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Peter (Universal Head)

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DESCENT

JOURNEYS IN THE DARK
SECOND EDITION

SETUP

Choose a **quest** from the *Quest Guides*, and assemble the map as shown in the quest's *Encounter 1* diagram, including any doors. Choose a player to be the **overlord**.

Sort all damage, fatigue, hero, and condition tokens into piles by type.

Shuffle the **Search cards** into a facedown deck. Sort the **Condition cards** into piles by type.

Dice in the game: **attack dice** (blue), **power dice** (red and yellow), and **defense dice** (brown, grey and black).

Rolls are not limited by the number of dice in the game and players are not limited by the number of tokens in the game. When more than one player wishes to use an ability with the same triggering condition, the current player decides the order in which they are resolved.

When you *exhaust* a card, rotate it sideways to indicate that you have used its ability. You cannot use an exhausted card until it is *refreshed*.

1. Hero Setup

Each hero player chooses 1 **Reference card** and takes **hero tokens** of the corresponding color. All hero players decide who controls which hero, then each chooses 1 **Hero sheet** and takes the corresponding figure.

Each hero player chooses 1 **Class deck** matching his chosen hero's **archetype icon** (on his Hero sheet). This deck includes the hero's starting equipment, as well as all of the skills associated with that class. You may not select a class that has been chosen by another player. Any Class deck belonging to a class not chosen is returned to the box.

Every hero begins the game with the **basic skill** (the skill card with no experience icon) and starting equipment from his Class deck. In the basic game, return all other skills to the box (they are only used if playing a campaign or in Epic Play).

Each player places his hero figure on the map in the area indicated by the quest rules for hero setup.

2. Overlord Setup

The chosen quest lists the monster group options to the overlord. Take the **Act I** Monster cards and figures for the chosen monster groups. If a specific **lieutenant** is featured, take the appropriate **Act I** Lieutenant card and token.

Follow the **setup instructions** for the chosen quest.

Shuffle the 15 basic **Overlord cards** to create the Overlord deck. In the basic game, return all other Overlord cards to the box (they are only used if playing a campaign or in Epic Play).

Draw a number of Overlord cards equal to the number of heroes into your hand.

ORDER OF PLAY

A game round consists of each player taking one turn, in an order chosen each round by the players as a group. If players cannot all agree on an order, proceed clockwise, starting with the player seated to the left of the overlord. Each player completes his entire turn before the next player.

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 TURN

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

1. Start of Turn: Any effects affecting your hero that last *"until the start of your next turn"* end.

You may then use any abilities that trigger *"at the start of your turn"*.

Then *refresh* your *exhausted* cards (turn them back upright from their sideways positions).

2. Equip Items: If you wish to *equip* different items, you must do so during this step. Any excess items are flipped facedown and may not be used until they are equipped.

3. Perform Actions: You receive 2 actions during your turn which you may perform in any order you choose. You are not required to perform both actions. An action must usually be resolved completely before you perform your next action.

You may perform any of these actions, and may perform the same action twice:

MOVE	STAND UP
ATTACK	SEARCH
REST	OPEN/CLOSE A DOOR
REVIVE A HERO	SPECIAL
USE A SKILL	

4. Flip Reference Card: Flip your Reference card facedown to indicate that your turn is over. Another hero then begins his turn. When the Reference cards of all the heroes are facedown, proceed to the overlord turn.

OVERLORD TURN

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

1. Start of Turn: Any effects affecting the overlord that last *"until the start of your next turn"* end.

Then draw 1 **Overlord card**, and play any number of Overlord cards that state they may be played *"at the start of your turn"*.

Then *refresh* your *exhausted* cards.

2. Activate Monsters: Activate each of your monster groups, one at a time, once each, in any order you choose. You must activate all monster groups during your turn, even if the activated monsters perform no actions.

You may perform up to 2 actions with each monster you activate. Each monster may only perform one attack action per activation (if a special action allows the monster to attack, this counts as its one attack for that activation).

MOVE
ATTACK
MONSTER ACTION
OPEN/CLOSE A DOOR
SPECIAL

3. End of Round: Each hero flips his Reference card faceup. The next game round then begins.

Overlord Cards

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 an Overlord card, place it faceup in the discard pile. When the last card is drawn from the Overlord deck, shuffle the discard pile to create a new deck.

HERO TURN ACTIONS

MOVEMENT

A hero performing a **move action** receives a number of **movement points** (MPs) equal to his **Speed**.

Moving into an adjacent space (any space that shares an edge or corner) usually costs 1 MP. You may choose to move fewer spaces than your Speed. If you perform 2 move actions consecutively, you receive MPs equal to twice your Speed.

You cannot move into or through spaces containing figures or obstacles (**blocked spaces**). You may move diagonally (including around corners and between blocked spaces) and through friendly figures (a hero treats all other heroes as friendly figures), but you cannot end your movement in the same space as another figure.

You may interrupt your movement to perform another action, and then continue the rest of your movement.

You may suffer **fatigue** to receive additional MPs during your turn: for each fatigue suffered, you receive 1 MP. You may not do this if you already have fatigue equal to your Stamina. You do not have to perform a move action in order to suffer fatigue to move. During your turn, before or after resolving an action or during a move action, you may suffer fatigue to gain MPs.

Monsters follow the same rules as heroes when moving except they cannot suffer fatigue to receive additional MPs. A monster treats all other monsters as friendly figures.

Normally figures cannot move through the walls along the edge of a tile, but some quests allow movement off the map by moving to an edge space and spending 1 MP.

Trading Items

Your hero may **trade** any number of Shop Item cards, Relic cards, and Search cards with an adjacent hero at any point during a move action. You do not have to receive a card in return. You can still only equip any cards you receive at the start of your next turn. You cannot trade Class cards (including starting equipment).

ATTACK

A hero performing an **attack action** may use one of his equipped weapons to attack a space containing a monster.

A weapon with the *Melee* icon may only target a space adjacent to the attacker. A weapon with the *Ranged* icon may target any space in line of sight (LOS) of the attacker.

Monsters follow the same rules, except that the type of attack is listed on its card (along with the dice used).

Perform combat by resolving the following steps in order:

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

USE A SKILL

A hero performing a **use a skill action** may use a skill that has a  listed on his Class card. If the skill allows you to perform an attack, the normal rules for performing an attack action apply.

If a skill shows a **fatigue cost**, suffer this amount of fatigue in order to perform the  listed or trigger an ability that requires the player to *"exhaust this card"*, or *"use this card"*.

You cannot suffer fatigue that would exceed your Stamina. If the skill would cause you to do so, or if you have already suffered fatigue equal to your Stamina, you cannot use the skill until you recover enough fatigue.

REST

A hero performing a **rest action** recovers all fatigue at the end of his turn.

As a reminder, place a hero token on your Reference card. At the end of your turn, after you flip your Reference card, discard the hero token and all fatigue from your Hero sheet.

SEARCH

A hero adjacent to or in a space that contains a **search token** may perform a **search action** to search that space. Flip the token faceup and discard it. If the token is not unique, draw a **Search card**.

Some quests use the unique search token to represent items unique to that quest. Do not draw a Search card if the unique search token is revealed: instead, refer to the *Quest Guide*.

Some Search cards may be used for a one-time effect. After using a Search card, flip the card facedown and keep it in your play area.

STAND UP

A knocked out hero can only perform a **stand up action**. This action may only be performed by a hero that is knocked out.

To stand up, roll 2 **red power dice**, recover damage equal to the  rolled, recover fatigue equal to the  rolled, replace your hero token with your hero figure, and flip your Reference card facedown to indicate your turn is over (you may not perform an additional action).

If another figure occupies the space with 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

A hero performing a **revive a hero action** may revive a knocked out hero whose hero token is in an adjacent space. The knocked out hero rolls 2 **red power dice**, recovers damage equal to the  rolled, recovers fatigue equal to the  rolled, and replaces his hero token with his figure.

If another figure occupies the space with the hero token, he places his figure in the closest empty space to his hero token of that hero player's choice.

OPEN OR CLOSE A DOOR

A hero or monster who perform an **open or close a door action** may open or close one adjacent door. Some doors are locked or sealed: refer to the *Quest Guide* for instructions.

When a door is opened, remove it from the map and set it nearby. If it is later closed, return the door to its original location. Figures cannot move or trace LOS through doors. Spaces separated by a door are not considered 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 way as using a skill on a Class card. Some **heroic feats** are also denoted with a  and require an action to perform.

