," the Outlaw says, pointing to the treasure you seek. "Oh, and by heavens, I shall have them, even if I have to knock them down with your head."

"Hmmm, no no no..." A laugh echoes from above. "You speak like a tough man, but can you handle a woman like me?" The silhouette of a winged woman with blades on display descends violently from the sky, causing the Poet to sigh. "Companions, this is Alecto, one of the three Furies and guardian of the walls of Dite." Dante makes the introductions, but she did not come to talk.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15.

SUCCESS: *The Fury charges at you, foaming at the mouth. She is agile, lethal, and strikes with charm and savagery. A style that one could even say is reminiscent of the Artist, except for the outburst of anger.*

However, you have the real one. Dancing back and forth, the Wanderer stabs the demon, who, at a disadvantage, flees the battle, retreating for now.

Claiming the prize you came for, you leave the fallen monarch to his private world without further explanation.

The Caravan takes the Alecto's Chakram Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.

FAILURE: *The Fury charges at you, foaming at the mouth. She is agile, lethal, and strikes with charm and savagery. A style that one might say is reminiscent of the Artist, except for the outburst of anger.*

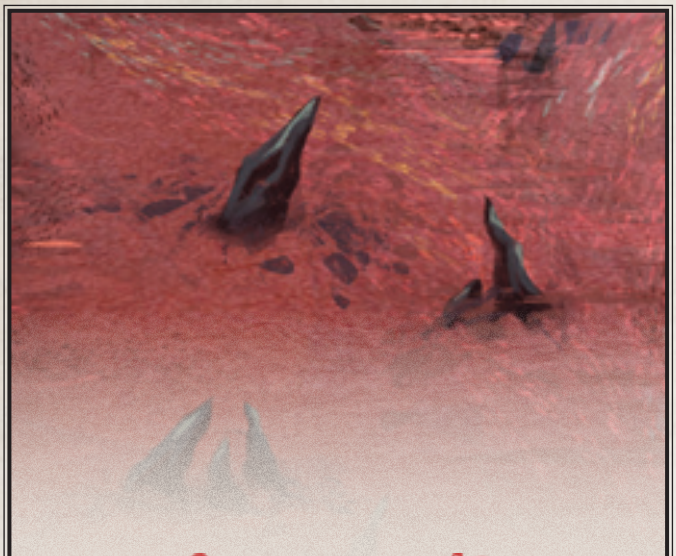
The fight favors the demon, and you flirt with failure until fate intervenes: an unpretentious arrow from the Outlaw strikes Alecto squarely, forcing her to flee. She flies away from the battle, but you know it will not be the last time you face her.

Exhausted, you claim the prize you came for, leaving the fallen monarch to his private world without further explanation.

The Champion who rolled the fewest hits suffers a Wound (set their Vigor back to 6).

The Caravan shuffles the Discovery cards numbered 19 to 23 that they have not picked up yet and draws one of them at random (they are Resource cards). Then, if Path card 28 has not yet been placed on Region #059 – Atrium of the Styx, place it there. Either way, proceed to the next instruction.

Roll a die: If the result is a Fumble, the Furies find you. As a team, you can choose to discard an Artifact card to distract the Furies. Otherwise, proceed to resolution #059-G. If the result is a Hit or Double Hit, the Caravan returns to Region #059 – Atrium of the Styx and then Inspects it.



064 CROSSING THE STYX

The Styx stretches out before you, foul and muddy, filled with a cacophony of relentless insect buzzing and the wails of the Damned. In the distance, a bright light marks the entrance to the City of Dite. Your destination.

If the Caravan has Discovery card number 24 (Barge Rebuilt), proceed to Resolution #064-A. If the Caravan has Discovery card number 25 (Loose Ends of a Grudge), proceed to Resolution #064-B. If you do not have either of these cards, continue reading below:

"Come aboard, quickly," Phlegyas orders, excitement evident in his voice as you all huddle together in the makeshift seats. Beneath a red shroud of mist, the Mercenary keeps his eyes fixed on the dark skies, where a shadow moves silently. Rowing slowly, you sail the dark waters, the gentle sound of the waves against the hull almost soothing. But the feeling of danger never dissipates.

Suddenly, from the dark sky, a stone falls and hits the barge, opening a hole in the hull. "The boat is sinking!" screams the Condottiero. He cries in despair as water comes into the boat.

"Hold on to anything you can reach!" Phlegyas orders as you cling to the wreckage, fighting against the hands of the Damned souls who try to pull you down by the heels into the depths.

The shadow in the sky moves faster, as if observing the chaotic scene below. With your faces twisted in effort, you keep your weapons close, but the cold water makes every movement difficult, intensifying the feeling of drowning. With clothes soaked in mud, every stroke becomes a battle.

Finally, hearing only distant laughter, you reach the shore—covered in mud, but alive.

"Sometimes," the Artist murmurs, her eyes brimming with tears as she gazes up at the now-silent sky, "the greatest terror is the one you face head-on."

Each Champion suffers 2 damage.

Then, as a team, the Caravan chooses up to 3 Treasure cards that are not currently being held by any Champions and STORES them.

The Caravan STORES each Discovery card numbered 19 to 23 that they have. For each card STORED this way, draw a Findings card and give it to a Champion.

Place Region card #065 – Wharf of Dite in position B5, Advance the Caravan to it, and then Inspect it.

064-A | THE CROSSING

The boatman signals for everyone to push, but the barge resists for a moment before gliding smoothly into the dark river, the sound of wood creaking into the oppressive silence.

"Come aboard, quickly," Phlegyas orders, excitement evident in his voice as you all huddle together in the makeshift seats. Beneath a red shroud of mist, the Mercenary keeps his eyes fixed on the dark skies, where a shadow moves silently.

Rowing, you move forward through the murky waters, the gentle sound of the waves against the hull almost soothing, but the feeling of danger never dissipates. However, the crossing goes well, without incidents.

As you approach the opposite shore, you are overwhelmed by a sense of relief. "Sometimes," the Artist murmurs, her eyes brimming with tears as she gazes up at the now-silent sky, "the greatest terror is the one that never reveals itself."

Each Champion receives INVIGORATE 2.

Place Region card #065 – Wharf of Dite in position B5, Advance the Caravan to it, and then Inspect it.

064-B | THE CROSSING

In the distance, the silhouettes of the Furies fade into the misty sky, leaving you alone with the swamp and the broken barge.

With time finally on your side, you gather resources and make the essential repairs. Twisted trunks, stones, and vines are transformed into improvised tools, and under Phlegyas's guidance, the work progresses smoothly without any major issues.

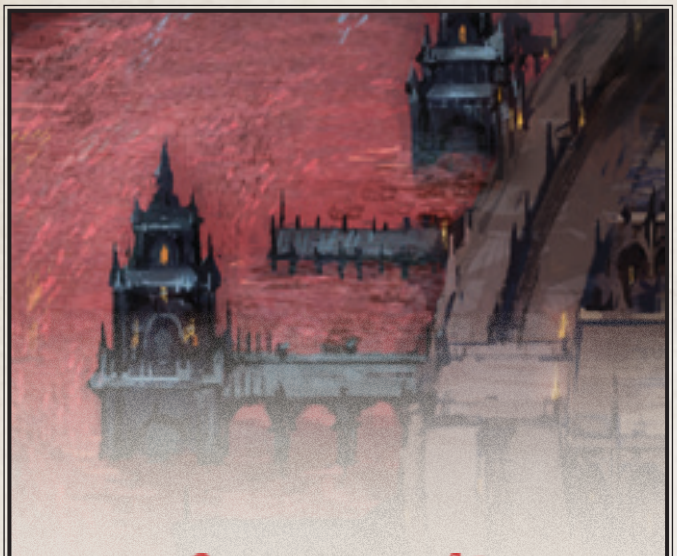
The work does not take long, and soon you are making your way through the murky waters, stroke by stroke, as the gentle sound of the waves against the hull becomes almost soothing, but the feeling of danger never dissipates. As you reach the opposite shores, a sense of relief washes over you.

"Sometimes," the Artist murmurs with teary eyes, gazing up at the now-silent sky, "the greatest terror is the anticipation of what is yet to come."

The Caravan STORES each Discovery card numbered 24 and 28 that they have. For each card STORED this way, draw a Findings card and give it to a Champion.

Place Region card #065 – Wharf of Dite in position B5, Advance the Caravan to it, and then Inspect it.





065
WHARF OF DITE

Finally, you reach a dock where iron breakwaters wallow in the marsh, and the heat of the flames feels like brine.

The port is even more hostile than the black walls looming just behind it. Looking at them now up close, the silhouettes of hundreds of mourning angels imprisoned in them can be distinguished.

"Do not pity them, comrades," warns Dante. "The Angels who sided with Lucifer will suffer, caged in the masonry for eternity. A fitting punishment."

You take a break to catch your breath, but there is no rest in the Inferno. The Mercenary realizes this when he sees the mob of Damned souls on the shore, causing his legs to go weak. He knows one of them so well that he rushes to help him.

"Hamsa, it cannot be! Is that really you?" He hugs the man after chasing away the Wrathful Ones grappling with him. A hug he waited nearly two decades for. "Oh, brother, I regret that we have only just met. It is my fault, I should have looked for you!"

The Condottiero had been far away for too long.

If the Mercenary is Infatuated, proceed to Resolution #065-A. Otherwise, proceed to Resolution #065-D.

065-A | UNFORTUNATELY, THE FEELING IS NOT MUTUAL

The brother, however, lets go of the Mercenary so abruptly that he awakes.

"What is that?" Hamsa is mad. "Which demon conjured this wretch's image? Let him reveal himself if he has the balls!" He looks for someone to fight.

"This is not a spell, brother. It is me. In flesh and blood, I stand before you." The Condottiero pinches his arm. "I was chosen for a divine task and now I am happy about it. I have been meaning to ask for your forgiveness for a while now, for a lot has happened since we were kids..."

Read Appendix V:II – "Heavy Casualties".

Continue reading below:

"Oh, brother, you are still as naive as a child... Who, if not me, would have ordered the massacre of your family? That is what you and that whore deserved for making a fool of me!" The confession is distilled as if it were poison.

"I have resisted all these winters only because I swore an oath, with Him as my witness, that one day I would make you feel the emptiness I felt when everything was taken from me!"

The revelation makes the Condottiero's hands tremble, and a buzz rises from his entrails to his heart and then to his head. The body demands a response to the affront...

The Mercenary has the man who ruined his life within his reach. He must choose an option below and proceed to its Resolution:

065-B **Take revenge on your brother and try to kill him**

065-C **Accept resentment and forgive your brother**

065-B | TAKE REVENGE ON YOUR BROTHER AND TRY TO KILL HIM

It was too much for the Mercenary.

The Condottiero now remembers that for the decade following the tragedy, he was consumed by remorse. His brother's revelation lifts the burden of guilt, but it also stirs the man's anger, leading him to succumb to it.

"You bastard! I hate you!" Love transformed from water into wine. "I hate you with all my strength! Ten years passed, Letícia and I had already moved on! You would have too if you had at least made an effort!" He wanted the words to cut like a knife.

Surrendering to their bestial instincts, the brothers fight.

The Mercenary endures an Ordeal of Aggressiveness of Difficulty 5. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The rest of you could not believe your eyes as you watched the scene, rooting for the Mercenary's soul as much as for his victory. The brothers fight, attempting to bite off pieces of each other.*

"Fight all you want, brother, but triumph will be mine either way!" the Damned one dares to laugh, remembering the Supreme Leader and his army. "Finally, the Prince's words make sense! You have come to save humanity from Damnation. Living or Damned. After all I have done, if you emerge victorious, I will still have my place in Heaven." He opens his arms and gives up the battle.

"Oh, Hamsa, you are the naive one..." The Mercenary pierces his chest with such hatred that he lifts him two feet off the ground. "I am not with the Order. In fact, I am here to kill that bastard and put an end to his sacrilegious crusade."

The Damned man lets out his last breath, his eyes wide open in despair. In a while, he will resurface in the mud, but in addition to the divine punishment, he was terrified by the thought that his brother might ultimately prevail.

You move forward in silence. Sometimes the best thing someone can say is nothing.

The Mercenary receives 1 Aggressiveness Token.

The Mercenary closes an episode from his past. Progress him to Vengeful Condottiero by replacing his Champion card appropriately.

Advance the Caravan to #066 – Wall of Fallen Angels and then Inspect it.

FAILURE: *The rest of you could not believe your eyes as you watched the scene, rooting for the Mercenary's soul as much as for his victory. The brothers engage in a brutal fight, attempting to tear pieces from each other.*

Suddenly, one of the blows slices open the Condottiero's throat, catching you by surprise. Why did you not separate them? The mistake is now obvious. The Mercenary bleeds to death while his brother celebrates his triumph.

"The Phlegethon awaits you, Hamsa." Dante's semblance is serious. "You are not worthy of this mud anymore, but of the waters of boiling blood. If Creation survives after all."

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

065-C | ACCEPT RESENTMENT AND FORGIVE YOUR BROTHER

The Mercenary felt the ground disappear beneath his feet.

He now remembers that for the decade following the tragedy, he drowned in remorse. His brother's revelation stirs the man's anger in the most opportune place to succumb to it, but it also lifts the burden of guilt. As a good Christian, the Condottiero clings to this thought.

"Brother, we have wronged each other!" Love overflowed in tears. "Letícia and I made our choice, but we should not have run away. Blood is thicker than water. If we had explained ourselves, I know you would have gotten over it too." He hugs his family's killer.

The Damned brother is astonished. These souls know no repentance. He hoped to one day meet his brother again to find him as broken as he was himself; but there he was, a flawed soul, but good in spirit.

Hamsa falls to his knees, unable to say anything.

"Let him dwell on his grief..." The Poet is equally impressed to witness this behavior that would have been unthinkable two hundred years ago. Indeed, the laws of the Abyss have been broken. Not all for the worse. "Now the next step is up to Hamsa."

Thoughtful and hopeful, you leave.

The Mercenary closes an episode from his past. Progress him to Regretful Condottiero by replacing his Champion card appropriately.

Advance the Caravan to #066 – Wall of Fallen Angels and then Inspect it.



065-D | BLOOD IS THICKER THAN WATER

The brother, however, lets go of the Mercenary abruptly.

"What is that?" Hamsa is mad. "Which demon conjured this wretch's image? Let him reveal himself if he has the balls!" He seeks another fight.

"This is not a spell, brother. It is me. In flesh and blood, I stand before you." The Condottiero pinches his arm. "I was chosen for a divine task and now I am happy about it. I have been meaning to ask for your forgiveness for a while now, for I did a terrible thing when we were kids. Life went on, I moved forward, but destiny had the punishment I deserved in store for me. Today, with the waters having passed and my soul washed clean, all that is left for me is longing..."

Read Appendix V:II – "Heavy Casualties".

Continue reading below:

"Oh, brother, I always knew... Letícia told me everything, trying to redeem herself. I never blamed you, because she should have come forward from the beginning. I resented her. Very much. How could I trust her? Time passed and the truth is that I enjoyed disdaining her." The confession flows naturally. "Our marriage was terrible. As terrible as this place is..." An inappropriate joke.

The Mercenary did not know what to feel.

Had he given up the passion of his life to condemn her to unhappiness? Had they run away together, would she have been slaughtered like his family was? Is this his legacy? To break any woman who crosses his path, one way or another?

Questions that make the blood boil...

The Mercenary meets his brother again and finds out about Letícia's fate. He must choose an option below and proceed to its Resolution:

065-E **Hold your brother responsible for everything**

065-F **Overcome resentment and forgive your brother**

065-E | HOLD YOUR BROTHER RESPONSIBLE FOR EVERYTHING

Tears flow from the Mercenary's eyes. He saw the resentment that condemned a woman to a life of misery due to a single ill-considered decision.

"Oh, Hamsa. It hurts me to know the truth... Can you see? Instead of trying to love Letícia, you chose bitterness and now, look where you are!" He points to the Styx. "Tell me, was it worth choosing hurt over forgiveness?"

"What a disgrace! You reappear after twenty years just to mock our mother's words? The mother you abandoned, by the way? Go away and leave me alone! I might be in the Inferno, but I am indeed more at peace than you." His sharp words hurt as much as a punch in the face.

The Condottiero takes a step back and feels his legs shake. The only reason his misstep does not bring him to the ground is that Dante immediately supports him.

"My friend, leave him be. Let us follow our path. Your brother's tongue only speaks of what is left in this place. Poison for the soul." The Poet lets the man collapse in his arms.

After giving the Mercenary a moment to get himself together, you move on.

The Mercenary closes an episode from his past. Progress him to Vengeful Condottiero by replacing his Champion card appropriately.

Advance the Caravan to #066 – Wall of Fallen Angels and then Inspect it.

065-F | OVERCOME RESENTMENT AND FORGIVE YOUR BROTHER

Tears flow from the Mercenary's eyes. He saw the resentment that condemned a woman to a life of misery because of a single ill-considered decision.

"Oh, Hamsa. It hurts me to know the truth... Had I stayed, I could have dissuaded you from the path that would bring you here." He points to the Styx. "You should not have acted like that towards her, but I should not have run away either."

"Finally!" The Damned man raises his arms. "It only took twenty years, a woman's happiness, and my soul for you to mature! Your visit makes me happy, brother, but only because I will be able to remember the image of a sorry face for the rest of my days!"

The Condottiero takes a step back, his legs shaking. The only reason why the man does not fall to the ground is because Dante holds him. "My friend, leave him be. All your brother has to offer is what this place has given him. Poison for the soul."

After giving the Mercenary a moment to get himself together, you leave the Damned soul behind and move on.

The Mercenary closes an episode from his past. Progress him to Regretful Condottiero by replacing his Champion card appropriately.

Advance the Caravan to #066 – Wall of Fallen Angels and then Inspect it.





066
WALL OF FALLEN ANGELS

You arrive at the threshold of the gates of Dite. The domed turrets are even more intimidating up close, yet there is no sheet of iron to prevent entry into the city.

A deflowered fortress.

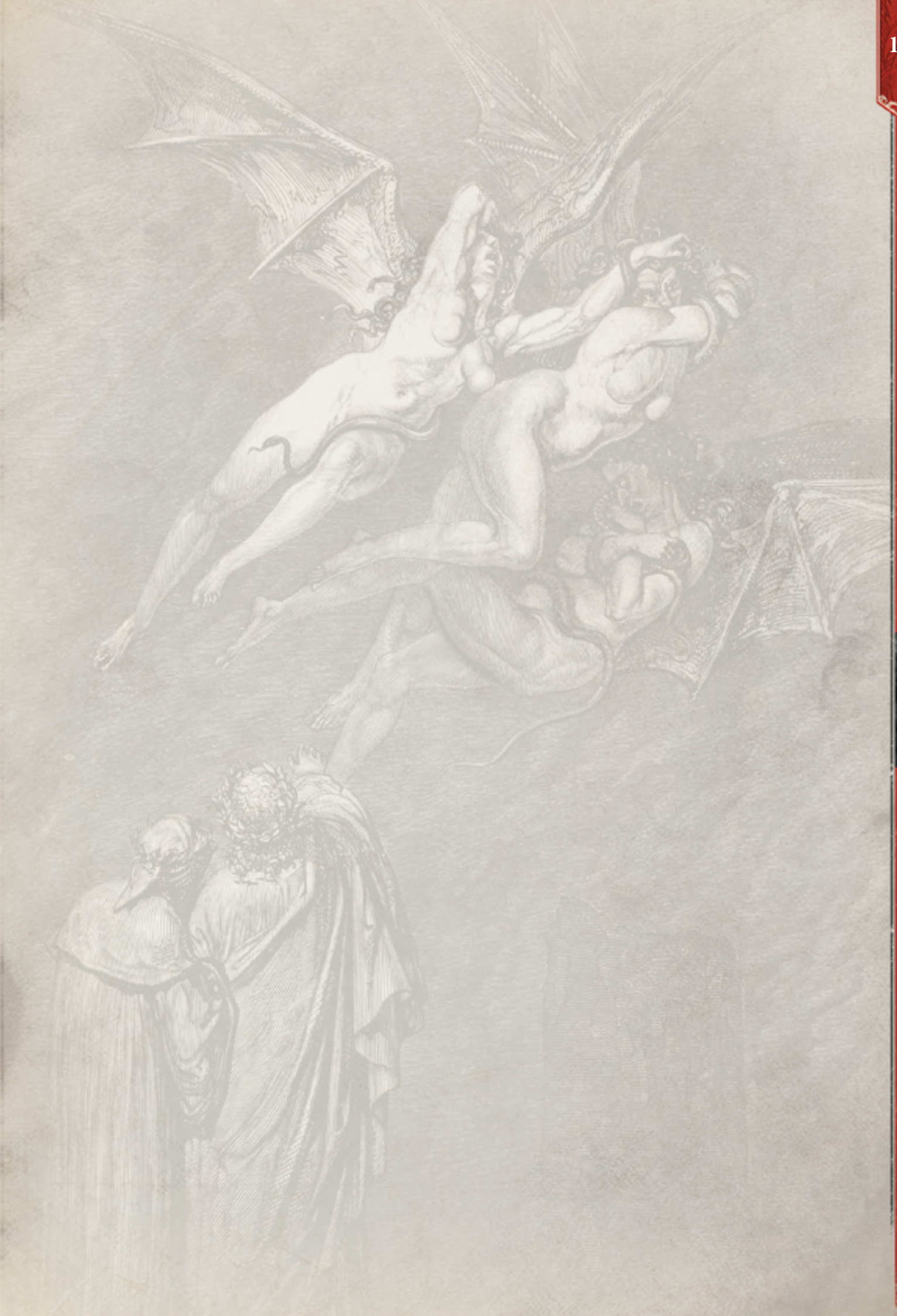
"What is this? Did the bastards bring cannons?" The bolts impress the Mercenary. "By heavens, is there anything they cannot do?"

"Fear not. It was the power of the Celestial Envoy that blew open the door when the demons tried to block my passage during my first trip," Dante lectures, worried about what comes next: the three Furies land dramatically on the barbican, one after the other, revealing their claws, teeth, and blades.

"Oh, how tedious!" Magera teases. "You do not give up, do you, Poet? Turn back, this is the last warning. This time no angel will save you..." A threat, not a suggestion.

The Chronicle Phase ends here.

Now carefully follow the instructions on page 14 of the Book of Commandments to transition between the Game Phases.



CONFRONTATION
WRATH



GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

Furies,
THE TRIPLETS

The Furies are tormenting you once again. They harassed Dante on his first journey, but an angel straight from Paradise chased them away on that occasion. A miracle that you trust will not be repeated.

"Look, sisters, what have we here..." Alecto lays her eyes on the Devotee. "The stench of arrogance emanating from that one is as strong as a punch in the nose! I shall have a lot of fun with her!"

"Indeed, sister, but what about this one here?" Tsiphone dances around the Artist. "Her sweat smells like blood! Not hers, of course. A lover, perhaps?" The Wanderer falls to her knees, covering her ears.

"You have been in better company, Poet..." Megaera dreamed of this reunion. "Why did you bring these people here? You know that sooner or later they will be damned. Only the Blessed Souls can reach Judecca. They shall perish just like their fellow men as soon as we find them." She has a mischievous smile on her face.

"Is that so? Do you not see what I am, demon?" Dante turns to you, more resolute than ever. "Do not listen to this, Comrades, for she knows nothing. Show them why you are the greatest warriors of Christendom, the NEW Heavenly envoys!"

You were just waiting for his command...

The Furies crave a fight. Follow the instructions below to finish preparing for this Confrontation:

1. First, make the Setup for the Battle Scene.
2. Take the Triplet Furies Malefactor Status card and place it in the appropriate space.
3. Shuffle the Alecto Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
4. Shuffle the Offered Arcana cards along with the Megaera Action cards and place them in a pile in the second slot of the Confrontation Tray with the "Action" face up.
5. Shuffle the Tisiphone Action cards and place them in a pile in the third slot of the Confrontation Tray with the "Action" face up.
6. Shuffle the Champion Fierceness tokens and randomly place them on the Fierceness Track. These will be their initial positions.
7. Take the Defeat the Furies Confrontation Objective card and place it on the appropriate space in the Confrontation Objectives section of the board.

These are the Standard Preparations for this Confrontation.

You may start the Confrontation now. The first Round begins with the Caravan's Turn, from the Clean-up Step forward. The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).



FURNITURE


4 Arks


4 Stairs


2 Level 1 Pillars


4 Level 2 Pillars

LEVELS (Building Tray)

Level 1
Level 2



CHAMPIONS STARTING POSITION



MALEFACTORS MODELS


1 Alecto Model


1 Maegera Model


1 Tisifone Model

FINAL SCENE
THE FALL OF THE SISTERS

The lament of the angels imprisoned within the iron walls echoes your struggle. The Furies dreamed of getting revenge for the humiliation they suffered at the hands of the Celestial envoy, almost two centuries ago, and they finally have the opportunity.

They failed to imagine, however, that the outcome of the confrontation could be the same.

"How!? How is it possible that these mortals have defeated us!" Megaera falls to her knees, her mind more shattered than her body. "We are the incarnation of resentment, of revenge, stubborn and relentless like destiny!"

"Without a doubt, the perpetuity of the Inferno is His greatest punishment..." Dante dusts off his robes, giving you a little break as he takes the cue for another of his teaching moments. "You lost today for the same reason you lost two hundred years ago. There is no power that can stand against the Divine Will. You did not learn your lesson then, and you probably did not learn it now either. You demons are stuck, repeating the same cycles, like a mule to a mill."

Deprived of the strength and authority they once had, the Furies return to their refuges in the barbicans, cowering and nesting. From now on and for a long time to come, a new tone will join the mournful symphony...

Each Champion progresses their Maneuvers decks by exchanging 1 Level 1 card for a Level 3 card.

Read "Additional Scene – The Next Steps" on page 146.

ADDITIONAL SCENE
THE NEXT STEPS

Crossing the empty threshold of the gates, you enter the city unhindered. No battalion or ghost from the past comes to torment you this time. Except for the symphony of screams howling through the alleys... this place seems as inhospitable as it is hostile.

"Companions, the second half of our journey begins now. By these walls, Inferno itself is divided." If Dante is worried about the disappearance of the knights, he hides it very well. "Lust, Gluttony, Greed, and Wrath. They are all transgressions caused by incontinence, the weakness of reason in the face of desire. From now on, however, what is punished is malice. The use of it, our greatest gift, to harm others."

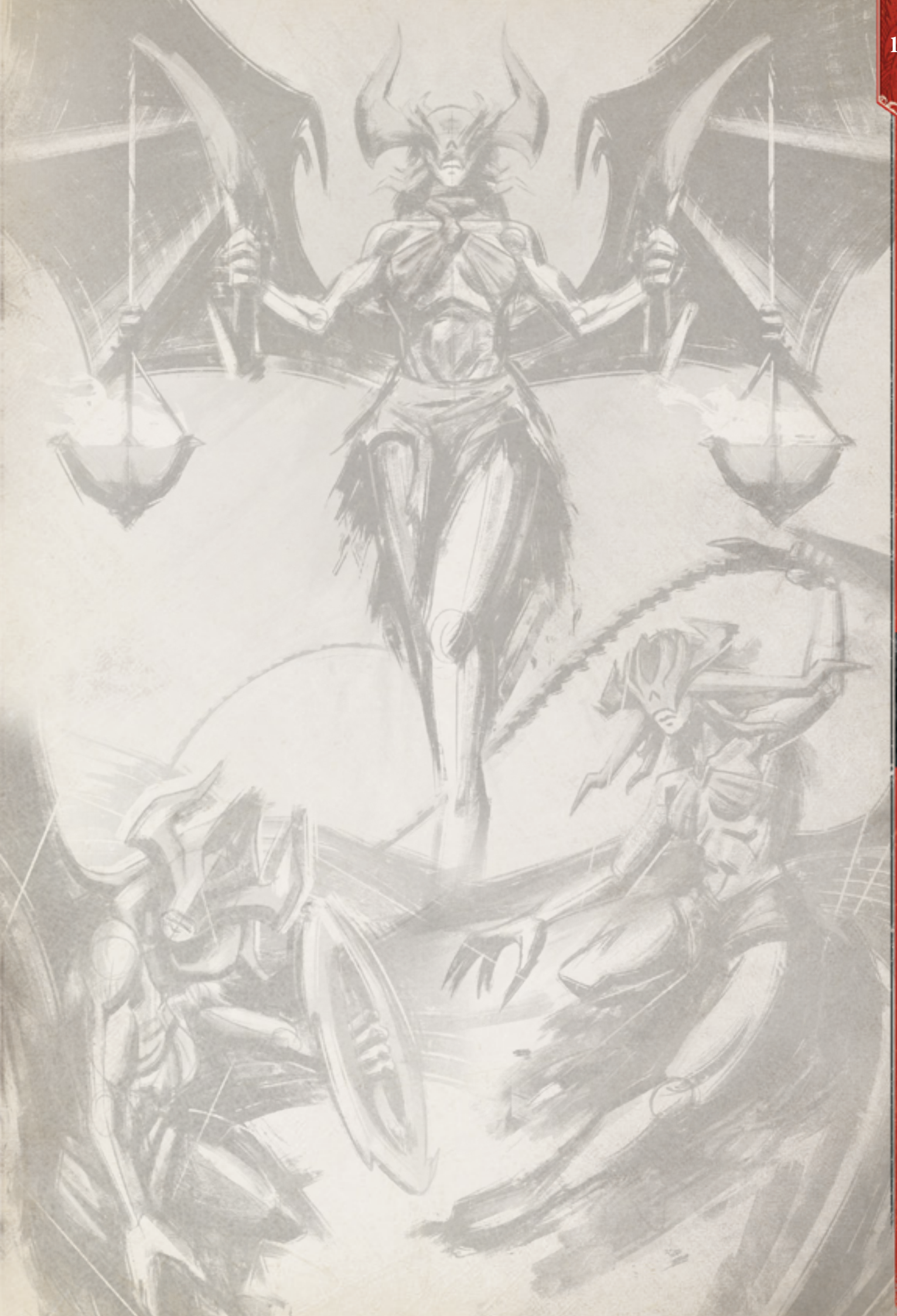
Just in case, the Artist prepares her daggers and raises an eyebrow. "I have a bad feeling about this..." The rest of the group shrugs, but also stands on alert. Anything dangerous enough to draw the attention of every knight stationed here must be a problem for you as well.

Regardless, you did it. You have reached the Order...

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards they have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that haven't been completed, the Malefactors' Status card, and the Malefactors' Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champions' starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.





Heresy

PROLOGUE

"So, this is the beginning of the end..." the words escape the Poet's lips. "Dite separates the Inferno both physically and spiritually. Here, those who deliberately harmed others are punished, unlike the ones we've encountered before, who simply lacked the ability to control their impulses."

Soot-laden winds blow through the incinerated buildings, carrying the heat and stench of charred flesh. Nothing but burnt walls and columns remain of the few buildings that have not yet been fully consumed by the flames.

The city is a desolation even Nero would envy.

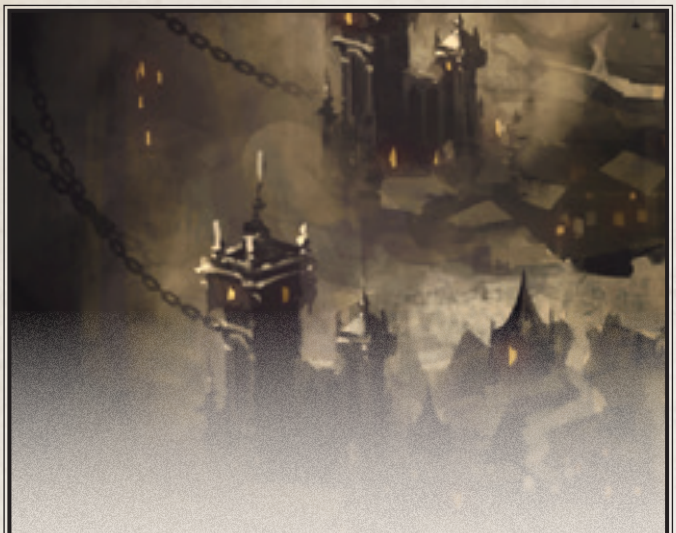
PREPARATIONS – HERESY

Let us prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open the Folding Box for VI – HERESY and take out the components needed for the Chronicle Phase:

- **Take the Region cards and place them, in order and face down, in the appropriate space.**
- **Take the Discovery cards and place them in the appropriate space.**
- **Take the Path cards and place them in the appropriate space.**
- **Take the Treasure cards and place them in the appropriate space.**

Place Region card #067 – Alleys of Despair in position B1, Place the Caravan Pawn on it and then Inspect it.



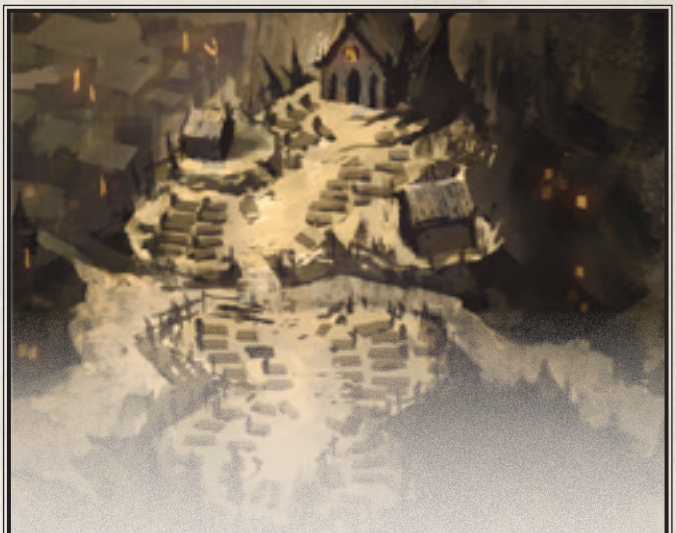
067 ALLEYS OF DESPAIR

"This is the Circle of the Heretics," Dante explains as you follow the path illuminated by the glow of the flames. "That is, those who preach doctrines that deviate from the True Faith."

The Devotee despises these souls like few others, but her glazed stare betrays the fact that even she cannot help but feel sorry for them. Here, the Damned souls burn at the stake, trapped in shallow graves beneath the ground. A painful sight to behold.

"Stay strong, Maiden. Soon it will all be over. Our journey through the cursed city will be brief, as I intend to find the Supreme Leader soon." This is something the Poet cannot promise.

Place Region card #068 – Burning Cemetery in position B2, Advance the Caravan to it, and then Inspect it.



068 BURNING CEMETERY

A few blocks ahead, the harsh shouts of a commanding knight pique your interest. The noise comes from a cemetery located at the end of the road you are passing along.

"How is this possible? That tombstone... that is my name on it!" One knight, among the dozen or so present, protests by kneeling before his own grave. "Does God see us as Heretics? We, who fight for Salvation?" His gaze is even more lost than his soul.

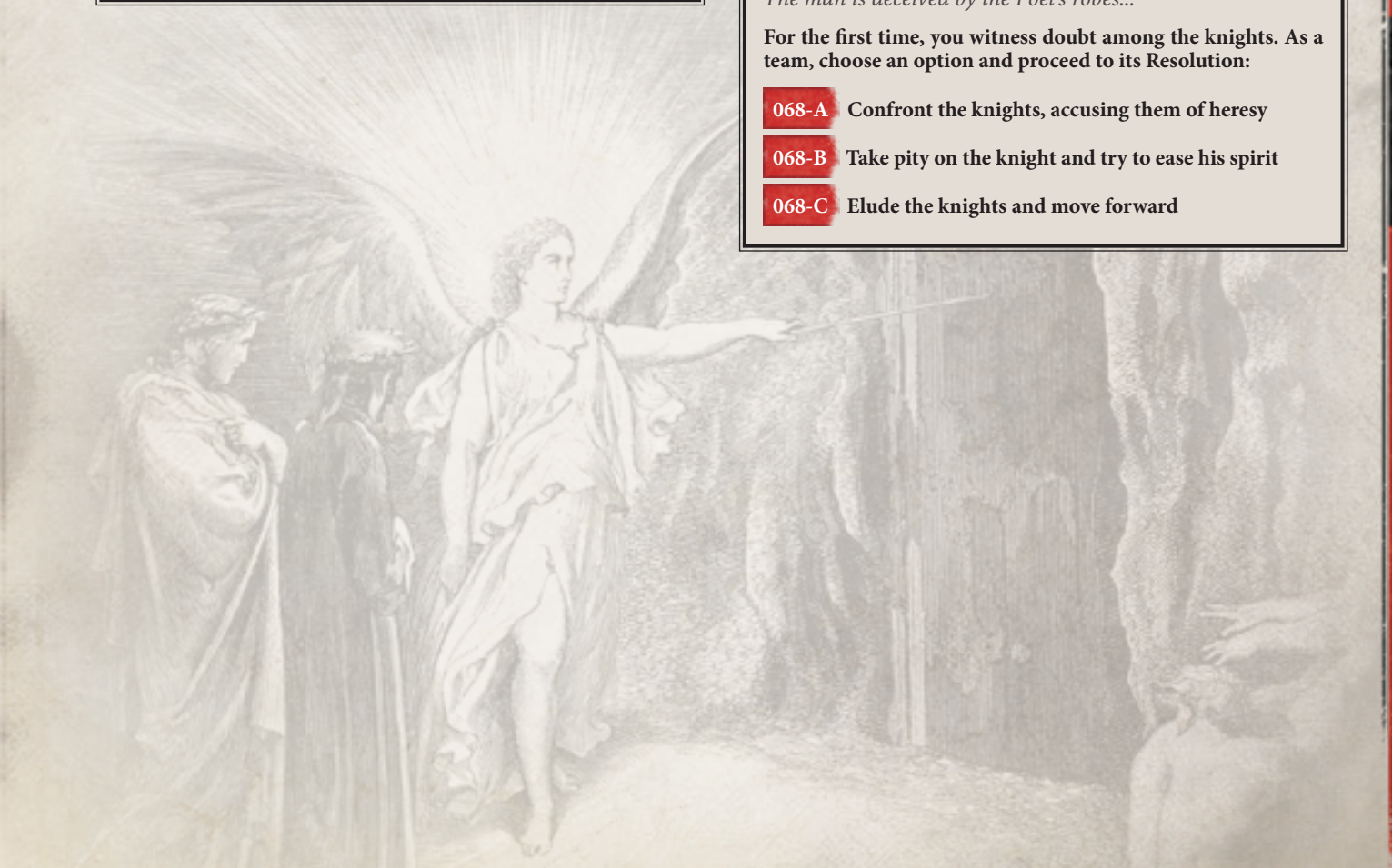
Surprisingly, your arrival does not cause a stir.

"What the devil..." The commander is impatient. "I called for the Confessor, but I hope you can handle it. So come on, this boy's faith is wavering and now is not the time for hesitation. Indoctrinators, return to him the reason that the city stole."

The man is deceived by the Poet's robes...

For the first time, you witness doubt among the knights. As a team, choose an option and proceed to its Resolution:

- **068-A** Confront the knights, accusing them of heresy
- **068-B** Take pity on the knight and try to ease his spirit
- **068-C** Elude the knights and move forward



068-A | CONFRONT THE KNIGHTS, ACCUSING THEM OF HERESY

"The only thing you fight for is damnation." The Maiden understands everything and takes a step forward. "Tell me, are you so blind that you truly believe the High Power desires salvation to be achieved through force, or are you just stupid?"

Her speech is too much for the man's torn spirit. Bowing at the Maiden's feet, the knight breaks his oath and lets out tears of repentance that only a mortal can shed.

But the Devotee's words immediately give away the disguise. "Huh!? No brother or sister would ever speak such slander! Who are you, anyway?" The commander raises his arm to slap the Maiden's face with the back of his hand, but Dante stops him.

"These are the true Champions of Christendom. The warriors chosen to prevent your foolishness from dooming humanity!" He looks deep into the knight's eyes. "It is not too late. Take us to your Leader!"

The man is torn. Discipline keeps his expression steady, but there is a spark of truth in those words. His world is crumbling, but despair does not lead him to question the Doctrine. On the contrary, he clings to it even more fervently, surrendering his right to think for himself.

"That will only happen if we fail. There is no turning back now. Either we conquer Inferno, or it conquers us." He draws his sword...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15.

SUCCESS:

The clang of steel clashing can barely be heard over the screams of despair echoing through the alleys.

The fight is fast and intense. Overcoming their numerical advantage costs you every last shred of determination, yet against all odds, once again you prevail! The seven knights are hardly opponents, too distracted by their own demons.

Your victory was not complete thanks only to a blade that pierced the redeemed man in the midst of the mayhem. He does not even have time to stand and dies still kneeling as he was. A testament to his change of heart.

The Poet does not lecture you this time. The path of violence has brought you this far, and perhaps you were right all along: this is a war, not a learning quest. Why else would the Saints have chosen warriors?

Catching your breath, you move forward.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Place Region card #069 – Olive Garden in position B3, Advance the Caravan to it, and then Inspect it.

FAILURE: *The clang of steel clashing can barely be heard over the screams of despair echoing through the alleys.*

The fight is fast and intense. Overcoming their numerical advantage costs you every last shred of determination, yet still your journey almost ends earlier than it should: A lucky stab from the Artist finds the commander's back at the exact moment his blade was about to kiss the Devotee's neck.

Defeat leaves a bitter taste once again, as a blade pierces the redeemed man amidst the turmoil. He does not even have time to stand and dies still kneeling as he was. A testament to his change of heart.

This time, the Poet does not lecture you after the battle. The path of violence has brought you this far, and perhaps you were right all along: this is a war, not a learning quest.

Catching your breath, you move forward.

The Champion who rolled the fewest hits suffers a1 Wound.

Place Region card #069 – Olive Garden in position B3, Advance the Caravan to it, and then Inspect it.

068-B | TAKE PITY ON THE KNIGHT AND TRY TO EASE HIS SPIRIT

"Have faith, swordsman." The Mercenary sympathizes with the struggles of those who live by their pay. "This cursed place seeks to break the faithful, but you must not succumb to despair. When our spirit dies, the body soon follows. Be resolute."

"Well said, Brother," the commander bites his tongue. "The spells the enemy casts only prove the sanctity of our mission. If ours is an ill-fated journey, why do the demons try to stop us?" He reaches out to the broken knight, bringing the lost sheep back to the flock.

There is nothing more cunning than hiding lies behind the truth, but there is a spark of meaning in those words. Would the army have already reached the Devil if that had been His will?

"This is just the beginning..." the commander whispers a confession, pulling you away from the soldiers. "I too have my doubts about all of this, but I dare not add fuel to that fire. Not while the lives of such good men are at risk. Your work, Indoctrinators, is more necessary than ever. Go in peace. You are good people."

Pondering these words, you move forward.

The Caravan takes the Compassion Treasure card and Discovery card number 26 (Camaraderie).

Place Region card #069 – Olive Garden in position B3, Advance the Caravan to it, and then Inspect it.

068-C | ELUDE THE KNIGHTS AND MOVE FORWARD

The world stops for a moment as you and the knights look at each other. Your shabby and unusual clothes were a puzzle to them; No one wears tabards, and only a few of you wear armor.

"Greetings, Brothers..." the Mercenary takes a risk. He could sense that, beneath their helmets, the men were full of distrust. The commander even seemed to take the bait, but he wanted to be sure.

"Hail, Brother..." he responds, causing the knights to bring their hands to their swords. "I did not hear you well, so, once more: who do we follow?"

Is this some kind of riddle?

If the Caravan has Discovery card number 11 (Promise of Rescue), proceed to Resolution #068-D. Otherwise, continue reading below:

"Hey, excuse me?" the Condottiero stutters. "Oh yes, of course, who we follow..." Signing a confession would have been less suspicious. "We follow the Supreme Leader, of course!"

"Is that so?" Eleven swords are drawn in the blink of an eye. It is only the broken soldier who no longer has the will to fight. "I thought we followed the one who carries the spear..."

The slap that the Outlaw gives his own face starts the fight.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15.

SUCCESS: *The clang of steel clashing can barely be heard over the screams of despair that echo through the alleys.*

The fight is fast and intense. Overcoming their numerical advantage costs you every last shred of determination, yet against all odds, once again you prevail! The seven knights are hardly opponents, too distracted by their own demons.

Your victory was not complete thanks only to a blade that pierced the redeemed man in the midst of the mayhem. He does not even have time to stand and dies still kneeling as he was. A testament to his change of heart.

The Poet does not lecture you this time. The path of violence has brought you this far, and perhaps you were right all along: this is a war, not a learning quest. Why else would the Saints have chosen warriors?

Catching your breath, you move forward.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Place Region card #069 – Olive Garden in position B3, Advance the Caravan to it, and then Inspect it.

FAILURE: *The clang of steel clashing can barely be heard over the screams of despair that echo through the alleys.*

The fight is fast and intense. Overcoming their numerical advantage costs you every last shred of determination, yet still your journey almost ends earlier than it should: A lucky stab from the Artist finds the commander's back at the exact moment his blade was about to kiss the Devotee's neck.

Victory comes with a bitter taste thanks to a blade that pierces the redeemed man in the midst of the mayhem. He does not even have time to stand and dies still kneeling as he was. A testament to his change of heart.

This time, the Poet does not lecture you after the battle. The path of violence has brought you this far, and perhaps you were right all along: this is a war, not a learning quest.

Catching your breath, you move forward.

The Champion who rolled the fewest hits suffers a Wound.

Place Region card #069 – Olive Garden in position B3, Advance the Caravan to it, and then Inspect it.

068-D | YOU HAD HEARD THIS BEFORE...

However, you are no strangers to the code. Remembering the words of that desperate knight, one of the survivors of the Third Circle, you know exactly what to say.

"My sincere apologies, Brother." The Condottiero straightens his posture as if to help correct the breach of protocol. "We follow the one who carries the spear." Your confidence leaves the grumpy commander no other response than to nod his head in agreement.

You are really getting used to pretending to be knights...

Each Champion receives INVIGORATE 2.

Place Region card #069 – Olive Garden in position B3, Advance the Caravan to it, and then Inspect it.



069
OLIVE GARDEN

The path leads to a Greek acropolis surrounded by flaming gardens. Here, however, there are no graves or suffering. Just rebellious Damned souls wearing togas and engaging in endless debates.

A refuge for the wise ones, and the Poet recognizes one of them.

"Comrades, this is Epicurus." He takes you to the man. "His doctrine predates the coming of Christ, but it was in my time that many began to make use of it. He contributed greatly to philosophy; however, he also taught that the soul dies along with the body, contrary to what our faith teaches. That is why he is here."

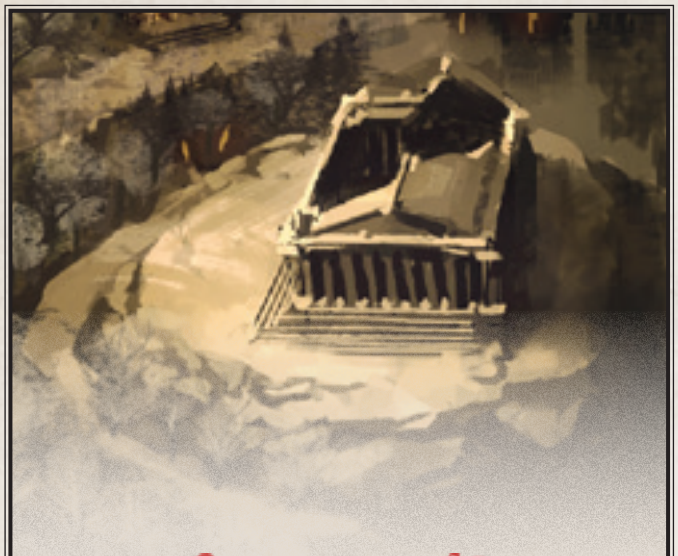
The disconcerting introduction wipes away the Damned's smile.

"Oh, wise one, forgive me. I did not mean to be disrespectful..." Dante realizes his lack of manners, but the Outlaw interrupts him. "Did you not say it would be brief, Poet?"

"I did, but we need to understand what happened in the cemetery, and I know that few souls in this city are as enlightened as the Greek. It would be wise for us to take advice from him."

"Indeed..." Epicurus knows how to speak for himself. "Considering your surprise, Dante, I can only imagine that you did not come here with the Order. Interesting... Dante, walk with me. I want to know everything."

Replace this Region card with #070 – Ruins of Athens and then Inspect it.



070 RUINS OF ATHENS

It takes long enough for the rest of you to get bored, but Dante tells the whole story.

"I understand..." Epicurus scratches his chin and starts talking. "The invaders had to stop when they reached the gate to the Seventh Circle. The acrid fumarole that rises from there, for reasons unknown, is poisonous to mortals."

Dante knows what he is talking about. On his first journey, he and Virgil also had to deal with it.

"Idleness and certainty gave room to doubt, and the soldiers began to question themselves. Dissent led to desertion, and the knights turned on each other. Blood was shed. Dite is now experiencing a kind of civil war. Even the Damned souls are being forced to help."

"And you accepted?" The Devotee goes for the throat.

"I am in no hurry to return to the flames, but I know that this incursion is an abomination against Divine Will." The Poet is relieved that Epicurus sees things as you do.

"The knights are restless and you will be captured if you go speak to the Supreme Leader alone. You need an army, but lucky for you, there are at least two here. Other Damned souls have left the flames, Florentines you know, Dante, headed south, engaged in their own quarrels. Even if it takes a while, it is easier to convince them."

Epicurus speaks of Cavalcanti and Farinata, the Heretics the Poet encountered when he first came here.

"If seeing them again does not appeal to you, I know that many dissidents have fled north, and if you are quick, you may find them before the Order does. I cannot tell if the men are too broken, but you share the same intentions. Of that I am sure."

The paths are promising, but the Greek assures you: there is not enough time to follow both. If you march towards the Florentines, the knights will reach the dissidents first and vice versa.

Place Region cards #071 – Infernal Florence in position C3 and #074 – Grounds of Terror in position A3.

Epicurus advises you to gather an army and suggests that you seek support from two factions. Time is short and you will only be able to find one of them. As a team, choose an option and proceed to its Resolution:

070-A **Seek the support of the Damned souls**

070-B **Seek the support of the dissident knights**

070-A | SEEK THE SUPPORT OF THE DAMNED SOULS

As you walk down a side street, the ruined hovels transform in the blink of an eye. Charred rubble gives way to brick buildings in the Florentine style, stirring memories for the Poet.

"We travel to meet the Guelphs and Ghibellines, political factions from the time I was still alive." There is a hint of excitement beneath the stoic facade of the Blessed soul. "The conflict brought cities and families to ruins, but perhaps they may have put their rivalry behind them after all these centuries."

The Mercenary, however, had spent enough winters in the old peninsula to know that the union of Italians remains nothing more than a distant dream...

Advance the Caravan to #071 – Infernal Florence and then Inspect it.

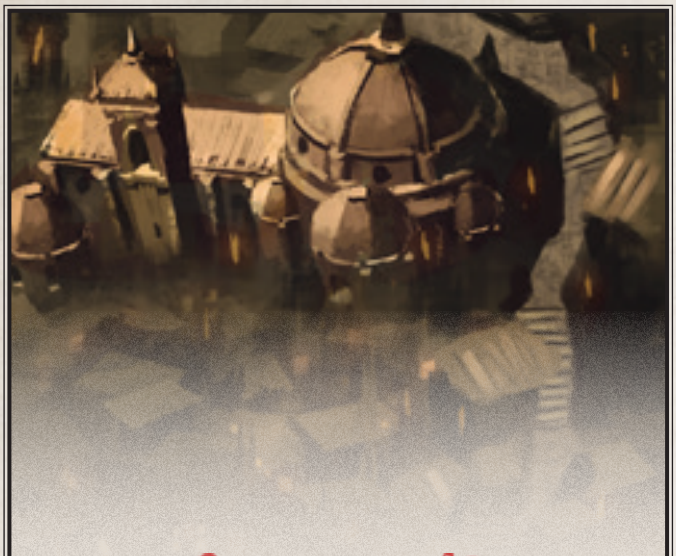
070-B | SEEK THE SUPPORT OF THE DISSIDENT KNIGHTS

As you ascend a side street, the desolation worsens. In addition to the potholed alleys and ruined huts, shattered standards and the bodies of knights macabrely decorate the path.

