

# DESCENT:™

JOURNEYS IN THE DARK



THE ALTAR OF DESPAIR™  
EXPANSION





## Blood Ape

Found in the densest jungles in the most forgotten corners of the world, blood apes can be differentiated from their gentler cousins by their savage disposition, extraordinary leaping ability, and their taste for human flesh. The most fearsome blood apes are called “Crimsonbacks,” due to the red stripe of fur that grows down their backs. Crimsonbacks fly into a savage fury when wounded, so it is best to defeat them quickly when confronted by them.



## Dark Priest

Some priests offer their prayers to alien creatures best left forgotten. This ill-advised worship twists their minds in odd ways. Overlords find these warped men useful due to the unnatural powers they can channel. The dark priests most favored by their strange gods have powerful protections, and defeating one of them is sure to bring down a terrible curse upon the victor.



## Chaos Beast

Horrible creatures that were old before mankind ever existed, chaos beasts slumber in isolated temples and caverns. Once awakened for combat, they can change their shape and attacks in an instant to deal with any situation. As with the dark priests, anyone who defeats one of the more powerful chaos beasts is sure to be stricken with a powerful curse.



## Troll

A relative of ogres, trolls are brutish creatures possessing incredible strength and size. Unlike their cousins, however, trolls are extremely clumsy, having difficulty controlling their vast power. Even a single blow from a troll can be lethal, on the other hand, so wise adventurers are always cautious around them. The strongest trolls can take down several adventurers at a time, and often have elaborate tattoos on their arms.



## Deep Elf

Far beneath the earth lives a society of elves that have turned their backs on their fellows. They have become an elite order of assassins, hiring their knives and their skills out to the highest bidder. The best assassins are given ice daggers that cover their victims in a thin sheet of frost, making their weapons and armor extremely brittle.



## The Altar of Despair

Thank you for purchasing this expansion to **Descent: Journeys in the Dark**. This expansion includes new game components, new rules, and new quests.

### Using This Book

This rulebook contains new rules for use in **Descent: Journeys in the Dark**. These include changes to or clarifications of the original **Descent: Journeys in the Dark** rules, entirely new rules for the expansion, and answers to frequently asked questions about the game. While this expansion is designed to be used in its entirety, it is possible to play using only some of the new elements, such as the new heroes, new monsters, or new overlord cards.

The **Quest Guide** section of this rulebook begins on page 12.

## Components

This Rulebook (the second half of which is a Quest Guide)

6 Hero Sheets

6 Plastic Heroes

21 Plastic Monsters

6 Plastic Blood Apes

6 Plastic Dark Priests

3 Plastic Deep Elves

3 Plastic Trolls

3 Plastic Chaos Beasts

110 Cards

10 Monster Reference Cards

49 Overlord Cards

4 Subterfuge Skill Cards

4 Fighting Skill Cards

4 Wizardry Skill Cards

5 Town Store Cards

12 Copper Treasure Cards

10 Silver Treasure Cards

6 Gold Treasure Cards

5 Dark Relic Cards

1 Replacement **Descent: Journeys in the Dark** Card

8 Map Pieces

2 Corrupted Room Pieces

2 Corrupted Corridor Pieces

1 Corrupted Intersection Piece

3 Corrupted Dead End Pieces

48 Prop Markers

30 Obstacle Markers

2 Glyph Markers

6 Dark Glyph Markers

6 Altar Markers

1 Large Pit Marker

2 Encounter Markers

3 Crushing Wall Markers

4 Crushing Wall Plastic Stands

28 Effect Tokens

14 Curse Tokens

14 Frost Tokens

18 Treasure Markers

9 Invulnerability Potion Markers

9 Money Tokens

15 Progress Tokens

4 Prolonged Action Hero Order Tokens

7 Miscellaneous Markers

1 Sharr the Brightwing Marker

1 Shadow Soul Marker

1 Bottle Imp Marker

1 Eyes of Thara Marker

3 Monkey Markers



All cards from **The Altar of Despair** expansion are marked with a small altar symbol on their fronts, to allow you to separate them from your **Descent: Journeys in the Dark** cards.

### The Replacement “Leadership” Card

One “Leadership” replacement card for **Descent: Journeys in the Dark** has been included in this expansion. This card was changed to better work with the new prolonged action rules. To use it, simply remove the old card from your **Descent: Journeys in the Dark** game and replace it with this revised card.

### Component Overview

Below are summary descriptions of the various components included in **The Altar of Despair**. They should help you identify the components and introduce you to how they are used.

### New heroes

These new heroes can be easily incorporated into **Descent: Journeys in the Dark**. Simply shuffle the new heroes in with the others when choosing heroes at the start of the game.

### New Monsters

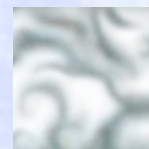
The new monsters in this expansion appear in the new quests in this rulebook. Additionally, the overlord can spawn them in any of the quests from **Descent: Journeys in the Dark** through the use of the spawn cards included with this expansion. The overlord may use all of the monsters from this expansion in addition to all of the monsters from the base game.

### New Map Pieces

The extra map pieces provided allow the boards for the new quests to be constructed. The new pieces are all corrupted terrain (see page 7).

## New Props

The new props included with this expansion are listed below.



### Fog

Fog blocks line of sight, but not movement.



### Corrupted

If heroes on corrupted terrain are wounded or spend fatigue, the overlord gains threat.

### Dark Glyphs

Dark glyphs have been corrupted by the Overlord and have some negative effect each time the heroes use them. There are three different types of dark glyph, and they must be purchased with treachery at the start of the game.



Glyph of Summoning

### Altars

Altars are places for the heroes and monsters to interact with their gods, calling down great and powerful forces to aid themselves or hinder their foes. One side of the altar marker shows a good altar, while the other side shows an evil altar. The Quest Guide will specify which type of altar to use.



Altar of Evil

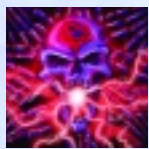
### Crushing Walls

Crushing walls stand vertically on plastic stands, like doors. Once triggered in a quest, these walls slowly move together, crushing anyone caught between them.





## New Effect Tokens



Curse



Frost

These tokens are used to track two new lingering effects – **Curse** and **Frost**. See page 8 for further details.

## New Order Tokens and Progress Markers



Prolonged  
Order  
Token



Progress  
Marker

These tokens and markers are used for making prolonged actions (see page 6).

## New Treasure Markers



Invulnerability  
Potion

These markers represent the new invulnerability potions (see page 8) introduced in this expansion.