Certain quest rules also provide quest-specific actions that may be performed by the heroes.

HEROIC FEATS

Each hero player has a **heroic feat** listed on his Hero sheet. Those marked with a  require an action to perform. A heroic feat can only be performed once per encounter; flip the Hero sheet facedown to indicate it has been used. At the start of the next encounter, flip the sheet so that the heroic feat is available again.

ATTRIBUTE TESTS

Heroes and lieutenants have 4 attributes:



To pass an attribute test, roll **1 gray defense die** and **1 black defense die** and roll a number of equal to or less than your hero's attribute. Otherwise, you fail the test.

A minion or master monster required to make an attribute test automatically fails. Cards or abilities that reference defense dice do not apply to attribute tests unless noted.

EQUIPMENT

A hero can carry any number of Shop Item, Class, and Search cards, but cannot **equip** more than 2 **hand** icons in total, one item with an **armor** icon, and up to 2 items with **other** icons.

Items not equipped are flipped facedown or placed under your Hero sheet. Shop Item or Class cards can only be used when equipped.

Cards without at least one of these icons can be equipped without restriction, and remain faceup near your Hero sheet to be used as specified on the card.

COMBAT

1. DECLARE WEAPON AND TARGET

The attacker declares which **space** in his LOS he is attacking; this space must contain one enemy figure as the target. *Melee* attacks can only target an adjacent space. *Ranged* attacks may target any figure in LOS (including adjacent spaces).

The attacker then declares which equipped weapon he is using—either 1 equipped weapon or his bare hands. **A bare hands attack can only target an adjacent space and only the blue attack die is rolled.**

Only abilities on the chosen weapon may be used; ignore abilities on another equipped weapon. To make a *Ranged* attack, you must choose an equipped *Ranged* weapon.

Monsters cannot equip weapons; dice rolled for the monster's attack, and the attack type, are listed on its card.

Line of Sight (LOS) To have LOS to a space, you must trace an uninterrupted, straight line from any corner of your 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 LOS.

If the line passes along the edge of a blocked space, the target space is not in LOS. If the line only touches the corner of a blocked space (without passing through the space itself), the target space is in LOS. A space adjacent to a figure is in LOS.

2. ROLL DICE

Creates your **attack pool** by gathering all the dice listed on your equipped weapon or monster card, and rolling them for your **attack roll**. If an ability allows you to add dice to this pool, do so before the roll.

An **X** rolled on the blue attack die means the attack is a miss and all other results are ignored. Otherwise add up all results to determine the attack's damage.

If you control a figure affected by the attack, create your **defense pool** by gathering all the defense dice listed on your Hero sheet (plus any provided by equipment and card effects) or monster card and rolling them for your **defense roll**. If an ability allows you to add dice to this pool, do so before the roll.

Add up all of the results to determine how much damage is canceled on this attack. If multiple figures are affected, each affected figure rolls its defense pool separately.

After all attack and defense dice have been rolled, players may use any abilities that allow them to reroll dice. Cards and abilities that specifically refer to defense dice apply only to defense dice rolled as part of an attack (unless stated otherwise).

3. CHECK RANGE

On a *Ranged* attack, count the spaces to the target space, starting with an adjacent space of your choice. The numbers rolled on the dice are the maximum range of the attack. If the total range from the attack roll does not **equal** or **exceed** the distance, the attack is a miss *unless* the range can be increased.

When counting spaces for attacks and abilities, ignore any non-obstacle terrain in those spaces. If an ability affects figures within a specified number of spaces, LOS is not needed unless noted. When counting spaces for an ability, you cannot count spaces through a door because the spaces are not considered adjacent.

4. SPEND SURGES

Any surge results () obtained during the attack roll may be spent by the attacker on surge abilities. Weapons, skills, hero abilities, and items may all have surge abilities, and an attacking monster can spend surges to trigger certain abilities listed on its monster card.

Each individual rolled may be spent once, and each surge ability may only be triggered once per attack. If the attacker has access to 2 different surge abilities with identical effects, he can trigger both effects if he has enough results.

Up to 1 unused may be used by an attacking hero to recover 1 fatigue. Monsters cannot do this.

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

5. DEAL DAMAGE

The defender adds up all the results in his defense pool. Each result cancels one damage () from the attack (ignore any excess). Any damage not canceled by a is suffered by the defender.

Tracks damage by placing damage tokens on the Hero sheet (heroes) or near the monster figure (overlord). If damage ever equals or exceeds the figure's Health, the figure is defeated.

Defense dice are used to cancel damage only during an attack, not damage caused by an ability.

ATTACK KEYWORDS

Blast

All spaces adjacent to the targeted space are also affected by the attack. Roll the attack pool once and apply the result to each affected figure; each rolls its defense pool separately.

Only the target space needs to be in range and in LOS of the attacker. Blast attacks affect both enemy and friendly figures, and a figure can only be affected by Blast once per attack.

Pierce

The attack ignores a number of results generated by the defending player (from their defense roll or other abilities) equal to the rating of Pierce. Pierce from multiple sources are added together.

Reach

Allows the figure to use a melee attack to target a figure up to 2 spaces away, rather than only adjacent spaces. The target still needs to be in LOS.

DAMAGE AND HEALTH

When a hero suffers damage, take the cost in damage tokens and place them on his Hero sheet. When a hero or monster suffers **damage** () equal to its **Health**, it is immediately **defeated**. A defeated monster is removed from the map and from play. A defeated hero is **knocked out**. If a hero is defeated at any point during his own turn, his turn immediately ends.

Knocked Out

When your hero is defeated, he immediately suffers fatigue up to his Stamina, and damage up to his Health (if defeated by some other effect).

Remove his figure from the map and replace it with one of your hero tokens. Discard any Condition cards you have. **The overlord player may immediately draw 1 Overlord card.**

A hero cannot use skills or abilities while knocked out, unless an effect allows it. He cannot receive any Condition cards and is immune to all attacks and most hero abilities.

Heroes cannot suffer fatigue past their Stamina value, nor damage past their Health value—even when knocked out.

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

A space containing a hero token is considered empty to other figures for the purposes of movement, and knocked out heroes do not block LOS.

Unless revived by another hero, a knocked out hero may only perform one action on his next turn—to **stand up**.

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 hero token is treated as a hero even if another figure occupies the space containing the hero token.

FATIGUE AND STAMINA

Your hero may voluntarily suffer fatigue () to use skills or move additional spaces, but only up to an amount equal to your **Stamina**. Place the cost in fatigue tokens on your Hero sheet. A hero forced to suffer fatigue in excess of his Stamina instead suffers damage equal to the excess fatigue.

If a monster suffers any amount of fatigue, it suffers that amount of damage instead.

CONDITIONS

Some abilities and effects may inflict conditions, and some attacks have a ability featuring a condition. If the attack deals at least 1 (after rolling defense dice), the target suffers the listed condition.

A hero affected by a **condition** places the corresponding card near his sheet. A monster affected by a condition has a condition token placed next to it. A figure cannot be affected by the same condition more than once at any given time.

OBJECTIVE TOKENS

Figures may pick up **objective tokens** by performing a special action adjacent to or in the same space as the token. The token is then placed on either the Hero sheet or on the monster figure's base. 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.

MONSTERS

Monsters are placed and activated in **groups** of a size determined by the number of heroes in the game. All those of a given type are part of the same monster group, which can contain **minion** and **master** varieties. An effect that affects a monster group affects each monster within it. Unless playing a campaign or Epic Play, always use Act I Monster cards.

Large monsters occupy more than one space. When they move, choose one of the spaces the monster occupies and count movement from that space as if the figure occupied one space. When it ends/interrupts its movement, place it so one of the spaces its base occupies includes the space where it ended its movement. You may change its base's orientation, but if the monster cannot fit its entire base on the map, it cannot end/interrupt its movement in that space. It is only considered to have entered the one space in which it ended its movement. When interrupting a monster's movement to perform an action, the overlord must be able to declare the action it will perform before placing the figure.

Large monsters entering a space containing terrain are affected as normal. When they end their move with their bases on terrain they did not move through, check for terrain effects.

Lieutenants are controlled by the overlord player. They are represented by lieutenant tokens, but are treated as monster figures for all purposes, unless specified otherwise. Each lieutenant is treated as its own monster group.