"For heaven's sake, what happened in this city?" It is difficult to tell whether the Devotee is impressed or disgusted by the massacre.

Little does she know that what she sees is not even a tenth of the invaders' strength. Dite will claim many more bodies and souls before everything is resolved.

Advance the Caravan to #074 – Grounds of Terror and then Inspect it.



071 INFERNAL FLORENCE

The path leads to the courtyard of a dreadful replica of Santa Maria's Cathedral, symbol of the city of flowers, where chaos unfolds.

Italian soldiers clash wearing red and blue uniforms. Equipped with Pavesi-style crossbows and kite shields, the two armies are so similar that the conflict almost seems staged.

"The rivalry between the factions began as a dispute between the Papacy and the Holy Empire, but that is just history." The Poet looks for a place to sit—This is going to take some time. "The truth is that many choose a side just because some enemy declares support for the opposite, perverting the dispute into a matter of honor."

A few rounds later, suddenly, the fight ends and the combatants retreat. The soldiers have fought enough and now the wounded need to rest so that they can start all over again later. The Guelphs' expressions show that they acknowledge defeat.

"Now, where do we begin?" Dante brushes away the soot that is beginning to stick to his robe. "I have a good relationship with the Guelphs, but as we can see, Farinata and the Ghibellines are better prepared. However, I recommend caution, as he may not be easily convinced."

Place Region cards #072 – Ghibelline Ghetto in position C3 and #073 – Guelph Ghetto in position C5.

The Guelphs and Ghibellines retreat. Take the Path cards numbered 29 and 30 and place them face up in this Region. From now on, whenever the Caravan Inspects this Region, as a team, choose one of these cards, take it, and proceed to its Resolution. If you are going to Inspect this Region but there are no Path cards in it, proceed to Resolution 071-C.

071-A | VISIT THE GHIBELLINES

"The Ghibellines take their name from Waiblingen Castle, the seat of the Holy Roman Empire. There are those who say that they, by opposing the authority of the Pope, committed Heresy," Dante explains as you travel west, where the soldiers in red went.

"Farinata was a ruthless commander, but he also showed strength of character by sparing Florence from pillage after conquering it from the Guelphs. Maybe he will listen to reason."

The journey, however, is in vain: the Order's flags wave, unchallenged, over the neighborhood where the Ghibellines gather.

Advance the Caravan to #072 – Ghibelline Ghetto and then Inspect it.

071-B | VISIT THE GUELPHS

You take the road to the east, where the soldiers in blue went. The region where they regroup is not far, perhaps a mile or two from the Cathedral.

"These are the Guelphs, loyal to the Papacy," the Poet summarizes the matter. "The Cavalcantis have always been my friends. Especially Guido, the heir. To my regret, however, I had to punish him when I was part of the government of Florence, and this soured our friendship. Guido was ill and passed away shortly afterwards, before we could make peace." Dante looks away to the ground, leaving you to ponder his definition of "friend".

The Poet, however, can still solve this misunderstanding. Upon reaching the gang's leadership, you discover that it is no longer Cavalcanti who leads them, but Guido himself, condemned to this miserable place just like his father.

Advance the Caravan to #073 – Guelph Ghetto and then Inspect it.

071-C | THE ONLY WAY IS FORWARD

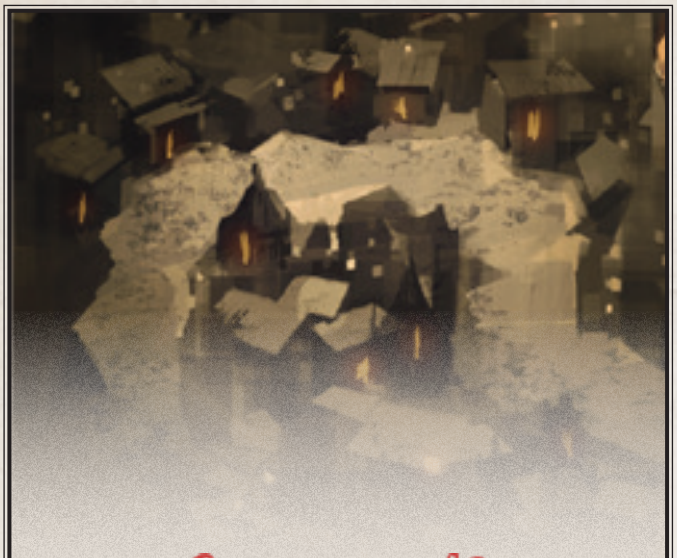
You are on your way back for more advice from Epicurus when, suddenly, the Outlaw feels like he has been punched in the stomach and the world around him disappears. It is not a fist that strikes him, but a vision—or rather a glimpse—of a ghost from the past: Mallandra, the woman who ruined his spirit.

The Rebel could swear their gazes locked for an instant, but her face, as hard as stone, turned away without blinking. If she saw him, she played dumb. Her favorite game.

The Rebel, sweating and losing his grip on reality, rushes toward her without saying a word. Someone tries to hold the man back, but you soon witness the same scene that drove him mad: a squad, blocks away, escorting a woman, and just the sight of her is enough to make your hearts skip a beat.

No further introductions are necessary.

Place Region card #077 – Heretic Cathedral in position B4, Advance the Caravan to it, and then Inspect it.



072 GHIBELLINE GHETTO

The Ghibellines claimed for themselves a square left in ruins as if Dite had gotten the better of their delusions. Such desolation, however, is nothing more than a reflection of Florence burned to the ground by the dispute between the two factions.

The place is arranged like a campaign camp, but no one stops you from reaching the command tent. The Damned have grown accustomed to having mortals roam among them.

"Well, is that not Alighiero's band!?" The leader of the Ghibellines seems less surprised than his words show. "I was just wondering when you would show up... On your first trip, you cared little for us, and now, look, you need our help. Funny how the tables have turned!"

Farinata also takes you for invaders.

"Let us get to the point. I have already given you my men, what more do you want now? Have we not helped the cause enough?"

Farinata takes you for knights of the Order, but you sense a tension between the Damned souls and the Invaders. As a team, choose an option and proceed to its Resolution:

072-A **Tell Farinata the truth and ask for his help**

072-B **Try to turn Farinata against the knights**

072-A | TELL FARINATA THE TRUTH AND ASK FOR HIS HELP

The authoritarian, almost audacious tone of the Ghibelline leader suggests that he is not entirely pleased with the terms of this alliance.

"You are mistaken, Degli Uberti. Both in death and in life..." Dante does not miss the opportunity to speak like a politician. "I am not with the Order. On the contrary, I have come to put an end to this, at the request of the Saints themselves. Can you imagine what the High Power will do if that man reaches Paradise? This is wrong and even you know that."

"Stop right there, Poet. I have a fondness for you, but I already know where this conversation will lead us." The Ghibelline nods to the tent guards, and the unsheathing of swords follows his careless words. There are four of them, but they do not look so green. "Do not talk to me about right or wrong when you have never felt your flesh burn so hard it makes you beg for death. The knights promised Salvation even to the Damned souls, and this is my only chance to escape the fire."

Your fate is sealed.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15.

SUCCESS: *And so it begins. A step to the side, a hand slipping from the hilt of a sword... Each movement builds tension until, suddenly, a storm of steel is unleashed.*

Insults are hurled as metal clashes against metal, and the ground is stained red. You were ambushed, but the disadvantage only drives you to fight with all your might. With heavy blows, the guard is defeated and the Ghibelline leader falters.

"Impressive, but you must know that your advantage does not scare me. Do you remember Montaperti, after all?" Degli Uberti teases the Poet, recalling the result of a painful defeat that the Guelphs suffered at the hands of Farinata. "Even if you kill me now, there are dozens of soldiers out there, and I will soon resurface."

With a whistle, Farinata alerts the camp.

If the Caravan has Discovery card number 29 (Guelph Crossbowmen), proceed to Resolution #072-C. Otherwise, continue reading below:

Silence takes over for a moment and you take a deep breath, preparing for what comes next. However, the rescue never happens: Screams and the sounds of battle echo outside, signaling a turning point. The Guelphs have launched a surprise attack!

"Hey, quick! Let us take advantage of this confusion and get away from here!" The Artist slices a hole in the tent with a dagger. A good idea.

"Comrade, wait... If we help the Guelphs, perhaps Cavalcanti will join us. My relationship with him is a little better and we were once on the same side." Another biased argument.

"Poet, for God's sake, forget the Italians!" The Rebel joins the Wanderer. "It is clear that no Damned soul will help us knowing that the stake awaits them if we win. Let us go!"

Farinata does not try to stop you from taking the back exit. He has a battle to win and you do not matter anymore.

The outcome of this visit was not ideal, but you are certain of one thing: Guelphs and Ghibellines, for better or worse, will not have the strength to fight in the final battle.

The Caravan takes the Florentine Crossbow Treasure card and Discovery card number 31 (Florentine Ghosts).

The Champion who rolled the most hits receives 1 Aggressiveness token.

If Path 25 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

FAILURE: *And so it begins. A step to the side, a hand slipping from the hilt of a sword... Each movement builds tension until, suddenly, a storm of steel is unleashed.*

Insults are hurled as metal clashes against metal, and the ground is stained red. You were ambushed, and no matter how hard you fight, you cannot overcome the disadvantage.

"Farinata, that is enough!" The Poet stands between him and you when the fight is lost. To everyone's surprise, the Heretics obey the command. "You have achieved a memorable victory today, do not ruin it. We will leave." Italian chivalry is his only hope.

With a smile so big and proud it could swallow the world, the Ghibelline acquiesces. His laughter echoes along the entire route of the shameful parade you lead through the camp.

"Worry not, Alighieri!" Farinata shouts when you can barely hear him anymore. "You shall have your revenge..."

The Champion who rolled the fewest hits suffers a Wound.

If Path 25 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

072-B | TRY TO TURN FARINATA AGAINST THE KNIGHTS

"What is the matter? Has the Order abused you, my dear fellow countryman?" Nothing dissolves a partnership more effectively than distrust. The Ghibelline tries to apologize, but the Poet interrupts him. "Save your breath, we are not with them."

"What the devil, how come? So, is everyone coming to the Inferno now?" The Damned returns a confused look rather than a relieved one.

"Not really. Nor would I be here if the Saints themselves had not asked me. My entourage of Champions and I have come to stop the knights from committing the greatest sacrilege in human history, and we need your help to do it. You can be on the right side of history this time, for a change." Dante does not miss the opportunity to portray things like a true Guelph.

"And why would I do that? Do not speak to me of right or wrong when you have never felt your flesh burn so intensely that it made you beg for death. The knights promise Salvation, even to the Damned souls. What offer could be better than this for those who suffer in the cursed city?"

Farinata is willing to negotiate. As a team, choose an option and proceed to its Resolution:

- **072-D** Offer the treasures the Caravan has found
- **072-E** Appeal to Farinata's Christian beliefs
- **072-F** Offer control of Dite to the Ghibellines
- **072-G** Threaten to fight Farinata if he refuses

072-C | YOU ARE NOT ALONE

Silence takes over for a moment and you take a deep breath, preparing for what comes next. However, the rescue never happens: Screams and the sounds of battle echo outside, signaling a turning point. The Guelphs have launched a surprise attack!

The Ghibellines are taken completely by surprise and Farinata leaves the tent as if you were not even there. To his surprise, it is Guido who welcomes him into the courtyard.

"Father-in-law, please listen to me!" As if the Guelph's voice carried the weight of victory, the Florentines on both sides pause for a moment. "I know the pain you fear and, to tell you the truth, I fear it too. However, do not forget that one soul is also at stake in this dispute: our beloved Bice, my wife. Your daughter."

No arrow could pierce the Ghibelline's chest with as much power as the utterance of that name.

"Father-in-law, she is in Paradise. You, me, my father... Our certainties and pettiness brought us here, but in the midst of it all, she remained pure. Tell me, are you truly willing to defy the High Power, knowing that not even the Heavens are free from His wrath?"

"Well said" you all think, but no one dares take this moment away from a family divided by war and damnation. Farinata swears, rants, and raves like a true Italian, but he knows Guido is right.

Leaving the Guelphs and Ghibellines to sort things out, you return to meet Epicurus, knowing that Florence is united in purpose for the final battle.

The Caravan takes Discovery card number 34 (Italians United).

The Champion who rolled the most hits receives 1 Aggressiveness token.

If Path 25 is on Region #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

072-D | OFFER THE TREASURES THE CARAVAN HAS FOUND

"Treasures?" Farinata laughs. "What use do you think I have for gold, silver, or any pagan trinkets? Have you looked around? This is Inferno!"

"Name the price then, what do you want!?" Dante tries one last time, but his words fall on ears deafened by the sound of swords being unsheathed. The Pavesari soldiers who were on guard duty were ready for it.

"I hold you in high regard, Poet, but you have nothing to offer that I cannot already obtain for myself." The Ghibelline nods, and the Heretics move into a defensive stance. There are four of them, but they do not look so green. "Besides, I am certain that the knights will double my prize if I bring your heads to them."

Your fate is sealed.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 20.

SUCCESS: *And so it begins. A step to the side, a hand slipping from the hilt of a sword... Each movement builds tension until, suddenly, a storm of steel is unleashed.*

Insults are hurled as metal clashes against metal, and the ground is stained red. You were ambushed, but the disadvantage only drives you to fight with all your might. With heavy blows, the guard is defeated and the Ghibelline leader falters.

"Impressive, but you must know that your advantage does not scare me. Do you remember Montaperti, after all?" Degli Uberti teases the Poet, recalling the result of a definitive defeat that the Guelphs suffered at the hands of Farinata. "Even if you kill me now, there are dozens of soldiers out there, and I will soon resurface."

With a whistle, Farinata alerts the camp.

If the Caravan has Discovery card number 29 (Guelph Crossbowmen), proceed to Resolution #072-C. Otherwise, continue reading below:

Silence takes over for a moment and you take a deep breath, preparing for what comes next. However, the rescue never happens: Screams and the sounds of battle echo outside, signaling a turning point.

The Guelphs have launched a surprise attack!

"Hey, quick! Let us take advantage of this confusion and get away from here!" The Artist slices a hole in the tent with a dagger. A good idea.

"Comrade, wait... If we help the Guelphs, perhaps Cavalcanti will join us. My relationship with him is a little better and we were once on the same side." Another biased argument.

"Poet, for God's sake, forget the Italians!" The Rebel joins the Wanderer. "It is clear that no Damned soul will help us knowing that the stake awaits them if we win. Let us go!"

The outcome of this visit may not have been the best, but one thing you are sure of: both the Guelphs and the Ghibellines will not have the strength to fight in the final battle.

The Caravan takes the Florentine Crossbow Treasure card and Discovery card number 31 (Florentine Ghosts).

The Champion who rolled the most hits receives 1 Aggressiveness token.

If Path 25 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

FAILURE: *And so it begins. A step to the side, a hand slipping from the hilt of a sword... Each movement builds tension until, suddenly, a storm of steel is unleashed.*

Insults are hurled as metal clashes against metal, and the ground is stained red. You were ambushed and no matter how hard you fight, you cannot overcome the disadvantage.

"Farinata, that is enough!" The Poet stands between him and you when the fight is lost. To everyone's surprise, the Heretics obey the command. "You have achieved a memorable victory today, do not ruin it. We will leave." Italian chivalry is his only hope.

With a smile so big and proud it could swallow the world, the Ghibelline acquiesces. His laughter echoes along the entire route of the shameful parade you lead through the camp.

"Worry not, Alighieri!" Farinata shouts when you can barely hear him anymore. "You will have your chance again..." A presage of his next steps.

The Champion who rolled the fewest hits suffers a Wound.

If Path 25 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

072-E | APPEAL TO FARINATA'S CHRISTIAN BELIEFS

The Ghibelline laughs.

"Are you truly appealing to the Christian in me, despite knowing I have had my quarrels with the Holy Church and the dogmas preached by increasingly corrupt Popes? Think carefully, Poet. I would rather embrace the flames than submit to such people. Is that all you have to offer?"

A bold attempt, but Farinata is in a good mood.

Farinata gives you another chance. As a team, choose an option and proceed to its Resolution:

- **072-D** **Offer the treasures the Caravan has found**
- **073-F** **Offer control of Dite to the Ghibellines**
- **074-G** **Threaten to fight Farinata if he refuses**

072-F | OFFER CONTROL OF DITE TO THE GHIBELLINES

"Nonsense!" It may not seem like it, but the Ghibelline is hooked by the Outlaw's offer. Dante would never make such a promise, even though he remained silent. "You do not have that kind of power, do you?"

"The Poet has already told you, we are at the service of the bloody saints. Of course we can do as we wish. When that bastard is dispatched, you take the city and suspend the burning at the stake. Or, just burn those you want... Whatever."

"Hmmm, burn whoever I want..." The Ghibelline places his hand under his chin, eager to be deceived. "How can I trust you?"

"You cannot"

The rest of you can hardly believe this exquisite dialogue that leads Farinata to rethink his position, but the Ghibellines agree to help you. The Pavesari crossbowmen will be there when you face the Supreme Leader, even if they cannot march now. Farinata wants to keep up the charade to surprise the knights.

The Caravan takes Discovery cards number 27 (Ghibelline Crossbowmen) and 28 (Promised City).

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

072-G | THREATEN TO FIGHT FARINATA IF HE REFUSES

Even though she is the daughter of merchants, the Devotee has little patience for bargaining. Perhaps it is precisely because she grew up surrounded by fake smiles and conversations that convey meaning through what is left unsaid.

"How about we do not rip your head off and take it with us? Can you come back without it?" If you did not know better, you would never guess this is the kind of thing a Maiden would say.

The Ghibelline laughs as the semblance of disappointment and regret covers your faces.

"I like you. I do. Maybe that is why I will kill you last..." The sound of swords being unsheathed accompanies the response. Pavesari soldiers guard the Ghibelline, waiting only for his command.

Your fate is sealed.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 20.

SUCCESS: *And so it begins. A step to the side, a hand slipping from the hilt of a sword... Each movement builds tension until, suddenly, a storm of steel is unleashed.*

Insults are hurled as metal clashes against metal, and the ground is stained red. You were ambushed, but the disadvantage only drives you to fight with all your might. With heavy blows, the guard is defeated and the Ghibelline leader falters.

"Impressive, but you must know that your advantage does not scare me. Do you remember Montaperti, after all?" Degli Uberti teases the Poet, recalling the result of a definitive defeat that the Guelphs suffered at the hands of Farinata. "Even if you kill me now, there are dozens of soldiers out there, and I will soon resurface."

With a whistle, Farinata alerts the camp.

If the Caravan has Discovery card number 29 (Guelph Crossbowmen), proceed to Resolution #072-C. Otherwise, continue reading below:

Silence takes over for a moment and you take a deep breath, preparing for what comes next. However, the rescue never

happens. Screams and the sounds of battle echo outside, signaling a turning point. The Guelphs have launched a surprise attack!

"Hey, quick! Let us take advantage of this confusion and get away from here!" The Artist slices a hole in the tent with a dagger. A good idea.

"Comrade, wait... If we help the Guelphs, perhaps Cavalcanti will join us. My relationship with him is a little better and we were once on the same side." Another biased argument.

"Poet, for God's sake, forget the Italians!" The Rebel joins the Wanderer. "It is clear that no Damned soul will help us knowing that the stake awaits them if we win. Let us go!"

Farinata does not try to stop you from taking the back exit. He has a battle to win and you do not matter anymore.

The outcome of this visit may not have been the best, but one thing you are sure of: both the Guelphs and the Ghibellines will not have the strength to fight in the final battle.

The Caravan takes the Florentine Crossbow Treasure card and Discovery card number 31 (Florentine Ghosts).

The Champion who rolled the most hits receives 1 Aggressiveness token.

If Path 30 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

FAILURE: *And so it begins. A step to the side, a hand slipping from the hilt of a sword... Each movement builds tension until, suddenly, a storm of steel is unleashed.*

Insults are hurled as metal clashes against metal, and the ground is stained red. You were ambushed and no matter how hard you fight, you cannot overcome the disadvantage.

"Farinata, that is enough!" The Poet stands between him and you when the fight is lost. To everyone's surprise, the Heretics obey the command. "You have achieved a memorable victory today, do not ruin it. We will leave." Italian chivalry is his only hope.

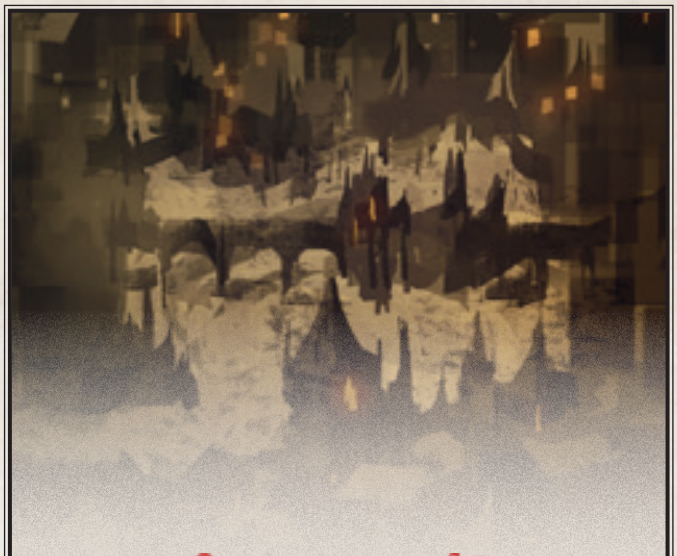
With a smile so big and proud it could swallow the world, the Ghibelline acquiesces. His laughter echoes along the entire route of the shameful parade you lead through the camp.

"Worry not, Alighieri!" Farinata shouts when you can barely hear him anymore. "You will have your chance again..." A presage of his next steps.

The Champion who rolled the fewest hits suffers a Wound.

If Path 30 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.



073 GUELPH GHETTO

"Guido Cavalcanti..." Dante has rehearsed this conversation a hundred times before, only to stutter when the time comes. "How... nice to see you again?!"

"Is that what you feel, or are you asking me?" The Damned man's frown takes your breath away for a moment, but he cannot stay in character and dissolves into smiles. "I am only joking... Come on, come here, give me a hug! Not even damnation can break our bond."

Relieved, you let the Poet catch up on matters.

"You need not ask twice. The Guelphs are with you. There are not many of us, but we have strength and we do not shy away from a fight." Guido rests his hand on the Poet's shoulder. "Now, let us address the elephant in the room: what about my father-in-law? Farinata can be a thorn in our side."

Watching how the two souls interact on matters that seem so personal, you wonder if this is merely a coincidence, or if Inferno was, in fact, built around the Poet's earthly life—as if each person were placed exactly where he believed they belonged.

A divine power that all storytellers have...

The Caravan takes the Pavese Shield Treasure card and Discovery card number 29 (Guelph Crossbowmen).

Guido wants to be helpful when he meets his friend again. If the Caravan has Discovery card number 27 (Ghibelline Crossbowmen), proceed to Resolution #073-C. Otherwise, as a team, choose an option and proceed to its Resolution:

073-A **Ask him to ignore Farinata and go straight to battle**

073-B **Ask him to wait until you speak to Farinata**

073-A | ASK HIM TO IGNORE FARINATA AND GO STRAIGHT TO BATTLE

"Facing Farinata now will be even more difficult," the Mercenary interrupts. None of you has his exceptional knowledge of Italian warfare. "Take advantage of this truce to march to the final battle. Let the Ghibellines fight the next round alone."

"That settles the matter." Your nods convince Guido. "We shall leave at once. Be prepared and do not be late. We will meet again when the time comes."

With the support of the Guelphs, you return first to Florence and then to Epicurus.

If Path 29 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

073-B | ASK HIM TO WAIT UNTIL YOU SPEAK TO FARINATA

"I have plans for him too..." The Poet's disappointed look is proof that he is no longer so sure of his own convictions. "We are going to need the greatest army we can gather, so I need to make him see reason behind this madness."

"I see... A great battle awaits us then." Guido straightens his posture and signals to his lieutenants. Even though the Heretics have just arrived, it is time to leave again. "I am with you, but I cannot speak for my father-in-law. Still, I insist. Let us accompany you at a safe distance. It is better to have soldiers and not need them than to need them and not have them. If all goes well, we will change course to the gates to arrive on time."

With a good plan, you set off ahead to try the diplomatic route, followed by a battalion a quarter of a mile away.

Just in case...

If Path 29 is on Region card #071 – Infernal Florence, take it from there but do not proceed to its Resolution. Either way, proceed to the next instruction.

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.

073-C | IT TURNS OUT YOU ALREADY HAVE FARINATA'S SUPPORT

"Your father-in-law will not be a problem." Dante is glad to share this news. "We managed to convince the Ghibellines!"

"Your gift with words never ceases to amaze me, Dante." Guido does not notice the intense gaze the Outlaw directs at the Poet. "Let us join him then, to encourage brotherhood among our men."

"Guelphs and Ghibellines will have their moment, but it is not now. Farinata intends to fake the alliance a little longer, but he will meet us when we reach the Supreme Leader. We let him do things his way."

"So be it, then."

The Caravan returns to Region #071 – Infernal Florence and then Inspects it.



074 GROUNDS OF TERROR

Suddenly, the world collapses beneath your feet. That is, metaphorically. The rubble, the graves, and the screams of the Damned, the ones still resigned to their punishment, echo everywhere—but that is not the worst.

Knights and prisoners both suffer here, tied to wooden posts scattered around a ruined square as if they were awaiting execution. At least, so it seems at first sight, but something much worse terrifies you:

The rods that suspend the bodies six feet above the ground are not attached to them, but embedded within them! Piercing through their bodies as if the Devil himself had done it.

"May Saint Sara help us..." the Artist looks away as if she had looked at Medusa herself. "What kind of monster does something like that?"

"This is not the work of a demon..." The Poet looks somber.

The scene is so grotesque that you cannot stop looking at it, drawn like fish to bait. The smell of fresh blood is overwhelming, and red stains spread across the shattered pavement as if someone had washed the ground with it.

This atrocity is recent...

If 2 or more Champions have red card frames, the Caravan takes the Spirit of Vengeance Treasure card. Otherwise, take the Spirit of Justice Treasure card.

Place Region card #075 – Fiery Crossroads in position A4, Advance the Caravan to it, and then Inspect it.



075 FIERY CROSSROADS

The macabre scene leaves you on edge and no one dares move forward without a weapon in hand. Even the crackling of flames scares you from time to time. You are so certain of an ambush that fate finds a way to make your fear come true, as if for its own amusement.

"Not one step forward!" a knight shouts. He appears on top of a pile of rubble, amidst the smoke. He has a heavy crossbow in his hands and his eyes on you. "Lay down your weapons and pray for your souls while there is still time. Our quarrel is not with you, brothers, but with the man who lies to us."

You are in luck. The dissidents have found you.

"Knight, wait. We are not with the Order." Dante raises his arms and takes the lead. The Outlaw and the Mercenary both know that he would not dare leave his hiding place if he were alone, so they look around. "In fact, we have come here at the request of the Saints to fight them. This is a long story, and best told without the looming threat of a bolt."

You can sense the confusion taking hold of him from beneath his helmet. How can you blame him for being suspicious after seeing what you have seen?

If the Caravan has Discovery card number 26 (Camaraderie), proceed to Resolution #075-A. Otherwise, continue reading below:

"Is that so? Has the Confessor now indoctrinated you to lie to the very men who bled beside you? He shrugs and sets his gaze on the Poet. "What happened to our oath? Evaporated like smoke?"

Other archers reveal themselves. In fact, there were at least two of them for each of you.

"Knight, please, this is all a big misunderstanding. You have to trust me." Dante risks taking a step forward and the tension increases. "Who is in charge? Is he there? Is he hidden? Take me to him and I will explain everything!"

A poor choice of words...

Dante was too honest, so one of you must take the lead and try to clear up the misunderstanding. A Champion will be convincing when their words are in harmony with their heart. As a team, choose one option below and proceed to its Resolution:

- **075-B** The Artist appeals to their sense of right and wrong
- **075-D** The Devotee appeals to the Divine punishment
- **075-F** The Mercenary appeals to fighting for a greater cause
- **075-H** The Outlaw appeals to loyalty to the fallen

075-A | NO GOOD DEED IS FORGOTTEN IN THE INFERNO

"Ferdinand, wait." Another hidden knight reveals himself. He is the first, but seven others follow him. "I recognize these people. They are Indoctrinators, but they did not attempt to ruin me. They tried to ease my spirit, as no speaker ever did. Their word is one of compassion and I think they have something important to say."

That broken boy who the Mercenary comforted in the Burning Cemetery has not forgotten what you did. He survived, not unharmed, as the bandages covering his chest show, but he feels indebted to you all the same.

"May God have mercy on us..." The crossbowman lowers his weapon and the other knights relax. For better or worse, you are guided to the final stronghold of the dissident knights.

Place Region card #076 – Ghetto of the Redeemed in position A5, Advance the Caravan to it, and then Inspect it.

075-B | THE ARTIST APPEALS TO THEIR SENSE OF RIGHT AND WRONG

"Knight, wait. That is not what he meant..." The Artist takes a risk. "We just want to talk." She raises her arms and drops her weapons, suggesting you do the same with a look.

The first bolt hits the ground less than a foot away from the Wanderer. A warning shot. Maybe the last, but she is not intimidated.

"When doubt comes and we feel lost, we must trust God's plans. He writes straight with crooked lines. If He has brought us together at this moment, it is because He knows that we, the envoys of the Saints, cannot do it alone. We need your help, the help of your brothers. Do not let fear keep you from seeing what He wants you to see."

A moving speech...

If the Artist is Melancholic, proceed to Resolution #075-C. Otherwise, continue reading below:

...And no one knows how to trust their intuition as well as the Artist.

She had also experienced moments of doubt, but when she had to choose between doing what felt right or accepting the impositions of minds trapped in their time, the latter was never an option. This kind of self-confidence is a virtue required to be trustworthy in the first place.

"May God have mercy on us..." the man says as he lowers his weapon and whistles. In fact, there were at least eight other crossbowmen hiding from you. For better or worse, they lead you to the last stronghold of the dissident knights.

Place Region card #076 – Ghetto of the Redeemed in position A5, Advance the Caravan to it, and then Inspect it.

075-C | HOWEVER, NOT EVEN THE WANDERER BELIEVES IT

...Which the Artist, deep down in her soul, does not believe herself.

When the girl felt that lost, she chose to trust what her mind convinced her was right, no matter what her heart said.

"You almost had me fooled, Wanderer..." The man whistles. In fact, at least eight other archers were hiding from you. "But we shall go our own way and I suggest you do the same. For your own good."

The Artist thinks about an answer; however, before she can utter the words, the Outlaw suddenly feels like he has been punched in the stomach. It is not a fist that strikes him, but a vision—or rather a glimpse—of a ghost from his past: Mallandra, the woman who ruined his spirit.

He could swear their gazes locked for an instant, but she turned away without blinking. If she saw him, she played dumb. Her favorite game.

The Rebel starts sweating and loses control of his own body, running towards her. Someone tries to hold the man back, but you see the same scene that drove him mad: a squad, just a few blocks away, escorting a woman who makes your hearts skip a beat with just a glance.

No further introductions are necessary.

Place Region card #077 – Heretic Cathedral in position B4, Advance the Caravan to it, and then Inpsect it.

075-D | THE DEVOTEE APPEALS TO THE DIVINE PUNISHMENT

"Poet, keep your mouth shut!" the Devotee shouts, drawing surprised looks from the rest of you. "Silence is sometimes a blessing."

The first bolt hits the ground less than a foot from the Maiden. A warning shot. Maybe the last one, but she is determined to take the risk.

"Knight, the High Power shall spare no one. Sinners or saints, all Creation will be undone if the Order succeeds. We were chosen to stop you, and I know you feel that, or else that bolt would have hit me in the forehead, but we cannot do it alone. We need your help, the help of your brothers, or this will be the end."

A powerful speech...

If the Devotee is Humble, proceed to Resolution #075-E. Otherwise, continue reading below:

...And no one understands that better than the Maiden herself.

She had also experienced moments of doubt, but when she had to choose between fighting for what felt right or accepting the crumbs thrown to her, the latter was never an option. This kind of certainty and self-confidence is the virtue required to be trustworthy in the first place.

"May God have mercy on us..." the man says as he lowers his weapon and whistles. In fact, there were at least eight other crossbowmen hiding from you. For better or worse, they lead you to the last stronghold of the dissident knights.

Place Region card #077 – Heretic Cathedral in position B4, Advance the Caravan to it, and then Inspect it.

075-E | HOWEVER, NOT EVEN THE DEVOTEE BELIEVES IT

...Which the Devotee, deep down in her soul, does not believe herself.

She had also had moments of doubt in her life, but when she had to choose between fighting against everything and everyone or accepting the new blessings given to her, she chose the latter. The virtue of a survivor, of an optimistic person who accepts her fate.

"You almost fooled me, Maiden..." The man whistles. In fact, at least eight other archers were hiding from you. "But we shall go our own way and I suggest you do the same. For your own good."

The Devotee thinks about her answer, but before the words leave her lips, the Outlaw suddenly feels as if he had been punched in the stomach. It is not a fist that strikes him, but a vision—or rather a glimpse—of a ghost from the past: Mallandra, the woman who ruined his spirit.

He could swear their gazes locked for an instant, but she turned away without blinking. If she saw him, she played dumb. Her favorite game.

The Rebel, sweating and losing control of his own body, runs towards her. Someone tries to hold the man back, but you see the same scene that drove him mad: a squad, just a few blocks away, escorting a woman who makes your hearts skip a beat with just a glance.

No further introductions are necessary.

Place Region card #077 – Heretic Cathedral in position B4, Advance the Caravan to it, and then Inspect it.

075-F | THE MERCENARY APPEALS TO FIGHTING FOR A GREATER CAUSE

"Poet, step aside and leave this to me!" the Mercenary intervenes, drawing surprised looks from the rest of you.

The first bolt hits the ground less than a foot from the Condottiero. A warning shot. Maybe the last, but he is determined to take the risk.

"Sometimes it is hard to know what we are fighting for, but it is in those times that I find my peace of mind, because I only support just causes. I trade blood for gold, but never my soul. I am not a killer, I fight for a purpose. Just like you. In this, we are all brothers.

A powerful speech...

If the Mercenary is Vengeful, proceed to Resolution #075-G. Otherwise, continue reading below:

...And no one understands it better than the Mercenary himself.

He had also experienced moments of doubt, but when he had to choose between doing what felt right or what was convenient, the latter was never an option. This kind of self-control is a virtue required to be trustworthy in the first place.

"May God have mercy on us..." the man says as he lowers his weapon and whistles. In fact, at least eight other crossbowmen were hiding from you. For better or worse, they lead you to the last stronghold of the dissident knights.

Place Region card #076 – Ghetto of the Redeemed in position A5, Advance the Caravan to it, and then Inspect it.

075-G | HOWEVER, NOT EVEN THE MERCENARY BELIEVES IT

...Which the Condottiero, deep down in his soul, does not believe himself.

The memory of his slaughtered family, of his recent reunion with his brother... Amnesia gave him the chance to become a better man on this journey, but the truth is his hands are as dirty as anyone else's, if not worse.

"You almost had me fooled, brother..." The man whistles. In fact, at least eight other crossbowmen were hiding from you. "But we shall go our own way and I suggest you do the same. For your own good."

The Mercenary thinks about his answer, but before the words leave his lips, the Outlaw suddenly feels as if he has been punched in the stomach. It is not a fist that strikes him, but a vision—or rather a glimpse—of a ghost from the past: Mallandra, the woman who ruined his spirit.

He could swear their gazes locked for an instant, but she turned away without blinking. If she saw him, she played dumb. Her favorite game.

The Rebel, sweating and losing control of his own body, runs towards her. Someone tries to hold the man back, but you see the same scene that drove him mad: a squad, a few blocks away, escorts a woman who makes your hearts skip a beat just by looking at her.

No further introductions are necessary.

Place Region card #077 – Heretic Cathedral in position B4, Advance the Caravan to it, and then Inspect it.

075-H | THE OUTLAW APPEALS TO LOYALTY TO THE FALLEN

"What the devil, Poet?" the Outlaw growls and steps forward, drawing surprised looks from the rest of you.

The first bolt hits the ground less than a foot from the Rebel. A warning shot. Maybe the last, but he is determined to take the risk.

"If we wanted to kill you, knight, we would have done so when we saw you behind the pillar. Or rather, all of you," he lies. "We came to enforce God's will, but to the Devil with that! What I ask is for your help, let us catch the bastards who slaughtered your brothers. Are you really going to turn your back on their suffering?"

An aggressive speech...

If the Outlaw is Leader, proceed to Resolution #075-I. Otherwise, continue reading below:

...And no one understands this better than the Outlaw.

He had also lived through moments of doubt, but when he had to choose his men, knowing this decision would scar them forever, he did not hesitate. No virtue is as required as loyalty to make someone trustworthy.

"May God have mercy on us..." the man says as he lowers his weapon and whistles. In fact, at least eight other crossbowmen were hiding from you. For better or worse, they lead you to the last stronghold of the dissident knights.

Place Region card #076 – Ghetto of the Redeemed in position A5, Advance the Caravan to it, and then Inspect it.

075-I | HOWEVER, NOT EVEN THE OUTLAW BELIEVES IT

...Which the Rebel himself, deep down in his soul, does not believe.

He talks about bringing justice to the dead, but he carries the weight of over a thousand souls who swore loyalty to him, only to be betrayed and handed over to the enemy at the first opportunity. He did not want to do it, but he did, and he prefers to believe it was the work of a spell rather than an act of betrayal.

"You almost had me fooled, brother..." The man whistles. In fact, at least eight other crossbowmen were hiding from you. "But we shall go our own way and I suggest you do the same. For your own good."

The Outlaw thinks about his answer, but before the words leave his lips, he suddenly feels as if he has been punched in the stomach. It is not a fist that strikes him, but a vision—or rather, a glimpse—of a ghost: Mallandra appears as if conjured, like a haunting from the past.

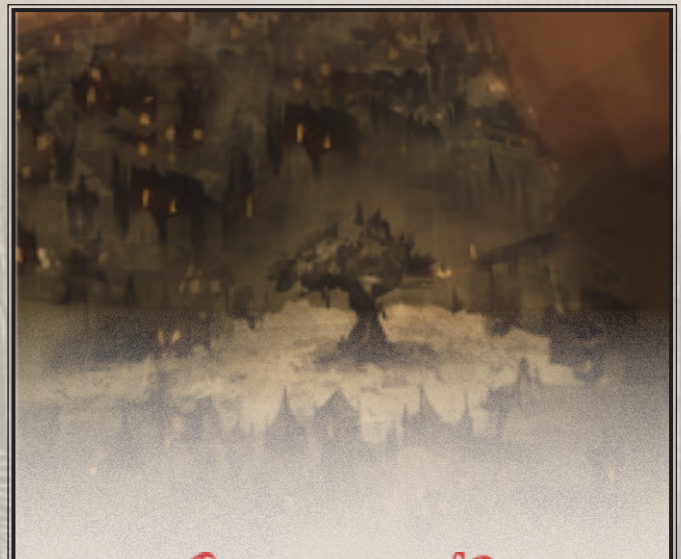
He could swear their gazes locked for an instant, but she turned away without blinking. If she saw him, she played dumb. Her favorite game.

The Rebel, sweating and losing control of his own body, runs towards her. Someone tries to hold the man back, but you see the same scene that drove him mad: a squad, a few blocks away, escorts a woman who makes your hearts skip a beat just by looking at her.

No further introductions are necessary.

Place Region card #077 – Heretic Cathedral in position B4, Advance the Caravan to it, and then Inspect it.





076 GHETTO OF THE REDEEMED

You are led through narrow alleys and past ruined buildings until you reach a tenement hidden at the edge of town, perched on a cliff that glows orange in the light of the flames.

The refuge hides a surprise: nearly a hundred men, seated on the ground and huddled together, gathered around a speaker. Tattered pennants of the Order lie scattered across the ground, reinforcing their position.

"'Nothing brings greater joy to a shepherd than seeing stray sheep return to the flock...,'" the speaker quotes as he walks out to greet you, and the crowd parts as if he were Moses himself. "Brothers, welcome. Sit with us, break bread and calm your spirits. I know you are confused, but you have just saved your souls."

The reception pleases you, although the Poet needs to clear up the misunderstanding. You are not deserters, and telling the truth about your journey fills your hosts with hope. They crave the reassurance that their revolt is justified.

"I had sworn never to take up arms in Inferno again, but this is Christendom's last crusade, and neither I nor my men will stop fighting for the right cause." The speaker draws his sword and turns to the other knights. Only one rallying cry is needed for a wave of drawn swords and euphoric cheers to accompany the call to arms.

You did it. The dissident knights join you and prepare to march. The adventure through the cursed citadel could have ended better, with time for catching your breaths while the knights organized themselves, but Inferno never grants peace to the spirits.

The torments are many.

Suddenly, the Outlaw feels as if he has been punched in the stomach, and the world around him disappears. It is not a fist that strikes him, but a vision—or rather a glimpse—of a ghost from the past: Mallandra, the woman who ruined his spirit. He could swear their gazes locked for an instant, but her face, as hard as stone, turned away without blinking. If she saw him, she played dumb. Her favorite game.

The Rebel, sweating and losing control of his own body, runs towards her. Someone tries to hold the man back, but you soon witness the same scene that drove him mad: a squad, a few blocks away, escorting a woman, just the sight of whom is enough to make your hearts skip a beat.

No further introductions are necessary.

The Caravan takes The Order's Broadsword Treasure card.

The Caravan STORES Discovery card number 26 (Camaraderie) and takes Discovery card number 30 (Dissident Knights).

Place Region card #077 – Heretic Cathedral in position B4, Advance the Caravan to it, and then Inspect it.



077 HERETIC CATHEDRAL

You chase the silhouettes of the group along a path so elusive that it seems to stretch, as if the city itself were conspiring to make things more difficult.

It takes some time, but you arrive at a cathedral as large as Notre-Dame, ruined and charred, though most of the walls still stand, and shards of stained glass still adorn the empty windows.

The Outlaw, the first to step into the sacrilegious temple, freezes beneath the doorway that once held heavy wooden doors, as though an invisible wall is holding him in place. The knights wait for him with swords in hand, but that is not what surprises him.

"Mallandra, is that really you? How... How is this possible?" He does not know what to ask or if he even wanted to know.

If the Outlaw is Infatuated, proceed to Resolution #077-A. Otherwise, proceed to Resolution #077-B.

077-A | YOU DO NOT REMEMBER WHEN YOU PARTED WAYS

Suddenly, the memories of that fateful day come to his mind: he sacrificed his men, but Mallandra left him anyway. The Outlaw did not think that amnesia had been a blessing, but knowing the truth only served to make him feel like the most foolish man in the world.

"Be not too hard on yourself, dear," she smiles. "I was wrong. Our destiny was not to be together, because the Chosen One cannot be defeated. He wields the power of God. I can see now that this warrior is the man who carries the spear, the Supreme Leader!"

Read Appendix VI:I – "The Birth of the Myth".

Continue reading below:

The Outlaw is speechless.

"God damn it! I do not know how many good men I sent to their deaths before I rid myself of your insane ambitions, but you were never satisfied, were you? You had to find another bloody idiot to continue your crusade against the Church! This is all your fault!"

"Comrade, wait," Dante holds the Rebel's arm as, in the blink of an eye, he draws his bow, pulls an arrow from his quiver, and aims at the target. "If she has the Supreme Leader's ear, perhaps she can dissuade him from undertaking this journey... She could be the key to putting an end to this!"

The Outlaw has a rare opportunity right at his fingertips. He must choose an option below and proceed to its Resolution:

077-C **Shoot the arrow and finish what you started**

077-D **Try to reason with her**

077-B | YOU DID NOT KNOW THAT SHE HAD SURVIVED

The Outlaw's eyes are trained like no one else's, and a single memory of that fateful day comes to his mind: He did nothing but watch Mallandra, to whom he had promised his love, burn at the stake.

"Do you recognize me now, dear?" Mallandra lowers her hood, revealing that her face remains intact, as though even age has not touched her. "You left me to die, but I was reborn. The true Chosen One, the man God destined for me to meet, raised me from the dead, just as Christ did with Lazarus!"

Read Appendix VI:I – "The Birth of the Myth".

Continue reading below:

The Outlaw is speechless.

"God damn it! I do not know how many good men I sent to their deaths before I rid myself of your insane ambitions, but you were never satisfied, were you? You had to find another bloody idiot to continue your crusade against the Church! This is all your fault!"

"Comrade, wait," Dante tries to hold the Rebel in vain, as in the blink of an eye, he draws his bow, nocks an arrow, and aims at the target. "If she has the Supreme Leader's ear, perhaps she can dissuade him from undertaking this journey... She could be the key to putting an end to this!"

The Outlaw has a rare opportunity right at his fingertips. He must choose an option below and proceed to its Resolution:

077-E **Shoot the arrow and finish what you started**

077-F **Try to reason with her**

077-C | SHOOT THE ARROW AND FINISH WHAT YOU STARTED

The Outlaw knows what he needs to do. Escaping the Poet's grasp, he contemplates releasing the arrow straight into the villain's forehead; yet he lacks the determination to carry out the act. Just as he did in the past.

"As I imagined..." she smiles, knowing she has him in her hands once again. "In any case, worry not." She nods to the knights and they lower their weapons. There will be no bloodshed now.

"You may say whatever nonsense you want directly to the Supreme Leader. I will not deprive him of the opportunity to meet you. Consider this a thank you gift." She signals once more, setting the squad in motion. "I have work to do."

The Devotee refrains from responding, something holding her tongue, and you just watch the knights leave without doing anything. The Rebel's gaze conveys everything words cannot.

The Outlaw remembers an episode from his past. Progress him to Bitter Rebel by replacing his Champion card appropriately.

Place Region card #078 - Confrontation Courtyard in position B5, Advance the Caravan to it, and then Inspect it.

077-D | TRY TO REASON WITH HER

A part of him holds out hope that the woman is not yet beyond saving. Controlling his anger, he relaxes his arm, and the opportunity to shoot slips through his fingers. Truth be told, he did not abandon her back then, and he would not do so now.

"Mallandra, for God's sake, listen to me..." He tries to put together the best words he knows, but she does not want to talk.

"Darling, spare me. You and Alighieri." You are all caught by surprise. "That is right, you think I do not know you? This invasion only exists because of you, Poet. If God did not want to show us the way, why would you have come here in the first place?" She signals to the knights, and they relax. She is not in the mood to shed blood.

"You may say whatever nonsense you want directly to the Supreme Leader. I will not deprive him of the opportunity to meet you. Consider this my thank you gift." She signals once more, setting the squad in motion. "I have work to do."

The Devotee refrains from responding, something holding her tongue, and you just watch the knights leave without doing anything. Taking the path to the east, opposite the one the squadron took, you continue onward, still ruminating on the wounds from this encounter.

The Outlaw remembers an episode from his past. Progress him to Redeemed Rebel by replacing his Champion card appropriately.

Place Region card #078 - Confrontation Courtyard in position B5, Advance the Caravan to it, and then Inspect it.

077-E | SHOOT THE ARROW AND FINISH WHAT YOU STARTED

The Outlaw knows what he needs to do. Escaping the Poet's grasp, he lets the arrow fly straight into the villain's forehead. The knights cannot believe their eyes as they see her lifeless body fall backward, her eyes glazed over, a smirk still on her face.

To this point, they had been certain that God would not let any harm come to their only new era speaker, as if she were a living saint. But now, they do not know what to believe anymore. Their world falls apart and, one by one, they drop their swords.

"The eastern path leads to the dissidents' hiding place. We were going to destroy them, but I do not know what will happen now..." He nods, but his gaze remains fixed on his own bloody hands. "Are they right after all?"

The rest of you do not know what to say. What kind of comforting words can move someone like the Outlaw? Letting silence embrace the man, you follow the promising new path.

The Caravan takes Discovery card number 32 (Broken Heart).

The Outlaw remembers an episode from his past. Progress him to Redeemed Rebel by replacing his Champion card appropriately.

Place Region card #078 - Confrontation Courtyard in position B5, Advance the Caravan to it, and then Inspect it.

077-F | TRY TO REASON WITH HER

The Outlaw glares at the Florentine, but does nothing more. Relaxing his arm, the opportunity to shoot slips through his fingers. At this point, he just wants to see this journey through and is willing to do whatever it takes.

"You, Confessor, listen to me," Dante speaks to the knights as well.

"Spare us the lecture, Alighieri." You are all caught by surprise. "That is right, you think I do not know you? This invasion only exists because of you, Poet. If God did not want to show us the way, why would you have come here in the first place?" She signals to the knights, and they relax. She is not in the mood to shed blood.

"You may say whatever nonsense you want directly to the Supreme Leader. I will not deprive him of the opportunity to meet you. Consider this my thank you gift." She signals once more, setting the squad in motion. "I have work to do."

The Devotee refrains from responding, something holding her tongue, and you just watch the knights leave without doing anything. The look that the Rebel gives the Poet says everything that words cannot express.

The Outlaw remembers an episode from his past. Progress him to Redeemed Rebel by replacing his Champion card appropriately.

Place Region card #078 - Confrontation Courtyard in position B5, Advance the Caravan to it, and then Inspect it.



078 CONFRONTATION COURTYARD

Finally, the time has come.

The vanguard of the army is just a quarter of a mile ahead, stationed at the center of the cursed city, where the stinking fumarole rises from the Seventh Circle. With your hands shaking, you notice the sea of red capes that separates you from the Supreme Leader.

The blast of a bugle reverberates, and your gaze is drawn to the horizon, where a column of figures are coming down the main road. The soldiers ahead of you snap into formation in the blink of an eye. With ten men packed tightly in each rank, nothing could pass through them.

Place Region card #079 – The Devil's Gate in position B6.

If the Caravan has Discovery cards number 27 (Ghibelline Crossbowmen), number 29 (Guelph Crossbowmen) or number 30 (Dissident Knights), proceed to Resolution #078-A. Otherwise, continue reading below:

"Comrades, worry not. Fighting the army was never my plan." Dante raises his hands in surrender and signals for you to do the same. "We are armed with truth and reason."

One thing he is certain of: the Order will not kill you. Every commander knows the name Dante Alighieri and his importance to this journey. The arrival of the man who inspired them to bear this cross only further proves that their cause is just and they are on the right path.

Hailed as heroes, you are led to the one who carries the spear.

The Caravan takes Discovery card number 33 (Fortified Order).

Advance the Caravan to #079 – The Devil's Gate and then Inspect it.

078-A | GOOD THING YOU ARE NOT ALONE THEN

First, the knights laugh. They do not fear an army of five. but the drumbeat reverberating behind you wipes the smiles off their faces. Row by row, hordes of soldiers surge through the blocks lining the main street, joining the march as you advance across the battlefield.

The flags are raised high and their war cries give you the chills. They kept their promise, and with the Order's army cornered, the only certainty is that this battle will be ugly and bloody. Fought until the last man stands.

The commanders of the Order do not stand idly watching your army parade. Pressing their only advantage—numbers—they signal the attack with the blast of three more trumpets. The knights take the initiative and charge with a shout, breaking out of their defensive formation.

The crossbowmen follow closely behind the vanguard, and a hail of bolts provides the cover the knights need to strike at you. The terrain, however, does not help. Avoiding holes and debris slows the invaders, giving you the chance to plan your counterattack.