## New Miscellaneous Markers



Sharr  
the Brightwing



Shadow Soul



The Bottle Imp



The Eyes of  
Thara

The Sharr the Brightwing and Shadow Soul markers represent new familiars available to heroes with the proper Wizardry or Subterfuge skill, respectively. The Bottle Imp, on the other hand, is a familiar available to a hero with the proper silver treasure card. The Eyes of Thara marker is used by the “Eyes of Thara” silver treasure card. This expansion also includes extra monkey tokens so that there are now enough for the entire party to be **transformed** at once.

## New Cards

This expansion includes new cards for the skill, shop, and treasure decks. These cards can simply be shuffled in with their respective decks before the game begins. However, some of the new treasure cards have the **Cursed** trait. These are referred to as cursed items and are described in detail on page 7.



### Dark Relic Cards

Dark relics are terrifying items that the overlord can sneak in among the treasure that the heroes find. They are triggered by the “Dark Relic” trap card. See page 7 for further details.

### New Overlord Cards

Six of the new overlord cards are intended to be added to the overlord deck (1 copy each of “Danger,” “Dark Balm,” “Crushing Block,” “Paralyzing Gas,” “Blood Ape Tribe,” and “Black Order”). The other overlord cards have a colored gem between their threat cost and threat value. This gem contains the card’s **treachery cost**. Treachery is explained on pages 4-5.

### New Monster Reference Cards

The new monster reference cards provide the game rules and statistics for the new monsters featured in this expansion. See New Special Abilities on pages 8-9 for a full description of each new ability listed on these cards.



## Expansion Rules

This section contains rules for the new game elements included with this expansion.

### Treachery

With this expansion, the overlord player has the ability to customize the overlord deck from the base game using **treachery**.

Most of the new overlord cards have a hexagonal, colored gem between the gems for their threat value and their threat cost – this is their **treachery cost**. At the start of each quest, before the game begins (step 6B), the overlord receives a certain amount of treachery with which he can customize his **base overlord deck**.

The overlord’s base deck consists of all his cards that have no treachery gem: This includes all the cards from the original **Descent: Journeys in the Dark**, as well as 1 copy each of “Danger,” “Dark Balm,” “Crushing Block,” “Paralyzing Gas,” “Blood Ape Tribe,” and “Black Order,” which are new to this expansion.

When customizing his deck, the overlord player swaps out cards from his base deck for cards that have a treachery cost. Each quest states how much treachery the overlord receives when playing that quest. This information is found above the chest contents chart for that quest. (Treachery for quests from **Descent: Journeys in the Dark** can be found in the “Treachery for the Original Quests” sidebar.)

Treachery comes in three types: Events (green), Traps (purple), and Monsters (red). Power cards are paid for with event, trap, or monster treachery as well, depending on the color of their treachery gem. In order for the overlord to add a card that has a treachery cost to his deck, he simply spends the listed amount of treachery (making sure to spend the proper type), then he adds the card to his overlord deck, removing any one other card of his choice from the deck. The overlord may swap out as many cards from the overlord deck as he wants in this manner as long as he has enough treachery to pay for them all.

**Example:** *Evan, the overlord for this game, receives 2 event treachery, 6 trap treachery, and 2 monster treachery at the start of a quest. He finds this information by looking on the quest map, above the chest contents chart. He decides that he wants to add “Dance of the Monkey God” (3 trap treachery), “Dark Power” (1 event treachery), and “Time Slips Away” (1 Event treachery) to his deck. This leaves him with 0 event treachery, 3 trap treachery, and 2 monster treachery, which he chooses not to spend. He then adds the 3 cards he has chosen to his overlord deck and chooses 3 other cards to remove from it (in this case, an “Aim,” a “Gust of Wind,” and a “Hordes of the Things” card).*





## Dark Glyphs

In addition to spending treachery on customizing his overlord deck, the overlord can also purchase dark glyphs. These glyphs have been corrupted by the overlord and typically have an unpleasant side effect for the heroes when used or activated. Each dark glyph costs 2 treachery of the appropriate color (see below). At the start of the game, if the overlord purchases any dark glyphs, he mixes them in with the normal glyph markers, turning all the glyphs so that their red (unactivated) side is faceup.

**Example:** Evan has 3 unspent trap treachery and 2 unspent monster treachery, for a total of 5 unspent treachery points. He decides to purchase 1 dark glyph of the Sundered (green) type.

**Note:** Glyphs that are activated at the start of the quest may not be dark glyphs.

### Treachery for the Original Quests

The overlord should receive the treachery listed below when playing the nine quests from **Descent: Journeys in the Dark**.

	Event (green)	Trap (purple)	Monster (red)
Into the Dark	4	4	4
The Brothers Durnog	4	2	4
Problems of Life and Death	3	3	4
Spoiled Brat	3	3	3
Last Wishes	4	4	2
The Eternal Guardian	3	2	5
The Black Blade	3	5	4
The Trapped Ruins	2	6	2
Old Friends	5	3	3

The specific effects of each glyph are listed below:



**Summoning (Red):** When this glyph is activated, as well as each time a hero uses it to move to or from town, the overlord may spawn 2 monsters (any combination of beastmen, skeletons, bane spiders, razorwings, hellhounds, and/or sorcerers), following the normal spawning rules. Otherwise, this glyph functions as a normal glyph.



**Sundered (Green):** This glyph only provides 1 conquest token when activated, and cannot be used to move to or from town like a normal glyph.



**Power (Purple):** When this glyph is activated, as well as each time a hero uses it to move to or from town, the overlord may draw two cards and look at them. He then keeps one and discards the other for threat. Otherwise, this glyph functions as a normal glyph.

When a new glyph is placed on the map (usually as the result of a new area being revealed), the overlord chooses the glyph from his pool of glyphs. He is allowed to look at their facedown sides to select exactly the glyph he wants.

