

DESCENT:™

JOURNEYS IN THE DARK

SECOND EDITION



RULES OF PLAY

INTRODUCTION

They crept down the stone stairs as silently as possible, not daring to announce their presence to whatever foul minions lurked in the shadows. The faint glow from Leoric's enchanted stone did little to illuminate the gathering dark. Jain slowly notched an arrow, gracefully pulling her bowstring taut as the small silhouette of Tomble spun his knives behind her. "He is here somewhere," Avric whispered, "be prepared."

"Greetings, brave heroes," a boisterous voice suddenly announced from the darkness. "You have come so far! 'Tis a shame your journey ends here..." As the voice faded to the sound of distant cackling, dozens of monstrous shapes emerged to surround the heroes. The chamber soon rang with the sounds of battle...

GAME OVERVIEW

Descent: Journeys in the Dark Second Edition is a game for two to five players in which one player takes on the role of the overlord, while all other players take on the roles of heroes. During each game, the heroes undertake quests by venturing into dangerous caves, ancient ruins, dark dungeons, and cursed forests. Along the way, they will battle monsters, earn riches, and attempt to stop the overlord from carrying out his evil plot.

OBJECT OF THE GAME

Before each game, the players select one of the quests listed in the Quest Guide. Each quest presents the players with specific objectives they need to complete to win the game. The heroes will either win or lose as a team, while the overlord wins or loses individually.

The game can also be played as a campaign with multiple quests linked together to form an epic story. During a campaign, players earn upgrades and increase in power over the course of several play sessions. The majority of this rulebook is written assuming that players are playing a single scenario (and not the campaign). Campaign rules are explained later in this rulebook (see "Campaign Rules" on page 19).



COMPONENT LIST

This game includes the following:

- This Rulebook
- 1 Quest Guide
- 8 Hero Figures
- 31 Monster Figures, consisting of:
 - 5 Zombies; 4 tan and 1 red
 - 5 Goblin Archers; 4 tan and 1 red
 - 5 Cave Spiders; 4 tan and 1 red
 - 4 Flesh Moulders; 3 tan and 1 red
 - 4 Barghests; 3 tan and 1 red
 - 2 Ettins; 1 tan and 1 red
 - 2 Elementals; 1 tan and 1 red
 - 2 Merriods; 1 tan and 1 red
 - 2 Shadow Dragons; 1 tan and 1 red
- 9 Custom Six-sided Dice, consisting of:
 - 1 Blue Attack Die
 - 2 Red Power Dice
 - 2 Yellow Power Dice
 - 1 Brown Defense Die
 - 2 Gray Defense Dice
 - 1 Black Defense Die
- 7 Plastic Stands
- 8 Hero Sheets
- 1 Pad of Campaign Sheets
- 152 Small Cards, consisting of:
 - 84 Class Cards
 - 20 Act I Shop Item Cards
 - 14 Act II Shop Item Cards
 - 16 Condition Cards
 - 12 Search Cards
 - 6 Relic Cards
- 84 Bridge-sized Cards, consisting of:
 - 40 Overlord Cards
 - 18 Monster Cards
 - 12 Lieutenant Cards
 - 10 Travel Event Cards
 - 4 Activation Cards
- 205 Tokens, consisting of:
 - 48 Map Tiles
 - 45 Damage Tokens
 - 35 Fatigue Tokens
 - 7 Doors
 - 16 Hero Tokens
 - 9 Search Tokens
 - 6 Lieutenant Tokens
 - 10 Objective Tokens
 - 8 Villager Tokens
 - 20 Condition Tokens
 - 1 Reanimate Familiar Token

COMPONENT OVERVIEW

This section describes the various components in detail.

QUEST GUIDE

The Quest Guide lists all of the quests in the game, including setup, special rules, and the objectives for each quest. Players will refer to this guide when choosing and setting up each quest.



PLASTIC FIGURES

Heroes and monsters are represented on the game board by plastic figures. Hero figures are gray, while each monster is either tan or red. Tan monsters represent minion monsters and red monsters represent master monsters, more powerful versions of the minion monsters.



CUSTOM DICE

These dice are used to resolve attacks, tests, and other similar game elements which rely on a randomly determined outcome.



HERO SHEETS

Each Hero sheet contains all the information the player needs to play a particular hero.



CAMPAIGN SHEETS

These sheets are used during campaign play. Players use these sheets to track important information between game sessions within a campaign.



CLASS CARDS

These cards are divided into eight separate decks that represent the eight different hero classes in the game. Each deck contains all the skills and starting equipment belonging to that class.



SHOP ITEM CARDS

These cards represent the different items heroes can find or purchase in the game. They are divided into Act I items and Act II items.



CONDITION CARDS

The rules for the different ongoing effects in the game are listed on these cards. When a figure is inflicted with a condition, players use these cards to reference the effects of that condition.



SEARCH CARDS

These cards represent useful items that heroes may discover during a quest. Search cards are drawn when a hero performs a search action. During campaign play, heroes also receive the amount of gold listed on the card.



RELIC CARDS

Relic cards represent unique and powerful items in the campaign. These items can be acquired by either the hero players or the overlord player.



OVERLORD CARDS

The overlord player uses these cards to perform various abilities, such as benefiting monsters or springing a trap on the heroes. There are both basic Overlord cards, which the overlord player begins the game with, as well as upgrade cards, which he can purchase with experience points when playing the campaign.



MONSTER CARDS

These cards list all the information for the different monsters in the game. The face of the card shows the monster's important characteristics and abilities, while the back of the card lists detailed rules for all the monster's abilities as well as the number of figures used based on the number of heroes in the game. Each monster has both an Act I card and an Act II card.



LIEUTENANT CARDS

Similar to the Monster cards, these cards list the information of the overlord's powerful allies known as lieutenants. Each lieutenant has both an Act I card and an Act II card.



TRAVEL EVENT CARDS

During campaign play, these cards determine if there is an event for the heroes while they travel.



ACTIVATION CARDS

These cards list a summary of the hero and overlord turns, and they mark which heroes have completed their turn. There are four different colors of these cards and each color corresponds to a color of hero token.



MAP TILES

These puzzle-cut tiles represent different locations heroes explore during the game. Each quest has a unique layout that uses different combinations of map tiles. All map tiles are double-sided, with one side showing an indoor location and the other side showing an outdoor environment.



DAMAGE AND FATIGUE TOKENS

These tokens track the amount of damage or fatigue heroes suffer during a quest. The damage tokens are also used to track damage monsters and lieutenants have suffered.



DOORS AND PLASTIC STANDS

These doors are placed on the map in some quests. There are both normal doors and locked doors. Before playing the game, insert each door token into one plastic stand.



HERO TOKENS

These tokens are useful for keeping track of important information as instructed by the rules or card effects.



SEARCH TOKENS

These tokens mark the spaces in a quest where heroes can search for items, potions, and quest specific articles. One of these tokens has a unique back and is only used during specific quests.



LIEUTENANT TOKENS

These tokens represent lieutenants on the map. The art on the token matches the art on the corresponding Lieutenant card.



OBJECTIVE TOKENS

Many quests in the game have different objectives for both the overlord player and the hero players. These tokens mark the locations of objectives on the map. Objective tokens have a unique colored back for use in specific quests.



VILLAGER TOKENS

These tokens represent the different characters that heroes can encounter in quests, such as villagers, guards, or other characters important to a particular quest. The Quest Guide lists any special rules regarding these characters.



CONDITION TOKENS

These tokens are used to signify when monsters are affected by ongoing effects. These tokens correspond to various Condition cards.



FAMILIAR TOKEN

This token is used to represent a familiar controlled by a hero player. In this case, the Necromancer's Reanimate.



BEFORE PLAY

Before playing *Descent: Journeys in the Dark Second Edition*, carefully punch out all tokens and map tiles from the cardboard frames. Then, insert the door tokens into the plastic stands.

Some of the larger monster figures require a little basic assembly. Players should simply insert the appropriate monster figure pieces into the corresponding monster figure. If players wish, they may use a small amount of hobby glue when assembling the figures.

SETUP

Setting up a game of *Descent: Journeys in the Dark Second Edition* involves different steps for the overlord player and the hero players. Certain quests may also have quest specific setup instructions listed in the Quest Guide. The following instructions are written assuming players are playing the basic game. The basic game is a single quest played over the course of a single play session. Players may also play quests as part of a campaign or using the Epic Play variant (see "Campaign Rules" and "Epic Play" on page 19).

GENERAL SETUP

Before playing, set up the game as follows:

1. **Choose Quest:** *Descent: Journeys in the Dark Second Edition* includes 16 unique quests (along with 4 campaign-specific quests) with specific setup instructions and objectives for both the heroes and the overlord. When choosing which quest to play, refer to the Quest Guide. For a player's first game, we suggest choosing "First Blood," an introductory quest.
2. **Assemble Map:** Players refer to the chosen quest's "Encounter 1" diagram in the Quest Guide to assemble the map. Place any doors used in the quest as indicated in the Quest Guide.
3. **Choose Player Roles:** Players decide who will take on the role of the overlord. It is recommended that the most experienced player take on this role. All other players take on the roles of the heroes. If all players do not agree, then this decision is made randomly (such as by rolling a die).
4. **Prepare Tokens:** Sort all damage, fatigue, hero, and condition tokens into piles by type. Place each pile of tokens within easy reach of all players.
5. **Assemble Search Deck and Condition Cards:** Take all the Search cards and shuffle them together. Place the Search deck facedown within easy reach of the hero players. Place the Condition cards in separate piles based on their type, within easy reach of all players.

HERO ARCHETYPES

Every hero has an archetype that is printed on his Hero sheet. This archetype defines what classes are available to that hero. These archetypes are:



WARRIOR



HEALER



MAGE



SCOUT

HERO SETUP

After completing General Setup, the hero players continue setup as follows. The overlord player then performs Overlord Setup (see “Overlord Setup”).

1. **Take Activation Cards and Hero Tokens:** Each hero player chooses one Activation card and takes the hero tokens of the corresponding color.
2. **Choose Heroes:** All hero players must agree on which player controls which hero. Each hero player chooses one Hero sheet and takes the corresponding hero figure. In a two-player game, the lone hero player controls two different heroes (see “Two-player Game” on page 18).
3. **Choose Classes:** Each hero player chooses one Class deck matching his chosen hero’s archetype icon (printed on his Hero sheet; see “Hero Archetypes” on page 4). Each archetype has different classes available; there are two such classes available for each archetype in the game, each one defining which skills are available to a hero of that class. Any Class deck belonging to a class not chosen is returned to the game box.

When a player chooses a class for his hero, he takes the deck of cards for that class (see “Class Card Anatomy” on page 8). This Class deck includes the starting equipment for the hero, as well as all of the skills associated with that class. A player may not select a hero class that does not match the archetype icon shown on the hero’s Hero sheet. Furthermore, a player may not select a class that has been chosen by another player.

4. **Choose Skills:** Every hero begins the game with the basic skill (the skill card with no experience icon) and starting equipment from his Class deck.