The die is cast...

The First Assault begins, and the Caravan can send an army to fight the attackers. If you do, proceed to the appropriate Resolution on the chosen Discovery card. Otherwise, if you cannot or do not want to send anyone right now, you can take the front line with a battalion and read below:

You look at each other and quickly come to the same conclusion: This round is yours, not the soldiers'. The Mercenary shouts a command, and the first five rows step forward, ready to charge at the enemy.

"See, that is exactly what I was talking about..." the Outlaw chatters, as Dante falls behind with the rest of the army. "What the Saints want is a bloody war. They would not have summoned four idiots like us just to invite the Supreme Leader for tea."

It is not the best motivational speech ever given, but imagining that encounter brings one last laugh out of you. In this instant, a fraction of a second, you notice the bond that is being forged. Four people, completely different, united by fears and uncertainties like any other humans. Mortal, flawed, but hopeful.

When did you ask for all of this?

Shouting to drive away the nervousness, you give the command and charge against the enemy, ready to draw blood first...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 20.

SUCCESS: *Then, the piercing sound of dozens of swords clashing drowned out the whizzing of the bolts that once reigned supreme. It takes every last fiber of your resolve, but your tactical superiority prevails again. And how you have made use of it!*

The Order sent its most inexperienced knights first, testing your strength, and the result was predictable. You break through their front line, and soon the two armies mingle. The men are left to fend for themselves and the enemy crossbowmen retreat after having hit their own brothers a few times in the mayhem.

The Order's heavy infantry, knights with at least five years of service, step into the void they left behind, and a new round begins. This will undoubtedly be a duel of steel against steel, a bloody close-combat that leaves no room for the unprotected or unprepared.

The Champion who rolled the most hits receives 1 Agressiveness token.

The Second Assault begins, and the Caravan can send an army to fight the attackers. If you do, proceed to the appropriate Resolution on the chosen Discovery card. Otherwise, if you cannot or do not want to send anyone now, you can take the front line with a battalion and proceed to Resolution #078-B.

FAILURE: *The sharp clashing of dozens of swords drowns out the whizzing bolts that once reigned supreme. Victory demands every last fiber of determination, but you no longer have any left. The journey through the cursed city has drained you like no other Circle.*

You fight with all your strength, struggling to survive, as the troops become entangled and every man is left to fend for himself. The lack of leadership takes a heavy toll, and your soldiers are engulfed in chaos, attacked from all sides. It does not take long for the first assault to turn into a major disaster.

"Knight, wait!" Dante screams, emerging from the crowd just as a commander grabs the Devotee by the hair and pulls her head back, exposing her throat to a blade. "We surrender! I am Dante Alighieri, and these are my companions. Take us to your master, for I know he wants to speak with me."

The knight is shocked as he recognizes the Poet's figure, but he could not have been more right. The battle is lost, but no one would dare hurt the man who made this journey possible.

The Order celebrates a double victory.

The Champion who rolled the fewest hits suffers a Wound.

If the Caravan has Discovery cards number 27 (Ghibelline Crossbowmen), number 29 (Guelph Crossbowmen) or number 30 (Dissident Knights), STORE all of them.

The Caravan takes Discovery card number 33 (Fortified Order).

Advance the Caravan to #079 – The Devil's Gate and then Inspect it.

078-B | YOU LEAD THE SECOND ASSAULT

Sighing, you scan the battlefield, searching for one another. Things are about to get even uglier, and you cannot trust anyone but yourselves to defend this hard-won position.

The last of the enemy vanguard falls as you cut through them, regrouping back-to-back just as you did on that hill when you first met. Fighters are slaughtering each other on your right and left, but you are ready to let the formation split in two.

The most tense assault of your lives begins.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 16.

SUCCESS: *Fighting the veterans proves to be as difficult as you expected. They know when to sidestep a blow, when to brace for a parry, and when to let the man behind them finish off the enemy who was not felled by the first swing.*

They take long to fall. Very long.

The battle is painful, bloody, and terrifying beyond comparison, but the forces by your side on the front lines display unmatched bravery. Against all odds, you gain ground and press the invaders.

The answer that echoes from the horizon is the blare of another trumpet, this time from behind your lines, announcing the arrival of enemy reinforcements who threaten to trap you in a pocket of resistance...

The Champion who rolled the most hits receives 1 Aggressiveness token.

If the Caravan has Discovery card number 32 (Broken Heart), proceed to Resolution #078-G. Otherwise, proceed to Resolution #078-H.

FAILURE: *The piercing sound of dozens of swords clashing drowns out the buzzing of the bolts that once reigned supreme. Victory demands every last fiber of determination, but you no longer have any left. The journey through the cursed city has drained you like no other Circle.*

You fight with all your strength, struggling to survive, as the troops become entangled and every man is left to fend for himself. The lack of leadership takes a heavy toll, and your soldiers are engulfed in chaos, attacked from all sides. It does not take long for the second assault to turn into a disaster.

"Knight, wait!" Dante screams, emerging from the crowd just as a commander grabs the Devotee by the hair and pulls her head back, ready to slit her throat. "We surrender! I am Dante Alighieri and these are my companions, they must not be killed. Take us to your master, for I know he wants to speak with me."

The knight is shocked as he recognizes the Poet's figure, but he could not have been more right. The battle is lost, but no one would dare hurt the man who made this journey possible.

The Order celebrates a double victory.

The Champion who rolled the fewest hits suffers a Wound.

If the Caravan has Discovery cards number 27 (Ghibelline Crossbowmen), number 29 (Guelph Crossbowmen) or number 30 (Dissident Knights), STORE all of them.

The Caravan takes Discovery card number 33 (Fortified Order).

Advance the Caravan to #079 – The Devil's Gate and then Inspect it.

078-C | THE PAVESARI SHOOT AT EASY TARGETS

Recognizing the challenges posed by the terrain, you seize the opportunity provided by the hundred yards of open ground between the two front lines and order your crossbowmen to fire at the attackers. An extremely efficient strategy that leads to unquestionable victory.

Slowed and cornered, the knights are sitting ducks for any Florentine. With each enemy that falls, those behind face yet another obstacle, turning the attack into a complete disaster. When they finally reach you, nearly half of their men are out of the picture.

The Order's heavy infantry—knights with at least five years of service—advance to the front line to fill the void left by the vanguard, and a new round of battle begins. This will undoubtedly be a duel of steel against steel, a bloody close-combat that leaves no room for the unprotected or unprepared.

The Second Assault begins, and the Caravan can send an army to fight the attackers. If you do, proceed to the appropriate Resolution on the chosen Discovery card. Otherwise, if you cannot or do not want to send anyone right now, you can take the front line with a battalion and read below:

Sighing, you scan the battlefield, searching for one another. Things are about to get even uglier, and you cannot rely on anyone else to defend this hard-won position.

The last of the enemy vanguard falls as you cut through them, regrouping back-to-back just as you did on that hill when you first met. Fighters are slaughtering each other on your right and left, but you are ready to let the formation split in two.

The most tense assault of your lives begins.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 16.

SUCCESS: *Fighting the veterans proves to be as difficult as you expected. They know when to sidestep a blow, when to brace for a parry, and when to let the man behind them finish off the enemy who was not felled by the first swing.*

The battle is painful, bloody, and terrifying beyond comparison, but the force beside you on the front lines displays remarkable bravery. Against all odds, you gain ground, press the invaders, and for the first time, victory begins to seem possible!

The cornered knights hope for a miracle, and the response that echoes from the horizon is the sound of another trumpet, this time from behind your lines. Enemy reinforcements have finally arrived...

If the Caravan has Discovery card number 32 (Broken Heart), proceed to Resolution #078-G. Otherwise, proceed to Resolution #078-H.

FAILURE: *The piercing sound of dozens of swords clashing drowns out the buzzing of the bolts that once reigned supreme. Victory demands every last fiber of determination, but you no longer have any left. The journey through the cursed city has drained you like no other Circle.*

You fight with all your strength, struggling to survive, as the troops become entangled and every man is left to fend for himself. The lack of leadership takes a heavy toll, and your soldiers are engulfed in chaos, attacked from all sides. It does not take long for the second assault to turn into a disaster.

"Knight, wait!" Dante screams, emerging from the crowd just as a commander grabs the Devotee by the hair and pulls her head back, exposing her throat to a blade. "We surrender! I am Dante Alighieri, and these are my companions. Take us to your master, for I know he wants to speak with me."

The knight is shocked as he recognizes the Poet's figure, but he could not have been more right. The battle is lost, but no one would dare hurt the man who made this journey possible.

The Order celebrates a double victory.

The Champion who rolled the fewest hits suffers a Wound.

If the Caravan has Discovery card number 27 (Ghibelline Crossbowmen), STORE it and take Discovery card number 31 (Florentine Ghosts).

The Caravan takes Discovery card number 33 (Fortified Order).

Advance the Caravan to #079 – The Devil's Gate and then Inspect it.

078-D | THE PAVESARI SHOOT AT BOTH ALLIES AND ENEMIES

The tangle of armies in the streets, flanked by ruined buildings and shallow graves, creates the perfect killing zone. Without hesitation, you command the crossbowmen to advance.

You are right, they are tremendously effective: Those locked in close combat can do nothing about the arrows raining down on them. But that advantage is a double-edged sword. Your forces are present as well, and the crossbowmen inadvertently kill both enemy knights and their own allies.

The situation is utter chaos, with heavy casualties on both sides. However, you are outnumbered, and each loss further weakens the chances of those still standing. Disaster seems imminent and you hope for a miracle.

The response that echoes from the horizon is the sound of another trumpet, this time coming from behind your lines. Enemy reinforcements have finally arrived...

If the Caravan has Discovery card number 32 (Broken Heart), proceed to Resolution #078-G. Otherwise, proceed to Resolution #078-H.

078-E | YOU DISPATCH THE DISSIDENT KNIGHTS

Fighting fire with fire, you give the command, and the Fighting fire with fire, you give the command, and the dissenting knights charge to confront the attackers. Seeing two such similar armies face each other makes you reflect on everything, but only for a moment. The tragedies of the battlefield pull you out of your reveries.

It takes only a few steps for your army to enter the line of fire of the enemy crossbowmen, and a massacre begins. Every man who falls becomes an obstacle for the one behind him, and just like your foes, you lose momentum.

By the time the two front lines have merged and the enemy's arrows are rendered useless, nearly half of your men are down, and you order the remaining troops to join you in reinforcing the shattered vanguard.

The Order's heavy infantry, knights with at least five years of service, now reach the front line, and a new round of battle begins. This will undoubtedly be a duel of steel against steel, a bloody close combat that leaves no room for the unprotected or unprepared.

The Caravan flips Discovery card number 30 (Dissident Knights). They cannot use it any more during this scene.

The Second Assault begins, and the Caravan can send the army to fight the attackers. If you do, proceed to the appropriate Resolution on the chosen Discovery card. Otherwise, if you cannot or do not want to send anyone now, you can take the front line with a battalion and proceed to Resolution #078-B.

078-F | THE DISSIDENT KNIGHTS JOIN THE FRONT LINE

Fighting fire with fire, you command the Dissident Knights to charge towards the attackers. Seeing two such similar armies face each other makes you reflect on everything, but only for a moment. The tragedies of the battlefield pull you back from your reveries.

The two front lines clash, and blood gushes out as if it were pouring rain. Your enemies, veteran knights, curse the dissidents' betrayal as they feel victory slipping from their grasp. One way or another, they have already been defeated. They were deceived into believing the traitors were cowards, but the truth is their determination is unshakable, and victory is beginning to seem possible.

The cornered knights hope for a miracle, and the response that echoes from the horizon is the sound of another trumpet, this time coming from behind your lines. Enemy reinforcements have finally arrived...

If the Caravan has Discovery card number 32 (Broken Heart), proceed to Resolution #078-G. Otherwise, proceed to Resolution #078-H.

078-G | THE REINFORCEMENTS ARE NOTHING BUT A SHATTERED SQUAD

These knights, however, did not come to fight. They no longer have the strength or spirit, for they are the men who once accompanied the Confessor, taken down by the Outlaw's arrow.

"Alighieri, summon your Champions. We mortals, regardless of which faction, have already sacrificed much in this battle." The commander of the indoctrination squad holds sway over every knight. "I will take you to the Supreme Leader. Let us put an end to this, once and for all."

It does not take long for the sound of clashing blades to fade, and the truce that seemed impossible just moments ago is accepted and celebrated by the survivors.

You paid the price, but you got what you wanted...

Each Champion receives PREPARE 1.

Advance the Caravan to #079 – The Devil's Gate and then Inspect it.

078-H | MALLANDRA HAS BROUGHT REINFORCEMENTS

These knights are well-rested and eager to fight. The Confessor's squadron has been strengthened by dozens of those knights who had mercilessly hunted dissidents in the surrounding region. All it took was hearing the sound of the first trumpet for them to regroup, as they were trained to do.

"Save the Poet and the Champions for the Supreme Leader. Kill the rest. It is time to put an end to this, once and for all." Mallandra orders her men to attack you from behind, screaming madly.

The third round begins and you are put to the test of your lives...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 24. Reduce this difficulty by 4 for each of the following Discovery cards the Caravan has: 27 (Ghibelline Crossbowmen), 29 (Guelph Crossbowmen), and 30 (Dissident Knights).

SUCCESS: *You are hurt, frustrated, and exhausted, but the Outlaw is not willing to let Mallandra escape this time. He relives his glory days and takes command of your forces, inspiring the soldiers to fight with determination they never knew they had.*

The combined efforts of your troops break the charge of the Confessor's knights, and even outnumbered, you carve a path through the attackers' ranks to reach the battalion commanders.

In an instant no longer than a sigh, the Outlaw glides between the knights in a breathtaking display of skill, plunging a blade into the woman's heart. A single gasp and there you have it: she arches back, resting gently in her ex-lover's arms as the lights go out. She brings her bloody hand to his face, but her last words fail to escape her lips.

Witnessing the death of a kind of Living Saint is overwhelming for the knights. They stop for a moment, take a deep breath, and look at each other. Their faces are the portrait of confusion.

"Alighieri, summon your Champions. We mortals, regardless of which faction, have already sacrificed much in this battle." They seek peace by surrendering. "I will take you to the Supreme Leader. Let us put an end to this, once and for all."

It does not take long for the sound of clashing blades to fade, and the truce that seemed impossible just moments ago is accepted and celebrated by the survivors.

You paid the price, but you got what you wanted...

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #079 – The Devil's Gate and then Inspect it.

FAILURE: *Caught between two armies, you fight desperately to survive as the troops mingle, and every man is left to fend for himself.*

The chaos of battle makes it difficult for you to organize your troops, and the lack of leadership costs you deeply. It does not take long for the third round to turn into a disaster, with defeat looming.

"Knight, wait!" Dante screams, emerging from the crowd just as a commander grabs the Devotee by the hair and pulls her head back, exposing her throat to a blade. "We surrender! I am Dante Alighieri, and these are my companions. Take us to your master, for I know he wants to speak with me."

The knight is shocked as he recognizes the Poet's figure, but he could not have been more right. The battle is lost, but no one would dare hurt the man who made this journey possible.

The Order celebrates a double victory.

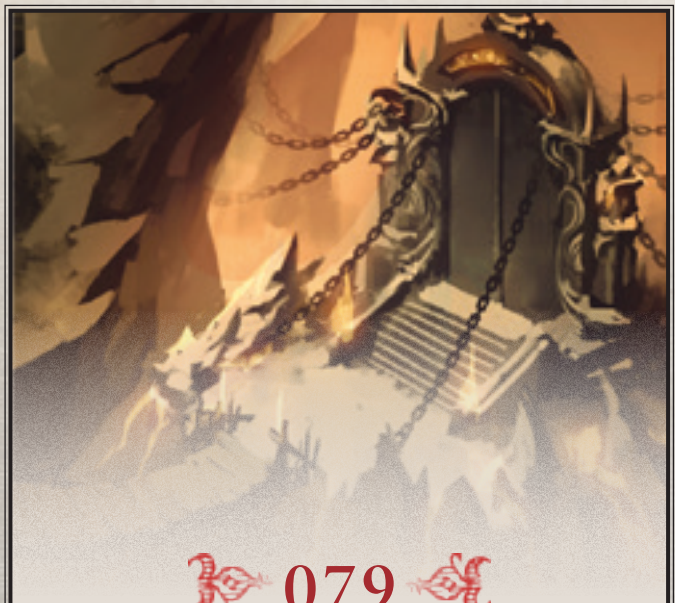
The Champion who rolled the fewest hits suffers a Wound.

If the Caravan has Discovery cards number 27 (Ghibelline Crossbowmen), number 29 (Guelph Crossbowmen) or number 30 (Dissident Knights), STORE all of them.

The Caravan takes Discovery card number 33 (Fortified Order).

Advance the Caravan to #079 – The Devil's Gate and then Inspect it.





079
THE DEVIL'S GATE

You are led to the gates that guard the descent into the Seventh Circle, through which the poisonous fumarole rises in the wind. The stench is so rotten that only one man can stand there: the Supreme Leader.

He is taller than he first appeared, and even though his back is turned to you, his mere presence is enough to weigh down the atmosphere. The man insists on carrying his helmet under his arm instead of wearing it, contrary to what his doctors and priests recommend. Maybe he is vain and proud of his long black hair and thick mustache, or perhaps he is simply stubborn, always eager to test his strength against any challenge.

The soldiers stop about fifty yards away. They do not dare come any closer, but there is no need to. Your host's attention is all yours after the name Alighieri is announced. He turns to you and, suddenly, two things defy reason:

First, conveniently, the stench is gone. The air is magically purified and all of you can feel it. For the knights, this is another sign that reinforces their belief in this crusade.

Second, the insignia that the man carries on the breastplate of his armor is revealed. For the first time, you are in front of someone you know but Dante does not. That coat of arms had become famous in Eastern Europe in recent years and belongs to a peculiar family.

It is the coiled dragon of the Draculesti, symbol of the man who defied the mighty Sultan Mehmed II as a ruler and as a Christian, but was betrayed and abandoned. Defeated by the treacherous webs of politics.

The Supreme Leader is Vlad Țepeș Drăculea, known as the Impaler.

A man who should have been dead thirty years ago.

"What kind of witchcraft is this? This cursed city has taken enough from me already!" In his eyes, the Poet is a mirage, but the clean air makes him question everything. "The acrid smoke... Did you do this!?"

"Dante!" The Artist pulls your guide's robe when a memory invades her mind. "This man... This is impossible! I remember now, I was in Constantinople as a child and the Sultan threw a party to celebrate the death of the 'traitor' of Wallachia!"

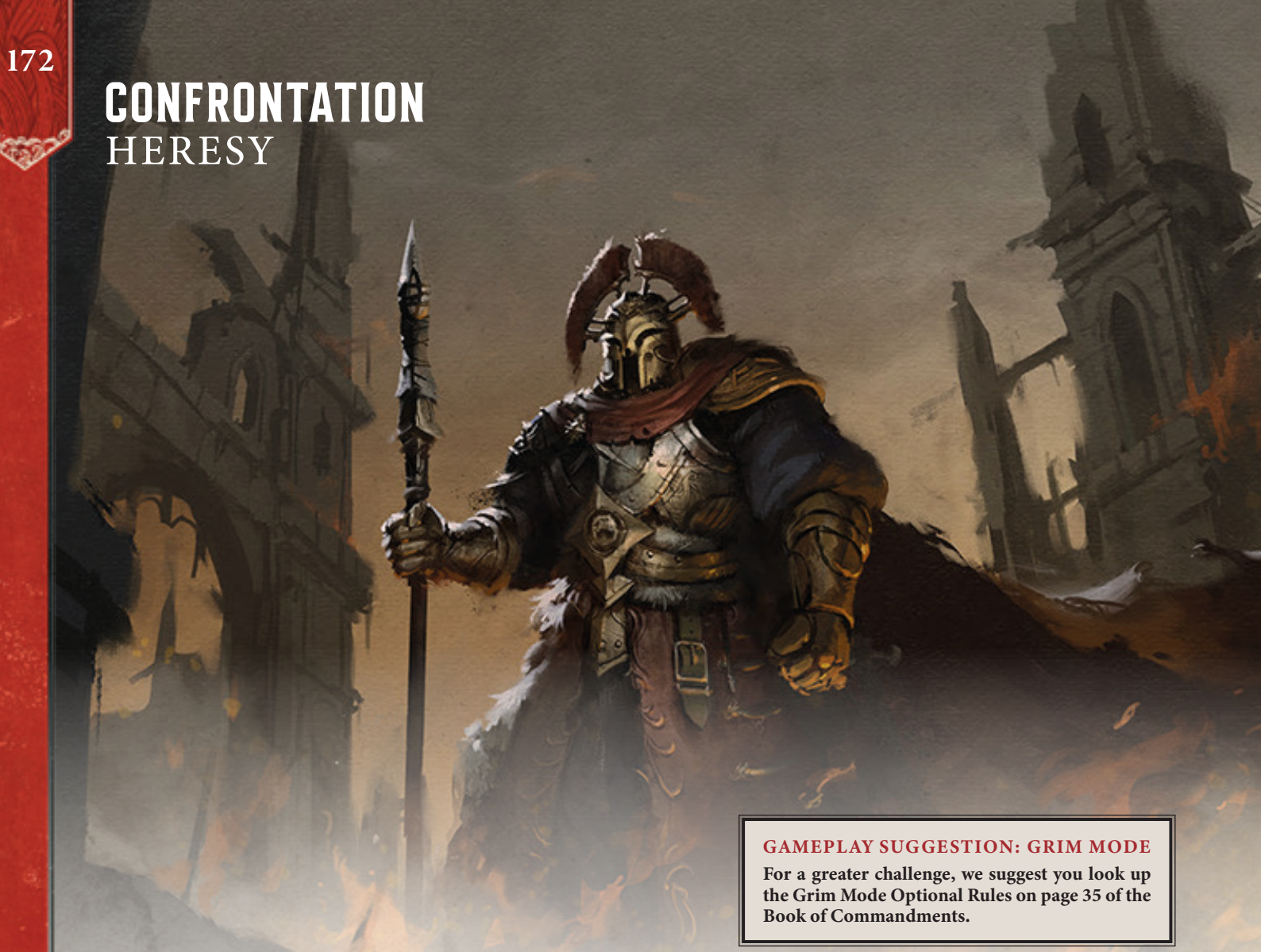
"Yet I live..." Vlad is not the type to let anyone speak for him. Leaning on his spear, he comes closer. Not only is he alive, he does not look that much older than you. "The day I died was also the day of my rebirth. Worry not, for this is a story I will have time to tell along the way. I insist that we leave politeness aside and prepare to march. We still have three whole Circles to go."

"Warrior, wait!" Dante takes a step forward. "You are mistaken. We did not come here to help you. On the contrary, we have come at the request of all the Saints to find you and ask you to stop this while there is still time! I fear the punishment that the High Power might inflict upon all Creation if humanity invades Paradise."

The Supreme Leader's animosity first dissolves into surprise—no more than a slight arch of the eyebrow—before shifting into a frown. That is definitely not what he wanted to hear...

The Chronicle Phase ends here.

Carefully follow the Instructions provided on page 14 of the Book of Commandments to transition between Game Phases.



GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

The Supreme Leader

"Refrain from talking!" Vlad raises his hand, demanding silence; An order that cannot be heeded by the screams of the Damned or the crackling of the flames. "These are the words of the Devil! He fears this holy incursion, for the Inferno will be devoid of souls once we bring Salvation to all mankind. Living or dead!"

"Warrior, I understand that you are confused, but you must believe me! This path leads only to annihilation!" Tensions grow and you carefully draw your weapons. Just in case. "It was none other than Gabriel himself who brought me the message to stop you..."

The Poet was sure he had caught him now.

"Impossible. If the Angel visited you, then that makes two of us. He was also the one who recruited me for this divine task three decades ago. I was dead, but I was resurrected only to serve God again!" Your heart skips a beat as the words leave the Supreme Leader's lips. "This can only mean one thing... One of us is lying!"

An accusation that demands a single response.

"If He has forsaken me, prove it! I carry the spear bathed in the blood of Christ and only the High Power can stop me!" A shocking revelation that you hope to live long enough to better understand.

Your encounter with the Supreme Leader has brought more questions than answers, and only God's Will can point out who is telling the truth. Prepare your table for the Confrontation by following the instructions below:

1. First, make the Setup for the Battle Scene.
2. Take the Supreme Leader Malefactor Status card and place it in the appropriate space with face "A" up.
3. Shuffle the Offered Arcana cards along with the Supreme Leader's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.
4. Shuffle the Confrontation Event – Knights of the Order cards and place them in a pile in the second slot of the Confrontation Tray with the back side up.
5. Shuffle the Champion Fierceness tokens and randomly place them on the Fierceness Track. These will be their initial positions.
6. Take the Defeat the Supreme Leader and the Be Defeated by the Supreme Leader Confrontation Objective cards and place them in the Confrontation Objectives section of the board.
7. Read the Special Rules "Minions" on page 174.

These are the Standard Preparations for this Confrontation. However, before you begin, you should check whether other factions will also join this Confrontation.

8. If the Caravan has Discovery card number 31 (Florentine Ghosts), skip this step (no decks will be added to the third slot). Otherwise, read "Scene – The Arrival of the Florentines" on page 174.

All preparations are now done. You may start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).



FURNITURE


4 Arks


2 Stairs


2 Level 1 Pillars


4 Level 2 Pillars


2 Palisades

LEVELS (Building Tray)

Level 1
Level 2



CHAMPIONS STARTING POSITION



SPECIAL ZONE

Knights Spawning Point
Florentines Spawning Point

MALEFACTORS MODELS


1 Supreme Leader Model

MINION MODELS


2 Knight of the Order Models

SPECIAL RULES

1 - MINIONS

The Florentines and the Knights of the Order are Minions. They do not have Action cards (therefore, they do not Counterattack). They act through the Confrontation Event cards. When Minions suffer Wounds, they do not discard any cards from any decks. Instead, remove the attacked models from the board. Additionally, whenever a Minion MOVES into an Area that has no empty Spaces, it SHOVES any Furniture in that Area to free up space. If there is no Furniture, they SHOVE Champions. Whenever 2 or more Minions MOVE, the Fiercest Champion chooses the order in which the models perform the instructions. Finally, Minions attack together; that is, whenever a Character is going to suffer damage inflicted by more than one Minion following the same instruction, the total damage must be applied all at once.

These are the General Rules for Minions. Now, here are the specific rules for each of them in this Confrontation:



- **FLORENTINES – The Champions are Enemies of the Florentines. If the Caravan has Discovery card number 34 (Italians United), the Knights of the Order and the Supreme Leader become their Enemies instead. Additionally, the Florentines are defeated whenever their Attack inflicts Wounds on the Supreme Leader (remove only the models that successfully attacked).**



- **KNIGHTS OF THE ORDER – The Champions are Enemies of the Knights of the Order. If the Caravan has Discovery card number 30 (Dissident Knights), the Florentines and the Supreme Leader become their Enemies instead. Additionally, Knights are defeated whenever their Attack inflicts Wounds on the Supreme Leader (remove only the models that successfully attacked).**

SCENE
THE ARRIVAL OF THE FLORENTINES

The Supreme Leader's call is enough to encourage the knights to join him, but the Order's trumpets are not the only instruments that blow at that moment. The unmistakable sound of Italian horns resounds behind you and captures your attention for a moment.

On the one hand, if the Caravan has Discovery card number 28 (Promised City), read "Scene – Broken Promises" on page 175. On the other hand, if the Caravan has Discovery card number 34 (Italians United), read "Scene – The Dantesque Miracle" on page 175 instead. Finally, if you do not have either of these Discovery cards, continue reading below:

"Alighieri!" Farinata surprises you by showing up at the edge of the gate with squadrons of the Damned. The Poet is filled with hope for a moment, but he soon remembers the man's affiliation. He was one of the Ghibelline leaders and Dante, in life, was a Guelph. "You are brave, I admit that, however, I will do what I must so as not to return to the flames. Prepare your soldiers, for we will be on opposing sides again..."

The last act before the battle begins is not good at all.

Shuffle the Confrontation Event – Florentines cards and place them in a pile in the third slot of the Confrontation Tray, back side up.

AMASS 2 Florentines.

All preparations are now done. You may start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Success).

SCENE
THE FALL OF THE CHAMPIONS

The battle is intense. The superhuman strength and vigor that Vlad demonstrates are proof that it is indeed the Spear of Longinus, the weapon that pierced the body of Christ, which gives him his power.

Who can face that? Could the Devil? Now that you know the Supreme Leader, there is no doubt: he believes he will be able to kill Lucifer and take humanity to Paradise. Is this God's design? Why else would the Heavens give him a new life and the necessary tool?

Doubts that will never be resolved, because, one by one, you are overcome by the knights and death awaits you.

Unless, of course, someone intervenes again...

"Vlad, wait!" Dante runs to the Artist as the villain walks towards the beaten girl to deliver the final blow. "This fight is over, we lost, you do not need to claim their lives!"

"I know, Alighieri. I care not. Your audacity must be punished, but I will be merciful and grant your warriors a quick death." He comes closer and closer, making the Poet nervous.

A feeling he had not experienced in a long time.

"I will go with you!" He pulls the last card out of his sleeve. "The poisonous fumarole dissipated because the Inferno cannot obstruct a Blessed soul. Virgil was my guide, but Beatrice, who is in Paradise, was the sponsor of my journey and that is why I was able to finish it."

Vlad stops. The Poet captures his and the Wanderer's attention.

"Dante... Look at me, do not do this." She reaches out to grasp the hem of your guide's robe. "Creation is more important than we are. If you do not go, there is no way he wins."

"Have faith, my friend. If you are the Chosen Ones, it is because you are the only ones who can stop this. God writes straight with crooked lines—did you not say that yourself? You need to survive. This is the only way..." He does not know if he has convinced her: The girl faints from the effort.

"Very well, Alighieri. We have a deal." Vlad knows that sometimes it is better to rely on someone's good will than on coercion. "Make your final preparations. It is time we end this once and for all."

And this is the last thing the rest of you witness before joining the Artist in the realm of unconsciousness.

Take the Rank 1 Sacred Treasures deck from the Caravan Box and place it on the table. Each Champion chooses 2 of these cards and takes them. Alternatively, you may discard the 2 cards you were about to take to instead enhance a Sacred Treasure you already have.

Now that you have finished reading the Confrontation conclusion appropriate to the Confrontation Objective you achieved, you can read the "Final Scene – Resurrection" on page 177, which will close the narrative for this Circle and provide instructions for saving your Campaign.

SCENE
BROKEN PROMISES

"Alighieri!" Farinata shows up at the edge of the gate with squadrons of the Damned. "I gave you your chance and you did not take it. Now, I will do what I must so as not to return to the flames and I will honor the promise I made to the Order. I am afraid the Guelphs and Ghibellines will once again be on opposing sides in this battle."

The last act before the battle begins is not good at all.

The Caravan STORES Discovery card number 28 (Promised City).

Shuffle the Confrontation Event – Florentines cards and place them in a pile in the third slot of the Confrontation Tray with the back side up.

All preparations are now done. You may start the Confrontation

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Success).

SCENE
THE DANTESQUE MIRACLE

"Dante!" Guido shows up at the edge of the gate, bringing squadrons of Guelph crossbowmen with him, drawing a smile of relief not only from the Poet, but from all of you. "Did I not say we would be together until the end?"

A spark of hope is rekindled in your hearts, but that is not all. Another silhouette appears through the alleys, coming from behind the Damned in a dramatic entrance.

"You had better be right about this, son-in-law... Or I swear that when this is all over, I will teach you an even bigger lesson than the one in Montaperti!" Farinata loves bravado.

Words fail to describe the pride the Poet feels when he sees the two factions of his time fighting for what they have in common instead of their differences. For a moment, he wishes that history could have been different and that this union could have been achieved while he was still alive. Perhaps today Italy would be united into one country?

The Blessed soul laughs at himself and the battle begins...

Shuffle the Confrontation Event – Florentines cards and place them in a pile in the third slot of the Confrontation Tray with the back side up.

All preparations are now done. You may start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

FINAL SCENE
THE FALL OF THE VILLAIN

The battle is intense. The superhuman strength and vigor that Vlad demonstrates are proof that it is indeed the Spear of Longinus, the weapon that pierced the body of Christ, which gives him his power. Armed with a tool like this, there is no doubt: he truly believed that he would be able to kill Lucifer and take humanity to Paradise.

However, these were not the plans of the Heavenly Powers.

"No! Not again!" Vlad staggers from the Mercenary's final blow. The villain's shaking hands remind him that even he can feel fear. "You declare yourselves sent by God... You call yourselves Christians! Why are you doing this!? How can you betray your faith like this!?"

The answer comes in the form of an arrow to the chest, followed by a treacherous stab under the arm, as the man braces himself against the remains of a wall. A punishment that is painful to see.

"What could be nobler than fighting for the Salvation of all souls!?" Blood trickles from the Supreme Leader's mouth, yet his body still refuses to give in. "Is this not the reason why God sent his son to die on the cross!? I just want to finish what He started!"

This time, it is the Devotee's command that manifests and throws him to the ground. The blow knocks the spear from the villain's hands and seals his fate.

"I should have won..." Vlad can no longer stand. "Everything I did, I did for the good of the Western world. For the sake of the Christians... You who call yourselves Champions, you may have saved your own souls, but you have condemned the rest of us to eternal Damnation. You are not heroes. The world will pay forever for what you did..."

His eyes close and, little by little, he stops breathing. An itch behind your ear tells you it is a mirage, that the man will rise from the dead again. But the truth is as simple as it is incredible: you won.

You will never know who resurrected the villain and gave him the spear, but that does not matter anymore. The Saints made the right choice. They brought in the best that Christendom had to offer, and the threat was met.

Vlad finally draws his last breath, and you all look at each other, unable to believe it. "We did it!" someone says, laughing nervously. "Yeah, that is right, we did it!" someone else agrees, and suddenly you all hug and share the joy.

At that moment, as happened in the Dark Forest, the world seems to disappear around you. You even forget the Poet. Amidst the laughter, a shadow grows as if you were closing your eyes. Darkness takes over everything, but no one cares. It brings comfort. Then you hear each other laugh for the last time before silence swallows everything...

The Artist opens her eyes.

The roof of the carriage is before her. The smell of incense and the images of Saint Sara scattered across each piece of furniture delicately arranged in the confined space remind her that she is at home.

For the first time in a long time, she does not feel sad.

On the contrary, she is excited. She had the craziest dream of her life and woke up with an uncontrollable urge to write about it. Even before breakfast, she goes to the small desk, settles on the cushioned stool, picks up her quill and inkwell, and begins to put down on paper everything that comes to mind.

The words pour out as if they had a life of their own.

"Wow, it is not possible... But this memory is so... vivid? This cannot have just been a dream..." She looks for new scars on her body, but there are none, and her clothes are impeccable. "I must be going insane..."

Is she really?

The Confrontation ends with the Caravan's Victory!

This is also the end of your Dante: Inferno Campaign, but worry not! This is not necessarily the end of our story, but a shortcut. The Campaign goes on for three more chapters until the confrontation with Lucifer. If you wish to explore the whole story, read "Scene – The Fall of the Champions" on page 175 and resolve it as if the Confrontation Objective you achieved was Be Defeated by the Supreme Leader.



FINAL SCENE
THE RESURRECTION

Finally, you awake.

The pleasant warmth of the ruined pavement in a certain Circle caresses your face as the intoxication of sleep fades. Little by little, the buzzing that reverberates inside your head diminishes, and once again, you hear the endless screams of the Damned.

You have no idea how much time has passed. It could have been hours, maybe days, but it probably was not weeks. Or rather, so you hope. Considering that Creation has not been wiped out, you can bet that the Supreme Leader has not gotten to the Beast yet.

"Thank God you are alive!" The one who helps you is Guido Cavalcanti, a Guelph and great friend of the Poet. He draws a knife from his waist: the restraints that bind you to the posts are no problem for him. "I came as quickly as I could, but my men were too tired. I apologize."

Beaten and discouraged, you take the time you need to pull yourself together and continue your journey. The Divine Task rests on your shoulders once again, making you question whether this is truly a fool's errand..

"This was the only way..." The encouragement comes from the last person you would expect: the Outlaw, who was finishing buckling all the belts and straps on his equipment. "The Poet did what he had to so that we would have a chance to stop the sacrilege." The man could take it by hook or by crook if he wanted to.

He turns to you and brushes the dust off his body.

"Besides... I do not know about you, but I am dying to get that cocky bastard!"

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards it has picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that have not been completed, the Malefactor's Status card, and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.

Violence

PROLOGUE

Descending from the burning city, you come across a scene that defies comprehension. The Seventh Circle reveals itself in a spiral, drawing three rings around a deep abyss that swallows all light.

The first of them is bathed by the river Phlegethon, where those who perpetrated acts of violence against others boil; the second is formed by a forest of dark and sad woods, destined for those who have harmed themselves; and, finally, a desert where fire falls like rain is reserved for those who have turned their impulses against the things that sustain life, such as God, the Arts, and Nature.

A true canvas of horrors and suffering.

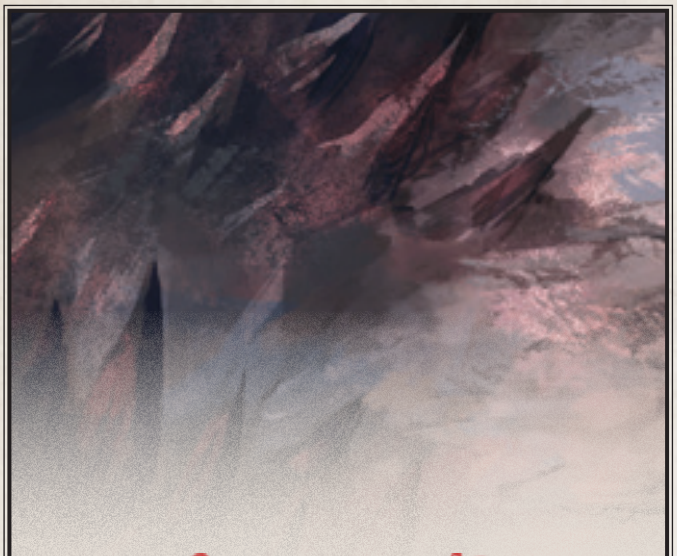
PREPARATIONS – VIOLENCE

Let us prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open the Folding Box for VII – VIOLENCE and take out the components needed for the Chronicle Phase:

- **Take the Region cards and place them, in order and face down, in the appropriate space.**
- **Take the Discovery cards and place them in the appropriate space.**
- **Take the Path cards and place them in the appropriate space.**
- **Take the Treasure cards and place them in the appropriate space.**

Place Region card #080 – The Slope in position B1, place the Caravan on it, and then Inspect it.



080
THE SLOPE

Advancing fearlessly is impossible.

This is not the first time you have been on your own, but the journey was so much easier back in the Third Circle before you had seen the true colors of the Inferno. Lost in thought, you are abruptly interrupted by a deafening scream that reverberates from the cliffs.

It is not the stones that scream, but something much worse.

A distressed creature, half man, half bull, appears just ahead, his fur matted in blood. The scent of death precedes the figure, and your reflex is to turn around looking for the Poet, hoping for advice that will not come now. Little did you know how much he would be missed.

Lowering his head, the monster points his horns towards you and scratches the ground with his hooves. His mouth foams with rage, and his opaque black eyes are focused on a single desire.

Does a man still dwell within the beast?

If you have the Triad of the Abyss Expansion, you can move on to the Confrontation Phase against the Minotaur described there. Otherwise, just proceed to the next instruction.

The Minotaur is enraged. As a team, choose an option and proceed to its Resolution:

080-A **Try to fight the Minotaur**

080-B **Appeal to the creature's humanity**

080-A | TRY TO FIGHT THE MINOTAUR

You are so used to fighting together that it does not take much for you to assume combat stances quickly.

"This smell..." The creature's heavy breaths stir clouds of dust from the ground. "Oh, yes... Mortals! Inferno is filled now with your kind, is it not? Oh, how I missed the taste of fresh meat!"

The Minotaur needs to say no more. With battle cries, you advance on him with your weapons, certain that he has not come to talk.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The monster does not just stand there. Shouting back, he charges towards you like an untamed bull. Just like Cerberus did.*

The Devotee and the Outlaw move out of the way and let the creature pass straight through, landing some good attacks on his flanks. The Artist is bold: she jumps, twirls high up and lands with her feet on the creature's shoulders. A precise blow to the skull leaves the monster disoriented.

It is up to the Mercenary to put an end to the fight. Standing firm on his feet, he prepares his weapon and waits for the staggering beast. Deflecting to the side, he prepares a final blow and it is done—the creature staggers towards a rock, defeated.

He is not dead, but it is enough. Time to move on.

The Champion who rolled the most hits receives 1 Aggressiveness token.

The Caravan takes the Minotaur's Horn Artifact card.

Place Region card #081 – Shores of Phlegethon in position B2, Advance the Caravan to it, and then Inspect it.

FAILURE: *The monster does not just stand there. Shouting back, he charges towards you like an untamed bull. Just like Cerberus did. You are confident that you can defeat him, but things soon get out of hand. Very badly.*

The Devotee and the Outlaw collide, only to be struck and hurled into the air, gaping wounds tearing through their chests and stomachs. The Artist is next. The monster swoops in, striking her mid-air with his head and forcing her down so violently that the sound of her bones breaking is as horrifying as the entire scene unfolding through the Mercenary's eyes.

Next in line.

The Condottiero's hands tremble as thousands of thoughts run through his head. You barely escaped the clutches of death, only for it to claim you once again? Perhaps you were never meant to succeed without Dante after all...

Accepting his fate, the man closes his eyes as a dry thud, followed by a choking sound, becomes the last thing the Caravan hears on this journey.

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

080-B | APPEAL TO THE CREATURE'S HUMANITY

You exchange hesitant glances, uncertain of what to do, until the Artist takes the lead, lowering her arms and leaving her guard wide open.

"Creature, wait, you are stronger than your impulses. You do not need to do this... I can see it in your eyes, there is a wild bull in you, but there is also a man, someone who has suffered for being different..." Just like her.

Another scratch on the ground with the hoof. Stronger and faster, the snort that follows signals the monster is on the verge of exploding into action.

If the Caravan has, or has ever had *(e.g., if you used these cards to enhance a Sacred Treasure)* any of the following Artifact cards: Clockwork Wings, Heavy Crossbow, or Retractable Shield (Circle I – Limbo), proceed to Resolution #080-C. Otherwise, just continue reading below:

The attempt is valid, but it bears no fruit. The man the Minotaur once was, if he ever was, is lost to the monster. Screaming, he charges towards you like an untamed bull, and your hesitation costs you dearly.

The Artist, at the front, is the first. Lurching headfirst, the monster intercepts her midair, forcing her down so awkwardly that it is a miracle she does not break a bone. Afterward, the Devotee and the Outlaw head in the same direction, only to collide and be brutally run over. The Mercenary narrowly dodges the creature at the last moment, its horn grazing him in a display of extreme reflex—but that is all.

The maddened monster charges forward until he crashes into another rock, sending up a cloud of dust. A single look is also all it takes for you to admit defeat and give up the fight. Starting off on the wrong foot like that, it is best not to take any chances.

Seizing the opportunity, you flee from the chaos.

Each Champion rolls 2 dice, inflicting damage on themselves equal to the number of Hits obtained. Fumbles do not count as damage, however, Champions who roll 2 of them suffer a Wound (reset their Vigor back to 6).

Place Region card #081 – Shores of Phlegethon in position B2, Advance the Caravan to it, and then Inspect it.

080-C | YOU KNOW HIS STORY

"We know what happened to you. We know of Poseidon's punishment and Minos's shame." The Wanderer steps forward, her words chipping away at the walls of savagery within the creature's mind. "You were a child, a victim. Your parents should never have treated you with such contempt."

Then, another bellow reverberates off the cliffs—mournful and stifled, buried within the monster's chest for thousands of years.

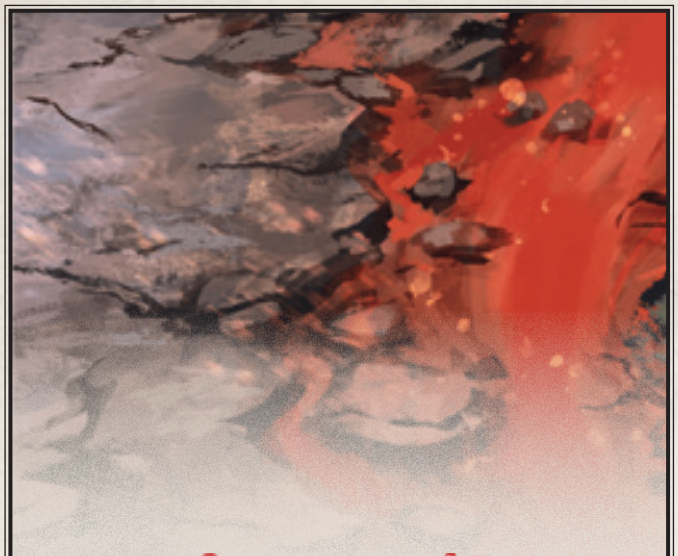
"I am not the Minotaur..." the creature's voice emerges, hoarse and guttural. "My name is Asterius, and all I ever wanted was the love of my family. Minos took care of me, it is true, but only because it was his duty, not out of love. The tributes he sent me, human flesh, were the only sustenance I knew. He raised me as a beast, not as a man..."

Even the Devotee cannot help but feel sorry for him. She abhors monstrosities such as paganism and sin, but she also knows firsthand the pain of making difficult choices. A timid tear trails down her cheek, signaling it is time to move forward.

"Thank you, travelers..." Asterius thanks you while turning his back. "Madness and rage are my lot, and it will not be long before the beast takes me over again. It is comforting to be able, even just once, to choose peace. Now go, with His blessing."

The Caravan takes the Soft Heart Treasure card.

Place Region card #081 – Shores of Phlegethon in position B2, Advance the Caravan to it, and then Inspect it.



081 SHORES OF PHLEGETHON

The way leads you to the banks of a red river, where Damned souls scream in pain as they boil. Or almost. The acrid smell fills the air and you realize: there is no water there, but blood. A punishment worthy of a nightmare.

The Violent—those who lived by inflicting aggression upon others—are divided into three groups, each sunk within the burning barrier: Tyrants, submerged up to their eyes, can barely breathe beyond the searing heat. Murderers, sunk up to their necks, scream desperately for salvation that will never come. Finally, the Plunderers, with their chests engulfed by the fiery river, struggle in vain, clinging to the false hope that they might escape with enough effort.

The second ring awaits on the far side, but Phlegethon stands in the way, a scorching and merciless barrier. In the distance, to the south, the silhouette of a peculiar bridge emerges through the rising steam. Is this the solution? Meanwhile, battle cries resound from the north, blending with the thunder of galloping hooves. Horses, here? Could they be mortal, perhaps?

Place Region cards #082 – Ford of the Phlegethon in position A2, #085 – Bridge of the Damned in position C2, and #087 – Wood of the Suicides in position B3.

You arrive at Phlegethon, a river of scalding blood. If the Caravan has the Clockwork Wings Treasure card, you can fly over it and proceed to Resolution #081-C. Otherwise, if you do not have it or do not want to do so, as a team, choose an option and proceed to its Resolution:

081-A **Follow the river going north**

081-B **Follow the river going south**

081-A | FOLLOW THE RIVER GOING NORTH

From the north, the sounds of commotion reach your ears. Where there is noise, there is suffering, but there is also life. Or souls, given where you are. Facing Phlegethon may not be the only way out.

"Going in there is suicide," the Artist points out the obvious, before anyone gets any bad ideas. "There must be some boatman here, as on the Acheron and the Styx. Maybe to the north?" She scans the horizon, but the heavy, muggy air rising from the river shrouds everything in shadows, obscuring any chance of seeing clearly.

The suggestion is a guess, but it is the best you can do for now.

Remove Region #085 – Bridge of the Damned from the board.

Advance the Caravan to #082 – Ford of the Phlegethon and then Inspect it.

081-B | FOLLOW THE RIVER GOING SOUTH

The Poet is not here to confirm, but that bridge does not seem to belong to this place, and where there is disarray, there is also life. Or souls, given where you are. Facing Phlegethon may not be the only way out.

"Going in there is suicide," the Artist points out the obvious, before anyone gets any bad ideas. "There must be some boatman here, as on the Acheron and the Styx. Maybe to the south?" She scans the horizon, but the heavy, muggy air rising from the river shrouds everything in shadows, obscuring any chance of seeing clearly.

The suggestion is a guess, but it is the best you can do for now.

Remove Region #082 – Ford of the Phlegethon from the board.

Advance the Caravan to #085 – Bridge of the Damned and then Inspect it.

081-C | YOU, HOWEVER, HAVE THE MEANS

"Dear comrades, please wait..." the Artist says. "Feel how stifling it is here... Clouds of steam rise from the Phlegethon constantly... We can use them!" An idea that sparks suspicion.

The girl talks about science, but not all of you are as educated as she is. "How? Do you expect us to ride the steam clouds like we are witches?" The Outlaw is blunt, bordering on rude.

"No, silly. Daedalus's wings... Trust me. I cannot explain it, but the hot air will keep us flying for as long as we need to!" Even though this was not the best argument, you decide to trust the Wanderer.

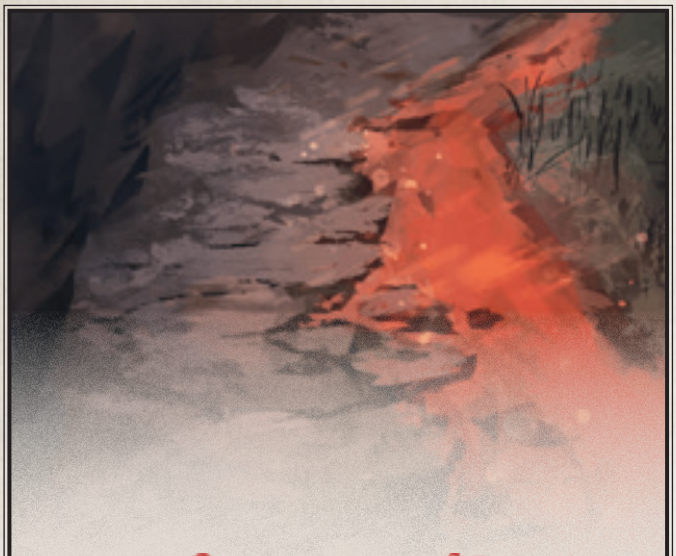
One by one, you step back from the shore, take a deep breath, and break into a run, activating the device as you gain momentum. The wings launch you into the air and the miracle happens: the Artist is right! You cross the boiling river as if you were birds carried by the warm breezes of the Sirocco.

Your landing takes place in the heart of a murky forest, where twisted trees howl and barks echo from all sides. A reminder of where you are that quickly brings you back to reality.

The journey must go on...

Remove Regions #082 – Ford of the Phlegethon and #085 – Bridge of the Damned from the board.

Advance the Caravan to #087 – Wood of the Suicides and then Inspect it.



082 FORD OF THE PHLEGETHON

Screams of despair tear through the air. Creatures straight out of Greek mythology—centaurs, men from the waist up and horses from the waist down—surround a band of Damned souls along the banks of the Phlegethon.

The bare, blistered heels of the Violent scorch as they touch the boiling blood, their wide eyes pleading for mercy from the impassive jailers who force them into the river. But they fight back with all their might, refusing to accept their punishment, and the odds are in their favor.

"Comrades, look! Those demons face the Damned souls." The Mercenary watches the scene with a gleam of anticipation in his eyes. "Perhaps, if we save them, they will feel indebted and help us cross." His hand rests on the hilt of his sword, his body ready for action.