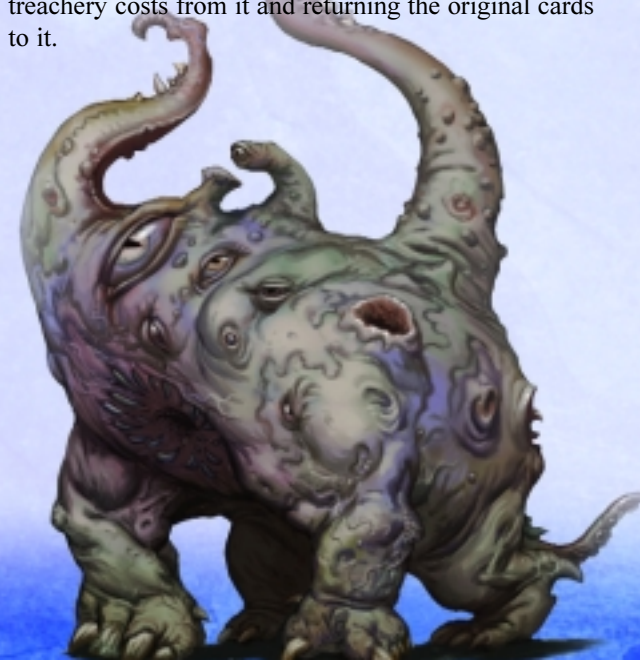
## Unspent Treachery

For every 2 points of leftover treachery (of any type), the overlord draws 1 extra overlord card to start the game, up to a maximum of 8 cards.

**Example:** Evan has 3 total points of unspent treachery left. He draws 1 extra overlord card to start the game (giving him 4 cards total), and the final point of treachery is wasted.

## Resetting the Overlord Deck

At the end of the game, the overlord deck is restored to its original condition, removing all cards that have treachery costs from it and returning the original cards to it.



## The Ready Action (Revised)

The Ready action has been slightly redefined for clarity and to better interact with prolonged actions, which are explained below. Now, when a hero readies, he receives **two different half actions**, one of which **must be an order half action**. The two actions can be taken in any order.

The different half actions are:

**Move:** The hero may move up to a number of spaces equal to his speed. The hero may interrupt his movement with his other half action and then continue moving as desired.

**Attack:** The hero may make one attack.

**Order:** The hero may place one hero order token faceup next to his figure. If the order is a prolonged action order (see below), the hero may also roll power dice.

**Concentrate:** A hero with a prolonged order token on him may take a concentrate half action to roll power dice, as described under "Prolonged Actions." He may spend fatigue to bring this roll up to a maximum of 5 power dice, as normal. This gives the possibility of making two rolls a turn to work on a prolonged action as long as the hero does nothing else.

## Stunned Heroes and Half Actions

A stunned hero now effectively receives one half action instead of his normal action, so he could choose to concentrate instead of moving, attacking, or placing an order.



## Prolonged Actions



Prolonged  
Order  
Token

Sometimes heroes want to do something more involved than simply moving and shooting. They may wish to search for a hidden lever to prevent a moving wall from crushing them, or they may want to try and convince a ghost to help them in their quest. That's when prolonged actions come in handy.

Prolonged actions are typically dictated in the text of a quest, and are performed by taking the **Ready** action (see the revisions made to it, above) and placing a prolonged action order token on your hero. The prolonged order action is removed from the hero at the end of your turn. However, you may keep the **progress tokens** that you accumulate from performing the prolonged action (see below).

Prolonged actions appear like this in the quest text:

“Make a prolonged **Trait (Difficulty)** action to do something.” This sentence is then followed by an instruction as to whether or not the action can be **disrupted**.

**Trait** is either **Melee**, **Ranged**, or **Magic**, and tells you which trait you'll be using for the attempt. Immediately after placing the prolonged action order token on your hero, roll power dice equal to your listed trait. You may spend fatigue to add power dice to this roll, up to a maximum total of five power dice.

***Example:** The Quest Guide states “A hero must make a prolonged **Melee (4)** action to break down the stuck door. This action cannot be disrupted.” Tahlia, who has a melee trait of 3, moves to the space specified by the quest. On her next turn, she takes a Ready action. She first takes an order half action, placing a prolonged order token next to her hero figure and rolling power dice. She will roll 3 power dice for her melee trait, and she could also choose to spend up to 2 fatigue to roll 2 additional power dice.*

**Difficulty** tells you how many power enhancements you'll need to roll over the course of several turns to complete the action successfully. For every **power enhancement** you roll on your prolonged action roll, you gain 1 progress marker towards the completion of the action. If this gives you a total number of progress marker equal to or exceeding the difficulty of the prolonged action, then the action is successfully completed and the listed effects take place.

**Note:** If a prolonged action has a Difficulty of X, then you may choose to complete it with any number of progress markers.

***Example:** Continuing the example listed above, Tahlia chooses to spend no fatigue, so she rolls 3 power dice. She rolls 2 power enhancements, so she takes 2 progress markers and places them in front of her. Once she accumulates 4 markers (since the difficulty is 4), she will complete the action and break down the door. With her second half action, Tahlia could choose to concentrate and roll power dice again.*



Progress  
Marker

## Disrupting Prolonged Actions

Some prolonged actions may be **disrupted** by certain events, such as spending movement points or losing wounds. The individual quest will specify whether and how a particular prolonged action can be disrupted. If a prolonged action is disrupted, it immediately fails and you discard all progress markers you've accumulated for it so far. A disrupted action can be started over as often as the heroes want to keep trying.

***Example:** In the example above, the prolonged (**Melee**) 4 action cannot be disrupted, so Tahlia keeps the progress markers she has accumulated until she finishes breaking down the door. She could choose to not take a Ready action for several turns, she could move away from the door, or she could even die, and she would still keep her progress markers until the door is broken down.*

***Example:** The Quest Guide states that a prolonged **Magic (2)** action to search for a secret door will be disrupted if the hero taking the prolonged action moves away from the space being searched. Aurim decides to take a Ready action and search the space he is on. He takes an order half action, placing a prolonged order token and rolling power dice. His magic trait is 1 and he does not wish to spend fatigue, so he rolls only 1 die. He rolls a power enhancement and places 1 progress marker in front of him. He uses his second half action to concentrate, again rolling 1 power die. Unfortunately, this time he rolls a blank. If on a future turn Aurim moves away from the space he is on, he will lose the 1 progress marker he has accumulated. However, Aurim can do other things, such as attacking and taking wounds, without disrupting the prolonged action.*

## Continuous Prolonged Actions

Some prolonged actions are **continuous**, which means that they must be constantly worked on or they fail. Once a continuous prolonged action has begun, the hero must continue it each turn, or it is disrupted.