When playing the basic game, all other skills are returned to the game box. These skills are only used if playing a campaign or using the Epic Play variant (see “Campaign Rules” and “Epic Play” on page 19).

5. **Place Heroes:** Each player places his hero figure on the map in the area indicated by the quest rules for hero setup. This is typically on an entrance tile.



OVERLORD SETUP

The overlord player performs the following steps after hero players perform Hero Setup (see “Hero Setup”).

1. **Choose Monsters:** The Quest Guide lists the monster group options available to the overlord for the chosen quest. He takes the Act I Monster cards and figures for the chosen monster groups and places them in front of him. See “Monsters” on page 2 of the Quest Guide for more rules on choosing monsters.

Many quests also feature a specific lieutenant that the overlord uses during the quest. The overlord player takes the appropriate Act I Lieutenant card and token and places them in front of him.

2. **Perform Quest Setup:** The overlord refers to the “Setup” section of the chosen quest and follows the instructions listed. This includes placing monster figures, objective tokens, search tokens, and villager tokens as indicated on the quest map.
3. **Create Overlord Deck:** The overlord player shuffles the 15 basic Overlord cards to create his Overlord deck.

When playing the basic game, all other Overlord cards are returned to the game box. These cards are only used if playing a campaign or if using the Epic Play variant (see “Campaign Rules” and “Epic Play” on page 19).

4. **Draw Overlord Cards:** The overlord player draws a number of Overlord cards equal to the number of heroes into his hand (see “Overlord Cards” on page 16).

After players have finished Hero Setup and Overlord Setup, they are ready to begin playing the game.

MAP TILE BREAKDOWN



1. **Map Tile:** A map tile is a single large token used with other map tiles to build the quest map.
2. **Space:** Each map tile consists of several square spaces (such as the one marked in red). Spaces may have special rules depending on their contents.
3. **Tile Code:** All map tiles are labeled with a unique tile code for easy identification. Each tile code consists of one number and one letter.
4. **Edge:** Each map tile features a puzzle-cut edge used to connect other tiles. The black borders of a tile represent impassable walls that cannot normally be moved through (see “Moving Off the Map” on page 9).

SETUP DIAGRAM (FOUR-PLAYER GAME)



1. **Map:** The map is set up in the center of the play area with the hero and monster figures, search tokens, and any objective tokens placed in the appropriate spaces described in the Quest Guide.
2. **Hero Sheets:** Hero players place their Hero sheets faceup in front of them.
3. **Class Cards:** Hero players place their Class cards faceup in front of them, next to their Hero sheets.
4. **Activation Cards and Hero Tokens:** Hero players place their Activation cards with the corresponding hero tokens in front of them, for easy reference.
5. **Overlord Cards:** The overlord player shuffles his deck of Overlord cards and places it facedown in front of him.
6. **Monster Cards:** The overlord player takes all Monster cards needed for the quest, specified in the Quest Guide, and places them in front of him.
7. **Damage and Fatigue Token Supplies:** Place all damage and fatigue tokens in separate piles within easy reach of all players.
8. **Search Cards:** Shuffle the deck of Search cards and place it facedown near the map within easy reach of the hero players.
9. **Condition Cards and Tokens:** Place all Condition cards and tokens within easy reach of all players.
10. **Dice:** Place all of the dice near the center of the play area within easy reach of all players.





PLAYING THE GAME

Descent: Journeys in the Dark Second Edition is played over a number of game rounds. A round consists of each player taking one turn, beginning with one of the heroes. Each player completes his entire turn before another player begins his turn. Each round, the hero players decide as a group the order in which they wish to act. This order may be different each round. If they cannot all agree on an order, they proceed clockwise, starting with the player seated to the left of the overlord. After all heroes have completed their turns, the overlord's turn begins. After the overlord player finishes his turn, the round ends and a new round begins.

HERO SHEET ANATOMY



HERO SHEET BACK



- Hero Name and Archetype:** This area displays the name of the hero and the archetype that hero is associated with. When choosing a class, the archetype icon must match the corresponding Class deck in order for that class to be chosen.
- Characteristics:** All of the hero's characteristics are shown here. The listed characteristics are, from top to bottom, **SPEED**, **HEALTH**, **STAMINA**, and **DEFENSE**. Speed determines how many movement points a figure receives when performing a move action. A figure's Health is the amount of damage it can suffer before being defeated, while Stamina represents the maximum amount of fatigue it may suffer (see "Damage and Health" and "Fatigue and Stamina" on page 13). A hero's Defense value shows the type of defense dice he rolls when attacked.
- Hero Ability:** All heroes have a unique ability that is displayed here.
- Attributes:** Hero attributes are shown in this area. The listed attributes are **MIGHT** , **KNOWLEDGE** , **WILLPOWER** , and **AWARENESS** . These attributes are often tested at different times to see if the hero is able to perform a particular skill, resist a special monster attack, or avoid a trap played by the overlord (see "Attribute Tests" on page 15).
- Heroic Feat:** This area displays the hero's heroic feat. When a hero uses his heroic feat, the hero player flips his Hero sheet over to indicate that the hero has used his heroic feat (see "Heroic Feats" on page 15).

HERO TURN SUMMARY

During each hero turn, the active hero player performs the following steps in order.

- Start of Turn:** During this step, any effects affecting the active hero that last "until the start of your next turn" end. Also, the hero player may use any abilities that trigger "at the start of your turn." Then the hero player refreshes his exhausted cards (see "Exhausting and Refreshing Cards" on page 8).
- Equip Items:** If the player wishes to equip different items, he must do so during this step. The Equipment section of the rulebook gives full details about equipping cards and the limits of what a hero can have equipped (see "Equipment" on page 11). Any excess items are flipped facedown and may not be used until they are equipped.
- Perform Actions:** During each hero's turn, he receives two **ACTIONS**. He may perform these actions in any order he chooses, and he is not required to perform both actions. Unless noted otherwise, an action must be resolved completely before the hero performs his next action.

The player may perform any of the actions summarized below, and may even perform the same action twice. See "Hero Turn in Detail" on page 8 for more details on these actions.


- Move:** The hero moves his hero figure up to a number of spaces equal to the hero's Speed. The hero may interrupt his movement with another action and then complete his movement after the other action is resolved.
 - Attack:** The hero attacks a monster.
 - Use a Skill:** The hero uses a skill listed on one of his Class cards that requires an action. These actions are denoted with a .
 - Rest:** The hero will recover all fatigue at the end of this turn.
 - Search:** If the hero is adjacent to or in a space containing a search token, he may reveal the search token.
 - Stand Up:** This is the one and only action that a knocked out hero may perform during his turn. This action allows the hero to recover damage and prepare to be activated as normal next round.
 - Revive a Hero:** The hero restores health to a knocked out hero in an adjacent space.
 - Open or Close a Door:** The hero opens or closes one adjacent door.
 - Special:** Different cards or quests may provide heroes with unique actions to perform. These actions are either clearly stated "as an action" or noted with a .
- Flip Activation Card:** After a hero player has finished performing his actions, that hero player flips his Activation card facedown to indicate that his turn is over.

After the player flips his Activation card, another hero begins his turn. After all heroes' Activation cards are facedown (showing the overlord turn summary), proceed to the overlord turn (see "Overlord Turn Summary" on page 8).

HERO TURN IN DETAIL

During each hero turn, the hero may perform any two actions of his choice. This section explains detailed rules for actions.

MOVE

When a hero player performs a move action, he receives a number of **MOVEMENT POINTS** equal to his hero's Speed (represented by a  on the Hero sheet). Moving into an adjacent space costs one movement point (with the exception of entering certain types of terrain; see "Terrain" on page 18). The player may choose to move fewer spaces than his hero's Speed. A hero may also decide to perform two move actions consecutively, in which case the hero receives movement points equal to twice his Speed.

Figures cannot move into or through spaces containing figures or obstacles (see "Terrain" on page 18). These spaces are known as **BLOCKED SPACES**. However, figures may move diagonally (including around corners and between two blocked spaces) and **through friendly figures**. A hero treats all other heroes as friendly figures, while a monster treats all other monsters as friendly figures. A figure cannot end its movement in the same space as another figure.

A hero performing a move action may interrupt his movement to perform another action, such as attacking, and continue the rest of his movement after resolving the other action. For example, a hero with a Speed of "4" could move two spaces, perform an attack, and then move two more spaces after resolving the attack.

Monsters follow the same movement rules as heroes when moving except that monsters cannot suffer fatigue to receive additional movement points (see "Additional Movement" below).

ADDITIONAL MOVEMENT

A hero may suffer fatigue to receive additional movement points during his turn. For each fatigue suffered, the hero receives one movement point. If the hero already has fatigue equal to his Stamina, he may not suffer any more fatigue to receive additional movement points (see "Fatigue and Stamina" on page 13). A hero player **is not required to perform a move action** in order to suffer fatigue to move. During his turn, before or after resolving an action or during a move action, a hero may suffer fatigue to gain movement points.

CLASS CARD ANATOMY



CLASS CARD BACK

CLASS CARD FRONT

1. **Archetype Icon:** This icon shows which archetype the class belongs to. A hero must have a matching archetype icon on his Hero sheet to choose this class (see "Hero Sheet Anatomy" on page 7).
2. **Class Name:** This is the name of the class. All Class cards with a matching name belong to the same Class deck.
3. **Skill Name:** The skill name is listed at the top of the card along with the class name.
4. **Experience Icon:** This number shows how many experience points it costs to purchase the skill. Heroes begin play their basic skill cards and starting equipment. These basic cards have no experience icon on them.
5. **Rules:** This area lists the rules for the skill.
6. **Fatigue Cost:** Some skills require the hero to suffer fatigue to use. That amount of fatigue is listed here with the fatigue icon. Any Class card without a fatigue cost may be used without suffering fatigue.

OVERLORD TURN SUMMARY

During each overlord turn, the overlord player performs the following steps in order.

1. **Start of Turn:** During this step, any effects affecting the overlord that last "until the start of your next turn" end. Then, the overlord player draws one Overlord card, and he may play any number of Overlord cards that specifically state they may be played "at the start of your turn." Then the overlord player refreshes his exhausted cards (see "Exhausting and Refreshing Cards" on page 8).
2. **Activate Monsters:** The overlord activates each of his monster groups, one at a time, in any order he chooses. Monsters are grouped together by type, and a monster group can contain both minion and master monsters (see "Monsters" on page 16).
3. **End of Round:** Each hero flips his Activation card faceup. The next game round then begins, starting with a hero player's turn.

WINNING THE GAME

Each quest provides specific victory conditions for both the overlord player and the hero players. **It is important to note that most quests consist of two parts, called ENCOUNTERS.** Completing Encounter 1 of a two-part quest does not determine a winner of the entire game. The first side (heroes or overlord) to satisfy the final encounter's victory condition wins the game!

EXHAUSTING AND REFRESHING CARDS



EXHAUSTED CARD



REFRESHED CARD

Some cards require the player to **EXHAUST** them when they are used. When a player exhausts a card, he simply rotates the card sideways to indicate that he has used its ability. At the start of a player's turn, he **REFRESHES** all of his exhausted cards by returning them to their upright position. A player cannot use an exhausted card until it is refreshed.