You exchange glances and, one by one, shrug in agreement, accepting what seems to be your only alternative.

The Caravan endures an Ordeal of Prowess of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The centaurs can hardly believe it when you join the fight. Of course, they take you for knights at first. Although your numbers are too few to turn the tide, your superior skills balance the scales.*

One by one, under heel kicks and stabs from daggers and spears, the Violent are thrown back into the Phlegethon. It does not take long for the jailers to recover their fighting spirit, and the chaos soon ends with the last rebellious soul sinking back into the boiling river.

Instinctively, the demons turn to you, spears in hand, and the newly formed alliance dissolves into thin air. Their hesitation, however, is proof that battle is not what they want. After all, they are also desperate for any help they can get.

"Who are you, travelers of the Phlegethon?" a centaur asks.

"We are Champions of Christendom, creature. Warriors sent by all the Saints to prevent the sacrilege that is taking place..." Surprisingly, the one who speaks is the Devotee. "However, the river impedes our journey, and we need to find a new way."

"Blessed be you all. Maybe there is still salvation for us..." The misunderstanding is resolved. "Come on, follow me. I will take you to my band. Helping you cross the ford is the least we can do."

Relieved, you follow your new allies.

The Champion who rolled the most hits receives a Prowess token.

The Caravan takes the Centaur Spear Treasure card.

Replace this Region with #083 – Crossing of the Centaurs and then Inspect it.

FAILURE: *The centaurs can hardly believe it when you join the fight. Of course, they take you for knights at first. Your superior skills are unquestionable, but you have underestimated the Violent.*

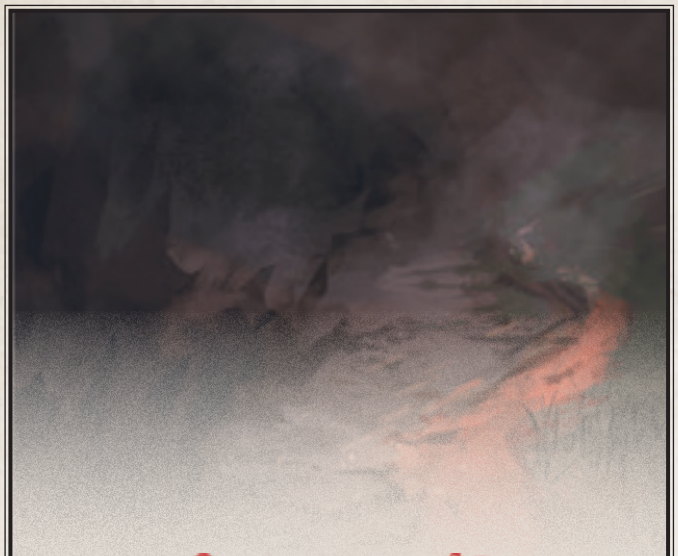
Tyrants, Murderers, and Plunderers—the most bloodthirsty of the bloodthirsty—form the band that dares to challenge the centaurs, fighting with both cunning and malice. They even resort to the most sordid combat tactics.

One of the Damned suddenly takes up some sand and throws a handful at the Mercenary's eyes. The man protects his face reflexively, but this was the cue that two other Plunderers were waiting for: Two stabs, one to each side, seal the Condottiero's fate.

Without their protector, the Artist and the Devotee are soon ambushed, leaving the Outlaw alone before the villains. Lowering his arms, the man accepts his fate, discouraged, certain that even if he lives, there is no way to defeat the Order alone.

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.



083 CROSSING OF THE CENTAURS

After a mile or so, you reach the banks of a shallow riverbed. There, the rest of the centaur herd, a dozen or more, are impatiently discussing something, their hooves scratching the ground. Your guide asks you to wait for a moment, going to meet his kind.

It does not take long for the prison guards to return and the sparkle in their eyes is a picture of hope. "Greetings. I am Chiron, lord of the centaurs," one of them, an imposing warrior with long white hair and centuries of wisdom, introduces himself.

"For millennia, our arrows were enough to keep the Damned souls from leaving the Phlegethon. However..." He narrows his eyes, but he now understands better who you truly are. "...The Violent rebelled with the help of mortals, and united under the pennant of Alexander the Great. Empowered by vile spells, they have overwhelmed us and the Divine Arrangement is threatened."

Chiron knows what must be done, but centaurs are bound by their word. "You have done your part and we can take you to the forest now, but this I ask: delay your departure. We no longer have the strength to enforce justice, and fighting the Damned is our sacred duty."

Can you refuse such a genuine plea?

Place Region card #084 – Court of Tyrants in position A3.

Chiron asks for help against Tyrants and Murderers. As a team, choose an option and proceed to its Resolution:

083-A **Help Chiron fight the Tyrants**

083-B **Not get involved and move forward**

083-A | HELP CHIRON FIGHT THE TYRANTS

"Say no more..." The Mercenary takes the lead. The Artist and the Devotee's silence, followed by the Outlaw's sigh, seals the deal. "The Saints have sent us to prevent disarray. This cause is ours."

Your host's eyes shine. He had seen this scene before, millennia ago, when another enthusiastic warrior knocked on his door: Achilles. "Your bravery honors me, and I am glad to know that the age of heroes is not over yet. Now, come, there is no time to waste. We must nip this evil in the bud."

Riding on the backs of Chiron, Nessus, and two other centaurs, crossing the boiling river ford feels as effortless as a casual stroll. The scalding water never touches you, and moments later, there you are, on the other side of the Phlegethon, embraced by a murky forest of sinister, twisted branches.

But this is not your final destination...

Advance the Caravan to #084 – Court of Tyrants and then Inspect it.

083-B | NOT GET INVOLVED AND MOVE FORWARD

The decision is difficult and every glance you exchange is tinged with regret. "We are deeply sorry, centaur..." The Devotee takes on the role of a harbinger of bad news. "Even though we want to fight, time is our greatest enemy."

Your host understands, hope fading in his eyes. "So be it. Worry not, for I shall honor my word and guarantee your crossing." He kneels, and the others follow him.

Riding on the backs of Chiron, Nessus, and two other centaurs, crossing the boiling river ford feels as effortless as a casual stroll. The scalding water never touches you, and moments later, there you are, on the other side of the Phlegethon, embraced by a murky forest of sinister, twisted branches.

"As promised, here you are. Our paths diverge here, but our purpose remains as one." The centaurs come to a halt as they approach a fork in the road ahead. "Head south and you will soon find your way to the third ring, where the riders have gone. Make sure this sacrilege ends; you are doing us all a favor."

So your guides say goodbye, their silhouettes blending into the forest until they disappear from sight and leave you alone again. They also have a battle of their own to face now...

Each Champion receives INVIGORATE 2.

Advance the Caravan to #087 – Wood of the Suicides and then Inspect it.



084 COURT OF TYRANTS

Riding into the forest, you soon come to macabre, twisted palisades that surround a camp. Vivid frowns etched with pain and despair suggest it is best to keep your distance—yet that is precisely where you are headed.

The Violent under Alexander's command await in the open field with defiant expressions. Whether born of hubris or simply another trick, you cannot tell, but the corrupt army—fifty strong or more—stands lined up, waiting to be confronted. A mysterious golden ark lies at the center of their formation.

"Chiron, with all the respect I have for you and your legacy, I beg you, do not sacrifice yourself in vain..." The Macedonian insists that you give up the attack. "Mortals have brought us gifts of power and you cannot defeat us. Spare your kind..."

"Alexander, you arrogant man, you know that everything here is eternal. Kill us as many times as you want—we will be reborn, again and again, until we drag you back to the river!" The lord of the centaurs is persistent.

"Oh, but I thought you were wiser than that..." The Damned puts on his plumed helmet, preparing himself for what comes next. "Who said we want to kill? I shall enslave you, imprisoned forever in this forest!"

The battle erupts with savage fury as centaurs and Damned clash in a brutal spectacle of strength. "Mortals, the ark is the key!" Chiron alerts you, having cleared the way to it. "It is written: there is a ritual! Words that were used to awaken a dark power and can be spoken again to put it to sleep. Search the camp! I will keep Alexander busy for as long as I can."

The killing begins, and now it is up to you...

Now, take the Path cards numbered 31 to 35 and place them face up on this Region. From now on, whenever you are instructed to Inspect this Region, as a team, you must choose a card, pick it up, and proceed to its Resolution.

(You were instructed to Inspect this Region when you Advanced the Caravan here, so you choose the first Path now.)

084-A | SEARCH THE CELLS

A large tent shelters a wooden shed, where several centaurs lie on hay, sprawled like animals. You are well aware of what rebellious Damned souls are capable of, but this is different.

Shackles, iron, and human ingenuity cannot bind creatures like them. What keeps the demons broken are thorny vines that sprout from the ground, red as blood, and restrain them completely. The power of the ark, for sure.

Despite this manifestation, you find no evidence of the Ritual's components here.

Inspect this Region again.

084-B | SEARCH ALEXANDER'S TENT

Seizing the opportunity amid the chaos of battle, you slip into the largest and most opulent tent—Alexander's military quarters.

The thick fabric walls are decorated with embroidery that tells the story of the myth of the Conqueror, from his tumultuous birthplace to the triumph at Gaugamela, the untying of the Gordian Knot, the quest for divinity, and the arrival in India. Incredible deeds that could have earned him a place in Limbo, if it were not for the blood he spilled and his hunger for power.

Alexander has some treasures, but nothing that can help you with the ark.

As a team, draw 2 Findings cards and assign them to Champions.

Roll 1 die and place it on this Region card.

If there are now 2 Fumbles or 6 Hits altogether between the dice on this card, the centaurs are defeated and you proceed to Resolution #084-G. Otherwise, the battle continues and you Inspect this Region again.

084-C | SEARCH THE KITCHENS

Interestingly, there is a cluster of tents and tables scattered around a courtyard with unlit fires and abandoned pots.

The Damned are so desperate for relief that they even cling to the habits of mortal life. Perhaps, beyond the needs of the body, some improvements in the camp cater to the sanity of the soul.

A chaotic collection of utensils, provisions, and barrels of liquor are scattered around, but one thing stands out: a golden chalice adorned with carvings reminiscent of the deeds of pagan gods.

The Caravan takes the Golden Chalice Treasure card.

If the Caravan also has Discovery card number 35 (Ancestral Ritual) and the Macedonian Dagger Treasure card, proceed to Resolution #084-H. Otherwise, roll 1 die and place it on this Region card.

If there are now 2 Fumbles or 6 Hits altogether between the dice on this card, the centaurs are defeated and you proceed to Resolution #084-G. Otherwise, the battle continues and you Inspect this Region again.

084-D | SEARCH THE TRAINING YARD

A scene of unbridled brutality unfolds before you in the vast courtyard, its ground scarred by the echoes of countless battles that never happened. Damaged armor, broken shields, and blades dulled by use are scattered everywhere, as if they had been summoned in that state.

The pieces all look practical and boring, except for a lethally beautiful dagger that lies stuck in a battered training dummy. The style of the weapon is ancient and exotic, deadly, but it is the careful carvings on the blade that catch the eye.

This is no ordinary weapon, and you know it.

The Caravan takes the Macedonian Dagger Treasure card.

If the Caravan also has Discovery card number 35 (Ancestral Ritual) and the Golden Chalice Treasure card, proceed to Resolution #084-H. Otherwise, roll 1 die and place it on this Region card.

If there are now 2 Fumbles or 6 Hits altogether between the dice on this card, the centaurs are defeated and you proceed to Resolution #084-G. Otherwise, the battle continues and you Inspect this Region again.

084-E | SEARCH THE DORMS

The largest cluster of tediously similar and carefully placed tents lies near the cliffs that separate Dite from the shores of the Phlegethon. Beneath the thick, dusty tarps lies a surprisingly organized interior, with stretchers neatly arranged along both sides of the enclosure, going as far as the eye can see.

At the end of one of them, exposed as if it were a treasure on a marble altar that does not fit in with that place, there is an ancient parchment. The yellowed paper reveals what Chiron mentioned in detail, and you smile in satisfaction.

The ceremony requires a chalice, a dagger, and the willingly offered blood of a mortal, spilled while an ancient chant is sung at the top of one's lungs.

The Caravan takes Discovery card number 35 (Ancestral Ritual).

If you also have the Macedonian Dagger and Golden Chalice Treasure cards, proceed to Resolution #084-H. Otherwise, roll 1 die and place it on this Region card.

If there are now 2 Fumbles or 6 Hits altogether between the dice on this card, the centaurs are defeated and you proceed to Resolution #084-G. Otherwise, the battle continues and you Inspect this Region again.

084-G | THE CENTAURS ARE DEFEATED

Your prolonged wanderings have cost you dearly, and the scene that greets you upon your return to the courtyard is nothing short of a disaster. Half of the centaurs have been overwhelmed, captured by thorny whips that sprout from the ground itself, imbued with supernatural power.

Tied up like this, they do not stand a chance against the Damned. This is not the end for them, but even the jailers of the Inferno need some time to heal their wounds. With the demons out of the way, the Violent now seek their next victims: you.

"The cause is lost!" the Devotee says with her usual optimistic tone. "Chiron will have to forgive us, but right now, our best chance of restoring the Divine Arrangement is to stop the Order." An escape suggestion that you regretfully agree to.

The Damned, however, do not pursue you when you reach the murky forest of dry, twisted trees. They know, as you are about to discover, that the second ring has its own dangers...

Inflict X damage on each Champion, X being equal to the number of Hits on this Region card.

Remove the dice that are on this Region card.

Advance the Caravan to #087 – Wood of the Suicides and then Inspect it.

084-H | PERFORM THE COVENANT RITUAL

With all the items gathered, you return to the courtyard where the battle is taking place and prepare to perform the ritual. Some of the Violent notice what you are doing and come to attack you, but you are not alone: Enraged centaurs join the Outlaw and the Mercenary to hold the perimeter.

The Devotee begins to chant in the language of the angels while the Artist takes care of the chalice and the sword. As the melody reaches its peak, she cuts her palm and lets the precious liquid drip onto the golden vessel.

Immediately, the ground begins to shake and crumble, and the tents conjured by the Damned begin to dissipate into the air. The winds of battle shift quickly, and the ark falls silent as if its empowering influence had never existed. The ritual is complete!

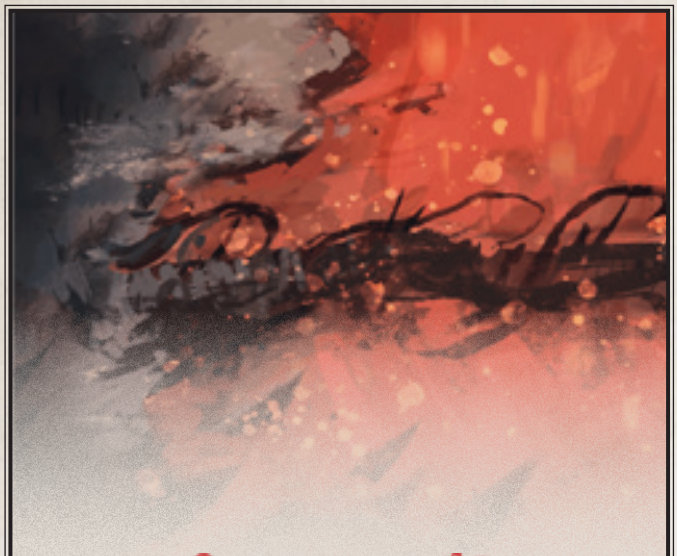
"Praise be you, Champions of Christendom!" Chiron raises his spear high, shouting in unison with his warriors. "The Phlegethon will once again be filled with souls who deserve this punishment! Now go, we can take care of the rest ourselves."

Amidst the warm cheers of the centaurs, who battle and celebrate with equal intensity, you set off into the murky forest of dry, twisted trees. The journey is far from over, but at least you can savor this victory...

The Caravan takes the Unbreakable Treasure card.

Remove the dice that are on this Region card.

Advance the Caravan to #087 – Wood of the Suicides and then Inspect it.



085 BRIDGE OF THE DAMNED

You reach an improvised bridge after some time traveling along the river to the south. Built of dark, twisted planks, it towers over the boiling river, and the carved scowls on the structure sweat in the steam as if they were made of flesh and blood. An intriguing vision.

The guards, two scowling men, look at you warily. Scratching their nails with the knife tips they insist on displaying, they look as bored as they are dangerous. After all, they are the two Rinieri, Tuscan plunderers who became infamous for their brutality.

"Are you lost, or something of the kind?" one of them spits on the ground. "It has been a while since I have seen someone like you around the banks of the Phlegethon... What do you want now?" He seems to be in a good mood.

"Hold your tongue, you scoundrel. We are just looking for passage into the forest. I could not care less about you, but if you would rather test your luck with that knife than clear the way, I will skewer you like a pig on Christmas." The Outlaw speaks for you, as he knows how to talk to bandits.

"Whoa, whoa, whoa... we are all friends after all..." Cynically, the other Rinieri takes a step forward. "Here is the deal: if you want to pass, we shall take you to Attila first. He runs this settlement, and he will know what to do with you..."

The Devotee raises an eyebrow.

"But, for a small price, we can escort you through the camp to the other side without anyone having to know. As if we were allies. This way no one needs to deal with the Hun..." He does not even try to hide his intentions.

Place Region card #086 – Court of the Scourge of God in position C3.

The Tuscan plunderers demand a bribe to lead you safely. As a team, choose an option and proceed to its Resolution:

085-A **Agree to be taken to Attila, the Hun**

085-B **Accept and pay the bribe**

085-A | AGREE TO BE TAKEN TO ATTILA, THE HUN

"What good are riches in this place, Damned soul? Silver is worth nothing more than pebbles to you." The Devotee remains uncomfortable. "Take us to your master quickly and stop talking."

"As you wish, my lady." The guards shrug their shoulders indifferently. Crossing the river, in the end, may be easier than it seems. "The desires we had in life have not eased in this place, you know... Treasures have no value here, but I still like to take them anyway."

With the matter settled, you cross the bridge, swearing that the wood beneath your feet doesn't merely creak—it groans...

Advance the Caravan to #086 – Court of the Scourge of God and then Inspect it.

085-B | ACCEPT AND PAY THE BRIBE

The Outlaw stares at the Plunderer for a moment.

The seductive thought of drawing his weapons and attacking the cynical man crosses his mind, more out of pride than anything, but he has faced enough battles to know that things can always get out of hand and that it is always better not to take risks.

"Of course, in this cursed place there is no courtesy, right?" he complains, but searches through his belongings to bargain for passage. "Lead the way then. Know that if you even think about betraying us, you will be the first one I put an arrow between the eyes, okay?"

A threat he did not have to carry out, as the Rinieri do their part. Taking you across the bridge and through the camp, they take you to the edge of the forest, in the second ring, where they dare not go.

Amidst the cold, pragmatic farewells of a clandestine agreement, you move forward.

The Caravan STORES 1 Artifact card and receives INVIGORATE 2.

Advance the Caravan to #087 – Wood of the Suicides and then Inspect it.





086
COURT OF THE SCOURGE OF GOD

The interior of the leader's tent reveals itself to be an oasis of richness, filled with vibrant rugs and embroidered cushions that contrast with the brutal monotony of the camp. The aroma of incense overwhelms the macabre stench of the Phlegethon, making you forget, if only for a moment, that you are in the Inferno.

This is the court of Attila, the Hun. A conqueror who came to be called the "Scourge of God" for a reason. His fame keeps even the rebellious, cruel, and bloodthirsty Violent firmly under his control. From his throne, with an impassive expression, he judges you with his eyes.

"What are you waiting for?" The Rinieri bow. A gesture that you think might be good to repeat. Your host leaves them bent on their knees for a few moments before he nods for them to stand up. A ritual that reiterates his authority.

"Your Majesty," one of the Damned souls speaks, "These travelers have arrived from Dite and wish to ask a favor."

"Is that so?" Attila runs his fingers through his thin mustache and goatee. "Well, first of all, I want to know better. Who are you, who came alone to the Abyss? The Inferno is no place for your kind... What brought you to the ends of the world?"

The outcome of this interaction is variable. Be attentive to the instructions for placing dice on this Region card. They serve as a meter of your diplomatic skills.

Now, if the Caravan has 3 or more Champions whose cards have a red frame, place 1 die with the Double Hit side up on this Region card; If there are exactly 2 Champions with this frame, turn the Hit side up instead. However, if there is 1 or less Champion with it, turn the Fumble side up.

Attila wants to know who you are. As a team, choose an option and proceed to its Resolution:

- **086-A** Lie that you came with the Order
- **086-B** Confess that you came to restore the Arrangement

086-A | LIE THAT YOU CAME WITH THE ORDER

"In fact..." The Mercenary acts as the leader of the group. Certainly, he is the best to pass as a warrior in the eyes of the Hun. "...I fear there has been a misunderstanding. We have come with that army, the Order. We are the scouts who guard the rear."

Your host glares at his subjects. He does not like being told only half the story. The Damned sigh, fearful that this will be enough to throw them into the river again, but Attila does not take offense. He knows how to be lenient when needed.

"I understand. A memorable task, even if it lacks the glory of leading the vanguard," he taunts, keeping you in a state of uncertainty. "In any case, you have my gratitude for giving us the courage to claim our destiny, and for that, perhaps we can be friends..." He settles into his throne.

"Now tell me, what do you need me for?"

Place 1 die with the Hit side up on this Region card.

Now, as a team, choose an option and proceed to its Resolution:

- **086-C** Ask to cross the bridge in good faith
- **086-D** Ask for safe passage, lying that you will not harm him

086-B | CONFESS THAT YOU CAME TO RESTORE THE ARRANGEMENT

"In fact..." The Mercenary acts as the leader of the group. Certainly, he is the best to pass as a warrior in the eyes of the Hun. "...We did not come with that army, the Order. We came to fight them, at the request of the Saints and Christendom."

The confession causes blades to be drawn. Every Violent in the court, with the exception of Attila himself, assumes battle stances. "Just give us the command, your majesty..." The Rinieri rarely turn down the opportunity to claim a victim.

"Wait!" Your host holds his men back. "I will not take the life of a man who told the truth. Not just for that. This explains some things, but not all, and I want to understand what is happening. Maybe we are enemies, but maybe we are not..." He settles into his throne.

"Now tell me, what do you need me for?"

Place 1 die with the Fumble side up on this Region card.

If there are now 2 Fumbles on this card, proceed to Resolution #086-I. Otherwise, as a team, choose an option and proceed to its Resolution:

- **086-C** Ask to cross the bridge in good faith
- **086-D** Ask for safe passage, lying that you will not harm him

086-C | ASK TO CROSS THE BRIDGE IN GOOD FAITH

"What we ask is not much. We just need you to let us pass over the bridge you built to the forest. Our path is forward, and we have no reason to get involved in your affairs." The Mercenary takes a risk, projecting an impartiality that does not entirely correspond to the truth.

"That can be arranged..." Your host ponders for a moment, once again scratching his mustache. "...If there are no quarrels between us, as you said yourself, perhaps there is no reason for us not to be friends after all. However, words alone are not enough. Gold must speak alongside words."

A request that can be understood in any culture at any time. Attila may be willing to let you pass, but he demands a tribute, just like in the old days...

If the Caravan has 1 or less Champions whose cards have a red frame, place 1 die with the Double Hit side up on this Region card; If there are 2 or more Champions with this frame, place it with the Hit side up instead.

Now, as a team, choose an option and proceed to its Resolution:

- **086-E** Offer treasures as tribute
- **086-G** Force the passage by threatening Attila

086-D | ASK FOR SAFE PASSAGE, LYING THAT YOU WILL NOT HARM HIM

"What we ask is not much. We just need you to let us pass over the bridge you built to the forest. Worry not, for our interests will not get in the way of your plans. Our matters lie in the lower levels..." The Mercenary tells a version that does not quite match the truth.

"That can be arranged..." Your host ponders for a moment, once again scratching his mustache. "...If your fight does not get in the way of ours, as you said yourself, maybe there is no reason why we should not be friends after all. However, words alone are not enough. Gold must accompany them."

A request that can be understood in any culture at any time. Attila may be willing to let you pass, but he demands a tribute, just like in the old days...

If the Caravan has 3 or more Champions whose cards have a red frame, place 1 die with the Double Hit side up on this Region card; If there are 2 or fewer Champions with this frame, turn the Hit side up instead.

Now, as a team, choose an option and proceed to its Resolution:

- **086-E** Offer treasures as tribute
- **086-G** Force the passage by threatening Attila

086-E | OFFER TREASURES AS TRIBUTE

You look at each other once more. "Of course, sir..." the Mercenary replies with a faint smile. Rummaging through your bags for something that might be dispensable but that seems valuable enough to please your host was not in your plans. "Let me just go through my possessions to choose the appropriate gift for someone of your greatness..."

At this point, as a team, the Caravan chooses how many Artifacts to offer, between 1 and 4. The more Artifacts offered, the better the Caravan's chances of succeeding. If you offer 1, 2, or 3 Artifacts, proceed to Resolution #086-F. Otherwise, continue reading below:

Attila glances from side to side before letting out a smile that reveals his thoughts. It could not have lasted longer than the span of a yawn. "You, Rinieri! Collect the tribute and keep it in my basket. Now, I have my verdict for you..."

This is the first time he has gotten up from his seat.

Place 1 die with the Double Hit side up on this Region card.

Proceed to Resolution #086-I.

086-F | THE OFFER DOES NOT SOUND SO TEMPTING AT FIRST...

Your host's expression remains unchanged. An indifference that would make the Sphinx herself envious. Looking over the loot on offer, you wonder if you have made the terrible mistake of disrespecting one of the most powerful men who had ever lived.

Attila glances from side to side before letting out a grunt that gives voice to his thoughts. It could not have lasted longer than the span of a yawn. "You, Rinieri! Collect the tribute and keep it in my basket. Now, I have my verdict for you..."

This is the first time he has gotten up from his seat.

Count the appropriate points for the Artifacts offered: Artifacts from the Limbo, Lust, or Gluttony Circles are worth 1 point; from the Greed, Wrath, and Heresy Circles, 2 points; and from the Violence Circle, 3 points.

If the value of your offer is up to 2 points, place 1 die with the Fumble side up on this Region card. If the Artifacts offered add up to 3 or 4 points, place 1 die with the Hit side up on this Region card. Finally, if the sum is equal to or greater than 5, place 1 die with the Double Hit side up, instead.

Now if there are 2 dice with the Fumble side up on this card, proceed to Resolution #086-H. Otherwise, proceed to Resolution #086-I.

086-G | FORCE THE PASSAGE BY THREATENING ATTILA

"Forgive me, sir, but perhaps I chose my words poorly..." the Mercenary scowls, his voice rising with intensity. "Given what we have discussed and the help that my soldiers and I are offering you, what I ask is little and we shall have it. One way or another, as we have had everything on our journey thus far."

Attila's enigmatic smile dissolves into a frown, so stern that for a moment it is as if the two men are in a bad temper contest. With a firm grip on the arms of his throne, he rises to his feet.

"What nonsense is this? Have you forgotten who you stand before, mortal?" The Hun cannot accept his authority being questioned. Especially when you are surrounded by Tyrants, Murderers, and Plunderers. "Whatever you did, you did it for yourselves. It was we, the Damned, who won the right to leave Phlegethon by paying the price of blood. Perhaps it would have been wiser not to have forgotten this..."

If all 4 Champion cards have a red frame, place 1 die with the Double Hit side up on this Region card; If there are exactly 3 Champions with this frame, turn the Hit side up instead. However, if there are 2 or fewer Champions with it, turn the Fumble side up.

Now if there are 2 dice with the Fumble side up on this card, proceed to Resolution #086-H. Otherwise, proceed to Resolution #086-H.

086-H | ATTILA IS A TOUGH NUT TO CRACK

"Enough is enough!" Your host draws his sword, stepping forward—A replica of the famous Hun sword, conjured from his memories. "You came to me wandering through the Inferno as if you owned it, as well as its inhabitants. Hubris... Pure Hubris."

The exaltation of their leader is enough to summon some of the Damned, emerging from the shadows of the tent, seemingly from nowhere. Tyrants and Murderers, with weapons in their hands and blood on their lips.

"Enough with your insults! No matter what you want and what you have to offer, all you have now is death!" Attila shouts to his men, ordering the attack.

The Caravan endures an Ordeal of Willpower of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The battle explodes, cruel and savage. Every strike reverberates with the savage ferocity of a battle devoid of honor, fueled by pride. This time, it is not your skills that decide victory, but the mastery of humanity's oldest and most dangerous violence.*

Screams fill the tent as, one by one, the Damned fall. Sword-swings here, arrows and stabs there, horror and blood everywhere. The fight is far from easy, and every so often, you are struck by heavy blows. You are more experienced than ever, but the Violent's thirst for blood makes them tough opponents.

"Return to the Phlegethon, you damned scum!" The Devotee delivers the blow that claims Attila's life and ends the fight. Even if he resurfaces, the Hun will be submerged in the boiling river, submissive to the centaurs as established by the Divine Arrangement.

Grabbing what you can, you head across the bridge. What awaits on the other side is a dark forest of sinister, twisted trees. A vision that dwarfs the Dark Forest, making the place where your journey began seem small...

The Champion who rolled the most hits receives 1 Willpower Token.

The Caravan takes the Sword of Attila Treasure card.

Advance the Caravan to #087 – Wood of the Suicides and then Inspect it.

FAILURE: *The battle explodes, cruel and savage. Every strike reverberates with the savage ferocity of a battle devoid of honor, fueled by pride. This time, it is not your skills that decide victory, but the mastery of humanity's oldest and most dangerous violence.*

Screams fill the tent as, one by one, you are mortally wounded. The first to fall is the Mercenary, pierced through the chest by Attila's sword. More painful than the wound that kills the Condottiero is the smile he sees as his lights go out.

The Artist is second, almost at the same time as the Outlaw. Both are slaughtered by arrows, one after the other, until they fall to their knees. The only sound that resonates loud and clear is the chilling laughter of assassins lurking in the shadows.

So, the Devotee alone remains, but her fate is not better than any other. One of the Rinieri grabs the Maiden from behind and, covering her mouth with his left hand, cuts her throat with the other. Her eyes widen in terror as the slow, searing heat of death creeps down her neck.

This is the end of the Champions of Christendom.

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

086-I | BENDING THE SCOURGE OF GOD

Attila gives you one last look, sighs deeply, and opens his arms, a faint smile on his lips. He is pleased, but even so, the complexity of his expression is not friendly.

"I feel like we have some differences, but that is no reason we cannot be friends, as long as we do not step on each other's toes." You exhale a sigh of relief. "Now go and forget not the promises you made."

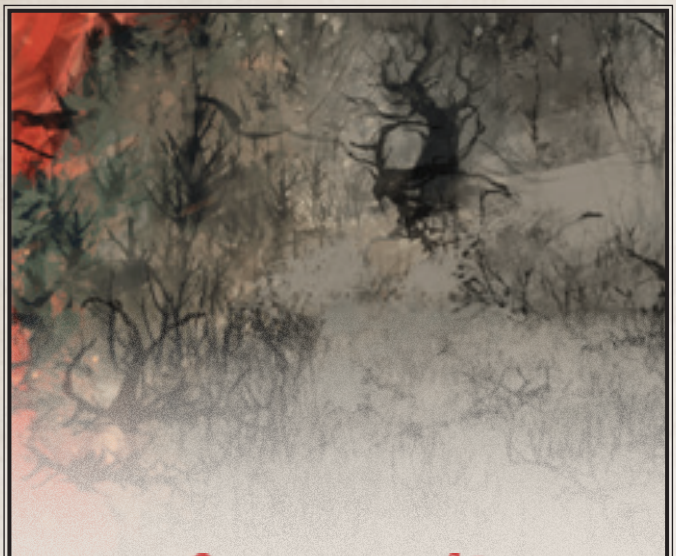
Your host takes his seat, waving for the Rinieri to follow you to the other exit from the camp. What awaits on the other side of the bridge is a dark forest of sinister, twisted trees. A vision that dwarfs the Dark Forest, making the place where your journey began seem small...

Count how many Hits were placed on this Region card. If there are 4 or more Hits on it, the Caravan takes the Diplomat Treasure card. Either way, proceed to the next instruction.

Each Champion receives INVIGORATE X, X being equal to the number of hits on this Region card minus 2 for each Fumble on it.

Remove the dice that are on this Region card.

Advance the Caravan to #087 – Wood of the Suicides and then Inspect it.



087 WOOD OF THE SUICIDES

The path continues through woods where a heavy mist, laden with melancholy, hides howls and moans that echo through the wind. The vegetation, stripped bare of leaves, feels suffocating, its dry branches like bony claws poised to snatch you at any moment.

"Where to now?" distracted, the Outlaw mutters as he brings a thin, dry twig to his mouth, as usual. The response he receives from the forest itself is a sharp scream of pain that scares you.

"Darling, wait!" the Artist holds the Rebel back. "Look at these trunks, how they are twisted into human silhouettes. Now, look how vivid and expressive the faces carved into them are... Somehow, I know: these creatures are people, not trees!"

If the Caravan has Discovery card number 9 (The Last Straw), proceed to Resolution 087-A. Otherwise, just continue reading below:

She is not wrong, for the twisted branches are Damned souls, the Suicides. Fractured faces, capable of only slight movements, transform into seeds when condemned to this fate by Minos.

The truth weighs heavily on the Devotee's heart. Does Paolo, the groom of her youth, live in this forest because he took his own life? Should she look for him? Her hands grow clammy at the mere thought of the idea... "Let them be. Their suffering is no less than what they deserve for choosing to take the most precious thing He has given us."

Impassive, the Maiden lies to you and to herself. She knows very well that it is not disregard for the High Power that makes one take this kind of action, but pain. She knows, because she herself has been in the position of wanting to do anything to stop feeling as miserable as she did the day her father showed her the boy's corpse.

Thoughtfully, you continue towards the howls and the darkness...

As a team, draw 1 Findings card and give it to a Champion.

Place Region card #088 – Forest of the Dilapidators in position B4, Advance the Caravan to it, and then Inspect it.

087-A | YOU KNOW THIS TREE PARTICULARLY WELL...

"You bastard..." a bitter voice, like the creak of old boards, growls with hatred. A drop of sap or blood oozes from the severed limb, causing the tree to bend in pain as if its trunk were flesh. "I cannot believe this! You again!?"

Your astonishment is only greater than that of the Damned soul herself when you recognize each other. Even if distorted, that is Cleopatra's face, thrown here when you interceded for her.

"Is it not enough that you have already worsened my fate for eternity? Have you come to inspect your poorly done work and mock me?" If you could, every one of you would have buried your heads in the sand. Dante was right after all.

"Your Majesty, I have no words to say how sorry we are..." the Artist thinks of an apology on behalf of you all, but the Outlaw has a different opinion: "You brought this on yourself, woman. We only did what you asked us to do." The impassive expressions of the Devotee and the Mercenary show that they agree with him.

"Audacious scum! For the blood you have just shed, I, Cleopatra Philopator, curse you! May you die a quick and painful death and join the worst of the Damned!"

Impressed by the speech, you carefully keep your distance, continuing towards the howls and darkness until you can no longer hear the obscenities of the former Queen of Egypt.

The Caravan takes the Bad Blood Treasure card and, as a team, gives it to a Champion.

Place Region card #088 – Forest of the Dilapdators in position B4, Advance the Caravan to it, and then Inspect it.



088 FOREST OF THE DILAPIDATORS

Continuing through the forest, the barks become louder and the darkness even deeper. Barely any light filters through the twisted canopy, leaving you unable to see more than five feet ahead. Your hearts hammer in your chests, certain that someone is concealed within the grass.

Then, as if the Inferno itself had heeded your intuition, the soft patter of paws crunching dry branches all around signals the arrival of more demons. Hounds the size of calves surround you, their storm of barks and growls echoing menacingly.

Hypnotized by the diabolical cacophony, the Devotee is assaulted by a memory...

Read Appendix VII:I – "The Twilight of Life".

Continue reading below:

With tears in her eyes and her fists clenched, the Maiden struggles to remember what happened next.

Part of her wished she had forgiven her father, especially since she had no desire to encounter him in the Inferno after knowing him so intimately in life. Yet another part, for the very same reasons, burned with a fierce eagerness to find him among his kind. Which one won? This was not yet clear. The Hounds remain there, impatient. It is clearer now: they hesitate because they are only looking for one type of scent.

One that does not cling to the skin, but to the spirit.

The Devotee tries to remember what she did to her father. She must choose an option and proceed to its Resolution:

- **088-A** She forgave her father, letting him die in peace
- **088-B** She took revenge, leaving him to die in torment

088-A | SHE FORGAVE HER FATHER, LETTING HIM DIE IN PEACE

Then the last memory comes to the surface: the woman had managed to be the best version of herself. Putting all her pain behind her, she accepted her father's gift and cared for him during his last sad days.

Free, single, and wealthy, she could find a good match, marry for love or even live alone if she wanted. Her father had stolen her youth, but at least he realized his mistake in time to salvage her remaining years. A step well seen in the eyes of the Lord.

"Comrades, prepare!" the Mercenary brings the Maiden back from her reveries by drawing up a battle plan. Tension served as a disguise. You are so focused on the Hounds that you do not notice the Devotee wiping away her tears. "Three... Two..."

Then, as suddenly as they had come, the Hounds stop barking and retreat quickly. You look at each other, confused, but no one dares to complain.

Heading south, the opposite direction the pursuing demons went, you continue your journey. No one can see it as you march, but there is a smile on the Maiden's face.

Perhaps the first one in many years...

The Devotee closes an episode from her past. Progress her to Maiden Reborn by replacing her Champion card appropriately.

Place Region card #089 – Harpy Hunting Grounds in position C4, Advance the Caravan to it, and then Inspect it.

088-B | SHE TOOK REVENGE, LEAVING HIM TO DIE IN TORMENT

Then the last memory comes to the surface: the woman had become attached to revenge. Accepting the gift, she dismissed all the servants who were not assigned to care for her father and signed the papers donating the land to the Church.

Leading the old man to the door of the estate, she handed him back the keys, placing them in his trembling hands. He wondered about the meaning of that until, moments later, his doubt was dispelled by the smoke billowing from the windows of every structure in the village.

The last thing that her father's eyes beheld was the remnants of his legacy—both in flesh and spirit—consumed in a great pyre of outrage. His daughter never forgave him and never needed his inheritance. Now, at the end of his life, regret alone would not erase the past, nor would this hollow gesture secure him a place in Heaven.

"Comrades, prepare!" the Mercenary pulls the Maiden out of her reverie by drawing up a battle plan, but your adversaries take the initiative. Striking with surgical precision and impeccable coordination, they charge at the Devotee all at once, ignoring the rest of you.

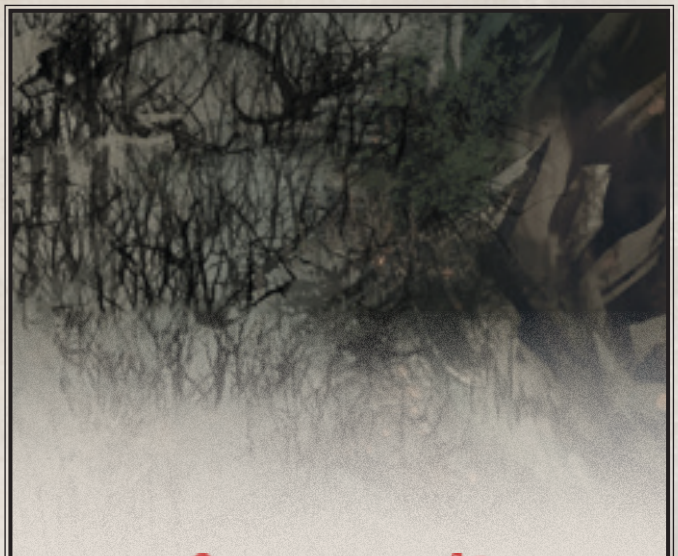
Jaws with infernal strength and speed grab the woman by the leg and plunge into the forest, disappearing into the darkness. The entire action must not have lasted longer than a gasp, leaving you with no chance to react.

"What just happened?" The Outlaw's eyes widen, scanning the shadows for unseen threats. Fortunately, the Artist is there to bring him back to himself and point him in the right direction: "Darling, focus! Think not, track!" She snaps her fingers and points to the heavy footprints. "There is no time to waste..."

Heading north, you venture into the dense forest, unsure if this will be the end of the Maiden, or of you all...

The Devotee closes an episode from her past. Progress her to Enraged Maiden by replacing her Champion card appropriately.

Place Region card #091 – Hounds' Lair in position A4, Advance the Caravan to it, and then Inspect it.



089 HARPY HUNTING GROUNDS

The Devotee's tranquility is contagious. Even though the howls and moans echo through the endless woods, you continue your journey calmer than ever before.

A few miles ahead, the shadows fade before the brightness of the rain of fire that torments the sands of the last ring, now visible from here. What the light reveals, however, steals your precious peace: trees flayed into splinters, raw flesh and blood everywhere, a trail of suffering.

Since everything here is designed to be cyclical, it will not be long before the authors of this misfortune appear, drawn by curiosity about the visitors. After all, this is their territory. Harpies—demons with the torsos of women, the legs of eagles, and dark, leathery wings—perch in the forest canopy.

With their human eyes locked on you, they graze their heels, as large as daggers, on the tree bark. For the trees, the sensation is the same as sharpening a barber's razor with their own bodies. For the Harpies, the complete opposite: The combination of the pleasure of relieving an itch with that of hurting someone.

"Oh, mercy!" a tree begs with a mournful voice upon seeing you. A hope that the lady of that gang of jailers is sure to shatter: "Move, mortals. This is nothing more than what the High Power determines," she smiles, happy to deliver the punishment.

Where does duty end and sadism begin?

Place Region card #090 – Southern Calcined Wastelands in position C5.

You find yourselves in the hunting grounds of the Harpies, who do not want to fight. As a team, choose an option and proceed to its Resolution:

089-A **Ignore the torture and just move on**

089-B **Confront the Harpies to spare the suicides**

089-A | IGNORE THE TORTURE AND JUST MOVE ON

With a heavy heart, you know what you need to do. The pleas of the Suicide find no salvation in you, who only look away and move on, too tired to intervene.

"That was brutal..." the Wanderer breaks the silence. The disturbing sound of talons scraping against wood still reverberates in her mind. ".With each Circle we visit, the punishments grow more severe. What does the last ring of the last Circle hold for us?" she wonders.

Leaving behind the stench of blood and splintered wood, you finally emerge from the suicide forest, arriving at the edge of a scorching desert.

Advance the Caravan to #090 – Southern Burning Sands and then Inspect it.

089-B | CONFRONT THE HARPIES TO SPARE THE SUICIDES

"Oh, well..." the Outlaw sighs as he notices the stubborn expressions on the Artist's and the Mercenary's faces. "Fighting at every corner of this journey, it will truly be a miracle if we even reach the Order!"

His complaints are in vain. With battle cries, you advance on the Harpies, who promptly rise into flight. The vegetation here is sparse, leaving the demons with no choice but to stay within reach of your blades, whether they like it or not.

The wooded Damned soul watches the fight, shedding tears of blood and sap. It is the first time in centuries that someone has felt sorry for him...

The Caravan endures an Ordeal of Prowess of Difficulty 15.

SUCCESS: *The fight is brief. Half a dozen Harpies dive with talons bared, eager to tear the flesh from your bones. Yet, as arrows and blades occasionally strike their bodies, a weakness is revealed: they struggle to fight effectively when close to the ground.*

The demons are no fools; they abandon the battle, realizing you are merely passing through. It is easier to wait for you to leave than to engage in this fight.

"Praised be the High Power..." the Suicide is grateful. "The last time a mortal crossed Pier della Vigna's path, they broke a branch and left it bleeding. For the help you have now rendered, I consider your kind's debt to me to be settled." The respite is fleeting, but any relief is a rare blessing in the Inferno.

"Last time?" The Artist captures what was never said. "The knights were here, then? An army?"

"Army? Oh no. I speak of that Florentine poet, Dante Alighieri, the one who walks with Virgil." The Damned's memories are from the first trip, two centuries ago, which makes the Outlaw and the Devotee sigh. Time does not even seem to pass for those imprisoned in the form of trees.

The Damned soul is lost. Not only his body and soul, but also his mind. Oblivion, you feel, is the worst punishment in this forest. A state of suspension that borders on nonexistence and makes the torture of the Harpies seem like a reward. At least it breaks the monotony.

With a heavy heart, you move forward...

The Caravan takes the Harpy Feather Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

Advance the Caravan to #090 – Southern Burning Sands and then Inspect it.

FAILURE: *The fight is brief. The Harpies, half a dozen of them, dive with their heels exposed, eager to skin all of you. Their ferocity is enough to make up for their lack of dexterity as they fly close to the ground. Partially unmotivated and in the dark, it does not take long for you to rethink your decision.*

"This is a waste of time!" The Outlaw always has the kindest words. "For God's sake, let us leave that tree alone! Have we not come here to meddle in every matter of Divine Justice, or am I mistaken?" He has a point.

"Oh, please, do not leave..." the Suicide pleads one last time as his woody eyes watch you retreat towards the fleeting light coming from the horizon.

You never look back, you do not have to. The laughter that echoes along with the mournful sobs reveals the fate of the Damned.

The Champion who rolled the fewest Hits suffers a Wound.

Advance the Caravan to #090 – Southern Burning Sands and then Inspect it.



090 SOUTHERN BURNING SANDS

The third and final ring unfolds ahead, a vast expanse of glowing, incandescent sand. A relentless rain of fire falls, punishing those who have offended God, defied the Arts, scorned the expression of human ingenuity, or violated Nature.

The first, the Blasphemers, lie prone on the desert plain, their flesh consumed by fire as their screams of despair echo through the infernal landscape. The second group, in turn, sit amidst the burning sands, their backs and the soles of their feet scorched by unrelenting flames. Finally, the last group runs frantically from one side to the other—perhaps enduring the least harrowing of these three terrifying punishments.

The heat is unbearable, and each step feels like a battle, but the arduous journey through the Seventh Circle is nearing its end. Just a few miles ahead lies a vast chasm that swallows the horizon, plunging even deeper into the Inferno.

That is, of course, if it does not finish you off first...

Place Region cards #093 – Calcined Wastelands in position B5 and #094 – Infernal Maw in position B6.

Each Champion rolls 1 die, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles count as 3 damage.

Advance the Caravan to #093 – Calcined Wastelands and then Inspect it.



091 HOUNDS' LAIR

The Outlaw does his best to track the predators, guided by the footprints in the trampled grass and the barking. He comes to fear that the search is in vain, but fate smiles upon you.

The Hounds are in a dark cave whose entrance is shaped like a wolf's skull with its mouth open, through which the lights of a fire shines. The Maiden's voice, you recognize, reverberates in screams.

"Come, Hounds! Which one of you will be first? You may have me now, but I will drag all of you down with me before I fall!" The scene is so powerful that you freeze, reduced to spectators for an instant.

Naked, beaten, and with a lit torch in her hands and fire in her eyes, the Devotee's ferocity scares even the demons. Locked into their canine forms, the creatures hesitate as if they have found the leader of the pack.

The woman managed to buy time, now it is up to the rest of you...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The beasts appear gaunt, so emaciated they seem like mere skin and bones—but this is only an illusion. Massive and unnaturally strong for Hounds, they fight with relentless ferocity, refusing to retreat even when pierced by stabs and thrusts.*

The battle is ferocious, and you fight to evade claws sharp enough to flay metal and bites powerful enough to crush bone—but escaping unscathed is impossible. Victory comes as the Devotee shoves the burning torch down the throat of the last of them. The demons will not be dead forever, but at least you will be able to escape.

"Unintentionally, the beasts showed us the way..." The Outlaw explores the back of the cave. You catch your breath, waiting for the Maiden to get dressed again with the Artist's help. The ones who attacked their own possessions in life are deprived by the Hounds of having them in death. "These tunnels lead to what looks like a desert just ahead."

Quickening your pace, you move forward. The Devotee's hardened and obstinate countenance is the clue that she does not need comforting.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Place Region card #092 – Northern Burning Sands in position A5, Advance the Caravan to it, and then Inspect it.

FAILURE: *The beasts appear gaunt, so emaciated they seem like mere skin and bones—but this is only an illusion. Massive and unnaturally strong for Hounds, they fight with relentless ferocity, refusing to retreat even when pierced by stabs and thrusts.*

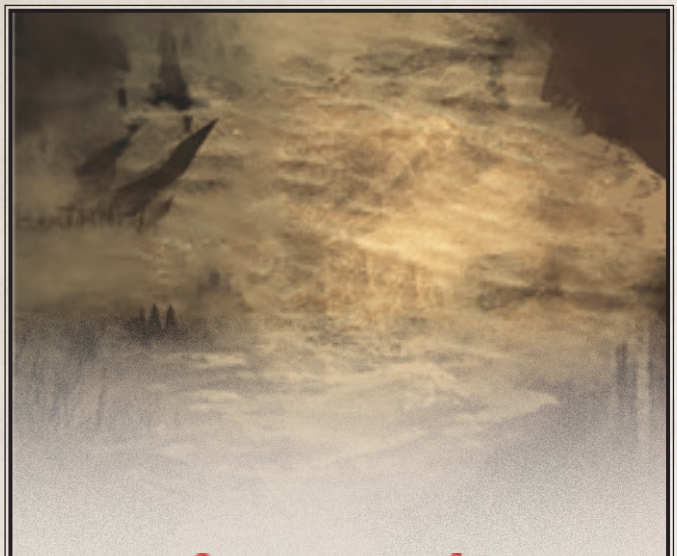
The battle is fierce, and you do your best to deflect claws that can flay metal and bites that can break bones. But all it takes is one slip, one single moment of distraction, for things to spiral out of control. One of the Hounds, dodging the sweep of a sword, charges at the Devotee and lunges at her in a deadly attack.

The Maiden falls to the ground and the demon advances on her. She opens her mouth wide and sinks her teeth, as long as fingers, into the woman's temples on both sides. An inescapable grip. The Devotee screams in pain and despair, but death silences her forever.

Satisfied, the Hounds leave, but there is nothing more the rest of you can do. This is the end of the line for Christendom...

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.



092
NORTHERN BURNING SANDS

The third and final ring unfolds ahead, a vast expanse of glowing, incandescent sand. A relentless rain of fire falls, punishing those who have offended God, defied the Arts, scorned the expression of human ingenuity, or violated Nature.

The first, the Blasphemers, lie prone on the desert plain, their flesh consumed by fire as their screams of despair echo through the infernal landscape. The second group, in turn, sit amidst the burning sands, their behinds and the soles of their feet scorched by unrelenting flames. Finally, the last group runs frantically from one side to the other—perhaps enduring the least harrowing of these three terrifying punishments.

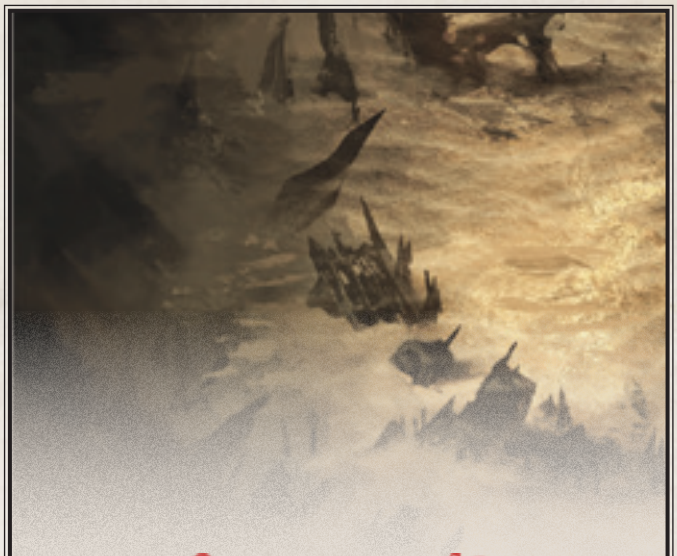
The heat is unbearable, and each step feels like a battle, but the arduous journey through the Seventh Circle is nearing its end. Just a few miles ahead lies a vast chasm that swallows the horizon, plunging even deeper into the Inferno.