***Example:** Kirga is taking a continuous prolonged **Ranged (5)** action to pick a lock. Kirga uses a Ready action to first move to the space indicated by the quest (a move half action), then to start the prolonged action by placing a prolonged order token and rolling power dice (an order half action). On his future turns, if Kirga does anything besides taking a Ready action and concentrating with his half actions, he will lose the progress markers he has accumulated so far.*

## Group Efforts

Sometimes the Quest Guide will explicitly allow multiple heroes to contribute to the progress of a prolonged action. In this case, simply combine the progress tokens from the different heroes into one pool to track the progress of the action. If the Quest Guide indicates that a prolonged action can be a group effort and that it is continuous, only one hero must continue the action each turn, even if multiple heroes contribute to its progress.



## Cursed Items

Some items possess great power, but come at a price. These items have the **Cursed** trait. Any time a hero equips a cursed item, he receives one curse token. In addition, if the hero is killed, he must immediately either discard or re-equip any cursed items he had equipped when he died. He receives one curse token for each cursed item that he re-equips, to replace the curse tokens that were removed when he died (see **Curse** on page 8 for more information).

## Dark Relics

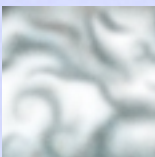
A few items are even more dangerous than mere cursed items. These are the legendary dark relics, and their only purpose is to bring misery wherever they appear. In order to use them, the overlord must spend treachery to swap at least one copy of the “Dark Relic” overlord card into his deck. Then, when he plays the card, he can substitute any dark relic of his choice from the deck of dark relics for one of the treasure cards the heroes were about to receive.

The hero who receives a dark relic must immediately equip it, un-equipping other items to do so if necessary. Worse, the hero cannot unequip or drop the dark relic. In fact, the only way to get rid of a dark relic normally is to die, at which point any dark relics the hero is carrying are discarded.

## New Props

### Obstacles

#### Fog



Fog markers do not block movement. However, they do block line of sight. Figures have line of sight into adjacent fog spaces. A figure in a fog space has line of sight to all adjacent spaces, but not to any other spaces.

#### Corrupted



Corrupted terrain does not block line of sight or movement. However, each time a hero spends a point of fatigue when on a corrupted space, the overlord gains 1 threat. Worse, each time a hero loses a wound while on a corrupted space, the overlord gains 2 threat. If a hero is struck by an “instant death” effect like a crushing wall while on a corrupted space, the overlord receives 2 threat for each wound the hero had before being killed.



Dark relic cards have a threat cost listed in the green gem in the upper left corner. For example, the “Black Ring” card shown above has a threat cost of 11.

In addition to this cost, the overlord must spend extra threat depending on what kind of treasure card the “Black Ring” is replacing (as described on the “Dark Relic” trap card). He would pay an extra 4 threat if the ring was replacing a copper treasure (for a total of 15 threat), 8 extra threat for a silver treasure (19 threat total), or 12 extra threat for a gold treasure (23 threat total).

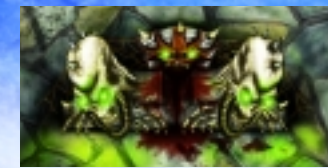
### Altars

Altars do not block movement or line of sight. Altars have effects that vary by quest, but the method to activate them is always the same:



Altar of Good

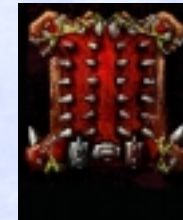
**Good Altars:** To activate a good altar, a hero must stand on top of the altar, spend 2 movement points as a movement action, and spend 250 coins. The altar’s effect then takes place as described in the quest.



Altar of Evil

**Evil Altars:** To activate an evil altar, the overlord must move a monster on top of the altar and have the monster spend 2 movement points. The monster is then killed and the altar’s effect takes place as described in the quest.

### Traps



#### Crushing Walls

Crushing walls block line of sight and are treated as a **wall** for purposes of blocking line of sight, attacks, and movement. Unlike other props, crushing walls move through the dungeon, crushing everything that gets in their way.

#### Crushing Wall Movement

At the start of the overlord’s turn, before he does anything else, he must move all crushing walls in play. To do this, he simply moves the crushing wall one space in the direction indicated by the quest. If a figure is caught between a crushing wall and either a wall, a crushing wall, or a closed door, the figure is instantly killed, regardless of wounds, armor, or special abilities such as Undying.

Any figure in a space that a crushing wall moves through is pushed along in front of the wall, taking 1 wound (ignoring armor). The only exception to this is figures in a pit when the crushing wall moves overhead (see below). Crushing walls remove rubble obstacles from any space they move through, but ignore most other obstacles (other than pits, see below). Once a crushing wall has moved into a wall or a closed door, it is removed from the map.

#### Crushing Walls and Pits

Crushing walls move across the top of pits. Any figure in a pit that a crushing wall is moving across is safe from being crushed by the moving wall and is not pushed along in front of it. A figure moving from one pit space to another may move through a crushing wall as if it were not there.





## New Lingering Effects

This expansion introduces two new lingering effects, described below.

### Curse



A hero that is cursed is marked with a curse token. The hero's conquest value is increased by 1 for each curse token on him. Curse tokens are generally only discarded from the hero when the hero is killed.

*Example: Runewitch Astarra has 2 curse tokens on her. Her conquest value is increased from 2 to 4, so if the overlord kills her, the heroes lose 4 conquest tokens. Of course, once she is killed, all of the curse tokens on her are discarded.*

### Frost



Frost tokens indicate that a hero has been temporarily covered in a thin sheet of ice, weakening his items. At the start of each of that hero player's turns, he must roll a power die for each frost token on the

hero. For each power surge rolled, one frost token is discarded. Otherwise, the tokens remain. Each time a hero attacks with a weapon when he has one or more frost tokens on him, he must afterwards roll 1 power die for each frost token on him. If any power die rolls a blank, the weapon used to make the attack is shattered and discarded.

This also applies to the hero's shield each time it is exhausted to absorb damage, as well as to the hero's armor each time an attack deals 5 or more wounds to him (before being reduced by armor).

*Example: Sir Valadir has 1 frost token on him when he makes an attack with his sword. After completing the attack and dealing any damage from it, he rolls one power die. He rolls a blank, so his sword is discarded. Then, during the overlord's turn, Sir Valadir is attacked for 5 wounds. He exhausts his crystal shield to reduce it by 1 wound, and his chain mail and base armor reduces it by another 4 – but it still dealt 5 wounds initially. Therefore, he rolls 1 power die for his crystal shield (surge) and 1 power die for his chain mail (blank). Bad luck: His chain mail is discarded as well.*

## New Treasure

The following new type of treasure can be found in the dungeon.