EMPTY SPACES

Some card effects and abilities refer to empty spaces. An empty space is defined as a space that contains no figures and that blocks neither line of sight nor movement. Unless otherwise noted, spaces containing tokens are still considered to be empty for the purposes of these effects.

ATTACK

When a hero player performs an attack action, he may use one of his equipped weapons to attack a space containing a monster. The hero's equipped weapon determines which spaces the hero may target for the attack. A weapon with the *Melee* icon may only target a space **adjacent** (see "Adjacent Spaces" on page 10) to the attacking hero. A weapon with the *Ranged* icon may target **any** space in line of sight of the attacking hero (see "Combat" on page 12).



MELEE



RANGED

Monster attacks follow the same rules when attacking heroes, except that monsters don't have equipped weapons. Instead, the type of attack (*Melee* or *Ranged*) is listed on its Monster card (along with the dice used in the attack).

Combat is performed by resolving the following steps in order. Each step is detailed in a later section (see "Combat" on page 12):

1. **Declare Weapon and Target:** The attacking player chooses which of his equipped weapons to use for this attack and declares the target of the attack (a space containing an enemy figure). The player then compiles his attack dice into a pool.
2. **Roll Dice:** The attacking player rolls his dice pool while the defending player rolls all necessary defense dice. If an attack affects multiple figures, each figure rolls its defense dice separately.
3. **Check Range:** When performing a *Ranged* attack, the attacking player must roll enough range to reach the target.
4. **Spend Surges:** After rolling the dice, the attacking player may spend any surge results to trigger special abilities.
5. **Deal Damage:** Any damage not canceled by defense dice or other effects is applied to each affected figure.

USE A SKILL

When a hero performs a use a skill action, he may use a skill that has a ➔ listed on his Class card. The player then resolves the skill by following the rules listed on the Class card. If the skill allows the hero to perform an attack, the normal rules for performing an attack action apply.

Many skills also show a fatigue cost on the card. The hero must suffer this amount of fatigue in order to perform the ➔ listed on the card or trigger an ability that requires the player to "exhaust this card," or "use this card." See "Fatigue and Stamina" on page 13 for more information on suffering fatigue.

When using a skill, a hero cannot suffer fatigue that would exceed his Stamina. If a hero has already suffered fatigue equal to his Stamina, or if the skill would cause him to suffer more fatigue than his Stamina allows, he cannot use the skill until he recovers enough fatigue.

REST

When a hero performs a rest action, he will recover all fatigue at the end of his turn. As a reminder that he has rested during his turn, he places a hero token on his Activation card. At the end of his turn, after the hero flips his Activation card, he discards the hero token and all fatigue from his Hero sheet.

MOVING OFF THE MAP

Normally figures cannot move through the walls along the edge of a map tile. Some quests allow figures to move off the map. This usually requires either an entrance or exit tile (see below). To move off the map, the figure must move to one of the edge spaces (marked below in red) on the entrance or exit tile and then spend one movement point. Except for entrance or exit tiles, figures may not move through the black borders of the map tile, as these represent impassable walls. The Quest Guide defines which tile is an entrance and which is an exit (if any).



EDGE SPACES OF ENTRANCE AND EXIT TILES

MOVEMENT EXAMPLE



1. Grisban the Thirsty needs to move past the goblin archers in this room, but monster figures block movement for heroes, so he must find a way around them.
2. His Speed is "3," so he could move straight ahead, but that move would not get him much closer to the hallway where he wants to go.
3. He can move diagonally to cover more ground. Players should note that the black edge of the map tile **does not block diagonal movement around corners**.

SEARCH

If a hero is adjacent to or in a space that contains a search token, he may perform a search action to search that space. The hero player flips the search token faceup and discards it. If the token is not unique, the player draws the top Search card from the Search deck. Some quests use the unique search token to represent items unique to that quest. If the hero reveals the unique search token, do not draw a Search card. Instead, refer to the Quest Guide for details on what the hero discovers.

Some Search cards may be used for a one-time effect (as listed on the card). After using a Search card, the player flips the card facedown and keeps it in his play area (see “Search Card Anatomy” on page 10).



UNIQUE
SEARCH TOKEN



SEARCH TOKEN

STAND UP

When a hero is knocked out, he can only perform a stand up action (see “Knocked Out” on page 15). In addition, this action may only be performed by a hero that is knocked out. To stand up, the player rolls two red power dice, recovers damage equal to the ♥ rolled, recovers fatigue equal to the ♣ rolled, replaces his hero token with his hero figure, and then flips his Activation card facedown to indicate his turn is over (he may not perform an additional action). If another figure occupies the space containing the hero token, the standing hero figure is placed in the closest empty space to his hero token of that hero player's choice.

REVIVE A HERO

When a hero performs a revive a hero action, he may revive a knocked out hero (see “Knocked Out” on page 15) whose hero token is in an adjacent space. The knocked out hero rolls two red power dice, recovers damage equal to the ♥ rolled, recovers fatigue equal to the ♣ rolled, and then replaces his hero token with his figure. If another figure occupies the space containing the hero token, he places his figure in the closest empty space to his hero token of that hero player's choice.

SEARCH CARD ANATOMY



1. **Name:** This area lists the name of the Search card.
2. **Traits:** This area lists the traits for the item. Traits do not have any rules themselves, but other rules or abilities might refer to traits.
3. **Ability:** This section lists any rules or abilities.
4. **Gold:** When playing the campaign, this number shows how much gold the players have earned, in addition to the abilities listed on the card.

ADJACENT SPACES



Any space that shares an edge or corner with another space is defined as being adjacent to that space. In the example above, all of the red spaces are adjacent to Avric Albright. All spaces adjacent to a figure are also in line of sight of that figure (see “Line of Sight” on page 12).

OPEN OR CLOSE A DOOR

When a hero or monster performs an open or close a door action, he may open or close one adjacent door. Some doors are locked or otherwise sealed in a unique way and cannot be opened normally. Refer to the Quest Guide for special instructions in these cases. When a door is opened, remove it from the map and set it near its original location. If it is later closed, return the door to its original location. Figures cannot move or trace line of sight through doors. Spaces separated by a door are not considered to be adjacent.

SPECIAL

During quests and campaigns, heroes may acquire Search cards, Shop Item cards, or Relic cards that contain actions denoted with a ♣. These actions may be performed in the same manner as using a skill on a Class card. Some heroic feats are also denoted with a ♣ and require an action to perform (see “Heroic Feats” on page 15).

Certain quest rules also provide quest-specific actions that may be performed by the heroes during the quest. Refer to the Quest Guide for any actions available to the heroes.

OVERLORD TURN IN DETAIL



The overlord player takes his turn after all hero players have completed their turns. At the beginning of his turn, the overlord player draws one card from the top of the Overlord deck. After drawing a card, the overlord player may play any number of cards that state they are played “at the start of your turn,” including the card just drawn. All Overlord cards specify the timing in which they may be played (see “Overlord Cards” on page 16).

The majority of the overlord's turn is spent activating his monsters. The overlord player may activate each of his monsters on the map once during his turn. He may perform up to two actions with each monster he activates. Each monster may only perform one attack action per activation.

Monsters are activated by groups. In other words, all monsters of one type must be activated before moving on to the next group. **The overlord player must activate all monster groups during his turn, even if the activated monsters perform no actions.**

Example: The overlord player has one group of zombies and one group of flesh moulders on the map. He decides to activate his zombies first. The overlord player must activate all the zombies before moving on to the group of flesh moulders.

Monsters may perform the following actions, which are similar to the hero actions (see “Hero Turn in Detail” on page 8):

- **Move:** The monster moves a number of spaces up to its Speed (see “Move” on page 8).
- **Attack:** The monster attacks a hero (see “Attack” on page 9). **Unlike heroes, a monster can attack only once during its activation.**
- **Monster Action:** Some monsters have unique actions listed on their Monster card with a . If any special action allows the monster to perform an attack, **it counts as the monster’s one attack action for that activation.**
- **Open or Close a Door:** The monster opens or closes one adjacent door (see “Open or Close a Door” on page 10).
- **Special:** Different cards or quests may provide monsters with unique actions to perform. These actions are either clearly stated “as an action” or noted with a .

CORE RULES

This section describes core concepts and mechanics, including combat, using items, defeated figures, and more.

THE DICE


Many situations during gameplay—such as combat or attribute tests—require dice rolls to resolve. There are three different types of dice in the game: attack dice, power dice, and defense dice. Some types of dice come in different varieties (such as red and yellow power dice). Usually these dice are mixed and rolled together as a single pool of dice. Players are not limited to the number of dice included in the game. If more dice are needed for a roll, the player simply rolls all the dice he can, records the results, and rerolls any other dice needed. Below are the symbols on the various dice within the game:




ATTACK DIE

POWER DICE


DEFENSE DICE

: This symbol represents damage being dealt on an attack roll, or damage being recovered.

: This symbol, called a surge, allows players to trigger powerful abilities, or recover fatigue (see “4. Spend Surges” on page 13).

X: The attack die features a “X” on one side, which results in the attack being a miss (see “2. Roll Dice” on page 12).

2–6: Some dice also have a number on them, which determines how much range a given attack has (see “3. Check Range” on page 12).

: This symbol appears on defense dice and allows the player rolling the dice to cancel damage (see “5. Deal Damage” on page 13).

SHOP ITEM CARD ANATOMY



1. **Name:** This area lists the name of the item.
2. **Attack Type:** This icon defines the item as either a *Melee* weapon or a *Ranged* weapon (see “Attack” on page 9). Cards without one of these icons are not considered weapons.
3. **Equip Icon:** These icons limit how many items the hero can equip (see “Equipment” on page 11).
4. **Dice Icons:** This area lists the dice associated with the item. If the item is a weapon, these dice are used when attacking with the weapon. If the item is *Armor*, they are added to the player’s defense pool.
5. **Cost:** This number shows how much gold the item costs when shopping.
6. **Traits:** This area lists the traits for the item. Traits do not have any rules themselves, but other rules or abilities might refer to traits.
7. **Rules:** This section lists any special rules or abilities.

EQUIPMENT

Each hero can carry any number of Shop Item, Class, and Search cards he chooses. However, the number of these cards that a hero may equip is limited. Hero players indicate which items are not equipped by flipping them facedown or placing them under their Hero sheet. Any Shop Item or Class cards (such as starting equipment) can only be used while a hero has that card equipped.

EQUIPMENT LIMITS

These equip icons represent certain equipping restrictions:



HANDS

ARMOR

OTHER

- Heroes have two hands. The combination of items they equip cannot have more than two hand icons in total.
- A hero can equip only 1 Armor item.
- A hero can equip up to 2 Other items.

Cards that do not contain at least one of these icons can be equipped without restriction. These cards remain faceup near the Hero sheet and can be used as specified on the card.

COMBAT

Listed below are the expanded rules for combat. These rules further explain the Attack steps explained earlier.