That is, of course, if it does not finish you off first...

Place Region cards #093 – Calcined Wastelands in position B5 and #094 – Infernal Maw in position B6.

Each Champion rolls 1 die, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles count as 3 damage.

Advance the Caravan to #093 – Calcined Wastelands and then Inspect it.



093
CALCINED WASTELANDS

The first few miles you cross teach you a thing or two about traveling through the desert of the Violent: Running is better than walking; walking is better than standing still; which is better than sitting; which, finally, is better than lying down. Haze clouds your vision, hiding any landscape other than the endless sands on the horizon.

Asking the Damned is the only alternative for getting directions. Learning their history, those who directed their impulses towards the Arts are the ones you feel most compassion for. Most of them were usurers in life, people who achieved greater fortunes than they needed by relying on profit rather than the abilities that the High Power gave them. But probably only those who have attacked Nature, who suffer while walking, know how to find paths around here.

"So, it was not just a feverish delirium..." a soul mutters, trotting alongside you as you pair up to ask your questions. "I saw an army pass by earlier, led by Dante Alighieri, and I almost fell to my knees. I was sure this was a new punishment, but I see it really happened then." Hearing the Poet's name fills you with hope.

"Let us make a deal: I am Brunetto Latini, a renowned tutor who always sought austerity in life, but here I am, alongside those who attacked Nature. What transgression do you think I committed?"

Brunetto is willing to help, but he wants to talk first. As a team, choose one of the options and memorize it or write it down. You will need it for the next Resolution:

A) Excessive deforestation for planting

B) Capturing animals for entertainment

C) Carnal relations with another man

Once you have chosen an answer, proceed to Resolution 093-A.

093-A | YOU THOUGHT OF AN ANSWER

"Are you playing with us?" the Devotee is firm, but the Artist spares the tutor from responding to rudeness: "You said you are a man of letters; is that why you recognized Dante?" the Wanderer asks.

"More than that, I knew him. I was a writer, a philosopher, and, in addition, a Guelph." The similarities are many. "I was his teacher and that is why we admire each other's works... Your curiosity flatters me, but if I understand correctly, you have no time to waste. What is the answer then?"

If the Caravan has answered C) Carnal relations with another man, proceed to Resolution 093-B. Otherwise, just continue reading below:

"A good guess, but the truth is that the question is a trap: I will not reveal my sins." He offers a faint smile. "Still, be not mistaken. I am here for I have no regrets. I know of my transgressions and the power I had to refrain from them, but I did not do so because my mind, the greatest gift the High Power has given me, makes me think of things not as they are, but as perhaps they ought to be. An affront to the Divine Arrangement. No matter what I do, I am bound to committing some kind of violence. Whether against Nature, Divine laws, or my own as a mortal."

Such profound philosophical reflection can only be pursued by the Artist and the Devotee, both well-versed in theology and the human sciences. Brunetto, paradoxically, was a man ahead of his time, his very existence a quiet rebellion against the order.

"Go straight ahead, in that direction," he points to a mirage in the midst of the haze. "The sands stretch a little further, but soon you will reach the Abyss. Thank you for your company, travelers..."

The Damned departs, leaving you to ponder if he had been a rebel even before the Order's arrival.

As a team, draw 1 Findings card and give it to a Champion.

Advance the Caravan to #094 – Infernal Maw and then Inspect it.

093-B | CARNAL RELATIONS WITH ANOTHER MAN

"What you describe is known as Sodomy, travelers, but it extends far beyond what one man might do in an act of love with another." The Damned soul smiles at the irony, recalling the rumors spread by malicious tongues during his lifetime. "But that is not all. You would be surprised to know how many husbands and wives confess to the inquisitors having done the same."

A fact that only the Devotee knows.

"The truth is that the question is a trap: I will not reveal my sins." He offers a faint smile. "Still, be not mistaken. I am here for I have no regrets. I know of my transgressions and the power I had to refrain from them, but I did not do so because my mind, the greatest gift the High Power has given me, makes me think of things not as they are, but as perhaps they ought to be. An affront to the Divine Arrangement. No matter what I do, I am bound to committing some kind of violence. Be it against Nature, Divine laws, or my own as a mortal."

Such profound philosophical reflection can only be pursued by the Artist and the Devotee, both well-versed in theology and the human sciences. Brunetto, paradoxically, was a man ahead of his time, his very existence a quiet rebellion against the order.

"Go straight ahead, in that direction," he points to a mirage in the midst of the haze. "The sands stretch a little further, but soon you will reach the Abyss. Thank you for your company, travelers..."

The Damned departs, leaving you to ponder if he had been a rebel even before the Order's arrival.

The Caravan takes the Clear Conscience Treasure card.

Advance the Caravan to #094 – Infernal Maw and then Inspect it.



094
INFERNAL MAW

The chasm looms before you, its sand-glass ground reflecting the torments of the Inferno. Here the punishment is so severe that no one considers rebelling. To the desert dwellers, the sight of an army of mortals is just a mirage.

One of the Damned souls, however, defies sanity and crawls towards you. With elbows raw and trembling, he pleads desperately, forcing you to pause for a moment. "Please... help me..." What brought him here, so far from the first enclosure of this sandbank, can only have been destiny.

To the world, he is nobody, except to the Mercenary. The Condottiero recognizes that face and the memory it brings back hits him like a punch in the stomach.

Read Appendix VII:II – "The Dark Secret".

Continue reading below:

The reckoning lies before the Mercenary, as inevitable as death itself. Not even the Inferno can save his family's killer now.

"You again?" The tone is one of contempt, but there is also a weariness in the damned voice. "I thought the fire had already consumed your fury. But you... you never know when to stop, do you?"

The Condottiero's hand grips the handle of his weapon so tightly that his fingers hurt. Blood. Screams. The smell of burning flesh. Memories come like sharp blades, tearing him apart inside, which culminate in this moment, in this encounter. "So? Are you going to end this or are you going to disappoint me once again?" His voice carries a subtle challenge. Even here, in the depths of the Inferno, he is still dangerous.

Eternity holds its breath.

The Mercenary discovers the truth and must find out how he feels. He needs to choose an option and proceed to its Resolution:

094-A **Try to avenge the massacre of his family**

094-B **Overcome hate and spare the Damned**

094-A | TRY TO AVENGE THE MASSACRE OF HIS FAMILY

Deep footprints scar the sand, while clouds of dust rise into the air like whispers of the past. The Mercenary and the Damned fight each other with brutality. But the killer's cynical gaze is still there. "Finally... show me if these ten years have made you more than a shadow."

The screams are stuck in the Mercenary's throat, choked by the wish for vengeance burning inside him. A decade of bottled frustration gleams coldly on the blade in his hand, a testament to his suffering. Without a word, he advances in silence more lethal than any scream, determined to end this once and for all.

The Mercenary endures an Ordeal of Aggressiveness of Difficulty 5. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The sword descends mercilessly. He tries to evade, but the agony of his burns slows him down. He falls to his knees, his smile finally gone. "So... this is how it ends," he mutters, blood dripping from his mouth.*

The Mercenary watches the man fall, but it is the Damned who strikes the final blow—with words as sharp as steel: "Has it not occurred to you that I am among the usurers and blasphemers, not among the murderers? I perish... but not because of the death of your family." The Condottiero's thoughts waver. What use would a Damned soul have for lies?

"That morning, I found a woman and a child dead, victims of plunderers." The man's voice cuts deep. "I disfigured their faces to deceive you. It was a show... commissioned by your wife."

The blade slips from the Mercenary's hand.

"She said you lived in guilt, hidden in the blood of your enemies. You believed yourself happy, but the truth painted a far bleaker picture. They were afraid of you. And God gave us that opportunity on the side of the road."

The words crush the Condottiero to his knees. But within him, something awakens, reborn in the silence of the Damned soul. He seizes his sword, his grip unyielding. His family is alive. The shadows of the ghosts are replaced by determination. Vlad still threatens all of Creation, and this fight, now, is for them.

"I shall win."

The Mercenary receives 1 Aggressiveness Token.

The Mercenary closes an episode from his past. Progress him to Heartless Condottiero by replacing his Champion card appropriately.

Replace this Region with #095 – Geryon's Landing and then Inspect it.

FAILURE: *The sword descends mercilessly. The Mercenary moves to evade, but his body betrays him—he is too slow.*

Then the Condemned delivers the final blow, not with the sword, but with words: "Has it not occurred to you that I am among the usurers and blasphemers, not among the murderers? I perish... but not because of the death of your family." The Condottiero's thoughts waver. What use would a Damned soul have for lies?

"That morning, I found a woman and a child dead, victims of plunderers." The man's voice cuts deep. "I disfigured their faces to deceive you. It was a show... commissioned by your wife."

The blade slips from the Mercenary's hand.

"She said you lived in guilt, hidden in the blood of your enemies. You believed yourself happy, but the truth painted a far bleaker picture. They were afraid of you. And God gave us that opportunity on the side of the road."

The Mercenary feels the world around him grow dark. Each breath is a futile struggle, every word from the Damned resonating like the final nail in his coffin.

"They still live... free from you."

The Caravan was defeated in the Chronicle Phase and the Campaign ends here. If you wish, restore the Game State saved at the beginning of this Circle and try again.

094-B | OVERCOME HATE AND SPARE THE DAMNED

The murderer's smile falters in surprise, but he says nothing before the Mercenary walks away. "Coward!" shouts the man when he notices the indifference. "Has it not occurred to you that I am among the usurers and blasphemers, not among the murderers? I perish... but not because of the death of your family." The Condottiero stops, trembling. What use would a Damned soul have for lies?

"That morning, I found a woman and a child dead, victims of plunderers." The man's voice cuts deep. "I disfigured their faces to deceive you. It was a show... commissioned by your wife."

The air is forced from the Mercenary's lungs.

"She said you lived in guilt, hidden in the blood of your enemies. You believed yourself happy, but the truth painted a far bleaker picture. They were afraid of you. And God gave us that opportunity on the side of the road."

The words crush the Condottiero to his knees. But then, in the void left by the pain, something ignites: His family is alive.

The ghosts that have haunted him for years dissipate, replaced by renewed determination. Vlad still threatens all of Creation, and this fight, now, is not for revenge, but for them.

"I shall win."

The Mercenary closes an episode from his past. Progress him to Condottiero Rebuilt by replacing his Champion card appropriately.

Replace this Region with #095 – Geryon's Landing and then Inspect it.



095 GERYON'S LANDING

Finally, the world ends in a vast, bottomless abyss before you, where there is no ladder or passage.

The Outlaw throws a rock. You wait, but the echo never comes. Silence is absolute, as if the abyss can devour even sound. "And now?" he asks, uncertainty trembling in his voice.

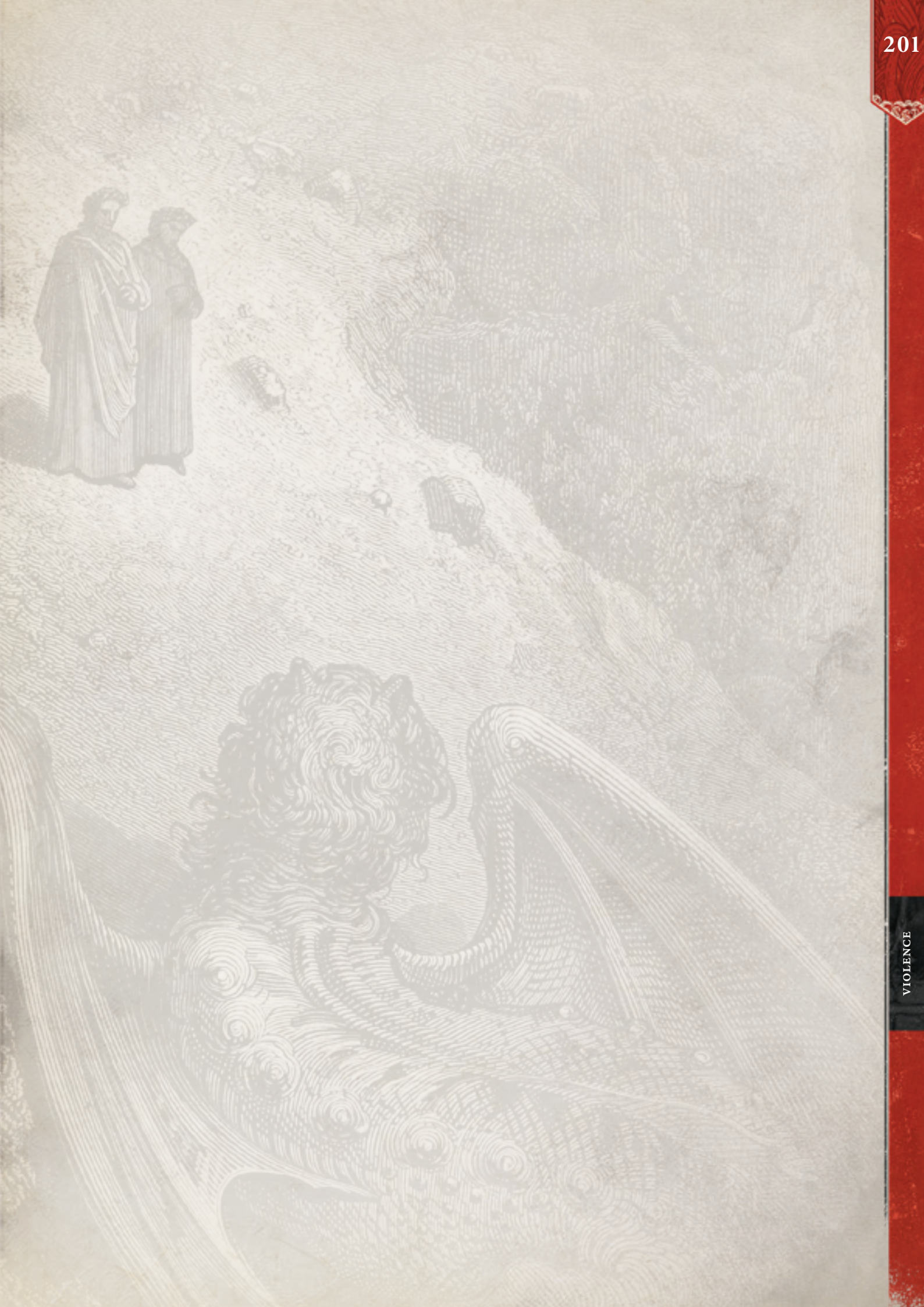
Suddenly, a shadow emerges from the depths. It is Geryon, the monstrous demon, guardian of the Abyss. A magnanimous creature with a scorpion's tail at the end of a serpentine body that joins the torso of a warrior. Large, battered bat wings struggle to keep the colossus afloat. Maybe even more than they should.

Although impressive, there is something tragic in this demonstration: though as big as four men, some would expect a larger creature, given the blood of giants that he carries in his veins. Geryon is a dangerous demon, but he is injured. Severely injured.

His cracked lips reveal bloodstained teeth, and his voice reverberates like hoarse thunder. "Have I not already transported you all? What is this? Did you come to finish what you started?" His chest trembles like a drumbeat. He can barely stand up straight, but he snarls with the authority he once had: "Be prepared to die, for I will no longer be subject to your kind!"

The Chronicle Phase ends here.

Carefully follow the Instructions provided on page 14 of the Book of Commandments to transition between Game Phases.





GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

Geryon,
THE LORD OF VIOLENCE

The fresh blood dripping from Geryon's sharp claws and scorpion-like tail are proof that the fight will not be easy. You hesitate for a moment, uncertain. Is this creature as broken as he looks?

"Foolish demon!" the Devotee screams at the top of her lungs. "Can you see that we are different from them?" She points to the dozens of armored bodies on the edge of the abyss. "We have not come here to fight you."

The creature steps back, raising one hand to his head and leaving a small opening for his eyes between his fingers. "No, no, no... The woman lies! This is just another trick..." he raves, sinking not only his mind but also his body into an abyss within himself. The more he suffers, the smaller he becomes, shrinking with each wave of torment.

"We need to end this now!" the Artist interrupts, as she is the first to notice. "I do not know how, but he is dying. Truly. Wasting away until he ceases to exist. Blades cannot kill the immortals, but that does not seem to be the same for madness, a disease of the spirit."

More than ever, you wanted a sermon from the Poet. The contradiction is that this is impossible, that the Divine Arrangement is cyclical and eternal. But you will have to take the risk. It seems that fate has played a trick on you: to save Geryon, you must kill him first.

Before he does it himself...

You are facing Geryon, who is badly injured. Can you defeat him? Prepare your table for the Confrontation by following the instructions below:

1. **First, make the Setup for the Battle Scene.**
2. **Take the Geryon Malefactor Status card and place it in the appropriate space.**
3. **Shuffle the Offered Arcana cards along with the Head Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.**
4. **Shuffle the Body Action cards and place them in a pile in the second slot of the Confrontation Tray with the "Action" face up.**
5. **Shuffle the Wing Action cards and place them in a pile in the third slot of the Confrontation Tray with the "Action" face up.**
6. **Shuffle the Champion Fierceness tokens and randomly place them on the Fierceness Track. These will be their initial positions.**
7. **Take the Defeat Geryon Confrontation Objective card and place it in the Confrontation Objectives section of the board.**
8. **Read the Special Rule "Fighting Geryon" on page 204.**

All preparations are now done. You may start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).



FURNITURE


4 Arks


2 Stairs


4 Level 1 Pillars


2 Level 2 Pillars

LEVELS (Building Tray)

Level 1
Level 2



CHAMPIONS STARTING POSITION



MALEFACTORS MODELS


1 Geryon Model

SPECIAL RULES

1 - FIGHTING GERYON

Geryon begins the Confrontation with 3 Action decks representing his vital points (Head, Body, and Wings). These 3 decks are considered to be distinct Malefactors and have their own STURDINESS, despite all being part of Geryon. When a Champion attacks, they choose which deck they want to target: the Head, the Body, or the Wings. Check out the specifics of each Action deck below:

- **HEAD – This is Geryon's Core Action deck. When the Head Action deck is emptied, Geryon is defeated, and the Confrontation ends with the Caravan's victory. Note that Champions cannot target this deck unless the Body or the Wings are empty.**
- **BODY – This Action deck has a high amount of Vigor points but low Sturdiness. It can deliver strong attacks but has low mobility.**
- **WINGS – This Action deck has a low amount of Vigor points but medium Sturdiness. Its attacks are moderate, but have high mobility.**

Note that only the Actions or Counterattacks from Geryon's Body HOLD Champions. However, Counterattacks from the Head interact with Champions that are being HELD, and for this purpose, the Head is also considered to be HOLDING them. Similarly, Geryon's STURDINESS is considered to be 11 for Champions attempting to perform the Break Free action against him.

SCENE
MAKING PEACE

"Enough..." The villain recoils from a final blow to the head, his voice cracking under the strain. "In the name of the High Power, I beg you, leave me alone! Ask whatever price you want, I cannot stand this anymore!"

Intrigued, you keep your guard up. However, reduced to little more than the size of a man, the monster had truly reached his limit. Geryon is defeated, beaten like no other creature that has crossed your path, but his ferocity makes you imagine him in his entirety. The four-claw gash at the edge of the abyss, torn through the stone like a plow driven by oxen, is a clue that his hand alone was once as large as the Mercenary. Not to mention the rest of his body and wings...

"Geryon, here is the deal: take the rest of us like you did with the knights earlier..." The Artist is the first to lower her weapons, taking a step forward. "I promise, we will be the last and our cause is just. When you heal, you will remember this moment."

The demon grumbles, his chest still heaving, but the final long, mournful grunt he utters signals his consent. "I cannot do this... Too weak, too tired..." He is not lying, even though he agrees to take you.

"I am afraid we have no other choice. We trust you, just as I ask you to trust us. We are all on the same side and we need to reach the Abyss together." Geryon can be many things, but here he is the guardian, and duty will always speak loudest. He cannot reject the woman's genuine appeal.

"So be it then, mortals. Pack your things, tie up your belongings, and get ready. I will carry one on my back, between my wings; another, wrapped around my tail; and the last two, one under each arm," he describes the plan. "Stay still, because this will not be an easy journey..."

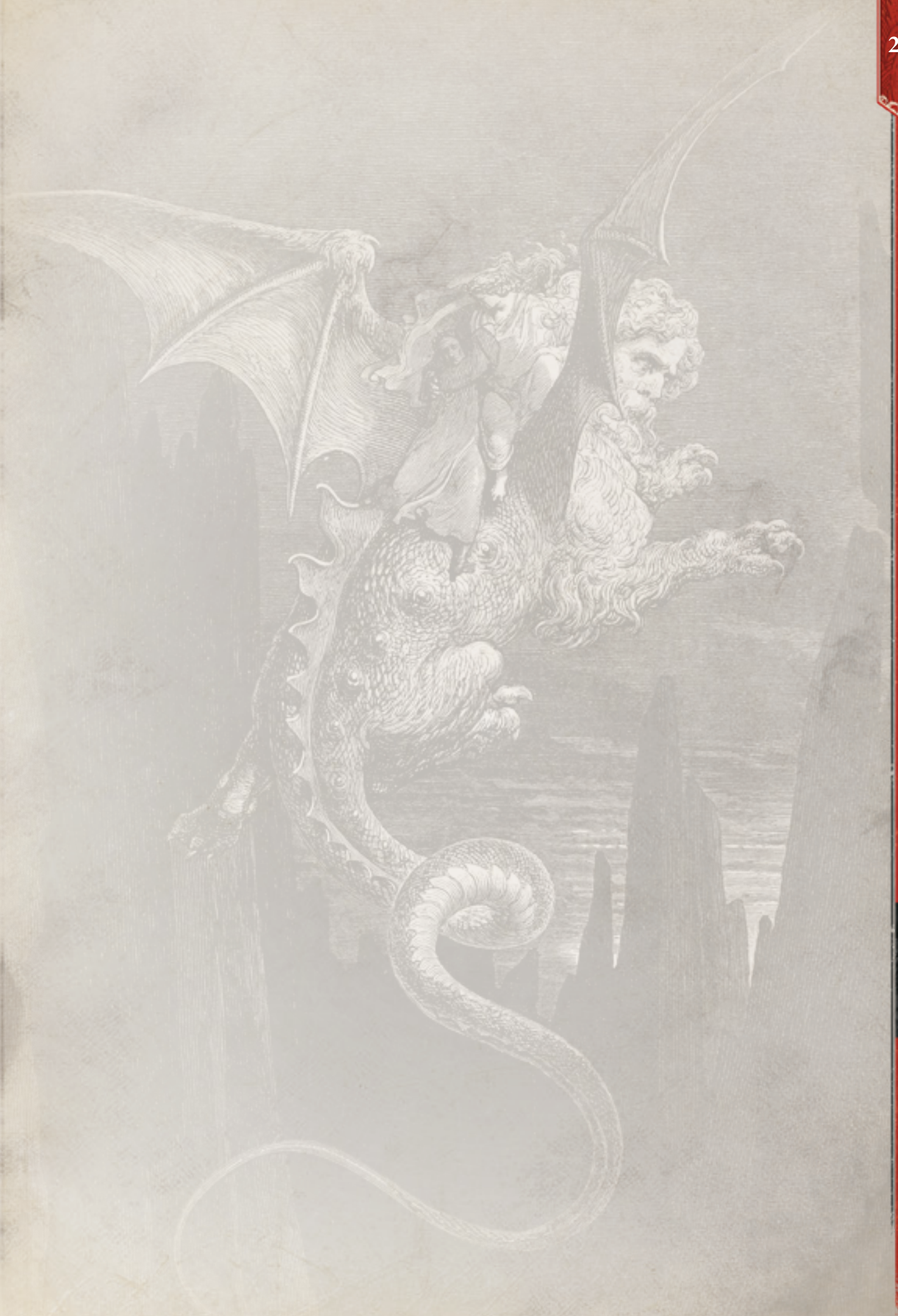
"May God have mercy on us..." the Devotee whispers, as you stumble clumsily into the darkness.

Each Champion progresses their Maneuvers deck, replacing 1 Level 1 card with a Level 4 card.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards you have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that have not been completed, the Malefactor's Status card, and the Malefactor's Action decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.





Fraud

PROLOGUE

Geryon glides through the air before plunging into the abyss. Slowly, the glow emanating from the hollows of the Eighth Circle reveals your destiny.

Ten trenches, known as bolgias, encircle concentric slopes, forming a colossal amphitheater where the Fraudulent endure their just punishment. Each layer is destined for a different kind of sinner, and their agonized screams blend together, echoing like a wailing orchestra. Fortunately, there is no need to walk between them, as a long stone footbridge promises to take you straight to the Ninth Circle.

"There you go travelers, the bargain is fulfilled..." The monster leaves you at the head of the bridge, eager to be rid of you. Then, without thanks or farewells, he ascends into the darkness again.

The Divine Arrangement does not allow the creature to go any further, but that is fine. The straight path is enough. Or so it seems...

PREPARATIONS – FRAUD

Prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open the Folding Box for VIII – FRAUD and take out the components needed for the Chronicle Phase:

- **Take the Region cards and place them, in order and face down, in the appropriate space.**
- **Take the Discovery cards and place them in the appropriate space.**
- **Take the Path cards and place them in the appropriate space.**
- **Take the Treasure cards and place them in the appropriate space.**

Place Region card #096 – Bridgehead in position A1, place the Caravan on it, and then Inspect it.



096 BRIDGEHEAD

"Welcome to the Malebolge, mortals..." A demon surprises you, appearing behind you as you take your first steps down the footbridge. He is slim, and veins pulse like lava on his bat wings, dark as night. "I am Malacoda, lord of the Malebranche and now also lord of the Malebolge. If I am not mistaken, you want to join the band that came earlier, right? I can help with that..."

"Help? From a Fraudulent? We are no fools..." the Devotee disdains. "Besides, the path is clear. Why do we need you?"

"Oh, you do not know? It is your fault. The giants guarding the abyss are the sentinels who make the souls cross to Cocytus, in the Ninth Circle, but your companions are killing them all right now, as we discuss it. You need to find another way." The demon runs his forked tongue over his lips, savoring every word.

Holding back sighs is impossible.

"Calm down, not all is lost. I know how you can descend, but nothing is free." Maybe he can really help after all. "Insurgency, rebellion, sacrilege! My servants have turned against me. Three of them, the troublemakers, need to pay in blood: Libicocco, Farfarello, and Ciriatto. Take care of them for me and I will tell you what you need to know."

The Devotee narrows her eyes, suspicious. "And what guarantees do you give us? You never speak plainly, demon. There is always a 'but' or a 'however' lurking on the tip of your tongue." Words that echo all your thoughts.

"None, but there are certainly rewards along the way." He smiles like a mischievous child. "If you do not wish to do it to help me, then do it for them. The Damned are dreaming of treasures that should not belong to them..."

Malacoda, the self-proclaimed lord of the Eighth Circle, proposes a deal. As a team, choose an option and proceed to its Resolution:

096-A **Reject the deal and move on**

096-B **Agree to hunt the troublemakers for Malacoda**

096-A | REJECT THE DEAL AND MOVE ON

The conflict that divides your hearts and minds is evident in the glances you exchange and the grimaces that twist your faces. Silence itself indicates your response and Malacoda notices this.

"Comrades, wait! You need not commit now." The demon raises his hands, the annoying smile still plastered on his face. Shaking his head, he continues. "After all, we are on the same side, right?"

There is a treacherous softness in his voice that makes every word seem like bait. Before you can answer, Malacoda vanishes with a bow, the air sealing shut around him in the blink of an eye. All that remains is the acrid smell of sulfur.

Suspicious, but you have no choice but to move forward.

The Caravan takes Discovery card number 36 (Rebellious Malebranche).

Replace this Region with #097 – Bolgia of the Panderers and Seducers and then Inspect it.

096-B | AGREE TO HUNT THE TROUBLEMAKERS FOR MALACODA

Malacoda shakes his head slowly, savoring your decision. "I knew I could count on you." He steps aside, clearing the path before you. "We have the same interests, forget not."

The demon's expression turns serious, and his voice turns into an acidic whisper.

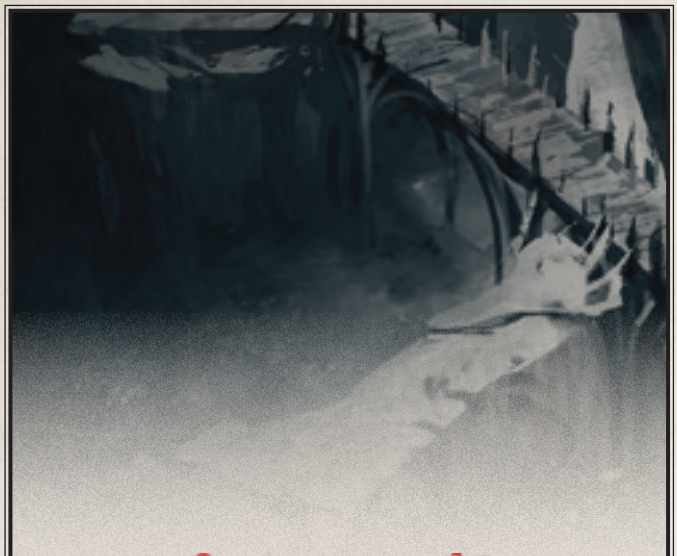
"My rebellious Malebranche are three: Libicocco, in the Bolgia of the Barrators; Farfarello, in the Counselors of Fraud; and Ciriatto, in the Northern Bolgia of the Schismatics. Do it and meet me in the abyss that descends to Cocytus, at the end of the Circle. Dare not go there without doing your part, is that clear?" Then, in the blink of an eye, the demon vanishes, the air sealing shut around him, leaving only the stench of sulfur behind.

Suspicious, yet perhaps there is a grain of truth hidden within this obvious attempt at manipulation. Maybe Malacoda does not really care about you and is actually willing to honor his part.

Leaving idle thoughts behind, you move forward.

The Caravan takes Discovery card number 36 (Rebellious Malebranche).

Replace this Region with #097 – Bolgia of the Panderers and Seducers and then Inspect it.



097
BOLGIA OF THE PANDERERS AND SEDUCERS

The stuffy air, filled with the stench of sweaty bodies, is the first thing you feel as you advance across the bridge. The sound of whipping and suffering echoes, coming from the first bolgia.

Down below, through the parapet, you see the Damned walking in two lines: on one side, the Panderers, who sold the bodies of others; on the other, the Seducers, who used their own charm to deceive. Comical, plump creatures—dark as pitch, with bat-like wings and tridents in hand—whip them both with cruel delight.

Then an electric sensation hangs in the air, too familiar to ignore: Minos' wife. Her black hair dances in the wind, and lightning streaks down her arms, sparking like hungry beasts. She is in the bolgia below. Dangerous. Irresistible. As powerful as you remember.

Should you pay her a visit?

Place Region cards #098 – Bolgia of the Flatterers in position A2, #099 – Bolgia of the Soothsayers in position A3, #100 – Bolgia of the Simoniacs in position B1, #101 – Bolgia of the Barrators in position B2 and #102 – Bolgia of the Hypocrites in position B3.

The footbridge continues onward, but the curious sight of Pasiphae captures your attention. Should you go meet her? As a team, choose an option and proceed to its Resolution.

- **097-A** Ignore the encounter and move forward
- **097-B** Descend to the First Bolgia to visit Pasiphae

097-A | IGNORE THE ENCOUNTER AND MOVE FORWARD

Quick glances are exchanged, but the choice is already made. The thunderous encounter with her at the very start of your journey through the Inferno still reverberates in your minds, raising the hairs on your necks. Perhaps leaving her there is for the best. After all, she does not look like she has many friends.

So, you cross the first bolgia via the stone footbridge. You do not travel this road alone. In addition to the suffering that reverberates even in your souls, Malebranche fly everywhere, looking for victims to torment.

For now they only look at you, but will they have the courage to act until the end of the bridge?

Advance the Caravan to #098 – Bolgia of the Flatterers and then Inspect it.

097-B | DESCEND TO THE FIRST BOLGIA TO VISIT PASIPHAE

The witch's presence weighs upon you. Ignoring her does not seem wise and you then head down a winding path that starts from the sides of the bridge, soon mingling with the Damned. Minos' wife walks among the Seducers, yet the seed of rebellion burns strong within her. Thundering in every direction, she refuses punishment and drives away the demons that try to bend her to the Divine Will like true royalty.

If the Caravan has Discovery card number 4 (Divorce Request), proceed to Resolution #097-C. Otherwise, just continue reading below:

"So, we meet again... No need to be hasty, there is no reason for us to have any quarrels now." Pasiphae smiles, her eyes white with crackling lightning. "There is something you do not know: after you left, Minos discovered that I am not his real wife and threw me here to rot."

You look at each other, confused.

"By the Nine Circles! I cannot believe I was bested by such naive people! Hear me well: my name is Arthemis Papadakis. I am a mortal, a sister-speaker of the Order. When we planned this invasion, my Vlad thought of this deception to convince the Judge to let us pass without a battle, but things did not go as expected..."

"...And now you need our help like every damn dweller of this place?" The Outlaw completes his sentence, sharp as an arrow.

The woman raises an eyebrow. "A little push is all I need... My powers come from a pagan ritual and I need to absorb the power of some specific relics to get them back. Whole again, I could subdue the Malebranche once and for all and free myself from this punishment. Help me with this and I will be in your debt."

An offer that does not seem at all tempting, but the Mercenary has a plan. "Would you have the power to take us to the next Circle?" He lets out. The Artist and the Outlaw seem to agree, but not the Devotee. "I mean, make us float like you across the abyss?"

"Of course?" The woman pauses to think before answering, her confusion evident. "If I am not trapped in this bolgia, I can guide you wherever I want. Of that I am sure." Now she has your attention.

"So what about a deal?"

Pasiphae, introducing herself as Arthemis Papadakis, offers a deal. As a team, choose an option and proceed to its Resolution.

- **097-D** Help Arthemis regain her strength
- **097-E** Reject Arthemis's request and move on

097-C | YOU REMEMBER WHAT HAPPENED TO HER

"So, we meet again... No need to be hasty, there is no reason for us to have any quarrels now," Arthemis smiles, her eyes white with crackling lightning. "It is your fault that I was thrown into this place, but there is no reason why we should not let bygones be bygones."

You look at each other, confused.

"A little push, that is all I need..." she begins to explain herself. "My power comes from a pagan ritual and I need to absorb the power of some specific relics to recover it. Whole again, I could subdue the Malebranche once and for all and free myself from this punishment. Help me with this and I will be in your debt."

An offer that does not seem at all tempting, but the Mercenary has a plan: "Would you have the power to take us to the next Circle?" he blurts out. The Artist and the Outlaw seem to agree, but not the Devotee. "I mean, make us float like you across the abyss?"

"Of course?" The woman pauses to think before answering, her confusion evident. "If I am not trapped in this bolgia, I can guide you wherever I want. Of that I am sure." Now she has your attention.

"So, what about a deal?"

Pasiphae, introducing herself as Arthemis Papadakis, offers a deal. As a team, choose an option and proceed to its Resolution.

097-D **Help Arthemis regain her strength**

097-E **Reject Arthemis's request and move on**

097-D | HELP ARTHEMIS REGAIN HER STRENGTH

Arthemis smiles in satisfaction. "Hunf, good. Maybe this is the beginning of an alliance after all. What is Christ's main message if not forgiveness?" You cannot tell if she is serious.

"I sense the presence of three powerful artifacts, created from the disruptions of the invasion: the Hourglass of Moros, which is in the Bolgia of the Soothsayers; the Necklace of Harmony, lost in the Bolgia of the Thieves; and finally, the Mirror of Eris, kept among the Schismatics of the ninth bolgia. Bring these items to me and I will help you." She lists the items on her fingers.

"The shortest path is across the bridge that hangs over the Bolge. From there, you can choose your next destination. You should pay a visit to that of the Soothsayers first. Do not do anything foolish..." She offers one last piece of advice and then falls silent.

A veiled invitation for you to move forward.

The Caravan takes Discovery card number 37 (Arthemis's Spell).

Advance the Caravan to #098 – Bolgia of the Flatterers and then Inspect it.

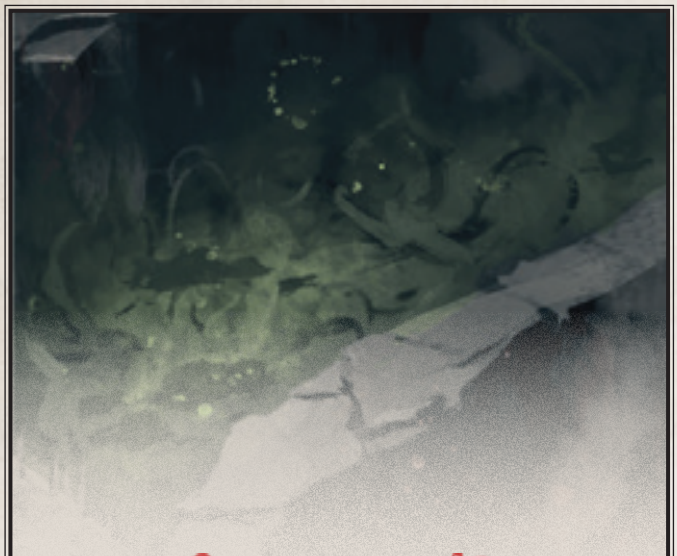
097-E | REJECT ARTHEMIS'S REQUEST AND MOVE ON

"We have already seen what you are capable of with your tricks, sorceress." The Maiden wants to make sure you do not do the wrong thing. "It is your fault for being thrown here and no one else's. Leave us alone."

The smile disappears from Arthemis's lips and the dust swirls around you, as if a tornado were about to be formed. The ground shakes and a low, buzzing sound echoes, but the woman holds herself together. "May you rot in the Malebolge!" Cursing them is all she does, for it is better than trying the odds against you again.

Then you leave Arthemis behind, resuming the path that leads to the footbridge. No one talks about it, but the villain's fate sparks some hope in all of your hearts. Perhaps the Divine Arrangement really does have salvation.

Advance the Caravan to #098 – Bolgia of the Flatterers and then Inspect it.



098 BOLGIA OF THE FLATTERERS

A nauseating stench assaults you as you approach the next valley, where the air feels almost solid with putrefaction. With your noses covered, you lean over the bridge railing, gazing down at the misery of the second bolgia, reserved for the Flatterers.

There, a river of filth winds through the valley, carrying all manner of impurities—excrement, mud, and refuse—drowning the Damned in this wretched and humiliating mire. In life, these people flattered and manipulated for their own gain; now, they drown in the filth they spread. Feeling sick, you quickly step back and continue along the bridge.

More than ever, you are grateful that the path goes over these horrific places rather than through them. Fate, however, is ironic and relentless. You can see, now that you are closer, what awaits.

The bridge continues uninterrupted over three other bolgias, that of the Simoniacs, that of the Soothsayers, and that of the Barrators, but right at the beginning of the sixth, that of the Hypocrites, it has collapsed! Crumbled into pebbles that are lost in the ditch. Even though the bridge seems to continue on the other side, walking among the Damned is inevitable.

The footbridge continues, offering a few paths. As a team, choose one option and proceed to its Resolution:

- **098-A** **Descend to the Bolgia of the Simoniacs**
- **098-B** **Descend to the Bolgia of the Soothsayers**
- **098-C** **Descend to the Bolgia of the Barrators**
- **098-D** **Descend to the Bolgia of the Hypocrites**

098-A | DESCEND TO THE BOLGIA OF THE SIMONIACS

The path descending to the third bolgia, just beyond the footbridge you stand on, is unsteady. Along the trail that circles the border between it and the Bolgia of the Flatterers, rocks roll past your feet, collapsing part of the path.

Fortunately, the trail only splits in one area and it is not difficult to reach safety, even though hearts are racing at the prospect of a fall which, fatal or not, would be very painful to say the least.

Shaking off the fright, you arrive at the base of the trench, where a most curious sight catches your eye.

Advance the Caravan to #100 – Bolgia of the Simoniacs and then Inspect it.

098-B | DESCEND TO THE BOLGIA OF THE SOOTHSAYERS

Advancing a few yards, you reach the trail that leads to the fourth bolgia, that of the Soothsayers. People who abused the faith of others to deceive or dared to try to uncover the future, which belongs only to the High Power.

An imposing, ruined church, clearly conjured up by the musings of a Damned Man, lies not far away, and you quickly assume it houses something of value. Even though the path to it is safe, given the inability of the souls here to harm anyone, it is not any less painful to follow.

The Soothsayers, you notice in horror, wander about without knowing where they are going, staggering with every step, for their necks are twisted backwards. Their faces, projected from behind, only see where they have already been as a way of punishing them for having tried to predict what was ahead...

Advance the Caravan to #099 – Bolgia of the Soothsayers and then Inspect it.

098-C | DESCEND TO THE BOLGIA OF THE BARRATORS

The fifth bolgia arouses your curiosity and that is where you go, crossing the footbridge over the others. A parallel road guides you, skirting the borders of the bolgia towards its interior, and it is along this road that you descend to reach the deep darkness that fills this place.

Here, the corrupt—those who bartered favors for power—endure their punishment. The stench of sulfur and rusted metal grows heavier. Except for the edges of the bolgia, everything is covered in lakes of boiling tar, but that is not even what scares you the most.

There is no sign of the Damned souls here.

Advance the Caravan to #101 – Bolgia of the Barrators and then Inspect it.

098-D | DESCEND TO THE BOLGIA OF THE HYPOCRITES

You follow the bridge as far as you can, stopped only by the force of a collapse. The bridge that passes over the sixth bolgia is ruined and there is no way to get to the other side.

"It was the death of Christ that shook the ends of the earth and ruined the footbridge." Malacoda's voice reverberates from the edge of the cliff. He may be near, but camouflaged at the very least. "Do as Dante and Virgil did, take the road to the right."

His shady approach raises a few eyebrows, but with a shrug, you take the only path you see. The route runs along the walls that separate the fifth from the sixth bolgia on the way down, ending inside the cave, among the Damned.

Each Champion receives PREPARE 1.

Advance the Caravan to #102 – Bolgia of the Hypocrites and then Inspect it.



099
BOLGIA OF THE SOOTHSAYERS

In this abandoned church, the partially collapsed stone ceiling lets fragments of gray light enter, illuminating the interior. The wooden gates are wide open, and old coat and hat racks rot in the corners. On the altar, an hourglass made of intertwined bones begins to pour dark sand as soon as you lay eyes on it.

Completing the sinister scene, a hoarse voice rises from the shadows of the presbytery, followed by the figure of a man with a cracked skull and a face streaked with dried blood, clothed in humble rags. "You are not going to get it out of there like that..." he says to the Mercenary, who was trying to pull the artifact using his strength.

"I am Michael Scot, and this is my torment..." the Soothsayer introduces himself, his neck in the right place, as he finally steps out of the shadows. "It is my treasure, but also my curse. Greater than your desire to acquire it, travelers, is my desire to give it to you, but I cannot do it alone. My mind plays tricks on me..." Unlike the others, this Damned soul has no control over the very fantasies he conjured in defiance to the Divine Order.

"What do we need to do, then?" The Artist is intrigued.

"Help me solve the riddle of my death, the missing part of my memory..." Instinctively, the Damned reaches for the crack in his head. "At the court of Frederick II of Sicily, I read the stars to discover His designs, making predictions of the future. I once anticipated my own death and began wearing a helmet wherever I went. Still, I died as predicted, and the only clue I have is my countenance. I know I appear as I died." For someone who has always sought to know everything, uncertainty is the greatest ordeal. "I just want to return to my just punishment."

An astrologer and astronomer. A man of science. There is nothing that tortures a mind like his more than insoluble doubt.

"Tell me, travelers, how could I die if I had already foreseen it?"

Michael Scot cannot contain his rebellious impulses, and you must restore him to resignation. As a team, choose an answer and proceed to its Resolution:

099-A **A rock fell from the ceiling and hit him in the head**

099-B **On a rainy day, he was struck by a lightning bolt**

099-C **Involved in a battle, he received a blow to the head**

099-A | A ROCK FELL FROM THE CEILING AND HIT HIM IN THE HEAD

As soon as the first words leave the Artist's mouth, the sands slow down and Michael's eyes widen in an epiphany. He remembers everything.

"Yes, that was it! That was it!" He is euphoric. "The helmet would have protected me from this tragedy, but the rock that hit me fell from the roof of a church and, therefore, I did not have it on then. I always took off my hat when entering one, as a sign of respect. The designs of the High Power are inescapable, after all..."

That last sentence hits you like a punch. If everything is written in stone and cannot be changed, is the outcome of this quest of yours already designed? How broad is the notion of Free Will really?

As if the power of the Damned was tied to the Hourglass, he only had to hand it over to the Mercenary for the ground to begin to shake and the sound of bones cracking to fill the air. Michael's neck slowly twists as the world around you begins to crumble.

You leave the church, taking great care not to share the fate of the Scot, looking back one last time when you finally step outside. The whole scene soon dissolves into a cloud of dust and debris that gradually settles, blending into the earth.

Now, only the figure of a man lies in the center of that sinister terramorph, Michael, resigned to his place. With his head turned back and his steps staggering, he wanders, lost, through the fourth bolgia once again. A silent farewell.

With heavy hearts, you take a path adjacent to the footbridge, believing it will lead you to the stone bridge again. But whether by distraction or by the force of destiny, as if the Malebolgia was playing with your senses, the road takes you through another cave to the sixth, where the Hypocrites receive their punishment.

The Caravan takes the Hourglass of Moros Treasure card.

Advance Caravan to Region #102 – Bolgia of the Hypocrites, and then Inspect it.

099-B | ON A RAINY DAY, HE WAS STRUCK BY A LIGHTNING BOLT

"That would have been funny to see, right?" he questions with a good-natured tone, though his eyes betray a different sentiment. "A good guess, but my clothes are dry and there is no sign of burns on my body. If that were the case, I would have been roasted like a pig on a spit. With or without a helmet..."

An uneasy feeling lingers in your hearts as the wrong answer leaves the Artist's lips and the sands continue to trickle through the sinister hourglass.

Michael still needs his answer.

The Caravan Offers 2 Arcana cards (take them from the top of the Arcana deck and move them to the appropriate space as if they had been Offered during an Ordeal).

Now, as a team, choose an answer that you have not already chosen and proceed to its Resolution:

099-A **A rock fell from the ceiling and hit him in the head**

099-C **Involved in a battle, he received a blow to the head**

099-C | INVOLVED IN A BATTLE, HE RECEIVED A BLOW TO THE HEAD

"Urgh..." The man reacts to the idea. "That sounds so painful and brutal, right?" He is certainly not as used to blood as you are. "The wound certainly looks like one, but do I really look like the type you would find on a battlefield? Besides, if my helmet had not protected me, it must at least have been broken on my head..."

The Wanderer's wrong answer sparks an inexplicable feeling in your souls, a bad omen as if someone were having fun in the shadows. The sands of time continue to flow and Michael is still in doubt.

The Caravan Offers 2 Arcana cards (take them from the top of the Arcana deck and move them to the appropriate space, as if they had been Offered during an Ordeal).

Now, as a team, choose an answer that you have not already chosen and proceed to its Resolution:

099-A **A rock fell from the ceiling and hit him in the head**

099-B **On a rainy day, he was struck by a lightning bolt**



100 BOLGIA OF THE SIMONIACS

Walking through the valley towards the fourth bolgia, you find hundreds of holes covering the ground, sheltering Damned souls stuck upside down. Their feet, projecting outwards, are licked by living flames: The punishment for those who lived off the trafficking of sacred objects and religious favors, transforming faith into a commodity.

"What is the meaning of this?" The Mercenary is more intrigued by the symbolism than the severity of the punishment.

"It is an irony... a parody of baptism," the Devotee answers. "Instead of being immersed in water, they are buried in the ground and burned. As if Divine Justice itself had turned these sinners upside down, to show how they had inverted everything that is sacred." She points to the Damned who screams the loudest, the fire at his feet rising in violent flames. "The greater the sin, the stronger the flame."

Even though you walk through painful landscapes, the journey is peaceful. None of the Damned or the Malebranche dare to molest you, and soon you reach the edge of the next ditch, destined for the Barrators. Here, the descent is fraught with stumbling and choking, for the shores of this dreadful place are shrouded in brimstone and darkness...

Each Champion receives INVIGORATE 2.

Advance Caravan to Region #101 – Bolgia of the Barrators, and then Inspect it.



101 BOLGIA OF THE BARRATORS

Wandering, the mystery remains. "What the devil...?" The Devotee's voice sounds strained and choking. "Where is everyone? Has every soul here rebelled?" The truth is even more terrible.

A deformed hand emerges from the black puddles, along with an air bubble that forms and bursts, releasing a cry for help. The Damned are all submerged, struggling to get out of the black mire. Occasionally, they even succeed—but that is when the Malebranche descend, viciously hurling them back into the tar.

As though it had been waiting, something suddenly moves in the mist—fast, brutal, and enormous. Powerful hands grab the Devotee, lifting her off the ground as she lets out a scream that echoes through the sinister stillness. Libicocco, the Scourge of the Barrators, has come for you this time.

"What is this? Have you come to help these filthy souls escape Divine Punishment?" The demon shakes his finger in disapproval. It is so dark and smooth that it appears to be made of obsidian, a large geode carried by a pair of comically small wings. "No no no no no... I cannot allow this. However, if joining them is what you want, I can help!"

It takes no longer than the toll of a bell for you to draw your weapons and advance on the demon. This deep in the Inferno, the jailers no longer see torture as a duty, but as entertainment.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15.

SUCCESS: *Desperate, the Devotee stabs a sharp crucifix into the creature's arm, making him howl in pain and release her as dark and viscous blood oozes from the wound. The plan works. Partially. Falling unprotected in front of the demon, she is an easy victim.*

Libicocco raises his claws to deliver a blow, but it is then that the Mercenary plunges his sword into his chest, stopping him at the last moment. The Artist seizes the opening and runs up, her feet so light they barely touch the tar, as she finds the perfect angle for a stab that sends the creature twisting. The Outlaw ends the fight with a well-aimed arrow between the enemy's eyes. An incredible display of teamwork.

You take the creature's horns as a trophy, yet the taste of victory sits bitter on your souls. The fight threw you off balance, and the thick fog keeps you from finding your way back to the footbridge. Your journey, however, does not end, it only gets delayed. A cavernous path you find leads you to the sixth bolgia.

The Caravan takes the Libicocco's Horns Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #102 – Bolgia of the Hypocrites and then Inspect it.

FAILURE: *Desperate, the Devotee drives a sharp crucifix into the creature's arm, but she lacks the strength to pierce his black skin. Instead of blood, she draws a mocking laugh from the demon.*

Libicocco raises his claws to strike, but at the last moment, the Mercenary thrusts his sword into the demon's chest, halting him. Only then does the enemy release the Maiden. The creature's resistance is great, so both the Artist and the Outlaw have the same idea: to escape to a cavernous path that they find just ahead. There is no sense in fighting that creature on his own turf.

As unlikely as it may seem, the clumsy escape bears fruit, as your tormentor does not bother to pursue you. On the contrary, victory on these terms is only sweeter for him, who is fueled by fear and hopelessness rather than death. With luck once again on your side, the path leads you to the sixth bolgia, half a mile ahead.

The Champion who rolled the fewest hits receives 1 Wound.

Advance the Caravan to the #102 – Bolgia of the Hypocrites and then Inspect it.



102 BOLGIA OF THE HYPOCRITES

Here, the Damned march in slow procession, wrapped in cloaks that shine with majesty, but appearances are deceiving.