FAMILIARS

Familiars are represented by a token and cannot usually be targeted or affected by any attack. Your hero may activate each familiar he controls once during your turn (before or after resolving all of your actions). This does not require an action, but it may not interrupt any other action.

An activated familiar may perform a move action. A familiar treats any special terrain (other than obstacles) as water during its movement, and may perform additional actions during its activation, if noted on its card. These may usually be performed in addition to the move action and may interrupt it.

A familiar does not normally block LOS or movement, unless otherwise noted. Any figure may end its movement in its space, and it may end its movement in a space with a figure.

Some familiars block LOS and movement, and are treated as friendly figures for hero movement. They may be targeted and affected by monster attacks, hero abilities, and Overlord cards that target a hero. If they need to make an attribute test, they automatically fail. These familiars are susceptible to the effects of terrain and may be affected by conditions.

TERRAIN

Obstacles (red line) block movement and LOS.

Water (blue line) costs 2 MPs to enter. A large monster ending its movement adjacent to a water space may place its base in the water spaces without suffering any movement penalty.

Pit Each time a figure enters a **pit** space (green line) it suffers 2 . A figure in a pit cannot spend MPs, though other effects that move it without spending MPs can be used to exit a pit. A figure in a pit only has LOS to adjacent figures, and vice versa. As an action, the figure may be placed in an adjacent empty space if there is one. Large monsters suffer the effects of pit spaces only if their movement ends or is interrupted so that each space they occupy is a pit space.

Lava A figure entering a **lava** space (yellow line) suffers 1 damage. Any figure that ends its turn in a lava space is immediately *defeated*. Defeated heroes place their hero token in the nearest empty space that does not contain lava. A large monster is defeated only if all spaces it occupies are lava.

DESCENT

JOURNEYS IN THE DARK
SECOND EDITION

TWO-PLAYER GAMES

The hero player controls 2 heroes, each of which takes his turn independently and is treated as if he is an individual hero controlled by a different player.

Once during each hero's turn, that hero may perform 1 regular attack that does not require an action (not a special action that includes an attack). This attack can only be performed during the *Perform Actions* step of the hero turn, before or after either of the hero's actions.

At the end of each hero's turn, if that hero did not or could not perform the free attack that turn, he may instead recover 2 ♥.

EPIC PLAY

All players agree upon a **power level** after choosing a quest. When choosing Shop Item cards, heroes may share gold.

Basic Level: Follow normal setup.

Advanced Level: Each hero receives 3 XPs worth of Class cards and 150 gold worth of Act I Shop Item cards of their choice. The overlord receives 4 XPs worth of Overlord cards.

Expert Level: Each hero receives 6 XPs worth of Class cards and 250 gold worth of Act I or Act II Shop Item cards of their choice. The overlord receives 8 XPs worth of Overlord cards. The overlord uses his Act II Monster and Lieutenant cards.

QUESTS

Quests in the *Quest Guides* may be played individually, each in a single game session, except for the *Interlude* and *Finale* quests, which can only be played as part of the campaign. A quest usually consists of 2 encounters, each with its own map layout, rules, and objectives.

When one side completes its objective, the quest immediately ends if it is Encounter 2, or transitions from Encounter 1 to Encounter 2 by following these steps:

Heroes keep all damage and conditions they had at the end of Encounter 1, and recover all fatigue they suffered.

Each hero player flips his Hero sheet faceup and keeps all his search cards (any flipped cards remain flipped). Any knocked out heroes may perform a free stand up action.

The overlord keeps his current hand of Overlord cards.

Set up the Encounter 2 map.

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

Quest Guide rules take precedence over the main rules, and cards and abilities take precedence over all rules.

CAMPAIGN RULES

STARTING A NEW CAMPAIGN

Determining which player is the overlord and the other players' heroes (and their hero classes) is only performed at the start of the campaign and is permanent for the campaign.

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. Heroes do not return their Class deck to the box after choosing their skills, but keep their Class deck facedown in their play area.

Separate the Shop Item, Monster, and Lieutenant cards into their Act I and Act II piles. Act II cards are not used until the campaign moves into Act II.

THE CAMPAIGN PHASE

Most quests have 2 encounters, and the Campaign phase does not take place until the entire quest is finished. Perform the following steps during each Campaign phase:

1. Receive Gold from Search Cards: Record the total gold value of every Search card acquired during the quest on the Campaign sheet (even if the card was used during the quest). Then return all Search cards to the deck (even if the heroes didn't use their abilities).

2. Cleanup: All heroes recover all damage and all fatigue. The overlord combines his draw and discard piles. All Condition cards are discarded, all effects end, the map is disassembled, and the quest is cleaned up.

3. Receive Rewards: The overlord player and hero players each receive 1 **experience point** (XP), regardless of who won the quest. Record this on the Campaign sheet. The winner of the quest receives additional rewards as noted in the quest.

4. Shopping: Hero players may spend any gold they have acquired to purchase new Shop Item cards.

5. Spend Experience Points: Players may spend any XPs they have earned. XPs are spent on new skills for heroes and new Overlord cards for the overlord.

6. Choose Next Quest: The winner of the quest chooses which quest will be played next.

7. Set Up Quest: Set up the next quest. The overlord player shuffles his Overlord deck, including any new cards just purchased. He then draws his starting hand.

8. Travel: Heroes travel to the next quest location.

SPEND EXPERIENCE POINTS

A hero may spend XPs to purchase new hero skills from his own Class deck.

Your first skill from the deck, your basic class skill, is always **free**. Other skills have their XP cost listed on the experience icon in the upper right. Place the purchased card next to your Hero sheet and record the XPs spent on the Campaign sheet. You can then use that skill in all future quests during the campaign.

XPs may be saved to purchase more expensive skills during a future Campaign phase. You may purchase any number of skills if you have enough XPs.

The overlord may spend XPs to purchase new cards for his Overlord deck. Add the purchased card to your deck and record the XPs spent on the Campaign sheet.

Upgraded Overlord cards come in *Warlord*, *Saboteur*, and *Magus* classes, each with 3 levels: level 1 cards cost 1 XP, level 2 cards cost 2 XPs, and level 3 cards cost 3 XPs.

Level 1 cards (including *Universal* cards) are always available to purchase. To purchase a level 2 card, you must already have 2 level 1 cards of that class in your deck. To purchase a level 3 card, you must already have 3 level 1 or level 2 cards of that class in your deck. You may purchase cards from multiple classes.

XPs may be saved to purchase Overlord cards during a future Campaign phase. You may purchase any number of Overlord cards if you have enough XPs.

Before each quest (but not each encounter), the overlord player may choose to secretly set aside a number of cards from his deck to optimize his strategy. You must keep a deck of at least 15 Overlord cards for each quest. After the quest ends, return any removed cards to your deck.

SHOPPING

Heroes share their gold in a collective pool, and may distribute purchased equipment however they wish. Gold may be saved to purchase items during a future Campaign phase.

After each quest, shuffle the Shop Item cards (Act I or Act II cards, depending on the current Act) and **reveal 5 cards**.

Hero players may purchase as many of these items as desired and can afford (or none at all), subtracting the gold spent from the Campaign sheet. Shuffle unpurchased Shop Item cards back into the Shop Item deck.

Heroes may sell Shop Item cards back to the shop when shopping, receiving half the value in gold, rounding down to the closest multiple of 25 gold. Starting equipment may be sold back for the price of 25 gold each.

Shuffle a sold back Shop Item card into its corresponding Shop Item card deck. Sold starting equipment is returned to the box. Relics cannot be sold back to the shop.

During the Campaign phase, any time until the next quest begins (except during travel), heroes may freely exchange their Shop Item cards among themselves. Heroes cannot trade starting equipment.

CHOOSE NEXT QUEST

Quests are divided into Act I and Act II quests; players must choose a quest from the current Act. A single campaign consists of 9 quests:

Introduction
3 Act I quests
Interlude
3 Act II quests
Finale

When the 2 encounters of a quest are completed, perform a Campaign phase, then choose the next quest. As players complete quests, mark who won each quest on the quest log side of the Campaign sheet.

If the heroes won a particular Act I quest, the corresponding Act II quest on the *left* side is available. If the overlord won a particular Act I quest, the corresponding Act II quest on the *right* side is available. **If the heroes did not attempt a particular Act I quest, it is considered to have been won by the overlord.**

The *Interlude* and *Finale* quests are determined by how many quests the heroes and overlord win during Act I and Act II.

