

Inferno

Virgil, Charon & Lucifer

COMPONENTS

3 Miniatures (Virgil, Charon & Lucifer)
10 Guardian Tokens (9 Frozen Souls & 1 River Jetty)
2 Large Guardian cards
2 Encounter module tiles (1 Sloth tile & 1 Virgil's Path Tile)

❧ THE ENCOUNTER ❧

CHANGES TO SETUP

Place the **Sloth tile** on the step that shows the Blue Diploma (the circle of Sloth).

Place **Virgil's Path** on top of the final step of Dante's path, as shown in the image.

Place **Virgil** next to the board.



Play the game as usual, until Dante reaches the step that holds the Sloth tile. Once the corresponding Diploma has been awarded, remove that tile from the board and place Virgil on the final space of the path, marked "V".



From that moment on, each time a player makes an accusation, they may choose to either:

- » Move Dante one step downward, as usual, OR
- » Move Virgil one step upward. In this case, they receive the reward of the step reached (as if Dante had arrived there).

The game ends when Dante reaches the step where Virgil is located, or vice versa.

If this encounter occurs on a step on the right side of the path, no reward is gained, since the Diploma for that circle has already been awarded. If the encounter happens on the left side, the reward is gained normally, even if it was already obtained earlier when the other character reached that space.

After the encounter, the end of the game is triggered exactly as if Dante had reached the final stop in a standard game. This includes granting 2 Infamy points to the player who performed the last movement of either character.

❧ CREDITS ❧



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The ferryman of the river Acheron does not listen to the pleas of the damned.

Souls cross the river only when he allows it, following the order carefully set.

Before his boat, rushing is pointless, and waiting is unavoidable.

RED GUARDIAN

SETUP: Place Charon's standee in the far-left shield of the **CREAM** circle. Place the River Jetty near the Graveyard on the central board.

HOW TO PLAY: Place 1 Soul on the River Jetty. If there are Souls already queued, place it at the end of the queue.

» If you take the Soul from the supply, gain no additional benefit.

» If you take it from the Graveyard, gain 1 Drachma.

Then move Charon's standee to any empty shield of the circle matching the color of the Soul placed on the River Jetty. If there are no empty shields in that circle, choose a Soul of a different color to place on the River Jetty.

EFFECT: Whenever a player must take a Soul from the Graveyard to Hell, they must take the Soul in the first position of the River Jetty queue.

E.g.: **ARACELI** wants to ensure that a purple Soul enters Hell soon. As there are none in the Graveyard, she takes one from the supply and places it in the second position of the River Jetty, where a yellow Soul is already waiting. She then places Charon's standee on an empty shield of the purple circle. As it occupies the second position, the purple Soul will be the second to enter Hell, after the yellow one.



BLACK GUARDIAN

SETUP: Place Lucifer's standee in the **ICE BLUE** shield of the lower level of Hell. Place the Frozen Souls near the play area.



HOW TO PLAY: DO NOT move its standee. Instead, take a Frozen Soul and place it in your play area. You can use it in the Florence phase of a later turn, when you accuse a Sinner.

You can accumulate more than one Frozen Soul.

EFFECT: When you accuse a sinner, after advancing on the corresponding Sin Track, return a Frozen Soul to the supply and gain the bonus of **another** Sin Track **instead of** the one you would normally gain. Then move Lucifer's standee to an empty shield of the circle associated with the chosen bonus. If there are no empty shields in that circle, you must choose a different bonus.

E.g.: **MONICA** accuses a Sinner at the **BANK**. After collecting her family members and sending 1 brown Soul to the Graveyard, she advances her Skull on the brown Sin Track.

Then, instead of gaining the 3 Drachmas she would normally receive, she returns 1 Frozen Soul to the supply and chooses to play 1 Fraud card.

Finally, she places Lucifer's standee in the only empty shield of the gray circle.



Cast down from Heaven, Lucifer was not destroyed.

His punishment was harsher: to remain still, forever watching the order he once sought to defy.

If you offer him his favored feast, the Frozen Soul of a Traitor, he will use the last remnants of his power to help you bend the laws of Hell.