Beneath the golden hoods, the true nature of the garment is revealed, their crushing weight punishes the Hypocrites, mocking them for what they were in life: beautiful on the outside, rotten on the inside.

The Damned are so consumed by their penance that they scarcely notice your presence—until, suddenly, they stop and lift their heads. All together. A sinister movement that sends a chill down your spines.

In this moment of tension, the Outlaw catches a glimpse of one sinner's face, and time suddenly slows, blurring the line between past and present in his mind...

Read Appendix VIII: I – "The Fallen Idol".

Continue reading below:

"Darling, wake up!" The Outlaw jolts from his reverie to find the Artist snapping her fingers, her gaze fixed on him. "We need to think of a plan, do you have any suggestions?" she whispers, but it is the sight of the Rebel's own reflection beneath the heavy hood that consumes his thoughts.

Dazed, he rubs his eyes, blinks once or twice, and—presto—an unfamiliar face appears before him once again. Still, he knows it was not a hallucination, but a test. Was his heart always on the side of the people in the rebellions, or did he do what he did for his own benefit?

The Rebel needs to remember how he felt that day. He must choose an option and proceed to its Resolution.

102-A **He wanted to help, but Mallandra deceived him**

102-B **He wanted to help, but also himself**

102-A | HE WANTED TO HELP, BUT MALLANDRA DECEIVED HIM

This place may try to confuse one's thoughts, but the Outlaw knows the truth. Even though he felt like a hypocrite that day, he never wanted to be one. He, like his men, was seduced by the promises of a new era, dangerously delivered by a cunning woman.

Guilt is still a burden he carries, but not as a golden cloak like the Damned. A scar that never lets him forget that the world is a cruel place and there is little room for true change. Social order is rooted in people's culture, and this idea cannot be defeated by one man or army.

The Outlaw drops his gaze for a moment. There is no pride in his expression, nor any hint of revolt. Just acceptance. A feeling the Damned cannot see. The Hypocrites look everywhere, but it is as if he no longer exists for them, disappearing like smoke.

"That was close..." the Mercenary sighs as the host finally lower their heads and begin their tedious marching once more. "What could that have been?" he asks, but silence is the Rebel's favorite note, and only he knows what happened.

Continuing forward, you reach the trail that leads to the bridge again, now on the other side of the sixth trench. Even though the abyss is visible from here, four other bolge, and who knows what else, are still in the way...

The Outlaw remembers an episode from his past. Progress him to Broken Rebel by replacing his Champion card appropriately.

Place Region card #103 – Bolgia of the Thieves in position B4, Advance the Caravan to it and then Inspect it.

102-B | HE WANTED TO HELP, BUT ALSO HIMSELF

This place may try to confuse one's thoughts, but the Outlaw knows the truth.

Even though Mallandra had awakened a lustful thirst for power, he, like his men, was already tired of living a life of misery and abuse. The rebellion was started with the purpose of changing the world, but its leaders soon became accustomed to the comforts of power and the cause was lost along the way.

Guilt is still a burden he carries, but not as a golden cloak like the Damned. A scar that never lets him forget that the world is a cruel place and there is little room for true change. Social order is rooted in people's culture, and this idea cannot be defeated by one man or army.

The Outlaw drops his gaze for a moment. There is no pride in his expression, nor any hint of revolt. Just acceptance. The Hypocrites look around, sniffing the air like hounds, but regret is a feeling they do not know and that is why they cannot see him anymore. To them, he disappeared into thin air like smoke.

"That was close..." the Mercenary sighs as the host finally lower their heads and begin their tedious marching once more. "What could that have been?" he asks, but silence is the Rebel's favorite note, and only he knows what happened.

Continuing forward, you reach the trail that leads to the bridge again, now on the other side of the sixth trench. Even though the abyss is visible from here, four other bolge, and who knows what else, are still in the way...

The Outlaw remembers an episode from his past. Progress him to Freed Rebel by replacing his Champion card appropriately.

Place Region card #103 – Bolgia of the Thieves in position B4, Advance the Caravan to it and then Inspect it.



103 BOLGIA OF THE THIEVES

As silently as you can, you continue along the footbridge, passing over the seventh bolgia. Even though the pits only have horrors to show, resisting the curiosity of looking at them is impossible.

In this one, a crowd of naked Damned are attacked by snakes of all colors and sizes, filling the air with hisses and screams of pain. As soon as the vipers sink their fangs, the thieves burst into flames, burning in agony until they turn to ashes. Yet, like phoenixes, their bodies rise from the charred mounds, only to endure punishment again in an endless cycle.

The torment captures the gaze of every passerby, yet amidst the chaos of flames and writhing reptiles, a temple with columns and marble staircases gleams in the pale light. On the stone above the entrance, even from a distance, you recognize the symbol of the nymph Harmonia: a rose pierced by a sword.

Visiting it is a tempting idea, but not the only option. Just ahead, another trail joins the footbridge, leading to the eighth ditch, the one of the Counselors of Fraud. From here you still cannot see what happens in detail, but maybe that is not even necessary. The path to the end of the bridge remains clear.

Place Region cards #104 – Southern Bolgia of the Schismatics in position C4, #105 – The Bolgia of the Counselors of Fraud in position B5, #107 – Bridge over the Bolgia of the Falsifiers in position C5 and #108 – Pit of the Giants in position C6.

The footbridge continues, but one temple stands out in the Bolgia of the Thieves. As a team, choose one option and proceed to its Resolution:

- **103-A** Ignore the temple and continue on your way
- **103-B** Descend to the Bolgia of the Counselors of Fraud
- **103-C** Go to the temple and explore it

103-A | IGNORE THE TEMPLE AND CONTINUE ON YOUR WAY

Your eyes meet, and you exchange a silent agreement: neither the temple with the symbol of Harmony, nor the Bolgia of the Counselors of Fraud are desirable destinations.

A sense of entrapment hangs in the air, a feeling that lingering any longer risks the slow simmer of one's own perdition. As you move away, the hissing of serpents and the cacophony of demons fades, giving way to the rustling wings of the Malebranche that guard the bridges. An almost cozy sound in comparison. The eighth and ninth bolge are left behind you, but curiosity makes you look over the parapet, and your eyes soon regret it.

In the first part, the Damned are punished with inextinguishable flames, walking in agony as if they were living pyres. In the other, an unprecedented carnage fills your vision amidst the worst screams you have ever heard, as souls are dismembered and remade at every moment, paying for the crime of having been the cause of family, social, or religious schisms.

The punishments become increasingly severe as you progress from one bolgia to the next, making you wonder what the terrible fate will be for those who occupy the tenth, and final, bolgia.

Something you are about to discover...

Each Champion receives PREPARE 1.

Advance the Caravan to #107 – Bridge over the Bolgia of the Falsifiers and then Inspect it.

103-B | DESCEND TO THE BOLGIA OF THE COUNSELORS OF FRAUD

The look you exchange says it is best to ignore the golden trap masquerading as a temple.

With firm steps, you press on until you find a path that descends to the eighth bolgia, reserved for the Counselors of Fraud. Suffocating heat engulfs the path, generated by the Damned themselves, consumed by tongues of fire as if they were living pyres. Their deafening, unrelenting screams of agony mingle with the crackling of the flames.

You have arrived, but is this really what you wanted?

Advance the Caravan to #105 – The Bolgia of the Counselors of Fraudand then Inspect it.

103-C | GO TO THE TEMPLE AND EXPLORE IT

The journey to the temple could be considered a voyage in its own right. The path is not long, less than a mile ahead, but dodging all the snakes and the souls in agony makes it seem like an eternity.

Finally, entering through the gates guarded by the symbol of a rose pierced by a sword, you arrive at a hall carved in marble, shining with the reddish light of the Malebolge. High reliefs adorn the walls, depicting heroic battles, while the sound of dripping water mingles with the rhythm of footsteps, forming an unsettling cadence in the silence.

Two paths branch off from the entrance, and it is up to you to decide which step to take next: the winding corridor that runs south, silently; or the other that leads straight east, from where a distant hum and a dripping sound echoes.

The temple reveals itself to be a maze of winding corridors. As a team, choose an option and proceed to its Resolution (As a suggestion, one member of the team should draw a map on a piece of paper to make navigation easier):

103-E **Proceed to the south**

103-H **Proceed to the east**

103-D | BACK AT THE TEMPLE ENTRANCE

Back in the hall, where high reliefs on the walls depict heroic battles, two paths diverge from the entrance: one, a winding corridor running silently south; the other, a straight path leading east, where a distant hum and the sound of dripping water echo.

The temple reveals itself to be a maze of winding corridors. As a team, choose one option and proceed to its Resolution:

103-E **Proceed to the south**

103-H **Proceed to the east**

103-E | HARMONY'S ALTAR

You arrive in a circular room with a vaulted ceiling, where the air is cold and there is no sound. Runes are etched into the ground, their meaning long lost to the passage of time.

If the Caravan has either the Scepter of Peace or the War Sword Treasure card, this room is now empty. Return to the entrance, proceeding to Resolution 103-D, or head East, proceeding to Resolution 103-K. Otherwise, continue reading below

In the center of the room stands a statue of a king, made of obsidian, holding a scepter in one hand and a sword in the other. The objects, made of steel, do not seem attached to it, but rather adorn it.

The place is covered in webs and dust, conjured to look like an ancient building, even though it did not exist before the Order came. Every step you take in these corridors carries the feeling that eyes are on you at all times, but you see no one when you search in the shadows.

There are treasures here. Is it safe to claim any of them? As a team, choose one option and proceed to its Resolution:

103-D **Return to the entrance**

103-F **Take the scepter**

103-G **Take the sword**

103-F | TAKE THE SCEPTER

As the Devotee pulls out the scepter, a searing pain shoots through her fingers and spreads up her arms and shoulders. Instead of letting go, the pain makes her tighten her grip on the object. Little by little the hurt diminishes, leaving her breathless, but with the scepter in her hands.

"Peace never comes easy," the Devotee murmurs, turning to the sword, which is already beginning to turn to obsidian. Surprised, she catches a flicker of movement in the sculpture's eyes. Both the artifacts and the statue itself once belonged to the world of the living, but are now condemned to an eternity of punishment in the Inferno. The king's identity, however, remains a mystery lost in time and suffering.

A tingling sensation takes over, and in the blink of an eye, you find yourselves standing elsewhere—at the entrance to the labyrinth.

The Caravan takes the Scepter of Peace Treasure card.

Each Champion rolls 1 Combat die, inflicting damage on themselves equal to the number of Hits they scored. Fumbles count as 3 damage.

Proceed to Resolution 103-D.

103-G | TAKE THE SWORD

As the Mercenary pulls out the sword, a wave of power runs through his body, making him feel invincible. Gradually, the sensation subsides, leaving him panting, the sword now firmly in his grasp.

"This will do," the Mercenary declares, brandishing the blade confidently. Suddenly, he steps back, startled by a flicker of movement in the sculpture's eyes.. Both the artifacts and the statue itself once belonged to the world of the living, but are now condemned to an eternity of punishment in the Inferno. The king's identity, however, remains a mystery lost in time and suffering.

A tingling sensation takes over, and in the blink of an eye, you find yourselves standing elsewhere—at the entrance to the labyrinth.

The Caravan takes the War Sword Treasure card.

Each Champion rolls 1 die, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles count as 3 damage.

Proceed to Resolution 103-D.

103-H | EAST WING

The path leads to a large room, where ancient symbols, almost erased by time, adorn the arched masonry ceiling. A place like any other, yet it reveals three passages:to the south, a constant hum reverberates through the corridor; to the north, a winding passage curves to the right, where the sound of steady dripping echoes, and to the west, where you feel a cool breeze flowing in your direction.

The path through the labyrinth continues. As a team, choose one option and proceed to its Resolution:

- **103-J** Advance north
- **103-D** Advance west
- **103-K** Advance south

103-I | HARMONY'S ALTAR

The passage slopes gently downward, and the smell of damp intensifies as you arrive at a miraculously lit chamber.

Here, a marble pedestal supports the bust of a woman, sculpted with Hellenistic perfection. A necklace, a thin golden chain with a pendant in the shape of a small sword adorned with a rosebud, rests on her chest. The piece, however, does not move when the Artist tries to take it. The carvings at the base of the structure hint at a riddle:

I am treasure no one can keep,

For where I lie, happiness cannot live.

In war, I am weapon, in love, emotion,

What force am I, one that commands the heart?

"Power, passion, friendship, wisdom... The possibilities are endless." The Devotee raises the alternatives so briefly that the Artist instinctively recites the verse. "Which of them shall we offer as our answer to the Temple?"

The Necklace of Harmony lies before you, but a riddle holds it in place and you must solve it. As a team, choose an option and memorize it or write it down. You will need it for the next Resolution:

A) Power

B) Passion

C) Friendship

D) Wisdom

Once you have chosen an answer, proceed to Resolution 103-M.

103-J | INSCRIPTIONS CHAMBER

The path leads to a smaller chamber where Greek inscriptions adorn the walls. "Harmony is the proper adjustment of opposites, the synthesis of opposites." A quote from Pythagoras that the Artist recognizes.

A distant sound of running water mingles with the constant dripping, suggesting that an underground river winds beneath the labyrinth. The place is dark, but its architecture is helpful: with only two passages, and one being the way you entered, navigation is not difficult.

Where are you going now?

Another fork in the road lies before you. As a team, choose an option and proceed to its Resolution:

103-H **Advance north**

103-L **Advance south**

103-K | FOUNTAIN CHAMBER

The path opens into a larger chamber, where a strange fountain occupies the center. The water, dark and still, reflects your faces—twisted and distorted, grotesque parodies of yourselves. The unsettling buzzing sound you have heard so often emanates from it, vibrating through the air.

With corridors stretching out in all four cardinal directions, this must be the heart of the labyrinth. From here, all paths seem promising: to the north, a trickle and the sound of running water reverberate; to the east and to the west, silence is accompanied by a cool breeze; and to the south, a dim light glows from a passage that winds serpent-like just ahead.

Too many options make you ponder, ensnaring you in the trap of the hall. Snakes of all kinds emerge from between the holes in the masonry, slithering silently, but you do not notice them until it is too late, distracted by doubt.

Surrounding you, they raise their heads in a unified hiss...

The Caravan endures an Ordeal of Prowess of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *Your hearts race as memories of the Damned and their grim fates in this dungeon flood your minds. You hesitate, knowing that any false move could unleash a storm of attacks and turn you into prey, landing you in hot water. Thinking quickly, the Outlaw lights a torch and calls you closer. Trapped in their serpent-like forms, the nightmarish creatures recoil from the fire's glow, giving you a chance to slip away carefully.*

The Caravan takes the Fearless Treasure card.

The Champion who rolled the most hits receives 1 Prowess token.

With the snakes temporarily driven back, you must press on. As a team, choose one option and proceed to its Resolution:

103-H **Advance north**

103-L **Advance east**

103-I **Advance south**

103-E **Advance west**

FAILURE: *Your hearts pound as the grim fates of the Damned in this dungeon flash through your minds. You hesitate, for any false move could unleash a storm of attacks and turn you into prey, putting you in grave danger—but this hesitation is your mistake.*

Sensing the fear in you, the viper-like nightmares gain the courage to strike, lunging at you one after the other. Dozens of them swarm around you... Avoiding them all is impossible, and before you can do more than sigh, each of you is stung at least once.

The venom of these snakes is not like that of their sisters in nature, but much worse. The infernal substance is as volatile as oil, and the moment it courses through your body, it ignites you like a walking pyre. A terrible end for the Champions of Christendom.

Thus, the hope of Creation suffers amidst the cries of despair and the smell of charred flesh.

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

103-L | HEART OF THE TEMPLE

The corridor ahead narrows, and the icy walls seem to press in closer with every step you take. The soft echo of your footsteps bounces off the stone walls, blending with the steady dripping that disturbs the silence. In the distance, the dim red light of a torch wavers on the brink of extinction, casting flickering shadows across the path. Three corridors stretch out from here, with one to the north echoing the faint sound of running water; one to the west resonating with a strange hum; and one to the south glowing with a faint light.

You still have not found what you came for. As a team, choose an option and proceed to its Resolution:

103-J **Head north**

103-K **Head west**

103-I **Head south**

103-M | NECKLACE OF HARMONY

"Harmony is the daughter of Aphrodite and Ares..." the Artist comments, thoughtfully. "She symbolizes the balance between love and war, a story marked by beauty but also by tragedy." Bringing her hands to the necklace again, she says the answer you agreed upon and waits for a signal from the temple.

If the Caravan answered B) Passion, proceed to Resolution 103-N. Otherwise, just continue reading below.

The necklace, forged by the hands of envious gods, is a jewel of treacherous beauty that will not be taken without a challenge. Your answer, however, does not move the piece. Power is a force in war, but not an emotion in love. Friendship does not come from the encounter between love and war, and wisdom does not bring ruin and loss. You were wrong, but that is not all.

Suddenly, the world begins to shake, and a sinkhole opens beneath your feet. In the fleeting moments between the ground crumbling and darkness swallowing you, fragments of distant places—ruins, battlefields, ancient halls—flash before your eyes, along with cherished memories, both good and bad.

The fall through the hole is confusing and brutal. You scream and bang against the tunnel walls the entire way, but eventually, it ends. You emerge on the other side, through the mouth of a cave, into completely different territory.

This is the Bolgia of the Schismatics, the ninth trench.

Advance the Caravan to #104 – Southern Bolgia of the Schismatics and then Inspect it.

103-N | CURSE OF HARMONY

The necklace, forged by divine hands, is a mysterious jewel. So powerful that legend claims it silenced an entire ballroom the moment it touched the neck of the nymph Harmony. Her beauty was incomparable, but the story ends in tragedy with the death of her and her husband, Cadmus.

A story that slices through the Artist's mind in an instant, drawing a single tear from her eye. The recognition that the piece needs. Once heavier than an elephant, the necklace now dangles from the Wanderer's hand as lightly as a feather. You got the riddle right.

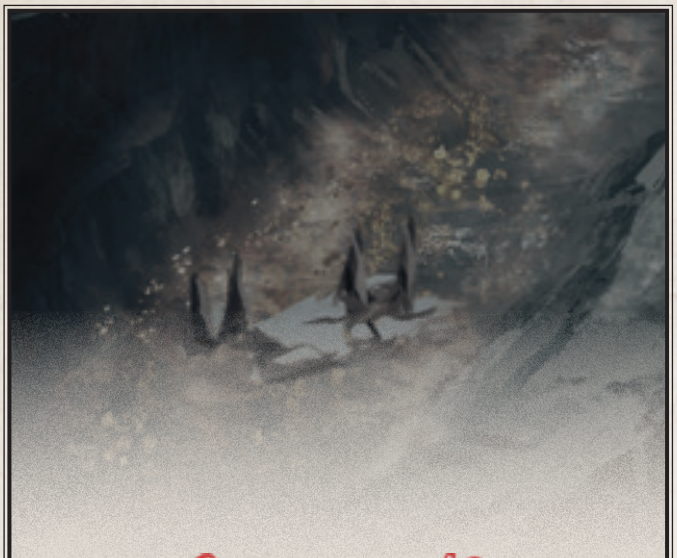
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The fall through the hole is confusing and brutal. You scream and bang against the tunnel walls the entire way, but eventually, it ends. You emerge on the other side, through the mouth of a cave, into completely different territory.

This is the Bolgia of the Schismatics, the ninth trench.

The Caravan takes the Necklace of Harmony Treasure card.

Advance the Caravan to #104 – Southern Bolgia of the Schismatics and then Inspect it.



104 SOUTHERN BOLGIA OF THE SCHISMATICS

The scene that awaits you could not be more terrible. Here, in the ninth bolgia, the land is soaked with the blood of the Damned who promoted family, social, or religious discord.

The stench of dismembered bodies is nauseating, and a cacophony of despairing screams and demonic laughter fills the air. Those who tried to divide humanity in life are brutally punished with endless dismemberment in death.

"May Saint Sara help us..." the Artist murmurs. Once again, she looks away. Coincidence or not, it is at the moment when she looks toward the exit through which you came that another artifact captures her attention. "...It's not possible..." She notices a silver mirror, immaculate amidst the blood, as though it had fallen from someone's pocket—yet none of you remember it.

"It is the Mirror of Eris." The name, like every legend tied to the object, comes to the Devotee's mind as she gazes at her own reflection in the silver surface. A memory transfer. "We do not remember it because it is not ours, at least not yet..."

The look you give her demands an explanation.

"It is cursed. It will only agree to leave if we offer the appropriate tribute. A treasure that never belonged here, created by the power of disarray from the memories of... Pasiphae?" In fact, Minos's wife is more powerful than she seems. "Anyway. The mirror asks for something that is ours, something personal and valuable, a piece of ourselves. This sounds like a riddle, just like the one we had to solve just now."

"Or we could just do the right thing and go away," the Outlaw says, pointing to a road that leads back to the stone bridge, just ahead. "Honestly, I do not understand what is wrong with you."

Now, take the numbered Path cards 36 to 39 and place them face up on this Region. From now on, whenever you are instructed to Inspect this Region, as a team, you must choose a card, pick it up, and proceed to its Resolution.

(You were instructed to Inspect this Region when you Advanced the Caravan here, so choose the first Path now.)

104-A | OFFER A TRAIT TO THE MIRROR

Interpreting the description as a metaphor, you look within yourselves for a singular fragment of your essence. A feeling, personality trait, or behavior. Anything that refers to the spirit. You picture the undulating mirror and this personal trait as a silent offering.

In response, the mirror radiates a dark hunger, consuming a piece of your souls. The tension around you dissolves into an unsettling calm. Something has been ripped from within you, but in return, the mirror accepts the sacrifice and lets you claim it.

Collecting the artifact, you head back to the footbridge, crossing a steep and bumpy road.

The Caravan STORES a Trait card of your choice.

The Caravan takes the Mirror of Eris Treasure card.

Now, if the Caravan also has both the Hourglass of Moros and Necklace of Harmony Treasure cards, take Discovery card number 38 (Treasures Gathered). Either way, proceed to the next instruction.

Also, if the Caravan Discovery card number 6 (Bargain With the Witch), proceed to Resolution #104-G. Otherwise, just proceed to the next instruction.

Advance the Caravan #107 – Bridge over the Bolgia of the Counselors of Fraud and then Inspect it.

104-B | OFFER A RELIC TO THE MIRROR

Interpreting that the artifact requires the sacrifice of another treasure, you rummage through your own belongings for something suitable. As soon as the relic touches the mirror, the cursed object swallows it into itself as if it were a bottomless pit.

The offer was accepted, but it is not enough. Reflections, distorted and monstrous, flood your thoughts, reviving memories you would rather have forgotten. The pressure is overwhelming, and you feel your minds heating up, as if they are burning from within.

The process is not particularly painful, but it still leaves you with a bad impression.

The Caravan Offers 2 Arcana cards (take them from the top of the Arcana deck and move them to the appropriate space, as if they had been Offered during an Ordeal).

The Caravan STORES a Relic card, at your choice.

Inspect this Region again.

104-C | OFFER YOUR BLOOD TO THE MIRROR

The Devotee was categorical: "'A piece of ourselves'—that can only mean an offering of blood." With a decisive gesture, you slide blades across your hands, watching as blood begins to drip. As soon as the drops touch the object, they meld into it, as though the surface were a watery mirror.

The offer was accepted, but it is not enough. Reflections, distorted and monstrous, flood your thoughts, reviving memories you would rather have forgotten. The pressure is overwhelming, and you feel your minds heating up, as if they are burning from within.

The process is terribly painful, but you remain standing.

Each Champion rolls 2 Combat dice, inflicting damage on themselves equal to the number of Hits they obtain. Fumbles do not count as damage, however, Champions who roll 2 of them suffer a Wound (reset their Vigor back to 6).

Inspect this Region again.

104-D | LEAVE THE MIRROR AND RETURN TO THE FOOTBRIDGE

All things considered, the Rebel is right. Maybe it is best to just ignore the treasure and continue on your way. You are close; there is only one more bolgia left until the abyss. The road back to the footbridge is steep and bumpy, making the walk take more time and effort than it might seem, but any destination is better than wandering through this hideous pit.

Advance the Caravan to #107 – Bridge over the Bolgia of the Counselors of Fraud and then Inspect it.

104-G | MEETING AN OLD FRIEND...

The journey through the Malebolge is coming to an end, but destiny still has a surprise for you. Semiramis, the Assyrian queen of the Circle of Lust, appears on the path, a few steps before you reach the footbridge.

"Very well, mortals... You are indeed the Champions of Christendom," the woman scoffs with a wide, cynical smile on her face. "I see you have acquired quite a collection of artifacts, have you not? How about we make a new deal?"

The Outlaw steps forward, unbuckling his belt and kicking off his boots, but the Devotee places a hand on his chest, fixing him with a searing glare.

"Leave, witch!" The Maiden turns to the Damned. "You are not in your lair, and we have no patience for yet another one of your tricks. There will be no deal!" Your silence reinforces the Devotee's position. You are no longer as naive as you were at the beginning of this journey.

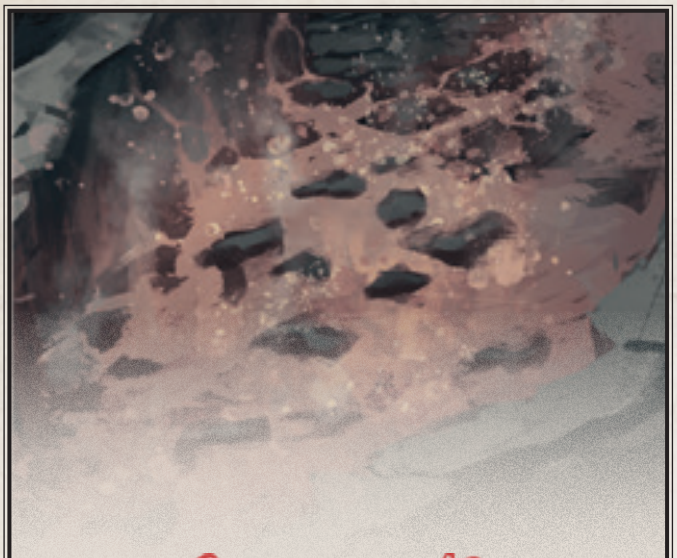
"Actually, sister, this is my new home now. Minos condemned me as a witch for the potion I gave you to aid with Achilles. I was in the fourth bolgia, before I rebelled again." Even though she explained herself, the Sorceress takes a step to the side. "You have made your choice then..."

The peaceful exit surprises you, but you do not look a gift horse in the mouth. You leave the witch behind and press on, but something stirs an itch, a small discomfort, in your hearts.

The Caravan STORES Discovery card number 6 (Bargain With the Witch) and takes Discovery card number 40 (Revenge of Achilles).

Advance the Caravan to #107 – Bridge over the Bolgia of the Counselors of Fraud and then Inspect it.





105
BOLGIA OF THE COUNSELORS OF FRAUD

You begin to rethink your visit to this trench as you walk among the souls trapped in the fire. Malebranche dance around you amidst laughter, slipping between the suffering people, but without confronting you.

They are merely provoking you, for the self-proclaimed ruler of this land has already claimed you as his own. Farfarello, a demon nearly as imposing as Malacoda, carves a path toward you through the Counselors of Fraud. He lashes both souls and demons with a flaming whip, and with each strike, the flames around him surge, as though they are bound to his will.

His gaze pierces straight into your souls, making your hairs stand on end. With each crack of the whip, your hearts skip a beat, bracing for the battle to come. Farfarello seems unstoppable, and you prepare yourselves for his attack, but to your surprise, he streaks into the air once more... and flees! He runs into a cave, disappearing into the darkness.

"It is a damn trap..." Even though the Outlaw points out the obvious, the rest of you chase after him like moths to the flames of the Malebranche demon's weapon, and he has no choice but to join you.

You barely slip through the entrance before a cave-in thunders behind you, followed by a roar of laughter that echoes through the cavern. In truth, his escape was bait—and you fell for it. The world trembles as dust and rocks fall around you, but in the chaos, you manage to ignite a makeshift torch.

Two paths emerge from the darkness: one to the right, where the ground slopes upward, as if leading to a small climb; and one to the left, where a slight tremor reverberates through the ground beneath your feet.

The path forks into two cavernous passages. As a team, choose an option and proceed to its Resolution:

- **105-A** Head left, towards the tremor
- **105-B** Head right, towards the slope

105-A | CRACKED TUNNEL

Dense dust hangs in the air and makes breathing difficult. The torch casts flickering shadows on the walls, revealing dangerously widening cracks. The cave is on the verge of collapsing! The tunnel ahead divides into two passages: one on the left, through which a light current of air blows, and another on the right, from which a distant, indistinct noise reverberates.

The path forks again into two more passages. As a team, choose one option and proceed to its Resolution:

- **105-C** Go left, toward the air current
- **105-D** Go right, towards the noise

105-B | ASCENDANT TUNNEL

Dense dust hangs in the air, obscuring the slightly upward-sloping tunnel. The rumble of the collapse grows louder as cracks widen in the walls and ceiling, and a fine rain of rocks pours down upon you. Ahead, two paths stretch out: to the left, you hear a constant dripping; to the right, footsteps fading into the distance.

The path forks again into two more passages. As a team, choose one option and proceed to its Resolution:

- **105-D** Go left, toward the dripping sound
- **105-E** Go right, toward the sound of footsteps

105-C | NARROW TUNNEL

The tunnel narrows, and a light breeze brushes past you as you duck down to continue. The rumble of the collapse echoes louder, and the cracks widen with alarming speed. The path forks again: to the right, Farfarello's sinister laughter echoes—distant, yet disturbing; and ahead, another path lies in eerie silence.

The cavernous labyrinth continues. As a team, choose one option and proceed to its Resolution:

- **105-D** Go left, toward the dripping sound
- **105-F** Move forward, into the silence

105-D | NARROW TUNNEL

You reach a lower chamber, where the tremor causes the loose earth to slip beneath your feet. Black marks streak the floor, as though something burning had been dragged across it, and the ground looks ready to collapse. Two paths lie open ahead.

To the left, a puff of dust and the rumble of rolling rocks hint at the tunnel's instability—but it might be your only way out.

Ahead, the tunnel glows with a red, flickering light.

Suddenly, Farfarello's laughter echoes, deep and menacing, seeming to come from both tunnels at once.

One path leads to your salvation... but which one?

The cavernous labyrinth continues. As a team, choose an option and proceed to its Resolution:

- **105-E** Go left, toward the sound of crumbling rocks
- **105-F** Move forward, toward the reddish light

105-E | UNSTABLE TUNNEL

You race through the stifling tunnel until the path abruptly turns, leading you back into the unstable section of the cave. Suddenly, a torrent of rocks and dust crashes down from the ceiling, burying you.

Trapped under the rubble, any attempt to move is useless. The crushing weight of the rocks compresses your bodies, and the air escapes your lungs as choking dust fills your noses. You try to move again, but nothing yields, and despair swells alongside a crushing sense of helplessness.

When all seems lost, a flame crackles in the darkness. With a powerful blow, the Mercenary tears away the rubble that imprisons you. He extends a hand, a torch flickering in the other, while you, still gasping for breath, cling desperately to life once more.

Each Champion rolls 1 Combat die, inflicting damage on themselves equal to the number of Hits they scored. Fumbles count as 3 damage.

Then continue reading below:

You step into a larger chamber, but the relief is fleeting. The walls are veined with cracks, water drips steadily from the ceiling, and the floor's vibrations grow stronger. Three corridors behind you are buried, and only two exits remain unobstructed, offering uncertain hope.

To the left, the corridor slopes gently downward, vanishing into dense darkness.

To the right, the tunnel is narrower, lit by a flickering red light, more like the glow of a flame than daylight.

One path leads to your salvation... but which one?

Proceed to Resolution #105-F.

105-F | FLICKERING LIGHT CHAMBER

With the rocks crumbling behind you, a light finally appears at the end of the tunnel. But before you can reach it, the ceiling collapses on your heads.

With one last leap, you emerge amidst the cloud of dust. The dirt-laden air fills your lungs, offering only momentary relief. But the flickering light ahead is not the exit – it is Farfarello's flaming whip, flailing through the air like a burning serpent.

"Oh well. I hope you enjoyed my welcome reception... that was just the warm-up. Now, taste the flames!"

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *You skid in the dust as you advance on the devil. The Mercenary draws his attention from the center, providing cover for the rest of you to spread out in serpentine movements, making it impossible for him to keep up with all of you at once.*

You four attack together. The whip swishes through the air, deflecting the blows, but the offensive is relentless and Farfarello is hit several times. The sound of blades cutting through the air and the dull impact against his flesh echoes through the cave. Staggering, he lets out one last breath, his eyes momentarily lifeless.

The whip is the souvenir you take from this battle, but the true reward is the light that emerges at the end of the tunnel. Another, much smaller, collapse reveals the exit, straight to the ninth trench.

The Caravan takes the Farfarello's Whip Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Place Region card #106 – Northern Bolgia of the Schismatics in position B6, Advance the Caravan to it, and then Inspect it.

FAILURE: *You skid in the dust as you advance on the devil. The Mercenary draws his attention from the center, providing cover for the rest of you to spread out in serpentine movements, making it impossible for him to keep up with all of you at once.*

You four attack together. The whip swishes through the air, deflecting your blows, but the offensive is relentless and Farfarello is hit several times. The sound of blades cutting through the air and the dull impact against his flesh echoes through the cave. Staggering, he lets out one last breath, his eyes momentarily lifeless.

The whip is the souvenir you take from this battle, but the true reward is the light that emerges at the end of the tunnel. Another, much smaller, collapse reveals the exit, straight to the ninth trench.

bodies on fire, just like it does to the Damned.

The tormentor laughs, proud of his achievement: four new pyres now burn in the bolgia, their crackling flames mingling with the screams of agony—screams that only those dying for the first time can utter.

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.



106 NORTHERN BOLGIA OF THE SCHISMATICS

You find yourselves in the ninth bolgia, unsure of how you even got here. The cave, perhaps, was an alternative passage to the bridge.

Here, the land is soaked with the blood of the Damned who promoted family, social, or religious discord. The stench of dismembered bodies is nauseating, and a cacophony of despairing screams and demonic laughter fills the air: Those who tried to divide humanity in life are brutally punished with endless dismemberment in death.

"May Saint Sara help us..." the Artist murmurs. This time, you do not look away. The Inferno is hardening you.

Your presence draws the attention of an imposing Malebranche demon with a pink face and sharp fangs, lounging amidst the carnage and relishing the torture of the poor souls. "Oh, what do we have here?" The voice is grotesque, like a pig's grunt, followed by the sharp clack of a tongue. "It seems Malacoda found some fools to do his dirty work then..."

Your host is Ciriatto, who talks non-stop, but your minds are distracted, wandering, trying to make sense of the horror around you. It is impossible not to wonder if staying on the bridge would have been the better choice.

"You know what? I shall have fun with you... I have never had the opportunity to rip off a leg, an arm, or even a little finger from someone who was still alive and juicy." He delights in the idea, salivating. "And what about your screams when I stretch you out on my toys? It will be like music to my ears..."

Before the demon can savor his sadistic reveries, you charge at him. This time, you do not even need to look at each other to know what to do.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The battle is intense. Ciriatto, driven by a thirst for blood, delivers fierce blows, his dagger gouging the stone floor. If the blade should strike a Champion, you know it will mean the end.*

The demon thinks he holds the advantage, but disbelief flashes in his eyes as a blade pierces his back, bursting red from his chest. He screams in pain as the lethal dagger slips from his fingers, powerless. His crazed, confident countenance dissolves into a deathly sigh. Ciriatto's sadistic impulse, in the end, was his ruin. A fight is not just about attacking—feints and parries are part of it, too.

Picking up the weapon from the ground, you leave that cursed place, taking a path that climbs from the ninth bolgia back to the footbridge. Even though there is little time left now, the journey has never seemed so difficult...

The Caravan takes the Ciriatto's Dagger Treasure card.

If the Caravan has both Libicocco's Horns and Farfarello's Whip Treasure cards, STORE Discovery card number 36 (Rebellious Malebranche) and take Discovery card number 39 (Malebranche in Line). Either way, continue to the next instruction.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to #107 – Bridge over the Bolgia of the Falsifiers and then Inspect it.

FAILURE: *The battle is intense. Ciriatto, driven by a thirst for blood, delivers fierce blows, his dagger gouging the stone floor. If the blade should hit a Champion, you know, it will be the end.*

You fight bravely, but the odds are unfair. Hitting an opponent who can kill you with a single blow forces you to be overly cautious and, in the end, you fail to hit him. The battle becomes a succession of blows and dodges, but that is exactly what the demon wants.

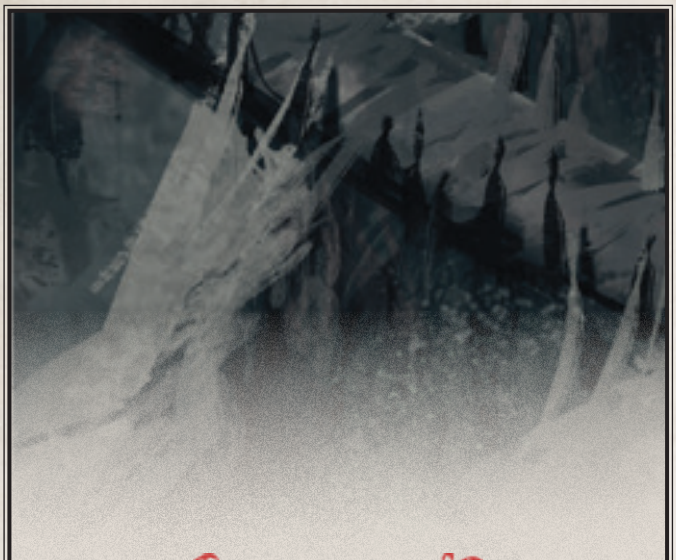
Little by little, your breath slips away until, with a misstep, the Artist falls to the ground. Ciriatto, ever practical, strikes with a smile and a cry of effort. His dagger pierces the woman's waist as the force of the blow drives her to the ground with brutal impact.

In a flurry of movements, lasting no longer than the toll of a single bell, all you see is a gush of blood and the Wanderer's eyes bulging in shock as the mortal wound is struck.

Such a tragic end, so close to completing the journey...

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.



107
BRIDGE OVER THE BOLGIA OF THE FALSIFIERS

So, you finally cross the footbridge over the last bolgia, now very close to the Abyss.

The Falsifiers find their punishment down there, running wildly from one side to the other. They try to escape their punishment, but it is in vain, as it comes from within their own bodies. Ailments of every kind afflict them, giving them a sickly, deathly appearance. Wounds bleed, itching is endless, and everything seems terribly contagious.

Again, there is no reason to visit the Damned if not for a greater good. Besides, an even more curious scene catches your attention: a knight of the Order is standing, alone, just ahead. The pomp suggests a one-man army, but it is not their skill you need to fear.

As the footsteps fade beyond the bridge and the silhouette comes into view, you can hardly believe your eyes—there she is, whole again: Giullia! The knight commander you faced in the Circle of the Wrathful, the Artist's soulmate.

"This can only be a hoax..." the Wanderer tries to convince herself. "...Whoever you are, demon, you better show your true form, or I will make you pay for the insult to her memory!"

The answer, however, is laughter.

"I knew it! Finally, that fire in your eyes... I have rarely seen you so tenacious, so full of energy, but I always knew this determination burned deep within you." She walks towards you, growing more and more confident. "Be not confused, my dear. Nothing is impossible for him who holds the spear."

For Heaven's sake, it really is Giullia...

Read Appendix VIII: II – "The Masquerade Ball".

Continue reading below:

The Wanderer freezes. She cannot decide whether to hug her partner, kneel down and ask for forgiveness, or doubt her own sanity.

"Fear not. It was the Supreme Leader who brought me back, just before the army left Dite. He suspected you would come and ordered me to wait here—to knock some sense into your heads." Giullia gives explanations without you having to ask.

And she has a lot to tell: "Honey, you have lived a life of fear and coercion just for being different. You truly think we do not deserve Paradise, no matter how it has always been sold to us? That we are not also His daughters? What we feel is not lust, for we do not feel it toward men. Nor have we been corrupted by the Devil. We were born this way. He made us this way! The world understands us not, for the powerful have taken over and the true message has been lost."

Delicate statements that make you question your own beliefs. To accept this argument inevitably means agreeing with the premise on which the Order was founded, if not with its methods of achieving that goal. However, would the Saints have chosen the Artist, knowing her convictions could be shaken, if they truly intended to stop them?

"I have not come to fight you, my dear. Now, far from the Poet's sweet words that echo what the powerful want to hear, you have the choice to see the truth. Choose Salvation..." Giullia extends her hand to the Wanderer.

Giullia stands in the way again, and only the Artist can remove her. He must choose an option and proceed to its Resolution.

107-A **Remain loyal to the faith, repudiating the Order**

107-B **Accept a new worldview, trusting in the Order**

107-A | REMAIN LOYAL TO THE FAITH, REPUDIATING THE ORDER

Anyone unmoved by hearing these words is already dead inside. There is comfort in accepting that the teachings were poorly conveyed by the rulers of Earth, legitimizing resistance against the current order.

Though the Artist understands what drives Giullia, some details escape her: first and foremost, feeling is not sinning. To sin is to act when one should not; secondly, the High Power never places a burden greater than one can bear. If you were born this way, you can still be happy. Maybe not as you thought, but still happy.

"I regret, my love..." The Wanderer weeps once more, abandoning the hand that once promised the life she so longed for. "...I have chosen to fight for my faith. Whether the teachings are wrong or not, whoever uttered them will have to deal with the High Power. It is not up to me to question, but to find my way," she finishes, letting her guard down. No matter what happens, the only thing she knows is that she will not fight the knight again.

"Worry not, dear." Giullia lowers her hand. "I stand, but it takes all my strength. My body wastes away because my life is not natural. Soon the spear will be used again and I will faint. I was not resurrected like Lazarus, I was just given a false shadow of life."

The Outlaw looks to the ground, afraid that you will see his eyes. The Mercenary rubs his eyes; he is less shy. The Maiden, impassive, holds her composure, yet the tragedy of the two girls strikes a blow to any heart.

"Go in peace." The knight says goodbye. "I know you will do the right thing when the time comes..." A smile spreads across her face and the two finally hug, unable to contain their feelings.

The haste of the journey denies the girls a memorable farewell, but you leave them there, clinging to each other, savoring a few final moments. Creation can wait a little longer after all.

The Artist remembers an episode from her past. Progress her to Adamant Wanderer by replacing her Champion card appropriately.

Advance the Caravan to the #108 – Pit of the Giants and then Inspect it.

107-B | ACCEPT A NEW WORLDVIEW, TRUSTING THE ORDER

Anyone who is not moved by hearing these words is already dead inside. There is comfort in embracing the idea that the teachings were poorly passed on by the rulers of Earth, and that going against the current order is legitimate.

But are we not all human, susceptible to failure?

The Artist's heart is more divided than ever. On one hand, there is the weight of a lifetime of belief, the categorical teachings that taught her that sinning is acting, not just feeling. On the other hand, did the High Power create them that way so that they would suffer, or could it be that the powerful have made the world a place of suffering for them, and it is they who need to be removed?

"Giullia, my love... What you ask of me is a lot, but perhaps there really is meaning in what you say. I will pray to see and feel things clearly, for we cannot harm Creation. If this incursion is truly blessed, as the Supreme Leader says, then He will show the way." The Artist is a believer, even when she questions the Church.

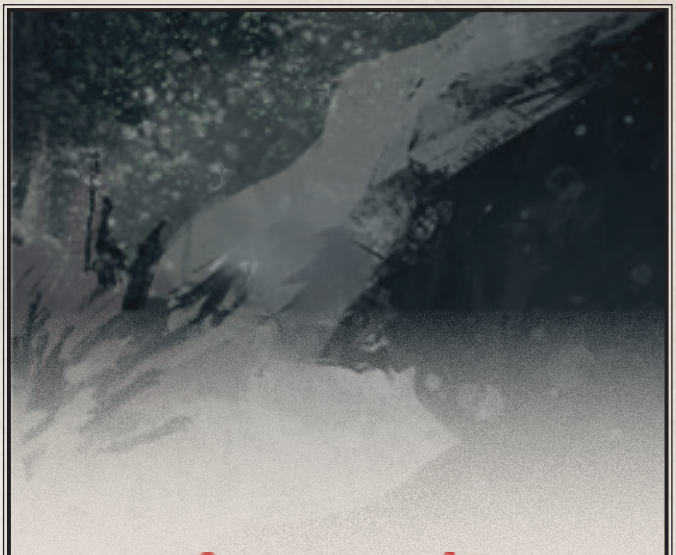
Without saying a word, the girls run into each other's arms. "You need to move on, but without me..." Giullia murmurs, her face muffled in her partner's neck. "I stand, but it takes all my strength. My body wastes away because my life is not natural. Soon the spear will be used again and I will faint. I was not resurrected like Lazarus, I was just given a false shadow of life."

The Outlaw looks to the ground, afraid that you will see his eyes. The Mercenary rubs his eyes; he is less shy. The Maiden, impassive, holds her composure, yet the tragedy of the two girls strikes a blow to any heart.

The haste of the journey denies the girls a proper farewell, but you leave them there, wrapped in each other's arms, savoring a few more precious moments. Creation can wait a little longer after all.

The Artist remembers an episode from her past. Progress her to Melancholic Wanderer by replacing her Champion card appropriately.

Advance the Caravan to the #108 – Pit of the Giants and then Inspect it.



108 PIT OF THE GIANTS

Finally, you reach the edge of the Eighth Circle, where another deep chasm leads to the Ninth Circle. As Malacoda rightly said, the giants, mythological creatures who brought travelers down safely, are nowhere to be seen.

"So, you have reached the end..." the demon's voice suddenly reverberates once more, cutting through the silence. Speak of the Devil, and he will show his tail.

If the Caravan has Discovery card number 39 (Malebranche in Line), proceed to Resolution #108-A. Otherwise, just continue reading below:

"It seems you failed to keep our agreement after all..." Malacoda feigns ignorance, though he knows full well what was agreed upon and what happened on your journey. He never stopped watching over you through the eyes of his servants. "Honestly, maybe you did the right thing. The truth is that I did not intend to do my part either."

The Devotee frowns and narrows her eyes. Her hands graze the handle of the weapon, and perhaps this is the first time you have seen her this angry. Tension fills the air like a perfume. Taking a deep breath, the demon opens his wings and draws his swords, showing all his strength.

"How do you prefer to do this? Shall we indulge in idle talk, or shall we go straight to the real fight?" By Heavens, he tries hard to make you hate him...

If the Caravan has Discovery card number 37 (Arthemis's Spell), proceed to Resolution #108-B. Otherwise, just proceed to the next instruction.

The Chronicle Phase ends here.

Now carefully follow the instructions on page 14 of the Book of Commandments to transition between the Game Phases.

108-A | YOU CONTAINED THE REBELLION FOR MALACODA

The predatory smile widens when he sees the trophies you bring.

"It seems that you fulfilled our agreement, after all..." Malacoda plays dumb, because he knows very well what you agreed on and what happened on your journey. He never stopped watching over you through the eyes of his servants. "You are more capable than I thought," he says, scanning the objects you have collected.

The demon straightens his posture, then glides to the edge of the abyss with a movement almost serpentine. "You have served me well, so as promised..." Malacoda turns, pointing to the darkness of the Ninth Circle. "If you wish to descend, you might as well jump."

The Devotee narrows her eyes. "What are you talking about, demon? What is the meaning of this? We have no time to waste on your games."

"Have you forgotten where you are, mortal?" Mockery drips from his mischievous little smile. "This is the home of the Fraudulents. I am afraid you have been deceived. The foolish and naive of your kind always are. If you want my advice, look for some rope around here—it might help," Malacoda sneers, turning his back. But you refuse to back down.

"Oh, but I will, demon..." The fire in the Devotee's eyes is enough to make you assume battle stances. It is personal now. "...It will be a rope braided from your guts!" Her conviction is so great that even you doubt that she would not do it.

"Alas, alas... So be it then..."

The Chronicle Phase ends here.

Now carefully follow the instructions on page 14 of the Book of Commandments to transition between the Game Phases.

108-B | MALACODA IS NOT THE ONLY ONE COLLECTING A DEBT

"Demon, wait!" A thunderous voice interrupts the fight. It is Arthemis, whom you have met among the Panderers and Seducers. "Do not touch the mortals, or you will see! We made a deal and I have my share to collect!" She descends, floating, lightning dancing around her like a storm incarnate.

Malacoda's expression shows his dissatisfaction, but he knows that the odds are in your favor if the sorceress joins the fight, and so he lets silence answer for him.

"Hunf, good!" She snorts, turning to you. "Now, let us get straight to the point: where are the Artifacts you promised to acquire for me?"

If the Caravan has Discovery card number 38 (Treasures Gathered), proceed to Resolution #109-C. Otherwise, just continue reading below:

Suddenly, you look at each other, as you realize that you have not acquired all the treasures. The annoyed looks and shrugs of the shoulders reveal that you failed to fulfill the agreement.

"So you have chosen death... So be it, I confess that I will take even greater pleasure in snatching whatever treasures you have obtained from your corpses. I have not forgotten our fight after all." Then, she turns to Malacoda, who until then had acted as a mere spectator. "I extend my deal to you, demon. Promise to help me recover the relics, and I shall put this scum in its place—right alongside you!"

The mischievous smile that spreads across the lord of Malebranche's face is the final stroke that seals the contract between the two villains. This may not have been the initial, but it will certainly bring about the most interesting outcome...

"Oh, well..." The Outlaw sighs.

The Caravan takes Discovery card number 41 (Unexpected Alliance).

The Chronicle Phase ends here.

Now carefully follow the instructions on page 14 of the Book of Commandments to transition between the Game Phases.

108-C | YOU HAVE ACQUIRED THE RELICS

The Mercenary collects the relics and steps forward. With arms as thick as tree trunks, he is best suited to shield you.

"Very well, mortals. You have your uses, after all..." She has barely been sentenced and already speaks like a long-time Damned soul. "Come, give me the Relics and with my power restored, I shall lead you into the abyss. You have my word, on behalf of the Order." She now understands the Condotiero's question when you made the agreement.

Arthemis seems to be telling the truth, but a bad feeling hovers over your hearts. Would it be a good idea to leave her with such powerful objects?

Arthemis asks you to hand over the Relics. Note that if you hand them over, she will take you to Cocytus, avoiding the battle. Now, as a team, choose an option below and proceed to its Resolution.

108-D **Deliver the Relics and Descend to Cocytus**

108-E **Confront Arthemis to keep the Relics**

108-D | DELIVER THE RELICS AND DESCEND TO COCYTUS

"A deal is a deal." The Mercenary says as he hands over the Relics. Your silence reinforces his position. Arthemis cannot help but smile as she receives the treasures.

"Hey, but what does this mean? We had a battle to fight and you are ruining it!" Malacoda roars, pointing his swords at her now. "You already have your children's toys, now let the adults have fun, please."

"A deal is a deal!" She answers with a thunderous voice, lightning crackling through her eyes. "Do you really want to find out how this ends for you, demon? You could not beat us before, now you will show yourself even weaker in the eyes of your Malebranche. You think I have not heard the rumors of rebellion?"

She has him now. A brute creature can impose order on one, two, ten, or even a hundred demons through fear. To rule over thousands, however, one needs to be intelligent, and Malacoda is one of those. The mischievous grin dissolves into his scowl and then, without a word, he disappears again, exploding in a cloud of black smoke.

And so you avoid the battle by moving forward.

The Chronicle Phase ends here.

This time, you do not have to proceed to the Confrontation Phase. Follow the instructions below to save your Game.

- **Return any tokens the Champions have to the Token Tray.**
- **Store the Confrontation Objective card that the Caravan completed, and the Discovery cards it has picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation, storing any Confrontation Objective cards that have not been completed, the Malefactor's Status card and the Malefactor's Action and Confrontation Event decks.**
- **If you are ending the game session, store all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would do at the beginning of each Circle.**

Your Instructions end here and you can store your materials or start a new session.