Between sessions, use bags to keep components organized.

TRAVEL

Heroes must travel to new locations to undertake quests. Use the campaign map in 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 map. After completing a quest, the heroes travel back to Arhynn, but no travel step is necessary.

The overlord player may customize his deck, and draws his starting hand of Overlord cards (one card per hero), before the Travel step.

These cards are not played during the travel step, but may be affected by certain events. Note these cards are his starting hand for the upcoming quest, so he does not draw any additional cards at the beginning of the quest.

Heroes must stop at each **travel icon** along the paths connecting quest locations. Each time they stop at an icon

on their way to a location, the overlord player **draws 1 Travel Event card** and checks the matching event icon.

If the matching event icon has no event the card is discarded, and the heroes continue. If an event is listed, the heroes must resolve the event before continuing. 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.

RELICS

Relics follow the normal rules for items, but they are not Shop Items and may never be purchased or sold.

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, and may be wielded by any lieutenant (this is the only way the relic's abilities can be used by the overlord). Each lieutenant can wield only 1 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 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 relic's abilities are ignored for the remainder of the quest but the overlord keeps it.

INTERLUDE

The *Interlude* is a quest that marks the transition from Act I to Act II of the campaign, and is considered an Act I quest.

After completing 3 Act I quests, the *Interlude* **must** be chosen as the next quest. Some Interludes have only one encounter, rather than the typical 2 encounters.

ACT II

After completing the *Interlude*, players choose quests from among the Act II options. Follow these steps:

1. Perform steps 1-3 of the Campaign phase.

2. Instead of performing a normal shopping step, deal out all remaining **Act I Shop Item cards** faceup. The hero players may purchase any number of Act I Shop Item cards.

3. Return all unpurchased **Act I Shop Item, Monster, Lieutenant cards** to the box. Retrieve the **Act II Shop Item, Monster, and Lieutenant cards** from the box. From now on, all monsters and lieutenants use their Act II characteristics. Act I Shop Item cards currently in possession of the heroes are unaffected. Return any Act I Shop Item card sold by the heroes during Act II to the box.

4. Perform steps 5-8 of the Campaign phase.

After completing 3 Act II quests, players resolve 1 Campaign phase as normal and then the heroes travel to the *Finale* quest to determine the winner of the campaign.

FINALE

The *Finale* is played after completing 3 Act II quests.

Pay special attention to the setup instructions as they may refer to previous quests and various game states that are an extension of the overall campaign.

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 should spend as much gold and as many XPs as they can during the Campaign phase before the *Finale*. Whoever wins the *Finale* wins the whole campaign.

DESCENT

JOURNEYS IN THE DARK
SECOND EDITION



LAIR OF THE WYRM

SETUP

These rules assume players start a new campaign. When playing a single rumor quest outside of a campaign, the *Rewards* section of each quest is ignored. When using this expansion while playing a Basic or Epic Play game, all of these rules are used except for Rumor cards.

Add all **Shop Item** and **Travel Event** cards to their respective decks. Replace the *Nothing* card in the **Search** deck with the *Secret Passage* Search card; then shuffle the deck. Ensure there is only one copy of *Secret Passage* in the deck (if playing with other expansions). Shuffle the **Secret Room** cards and place them facedown near the Search deck.

Add the new **Class**, **Condition**, **Relic**, **Overlord**, **Monster**, and **Lieutenant** cards to the pool of available cards.

The one *Rumor Reward* Overlord card cannot be purchased normally. The overlord can only receive this card as a quest reward, when he shuffles it into his Overlord deck as normal.

Set the **Advanced Quest** cards aside. Place the shuffled **Rumor** cards facedown near the Overlord deck. The overlord draws 3 cards from this deck when a new campaign starts.

Add the **Hero sheets**, hero and monster figures, all tokens, and map tiles to their respective supplies.

QUESTS

Each of the 5 Quests have 1 or 2 Encounters, and they are incorporated into campaigns through the use of **Rumor** and **Advanced Quest** cards.

INACTIVE MONSTERS



When a monster group is specified as **inactive**, the overlord places an **inactive monster token** on its Monster card; all figures corresponding to that monster group are inactive. The overlord cannot activate inactive monsters or affect them using Overlord cards unless specifically stated in the quest.

Inactive monster figures on the map block LOS and movement, and may still be targeted and affected by attacks from other figures—roll defense dice as normal.

Unless otherwise noted, if an inactive monster suffers any amount of ♥ (for any reason), discard the corresponding inactive monster token; that monster group is no longer inactive and the overlord player may activate them as normal on his turn.

HERO CLASSES

The **Champion** and the **Geomancer** classes belong to the Warrior and Mage archetypes, respectively. Hero players may choose these classes during setup.

OVERLORD CARDS

The Overlord cards include 7 new cards of the **Punisher** Overlord class. The one *Rumor Reward* card does not have an experience cost and cannot be purchased normally; it can only be received as a quest reward, when it is shuffled into the Overlord deck as normal.

CONDITION (BURNING)



Condition cards and tokens for the Burning condition are added to the existing supply of Condition cards and tokens.

VALOR TOKENS



If you choose the Champion class during Hero Setup, take the supply of **valor tokens**. Place one on your Hero sheet each time you are instructed to gain 1 valor token. Each time you spend a valor token (usually to trigger an effect from one of your skills), return the token from your Hero sheet to the supply.

Valor tokens remain on Hero sheets between encounters but are discarded at the end of a quest. Valor tokens are limited to the available supply.

SUMMONED STONE FAMILIARS



The Geomancer may summon and control **Summoned Stone familiars**. These follow all rules for familiars with exceptions described on the Summoned Stone Familiar card. You may have multiple Summoned Stones on the map; each is activated independently and shares the characteristics and abilities described on the card.

You may remove one or more Summoned Stone familiar tokens from the map anytime during your turn. If you use an ability to summon one while you are at your limit (initially one), first discard one from play. A defeated Summoned Stone is removed from the map.

SECRET ROOMS

Heroes are not required to explore a secret room to complete the quest. They cannot explore a secret room if there is already a secret room card in play.

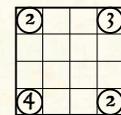


When you draw the *Secret Passage* Search card, place a **secret room entrance token** in your space.

If the card is drawn when the heroes are not on the map, draw a replacement Search card and shuffle the card back into the Search deck.

A hero in the same space as a secret room entrance token may spend 1 MP to explore. Draw and resolve 1 **Secret Room** card. If the card instructs you to place a secret room tile:

- Place Secret Room:** Place the appropriate secret room tile near (not connected) to the map. The tile code on the tile must match the tile code on the Secret Room card.
- Move Hero:** Place your hero figure on the secret room tile's **entrance space** (with the secret room entrance icon).
- Place Challenge Tokens:** The overlord randomly draws challenge tokens equal to the number of heroes and, without looking at them, places each facedown in a corner on the tile as follows, only one challenge token per space.



During your turn, if your hero figure is in a secret room entrance space, you may spend 1 MP to move to any other secret room entrance space as if they were adjacent. **Monsters cannot use secret room entrances.**

If you move your figure to an occupied secret room entrance space, place it in the closest available empty space of choice.

Challenge tokens

When your hero is adjacent to or in a space containing a facedown challenge token, you may perform a **search** action to flip the token faceup (do not draw a Search card). The face of each token displays either a monster or an attribute icon.

If the revealed token displays a **monster**, place it in the closest available empty space from where it was revealed and treat it as a minion monster figure of the indicated type. It does not count against the overlord's monster group limits, and uses its corresponding Monster card of the current Act. If the monster belongs to a monster group that is currently inactive, the challenge token is immediately discarded.

If the revealed token displays an **attribute icon**, the hero must immediately test that attribute. If he passes, immediately draw a Search card and discard the challenge token. If he fails, still discard the token but do not draw a Search card.

At the start of each overlord turn in which there is a hero on a secret room tile, the overlord may discard one challenge token or monster figure from the secret room tile. Choose before the overlord draws his Overlord card. The discarded token is not revealed.

Secret room rewards

As soon as there are zero challenge tokens and zero monster figures on the secret room tile, the player taking his turn resolves any *Reward* effects on the Secret Room card. If multiple hero figures are on the tile, the heroes choose one of them to resolve the reward effect.