### Invulnerability Potion Markers

Invulnerability potions are elixirs with magical protection powers. When a hero picks up an invulnerability potion, he may immediately equip it for free if he doesn't already have three equipped potions. He may place the potion in his pack if it isn't already carrying three unequipped items.

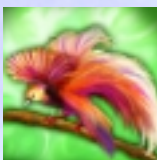


Invulnerability  
Potion

A hero may drink one of the invulnerability potions he has equipped by spending 1 movement point. A hero who drinks an invulnerability potion places the potion marker on top of his hero's picture on his hero sheet. Any time the hero is struck by an enemy attack, he may discard the invulnerability potion from his hero sheet portrait after the attack roll is made to gain **+10 Armor** against that attack. This effect is canceled if the hero drinks another potion before using it. Otherwise, the potion remains in effect until the hero discards the token or dies.

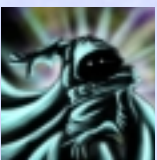
## New Familiars

### Sharr the Brightwing



This familiar is granted by the "Sharr the Brightwing" Wizardry skill card. Sharr's speed is 5 and she has the **Flying** ability. If Sharr ends her movement in the same space as a friendly figure, that figure recovers 2 wounds. If Sharr ends her movement in the same space as an activated dark glyph, that dark glyph is removed from the board and replaced with an activated normal glyph.

### Shadow Soul

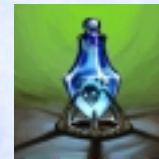


This familiar is granted by the "Shadow Soul" Subterfuge skill card. The Shadow Soul's speed is 5 and it has the **Flying** ability. The Shadow Soul cannot end its movement in the same space as another figure, nor can figures end their movement in the same space as the Shadow Soul. At the start of its owner's turn, the Shadow Soul's owner may either:

- Swap places with the Shadow Soul,
- Move the Shadow Soul to an empty space adjacent to the owner, or
- Do nothing with the Shadow Soul.

The owner then receives his normal turn, including movement, even if he swapped places with the Shadow Soul.

### Bottle Imp



This familiar is granted by the "Bottle Imp" silver treasure card while it is equipped. The Bottle Imp's speed is 4 and it has the **Aura** ability.

## New Special Abilities

### Bash

When making an attack with the **Bash** ability, the figure may roll up to 5 power dice with the attack. If any of the power dice roll a blank, it is treated as though the figure rolled a miss result. Otherwise, the attack proceeds as normal and has the following ability:

**☠☠☠: +5 Damage and Pierce 2.** The figure never *has* to roll any power dice when making a **Bash** attack, regardless of other effects.

### Berserk

If a monster with the **Berserk** ability is wounded (i.e., currently has one or more wound tokens on it), it rolls all 5 power dice when attacking.

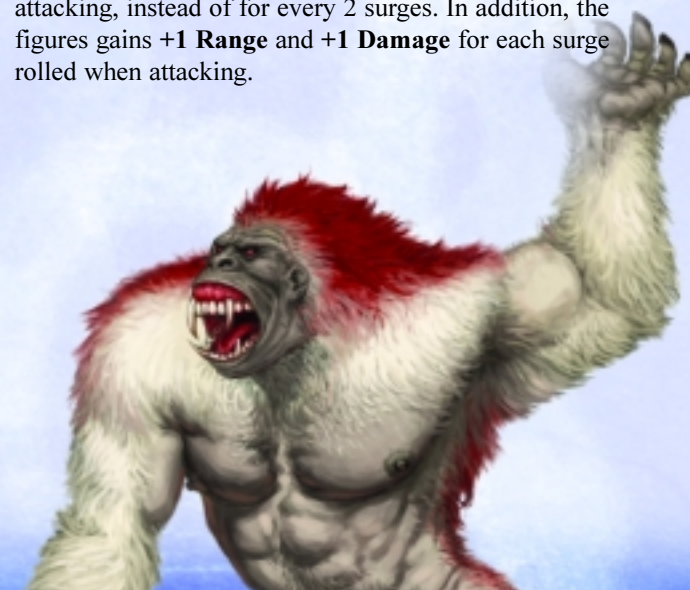
### Black Curse

All enemy figures within 3 spaces of a figure with the **Black Curse** ability receive **-1 Range** (Melee attacks still ignore range) and **-1 Damage** to all attacks they make.

In addition, any enemy figure that deals the killing blow to a figure with **Black Curse** receives one curse token. This only takes effect if the figure with **Black Curse** actually dies (i.e., isn't saved by **Undying** or a similar ability).

### Dark Prayer

A monster with the **Dark Prayer** ability generates 1 threat for the overlord for every surge it rolls when attacking, instead of for every 2 surges. In addition, the figures gains **+1 Range** and **+1 Damage** for each surge rolled when attacking.





## Frost

If an attack by a monster or weapon with the **Frost** ability inflicts at least 1 damage on a hero (before applying the effects of armor), he is temporarily covered in a thin sheet of ice, weakening his items. After applying any wounds from that attack, place a frost token next to the affected hero. A hero can have more than one frost token at a time. Monsters are not affected by **Frost**.

## Leap

A figure with the **Leap** ability can make a **Leap** attack. The figure moves in a straight line (vertical or horizontal, but not diagonal) up to twice its remaining movement, ignoring obstacles and enemy figures. Leaps cannot pass through walls or closed doors, and they must end on an empty space. The leaping figure **may** then make one attack roll that affects any enemy figures in the spaces it just moved through. A **Leap** attack ignores rolled range, only missing on a miss result. If the attack does not miss, it deals full damage to each figure affected by it. If a **Leap** attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled). A figure is limited to one **Leap** attack per turn, and the figure cannot move any further after making the attack.

## Morph

A monster with the **Morph** ability can choose which dice it attacks with. For each morph die (indicated by a die icon with a question mark) the monster has on its reference card, the overlord player may choose a red, white, blue, yellow, or green die to roll, as limited by the dice that came with the game. The attack must include at least one red, white, or blue die, but can include more than one of those dice if so desired. The overlord also chooses what type of attack the creature makes (Melee, Ranged, or Magic). The attack must include a red die to be a Melee attack, a blue die to be a Ranged attack, or a white die to be a Magic attack.

***Example:** A chaos beast attacks a hero. It has 3 morph dice on its reference card, so the overlord chooses 3 dice. Taking a big risk, the overlord decides to roll 1 blue, 1 red, and 1 white die for the attack. Since he has used all three dice listed above, he could choose to make the attack Melee, Ranged, or Magic.*

## Necromancy

When a hero with the **Necromancy** ability deals the killing blow to a small (no bigger than one space) normal unnamed monster (and it stays dead, in the event of **Undying** or other such effects), he may choose to **animate** that monster. The monster stays on the board and is returned to full health, but is now under the control of the hero. A hero cannot control more than one monster at a time, but may choose to let a monster under his control die in order to animate a new one.