108-E | CONFRONT ARTHEMIS TO KEEP THE RELICS

The Mercenary hesitates, gripping the relics even tighter. He turns his head back and looks into your eyes for validation of that gesture. Unanimously, you nod your heads.

"The deal is off, Arthemis." He turns to her. "Acquiring these relics was not easy and we have seen what they are capable of. I would rather die than see them in the wrong hands." A firm stance that allows no room for counterargument.

"So, you have chosen death... So be it. I confess that I will have even more pleasure in snatching the treasures from your corpses. I have not forgotten our last fight, after all." Then, she turns to Malacoda, who until then had acted as a mere spectator. "I extend my deal to you, demon. Promise me the relics and I shall help with this scum!"

The mischievous smile that spreads across the lord of the Malebranche's face is the final stroke that seals the contract between the two villains. This may not have been the initial plan, but it will certainly bring about the most interesting outcome...

"Oh, well..." the Outlaw sighs.

The Caravan takes Discovery card number 41 (Unexpected Alliance).

The Chronicle Phase ends here.

Now carefully follow the instructions on page 14 of the Book of Commandments to transition between the Game Phases.

CONFRONTATION
FRAUD



GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

Malacoda,
THE LORD OF LIES

The thick fog engulfs you, heavy as the breath of the Damned themselves. Lightning illuminates the ceiling, freezing the scene like a memory that will never be forgotten.

"What a terrible mistake you have made..." Malacoda raises his sword and then, with the power of his thoughts, sets the blade pulsing like a living furnace. "Scum of the Malebolge, jailers of souls and demons, join me, my Malebranche!"

Another flash of lightning splits the horizon, followed by a clap of thunder that resounds like macabre laughter, mocking the fate that awaits: swarms of those small, plump demons rise from each bolgia, coming to meet you.

When your eyes seek Malacoda, he is no longer there, camouflaged in the shadows or hidden among the demons that surround you. Turning your backs to each other, as you did the first time on the Hill of Virtue, you prepare for the worst.

The battle is about to begin.

You still do not know how to get to the Ninth Circle, but what matters now is teaching Malacoda a lesson. Prepare your table for the Confrontation by following the instructions below:

1. First, make the Setup for the Battle Scene.
2. Take the Malacoda Malefactor Status card and place it in the appropriate space with face "A" up.
3. Shuffle the Offered Arcana cards along with Malacoda's Action cards and place them in a pile in the second slot of the Confrontation Tray with the "Action" face up.
4. Shuffle the Confrontation Event – Malebranche cards and place them in a pile in the third slot of the Confrontation Tray with the back side up.
5. Shuffle the Champions' Fierceness markers and randomly place them on the Fierceness Track. These will be their initial positions.
6. Take the Defeat Malacoda Objective card and place it in the Confrontation Objectives section of the board.
7. Read the Special Rule "Minions" on page 232.

These are the Standard Preparations for this Confrontation. However, before you begin, you should check your other actions during the Chronicle Phase:

8. If the Caravan has Discovery card number 41 (Unexpected Alliance), read "Scene – Disillusions" on page 232.
9. If the Caravan has Discovery card number 40 (Revenge of Achilles), read "Scene – The Hero of the Iliad" on page 233.
10. If the Caravan has neither of those cards, shuffle the Confrontation Event – Malacoda cards and place them in a pile in the first slot of the Confrontation Tray with the back side up.

All preparations are now done. You may start the Confrontation.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).



FURNITURE

4 Arks

2 Stairs

2 Level 1 Pillars

4 Level 2 Pillars

LEVELS (Building Tray)

Level 1

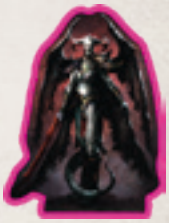
Level 2



CHAMPIONS STARTING POSITION



MALEFACTORS MODELS



1 Malacoda Model

MINION MODELS



4 Malebranche Models

SPECIAL ZONE

Malebranche Spawning Point

SPECIAL RULES

1 - MINIONS

When Minions suffer Wounds, they do not discard any cards from any decks. Instead, remove the attacked models from the board. Additionally, whenever a Minion MOVES into an Area that has no empty Spaces, it SHOVES any Furniture in that Area to free up space. If there is no Furniture, they SHOVE Champions. Whenever 2 or more Minions MOVE, the Fiercest Champion chooses the order in which the models perform the instructions. Finally, Minions attack together; that is, whenever a Character is going to suffer damage inflicted by more than one Minion following the same instruction, the total damage must be applied all at once.



- **MALEBRANCHE – Malebranche are easily defeated. Any damage inflicted on them is enough to remove them from the board, and they serve as "shields" for Malacoda. Thus, whenever an Attack targets them (and only Attacks), the Attacking Champion must roll a die to determine if they were lucky enough to hit the Malefactor's disguise or not (this effect is described on the Malefactor Status card). However, do not be fooled: when the Malebranche act, they are dangerous.**

2 - WRATH OF THE ACHAEAN

Achilles takes no damage in this Confrontation.

SCENE
DISILLUSIONS

A violent gust of wind sweeps across the battlefield, causing the infernal flames to sway as if the Inferno itself fears what is to come. From the center of the maelstrom of wind and fire, Arthemis smiles, as if she reflects perverse delight in the chaos she controls.

"This game is for two, Champions! You think you can make a fool of me again? Know that the deeper into the Inferno I descend, the greater the disorder and so is my power!" she brags, followed by an incredible display of fire and lightning.

The ground trembles, and even time itself seems to bow before her. But even in the face of this overwhelming force, your hearts do not waver. Not before the Malefactors. Not in the face of death.

You look at each other. Every scar and every battle brought you here. The night is dark... but you will be light.

And this is still not the last battle.

Take the I – LIMBO box. You will need some components from it as well.

Shuffle the Arthemis's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.

Place the Pasiphae model in position C1 of the board, Facing Area C2. She is Arthemis now.

The witch has joined the fight. Flip the Malacoda Malefactor Status card.

If the Caravan has Discovery card number 40 (Revenge of Achilles), read "Scene – The Hero of the Iliad" on page 233. Otherwise, just proceed to the next instruction.

All preparations are now done. You may start the Confrontation. Arthemis has joined the fight, but you do not need to defeat her to achieve victory.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

SCENE
THE HERO OF THE ILIAD

"You did not really think it would be that easy, did you?" Semiramis's voice reverberates as she tears the fabric of reality in a kaleidoscopic display of light and power. "I told you that you would regret looking down on me..."

The witch floats, twenty feet or more off the ground, barely participating in the battle, but that is her plan. Semiramis did not come to fight herself, she is not like Pasiphae. She chose a champion for this battle, one you remember well.

"Behold, my newest lover, recruited with your help..." She points to the bridge.

The heavy sound of footsteps reverberates across the walkway, followed by the clank of armor worn out by a thousand wars. Achilles appears, imposing, with a wild smile on his face.

"Mortals!" he shouts, provoking you. "I demand you fight me a second time! This is between you and me, no matter what the witch says or what these demons do! You shall not prevail in the end..."

With a skillful swirl, he points his spear at each of those present, his gaze burning with the desire for battle. "You want to accomplish something here? Do try... But know that between you and any hope... I shall be in the way."

The wind stirs, carrying the weight of the impending confrontation. For a brief moment, even Malacoda hesitates. But not Achilles. His eyes, wild and hungry, shine with the promise of blood and destruction.

"I am going to love this," he says, holding out his hand, inviting you to take the first swing.

Take the II – LUST box. You will need some components from it as well.

STORE the Confrontation Event – Malebranche cards.

Shuffle the Confrontation Event – Achilles cards and place them in a pile in the third slot of the Confrontation Tray with the back side up.

Place the Achilles model in position C2 of the board, Facing the Fiercest Champion at Any Range.

Read Special Rules "Wrath of the Achaean" on page 232.

All preparations are now done. You may start the Confrontation. Achilles has joined the fight, but you do not need to defeat him to achieve victory.

The first Round begins with the Caravan's Turn, from the Clean-up Step forward.

The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

FINAL SCENE
THE FALL OF MALACODA

Against all odds, you prevail. Malacoda lets out a final roar that reverberates throughout the Circle as his form flickers, his demonic essence dissipating. The flaming sword falls, extinguishing itself upon touching the ground, and his body disintegrates into ashes, carried away by the infernal winds.

The laughter of the Malebranche gives way to screams of terror. In panic, they flee into the shadows, and the echo of their footsteps is all that remains.

The Devotee, exhausted but serene, approaches the edge of the abyss. "It was a good fight," she murmurs, looking at the swirling clouds that hide the valley of the treacherous.

"But it is not over yet," says the Artist next to her. Below, the Ninth Circle awaits: an abyss filled with pure malice that sounds as if it is calling your names.

"No," replies the Maiden, staring into space. "Vlad is waiting for us. And this time... we will finish it."

You exchange silent glances, your faces marked by ordeals, but your determination remains firm.

Silence falls over the now-empty battlefield, leaving only the promise of a final confrontation—a final act of courage, love, and sacrifice against absolute evil.

Each Champion progresses their Maneuvers deck by exchanging 1 Level 1 card with a Level 4 card.

Before moving on to the next Chapter, be sure to complete the procedures below in order to Save your Game:

- **Return any tokens the Champions have to the Token Tray.**
- **Place the Confrontation Objective card that the Caravan completed and the Discovery cards they have picked up in the Caravan Box.**
- **Rebuild the Arcana, Wounds, Sins, and Findings decks, returning any cards that are in a Malefactor's Action deck or on the Champions' Boards or Hands to them.**
- **Undo the Setup for this Confrontation and STORE any Confrontation Objective cards that have not been completed, the Malefactor's Status card, and the Malefactors' Action and Confrontation Event decks.**
- **If you are ending the game session, place all Maneuver cards and Equipment wielded by your Champion in their Champion Box. This will be your Champion's starting state for the next Circle. Otherwise, if you keep playing, prepare the Caravan as you would at the beginning of each Circle.**

The instructions end here. You can put away your materials or start a new session.



Treachery

PROLOGUE

Taking a moment to breathe, you leave your frustrations behind and move forward, towards the final Circle of the Inferno. One way or another, it all ends soon.

You are certainly not the same people who arrived through the Dark Forest, and perhaps you will not be the same people who left Earth when you return to it. Struggle changes people. What meaning can life have after you have seen and experienced all of this?

Are you expected in Paradise? Perhaps graced with salvation for having saved humanity? Or will you need to redeem yourselves for all the transgressions that have haunted you along your journey?

The path goes downhill, as if in a valley. The Inferno, it is now evident, is like a great funnel—a crater the size of an inverted mountain, formed when Lucifer was thrown to Earth, expelled from Paradise.

Each Circle is a step that descends to the center of everything, where the Devil himself awaits.

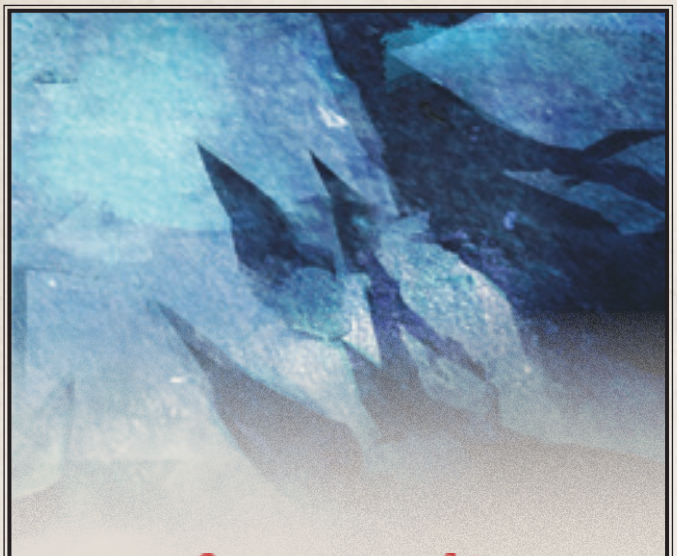
PREPARATIONS – TREACHERY

Let us prepare the Exploration Board for the Chronicle Phase. First, complete the Standard Preparation, which will be common to all the Chapters you play.

Then, open the Folding Box for IX – TREACHERY and take out the components needed for the Chronicle Phase:

- **Take the Region cards and place them, in order and face down, in the appropriate space.**
- **Take the Discovery cards and place them in the appropriate space.**
- **Take the Path cards and place them in the appropriate space.**
- **Take the Treasure cards and place them in the appropriate space.**

Place Region card #109 – Descent of the Giants in position B6, place the Caravan on it, and then Inspect it.



109 DESCENT OF THE GIANTS

A steep cliff marks the beginning of the Circle of the Treacherous. From below, a breeze carries the fog up the cliff and leaves you intrigued: The winds are cold, not warm.

"How did they get all the way down?" The Devotee looks into the abyss. The height is comparable to that of a three-story house or slightly taller. "They could not have just jumped, right?"

"After everything we have been through, this is what you find strange?" The Outlaw raises an eyebrow. "Really?"

"They had help..." A corpse, barely visible through the mist, reveals the truth to the Mercenary. The creature, who is lying face down on the ground, looks very much like a bearded man in his fifties, save for his disproportionate size, maybe greater than ten men. Thick, dark blood runs from hundreds of wounds.

If the Caravan has the Clockwork Wings Treasure card (Circle I – Limbo), proceed to resolution #109-A. Otherwise, continue reading below:

"Let us get on with it. There is no way around this bloody wall." Words from the Outlaw that, coming out of the Artist's mouth, widen three pairs of eyes. "I mean, 'go ahead, mates.' Waiting up here will not make the cliff any smaller," she says, composing herself before gesturing to begin the descent.

The Caravan endures an Ordeal of Prowess of Difficulty 15.

SUCCESS: *Climbing down the rock with your bare hands is not an easy task even for experienced climbers, but you are the Champions of Christendom, Mortals whose skills impress the Saints, and no wall will stop you.*

The Outlaw is the first to reach the ground, followed by the Artist. The way he and the Wanderer look at each other shows their silent competition. The Mercenary arrives soon after. However, the poor Devotee is still only halfway there.

"Maiden, jump, it will be faster..." The Mercenary extends his arms as if he were going to carry a bride. Your discreet giggles only serve to discourage the proud girl.

Seeing herself with no choice, the Devotee throws herself, trying hard to trust. Without seeing where she is falling, the fall could very well be fatal, but the strong man catches her quickly.

"Nice catch," she thanks him in a relaxed manner.

The Champion who rolled the most hits receives 1 Prowess token.

Place Region card #110 – Caina, the First Zone in position B5, Advance the Caravan to it, and then Inspect it.

FAILURE: *Climbing down the rock with your bare hands is not an easy task even for experienced climbers. What would you say of a woman who grew up cloistered in a convent?*

The Outlaw, the Mercenary, and the Artist descend with the certainty of someone who knows what they are doing, unlike the Devotee. With every step she takes, a stone rolls and this makes the rest of you apprehensive. The Wanderer looks up, thinking of helping, but her distrust works almost like a curse, and the Maiden's foot slips.

The woman loses her balance, and you can imagine the rest for yourself: she falls like a sack of potatoes, knocking down all her companions. A disastrous coincidence that unintentionally saves her life.

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #110 – Caina, the First Zone in position B5, Advance the Caravan to it, and then Inspect it.

109-A | A CLIFF IS NOT A PROBLEM FOR YOU

Equipped with the Clockwork Wings that you picked up at the beginning of your journey, from Daedalus's workshop, the challenge of descending the wall ends up becoming an opportunity for a pleasant flight.

The descent is brief, yet it feels like a breeze that momentarily sweeps away your fears, allowing you to feel like children one last time.

Landing safely in the snow, you dissolve your giggles and move on, your spirits renewed.

Each Champion receives INVIGORATE 2.

Place Region card #110 – Caina, the First Zone in position B5, Advance the Caravan to it, and then Inspect it.



110
CAINA, THE FIRST ZONE

As you continue, the ground becomes slippery, and you hear the ice crunching beneath your feet. On Earth, this is never a good sign. One of you gathers the courage to look, confirming your fear: this is the surface of a frozen lake.

"Watch your..." the Artist is about to suggest something when a breeze suddenly blows away the mist, revealing a scene that takes her breath away. Dozens of headstones, each a foot or more tall, fill the surface like a cemetery.

The memory of Dite comes to mind, however, the confusion is soon dispelled. These are not pieces of stone, but people, Damned souls, withered by cold and death. Like crooked stakes, they are encased in the ice from the chest down. Their necks hang forward, forcing them to look at their own reflection. From their mouths, only the sound of chattering teeth echoes like an orchestra of cicadas.

"So, this is the punishment of the Treacherous..." the Devotee reflects, little knowing that this is only Caina, the first of the four zones that precede the Devil's throne. Her disdainful gaze is almost as cold as the wind.

But that's not all the breeze reveals. From down here, the silhouette of the fallen giant is clearer, and he is not that far away. In the opposite direction, to the north, you can see shadows of humanoids running back and forth, fighting and screaming in the wind.

Something is still happening in this place, but surprisingly no one is in your way this time. Antenora, the second zone, lies unprotected just a few miles ahead.

Place Region card #114 – Antenora, the Second Zone in position B4.

The path ahead is clear, but this Region is not uninhabited. As a team, you can choose to Advance the Caravan to Region #114 – Antenora, the Second Zone and then Inspect it. If you choose not to do so, choose an option and proceed to its Resolution:

110-A **Investigate the giant's corpse**

110-B **Approach the gathered people**

110-A | INVESTIGATE THE GIANT'S CORPSE

Awed by the majesty of the fallen figure, you take the path south, feeling the chills of winter. Who in their right mind would have thought of taking coats to the Inferno?

"Help me..." A deep, hoarse, strong voice speaks, like the sound of a trumpet. Surprisingly, the giant is alive when you reach him.

The creature is as magnificent as he is terrifying. Measuring four men from feet to waist, he is large enough that his torso would be visible to those coming from Malebolgia when he stands beside the cliff. His attire is rudimentary, crafted from animal fur and leather. Iron shackles encircle his body, from which hang bags filled with treasures. Treasures hoarded for eternity.

His name is Antaeus, and he shares his story between gasps as you try, unsuccessfully, to treat his wounds. Even though the cures you know have no effect, slowly, the creature is slowly recovering on his own.

Place Region card #111 – Fall of the Giant in position C5, Advance the Caravan to it, and then Inspect it.

110-B | APPROACH THE GATHERED PEOPLE

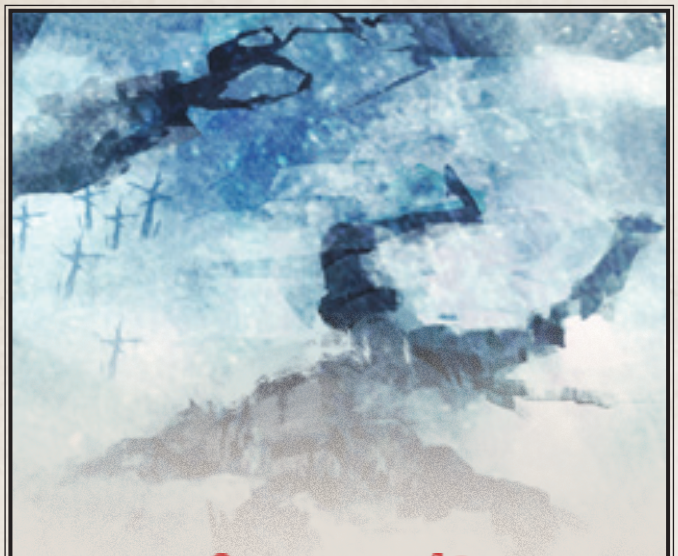
Curious about the commotion of those shadows, you head north, feeling the chill of winter. Who in their right mind would have thought of taking coats to the Inferno?

In another vast, snow-covered expanse, knights and Damned souls celebrate their recent victory: they have just defeated a giant similar to the one you encountered moments earlier. Unlike what you have seen so far, it is the Traitors who are in greater numbers and dictate the orders.

The Order's ranks are stretched too thin, leaving them no choice but to submit to the whims of Inferno's inhabitants.

Place the Region card #112 – Fall of Nimrod in position A5 , Advance the Caravan to it, and then Inspect it.





111 FALL OF THE GIANT

After a few failed attempts and listening to the slow speech of a dying monster, you have a clear picture of recent events.

Antaeus, fulfilling the task assigned to him by the High Power, guided the knights down the cliff but was soon ambushed. The Damned who watched the scene took the opportunity and rebelled from their icy tombs, joining the invaders.

The giant was merely the first to be subdued. The army advanced, bolstered by the newly allied Treacherous of Caina, who were eager to assist in hunting down the remaining Sentinels.

"Only Mordred can stop the bleeding. Or rather, King Arthur's treasure, which he has. The villain conjured Excalibur upon breaking free from the ice. According to legend, its scabbard possesses the power to prevent a knight from bleeding in battle. "Bring it to me and I will march with you to Judecca, striking down all who stand in the way of restoring the Divine Arrangement."

You exchange glances, considering the tempting offer.

Antaeus asks for help and offers himself as an ally. As a team, choose an option and proceed to its Resolution:

- **111-A** **Reject Antaeus's proposal and move on**
- **111-B** **Reject Antaeus' proposal and plunder him**
- **111-C** **Accept Antaeus' proposal**

111-A | REJECT ANTAEUS' PROPOSAL AND MOVE ON

The giant's help would be valuable, but time is short and Mordred will certainly not give up this treasure. Even if you succeed, the undertaking may delay your real confrontation.

"I am sorry, friend..." The Mercenary rests his hand on the giant's cold body. "At least this I can promise: if we stop the Order, the Divine Arrangement you care so much about will be restored and you will return to your post. The Poet always says that."

Leaving the giant behind, you move on as his silhouette disappears into the mist.

Advance the Caravan to Region #114 – Antenora, the Second Zone and then Inspect it.

111-B | REJECT ANTAEUS' PROPOSAL AND PLUNDER HIM

The giant's help would be valuable, but time is short and Mordred will certainly not give up this treasure. Even if you succeed, the undertaking may delay your real confrontation.

"Look at these overstuffed bags," the Outlaw remarks just before you depart. "Our needs are greater than that of a dying bloody giant. Are we not fighting for him too, after all?" To tell the truth, you all thought the same.

The giant uses the last of his strength to try to move, but the wounds take their toll and he does nothing but groan in pain. Taking what you can, you leave the giant and move on, watching his silhouette disappear into the mist once more.

As a team, draw 2 Findings cards and assign them to Champions.

Advance the Caravan to Region #114 – Antenora, the Second Zone and then Inspect it.

111-C | ACCEPT ANTAEUS' PROPOSAL

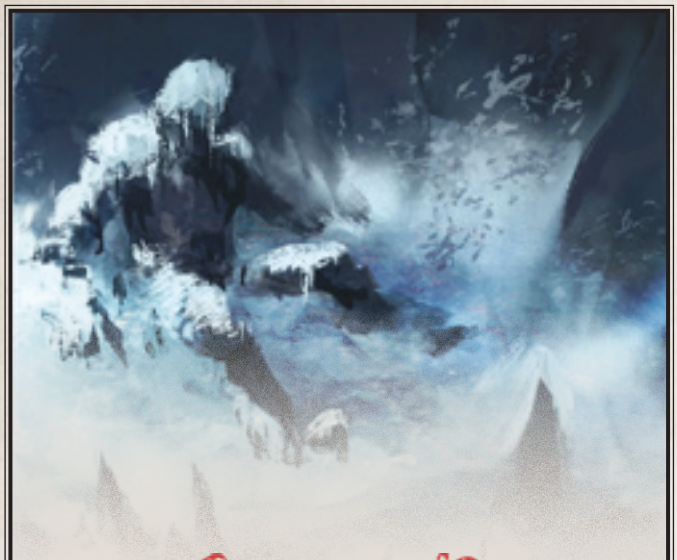
Despite your haste and the certainty that Mordred will not relinquish this treasure without a fight, the assistance of a giant is too valuable to ignore.

"Hold on tight, Antaeus, we will bring the scabbard." Touched, the Artist places her hand over the giant's. Or rather, on one of the phalanges of his finger. In the heat of the moment, she forgets that the creature cannot die, but no one ruins her moment. Not even the Devotee.

Leaving the creature with a promise, you head north, watching his silhouette disappear into the mist once more.

The Caravan takes Discovery card number 42 (Quest for Excalibur).

Place Region card #112 – Fall of Nimrod in position A5, Advance the Caravan to it, and then Inspect it.



112
FALL OF NIMROD

Another giant, Nimrod, the King of Babylon, has fallen. The same thick, dark blood oozes from countless wounds and, surprisingly, there are no knights here. This is the work of the Damned and theirs alone.

The leader of that band, clad in black plate armor and a helmet adorned with bat-winged crests, uses the monster's pinky finger as a bench. The wound in his chest, a hole so large that it can be seen from the other side, gives away his identity: this is Mordred, the man who betrayed his uncle, Arthur, King of the Britons.

If the Caravan has Discovery card number 42 (Quest for Excalibur), proceed to Resolution #112-A. Otherwise, continue reading below:

"That is odd. I was not expecting visitors..." the Traitor says as you approach. It is bone-chillingly cold, but the rebellious Damned do not mind it. Punishments can no longer harm them. "As you can see from the fresh kill, we are fulfilling our part of the agreement. Now, tell me. What did you come to do here?"

It had been a while since anyone had taken you for knights...

Mordred takes you for knights and asks the reason for your visit. As a team, choose an option and proceed to its Resolution:

- **112-B** Deceive the Damned to get away
- **112-C** Take on the role of knights and extract information
- **112-D** Try to fight the Damned

112-A | YOU HAVE COME FOR HIS SCABBARD

The man you came to find, but he is not alone. Four other Damned souls keep him company, despite looking at each other with disdain.

"Why would I give you the means to undo what I did?" he responds when you explain why you need the scabbard. "We were tasked with killing the giants in exchange for a place in Paradise. Now tell me, what do I get by getting in the knights' way? What do YOU actually get by doing this?"

You look at each other and, reading each other's minds, you draw your weapons. Since the answer to this question ends in a fight, it is better that the initiative is yours...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The Damned were not expecting an ambush, and their delay in reacting compromises them. The Mercenary forces Mordred down, swinging his sword relentlessly, barely giving him room to breathe.*

In perfect synchrony, the rest of you turn to the other Traitors who make up the band and attack them by surprise. The Damned are skilled and fight bravely, but they have lost the momentum of combat and defeat is imminent. As soon as the first one falls, the others follow.

You loot the sword you came for from Mordred's fallen body, looking at him one last time. It will not be long before he resurfaces in the ice, but at least for now, the giants are safe.

The Caravan takes the Excalibur Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Replace Region card #111 – Fall of the Giant with #113 – Fall of Antaeus, Advance the Caravan to it, and then Inspect it.

FAILURE: *The Damned were not expecting an ambush, and their delay in reacting compromises them. The Mercenary forces Mordred down, swinging his sword relentlessly at him, barely giving him room to breathe.*

In perfect synchrony, the rest of you turn to the other Treacherous souls of the band and attack them by surprise. Victory seems certain, but the slightest hesitation can be fatal when fighting the greatest of all swords, Excalibur.

When one of the Condottiero's powerful blows embeds his sword in the giant's icy flesh, Mordred seizes the opportunity to draw his legendary weapon and reverse the momentum of the fight. There is no steel that can stand against it, and with his next movement, a transverse swing, the Traitor hits your companion in the throat, dyeing the icy ground red.

The wound is fatal, and the rest of you are left stunned as you watch the scene of that colossus of a man falling to his knees, trying to stop the bleeding from his neck with trembling hands. Life soon leaves the Mercenary's body, and this is the end of the road for you all.

All that is left to do is pray for the mercy of the High Power...

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.

112-B | DECEIVE THE DAMNED TO GET AWAY

The Damned's speech reveals an alliance with the knights, and the chances of them wanting to fight if you let the truth slip are high. This time, maybe it is best to just pretend and move on.

"Indeed..." The Mercenary takes the lead. He, in any case, is the most like a knight both in manner and attire. "We only returned to make sure you made it. Forgive our lack of faith. I never imagined that such a small group could defeat a monster like that. You are really true warriors."

Mordred nods in gratitude. Nothing works better on self-important men than discreet flattery. After exchanging a few false pleasantries, you leave the Treacherous and march toward Antenora, deliberately avoiding the body to the south.

What help could a dead giant offer, anyway?

Advance the Caravan to Region #114 – Antenora, the Second Zone and then Inspect it.

112-C | TAKE ON THE ROLE OF KNIGHTS AND EXTRACT INFORMATION

The Damned's speech reveals an alliance with the knights and an opportunity arises for you. By asking the right questions, you could learn the Order's plans for the journey's end.

"Indeed..." The Mercenary takes the lead. He, in any case, is the most like a knight both in manner and attire. "We only returned to make sure you were well. This is just a routine inspection, but I need you to answer a few questions for me. Simple things like 'what do we share about the Great Task'?"

The leader raises an eyebrow suspiciously, and the other Treacherous come closer. The Condottiero recognizes the coat of arms that two of them bear on their chests: a golden shield and the red lion of the Alberti family. Those can only be the infamous brothers who killed each other, Napoleone and Alessandro. Cruel heirs who fought over inheritance and became infamous in Italy around the year 1300.

"You have come to murder the Devil and establish a route between Earth and Paradise for all humans, living or Damned, to reach Paradise. Is that right? You asked us to kill the giants to clear the path, and we accepted that price for your help." Mordred has everything on the tip of his tongue.

Satisfied, you exchange a few cordial words to keep up appearances and then say goodbye, heading to Antenora without visiting the giant's body to the south.

What would a dead monster have to say, anyway?

Advance the Caravan to Region #114 – Antenora, the Second Zone and then Inspect it.

112-D | TRY TO FIGHT THE DAMNED

The Damned's speech reveals an alliance with the knights and the chances of them wanting to fight if you let the truth slip are high. Reading each other's minds, you draw your weapons. Since this encounter will certainly end in a fight, it is best that the initiative be yours.

It is time to put the giant killers' skills to the test...

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15. Note that this challenge is fatal. Failure at this point will result in the End of the Campaign.

SUCCESS: *The Damned were not expecting an ambush, and their delay in reacting compromises them. The Mercenary forces Mordred down, swinging his sword relentlessly at him, barely giving him room to breathe.*

In perfect synchrony, the rest of you turn to the other Traitors who make up the band and attack them by surprise. The Damned are skilled and fight bravely, but they have lost the momentum of combat and defeat is imminent. As soon as the first one falls, the others follow.

Even though the defeated will eventually rise from the ice, you can be sure that these souls are no longer a problem at this point. In light of this relief, the refined sword you loot from Mordred's body seems like nothing more than a gift...

The Caravan takes the Excalibur Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Advance the Caravan to Region #114 – Antenora, the Second Zone and then Inspect it.

FAILURE: *The Damned were not expecting an ambush, and their delay in reacting compromises them. The Mercenary forces Mordred down, swinging his sword relentlessly at him, barely giving him room to breathe.*

In perfect synchrony, the rest of you turn to the other Traitors who make up the band and attack them by surprise. Victory seems certain, but you did not count on the treasure that the leader of the band carries: the greatest of all swords, Excalibur.

When one of the Condottiero's powerful blows embeds his sword in the giant's icy flesh, Mordred seizes the opportunity to draw his legendary weapon and reverse the momentum of the fight. There is no steel that can stand against it, and with his next movement, a transverse swing, the Traitor hits your companion in the throat, dyeing the icy ground red.

The wound is fatal, and the rest of you are left stunned as you watch the scene of that colossus of a man falling to his knees, trying to stop the bleeding from his neck with trembling hands. Life soon leaves the Mercenary's body, and this is the end of the road for you all.

All that is left to do is pray for the mercy of the High Power...

The Caravan was defeated in the Chronicle Phase and the Campaign ends here.

If you wish, restore the Game State saved at the beginning of this Circle and try again.





113
FALL OF ANTAEUS

Apprehension finds refuge in your hearts as you return to the body of Antaeus. Seeing him there, lying solemnly with the snow covering him like a thin blanket, there is no one who does not feel sorry for his fate. However, can you really trust the giant? This is the Circle of the Treacherous, after all. What prevents him from turning against you after he is healed?

"What the devil. We came this far, did we not? Hand over the sword and let us finish this thing!" The Outlaw dispels any hesitation.

And it is a good thing he did. Placing the sword inside one of the creature's pouches causes the cuts and punctures to shrink and disappear before your eyes, regenerating quickly.

"Finally, I am whole again!" the colossus rises, thundering with blood in his eyes. Then he kneels beside you and lowers his hands to the ground, offering his palms. "Come on, come up! It is time for us to rain destruction on all who have attempted against me and my brothers." The Sentinel keeps his word.

Who can stand up to a walking tower like this?

The Caravan takes Discovery card number 43 (Broad Shoulders).

Advance the Caravan to Region #114 – Antenora, the Second Zone and then Inspect it.



114 ANTENORA, THE SECOND ZONE

The path ahead takes you to Antenora, the second of four zones on the way to Cocytus. The Damned here are trapped in ice just as they were in Caina: withered tombstones, staring at their own reflection.

However, not just these suffering souls dwell in this place. The silhouette of an Order commander emerges through the mist a few steps ahead, accompanied by a squad of rebellious Traitors.

If the Caravan has Discovery card number 43 (Broad Shoulders), proceed to Resolution #114-A. Otherwise, continue reading below:

"By Heaven, that is not possible!" Wearing four or five other cloaks from his fallen brothers, the knight does what he can to protect himself from the cold. "The Supreme Leader should not have spared you!" He recognizes you.

"Who are these?" a Damned soul asks. Unlike mortals, the icy winds no longer affect him. His clothes, you recognize, are the same as those of the Pavesari soldiers, but the uniform is neither blue nor red. It is purple, and you can easily guess why.

"Walking corpses who have not yet realized it..." The knight draws his sword. "This godforsaken place, Antenora, is the home of those who betrayed their own country. I wonder, what kind of pit awaits those who betray humanity as a whole?"

Provocations give way to steel and blood.

The Caravan endures an Ordeal of Aggressiveness of Difficulty 15.

SUCCESS: *As the outcome approaches, you feel the weight of the journey, but determination makes up when strength falters.*

With each blow, it becomes clear that the knights are no longer so green. Those who were not prepared did not get this far. Here, only those hardened through fire remain. Still, the fight is quick and you remain standing while they do not.

Six more men, not counting the Damned. How many are there so far? Will there be any light left in you after having extinguished so many others?

Dispelling these thoughts, you move forward.

The Caravan takes the Robust Treasure card.

The Champion who rolled the most hits receives 1 Aggressiveness token.

Place Region card #116 – Ptolomaea, the Third Zone in position B3, Advance the Caravan to it, and then Inspect it.

FAILURE: *As the outcome approaches, you feel the weight of the journey and your strength wavers.*

With each blow, it becomes clear that the knights are no longer so green. Those who were not prepared did not get this far. Here remain only those hardened through fire. Even the Damned fight with more fervor. The fight is not quick, and you need to give your best, but in the end, you remain standing while they do not.

Bleeding and cold, you wander Antenora, pondering the irony of perishing to the winter rather than the blade. But a spark of hope ignites as a Treacherous soul, dressed in ecclesiastical robes and wearing a bishop's ring, comes to your aid.

"Let us go to my tower. I can help you with your wounds and through the storms of the Inferno! I do not know you, but something smells bad about these knights and I want to know the story of the warriors who face them!"

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #115 – Archbishop's Tower in position A4, Advance the Caravan to it, and then Inspect it.

114-A | ANTAEUS IS CONSUMED BY THE DESIRE FOR REVENGE

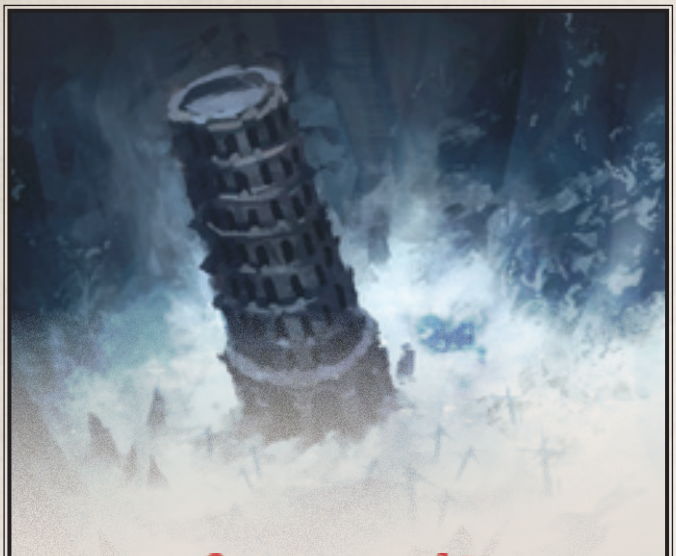
The first victims of Antaeus's rage.

The giant dismisses any attempt at dialogue between you and those people, attacking knights and Damned without distinction. The fight is quick, and you do not even take part in it, being too busy trying not to fall from the shoulders of your enraged fortress.

Protected by Excalibur's scabbard, the colossus suffers only minor scratches. Each of his punches sends men flying yards away or drives the Treacherous into the ice like a hammer pounding an errant nail.

The demonstration leaves you speechless, but the feeling of effortlessly overcoming challenges feels like a well-deserved relief. Still unsatisfied, Antaeus moves on to the next zone, and you go with him...

Place Region card #116 – Ptolomaea, the Third Zone in position B3, Advance the Caravan to it, and then Inspect it.



115 ARCHBISHOP'S TOWER

The Damned leads you to a tower rising from the snow, its terracotta-colored stones defying the white blanket that covers them. Certainly, the powers of the rebels are perverted by the icy mantle that the Ninth Circle wears upon its structures, just as Dite did with fire.

"The Lord of Pisa? I know your story!" the Mercenary exclaims as your host introduces himself and the fortress. He is Ruggeri Degli Ubaldini, and his tale ends in a double betrayal. "You captured Count Ugolino, pretending to be sympathetic, only to imprison him and let him starve to death along with his family!"

"Oh yes..." The archbishop stops for a moment. He had brought you to an empty room inside the stone tower. Removing his mitre, he reveals the back of his neck, displaying a gaping wound in his scalp from which bright red blood flows. "... And for over two hundred years, that traitor has exacted his revenge—but no more."

The Damned turns to you again and smiles.

"Please, do not concern yourself with me. This room is for you. Wait here while I go get coats and supplies. I know well how severe the winds are in this unfortunate place." He points to piles of hay scattered across the floor. The place is simple but cozy.

"Very well. We ought to have anticipated that..." The Devotee tries to open the locked door. Ruggeri will never be able to resist the temptation to lock people in towers. "What do we do now?"

The Artist walks towards her and takes the lock pick out of her pocket. The Wanderer's skill is such that she barely needs to look at the keyhole. A few moves here and there and it is done; a "click" makes her smile.

You are free again.

Each Champion receives INVIGORATE 2.

If the Caravan has either the Escapist or Escape Artist Treasure card (both received in the 3rd Circle) they STORE it and take the Master Thief Treasure card. Otherwise, they take the Escapist Treasure card (the one that belongs to this Circle).

You are free again, but you need to decide what to do next. As a team, choose an option and proceed to its Resolution:

115-A **Punish Ruggeri before leaving the tower**

115-B **Leave the tower without taking revenge on Ruggeri**

115-A | PUNISH RUGGERI BEFORE LEAVING THE TOWER

You leave, but not before paying a visit to your host. Indeed, there is no repentance in the Inferno. If given the opportunity, the Damned will do what they did in life again, as if trapped in an endless cycle.

With weapons in hand, you storm up the stairs, heading towards the top of the building. Ruggeri's rooms are luxurious, with basins, tables, a bathtub, and even a fireplace. Nothing, however, compares to the bed, its legs inlaid with gold and precious stones.

"Oh, you scared me! It is you, my friends..." He tries to hide it, but his look is a confession of malice, and the Outlaw is not willing to exchange words with a viper.

Grabbing the archbishop by the collar, he drags him to the only window in the tower, some five floors up, looks down at the frozen Cocytus, and without thinking twice, throws the Damned there. Even though the punishment will not kill him, it is painful enough to satisfy your desire for revenge.

Pleased, you leave, but not before looting the Traitor's treasures.

The Caravan takes the Desecrated Monstrance Treasure card.

Place the Region card #116 – Ptolomaea, the Third Zone in position B3, Advance the Caravan to it, and then Inspect it.

115-B | LEAVE THE TOWER WITHOUT TAKING REVENGE ON RUGGERI

Even though you want to go up and teach the Traitor a lesson, time is short and urgency pushes you forward. Indeed, there is no repentance in the Inferno. If given the opportunity, the Damned will do what they did in life again, as if trapped in an endless cycle.

With weapons in hand, you head to the next zone, facing the cold winds and darkness. The reverberating laughter of Ruggeri, who watches your retreat from the top of his tower, is the last memory you carry of Antenora.

The Caravan takes the Indulgent Treasure card.

Place Region card #116 – Ptolomaea, the Third Zone in position B3, Advance the Caravan to it, and then Inspect it.



116
PTOLOMAEA, THE THIRD ZONE

Your crossing continues through Ptolomaea, the third zone. Here, those who betrayed their guests suffer, and their punishment is even more severe.

The Damned lie buried in the frost up to their necks, with their heads hanging back. They feel the cold breeze coming from Judecca on their faces, but that is not a good thing. The Treacherous' false tears freeze and close their eyes. All that remains for these souls is darkness, groans of pain, and chattering jaws.

Although this place is almost devoid of any light, the shadow of a colossal beast looms on the horizon, and the beating of its wings is the force responsible for creating the gales that torment this Circle.

If the Caravan has Discovery card number 43 (Broad Shoulders), proceed to Resolution #116-C. Otherwise, continue reading below:

However, to your surprise, the place is deserted. The army has already moved on and the Damned souls who wanted to rebel have already done so. The resigned ones are your only company, which gives you the ominous feeling that, in fact, the end is near.

War cries reverberate across the horizon, and you look at each other, concerned. The brightness of the bursts of fire that descend from the heavens as if it were the breath of a dragon illuminate, just for an instant, the scene of a battlefield. Vlad has reached the Devil!

"Mortals, wait!" an elder dressed in Dominican robes shouts. "You are not with the army, are you? Do not go there, Judecca is taken. You will never get past those men by force. But I know a way around it. I can bring you before the Prince of the Inferno without passing through them, through the catacombs of my abbey!"

Conveniently, that is what you wanted to hear.

"How do you know the Order is our enemy?" the Outlaw voices your concerns. This is all very suspicious.

"You have Dante to blame for that. When I was still in the ice, he passed me by while arguing with the leader of the knights, saying that the Champions were still alive and were coming to prevent an alleged sacrilege. The men laughed, of course, but I believed him and decided to wait."

The battle has just begun, and the Devil will not be defeated so easily. You have time, but can you trust a Traitor's intentions?

The friar invites you to his abbey, from where you can take another path to the Devil's Pit. As a team, choose an option and proceed to its Resolution:

116-A **Follow the Friar to his Abbey**

116-B **Leave the Friar and move on**

116-A | FOLLOW THE FRIAR TO HIS ABBEY

"God writes straight with crooked lines." So the Poet said at the time you were left to die at the gates to the Seventh Circle. Maybe that is why he put this friar in your path, in the face of so much suspicion. A test of faith, another kind of ordeal.

"You know not how happy your arrival makes me!" the Damned celebrates as you accept his invitation and follow him through the snow. "Hopefully, the Heavens will not let this gesture of mine go unnoticed, and maybe I will be able to leave this icy tomb."

Too convenient...

Place Region card #117 – Alberico's Abbey in position C3, Advance the Caravan to it, and then Inspect it.

116-B | LEAVE THE FRIAR AND MOVE ON

As you know better, you decline the invitation. This is not the time to worry about what the Order may or may not do to you.

"Wait!" the friar insists. "Allow me to at least serve you these fruits." He holds out a basket with some apples. A gesture that the Mercenary recognizes from a story that had spread among the Italians.

The man is Alberigo dei Manfredi, a friar who became infamous for having hosted a banquet for some enemies and murdering them when dessert was being brought out.

"What the devil! Why is the Inferno filled with Italians?" the Outlaw complains as he draws his bow and nocks an arrow, having heard the Condottiero's protest at the offer. "St. Peter's seat is in Rome, for God's sake!"

He lets the arrow fly straight at the Damned's forehead, throwing him to the ground. Not even such a brutal shot is capable of killing one of them, but it will certainly delay him long enough for your stay.

"Dante is an Italian..." the Devotee reflects on the Rebel's rhetorical question. "It is only natural that the men he recognized or wanted to meet on his journey were his infamous neighbors."

Truth be told, it is not just that. The Poet's work is full of convenient confessions that he brought from the dead to justify the living...

Place Region card #119 – Judecca, the Fourth Zone in position B2, Advance the Caravan to it, and then Inspect it.

116-C – ANTAEUS REMAINS FURIOUS

However, to your surprise, the place is deserted. The army has already moved on and the Damned souls who wanted to rebel have already done so. The resigned ones are your only company, which gives you the ominous feeling that, in fact, the end is near.

War cries reverberate across the horizon, and you look at each other, concerned. The brightness of the bursts of fire that descend from the heavens as if it were the breath of a dragon illuminate, just for an instant, the scene of a battlefield. Vlad has reached the Devil!

The sight of your enemy's success instigates the giant's bloodlust and he quickens his pace. Whether on purpose or not, one of the Sentinel's steps crushes a man, a Damned soul who was dressed like a Dominican friar and was running towards you.

The Artist almost has time to warn Antaeus, but the sound of the bones shattering and the muffled scream silence her. The enraged giant then advances towards Judecca, the last of the four zones.

Place Region card #119 – Judecca, the Fourth Zone in position B2, Advance the Caravan to it, and then Inspect it.



117 ALBERICO'S ABBEY

The abbey is modest, even though the Damned could have imagined it with all the splendor it never had on Earth. The stone walls, however, keep the cold out just the same.

Your host leads you to the kitchen, where a solid wood table with more seats than you need awaits you. A lavish banquet of porridge, cheese, wine, and at least three types of meat is laid out, but nothing captures more attention than the main dish: a calf stuffed with a suckling pig, which was then stuffed with a goose. Three creatures on a single plate, layered like an onion— wonders of medieval cuisine.

"Eat, breathe, rest." The friar lights the candles that flank the room. "My home is your home, just as it was my nephews'. I know you have to go, but you deserve to eat and I feel honored to offer you this... Last meal."

A banquet is served. As a team, choose an option and proceed to its Resolution:

117-A **Enjoy the feast before leaving**

117-B **Leave without touching anything**

117-A | ENJOY THE FEAST BEFORE LEAVING

The friar acts in such a suspicious manner that he almost seems believable. Someone planning an ambush would certainly be more cunning than that. This, however, is not the case. This is one of those situations when someone says "I told you so," but someone else persuades you to doubt the obvious.

"Servants, it is time to offer the fruits." Just as you begin to relax, your host makes his announcement, and the Mercenary captures your attention with a sudden gasp.

He remembers this infamous sentence, commented on throughout Italy. The words that Friar Alberigo dei Manfredi used to command assassins to kill his nephews while the villain served them a banquet. The Condottiero's eyes scan the room and soon find shadows carrying crossbows that emerge from the alcoves, reenacting the abominable massacre.

They are not real men, it is only their silhouettes, but the arrows they shoot seem very real...

The Caravan endures an Ordeal of Prowess of Difficulty 15.

SUCCESS: *The attack takes all by surprise, but the tension sharpened your reflexes. The shots do not hit anyone and, in the heat of the moment, the Mercenary jumps up, draws his weapon, and delivers a violent blow to Alberigo with a cry of fury. The strength and precision are so great that he decapitates the Damned and the spectral forms are promptly dispelled with grunts, before the reloading of crossbows.*

"We need to go! NOW!" The abbey begins to shake and the Outlaw urges that you go, pointing to the trapdoor at the back of the pantry. "Down there, he kept looking at that place."

It was all a big hoax by your host, but at least he did not lie about the alternative route. The small door reveals stone stairs that enter the darkness towards the center of the Circle and the Universe itself. A secret passage beneath the abbey, as promised...

Each Champion receives INVIGORATE 2.

The Champion who rolled the most hits receives 1 Prowess token.

Place Region card #118 – Pass of the Treacherous in position C2, Advance the Caravan to it, and then Inspect it.

FAILURE: *The attack takes everyone by surprise, and one of the shots hits someone in the back. The arrow dissipates quickly after it lodges in the body, but the wound it leaves is very real and bleeds like any other.*

In the heat of the moment, the Mercenary jumps forward, draws his weapon, and delivers a violent blow to Alberigo with a scream of fury. The strength and precision are so great that he decapitates the Damned, and the spectral forms are promptly dispelled with grunts, before the reloading of crossbows.

"We need to go! NOW!" The abbey begins to shake and the Outlaw urges that you go, pointing to the trapdoor at the back of the pantry. "Down there, he kept looking at that place."

It was all a big hoax by your host, but at least he did not lie about the alternative route. The small door reveals stone stairs that enter the darkness towards the center of the Circle and the Universe itself. A secret passage beneath the abbey, as promised...

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #118 – Pass of the Treacherous in position C2, Advance the Caravan to it, and then Inspect it.

117-B | LEAVE WITHOUT TOUCHING ANYTHING

"Forgive our lack of appetite, Fra..." the Devotee takes the floor, hoping that the insult would be better accepted coming from her, a daughter of the Church. "...But it is hard to find it in ourselves the urge to feast when the fate of Creation is threatened." Her words are kinder than the look the Outlaw directs at him.

"Of course! I apologize, sister! How foolish could I be!" The friar stands up and draws a bunch of keys that are hanging from his waist and heads towards the pantry, where there is a trapdoor. "Please try at least something. I will open the door for you. You are the first visitors I have received since I came to this terrible place..."

The friar heads towards the promised exit, but insists that you have something to eat. As a team, choose an option and proceed to its Resolution:

117-A **Enjoy the feast before leaving**

117-C **Move forward without touching anything**

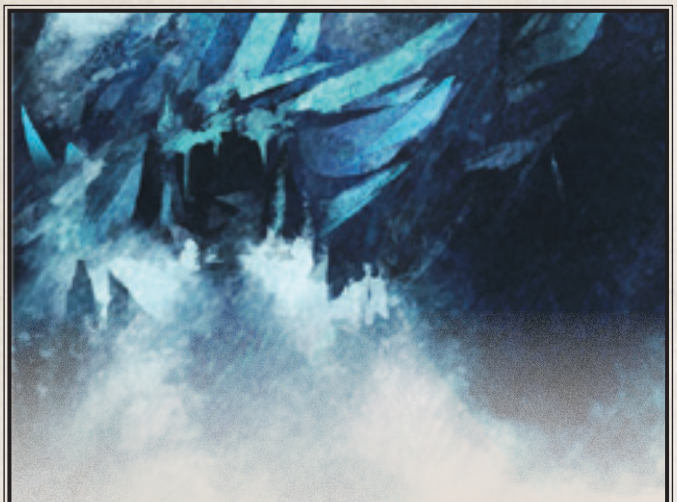
117-C | MOVE FORWARD WITHOUT TOUCHING ANYTHING

The Devotee raises an eyebrow, and no one dares to touch the food.

"Sure, sure, as you wish..." The Damned accepts defeat and opens the trapdoor without seeing anyone take a single olive. "May the High Power guide you on this journey, Champions." Words spoken with little enthusiasm.

The whole scene is very suspicious, but at least your host did not lie. The small door reveals stone stairs that enter the darkness towards the center of the Circle and the Universe itself. A secret passage beneath the abbey, as promised...