Then, players remove all heroes from the secret room tile and place them in empty spaces nearest to the secret room entrance token and the secret room tile and entrance token are discarded. The player whose turn was paused resumes his turn.

Knocked out in a secret room

If a hero is knocked out while in a secret room, all normal rules for being knocked out are followed, except the player places his hero token in the secret entrance token's space, even if that space is not empty.

Refreshing the Secret Room deck

At the end of each encounter, discard all Secret Room cards in play that have not been claimed as rewards. At the end of each quest, shuffle all discarded Secret Room cards back into the Secret Room deck.

RUMORS

The overlord can play a maximum of 1 Rumor card from his hand, at a time stated on the card, during each Campaign phase. The hero players immediately resolve the card's text before continuing the Campaign phase.

At the start of Act II, the overlord must discard any Rumor cards that can only be played in Act I. He does not draw replacements. Discards are not shuffled back into the Rumor deck, and if the deck runs out of cards, it is not reshuffled. If the overlord must draw a Rumor card and there are no cards in the deck, he does not draw one.

QUEST CARDS

Quest cards are both **Advanced Quests** cards and Rumor cards that feature quests (**Rumor Quest** cards). They are quests that players can choose during the Choose Next Quest step of a Campaign phase.

When they enter play, they are placed faceup on the table and become available quests.

Rumor Quest cards are played by the overlord as instructed.

Advanced Quest cards only enter play when instructed by a game effect, eg. the Reward section of the *Quest Guide*.

Each time a player (overlord or hero) would choose a quest during the Choose Next Quest step of the Campaign phase, he can choose any **available quest**: either a quest on the campaign sheet or a Quest card on the table.

When you choose the latter, immediately begin quest setup as normal, referring to the corresponding quest in the *Quest Guide*.

Before attempting these quests, perform the Travel step of the Campaign phase as normal, but instead of referencing the quest map, refer to the travel icons at the top of the appropriate Quest card. These icons are resolved from left to right as if they were on the path leading to the quest.

Quest cards remain in play until completed or discarded by a game effect. They are not automatically discarded at the start of the Campaign phase, and can persist from session to session until completed.

Between sessions, store any available Quest cards as a reminder that the quest has not been attempted yet. After either the heroes or the overlord wins a quest, the victor may store the card with the rest of his materials as a reminder that he won that quest.

Act Specific Quest Cards

Some Quest cards have the Act I or Act II icon in the upper left hand corner, and can only be attempted during the corresponding act.

If one or more Act I Quest cards are still in play immediately before playing the Interlude, the heroes must choose one of them to attempt before proceeding to the Interlude. After completing this quest, all other available Act I Quest cards are discarded from the game without effect.

Completing a Quest card

The *Quest Guide* lists all rewards for winning each quest. Perform the Campaign phase as normal after completing a Quest card.

Any quest attempted as a result of a Quest card does not count against the number of quests required to complete for the current Act. Quest cards are always played *in addition* to the required number of campaign quests in a particular Act. Also, players do not have to attempt any Quest cards in order to complete the campaign, and may ignore all quests from Quest cards when determining how many quests are won by the overlord or the heroes during any given Act.

Advanced Quest Cards

Advanced Quest cards are special quests that only come into play when specified by an effect. The back of the card lists special rewards that heroes or the overlord can acquire by winning the quest. The reward is only received when instructed by the *Rewards* section of the *Quest Guide*.

Advanced Quest cards are double-sided, and any player may look at either side of one at any time.



DESCENT

JOURNEYS IN THE DARK
SECOND EDITION



LABYRINTH OF RUIN

SETUP

Mix all the *Labyrinth of Ruin* components with their corresponding components in the base game.

When using multiple expansions, mix together the respective components.

Add all **Shop Item** and **Travel Event** cards to their respective decks.

Add the **Class**, **Condition**, **Overlord**, and **Monster** cards to the pool of available cards.

The **Lieutenant**, **Relic**, **Ally**, and **Ally Skill** cards are used only when playing the *Labyrinth of Ruin* campaign.

Add the **green power dice**, **Hero** sheets, hero and monster **figures**, all **tokens**, and **map tiles** to their respective supplies.

GREEN POWER DIE

Some weapons and abilities specifically call for the use of the green power die.

QUESTS

During setup, add the 19 new quests to the available selection of quests.

They have either 1 or 2 encounters and may be linked together to form a campaign.

If playing an Act II quest from this expansion outside of the *Labyrinth of Ruin* campaign, use the **Epic Play rules**. These quests should be played at the Expert Level.

HERO CLASSES

This expansion adds 4 new classes one for each archetype).

These are the **Apothecary** (Healer), **Beastmaster** (Warrior), **Hexer** (Mage), and **Treasure Hunter** (Scout). Hero players may choose these classes during setup.

OVERLORD DECK

Some of the *Labyrinth of Ruin* Overlord cards make up an alternate deck of 15 basic cards, identified by the expansion icon and labeled **Basic II**.

This alternate Overlord deck may replace the basic Overlord deck.

At the start of a campaign, the overlord player chooses which basic deck he wishes to use. He cannot mix basic cards between decks. All other basic Overlord cards are returned to the box.

Shuffle all cards belonging to the chosen basic Overlord deck together to create the deck.

Many of these new Overlord cards have an additional effect if played on the listed hero archetype. When the card is played on an appropriate hero, the listed effect for the matching archetype is applied in addition to the card's normal effect.

Some Overlord cards do not have an experience cost and are labeled **Quest Reward**. These are only available as a reward for specific quests. When the overlord receives one of these cards, he shuffles it into his Overlord deck as though it was a purchased Overlord card.

NEW TRAVEL EVENT CARDS

Some of the *Labyrinth of Ruin* Travel Event cards allow the heroes to choose a hero belonging to a specific archetype to keep the card in his play area.

If there are no heroes belonging to the listed archetype, the card is discarded; continue to the next travel icon. If there is a hero belonging to the listed archetype, the card is placed in his play area and may be discarded to trigger its event.

If a Travel Event card is still in a player's play area at the end of a quest, the card is shuffled back into the Travel Event deck.

TOKENS

ELIXIR TOKENS



If you choose the Apothecary class during Hero Setup, take the supply of **elixir tokens**. Place one on your Hero sheet each time you are instructed to gain 1 elixir token.

Each time you spend an elixir token, return the token from your Hero sheet to the supply.

Elixir tokens remain on Hero sheets between encounters but are discarded at the end of a quest. Elixir tokens are limited to the available supply.

Any hero with an elixir token has the option of discarding it at any point during his turn to recover damage (as printed on the *Brew Elixir* Apothecary Class card).

Roll 1 red power die and recover damage equal to the ♥ rolled. A knocked out hero cannot discard an elixir token during his turn.

Heroes may trade elixir tokens following the normal trading items rules.

HEX TOKENS



If you choose the Hexer class during Hero Setup, take the supply of **hex tokens**.

When a monster is hexed through the use of a Hexer Class card, place 1 hex token near the monster. A monster with at least 1 hex token is known as a **hexed** monster.

Hex tokens are limited to the available supply.

A hero attacking a hexed monster may, after rolling dice, discard 1 or more hex tokens from the target monster.

For each hex token discarded, the attack deals 1 additional damage to the target monster (as printed on the *Enfeebling Hex* Hexer Class card).

THE SUN STONE TOKEN



This relic is represented by the **sun stone token** and its Relic card. While a hero is equipped with the *Sun Stone* relic, he places the token on his Hero sheet. If he is ever defeated, place the sun stone token in his space and set the *Sun Stone* Relic card aside.

As an action, a hero or monster may pick up the sun stone token. Place the token on the monster's base if it picks it up; if the monster is defeated, place the token in its space.

If a monster is carrying the sun stone token at the end of any encounter, the token is returned to the box and the overlord receives the *Sun's Fury* Relic card.

Any lieutenant may wield this relic in addition to any other relic he wields but does not drop the sun stone token when defeated. This is an exception to the normal relic rules that limit lieutenants to wielding only one relic at a time.

TERRAIN

ELEVATION

Elevation is represented by a **dotted red line** along the edge of certain spaces. Elevation lines block movement but not LOS.

Adjacent spaces separated by an elevation line are still adjacent; however, when a figure declares a melee attack targeting a figure on the opposite side of an elevation line, **the target figure adds 1 additional black defense die** to its defense pool. The additional die is not added if the attacking figure's attack has the *Reach* keyword.