An animated monster moves after the controlling hero's turn ends. The monster activates just like it does for the overlord player, only now it is under the direction of the controlling hero. However, after the monster completes its activation, the controlling hero must roll one power die. If he rolls anything but a power enhancement, the animated monster falls apart and is killed.

## Shadowcloak

A figure with the **Shadowcloak** ability is only affected by attacks made by adjacent figures. The figure does not suffer any wounds or effects from attacks originating farther than one space away.

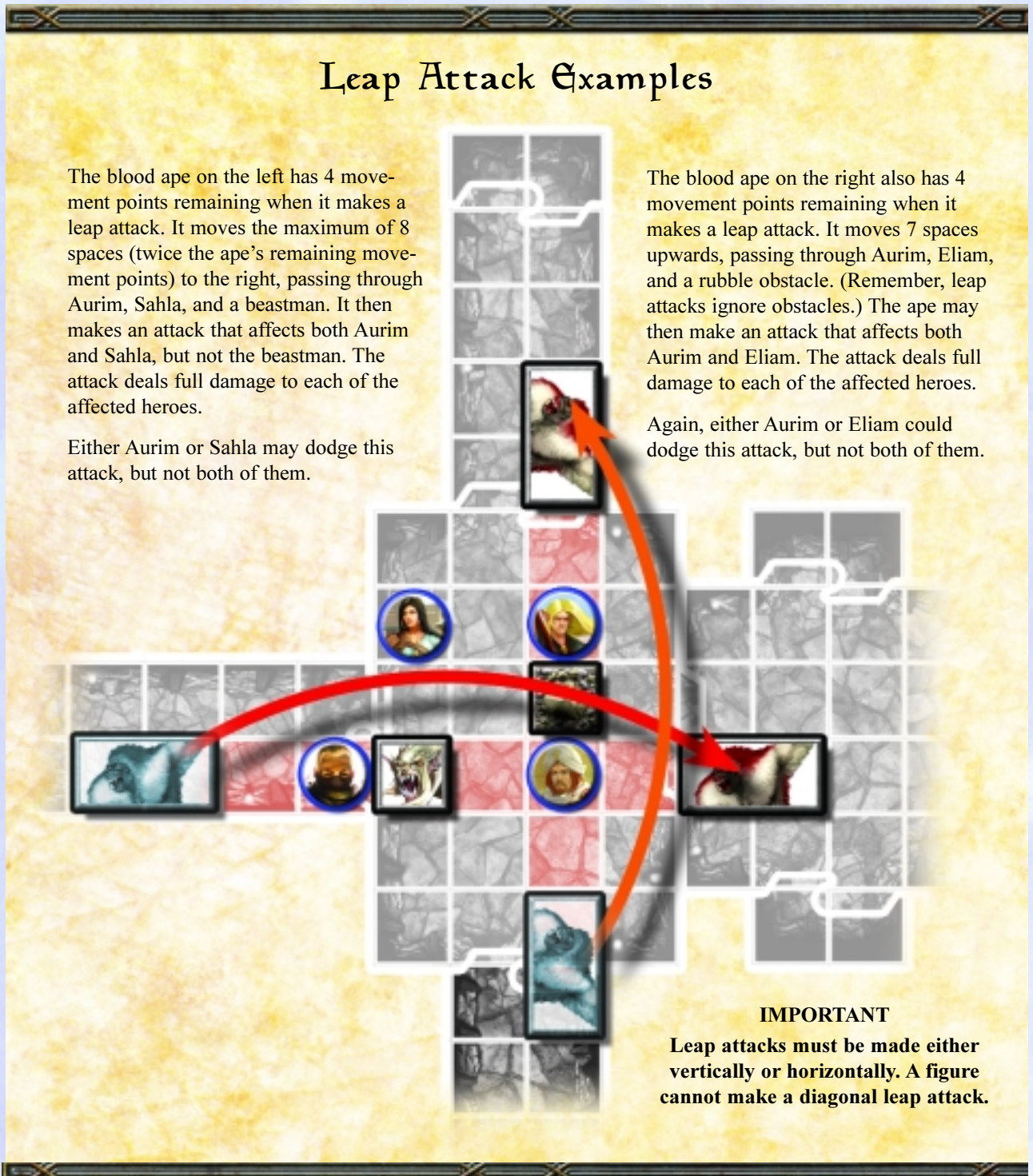
## Leap Attack Examples

The blood ape on the left has 4 movement points remaining when it makes a leap attack. It moves the maximum of 8 spaces (twice the ape's remaining movement points) to the right, passing through Aurim, Sahla, and a beastman. It then makes an attack that affects both Aurim and Sahla, but not the beastman. The attack deals full damage to each of the affected heroes.

Either Aurim or Sahla may dodge this attack, but not both of them.

The blood ape on the right also has 4 movement points remaining when it makes a leap attack. It moves 7 spaces upwards, passing through Aurim, Eliam, and a rubble obstacle. (Remember, leap attacks ignore obstacles.) The ape may then make an attack that affects both Aurim and Eliam. The attack deals full damage to each of the affected heroes.

Again, either Aurim or Eliam could dodge this attack, but not both of them.



### IMPORTANT

**Leap attacks must be made either vertically or horizontally. A figure cannot make a diagonal leap attack.**



# Descent: Journeys in the Dark Rules Changes and Clarifications

The following rules have been changed or clarified to improve the game.

## Overlord Cards

The overlord starts the game by drawing 3 overlord cards from his deck. The overlord can discard cards for threat *at any time*, even during a hero player's turn.

## Drinking Potions

Each hero may only drink one potion (of any type) each turn. This prevents players from using certain overly powerful potion combinations.

## Cost of Vitality Potions

Vitality potions should cost 50 coins, not 25 as listed on page 20 of the original Quest Guide.

## Selling Treasure from Chests

Heroes can no longer immediately turn in a treasure card from a chest to receive its full value. Instead, they must carry the item back to town and sell it for half value in the town shop.

## Buying Treasure Cards from the Shop

Heroes can only buy treasure cards from the shop if they've previously opened at least one chest of that color this game. For example, until the heroes open at least one silver chest, they cannot buy silver treasures from the town shop.