Place Region card #118 – Pass of the Treacherous in position C2, Advance the Caravan to it, and then Inspect it.



118
PASS OF THE TREACHEROUS

Following a cavernous path, you discover an intriguing truth: these tunnels do not pass around Cocytus, but through it. Wormholes carved into the frozen lake.

Ironically, the place is dimly lit. Far from being like Earth, but much more than any other zones you have visited in this Circle. Through the light trapped in the ice, you see the bodies of the Damned, still resigned, but underneath the surface. To you, they look like carrots, with only their faces above the ice.

The passage ends with another staircase carved into the stone, and with each step you climb towards the Devil's Pit the noise of battle, screams of despair, and bursts of fire grow louder and louder. You emerge from the cave in the depths of Judecca, on the back of a colossal, hairy monster trapped in a pit from the waist down.

Few places are as dark as here, but the frozen ground creates a mirror that reflects the flames of incinerated bodies and illuminates the environment with a macabre touch. The horror that the red glow reveals is breathtaking and difficult to describe...

Each Champion receives PREPARE 1.

Place Region card #121 – Edge of the Cosmos in position B1, Advance the Caravan to it, and then Inspect it.



119
JUDECCA, THE FOURTH ZONE

You have no doubt: the one right ahead is Lucifer, the Devil. The monstrous figure of the most beautiful of the angels, whose fall created this world around him, is so great that you resemble the giants more in height than they resemble it.

What power could humans have against such a creature?

The last battalion of knights defies fear and reason, standing by their leader amidst the chaos and dozens of bodies of fallen brothers. Crossbowmen in the back ranks shoot arrows without even knowing if they will hurt the enemy while the infantry strikes the Devil's torso with spears and swords. A memorable effort that illustrates the mortal spirit: the determination to triumph over the impossible.

The enemy does react. In a frenzy, he strikes down the daring mortals, and with each sweep of his claws, two or three men are thrown high into the air like rag dolls, disappearing into the darkness.

And these can be considered lucky.

Those who truly suffer are devoured alive in a spectacle of blood, guts, and screams, or are burned by the occasional blasts of fire the creature hurls at the ground. Horrors beyond sanity could make the bravest warrior wet his pants, but the four Indoctrinators, dressed as priests, stand firm, flags raised and prayers chanting, anointing the journey with fervor.

The Supreme Leader is among them. Eyes closed under his helmet, arms open, spear in his right hand. He waits patiently for his moment, when the prayers end. There, on his knees, an invisible dome surrounds him whenever the Beast tries to harm him and his prayer-speakers, as if it were a spiritual shield.

Whether it is because of the power of prayer, his weapon, or because Dante is also there and Satan can do nothing against a Blessed Soul, you cannot say...

If the Caravan has Discovery card number 43 (Broad Shoulders), proceed to Resolution #119-A. Otherwise, continue reading below:

They are your targets. The vanguard you must defeat to force Lucifer to end this grotesque spectacle, securing victory by subjecting the remaining knights to agonizing, indescribable deaths.

Nobody pays attention to you. Even when the crossbowmen fall back a rank and a flare reveals your invasion, they take it for nothing more than a mirage. The path to the Supreme Leader is clear. However, a strange force holds you back. Your minds want to, but your bodies, trembling, refuse to take any steps forward.

The reason for this, you now realize, is the spell the Devil's figure casts to hold your eyes to its hideous complexity. He has three heads, twice as many bat wings, larger than the sails of a ship.

That is the Devil and there is no being who can resist his presence.

The Caravan endures an Ordeal of Willpower of Difficulty 19.

SUCCESS: *Countless thoughts race through your heads as you gaze upon the face of the Infernal Prince. You then look at each other, searching for the courage that now wavers.*

A torrent of memories makes you recall the journey that brought you here in the blink of an eye. Scenes of each ordeal—battles won and lost, displays of companionship, the Poet's teachings, and the full weight of what this fight represents—flood your mind: you are the Champions of Christendom, the men and women chosen by the Saints. No force can shake your determination.

"What is meant to be will unfold in time. It matters not if this ends with our death. What matters is that we are here, together, until the end." In the final hour, it is the Artist who finds her voice and speaks directly to the heart.

"Oh... Enough of this! I do not care if we are going to be defeated or to teach this thing a lesson, but I cannot stand looking at this ugly face and do nothing any longer." You need not see your companion to know who uttered the crude words.

With mutual trust, you take the first step forward. Then another. And then a third. From that moment on, your hands may tremble and your hearts waver, but your minds remain sovereign. It is time to put an end to this, once and for all...

The Caravan takes the Unstoppable Treasure card.

The Champion who rolled the most hits receives 1 Willpower token.

Place Region card #121 – Edge of the Cosmos in position B1, Advance the Caravan to it, and then Inspect it.

FAILURE: *Countless thoughts race through your heads as you gaze upon the face of the Infernal Prince. You then look at each other, searching for the courage that now wavers.*

A torrent of memories makes you recall the journey that brought you here in the blink of an eye. Scenes of each ordeal—the battles won and lost, the displays of companionship, the Poet's teachings, and the weight of what this fight represents—fill your mind. You are the Champions of Christendom, the men and women chosen by the Saints, yet still mortal.

You are still imperfect beings, made of flesh, blood, and fears, and in a moment of weakness, that very nature overcomes one of you. No one sees who is the first to run, but soon the others head in the same direction.

So, you leave the battlefield and head into the darkness with your hearts beating fast. You do not realize how far you have come until your breath fails you and your own body forces you to stop. No one could say exactly what had just happened.

The Champion who rolled the fewest hits suffers a Wound (adjust their Vigor back to 6).

Place Region card #120 – Lake Cocytus in position A2, Advance the Caravan to it, and then Inspect it.

119-A | THE GIANT IS STILL THIRSTY FOR REVENGE

Antaeus goes mad at the scene. Shouting, he makes his presence known to the Order's battalions and, leaving you behind, heads towards them. The giant is a Sentinel of the Ninth Circle and he does not fear the Infernal Prince. On the contrary, one way or another, he serves him, whether as a jailer or a guardian.

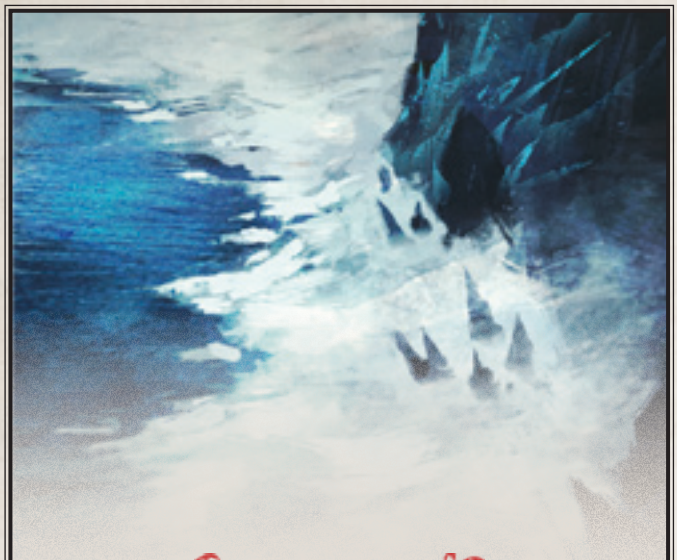
The look of despair on the faces of the crossbowmen in the last row is a portrait of the carnage that is about to begin. Commanders scramble to alert their troops, but the monster has ample time to shatter their ranks and claim entire squads before they can organize.

It takes some time, but the knights fight back, aiming bolts at your ally. The groans of pain he lets out are the cue you need to move forward, straight to the Supreme Leader. Antaeus will not be able to distract them for long.

"Comrades, he did his part..." The Mercenary takes the lead like the commander of a battalion. You were scattered, watching the fight between the titan and the men. "Now is the time for us to do ours. Let us go, together until the end, for glory or death!" The speech ends with a battle cry that infects the rest of you.

With renewed determination, you head to the end of the universe to fight for the fate of Creation...

Place Region card #121 – Edge of the Cosmos in position B1, Advance the Caravan to it, and then Inspect it.



120
LAKE COCYTUS

Desperation leads you to a desolate region on the edge of Cocytus, where the frozen lake and the lament of the Damned are your only companions. Here, in the fourth zone, they are even deeper in the ice, and only their faces show. Enough to breathe and feel the punishing winds.

Reunited, you look at each other, broken. You know what just happened, but no one can find the words to start the tough conversation. Little by little, your breathing steadies, the cold makes your teeth chatter once more, and then a truth strikes you: the Poet's absence has never been felt as deeply as it is now.

Despite the times when you could not see eye to eye, he was the beacon that showed you the way when doubt took hold of your hearts. The companion, guide, and leader who always had something to say, even when you thought you did not need to hear.

A role you now realize someone must fulfill...

Anxiety and fatigue settle in your hearts, yet someone steps forward to rekindle your determination on the eve of the final battle. As a team, choose one option and proceed to its Resolution:

- **120-A** **The Artist talks about the power to overcome**
- **120-B** **The Devotee talks about strength and power**
- **120-C** **The Mercenary talks about destiny and duty**
- **120-D** **The Outlaw talks about revenge and ending this**

120-A | THE ARTIST TALKS ABOUT THE POWER TO OVERCOME

The Artist steps forward, turns to the rest of you, and takes a deep breath. It is difficult to find the right words with everyone waiting for the speech, but she leans on what she and Dante have always shared: empathy.

"My dear ones, we will not be able to run forever..." she begins her speech, clearing her throat. "...But that does not mean I am not scared. God, I am terrified! When did we ask to be taken on a journey that could culminate in the end of Creation?"

She has a gentle way of reaching into your hearts.

"Yet here we are, having braved wind, mud, water, fire, and now this bitter cold to reach this point. I know not about you, but when I reflect on how much I have grown on this journey, I begin to believe in us the way Dante did... He knows where the Heavens have placed their hopes, yet he has never asked us to be anything other than what we truly are: human..."

The Wanderer's speech makes the rest of you straighten your posture, furrow your brows, and grip the hilts of your weapons. The shaking has not stopped, but you are not about to let it hold you back.

"We might get there and get defeated again, but I know I want to try. I want to move forward, and I can see in each of your eyes that your flames are still burning strong! I do not mind failing, but I can never be myself if I do not try. I have lived a life in fear, always running away from who I am, and I will do things differently now, even if it is the last thing I do!"

She does not need to say anything else. One by one, the rest of you rest your hands on her shoulder. Nodding your heads, you resume your journey towards your destiny and that of all Creation...

The Caravan takes the Empathy Treasure card.

Place Region card #121 – Edge of the Cosmos in position B1, Advance the Caravan to it, and then Inspect it.

120-B | THE DEVOTEE TALKS ABOUT STRENGTH AND POWER

The Devotee steps forward, turns to the rest of you, and takes a deep breath. It is hard to find the right words with everyone awaiting the speech, but she relies on what she and Dante have always shared: a natural sense of leadership.

"Companions, we will not be able to run forever..." she begins her speech, clearing her throat. "...But that does not mean I am not scared. I am a woman of flesh and blood, mortal just like you. I devoted my youth to the Church, but never in my wildest dreams did I imagine myself as a warrior, fighting for Christendom in such a... literal way."

The Devotee's direct and formal manner is something the rest of you have always admired.

"Yet here we are, having braved wind, mud, water, fire, and now this bitter cold to reach this point. I know not about you, but when I reflect on how much I have grown on this journey, I start to believe in us the way Dante did. He knows where the Heavens have placed their hopes, but he has never required us to act in his way. He set out to be our guide, and he was, bringing us here when none of us really thought it was possible."

The Maiden's speech makes the rest of you straighten your posture, furrow your brows, and grip the hilts of your weapons. The shaking has not stopped, but you are not about to let it hold you back.

"Honestly? I had lost my faith because of the world of men. Even though I wore the habit and took the sacraments, deep down, I harbored a desire for revenge. Even against my own father and brothers. Maybe my place is here and not in Heaven, but I care not. This is the first time that I am doing something not to prove anything to anyone, including myself, but simply because I believe in it. Where this takes me now is of little importance. I just want to reach the end of the road."

She does not need to say anything else. One by one, the rest of you rest your hands on her shoulder. Nodding your heads, you resume your journey towards your destiny and that of all Creation...

The Caravan takes the Inner Strength Treasure card.

Place Region card #121 – Edge of the Cosmos in position B1, Advance the Caravan to it, and then Inspect it.

120-C | THE MERCENARY TALKS ABOUT DESTINY AND DUTY

The Mercenary takes a step forward, turns to the rest of you, and takes a deep breath. It is hard to find the right words with everyone waiting for the speech, but he draws on what he and Dante have always shared: humility.

"Companions, we will not be able to run forever..." he begins his speech, clearing his throat. "...But that does not mean I am not scared. Yesterday, today, and, I am certain, in any battle life brings my way, I will be trembling. One can be a good family person, a great leader, or an excellent warrior, but at the end of the day, they are still only human. They also bleed, suffer, cry, and die like anyone else, and it is no different for us, the so-called 'Champions' of Christendom..."

His down-to-earth way of speaking captures your attention.

"Yet here we are, having braved wind, mud, water, fire, and now this bitter cold to reach this point. I know not about you, but when I reflect on how much I have grown on this journey, I start to believe in us the way Dante did. He knows where the Heavens have placed their hopes, yet he has never doubted our strength. To him, we are chosen by the Saints not because we are unbeatable or unshakable, but because we remain on the right path, even when all other routes are easier or more alluring."

The Condottiero's speech makes the rest of you straighten your posture, furrow your brows, and grip the hilts of your weapons. The shaking has not stopped, but you are not about to let it hold you back.

"A warrior I once met along the way, humble and as tough as rock, taught me this: it is not about how hard you can hit, but how much you can endure and still rise and keep going. That is the thought we must hold on to now, for one is only defeated when they stop fighting!"

He does not need to say anything else. One by one, you rest your hands on his shoulder. Nodding your heads, you resume your journey towards your destiny and that of all Creation...

The Caravan takes the Perseverance Treasure card.

Place Region card #121 – Edge of the Cosmos in position B1, Advance the Caravan to it, and then Inspect it.

120-D | THE OUTLAW TALKS ABOUT REVENGE AND ENDING THIS

The Outlaw takes a step forward, turns to the rest of you, and takes a deep breath. It is hard to find the right words with everyone waiting for the speech, but he draws on what he and Dante have always shared: assertiveness.

"Companions, we will not be able to run forever..." he begins his speech, clearing his throat. "...But that does not mean I am not scared. For God's sake, you know me better than my own mother now! Beneath my gruff, grumpy demeanor, I always appeared to know what to do. But the truth is, I never stopped feeling alone, afraid, or questioning my convictions."

The Rebel's passionate, fiery way of speaking as a popular leader captures everyone's attention.

"Yet here we are, having braved wind, mud, water, fire, and now this cold to reach this point... I know not about you, but when I think of all this madness, I begin to believe in us as Dante does. We had our arguments about bloodshed along the way, but he never belittled me—or any of us..." Remembering the disputes lights a flame within him. The Outlaw values respect and reciprocity above all else.

The Rebel's speech makes the rest of you recover your stance. The shaking has not stopped, but you are not about to let it hold you back.

"Oh! Honestly!? God would do well to wipe it all out again just as He did in Sodom and Gomorrah, but this is not the way. Even for a man as blind as I am in matters of faith, invading Paradise with an army is an outrageous offense. This man, Vlad, is not guided by love, but by pride, and he cares not if the world burns down because of him!"

He does not need to say anything else. One by one, you rest your hands on his shoulder. Nodding your heads, you resume your journey towards your destiny and that of all Creation...

The Caravan takes the Bloodthirsty Treasure card.

Place Region card #121 – Edge of the Cosmos in position B1, Advance the Caravan to it, and then Inspect it.



121 EDGE OF THE COSMOS

The bodies of knights lie scattered as you walk through the ranks of the Order, your focus fixed on a single destination. Only a few yards separate you from the Supreme Leader, but by a twist of fate, it is at this precise moment that the Indoctrinators' song comes to an end.

Raising his spear high, he shouts to his men and the response is immediate. They knew what Vlad was doing, and their mission in that battle was just to buy time. Now, the villain gives the command and the knights gather the rest of their strength and determination to accompany him in a final charge, one so brave that it silences the Devil himself and widens his six eyes.

At that moment, before everything ends, Dante turns his back. Part of him does not want to witness the end. Another still clings to the hope of a miracle. And he is right: When he looks up, he sees you! The Champions of Christendom, the ones destined to prevent sacrilege! Indeed, there are no coincidences in the Inferno.

"Comrades, I knew it!" The Poet is as radiant upon seeing you again as a father who welcomes back a lost son. A completely human joy that he had not felt for almost two hundred years. "My heart is so relieved that words fail to describe, but I must be brief..."

You had forgotten about his austere and peculiar way of speaking.

"Vlad performed a ritual, awakened the Spear of Longinus, and now has the power to kill an immortal soul. The power needed to kill the Devil!" He emphasizes the last sentence. "Champions, it is now or never. The moment has come for which we were all sent on this journey."

The speech brings a confident smile to your face, and you set off, trotting as a squadron. But soon, your joy fades as quickly as a snap. A triplet scream of pain and despair, ten times louder than the loudest trumpet you have ever heard, echoes perhaps throughout all the Circles of the Inferno. You can hardly believe your eyes: the titanic figure arches backwards, spilling a waterfall of blood from its chest in a scene as horrific as it is impressive.

The spear hits its target and the Beast is dead!

The knights shout in celebration of the deed that not even the Heavens were able to accomplish, while you just watch in astonishment. "No, that is not possible," Dante whispers to himself. As if the Devil had heard him, the monster reveals one last trick.

From the heart of the Beast, just below where the spear had pierced it, the flesh bursts in a huge wound that sends into the air a pale, toxic cloud, so deadly that it makes the fumarole of Phlegethon seem like perfume. Before anyone can think of what to do, the mist expands across Judecca and, one by one, the cries of celebration are silenced and men drop like flies. Knights, orators... Whoever the smoke kisses dies instantly, save for six individuals.

You, Vlad, and Dante.

As the macabre spectacle reaches its end, a creature emerges from the wound, drenched in its own blood and that of its victims. It is Lucifer's mortal form, the personification of the immortal soul that resides in the heart of the monster and that neither the Poet nor Virgil knew was there.

One final obstacle to the Supreme Leader's plans.

Raising his arm to the sky, the man summons the spear the same way Achilles summoned his when you faced him. The weapon flies into his hand, and then he heads towards the newly born creature, climbing the Beast's body.

"It is not over yet!" Dante feels the chills. Another feeling he had forgotten. "Champions, go. The Saints have seen everything and foreseen everything. You are where you need to be and now the rest is up to you. Good luck!"

The Poet does not need to speak twice.

The Chronicle Phase ends here.

Now carefully follow the instructions provided on page 14 of the Book of Commandments to perform the transition between Game Phases.

CONFRONTATION
TREACHERY



GAMEPLAY SUGGESTION: GRIM MODE

For a greater challenge, we suggest you look up the Grim Mode Optional Rules on page 35 of the Book of Commandments.

Lucifer,
THE TRUE VILLAIN

"Dracula, wait!" Someone yells as you climb over the fallen beast. The Supreme Leader stands just a few feet away, staring defiantly at the creature being born—a monster as large as an elephant, tricephalic like the Beast, with gray, thorny skin. A mere parody that pales in comparison to its true form. "Do not do this! God is forgiving! There is still time to save both your soul and Creation."

The one who laughs at the appeal is not Vlad, but Lucifer himself. Though his new form is paltry in comparison, his threefold voice still sends a chill down your spines. The evil in that form is not an inch smaller despite its reduced size.

"Waste not your time, Champion. He's a one-trick monkey, and his spear holds no power anymore. The blood of Christ has joined mine, and all that remains in his hand is a piece of ancient, brittle steel. Furthermore, I accept defeat. The path is clear..."

"I need it no more..." Vlad pauses his steps. His tone is as calm and menacing as you remember. "The impossible has been done and the immortal Beast is dead. What stands before me is nothing more than a broken monster, a shadow as fragile as any other demon."

He turns to you, making you all hold your breath for a moment.

"Still, make no mistake, he is dangerous. But I have seen what you are capable of and I believe in you..." Words that disarm you as swiftly as a spear's sweep. "...I believe the Saints brought you and the Poet here because this cross is not mine to bear alone. I believe that you are not the Heavens' response to sacrilege, but rather the missing tools for humanity to claim Paradise!"

He can be persuasive.

"You are the Champions, so think for yourselves: God's plans are His and His alone. Not even the Saints know what is in His heart. Now tell me, why is not your coming part of His great design from the beginning? Why did something hold me back when I had your lives in my hands? His paths are rarely straight lines, but all roads lead to only one conclusion..."

A bold thought.

The final battle of your journey has begun. The preparations for this Confrontation are done in two separate stages. First, follow the instructions below to prepare the board:

1. **Make the Setup for the Battle Scene.**
2. **Shuffle the Champion Fierceness markers and randomly place them on the Fierceness Track. These will be their initial positions.**

Now, the Caravan needs to choose which path they will take as a group. As a team, choose an option and proceed to its Resolution:

- **Face Vlad, reading "Scene – Manifest Destiny" on page 256.**
- **Face Lucifer, reading "Scene – Reading Between the Lines" on page 256.**



FURNITURE


4 Arks


4 Stairs


2 Level 1 Pillars


4 Level 2 Pillars

LEVELS (Building Tray)

Level 1
Level 2



CHAMPIONS STARTING POSITION



MALEFACTORS AND ALLY MODELS


1 Lucifer Model


1 Supreme Leader Model

SCENE
MANIFEST DESTINY

Could Vlad be telling the truth? What if all this was part of a greater plan and the Saints were wrong? God writes straight with crooked lines, you like to repeat to yourselves whenever the path grows dark and winding.

Dante is down there, facing the pit where the Devil's carcass lies, barely able to hear you, let alone engage in a theological debate. You are alone, but the Poet was very clear: the Heavens know the roles of each of you in this plot. He does not need to be near for you to see the invisible threads guiding you to the right path—the answer lies within you. Where it has always been.

The Devotee takes a step forward. Instinctively, she is the one you look to when it is a matter of faith. "We have come this far despite all the opportunities to fail along the way. Our will falters at the end of the road because we are human—weak and full of fear—but we must not forget all that the journey has revealed to us. Even though doubt is part of our mortal nature, we cannot let the truth evaporate in the face of it."

Masterfully, she manages to put into simple words the complex feeling that hovers in your hearts, and Vlad smiles in response.

"So, you choose to protect the Devil when you could destroy him?" He takes one last look at the monster and then turns to you. "Christ must be furious to see His champions allying with the enemy."

Vlad's gaze now fixes on you and the final clash approaches. A scene that makes Lucifer laugh, reveling in the convenience that places you on the same side.

"Oh, Dracula, but the path to Purgatory is open, is it not?" he provokes. "...You need not kill me, but you are still thirsty for my blood. Tell me, is it really humanity you are thinking of, or glory itself?"

A question he refuses to answer...

Now, follow the instructions below to finish the preparations:

3. **Take the VI – HERESY box. You will need some components from it as well.**
4. **Take the Supreme Leader Malefactor card and place it in the appropriate space.**
5. **Shuffle the Offered Arcana cards into the Supreme Leader's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.**
6. **Shuffle the Confrontation Event – Vlad cards, placing them face down in a pile in the second slot of the Confrontation Tray.**
7. **Shuffle the Confrontation Event – Lucifer cards, placing them face down in a pile in the third slot of the Confrontation Tray.**
8. **Shuffle the Confrontation Event – Vlad cards and place them face down in a pile in the second slot of the Confrontation Tray.**
9. **Shuffle the Confrontation Event – Lucifer cards and place them face down in a pile in the third slot of the Confrontation Tray.**
10. **Place the Lucifer Model in position E2, Facing Area C2.**

You may start the Confrontation now. The first Round begins with the Caravan's Turn, from the Clean-up Step forward. The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

SCENE
READING BETWEEN THE LINES

Could Vlad be telling the truth? What if all this was part of a greater plan and the Saints were wrong? God writes straight with crooked lines, you like to repeat to yourselves whenever the path grows dark and winding.

Dante is down there, facing the pit where the Devil's carcass lies, barely able to hear you, let alone engage in a theological debate. You are alone, but the Poet was very clear: the Heavens know the roles of each of you in this plot. If he must remain distant for you to see the invisible threads guiding you toward the right path, then this too is premeditated, and the divide in your hearts is not doubt but revelation.

The Devotee takes a step forward. Instinctively, she is the one you look to when it is a matter of faith. "We have come this far despite all the opportunities to fail along the way. If at the end of the road our will wavers, it is because the journey has taught us that what we thought at the beginning was not the truth, but a deception. A deception necessary for us to reach this conclusion here and now."

Masterfully, she manages to put into simple words the complex feeling that hovers in your hearts, and Vlad smiles in response.

"Words that could be written in the Gospel..." He nods politely and turns to what remains of the Devil. To your surprise, the monster laughs at the union of his enemies. Apparently, the fight only became more interesting in his eyes.

"So here we are, Dracula, but the path to Purgatory is open..." he taunts. "...You need not kill me, but you are still thirsty for my blood. Tell me, is it really humanity you are thinking of, or glory itself?"

And this is the last straw...

Now, follow the instructions below to finish the preparations:

3. **Take the Lucifer Malefactor card and place it in the appropriate space.**
4. **Shuffle the Brutus's Action cards and place them in a pile in the first slot of the Confrontation Tray with the "Action" face up.**
5. **Shuffle the Offered Arcana cards into Cassius's Action cards and place them in a pile in the second slot of the Confrontation Tray with the "Action" face up.**
6. **Shuffle the Judas's Action cards and place them in a pile in the third slot of the Confrontation Tray with the "Action" face up.**
7. **Take the Defeat Lucifer Confrontation Objective card and place it in the Confrontation Objectives section of the board.**
8. **Place the Lucifer Model in position C2, Facing Area A2.**
9. **Take the VI – HERESY box. You will need some components from it as well.**
10. **Place the Supreme Leader Model in position E2, Facing Area C2.**
11. **Read the Special Rule "Fighting Lucifer" on page 257.**

You may start the Confrontation now. The first Round begins with the Caravan's Turn, from the Clean-up Step forward. The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

SCENE
THE DRAGON'S FINAL FALL

Before reading this scene, make sure to keep the board and the Champions' resources as they are (Vigor points, Maneuver and/or Sins cards in Hands or on the boards, and Attribute tokens). Only EMPOWER tokens are discarded at this point. Then, read the following:

The battle for the fate of Creation proves as savage and exhausting as you imagined. As your final blows strike Vlad directly and his strength wavers, a flood of memories pours into your minds, and for a moment, time seems to slow.

No one could have foreseen where your journey would lead when Dante first recruited you on that hill before the Infernal Gates. Ordeals beyond measure and epic battles against mythological heroes and monsters? Improbable. What about a final confrontation against a resurrected man who carried the spear with the blood of Christ at the ends of the universe?

Yet here you are, prevailing over the impossible once again.

The proud colossus falls to his knees before you. His arms no longer have the strength to wield the spear and his legs are too weak to stand. With his chest heaving, he extends his hand as if accepting defeat.

"If this is my end, let me leave with dignity..." He takes off his helmet, which is making it difficult for him to breathe. Blood runs down his face, coming from under his hair. He is mortally wounded and he knows it. "...Once again, those who swore to protect the faith have betrayed my crusade... May God forgive them, for they know not what they do..." These are his final words before he goes unconscious and silent.

You look at each other. The feelings inside you fight a battle as violent as the one that just ended. Tension, joy, tiredness... Body and mind compete to define which one is more hurt, and the result is apathy. Something about that speech sounds terribly auspicious.

Dante, on the other hand, is euphoric. The genuine smile on his face is proof that he, like you, has been transformed by this journey. The solemn mask of a Blessed Soul slowly falls away as he embraces the humanity he had once transcended.

"Thanks to the High Power, you succeeded!" He looks surprised, but he never had any doubts about you. "Come on, come here my comrades. Let us leave formalities aside and celebrate the Italian way! I can hardly believe that it is finally all over..."

Truth be told, neither can you. Some of you risk the first smiles. The others loosen their gear and search for a place to sit and catch their breath.

"And what will become of us now, Poet?" As always, the Outlaw is more concerned with the ends rather than the means. "The great villain is dead, Creation is saved, what are we still doing in this place?"

The astonished look Dante gives when asked the question is a silent confession that he does not have the answer. However, he is not the only immortal there. Lucifer decides to answer, laughing through three throats on purpose to make sure he is heard.

"Why do you think you are still here, mortal?" He finds a way to control himself and speak. "What if I told you that Vlad was right about almost everything, except for my death? Why do you think there is a path from Earth to Heaven, filled with demons and suffering, if it is not a veiled challenge to those who were 'created in His image and likeness'..." Disdain drips from his last words.

Suddenly, your hearts skip a beat and you look at each other. You all feel the same thing at the same time. A visceral feeling that takes over when the truth is finally revealed.

"Ironic, is it not?" the divider continues. "And what if I told you it was not that fool Gabriel who delivered the message to the Poet, but someone far more intelligent, someone who could take his form and speak with his voice...?" Right before your eyes, Lucifer transforms once more, and Dante falls to his knees. The Archangel messenger stands before him.

"Treacherous viper, you are lying!" He is in denial and can no longer look the enemy in the eye. The rest of you watch the dialogue unfold, not knowing what to think or feel.

"Oh, please, Alighieri. Be not like that. You fulfilled your role perfectly! It matters not what you believe, what matters are the facts: the path is open. I only failed to consider the virtue of the Champions of Christendom, but this is a mistake I am about to undo..." The enemy stands between Dracula and you, preventing the final blow. "See what I have learned from Christ: I have decided to forgive the one who killed me..."

The message drips with sarcasm and is clear enough. The plan was always Lucifer's, and he will do whatever it takes to make Vlad reach Heaven using his free will...

The final battle is not over yet. Lucifer decides to protect the Supreme Leader and now you need to defeat him too. Follow the instructions below to prepare for the second part of this Confrontation:

STORE the Supreme Leader's model and the Supreme Leader's Action and Confrontation Event decks.

Replace the Supreme Leader Malefactor Status card with Lucifer, face "A" up.

Shuffle Brutus's Action cards and place them in a pile in the first slot of the Confrontation Tray, "Action" face up.

Shuffle Cassius's Action cards and place them in a pile in the second slot of the Confrontation Tray, "Action" face up.

Shuffle Judas's Action cards and place them in a pile in the third slot of the Confrontation Tray, "Action" face up.

The Supreme Leader no longer participates in this Confrontation. Therefore, do not apply any of the effects cast by him, described as the last step (in red) on each of Lucifer's Action cards.

Take the Defeat the Corruptor Objective card and place it in the Confrontation Objectives section of the board.

Lucifer Faces the Fiercest Champion at Any Range.

Read the Special Rule "Fighting Lucifer" on page 257.

You may continue the Confrontation now. The next Round begins with the Caravan's Turn, from the Clean-up Step forward. The Confrontation ends when the Caravan manages to fulfill one of the Confrontation Objectives (Success) or one of the Champions is defeated (Failure).

SPECIAL RULES

FIGHTING LUCIFER

Lucifer begins the Confrontation with 3 Action decks representing his vital points (Cassius, Brutus, and Judas). These 3 decks are considered distinct Malefactors, despite all being part of Lucifer. When a Champion attacks, they choose which deck to target: Cassius, Brutus, or Judas.

Note, however, that Lucifer does not have a Core Action deck. The three decks are symmetrical, as they are equally important to him. His mechanics function similarly to the Fury triplets, and he will only be defeated when all three Action decks are simultaneously emptied.

Additionally, each Head can HOLD a Champion. Lucifer's Actions and Counterattacks always specify which Head is HOLDING a Champion and the triggers that check this condition for Alternative Effects. Simply follow the instructions, considering that Lucifer acts as three independent Malefactors occupying the same space on the board.

FINAL SCENE
THE FALL OF THE DIVIDER

The battle for the fate of Creation proves as savage and exhausting as you imagined. As the final blows strike Lucifer in full and his strength wavers, a flood of memories from the beginning of the journey invades your minds and time seems to run slowly for a moment.

No one could have foreseen where this journey would take you when Dante recruited you on that hill, even before you reached the Infernal Gates. Ordeals beyond measure and epic battles against mythological heroes and monsters? Improbable. What about a final Confrontation against the Devil himself, stripped of his immortal shell, at the ends of the universe?

Yet here you are, prevailing over the impossible once again.

After the last blow, the proud monster falls to his knees. His arms no longer have the strength to fight and his body is too weak to stand. With his chest heaving, he arches backward. He does not want to admit it, but he has been defeated, experiencing the taste and pain of mortality for the first time.

"Damned be you!" Broken as he is, cursing is the only thing he can do, and even then, poorly. Two heads are unconscious, and he speaks through only one mouth. "Why? Why have you done this to me? The Beast was already dead, the path to Purgatory was clear! My death does not change your plans at all!"

Resentment conceals something far darker, which you sense more in his tone than in his words. Since he is the Devil, this is a secret he will carry into oblivion: With the same solemn, apathetic expression, Vlad delivers the final blow with his spear, cutting off the demon's monologue.

A thrust to the chest, straight to the heart, followed by a sharp twist.

"No! Champions!" Dante shouts. He had just climbed over the mangled Devil's carcass and arrived in time to witness Lucifer's death. "Why did you do this? The Saints sent you to stop the Order, not to join it! Think about what we went through... How much we suffered! Was all that for nothing?"

None of you can look the Poet in the eye, but that was not necessary to feel his discomfort and indignation. Feelings were conveyed through words in a way that only a human could. As it turns out, this journey was also a dive into the past for him.

"Go away, Alighieri. You are still blind to the truth, but it will not be long before you too see things as they are. When we come before Him, the Last Judgment takes place, and Christians of all nations reach Paradise, then you will understand." He turns his back, walking towards the pit that inverts the universe and leads to Purgatory. "Blessed Souls can do many things, except think for themselves."

Watching you follow Vlad brings Dante to his knees. You never look back and so you do not see, but in that fateful moment, when the Champions of Christendom cling to the thigh hairs of the slain Beast to leave the Inferno, the Poet sheds a tear.

An impossible gesture that may well be the reflection of the truth he so feared and warned about: the laws of the Abyss have been broken...

This is the end of the world.

The Confrontation ends with the Caravan's Victory!

This is also the end of your *Dante: Inferno Campaign*, but worry not! This is not the end of our story. The journey of Dante Alighieri and the Champions of Christendom will continue in *Dante: Purgatory*...

To you, enthusiasts, supporters, and players, our most sincere thanks!

FINAL SCENE
THE DEFINITIVE VICTORY

After the last blow, the proud monster falls to his knees. His arms no longer have the strength to fight and his body is too weak to stand. With his chest heaving, he arches backward. He does not want to admit it, but he has been defeated, experiencing the taste and pain of mortality for the first time.

"Damned be you!" Broken as he is, cursing is the only thing he can do, and even then, poorly. Two heads are unconscious, and he speaks through only one mouth. "My plan was perfect, I have come so far! Why... How did those overly glorified souls and usurpers of Paradise know how to choose their Champions so well? You are human, flawed, destined to fail..."

The Poet's stoic mask dissolves before the satisfaction of hearing those words. Another completely human feeling: he is proud. Not just for himself, but for you, for the victory of the Divine over the Enemy once again.

"Humans, Lucifer, contrary to what you think and preach, are made of reason, virtue, and goodness, as they were made in His image and likeness." His words are full of hope, but the truth is that deep down in his core, he fears what might happen following the death of the Devil. "Just as it happened in the wilderness, when you tempted Christ, you underestimated mankind's devotion to the Lord."

Lucifer's agonized expression leaves you wondering whether he suffers more from his mortal wounds or from the words he just heard that attest to his true weakness.

"Dante," the Artist speaks to the Poet as you all watch the last breaths of the monstrous figure who was once the most beautiful Angel in Heaven, "And now? What will become of the Inferno?"

"What will become of us, you mean..." the Outlaw interrupts her, getting straight to the point as usual.

The look in the Blessed Soul's eyes is a confession that he does not know the answer, but you can see a smile on the corner of his lips, bringing a breeze of hope to your confused faces.

"Honestly, this I do not know, companions. Somehow, the laws of the Abyss were broken and something that had never happened before now has. What I know for sure is that God is forgiving. Considering that no earthquake or flood has inundated the Ends of the Cosmos, I dare say that Creation is saved and this, most certainly, is thanks to you..." A comforting thought that puts a smile of gratification on your tired faces, but which seems to be the absolute truth.

After all, we are all still here.

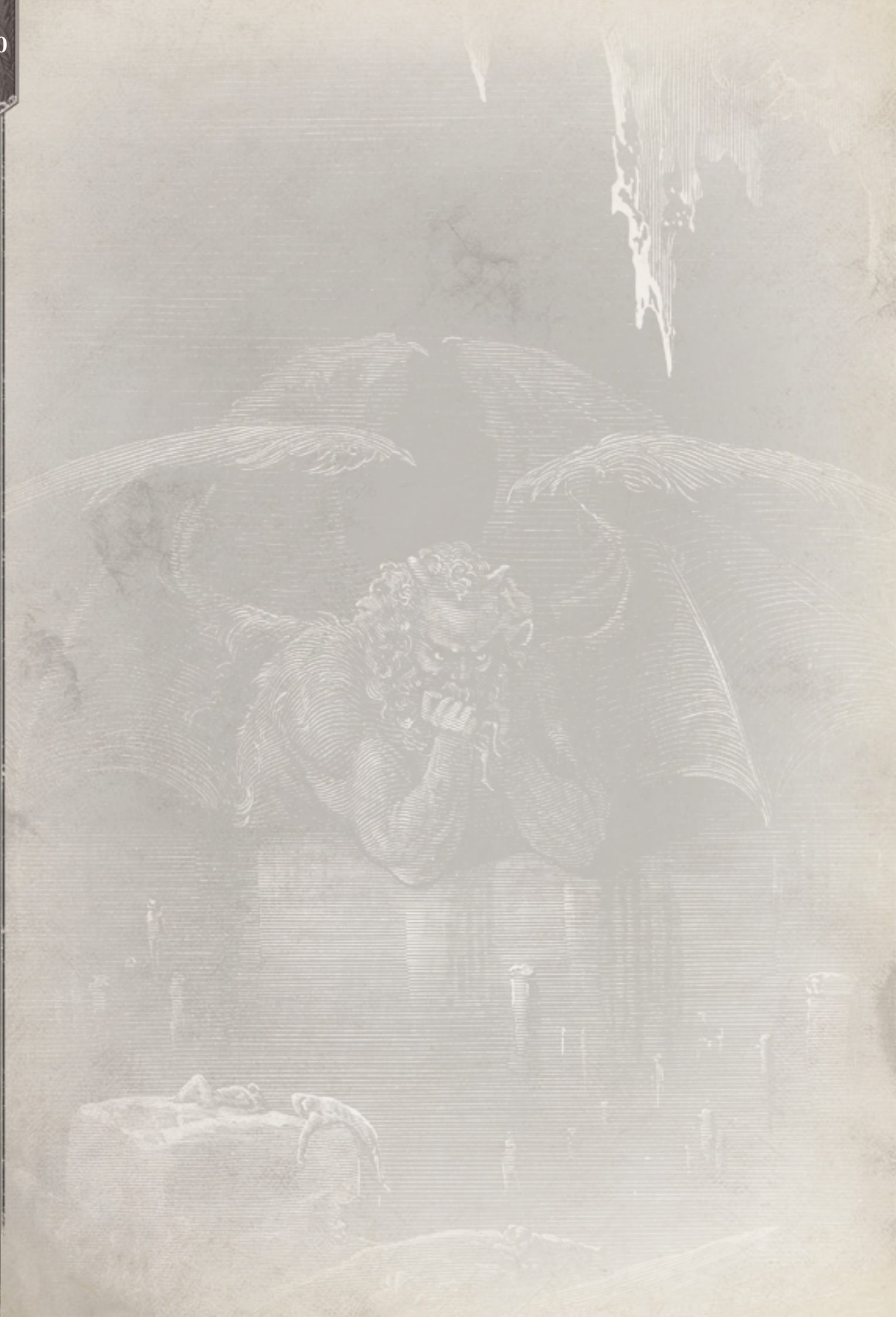
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To you, enthusiasts, supporters, and players, our most sincere thanks!

Appendix

MEMORIES OF INFERNO



II:I
THE DELIVERANCE

One night, the young Flemish woman who would one day become the Devotee pretended to have fallen asleep, only to sneak out in the middle of the night. Having chrismed just a few moons before, whispers of arranged marriage began to surface. But she had other plans.

The girl had fallen for the family's stable boy, a young man of military age, very good-looking. This was the first time she had the idea of spying on him while he bathed. The blush on the cheeks, the heavy breath, the desire to do things she did not even know for sure... her body burned.

"I know you are there... I can see your green eyes through the crack," the servant warned, but he did not cover himself. The feeling was mutual.

It did not take long for thought to become action and youthful passion to be consummated again and again. The Maiden believed that her father would have no alternative but to marry them, since she had surrendered to her beloved.

Naive.

The response to her confession was humiliation and beating, but it did not stop there: Having disgraced her father, the young woman would pay by being admitted to a convent. The boy, on the other hand, had an even worse fate: he was found hanging over the bed where their love was made eternal.

II:II
THE STOLEN WEDDING

The life of a prince has its perks. Even if you are not the heir. It is true that you will live in your brother's shadow, and you will need to prove your value several times, but the man who would become the Mercenary, at the beginning of his adult life, did not complain. He loved his family and his people.

He liked to act as the right-hand. On one of these occasions, he received a special task: organizing the first-born's wedding. As usual, the wedding was arranged, the bride and groom did not know each other, and the place chosen was neutral territory.

Once he arrived where the ceremony would take place, the warrior soon had someone's daughter as his lover to pass the time, as he always did. His bed was warm every night. By the end of the preparations, the webs of passion had entangled him.

"I swear to you, brother, there will be two weddings!" He celebrated with the groom when they met again, on the fateful day.

As the future Sellsword took his place as best man, his romance dissolved into a nightmare: His legs shook like never before when he saw that the bride, promised to be pure, was the same woman who had sworn to be his and no one else's that very morning...

II:III
THE TIME OF DISCOVERY

Half a life ago, when the Rom dancer still didn't have her own show, the girl felt a warmth in her chest that she had never felt before.

Beautiful, talented, and cheerful, there was no man who would not promise the world to marry her, but her father never accepted. He knew the preciosity he had. Still, suitors appeared almost every day.

Until someone special arrived.

A girl they met when she came to invite the family to a congregation in honor of Sara La Kali, one of the three Maries to whom the Romani of southern France were devoted to. The caravan from Carpati had just come to the region and had not yet settled.

Encouraged to become friends, the girls did everything together. They acted, embroidered, sang, danced, and read. They bathed and cared for each other, but they also prayed together. The only thing they did not do was talk about marriage.

"Forgive me!" the young Artist said, feeling embarrassed the day their lips accidentally touched. A disconcerted atmosphere took over as Giullia promptly did the same: she returned the kiss, but she never apologized...

II:IV
THE BLACK WIDOW'S KISS

Just over a decade and a half ago, the soldier who would become the Outlaw broke the bonds of vassalage imposed since birth. The first looting that made him famous was motivated by the promise of the 'liberation' of the peasantry and the fight against tyranny, greed, and corruption. The following ones, not so much. Homages, tributes, power... In his early twenties, he was seduced by the perks received by warlords.

And so, he led his own band for five years until, one fateful day in a battle like any other he had won before, he was defeated and his whole world turned upside down. The treatment for a rebel was worse than death itself.

However, this was not the end. The duke who defeated the Outlaw could see his qualities: young, strong, a natural leader, and was willing to spare him and his soldiers, except for one person. A woman, Mallandra, the companion who had devoted the last years of her life to the rebel.

Someone would pay the price for betrayal and it was up to the prisoner to decide. It would either be the love of his life, or the men who bled alongside him. A choice that has haunted him ever since...

IV:I
THE BREAKTHROUGH

Ten years or a little more had passed since the day the Devotee was accepted into the convent. Having been affiliated with a Dominican branch, she became a nun, and her path seemed to have already been tediously traced by those who came before her.

The woman, now an adult, tried hard to belong there even though something always seemed to be missing. Her routine of prayer and service was silent, yet the footprints she left through the years were not. Her conduct with men, even other women, was always the subject of gossip, until her sisters could no longer accept her.

The Maiden was talented, cultured, and very intelligent. However, the most important thing she lacked was the desire to be there. She never believed it would happen, but one day she was expelled and excommunicated. Now, not only had her father rejected her, but the Church had as well.

Now she could not help but feel as if there was no place for her in the world, and for the first time she felt ashamed of herself. Hurt and tainted, she never told anyone what had happened, even though she never dared to take communion again.

V:I
THE LAST DANCE

A decade had passed since the Romani girls confessed their feelings and made their choices. The love they nurtured went beyond the physical, binding them together in a deeper connection. That night, they gathered around the fire, but their mood was not festive.

"I will follow the knights..." Giullia breaks the silence. A newly formed order of crusaders was conducting a recruitment campaign in Târgoviște, where their caravan was living at the time. "They are not like the others. They do not judge. All they do is promise salvation to all sinners. Even for those like us..."

"Do not do this, please." The Wanderer laments, unable to look her in the eye. "We need not be forgiven, redeemed, saved or nothing of the kind. We should just live our lives in peace and everything will be fine."

"Darling, you know I cannot be like that. I am tired of living in the shadows, pretending and being afraid. She rises. "I know you would not have the courage, but it is fine. I shall do this for both of us and for our sisters around the world. If this is where our lives part, so be it. We shall meet, whether in Heaven or in the Inferno."

V:II
HEAVY CASUALTIES

The Mercenary made Italy his new home, and the princes of the old peninsula did not allow his hands to remain idle. The victories he achieved brought him fame and fortune, and shortly after a decade of exile, the Condottiero was once again enjoying the privileges he had given up due to his choices.

The past had been buried and, even though the absence of his family weighed heavily on the man's chest, he forgave himself and found redemption. His life was not exactly easy, but it was far from being a tragedy.

At least until that day.

A scene involving burnt gardens, destroyed furniture and slaughtered animals was what awaited the Mercenary upon his return from a Campaign. Not even the servants were spared and they were only the first.

The man's heart felt like it would leap out of his chest as his greaves thundered up the steps to the second floor. He was married now, the father of a healthy, perfect child.

With each step, he repeated a single wish to himself, one he knew would never be fulfilled. No soul at any time suffered as much as he did when he contemplated the barbarity upon his bed: the murderers came for his family...

VI:I
THE BIRTH OF THE MYTH

Almost twenty years ago, the Outlaw became a man by achieving his first victory. The Rebel's career was just beginning, and it would still be five winters before his fairy tale would come crashing down.

At that time, a red-haired woman with the Devil in her eyes entered the barn where the aspiring hero slept. She had been impressed by the sermon he had preached to convince the peasants to fight.

He thought she had come to do him a service for silver, but in truth it was his soul she coveted, and so she told him her story. She was born in a remote village, where the elders, even though she was just a child, branded her as a daughter of Satan just because of the color of her hair, and left her to die in the forest.

She said that God saved her, appearing in the form of a wolf carrying the truth beneath his savage gaze: superstition and corruption had led humanity away from the true faith, but that was about to change. Another prophet had already been born, and she needed to survive to teach him the words the wolf spoke to her.

"They will not share power and wealth willingly." "We must throw the pigs from their stone castles and tear the cassocks of the forgers who stole the seat of St. Peter." She repeated the passages that had led her to his bed.

By plundering his sovereign's property, the Rebel had lit a fire, but the woman would not stop until she had set the whole world ablaze...

VII:I
THE TWILIGHT OF LIFE

Much had happened in the life of the Devotee, now a grown woman. From a girl forcibly admitted to a convent to a nun who was expelled for never being able to truly commit to that life, she did not feel welcome anywhere. A shattered fragment in the vastness of the world. Perhaps that is why she accepted the unusual invitation she received one morning.

Her father, to whom she had not spoken in nearly two decades, called her back home. He had hesitated as long as he could for this moment, for the words stuck like thorns in his throat, but time, in the end, defeats even the most ruthless of men, and he knew his was running out.

On his deathbed, a victim of an illness unknown at the time, he handed the Maiden the papers for possession of the village. The last property he had left after his second wife and her children had claimed their inheritance and left. Not a very large fortune, but enough to keep her comfortable for a few good years until she decided what to do with her life.

That man's resentment had taken over the best part of the Devotee's life, denying her the love of her family or a husband, but still, he asked for forgiveness. By giving up the last thing of value he had left, he hoped to make peace with his daughter, himself, and God. The three he had neglected most in life...

VII:II
THE DARK SECRET

Another ten years had passed since the massacre that had marked the Mercenary's soul. All this time, he lived with a single purpose: to find his family's killer. No room for forgiveness. No time for Divine Justice. Justice would be served by his own hands.

Finally, he found him kneeling before an altar in a small parish. There, beneath a gray cloak, was the man who haunted him. The Mercenary walked forward with firm steps, the sound echoing against the cold stone. He wanted to be heard. He wanted him to know that his executioner had arrived.

The murderer did not turn. There were no pleas. The Mercenary raised his blade, and it sliced through the air with a deadly hiss. But at that very moment, the man spun with disconcerting skill. The blade met the ground, the dry sound of steel against the floor echoing like a curse.

"You took your time," the murderer muttered, his half-smile full of mockery. Before the Mercenary could grab him, he slipped away, disappearing into the darkness like sand slipping through fingers.

Ten years of chasing, sleepless nights and promises engraved in his soul... all reduced to nothing by that smile, by that escape. He punched the trunk of a tree so hard that the crack echoed like a hollow scream.

It was useless. At least in this life, the killer was free.

VIII:I
THE FALLEN IDOL

Victory!

The campaign led by the young Outlaw had taken another step forward. But at what cost? The Rebel gazed upon the battlefield, his eyes heavy with regret. The lush green pasture gave way to a sprawling pit of mud, bodies, and blood. Mothers lost their children. Children lost their parents. And life continued to be painful. Nothing really changed.

The roars of the peasant and mercenary army exalted the young man, barely in his twenties, as the hero of a new era—the Chosen One destined to change the world. That night, over a grand supper, the commanders of each detachment gratefully swore loyalty in exchange for slices of territory seized from their former lords. The way they looked at each other and then at the Outlaw made it clear: he was a king without a crown.

A perpetuator of what he swore to fight.

"Nonsense, my love..." In the comfort of his bed, the Rebel listened to Mallandra's poisonous words. "These men chose to serve you, they were not forced. Just as sheep need a shepherd, people need a leader. A time will come when every man and woman must choose their kingdom's beacon through faith and reason. You are merely the first of them..." A kiss on the tip of the ear seals the act of manipulation.

A comforting thought. Maybe even too comforting...

VIII:II
THE MASKED BALL

Shortly before that fateful day when the women parted for good, the Artist and Giullia found themselves together under the moonlight again.

It was another night of celebration; however, they had nothing to celebrate. Their relationship was painful, always hidden, always hurting each other. Neither of them wanted to live like that, but from time to time, suspicion fell on them. They did not need to be true, the accusation was enough to create problems.

Of all the absurd suggestions the Wanderer had ever made, this one surpassed them all: she would dress as a man, wear a fake beard, and they would move to the countryside, pretending they were a couple. She was skilled at imitations and was confident it would solve everything. Or at least close the investigations.

It was clear that they must separate, not because of what was going on in their hearts, but because of what was going on in their minds. The life that for the Artist would be full of guilt and haunted by the fire was for Giullia a crusade. The romanticized struggle of the two against a rigid, archaic society that refused to accommodate all expressions of love.