1. DECLARE WEAPON AND TARGET

The attacking player declares which **space** his figure is attacking. The target space must contain one enemy figure as the target of the attack. When heroes attack large monsters (monster figures that occupy more than one space), it is important for the player to declare which specific space he is targeting because of attacks with the Blast keyword. A figure may only target a space in his line of sight (see “Line of Sight” on page 12). A figure making a *Melee* attack can only target an adjacent space. A figure making a *Ranged* attack may target any figure in its line of sight (including adjacent spaces).

The player must also declare which equipped weapon his hero is using. Heroes may either attack with one equipped weapon or their bare hands. A hero attacking with his bare hands can only target an adjacent space and rolls only the blue attack die for his attack. Only abilities on the chosen weapon may be used; if equipped with two weapons, abilities on the other weapon are ignored for the attack. If the hero wishes to make a *Ranged* attack, he must choose an equipped *Ranged* weapon.

Monsters cannot equip weapons. The dice rolled for the monster’s attack, as well as the type of attack, are listed on its Monster card.

Example: Jain Fairwood has her Yew Shortbow equipped, and two goblin archers are in her line of sight—one is adjacent and the other is two spaces away. Since she has a Ranged weapon equipped, she may choose to target either goblin archer.

LINE OF SIGHT EXAMPLE



1. Leoric of the Book is equipped with a *Ranged* weapon and wants to perform an attack. He chooses to target the minion zombie with his attack. When tracing line of sight, the line touches only the corners of the blocked spaces and does not pass through either of them. Leoric has line of sight to the zombie’s space.
2. Jain Fairwood is also equipped with a *Ranged* weapon and wants to attack the zombie as well. However, when tracing line of sight from any corner of her space, the line passes either through or along the edge of a blocked space. Remember that when tracing a line along the edge of a blocked space, the target space is not in line of sight. The zombie is not in Jain’s line of sight and she cannot target it with her attack.

LINE OF SIGHT

In order for a figure to have line of sight to a space, a player must be able to trace an uninterrupted, straight line from **any corner** of that figure’s space to **any corner** of the target space.

If the line **passes through** the edge of a map tile, a door, or a blocked space (a space containing a figure or obstacle), the target space is **not** in line of sight (see “Line of Sight Example” on page 12).

If the line **passes along the edge** of a blocked space (see “Line of Sight Example” on page 12), the target space is **not** in line of sight. However, if the line only touches the corner of a blocked space (without passing through the space itself), the target space is in line of sight.

Since adjacent spaces always share at least one common edge or corner, there is no need to trace line of sight between adjacent spaces. A space adjacent to a figure is in line of sight.

2. ROLL DICE

The attacking player creates his **ATTACK POOL** by gathering all the dice listed on his equipped weapon or Monster card, and then rolls them for his attack roll. If an ability allows a player to add dice to this pool, he must do so before the roll.

If an X is rolled on the blue attack die, the attack is considered a miss and all other results are ignored. If an X is not rolled, the attacking player adds up all of the ♥ results on the dice to determine how much damage is dealt by this attack.

The defending player—any player controlling a figure affected by the attack—creates his **DEFENSE POOL** by gathering all the defense dice listed on his Hero sheet (in addition to any dice provided by equipment and card effects) or Monster card and rolls them for his defense roll. If an ability allows a player to add dice to this roll, he does so before the roll. The defending player adds up all of the ♠ results on the dice to determine how much damage is canceled on this attack. If multiple figures are affected by the attack, each affected figure rolls its defense pool separately, keeping track of its own results.

After all attack and defense dice have been rolled, players may use any abilities that allow them to reroll dice. Players should note that some cards and abilities specifically refer to defense dice. Unless specifically stated otherwise, these references apply only to defense dice rolled as part of an attack. For example, a player cannot use the “Iron Shield” card to allow him to reroll an attribute test.

Example: Jain’s Yew Shortbow uses the blue attack die and one yellow power die. The player controlling Jain Fairwood gathers these dice while the overlord player takes one gray defense die available to the goblin archer. Both players roll their respective dice pools.

3. CHECK RANGE

Even though *Ranged* attacks may target any space in the attacker’s line of sight, the attacker must roll enough range on his attack roll in order to deal damage to the target. Starting with the space adjacent to the attacker (of his choice), count the number of spaces to the target space. This number is the distance between the spaces. The numbers rolled on the dice are the maximum range of the attack. If the total range obtained from the attack roll does **not equal or exceed** the distance between the spaces, the attack is considered a miss **unless** the range can be increased (see “4. Spend Surges” on page 13).

Example: Jain rolls “3” range on her blue attack die and “2” range on her yellow power die, for a total of “5” range. Since the goblin archer is only two spaces away, there is plenty of range for the attack to hit the target.

COUNTING SPACES

Some abilities require players to count the spaces from a figure to the target of the ability. When counting spaces for attacks and abilities, players ignore any non-obstacle terrain in those spaces (see “Terrain” on page 18). The player just needs to verify that his target is in range for the ability to reach the target. If an ability affects figures within a specified number of spaces, line of sight is not needed unless specifically noted. However, when counting spaces for an ability, players cannot count spaces through a door because the spaces are not considered adjacent.

4. SPEND SURGES

If there are any surge results (♣) obtained during the attack roll, the attacking player may spend these surges on different abilities. Weapons, skills, hero abilities, and items may all have surge abilities for the attacking player to choose from. An attacking monster can spend surges to trigger certain abilities listed on its Monster card (see “Monster Card Anatomy” on page 16).

Each individual ♣ rolled during the attack roll may be spent **once** to trigger surge abilities. Each surge ability may only be triggered once per attack. However, if the attacker has access to two different surge abilities with identical effects, he can trigger both effects if he obtained enough ♣ results.

Up to one unused ♣ may be used by an attacking hero to recover one fatigue. Monsters cannot use a ♣ to recover fatigue.

Note: Surge abilities may only be triggered during attacks unless otherwise specified.

Example: Grisban the Thirsty obtains two ♣ results from his attack roll. His Chipped Greataxe has two different surge abilities that have the same effect (“♣: +1 ♥”). He decides to spend one ♣ from his attack roll to trigger one of the abilities on his Chipped Greataxe. He could trigger the second surge ability to add another “+1 ♥” to his attack, but he would rather recover fatigue. He decides to spend his remaining ♣ to recover one fatigue.

5. DEAL DAMAGE

The target of an attack has the chance to cancel some or all of the damage from the attack. The defending player adds up all the ♠ results in his defense pool. Each ♠ result cancels one damage (♥) from the attack. Any damage not canceled by a ♠ is suffered by the defending figure. Ignore any excess ♠ results.

The defending player tracks the damage by placing damage tokens on his Hero sheet (in the case of heroes) or near the monster figure (in the case of the overlord). If this damage ever equals or exceeds the figure’s Health, the figure is defeated (see “Defeated” on page 15).

Example: Avric Albright attacks a goblin archer on his turn, obtaining three ♥ results from his attack roll. The overlord rolls the defense pool for the goblin archer, obtaining two ♠ results. Since only two ♥ results are canceled, the goblin archer suffers one damage. The overlord player takes one damage token from the supply and places it near the goblin archer’s figure.

Note: Defense dice are used to cancel damage only during an attack. If an ability causes a figure to suffer damage for any other reason, that figure cannot roll defense dice to cancel any of that damage.

ATTACK KEYWORDS

Some abilities are abbreviated on cards through the use of keywords, which are explained below.

BLAST

On a Blast attack, all spaces adjacent to the targeted space are also affected by the attack. The attacker rolls his attack pool once and applies the result to each affected figure, but each affected figure individually rolls its defense pool separately. Only the target space needs to be in range and in line of sight of the attacker. Blast attacks affect both enemy and friendly figures, and a figure can only be affected by Blast once per attack.

PIERCE

On a Pierce attack, the attack ignores a number of ♠ results generated by the defending player (either through their defense roll or other abilities) equal to the rating of Pierce. Pierce from multiple sources are added together, which means that an attack with both “Pierce 1” and “Pierce 2” ignores up to 3 ♠.

REACH

The Reach keyword allows the figure to use a *Melee* attack to target a figure up to two spaces away, rather than only adjacent spaces. The target still needs to be in line of sight.

DAMAGE AND HEALTH

Attacks, skills, and abilities can deal damage (♥) to heroes and monsters. The total amount of damage a hero or a monster can suffer is equal to its **Health** (listed on the Hero sheet or Monster card). When a hero or monster suffers damage equal to its Health, that figure is immediately defeated (see “Defeated” on page 15). Ignore any damage suffered in excess of a figure’s Health.

FATIGUE AND STAMINA

Heroes voluntarily suffer fatigue (♣) in order to use skills or move additional spaces. To suffer fatigue, the player takes the number of fatigue tokens equal to the cost and places them on his Hero sheet. When using skills or moving, a hero may only suffer fatigue up to an amount equal to his **Stamina**. If any other game effect forces a hero to suffer fatigue in excess of his Stamina, he instead suffers damage equal to the excess fatigue that would have been suffered.

Since monsters do not have a Stamina value, if a monster suffers any amount of fatigue, it suffers that amount of damage instead.

Example: Tomble has a Stamina of “5” and has already suffered four fatigue due to various game effects. He would like to use his “Unseen” skill, but this skill has a fatigue cost of “2,” which would take Tomble past his Stamina. As a result, he cannot use the skill. Later, he is struck by Lord Merick’s “Wither” effect, which causes Tomble to suffer two fatigue. He suffers one fatigue and one damage, as the second fatigue would take him past his Stamina value.

RECOVERING DAMAGE AND FATIGUE

When a hero suffers damage or fatigue, the hero player takes the appropriate number of damage or fatigue tokens from the supply and places them on his Hero sheet. If that hero later recovers damage or fatigue, he discards the appropriate number of damage or fatigue tokens from his Hero sheet and returns them to the supply.

COMBAT EXAMPLE



1. Declare weapon and target: Tombale decides to perform an attack. He declares his equipped weapon, which is a *Ranged* weapon, as shown by the icon on the card. Since this is a *Ranged* attack, Tombale may target any space in his line of sight (see "Line of Sight" on page 12). He declares his target to be the master zombie.

3. Check Range: Since this is a *Ranged* attack, Tombale must roll enough range in order to not miss his target. Starting with an adjacent space of his choice, Tombale counts the spaces to his target. His target is three spaces away. He then adds up the range rolled on his attack roll, which is four. Tombale has sufficient range to hit his target.



ATTACK POOL

DEFENSE POOL



2. Roll Dice: After declaring his weapon and target, Tombale creates his attack pool. The dice used for the attack are listed on the chosen weapon's card. The overlord player creates his defense pool for the attack. Because the zombie is a master monster, he references the master section (bottom) of the Monster card. Both players simultaneously roll their dice.



4. Spend Surges: Tombale now has a chance to spend any \heartsuit rolled on the attack roll to trigger any abilities he might have. His weapon card has two abilities listed; " \heartsuit : +1 Range, +1 \heartsuit " and " \heartsuit : Stun." He rolled 1 \heartsuit on his attack roll and decides to spend it to deal +1 \heartsuit on the attack.