When determining movement for large monsters, elevation lines block movement. However, when ending or interrupting movement for large monsters, the monster figure may be placed on spaces containing elevation lines, as long as those spaces are empty. A figure with the *Fly* ability may move through elevation lines.

OVERGROWTH

Overgrowth are set up similar to doors in a quest and are shown as green doors in the *Quest Guide*. Overgrowth does not block movement but does block LOS.

Adjacent spaces separated by overgrowth are still considered adjacent, but figures cannot attack through overgrowth. However, figures can move through overgrowth.

When counting spaces for an ability, you may count spaces through overgrowth. Large monsters cannot occupy 2 spaces separated by overgrowth.

A figure may perform an open or close a door action to remove 1 adjacent overgrowth from the map and return it to the box (this is considered to be opening a door).

CAMPAIGN RULES

TRAVEL

When playing the *Labyrinth of Ruin* campaign, heroes use the new campaign map, always begin the travel step at *Phyllia Camp* and must follow a continuous path to the chosen quest location.

CHOOSING QUESTS

The campaign consists of 9 quests, beginning with the Introduction quest (*Ruinous Whispers*). Remaining quests are chosen using the campaign log.

Act I

After completing the Introduction quest, the winner of the quest chooses either *Gathering Foretold* or *Honor Among Thieves* as the next quest. After completing an Act I quest, the winner of that quest chooses between the 2 available quests listed beneath it. Available quests are connected to the completed quest by an arrow.

Note the Act I quests *Fury of the Tempest* and *Back from the Dead* are always available during Act I of the campaign, regardless of which quest was chosen after completing the Introduction quest.

Interlude

After completing 3 Act I quests, the winner of the third Act I quest must choose between either Interlude shown on the campaign log. The Interlude is considered an Act I quest.

Act II

After completing the Interlude, immediately perform the Act II steps listed in the core rules.

The winner of the Interlude chooses which Act II quest will be played first. After each Act II quest, the winner of that quest chooses which Act II quest will be played next.

When choosing Act II quests, players are free to choose any Act II quest that has yet to be played during the campaign.

After completing 3 Act II quests, resolve one Campaign phase as normal and then travel to the Finale quest.

Finale

The campaign ends in the Finale; there are two different Finale quests. If the heroes won *Tipping the Scales* during Act II, a *Glimmer of Hope* must be chosen as the Finale quest. Otherwise *Endless Night* is the Finale quest. The Finale is considered an Act II quest.

ALLIES

Allies are specific to the *Labyrinth of Ruin* campaign and only come into play through specific quests. They are represented on the map by ally tokens, but are treated as hero figures for the purposes of hero abilities, monster abilities and attacks, and Overlord cards.

Allies have attributes and perform attribute tests just like heroes. They are treated as friendly figures for heroes and enemy figures for monsters.

Gaining Allies

Hero players may receive an ally as a reward from certain quests. Take the appropriate Ally card and ally token and place them in your play area (store ally components between sessions during a campaign).

Ally Skills

When you receive an **ally skill** as a reward from a quest, take the listed **Ally Skill card** associated with your current ally. This functions similarly to a Class card and lists special abilities and actions now available to the ally.

Controlling Allies

Certain quests in this expansion allow the heroes to control an ally, as listed in the setup section of a quest. If the quest states *the heroes control their ally*, the heroes control the ally they received during the campaign. If playing the quest outside of a campaign, the heroes may choose which ally they control.

The ally's token must be placed adjacent to a hero at the start of a quest.

During such a quest, the hero players may activate the ally once each round before the overlord's turn, either *before* or *after* a hero has completed his turn. Flip the Ally card facedown to indicate the ally has been activated that round.

The ally may perform up to 2 of the following actions, and only one of these actions may be an attack action:

Move: Move a number of space up to its Speed.

Attack: Attack a monster. An ally can attack only once during its activation.

Revive a Hero: Revive a knocked out hero whose hero token is in an adjacent space.

Ally Action: An ally's unique actions are listed on their Ally cards or Ally Skill cards with a 🗡️. If any special action allows the ally to perform an attack, it counts as the ally's one attack action for that activation.

Open or Close a Door: Open or close one adjacent door.

Special: Some quests provide allies with unique actions to perform; these are stated as *an action*.

Allies can suffer damage and be affected by conditions. When an ally is defeated, remove its token from the map. The ally is essentially out of the game for the remainder of the encounter. Allies recover all damage at the end of an encounter.

DESCENT

JOURNEYS IN THE DARK
SECOND EDITION



THE TROLLFENS

SETUP

Mix all *The Trollfens* components with their corresponding components in the base game. When using multiple expansions, mix together the respective components.

The **Lieutenant** and **Relic** cards are used only when playing a quest from this expansion.

When playing with this expansion, players must use all of the new components.

When playing with multiple expansions that include rumors and secret rooms, combine all **Rumor** cards, **Secret Room** cards, and **challenge tokens** into their corresponding supplies.

Add all **Shop Item** and **Travel Event** cards to their respective decks.

Replace the *Nothing* card from the **Search** deck with the *Secret Passage* card before shuffling the deck. There should be only one copy of this card in the deck (if playing with other expansions).

Add the **Class**, **Condition**, **Relic**, **Overlord**, **Monster** and **Lieutenant** cards to the pool of available cards.

Set the **Advanced Quest** cards aside. Place the shuffled **Rumor** cards facedown near the Overlord deck. The overlord draws 3 cards from this deck when a new campaign starts.

Add the **green power die**, **Hero** sheets, hero and monster figures, all **tokens**, and **map tiles** to their respective supplies.

GREEN POWER DIE

Some weapons and abilities specifically call for the use of the green power die.

QUESTS

Each of the 5 quests has 1 Encounter, and they are incorporated into campaigns through the use of **Rumor** and **Advanced Quest** cards. They may also be played as a mini campaign.

HERO CLASSES

The **Prophet** and the **Stalker** classes belong to the Healer and Scout archetypes, respectively. Hero players may choose these classes during setup.

OVERLORD CARDS

The Overlord cards include 7 new cards of the **Infector** Overlord class. The *Quest Reward* cards do not have an experience cost and cannot be purchased normally; it can only be received as a quest reward, when it is shuffled into the Overlord deck as normal.

TOKENS

INSIGHT TOKEN



If you choose the Prophet class during Hero Setup, take the **insight token**.

During a game, it is either in your play area or on a player's Hero sheet. Each time you are instructed to gain the token, place it on your Hero sheet.

Only one player can have the insight token on his sheet at a time. Each time the token is discarded (normally to trigger an effect), it is placed in the Prophet player's play area. The insight token remains on a Hero sheet between encounters, but not between quests.

TRAP TOKENS



If you choose the Stalker class during Hero Setup, take the supply of **trap tokens**.

Each time you use an ability that places 1 trap token, take one from the supply and place it on the map as instructed.

They do not block movement or LOS, and only one may occupy a space. Trap tokens are limited by the amount in the supply.

INFECTION TOKENS



Infection tokens are used with the **Infector** Overlord class. During the *Spend Experience Points* step of the Campaign phase, if the overlord includes an **Infector** Overlord card in his deck, he takes the supply of infection tokens.

Each time a hero is infected by an **Infector** Overlord card, he takes an infection token and places it on his Hero sheet. A hero with at least 1 infection token is **infected**.

Infection tokens remain on a Hero sheet between encounters, but not between quests. Infection tokens are limited by the amount in the supply.

CONDITION (WEAKENED)



Condition cards and tokens for the Weakened condition are added to the existing supply of Condition cards and tokens.

SECRET ROOMS

Heroes are not required to explore a secret room to complete the quest. They cannot explore a secret room if there is already a secret room card in play.

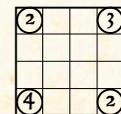


When you draw the *Secret Passage* Search card, place a **secret room entrance token** in your space.

If the card is drawn when the heroes are not on the map, draw a replacement Search card and shuffle the card back into the Search deck.

A hero in the same space as a secret room entrance token may spend 1 MP to explore. Draw and resolve 1 **Secret Room** card. If the card instructs you to place a secret room tile:

- Place Secret Room:** Place the appropriate secret room tile near (not connected) to the map. The tile code on the tile must match the tile code on the Secret Room card.
- Move Hero:** Place your hero figure on the secret room tile's **entrance space** (with the secret room entrance icon).
- Place Challenge Tokens:** The overlord randomly draws challenge tokens equal to the number of heroes and, without looking at them, places each facedown in a corner on the tile as follows, only one challenge token per space.