## Small Monsters and Staircases

By using one movement point, a small monster may move from one space containing a staircase to any space containing a staircase of the same color.

## Knockback and Large Monsters

Large monsters (monsters that occupy more than one space) are heavier and therefore less affected by Knockback. For each space beyond the first that the monster occupies, it is moved one less space by Knockback. For example, an ogre occupies three spaces, so it would move two fewer spaces when affected by the Knockback ability. A dragon, on the other hand, occupies six spaces, so it would move five fewer spaces.

## Pits and Line of Sight

Figures in a pit can see into the spaces adjacent to the pit.

## Stun and Half Actions

A hero that discards a stun token now receives one half action (see page 5) instead of a normal action.

## Breath Template Clarification

The flame from a Breath attack billows out and around obstacles. It usually affects all figures under the breath template, but the flame can be blocked by walls and closed doors. Essentially, if a small flying figure could trace a legal movement path from the square where the Breath attack starts to the target – while staying within the breath template – then the target is affected. See the diagram in FFG's online FAQ ([www.fantasyflightgames.com](http://www.fantasyflightgames.com)) for examples. Breath attacks cannot be made through staircases.

## Landrec the Wise

Landrec the Wise's special ability should state that he "receives 2 free surges on all *attack* rolls."

# Frequently Asked Questions

Following are the frequently asked questions for **Descent: Journeys in the Dark**.

## The Hero Player's Turn

*Q: Can a hero give any type of item to an adjacent hero, or just weapons and potions?*

A: A hero may give any item (but not money) to an adjacent hero at the cost of one movement point.

*Q: When can a hero equip items?*

A: A hero can equip, drop, or place items in his pack at the beginning of his turn, just after refreshing cards. In addition, whenever a hero receives an item from another player or from a chest, he may immediately equip that item, dropping or placing other items in his pack to free up the hands necessary for the just-received item.

*Q: Does a hero have 360 degree line of sight?*

A: Yes, as the rules state on page 4, "The direction a figure is facing has no effect in the game. Heroes and monsters are assumed to be constantly looking around and can therefore see in all directions."

*Q: Can stunned heroes perform movement actions (such as drinking a potion)?*

A: Yes, if the stunned hero chooses a move half action. A stunned hero can also spend fatigue for movement points.

*Q: Can a hero that chooses the "Run" action use his movement points for purposes other than moving (such as drinking a potion)?*

A: Yes. Whenever a hero receives movement points, he can use them for any movement action, including moving, drinking a potion, opening a door, etc.

*Q: In town, are you limited in how many items you can buy or sell and do you have to buy and sell in any specific order?*

A: You can buy and sell in any order and as often as you like.

*Q: Can a hero rest in town?*

A: Yes.

*Q: If a chest has 2 copper treasure tokens, does each hero draw 2 copper treasure cards?*

A: Yes.

## The Overlord Player's Turn

*Q: When the overlord is controlling a hero through "Dark Charm," who decides how to spend the surges and power dice? Can the overlord move the character and attack, or just make a single attack without moving?*

A: The overlord controls the hero for that attack, including the hero's use of surges and power dice. The overlord may also play cards such as "Aim" with the attack. However, the overlord player cannot move the character, or force the hero to spend fatigue to add to the attack.

*Q: Is the effect of the overlord's "Dodge" card that the hero's attack completely misses, or that the overlord can force the hero to re-roll dice rolled for the attack, as with the hero dodge orders?*

A: The "Dodge" card allows the overlord to force re-rolls.

*Q: Can a monster end its movement on or be spawned on to a glyph of transport?*

A: Monsters can end their movement on or be spawned on to *unactivated* glyphs, but cannot end their movement on or be spawned on to *activated* glyphs. If a monster is on an activated glyph, the overlord must move it off the glyph on his next turn, if possible. Monsters can always move through or attack into spaces containing glyphs.

*Q: Can the overlord receive threat tokens for making an attack even though there are no valid targets (for example, no heroes within the monster's line of sight)?*

A: No. Only attacks that have the potential to succeed can grant the overlord any threat.

## Special Abilities

*Q: Can an attacker using Knockback move the target in any direction, or just straight back? Also, can the target be knocked back into a pit?*

A: The attacker with Knockback can move the target in any direction, including into a pit or other trap.

*Q: Does special abilities stack?*

A: Special abilities that require you to spend surges are designed to stack. So if you have an ability such as "☠: +1 Damage and Pierce 1," and you pay 3 surges, you gain +3 Damage and Pierce 3. Some items may explicitly limit your surge spending/stacking, but those are the exception to the rule.

## Miscellaneous

*Q: How much fatigue would it cost a hero with Telekinesis to move a hero out of a pit?*

A: One fatigue.



*Q: Can a player with Telekinesis use it to move a hero that is caught in a web?*

A: Yes. However, the web token would stay with the moved hero.

*Q: If a flying monster passes through a hero that has Holy Aura, does the monster suffer a wound for the space it "shares" with the hero?*

A: No.

*Q: When a chest explodes because of the "Explosive Rune" card, does the hero standing on the chest suffer wounds, or just the heroes adjacent to the chest?*

A: The hero standing on the chest suffers wounds.

*Q: Why can't I jump over water like I can pits?*

A: As every hero knows, the dank water found in subterranean caverns is usually infested with deadly blood-squids, ready to pull an unwary hero to his doom at a moment's notice. As a result, only the most acrobatic heroes dare to leap across even the most innocent-seeming pools of water.

## Credits

**Game Design:** Kevin Wilson

**Development:** Kevin Wilson

**Rules:** Kevin Wilson

**Editing:** James D. Torr

**Graphic Design:** Andrew Navaro

**Cover Art:** Jesper Ejsing

**Interior Art:** Lou Frank, Rafal Hryniewicz, Frank Wall

**Playtesting:** Matthew B. Cary, Thyme Ludwig, Evan Kinne, Daniel Scheppard, John Skogerboe, Jason Allan Lee Smith, Thor Wright, FFG Staff

**Production:** Darrell Hardy

**Publisher:** Christian T. Petersen

Descent: Journeys in the Dark and The Altar of Despair expansion are copyright 2006 and trademark Fantasy Flight Publishing, Inc. All Rights Reserved. No portion of this game may be copied or reproduced without written consent from its publishers or copyright holders.