5. Deal Damage: Tombale now counts up all \heartsuit rolled on the attack, including any abilities that add additional \heartsuit to the attack. Tombale rolled 3 \heartsuit on his attack roll and spent 1 \heartsuit to trigger an ability that added +1 \heartsuit to the attack, giving him a total of 4 \heartsuit for this attack. The overlord counts up all \shield rolled on his defense roll. He only rolled 1 \shield on his defense roll, canceling 1 \heartsuit from the attack. The master zombie suffers 3 \heartsuit . Since he has 6 Health, he is not defeated by the attack. The overlord places 3 damage tokens near the zombie figure.

DEFEATED

When a hero or monster suffers damage equal to or greater than its Health, it is defeated. Unless specified differently in a given quest, when a monster is defeated, it is simply removed from the map and is no longer in play. When a hero is defeated, he is knocked out.

KNOCKED OUT

When a hero is defeated, he immediately suffers fatigue up to his Stamina, damage up to his Health (if defeated by some other effect), and the controlling player removes his figure from the map, replacing it with one of his hero tokens. The hero player discards any Condition cards he has and the overlord player may immediately draw one Overlord card. A hero cannot use skills or abilities while knocked out, unless an effect specifically allows it.



Heroes cannot suffer fatigue past their Stamina value, nor damage past their Health value—even when knocked out. A knocked out hero cannot receive any Condition cards and is immune to all attacks and most hero abilities.

A space containing a knocked out hero (represented by a hero token) is considered to be empty to other figures for the purposes of movement. In other words, any figure may move through and end its movement in that space. Also, knocked out heroes do not block line of sight.

Unless revived by another hero, a knocked out hero may only perform one action on his next turn, and that action must be to stand back up (see “Stand Up” on page 10).


A knocked out hero may still recover damage from other heroes through the use of skills, potions, and being revived (see “Revive a Hero” on page 10). If a knocked out hero recovers at least one damage, he immediately replaces his hero token with his figure and may perform actions as normal on his next turn.


CONDITIONS


Some abilities and effects have the chance of inflicting conditions, such as Poisoned, upon heroes and monsters. Additionally, some attacks have a  ability featuring a condition (such as Disease, Immobilize, Poison, or Stun). If the attack deals at least 1  (after rolling defense dice), the target suffers the listed condition.


When a hero is affected by a condition, the controlling player takes the corresponding Condition card and places it near his Hero sheet. If a monster is affected by a condition, the overlord player places a condition token next to the monster figure. Refer to the rules on the Condition card for the specific effects of that condition. A figure cannot be affected by the same condition more than once at any given time.

ATTRIBUTES

: Might is a measure of a character's strength, toughness, and his ability to overcome physical obstacles.

: Knowledge is a measure of a character's education, experience, and general intelligence.

: Willpower is a measure of a character's mental constitution, devotion, and discipline.

: Awareness is a measure of a character's dexterity, vigilance, and perception.

KNOCKED OUT HEROES

While monster attacks **cannot** target or affect a knocked out hero, hero players may **only** target a knocked out hero with an ability that would allow the knocked out hero to recover any amount of damage. For this exception, the knocked out hero's hero token is treated as a hero **even if** another figure occupies the space containing the hero token.

TRADING ITEMS


Heroes may give or receive Shop Item cards, Relic cards, and Search cards to or from each other during a move action. At any point during his move action, a hero may trade any number of Shop Item cards, Relic cards, or Search cards with an **adjacent hero**. Trading does not require an additional action or the expense of movement points.

A hero must still wait to equip any cards he receives until the start of his next turn. Heroes cannot trade Class cards (including their starting equipment) with each other. A hero may give another hero a card without receiving one in return; likewise, a hero may receive a card without giving one in return.


CARRYING OBJECTIVE TOKENS

Certain quests allow heroes or monsters to pick up objective tokens. Figures may pick up these objective tokens by performing a special action while adjacent to or in the same space as the objective token. The objective token is then placed on either the Hero sheet (if carried by a hero) or on the monster figure's base (if carried by a monster). While a figure is carrying an objective token, no other figure can pick it up. A figure can drop an objective token in an adjacent space by performing an action. When a figure carrying an objective is defeated, place the token in that figure's space. It may now be picked up by another figure.

HEROIC FEATS

Each hero player has access to a heroic feat as listed on his Hero sheet. These are powerful, once-per-encounter abilities that let hero players do something spectacular. Some heroic feats require an action to perform and are denoted with a . Regardless of when it is performed, a heroic feat can only be performed **once per encounter**. After a hero player performs his heroic feat, he flips his Hero sheet facedown to indicate that it has been used during this encounter. At the start of the next encounter, the hero player flips his Hero sheet so that his heroic feat is available again.

ATTRIBUTE TESTS

Heroes are often required to test attributes at different points throughout the game. All heroes have four attributes listed on their Hero sheets (see “Hero Sheet Anatomy” on page 7). To test an attribute, the hero player must roll **one gray defense die and one black defense die together**. He must roll a number of  equal to or less than his hero's attribute to **PASS** the test. Otherwise, he **FAILS** the test. The card or ability that requires the attribute test will specify a result dependent upon whether the test **PASSED** or **FAILED**.



Lieutenants have attributes and make attribute tests, just like heroes. However, minion and master monsters do not have attributes. If a minion or master monster is required to make an attribute test, it automatically fails the test. Remember, cards or abilities that reference defense dice do **not** apply to attribute tests unless specifically noted.

OVERLORD CARDS

Overlord cards represent the different powers of the overlord and provide an element of surprise to the heroes. The Overlord deck consists of 15 basic Overlord cards. If players use the Epic Play or campaign rules, the overlord player may modify his deck with upgraded cards (see “Spending Experience Points: Overlord” on page 20).

At the beginning of his turn, the overlord player draws one Overlord card. He adds this card to his hand, which is kept hidden from the hero players. There is no cost to play an Overlord card and no limit to how many cards the overlord player can play during his turn.

Each card specifies when it may be played. Two Overlord cards with the same name cannot be played on the same target in response to the same triggering condition. After resolving the effects of an Overlord card, place it faceup in the discard pile.

Example: During his turn, the overlord player decides to activate his zombie monster group. After moving one of his zombie figures, he plays “Frenzy” on that figure, which reads “Play this card on a monster during your turn.” The overlord player cannot play an additional “Frenzy” on that particular zombie during his turn. However, he may play another “Frenzy” card on a different zombie during his turn.

In certain quests, the overlord player may discard Overlord cards to trigger special abilities. Refer to the text in the Quest Guide for any special abilities related to the quest.

The overlord player has no hand limit for Overlord cards. When the overlord player draws the last card from his deck, he simply shuffles the discard pile to create a new deck.

MONSTERS

Monsters are the overlord’s primary weapon against heroes and the tools used to complete his objective. Each type of monster has a Monster card associated with that monster type. Monsters are placed and activated in GROUPS. The size of the monster group is determined by the number of heroes in the game. Each Monster card lists the number of monsters in a group based on the number of heroes. **All monsters of a given type are considered to be part of the same monster group.** Any game effect that affects a monster group affects each monster within that group.

For each monster type in the game, there are two different varieties: minions and masters. Minions are represented by tan monster figures and are the basic monsters. Master monsters are represented by red monster figures and are more powerful than minions. Monster cards list the information for both minion and master monsters of each monster type.

Unless playing a campaign or Epic Play, always use Act I Monster cards.

LARGE MONSTERS

Some monster figures occupy more than one space on the map. These are known as LARGE MONSTERS. When determining movement for large monsters, the overlord player chooses one of the spaces that the monster occupies and counts movement from the chosen space as if the figure occupied one space. When the monster ends (or interrupts) its movement, the overlord player places the large monster figure so that one of the spaces its base occupies includes the space where the monster ended its movement. The monster may change the orientation of its base relative to its starting position, but if the monster cannot fit its entire base on the map, then it cannot end (or interrupt) its movement in that space.



The monster is only considered to have entered the one space in which it ended its movement. In other words, large monsters “shrink” to move as if they were normal-sized monsters, then “expand” again when they are done moving.

When large monsters enter a space containing terrain, they are affected just like any single-spaced figure. When large monsters end their movement and their bases are placed on terrain that they did not move through, refer to the individual terrain rules for what effects, if any, apply to the large monster.

For an example of large monster movement, see “Large Monster Movement” on page 17.

MONSTER CARD ANATOMY



MONSTER CARD FRONT

MONSTER CARD BACK

- Characteristics:** The top of the card lists the characteristics (Speed, Health, and Defense) of the minion monster. The bottom of the card lists the same information for the master monster.
- Abilities:** This area lists any abilities the monster has. The minion monster abilities are listed in the yellow box near the top of the card and the master monster abilities are listed in the red box near the bottom of the card.
- Dice:** This area shows the dice types used when the monster performs an attack. The dice for the minion monster are listed above the art and the dice for the master monster are listed under the monster name.
- Attack Type Icon:** This icon shows the type of attack (*Melee* or *Ranged*) the monster has.
- Monster Name:** This area lists the name of the monster.
- Act Icon:** This icon shows the Act (I or II) in which the Monster card is used.
- Trait Icons:** This area in the upper corners of the card back lists the monster trait icons.
- Ability Rules:** This area explains the full details of the monster’s abilities.
- Monster Group:** This section displays the monster group limit, depending on the number of heroes playing (see Quest Guide). The number of heroes is represented by the gray silhouettes. The yellow box shows the number of minion monsters in the group, and the orange box shows the number of master monsters.



LARGE MONSTER MOVEMENT

1. The overlord player has just attacked Widow Tarha with his master ettin. He then decides to move the ettin.
2. The ettin has a Speed of “3,” so the overlord player chooses a space occupied by the ettin to count movement from and counts three spaces. With the ettin out of the way, the overlord may now move his shadow dragon into a space adjacent to Tarha.
3. The shadow dragon also has a Speed of “3,” so the overlord counts three spaces from one of the spaces the shadow dragon occupies (of his own choice) and, with the ettin now in the other corner of the tile, there are enough free spaces for the shadow dragon to end its movement adjacent to Widow Tarha.

LIEUTENANTS

Lieutenants are powerful characters controlled by the overlord player. The Quest Guide specifies which, if any, lieutenant to use and any special rules concerning the lieutenant in that particular quest. Lieutenants are represented on the map by lieutenant tokens, but they are treated as monster figures for all purposes—including figure activations, unless specified otherwise. Lieutenants have attributes and perform attribute tests, just like heroes. Like Monster cards, Lieutenant cards also list the dice used when lieutenants attack or defend. Each lieutenant is treated as its own monster group.

FAMILIARS

Some hero abilities and class skills give heroes control over creatures known as FAMILIARS. These familiars are represented by a token on the map and cannot be targeted or affected by any attack (unless otherwise noted, see “Familiars Treated as Figures” on page 18).