During your turn, if your hero figure is in a secret room entrance space, you may spend 1 MP to move to any other secret room entrance space as if they were adjacent. **Monsters cannot use secret room entrances.**

If you move your figure to an occupied secret room entrance space, place it in the closest available empty space of choice.

Challenge tokens

When your hero is adjacent to or in a space containing a facedown challenge token, you may perform a **search** action to flip the token faceup (do not draw a Search card). The face of each token displays either a monster or an attribute icon.

If the revealed token displays a monster, place it in the closest available empty space from where it was revealed and treat it as a minion monster figure of the indicated type. It does not count against the overlord's monster group limits, and uses its corresponding **Monster** card of the current Act. If the monster belongs to a monster group that is currently inactive, the challenge token is immediately discarded.

If the revealed token displays an attribute icon, the hero must immediately test that attribute. If he passes, immediately draw a Search card and discard the challenge token. If he fails, still discard the token but do not draw a Search card.

At the start of each overlord turn in which there is a hero on a secret room tile, the overlord may discard one challenge token or monster figure from the secret room tile. Choose before the overlord draws his Overlord card. The discarded token is not revealed.

Secret room rewards

As soon as there are zero challenge tokens and zero monster figures on the secret room tile, the player taking his turn resolves any **Reward** effects on the Secret Room card. If multiple hero figures are on the tile, the heroes choose one of them to resolve the reward effect.

Then, players remove all heroes from the secret room tile and place them in empty spaces nearest to the secret room entrance token and the secret room tile and entrance token are discarded. The player whose turn was paused resumes his turn.

Knocked out in a secret room

If a hero is knocked out while in a secret room, all normal rules for being knocked out are followed, except the player places his hero token in the secret entrance token's space, even if that space is not empty.

Refreshing the Secret Room deck

At the end of each encounter, discard all Secret Room cards in play that have not been claimed as rewards. At the end of each quest, shuffle all discarded Secret Room cards back into the Secret Room deck.

RUMORS

The overlord can play a maximum of 1 Rumor card from his hand, at a time stated on the card, during each Campaign phase. The hero players immediately resolve the card's text before continuing the Campaign phase.

At the start of Act II, the overlord must discard any Rumor cards that can only be played in Act I. He does not draw replacements. Discards are not shuffled back into the Rumor deck, and if the deck runs out of cards, it is not reshuffled. If the overlord must draw a Rumor card and there are no cards in the deck, he does not draw one.

QUEST CARDS

Quest cards are both **Advanced Quests** cards and Rumor cards that feature quests (**Rumor Quest** cards). They are quests that players can choose during the Choose Next Quest step of a Campaign phase.

When they enter play, they are placed faceup on the table and become available quests.

Rumor Quest cards are played by the overlord as instructed. **Advanced Quest** cards only enter play when instructed by a game effect.

Each time a player (overlord or hero) would choose a quest during the Choose Next Quest step of the Campaign phase, he can choose any **available quest**: either a quest on the campaign sheet or a Quest card on the table. When you choose the latter, immediately begin quest setup as normal, referring to the corresponding quest in the *Quest Guide*.

Before attempting these quests, perform the Travel step of the Campaign phase as normal, but instead of referencing the quest map, refer to the travel icons at the top of the appropriate Quest card. These icons are resolved from left to right as if they were on the path leading to the quest.

Quest cards remain in play until completed or discarded by a game effect. They are not automatically discarded at the start of the Campaign phase, and can persist from session to session until completed.

Between sessions, store any available Quest cards as a reminder that the quest has not been attempted yet. After either the heroes or the overlord wins a quest, the victor may store the card with the rest of his materials as a reminder that he won that quest.

Act Specific Quest Cards

Some Quest cards have the Act I or Act II icon in the upper left hand corner, and can only be attempted during the corresponding act.

If one or more Act I Quest cards are still in play immediately before playing the Interlude, the heroes must choose one of them to attempt before proceeding to the Interlude. After completing this quest, all other available Act I Quest cards are discarded from the game without effect.

Completing a Quest card

The *Quest Guide* lists all rewards for winning each quest. Perform the Campaign phase as normal after completing a Quest card.

Any quest attempted as a result of a Quest card does not count against the number of quests required to complete for the current act. Quest cards are always played *in addition* to the required number of campaign quests in a particular act. Also, players do not have to attempt any Quest cards in order to complete the campaign, and may ignore all quests from Quest cards when determining how many quests are won by the overlord or the heroes during any given act.

Advanced Quest Cards

Advanced Quest cards are special quests that only come into play when specified by an effect. The back of the card lists special rewards that heroes or the overlord can acquire by winning the quest. The reward is only received when instructed by the *Rewards* section of the *Quest Guide*.

Advanced Quest cards are double-sided, and any player may look at either side of one at any time.



DESCENT

JOURNEYS IN THE DARK
SECOND EDITION



SHADOW OF NEREKHALL

SETUP

Mix all the *Shadow of Nerekhall* components with their corresponding components in the base game. When using multiple expansions, mix together the respective components.

The **Lieutenant**, **Relic** and **Corrupt Citizen** cards are used only when playing a quest from this expansion.

When playing with this expansion, players must use all of the new components.

Add all **Shop Item** cards to their respective decks.

Add the **Class**, **Condition**, **Overlord**, and **Monster** cards to the pool of available cards. Shuffle the **City Event** cards with any other City Event cards from other expansions.

Add the **green power dice**, **Hero** sheets, hero and monster **figures**, all **tokens**, and **map tiles** to their respective supplies.

GREEN POWER DIE

Some weapons and abilities specifically call for the use of the green power die.

QUESTS

During setup, add the 19 new quests to the available selection of quests. They have either 1 or 2 encounters and may be linked together to form a campaign.

HERO CLASSES

The **Bard** (Healer), **Skirmisher** (Warrior), **Conjurer** (Mage), and **Shadow Walker** (Scout) classes may be chosen during setup.

OVERLORD CARDS

The Overlord cards include 7 new cards of the **Shadowmancer** Overlord class. There are also 5 new Universal Overlord cards.

TOKENS

SONG TOKENS



The Bard has several skills that interact with **song tokens**. If you choose the Bard class during setup, place the song tokens near your play area.

There are 2 tokens: **melody** and **harmony**. These are either near the Bard's play area or on 1 of his Class cards. Each time an effect allows you to place a song token, take one of the tokens from its current location and place it as indicated.

Each token can be on only 1 Class card at a time.

Some Class cards have effects that may trigger when a song token is on that card, and contain symbols that match the symbol on the token, either **melody** or **harmony**

When a song token is on a Class card with a matching song effect, that effect triggers. Class cards with song effects trigger only if the corresponding token is on that card. Song tokens remain on Class cards when the Bard is knocked out, but the tokens and any matching song effects are not active. At the end of an encounter, the Bard returns all song tokens to the supply.

IMAGE TOKENS



The Conjurer has several skills that interact with **image tokens**. If you choose the Conjurer class during setup, place the image tokens near your play area.

When an effect allows you to place an image token, place it on the map in a space indicated. Each token is treated as a hero figure with the Conjurer's attributes and 1 gray defense die.

If an image token suffers any amount of or , it is discarded, and the Conjurer suffers 1 and 1 .

At any time during his turn, the Conjurer may return any number of image tokens on the map to his supply. The number that can be on the map at any one time is limited only by the supply.

SHADOW SOUL FAMILIAR



The Shadow Walker may summon and control a **Shadow Soul familiar**. This follows all rules for familiars, with exceptions described on the Shadow Soul Class card.

TERRAIN

ELEVATION

Elevation is represented by an **elevation line**: a dotted red line along the edge of a space. These block movement but not LOS.

Adjacent spaces separated by an elevation line are still considered adjacent. However, when a figure declares a melee attack targeting a figure on the opposite side of an elevation line, **the target figure adds 1 additional black defense die to its defense pool**.

This does not apply if the attacking figure's attack has the **Reach** keyword.

Elevation lines block large monster movement. However, when ending or interrupting movement for large monsters, the monster figure may be placed on spaces containing elevation lines, as long as those spaces are empty.

A figure with the **Fly** ability may move through elevation lines.

A figure cannot move diagonally across elevation through a shared corner of an elevation line and a wall (the black edge of a map tile).