For additional material, support, and information, please visit:

[WWW.FANTASYFLIGHTGAMES.COM](http://WWW.FANTASYFLIGHTGAMES.COM)

## Map Legend



## Treachery



The treachery that the overlord receives for each scenario is indicated in three colored gems above the chest contents information. For example, the gems

indicate that the overlord has 4 treachery to spend on cards with purple treachery gems, 2 treachery to spend on cards with green treachery gems, and 3 treachery to spend on cards with red treachery gems. Remember that the overlord must swap out a card from his base deck for each card he purchases with treachery.



**Note:** Red-bordered monsters are Master Monsters.





# Special Abilities Summary

Special abilities marked with the  symbol are new to this expansion. Special abilities marked with the  symbol are from **The Well of Darkness** expansion.


**Aura:** Enemy figures that move into a space adjacent to a figure with Aura suffer 1 wound that cannot be reduced by armor.


 **Bash:** A figure with Bash may roll up to 5 power dice with its attack. If any of the power dice roll a blank, the attack misses. Otherwise, the attack gains “”: +5 Damage and **Pierce 2.**”

 **Berserk:** If a monster with Berserk is wounded (i.e., currently has one or more wound tokens on it), it rolls all 5 power dice when attacking.


 **Black Curse:** All enemy figures within 3 spaces of a figure with Black Curse receive -1 Range and -1 Damage to all attacks they make. Any enemy figure that deals the killing blow to a figure with Black Curse receives 1 curse token. A hero's conquest value is increased by 1 for each curse token on him.

**Blast:** Blast attacks affect every space within X spaces of the target (only spaces with line of sight to the target are affected).\*





 **Bleed:** Bleed attacks that inflict at least 1 damage<sup>†</sup> on the target cause a bleed token to be placed on the target. Victim must roll a white die for each bleed token on next turn: Victim suffers wounds equal to total result,\*\* then discards all bleed tokens.



 **Bolt:** Bolt attacks use the Bolt template to determine which spaces they affect.\*

**Breath:** Breath attacks use the Breath template to determine which spaces they affect.\*

**Burn:** Burn attacks that inflict at least 1 damage<sup>†</sup> on the target cause a burn token to be placed on the target. Victim must roll a power die for each burn token next turn: Discard a burn token for each , then victim suffers a wound for each remaining burn token.\*\*



**Command:** A figure with Command adds 1 to the range and damage of all attacks made by friendly figures within 3 spaces.

 **Dark Prayer:** A monster with Dark Prayer generates 1 threat for the overlord for every  it rolls when attacking, instead of every 2 . In addition, the figures gains +1 Range and +1 Damage for each .


 **Daze:** Daze attacks that inflict at least 1 damage<sup>†</sup> on the target cause a daze token to be placed on the target. Victim must roll a power die for each daze token next turn: Discard a daze token for each , then victim rolls 1 fewer die for each daze token that remains when making attacks.

**Fear:** When an attack affects a space containing a figure with Fear, the attacker must spend X power surges or else the attack misses.


**Fly:** Figures with Fly may move through obstacles and enemy figures, and may end their movement on obstacles without taking damage.


 **Frost:** Frost attacks that inflict at least 1 damage<sup>†</sup> on the target cause a frost token to be placed on the target. Victim must roll a power die for each frost token next turn: Discard a frost token for each . Heroes with any frost tokens remaining must roll 1 power die when attacking or using a shield: On a blank, the weapon/shield shatters. Frosted armor checks for shattering if it is dealt 5 wounds.


**Grapple:** Enemies adjacent to a figure with Grapple cannot spend movement points until the figure is dead.


 **Ironskin:** A figure with Ironskin is immune to Aura, Bleed, Burn, Pierce, Poison, and Sorcery. In addition, all damage dealt to the figure by Blast, Bolt, or Breath attacks is reduced to 0.

**Knockback:** Knockback attacks that inflict at least 1 damage<sup>†</sup> allow the attacker to move the target up to 3 spaces in any direction.

 **Leap:** Figures with Leap can move up to twice their movement in a straight line (horizontal or vertical, not diagonal), then they may make one attack roll against all figures in the spaces moved through, ignoring rolled range.\* See page 9 for details.

 **Leech:** For every wound token lost due to a Leech attack, the target also loses 1 fatigue, and the attacker is healed of 1 wound.

 **Morph:** The overlord chooses which attack dice a monster with Morph uses (the attack must include at least one red, white, or blue die).

 **Necromancy:** When a hero with Necromancy deals the killing blow to a small, normal, unnamed monster, he may


choose to **animate** that monster. The monster stays on the board and is returned to full health, under the control of the hero. A hero may only animate one monster at a time. The monster activates after the player's hero, and afterwards must roll a power die: The monster is killed on any result except a power enhancement.

**Pierce:** Pierce attacks ignore X points of armor.

**Poison:** Wound tokens lost due to a Poison attack are replaced by poison tokens. When receiving healing, the victim removes poison tokens rather than gaining wound tokens, until all poison tokens are removed.


**Quick Shot:** A monster with Quick Shot may attack twice each time it is activated.

**Reach:** Allows a figure to make melee attacks targeting figures 2 spaces away.


 **Shadowcloak:** A figure with Shadowcloak is not affected by attacks made by non-adjacent figures.


**Sorcery:** After making an attack roll, a figure with Sorcery may add X to either its range or its damage, and may split the bonus between the two.


**Stun:** Stun attacks that inflict at least 1 damage<sup>†</sup> on the target cause a stun token to be placed on the target. Normal monsters that begin a turn with a stun token may do nothing else, while heroes may take one half action and master monsters may move or attack once. Figures discard 1 stun token each turn. Named monsters cannot be stunned.


 **Swarm:** A figure with Swarm may roll 1 extra power die for every other friendly figure adjacent to its target.

**Sweep:** Sweep attacks affect all enemy figures within melee range.\*

 **Trickster:** The Overlord's cost to play Trap cards is reduced by 1 threat for each monster with this ability in play.

**Undying:** A figure with Undying rolls 1 power die when killed. On a , the figure is instantly restored to full health.

 **Unstoppable:** A figure with Unstoppable is immune to Daze, Grapple, Knockback, Stun, and Web.

**Web:** Web attacks that inflict at least 1 damage<sup>†</sup> on the target cause a web token to be placed on the target. Victim must roll a power die for each web token next turn: Discard a web token for each , and victim may not spend movement points if any web tokens remain.

In all cases, X is equal to the rank of the special ability.

\*If more than one figure dodges the attack, only 1 re-roll may be made (first dodging player to the attacking player's left decides who re-rolls).

\*\* Damage dealt ignores armor.

†Determine whether damage is inflicted before applying the effects of armor.