FAMILIAR TOKEN

A hero player may activate each familiar his hero controls **once** during his hero turn (either before or after resolving all of his hero’s actions). Activating a familiar **does not** require an action, but it may not interrupt any other action. Essentially, a hero player with a familiar must choose whether to activate his hero first or his familiar first. Regardless, both may be activated during his turn.

When activated, a familiar may perform a move action following the same rules as heroes. Familiars treat any special terrain (other than obstacles) as water during their movement. The familiar may perform additional types of actions during its activation, as noted on its Familiar card. These additional actions, unless otherwise noted, may be performed in addition to the move action and may interrupt the move action in a way similar to hero move actions. If no such other actions are noted, then all the familiar can do on its turn is move up to its Speed value.

Normally, a space containing a familiar does not block line of sight or movement, unless otherwise noted on its Familiar card. Any figure may end its movement in a space with a familiar. Likewise, a familiar may end its movement in a space containing a figure.

Example: During her turn, Widow Tarha decides to activate her Reanimate before her activation. Tarha moves the Reanimate up to its Speed of “3,” attacks a barghest, and then proceeds with her activation.

LIEUTENANT CARD ANATOMY



LIEUTENANT CARD FRONT

LIEUTENANT CARD BACK

1. **Name:** This area lists the name of the lieutenant.
2. **Attributes:** This area lists all the attributes for the lieutenant (Might, Knowledge, Willpower, and Awareness).
3. **Abilities:** This area lists all the abilities for the lieutenant.
4. **Characteristics:** This area lists the characteristics (Speed, Health, and Defense) of the lieutenant. The lieutenant’s characteristics differ depending on the number of heroes playing (represented by the gray silhouettes).
5. **Attack Type Icon:** This icon shows the type of attack (*Melee* or *Ranged*) the lieutenant has.
6. **Dice:** This area lists the dice use by the lieutenant when performing an attack.
7. **Act Icon:** This icon shows the Act (I or II) in which the Lieutenant card is used.
8. **Ability Rules:** This area explains the full details of the lieutenant’s abilities.

FAMILIARS TREATED AS FIGURES

Some familiars, such as the Reanimate, are treated as figures (as indicated by its Familiar card). These familiars block line of sight and movement, but are considered friendly figures for hero movement. They may be targeted and affected by monster attacks, hero abilities, and Overlord cards that target a hero. Similar to monsters, if they are required to make an attribute test, they automatically fail. Unlike normal familiars, these types of familiars are susceptible to the effects of terrain during their movement and may be affected by conditions. When a familiar is defeated, remove it from the map.

TERRAIN

Some spaces on the map have a terrain type as defined by the color-coded line around the space or spaces. These spaces have effects on gameplay as listed below. Sometimes a colored line will surround multiple spaces. All spaces surrounded by a colored line follow the rules for that terrain type. Examples of the artwork are also listed below. Many map tiles also feature artwork that does not directly affect gameplay. All spaces on a map tile that are not surrounded by a specific colored line as listed here are treated as normal spaces regardless of the artwork.

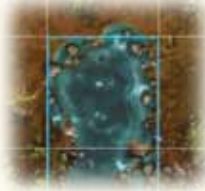
OBSTACLES

Obstacles are defined by a red line surrounding their spaces. These spaces are treated as blocked spaces; they block movement and line of sight.



WATER

Water spaces are defined by a blue line surrounding them. A space containing water costs two movement points to enter (instead of the normal cost of one). Any figure entering a water space must spend two movement points to enter or it cannot enter that space. When a large monster ends its movement adjacent to a water space, it may freely place its base in the water spaces without suffering any movement penalty.



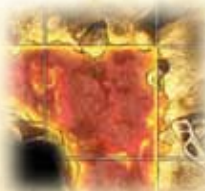
PIT

Pit spaces are defined by a green line surrounding them. If a figure enters a space containing a pit, that figure falls into the pit, suffers two damage, and ends its move action. A figure in a pit only has line of sight to adjacent figures, and only adjacent figures have line of sight to a figure in a pit. While in a pit, the only action the figure can perform is a special action to climb out of the pit. After performing one action to climb out of the pit, place the figure in the closest available empty adjacent space of the controlling player's choice. Figures cannot jump over a pit space. **Large monsters are only affected by pits if they end their movement and all spaces they occupy are pit spaces.**



LAVA

Lava spaces are defined by a yellow line surrounding them. A figure entering a space containing lava immediately suffers one damage. Any figure that ends its turn in a lava space is immediately defeated. Heroes that are defeated in this way place their hero token in the nearest empty space (from where they were defeated) that does not contain lava. A large monster is immediately defeated only if all spaces it occupies are lava spaces.



QUESTS

The Quest Guide contains 20 unique quests. Sixteen of these quests may be played individually, each in a single game session. The special **Interlude** and **Finale** quests in the Quest Guide can only be played as part of the campaign (see "Campaign Rules" on page 19) and are not intended to be played as single game sessions.

Each quest has a unique map setup, as well as rules specific to that quest. Most quests include multiple parts known as **ENCOUNTERS**. Each encounter within a quest has its own map layout, rules, and objectives. The Quest Guide lists the objectives for both the hero players and the overlord player. When one side completes its objective, the quest immediately transitions to the next encounter, or ends if the players are already on the last encounter.

When players transition from one encounter of a quest to another, they perform the following steps:

- Heroes keep all damage suffered during Encounter 1.
- Heroes recover all fatigue suffered during Encounter 1.
- Heroes keep all conditions they had at the end of Encounter 1.
- Each hero player flips his Hero sheet faceup.
- Heroes keep all search cards; any flipped cards remain flipped.
- Any knocked out heroes may perform a stand up action for free.
- The overlord player keeps his current hand of Overlord cards.
- Players disassemble the map for Encounter 1 and refer to the Quest Guide in order to set up the map for Encounter 2.

The last encounter of a quest ends when one side meets the victory condition.

TWO-PLAYER GAME

In a two-player game, the hero player controls two heroes. Each hero takes his turn independently and is treated as if he is an individual hero controlled by a different player. The only difference is that the same player makes all decisions for both heroes.

THE GOLDEN RULES

There are a few very important rules that players should always keep in mind when playing *Descent: Journeys in the Dark Second Edition*. These rules are as follows:

- Many quest rules listed in the Quest Guide come in direct conflict with the rules found in this rulebook. The quest rules listed in the Quest Guide take precedence over the rules in this rulebook. Furthermore, some cards and abilities will come in direct conflict with rules found in this rulebook and the Quest Guide. Cards and abilities take precedence over both the Quest Guide and this rulebook.
- Timing conflicts may arise when two or more players wish to use an ability with the same triggering condition. In these situations, the current player (the player who is currently taking his turn) decides the order in which the abilities are resolved.
- Players are not always limited by the number of damage, fatigue, or condition tokens found in the game. If players run out, they may use coins, beads, or any other suitable replacements.

ADVANCED RULES

Players now have a basic understanding of how to play *Descent: Journeys in the Dark Second Edition* and may now begin playing the game. The following section contains advanced rules such as Epic Play and campaign rules to enhance the game.

EPIC PLAY

This optional rule is for players who wish to access high level Class, Shop Item, and Overlord cards outside of a campaign setting. When using this option, all players must agree upon a **POWER LEVEL** (listed below) after choosing a quest. For rules on spending experience points, see “Spend Experience Points” on page 20.

Basic Level: Follow normal setup.

Advanced Level: Each hero receives 3 experience points worth of Class cards and 150 gold worth of Act I Shop Item cards (of their choice—heroes may share gold). The overlord receives 4 experience points worth of Overlord cards.

Expert Level: Each hero receives 6 experience points worth of Class cards and 250 gold worth of Act I or Act II Shop Item cards (of their choice—heroes may share gold). The overlord receives 8 experience points worth of Overlord cards. The overlord uses his Act II Monster and Lieutenant cards.

CAMPAIGN RULES

This section describes the rules for playing the quests in a series as part of a larger campaign.

CAMPAIGN OVERVIEW

The twin baronies of Rhynn and Carthridge lie on the outskirts of Terrinoth, far from the Free Cities. Baron Greigory often hosts his friend and ally, Baron Zachareth, at his seat in the capital city of Arhynn, and, over the years the two baronies have aided one another in times of both war and peace. But now, both baronies are in peril. Monsters stalk their forests and mountains, moving with more purpose and coordination than ever before. A new Overlord is rising, a wicked and dangerous foe, hidden in the shadows, manipulating events according to his master plan. If the Overlord isn't stopped, Rhynn and Carthridge alike will fall into darkness, and the rest of Terrinoth will soon follow. Fortunately, a small group of heroes are on the road to Arhynn...

Descent: Journeys in the Dark Second Edition is designed to be played through the course of a campaign over several sessions. The campaign follows the adventures of a dedicated group of heroes as they oppose the malevolent overlord through a series of quests. After each quest, the heroes and the overlord receive rewards (such as skills, items, Overlord cards, or relics) based on their performance during that quest, which can help them in future quests. The entire campaign is played over two Acts and builds to a dramatic and exciting finale where the ultimate victor is determined!

This core set of *Descent: Journeys in the Dark Second Edition* features a campaign entitled “The Shadow Rune,” which is described in detail in the included Quest Guide. A complete campaign of “The Shadow Rune” is played over nine separate quests and will take approximately 20 hours of gameplay to complete.

STARTING A NEW CAMPAIGN

To start a new campaign, the players must assign roles for the campaign. One player takes the role of the overlord. The other players take the roles of the heroes. This process is identical to the rules described in “Setup” on page 4, with exceptions as noted here. It's important to note that the choices the players make now are permanent for the duration of the campaign. Make sure that each player is happy with his choice before proceeding, because choosing heroes and classes is only performed at the start of the campaign. If players cannot agree on which roles to play, randomly determine roles.

New campaigns begin at Basic Level. The heroes have only the basic skill and starting equipment for their class, and the overlord has only his basic Overlord deck. Note that during the Choose Skills step of setup, hero players do not return their Class deck to the box. Each hero player should keep his Class deck facedown in his play area; he'll continue to choose new skills from this deck as the campaign progresses.

THE SHOP ITEM DECK

At the beginning of a new campaign, separate the Shop Item deck into two piles: Act I and Act II. Place the Act II Item cards back in the game box. They will not be needed until the campaign moves into Act II (see “Act II” on page 22).

MONSTERS & LIEUTENANTS

At the beginning of a new campaign, separate the Monster and Lieutenant cards into two piles: Act I and Act II. Place the Act II cards back in the game box; they will not be needed until the campaign moves into Act II (see “Act II” on page 22).

CAMPAIGN MAP

The last page of the Quest Guide features a map of the land where the campaign takes place. Each quest location is labeled on the map connected by paths that the heroes use to travel. Each path has an icon representing what type of travel event might happen while traveling on that path (see “Travel” on page 22).

QUESTS IN A CAMPAIGN

After player roles, heroes, and classes have been selected, players set up the first quest, labeled “First Blood” in the Quest Guide. The introduction quest is short, relatively simple, and is an ideal way for new players to learn the game. The first quest, and each quest thereafter, is played exactly as normal with few exceptions. However, after each quest, players gain rewards that they may use to customize or modify their hero or deck.

ENDING A SESSION

Since a campaign can take up to 20 hours to complete, it is intended to be played over the course of several game sessions. When the time comes to end the current session, players should record all important information on the Campaign sheet (see “Record-Keeping and Storage” on page 21). A good time to end a session is after the Shopping step of the Campaign phase (see “The Campaign Phase” on page 20).

THE CAMPAIGN PHASE

After each quest of a campaign, there is a Campaign phase during which players may make decisions on how to upgrade their heroes and prepare for the next quest. It is important to note that most quests have two encounters and the Campaign phase does not take place until the entire quest is finished. During the Campaign phase, all players may spend experience points to enhance their abilities. Also, the heroes may visit the shop in Arhynn to purchase new equipment. The following steps are performed during each Campaign phase.

1. **Receive Gold from Search Cards:** Record the total gold value of every Search card the heroes acquired over the course of this quest on the Campaign sheet (even if the Search card was used during the quest). Then **return all Search cards to the deck** (even if the heroes didn't use their abilities). The heroes are assumed to sell their newly discovered treasures in Arhynn.
2. **Cleanup:** All heroes recover all damage and all fatigue. The overlord combines his draw and discard pile into one deck. All Condition cards are discarded, all effects end, the map is disassembled, and the quest is generally cleaned up as the players prepare for the next one.
3. **Receive Rewards:** The overlord player and hero players each receive one experience point, regardless of who won the quest (as listed in the Quest Guide). Record this on the Campaign sheet. The winner of the quest receives additional rewards as noted in the Quest Guide.
4. **Spend Experience Points:** Players may spend any experience points they have earned at this time. Experience points are spent on new skills for heroes and new Overlord cards for the overlord.
5. **Shopping:** Hero players may spend any gold they have acquired to purchase new Shop Item cards (see "Shopping" on page 20).
6. **Choose Next Quest:** The winner of the quest chooses which quest, from those available, will be played next (see "Choose Next Quest" on page 21).
7. **Set Up Quest:** The players begin setting up the next quest following the standard rules for setting up a quest. The overlord player should remember to shuffle his Overlord deck, including any new cards just purchased, to create a new deck before drawing his starting hand.
8. **Travel:** Heroes travel to the next quest location and then play the next quest (see "Travel" on page 22).

SPEND EXPERIENCE POINTS

As heroes complete quests, they acquire experience points (XP), which are a measure of how much they have learned in their travels. As they accumulate experience, heroes become more powerful by gaining access to new (and more powerful) hero skills. The overlord, too, grows in his dark power as he learns from his own experiences, uncovering deadly new spells and developing dangerous new tricks and traps.

Every player gains one experience point at the end of each quest, as detailed under the "Receive Rewards" step. During the Campaign phase, each player may choose to spend experience points to purchase upgrades. The details of this process vary depending on whether the player is a hero player or the overlord player. Experience points are not transferable—players cannot pool their resources together to purchase an expensive skill for one of them.

SPENDING EXPERIENCE POINTS: HEROES

A hero may spend experience points to purchase new hero skills from his Class deck. His first skill from that deck, his basic class skill, is always free. Other skills have their experience point cost listed on the Class card on the experience icon in the upper right corner. When a character purchases a new skill, he deducts the amount of experience points (as shown on the Class card) from his total, records it on the Campaign sheet, and places the Class card near his Hero sheet. He can then use that skill in all future quests he undertakes over the course of the campaign.

Players are not required to spend all (or any) of their experience points during the Campaign phase. They may save experience points in order to purchase more expensive skills during a future Campaign phase. A hero may purchase any number of skills during this phase, as long as he has enough experience points to purchase them.

SPENDING EXPERIENCE POINTS: OVERLORD

Like the hero players, the overlord may spend experience points to purchase new abilities. In the overlord's case, he may purchase new cards for his Overlord deck. When he purchases a new card, that new card is added to his deck and the overlord records the experience points he spent on the Campaign sheet. Cards that have not been purchased are returned to the game box to avoid confusing the supply of available Overlord cards with the current overlord deck.

There are three different classes of upgraded Overlord cards; Warlord, Saboteur, and Magus. Within each class, there are three levels of cards available to the overlord player (such as "Warlord 1" or "Magus 3"). Level 1 cards cost one experience point, level 2 cards cost two experience points, and level 3 cards cost three experience points. Level 1 cards are always available for the overlord player to purchase. In order to purchase a level 2 card, the overlord player must first currently have two Level 1 cards **of that class in his deck**. He must have three cards of a class in his deck (which can be any combination of Level 1 and Level 2 cards) before purchasing a level 3 card of that class. Unlike heroes, the overlord may purchase cards from multiple classes. Universal cards are always available for purchase.

The overlord is not required to spend all (or any) of his experience points during the Campaign phase. He may save experience points and use them during a future Campaign phase. The overlord player may purchase any number of Overlord cards during this phase, as long as he has enough experience points to purchase each one.

Before each quest (but not each encounter), the overlord player may choose to temporarily remove a number of cards from his deck in order to optimize his strategy for the quest. This is done in secret so the hero players do not know which cards the overlord player has removed. He must keep a deck of at least 15 Overlord cards for each quest. Any removed cards are set aside for the duration of the quest. After the quest ends, return any removed cards to his deck of Overlord cards.

SHOPPING

In addition to experience points, gold is the other major way that heroes improve their capabilities. Heroes earn gold from Search cards during the quests, and they may also receive gold as a reward for certain quests.

Heroes share their gold, meaning they collectively have a single pool of gold from which to purchase new equipment for heroes; the hero players may distribute this equipment among the heroes however they want. Heroes are not required to spend all their gold during the Campaign phase; they can keep any amount of their gold and spend it during a future Campaign phase.

After each quest, the heroes visit the shop in Arhynn to see what it has in stock. Shuffle the Shop Item cards and reveal one Shop Item card per hero, plus one additional card (see “Shop Item Card Anatomy” on page 11). The Shop deck is determined by the current act. Act I cards are used until players have completed the Interlude, at which point players switch to Act II cards (see “Act II” on page 22).

The hero players may choose to purchase as many or few of these items as they want and can afford (or none at all, if they cannot afford or do not want any of the cards revealed in this way).

Shop Item cards that the heroes purchase are removed from the common play area and added to the cards carried by one of the heroes. Hero players must then subtract the gold spent from the Campaign sheet. After the heroes are done shopping, shuffle the unpurchased Shop Item cards back into the Shop Item deck.

Example: Andrew, Beth, Colin, and Daphne are hero players. During the Campaign phase, they elect to go shopping. They shuffle the Act I Shop Item deck and deal out five items: Leather Armor, Sling, Iron Battleaxe, Iron Spear, and Lucky Charm. They collectively decide to buy the Iron Battleaxe (for 100 gold), the Leather Armor (for 75 gold), and the Lucky Charm (for 100 gold). They subtract 275 gold from their remaining supply on the Campaign sheet, claim these Shop Item cards, and distribute their purchases among themselves.

SELLING BACK ITEM CARDS

While shopping, heroes may sell Shop Item cards back to the shop. The heroes receive half the value of any individual Shop Item card sold back to the shop in gold, rounding down to the closest multiple of 25 gold. Starting equipment may be sold back as well for the price of 25 gold each.

A Shop Item card that is sold back is shuffled back into the its corresponding Shop Item card deck. Return sold Starting equipment to the game box since it will not be used again during this campaign. Heroes cannot sell relics back to the shop.

TRADING ITEMS

During the Campaign phase, heroes may freely exchange their Shop Item cards among themselves. They may do this at any time until the next quest begins, except during travel.

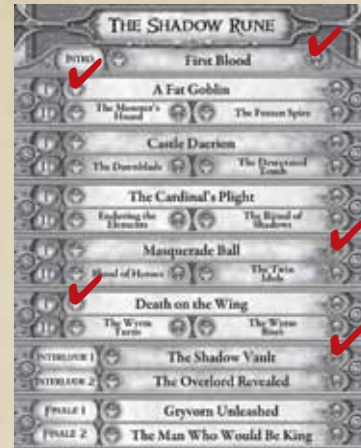
Note: Heroes cannot trade starting equipment. However, they may sell these cards, as described above.

CHOOSE NEXT QUEST

After spending experience points and shopping, players now select the next quest. In most cases, the winner of the previous quest will choose the next quest from among those available to them (see “Record-Keeping and Storage” on page 21). Quests are divided into Act I and Act II quests, and the players must choose a quest from the current Act. A single campaign consists of nine quests as follows:

- The Introduction
- Three Act I quests
- The Interlude
- Three Act II quests
- The Finale

RECORD-KEEPING AND STORAGE



THE SHADOW RUNE QUEST LOG

Included in this game is a pad of Campaign sheets with which you can track the results of “The Shadow Rune” campaign.

As players complete quests, they mark who won each quest on the quest log side of the Campaign sheet. All Act I quests correspond with certain Act II quests, and the winner of the Act I quest will determine which of the Act II quests are available for the players to choose during Act II of the campaign. The Act II quests listed on the left side of the Quest Log are quests available if the heroes won the corresponding quest in Act I. The Act II quests listed on the right are available if the overlord won the Act I quest. If a certain Act I quest was not played during the campaign, it is considered to be won by the overlord for purposes of choosing the corresponding Act II quest.

Example: The Quest Log above shows a campaign in progress, which is now in Act II. The overlord player is choosing a quest in the Campaign phase. Since the heroes won “A Fat Goblin” during Act I, “The Monster’s Hoard” is available to choose during Act II. “The Frozen Spire” is not available during Act II.

The Interlude and Finale quests are determined by how many quests the heroes and overlord win during Act I and Act II (see “Interlude” on page 22 and “Finale” on page 22).

Between sessions, players should use plastic bags to keep their components organized and separated. Keeping them stored this way will help players remember which cards are currently in play, or have been purchased by each hero and the overlord.

After choosing the quest, set it up and play through it as described in the Quest Guide. This is followed by another Campaign phase, after which the players choose the next quest.

In “The Shadow Rune” campaign, there are twice as many quests in Act II as presented in Act I. The winner of each Act I quest determines which of the two corresponding Act II quests is available (see “Record-Keeping and Storage” on page 21). It’s important to note that, for the purposes of determining which Act II quest is available, any Act I quest that the heroes did not attempt is assumed to have ended in an overlord victory.

TRAVEL

Heroes must travel to new locations in order to undertake quests. All travel is done by referencing the campaign map on the back page of the Quest Guide. After choosing and setting up the next quest, players perform the travel step. **Heroes always begin the travel step at Arhynn** and must follow a continuous path to the chosen quest location shown on the campaign map. After completing a quest, heroes are assumed to travel back to Arhynn with more caution and less haste, so no travel step is necessary.

Before travel begins, the overlord player may customize his deck. He then draws his starting hand of Overlord cards—one card per hero. These cards are not played during the travel step, but may be affected by certain events. These Overlord cards are the overlord player's starting hand for the upcoming quest, so he does not draw any additional cards at the beginning of the quest.

Each quest location is labeled by name on the campaign map and is connected by paths with travel icons on them. When traveling along a path, players must stop at each travel icon. For each travel icon the heroes stop at along their way to a location, the overlord player must draw one Travel Event card. He checks for the matching event icon and resolves the event. If the event icon that matches the icon on the map has no event, the card is discarded, and the heroes continue traveling. If the matching event icon has an event listed, the heroes must resolve the event before continuing to the next location. Some events include choices for the heroes to make. All hero players must agree when making any choices listed on the card. Any damage, fatigue, or condition the heroes suffer from events is carried over to the quest.

Example: The heroes are traveling to the Castle Daerion quest. The first icon on their path is the road icon. The overlord player draws one Travel Event card and reads the event corresponding to the road icon. After resolving the event, the Event card is discarded and another Travel Event card is drawn. Looking at the map, the heroes see that the next icon on their path is another road. The overlord reads and resolves the event corresponding to the road icon on the new Travel Event card drawn. After resolving the second Travel Event card, the heroes have reached the location of their quest, and the travel step is complete.

RELICS

Relics are a special type of item that are unique to the campaign. Except as noted here, relics follow all the normal rules for items. Relics are not Shop Items and may never be purchased or sold; they are only given as quest rewards or by special rules for a quest.

Relic cards are double-sided with different versions of the relic on each side; there is one version of a relic for the heroes to use and another for the overlord. If the heroes have a relic, it is placed with its hero side faceup and functions just like a Shop Item card. If the overlord has the relic, it is placed with its overlord side faceup.

The overlord version of a relic may be wielded by any lieutenant, and this is the only way the relic's abilities can be used by the overlord. If the overlord has no lieutenant in a given quest, or if he opts to leave his relic behind (see below), he receives no benefit for the relic's abilities. Each lieutenant can wield only one relic.

During the setup step of each quest, the overlord chooses which relic (if any) each of his lieutenants wields during the quest. Place the chosen Relic card next to the Lieutenant card. If the relic is not wielded by a lieutenant, the overlord keeps the card near his Overlord deck and its abilities are ignored during this quest. If a lieutenant wielding a relic is defeated during a quest, the abilities of that relic are ignored for the remainder of the quest but the overlord keeps the relic.

INTERLUDE

The Interlude is a special quest that marks the transition from Act I to Act II of the campaign. It is considered to be an Act I quest. After completing three Act I quests, the Interlude must be chosen as the next quest.

There are two different Interlude quests. If the heroes have won **at least two** of the Act I quests (not including the Introduction), then the players must choose "The Shadow Vault" as the Interlude quest. If the overlord has won **at least two** of the Act I quests, then the players must choose "The Overlord Revealed" as the Interlude quest. Refer to the Quest Guide for detailed instructions.

Except as noted here and in the Quest Guide, the Interlude is a normal quest and plays just like any other quest. Some Interludes have only one encounter, rather than the typical two encounters.

ACT II

After completing the Interlude, the campaign transitions to Act II. From now on, players choose quests from among the Act II options and prepare themselves for the Finale.

Immediately after completing the Interlude, follow these steps:

1. Return the Act I Monster and Lieutenant cards to the box and retrieve the Act II Monster and Lieutenant cards. From now on, all monsters and lieutenants use their Act II characteristics.
2. Hero players now have a chance to visit the shop and purchase any Act I Shop Item cards. Deal out all remaining Act I Shop Item cards faceup. The hero players may purchase any number of Act I Shop Item cards they are able to afford.
3. Return all unpurchased Act I Shop Item cards to the game box and retrieve the Act II Shop Item cards. From now on, use the Act II Shop Item cards. Act I Shop Item cards currently in possession of the heroes are unaffected. Any Act I Shop Item card sold by the heroes during Act II is returned to the box.

After completing three Act II quests, it is time for the Finale. Players resolve one Campaign phase as normal and then the heroes travel to the Finale quest to determine the ultimate winner of the campaign!

FINALE

The campaign ends in an exciting quest known as the Finale. The Finale is played after completing three Act II quests. Similar to the Interlude, there are two different possible Finale quests. If the heroes have won **at least two** of the Act II quests, then the players must choose "Gryvorn Unleashed" as the Finale quest. If the overlord has won **at least two** of the Act II quests, then the players must choose "The Man Who Would be King" as the Finale quest.

Pay special attention to the setup instructions for the Finale; it often refers to each of the completed Act II quests and may also refer to various game states that are an extension of the overall campaign—such as which side controls a certain relic—rather than the outcome of a single quest. **Any Act II quest that the heroes did not attempt is assumed to have ended in an overlord victory** for the purposes of determining the setup of the Finale quest.

Heroes and overlord alike are well advised to spend as much gold and as many experience points as they can during the Campaign phase before the Finale. They will not get another chance!

Whoever wins the Finale wins the whole campaign!

INDEX

Adjacent Spaces	10
Advanced Rules	19
Attack	9
Attack Keywords.....	13
Attributes	15
Attribute Tests.....	15
Campaign Phase	20
Choose Next Quest	21
Shopping.....	20
Spend Experience Points	20
Travel.....	22
Campaign Rules.....	19
Act II	22
Ending a Session.....	19
Finale.....	22
Interlude	22
Record-keeping and Storage	21
Relics	22
Class Card Anatomy	8
Combat	12
1. Declare Weapon and Target.....	12
2. Roll Dice	12
3. Check Range	12
4. Spend Surges.....	13
5. Deal Damage.....	13

Combat Example	14
Conditions	15
Damage and Health.....	13
Defeated.....	15
Knocked Out.....	15
Dice	11
Empty Spaces	9
Epic Play	19
Equipment	11
Familiars	17
Fatigue and Stamina.....	13
Hero Archetypes.....	4
Hero Sheet Anatomy.....	7
Hero Turn in Detail.....	8
Lieutenant Card Anatomy.....	17
Lieutenants	17
Line of Sight	12
Monster Card Anatomy.....	16
Monsters	16
Large Monster Movement	17
Large Monsters	16
Move.....	8
Movement Example	9
Open or Close a Door.....	10
Overlord Cards	16
Overlord Turn in Detail.....	10

Playing the Game.....	7
Hero Turn Summary.....	7
Overlord Turn Summary.....	8
Winning the Game.....	8
Quests.....	18
Recovering Damage and Fatigue.....	13
Rest	9
Revive a Hero	10
Search.....	10
Search Card Anatomy	10
Setup.....	4
General Setup.....	4
Hero Setup.....	5
Overlord Setup.....	5
Setup Diagram	6
Shop Item Card Anatomy.....	11
Stand Up	10
Terrain.....	18
Two-player Game	18
Use a Skill	9

CREDITS

Game Design: Adam Sadler and Corey Konieczka with Daniel Lovat Clark

Game Design for *Descent: Journeys in the Dark First Edition*: Kevin Wilson

Producer: Adam Sadler

Creative Content Development: Daniel Lovat Clark, Brady Sadler, and Andrew Meredith

Editing and Proofreading: Steven Kimball, Scott Lewis, Mark Pollard, Brady Sadler, and Sarah Sadler

Graphic Design: Dallas Mehlhoff with Chris Beck, Shaun Boyke, Brian Schomburg, Michael Silsby, WiL Springer, and Adam Taubenheim

Cover Art: Alex Aparin

Map Tile Art: Henning Ludvigsen

Interior Art: Devon Cady-Lee, Sylvain Deceaux, Tod Gelle, Charlene Le Scanff, Allison Theus, and Sandara Tang

Managing Art Director: Andrew Navaro

Art Direction: Zoë Robinson with Kyle Hough

Production Management: Laura Creighton and Eric Knight

Executive Game Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Alan Alexander, Brad Andres, Justin Ankeney, Tanner Bain, Jaffer Batica, Andrew Bausan, Deb Beck, Andy Blakemore, Pedar Brown, Ryan Cruz, Dana Childress, Kat Clark, Jeannine Duncan, Andrew Fischer, Michaela Fischer, David Gagner, Chris Gerber, Jared Gilbert, Molly Glover, John Goodenough, Scott Hankins, Eric Hanson, Eric Harshbarger, Dave Hensley, Mark Herscher, Jesse Hickle, Michael Hollingsworth, Heath Hopkins, Sally Hopper, Chris Hosch, Kyle Hough, Ben Hutching, Thom Jackson, Stephen Kalmas, Jeff Koenig, Rob Kouba, Alex Langer, Andrew Liberko, Lukas Litzinger, Martin Lux, Mike Marcotte, Mack Martin, Tom Mason, Chris Mayfield, Jason McCord, Nicholas Mendez, Timo Meyer, Dan Millard, Becky Millard, Brian Mola, Raimund Ruppel, Jay Paul, Mark Pollard, Thaad Powell, Amanda Rasinski, Zoë Robinson, Matt Running, Sarah Sadler, Johnathon Sanders, Christoph Schnorpfeil, Brian Schomburg, Christopher Seefeld, Robert Shirah, Doug Simon, Dan Slotman, William Stephens, Charlie Stephenson, Sam Stewart, Mark Tanis, Adam Taubenheim, Aubrey Tauer, Dominic Tauer, Mason Thornberg, Jenna Thomlinson, Matthew Troxel, John Van Geest, Zach Wageman, Ross Watson, Christian Williams, Lynell Williams, Tim Williamson, Nik Wilson, Amanda Yackel, Steven Yackel

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GENERAL SETUP

1. Choose Quest
2. Assemble Map
3. Choose Player Roles
4. Prepare Tokens
5. Assemble Search Deck and Condition Cards

HERO SETUP

1. Take Activation Cards and Hero Tokens
2. Choose Heroes
3. Choose Classes
4. Choose Skills
5. Place Heroes

OVERLORD SETUP

1. Choose Monsters
2. Perform Quest Setup
3. Create Overlord Deck
4. Draw Overlord Cards

COMBAT

1. Declare Weapon and Target
2. Roll Dice
3. Check Range
4. Spend Surges
5. Deal Damage

ATTACK KEYWORDS

Blast: On a Blast attack, all spaces adjacent to the targeted space are also affected by the attack. Only 1 attack roll is made for this attack, but all affected figures make separate defense rolls.

Pierce: On a Pierce attack, the attack ignores a number of ♥ generated by the defending player (either through defense dice or other abilities) equal to the rating of Pierce.

Reach: The Reach keyword allows the controlling player to attack targets up to 2 spaces away, rather than only adjacently. The attacker must still have line of sight to the target.

CONDITIONS

Any attack with a ✂ ability featuring Disease, Immobilize, Poison, or Stun follows these rules:

If the attack deals at least 1 ♥ (after rolling defense dice), the target suffers the listed condition.

THE CAMPAIGN PHASE

After each quest during a campaign, players perform the following steps:

1. Receive Gold from Search Cards
2. Cleanup
3. Receive Rewards
4. Spend Experience Points
5. Shopping
6. Choose Next Quest
7. Set Up Quest
8. Travel

CAMPAIGN OVERVIEW

A campaign consists of the following:

- The Introduction
- Three Act I quests
- The Interlude
- Three Act II quests
- The Finale