PORTCULLIS

A **portcullis** is set up in the same way as a door and is shown as a gray door in the *Quest Guide*.

Figures cannot move through a portcullis, but they may perform attacks, trace LOS, and count spaces through them.

Spaces separated by a portcullis are considered adjacent.

A figure may perform an open or close a door action to open or close 1 adjacent portcullis (it is considered to be opening a door).

HAZARD

Any space with a yellow line around it is a **hazard** space.

A figure entering a hazard space suffers 1 damage. Any figure that ends its turn in a hazard space is immediately **defeated**.

Defeated heroes place their hero token in the nearest empty space that does not contain a hazard. A large monster is defeated only if all spaces it occupies are hazard spaces.

Any effect or ability that applies to lava spaces applies to hazard spaces, and any effect or ability that applies to hazard spaces applies to lava spaces.

CAMPAIGN RULES

TRAVEL

The *Shadow of Nerekhall* campaign uses a new campaign map. Heroes begin the travel step at Ironbrick Inn and follow a continuous path to the chosen quest location. Additionally, players use **City Event cards** when playing this campaign instead of Travel Event cards. These follow the same rules as Travel Event cards. For each travel icon players stop at, they draw a City Event card and resolve the event based on the matching icon.

CHOOSING QUESTS

There are a total of 9 quests in the campaign, beginning with the Introduction quest *A Demonstration*, which is treated as an Act I quest. Remaining quests are chosen using the *Shadow of Nerekhall* campaign log.

Act I

When choosing Act I quests, players can choose any Act I quest they have not played during the campaign. After completing an Act I quest, the winner of that quest chooses the next quest. After completing 3 Act I quests (excluding the Introduction), it is time for the Interlude. Players resolve 1 Campaign phase as normal, and then the heroes travel to the Interlude quest.

Interlude

The interlude is a special quest that marks the transition from Act I to Act II of the campaign. There are 2 different Interlude quests. If the heroes won at least 2 of the Act I quests (excluding the Introduction), the players must choose *The True Enemy* as the Interlude quest.

If the overlord won at least 2 of the Act I quests (excluding the Introduction), the players must choose *Traitors Among Us* as the Interlude quest.

Each Interlude is treated as an Act I quest.

Act II

After completing the Interlude, the campaign transitions to Act II. Immediately perform the standard Act II steps. After completing these steps, the winner of the Interlude chooses *Overdue Demise* or *Arise My Friends* as the next quest. This is indicated by the arrows connecting those quests to the Act II symbol.

After completing an Act II quest, the winner of that quest chooses between the 2 available quests listed beneath it on the campaign log. Available quests are connected to the completed quest by an arrow.

After completing 3 Act II quests, players resolve one Campaign phase as normal, and then they travel to the Finale quest to determine the winner of the campaign.

Finale

The campaign ends 1 of the 2 Finale quests. If the heroes won at least 2 of the Act II quests, they must choose *The Black Realm* as the Finale quest. If the overlord won at least 2 of the Act II quests, the players must choose *The City Falls* as the Finale quest. The Finale is treated as an Act II quest.

INFLUENCE EFFECTS

Influence effects and the **influence tokens** are specific to the *Shadow of Nerekhall* campaign during certain quests. At the start of the campaign, during Overlord setup, the overlord takes the 3 influence tokens.

A quest may feature up to 3 different influence effects. The 3 tokens correspond to the influence effects listed in each quest's influence sidebar. The active influence effect for a quest depends on the influence token that is selected for that quest.

INFLUENCE TOKENS



During Setup, when quest rules instruct the overlord to choose his influence effect, he secretly chooses 1 of the influence effects listed in the influence sidebar of that quest.



The overlord places the corresponding influence token facedown in his play area and sets aside any unused influence tokens facedown. No hero player should know the color of any of the influence tokens. If a quest features only 2 influence effects, the token that does not have a corresponding effect is set aside.



Quests may instruct the overlord to shuffle the influence tokens listed, place 1 facedown in his play area, and set aside the remaining tokens. In these quests, *no player*, including the overlord, should know the color of any tokens.

When the quest rules instruct the overlord to reveal his influence effect, he reveals the chosen facedown token and resolves the effects.

CORRUPT CITIZENS

The overlord has the opportunity to **corrupt** various characters that the heroes meet. These corrupt citizens enter play using one the **changing** monster.

The overlord player receives a corrupt citizen as a reward for winning certain quests. Take the corresponding **Corrupt Citizen card**. Between sessions of a campaign, the overlord player stores Corrupt Citizen cards as a reminder of which corrupt citizens he possesses.

During quests in the campaign, the overlord may play any Corrupt Citizen cards in his possession. Changing monsters must be present in the quest in order to do so.

When a master changeling is placed on the map, the overlord may play a Corrupt Citizen card, placing it faceup near the changeling Monster card. In addition to everything listed on the changeling Monster card, the master changeling gains all effects listed on the Corrupt Citizen card.

Only 1 Corrupt Citizen card may be in play at any time.

If a master changeling with a Corrupt Citizen card is not defeated during an encounter, the overlord returns that Corrupt Citizen card to his play area and may play it again during another encounter in the campaign.

If a master changeling with a Corrupt Citizen card is defeated, the overlord returns that Corrupt Citizen card to the game box and cannot use it again during the campaign.



DESCENT

JOURNEYS IN THE DARK
SECOND EDITION



MANOR OF RAVENS

SETUP

Mix all the *Manor of Ravens* components with their corresponding components in the base game. When using multiple expansions, mix together the respective components.

Add the **Class**, **Condition**, **Shop Item**, **Relic**, **Overlord**, **Monster**, and **Lieutenant** cards to the pool of available cards.

Combine the **Rumor** cards with those from other expansions (if you do not have any other Rumor cards, create a new deck with the cards in this expansion).

Add the **Hero** sheets, hero and monster **figures**, all **tokens**, and **map tiles** to their respective supplies.

QUESTS

The new quests can be incorporated into any campaign either through the use of Rumor cards; strung together as a mini campaign; or each played as an independent quest playing the basic game or Epic Play rules. If played independently, ignore each quest's Rewards section.

Overlord Servants

The **Unkindness** Overlord class includes **Summon cards**. The overlord purchases Summon cards normally during the Spend Experience Points step of the Campaign phase.

Place a Summon card faceup in your play area when you purchase it, instead of adding it to your deck. It does not count toward your deck size or toward your ability to purchase higher level cards. Also take the corresponding **Servant card** and **token**.

Each time you use the Summon card, place the corresponding servant token as indicated by the Summon card. The token is treated as a minion monster in its own group and follows the same rules as other monsters.

OVERLORD CARDS

When the overlord plays an Overlord card that **remains in play** on a monster group, it is kept faceup in his play area until it must be discarded.

There are 3 Overlord cards available as rewards for specific quests. When instructed, such a card is added to the Overlord deck as though it was purchased.

RELIC CARDS

The 2 new Relic card types follow the normal rules for relics. They cannot be wielded by lieutenants.

Monster relics are wielded by monster groups in the same way regular relics are wielded by lieutenants. During setup of each encounter, the overlord chooses which monster relic (if any) each of his monster groups will wield. Each monster group can wield only 1 relic. Place the chosen Relic card next to the monster group's card; it remains there until the end of the encounter, even if all monsters in that group are defeated. A monster relic has no effect if it is not wielded by a monster group.

Universal relics are not wielded; they are placed in the overlord's play area and remain there for the rest of the campaign. The overlord can use universal relics by following the instructions on the card.

TOKENS

TRACKING TOKEN



If you choose the Bounty Hunter class, take the **tracking token**.

Each time the Bounty Hunter **tracks** a monster, he places the token on the base of the tracked figure. The Bounty Hunter can track only 1 monster at a time.

Each time a tracked monster is defeated, the Bounty Hunter takes back the tracking token.

RUMORS

When starting a new campaign, the overlord shuffles the Rumor deck and draws 3 cards.

The overlord can play a maximum of 1 Rumor card during each Campaign phase and can only play them, at the time indicated, during the act that corresponds with the **act icon** on the upper left of the card. The heroes must immediately resolve the text on the Rumor card before continuing.

At the start of Act II, the overlord must discard any Rumor cards that have the Act I restriction, and any Rumor cards that are in play that have that restriction are also discarded. He does not draw replacements. Discards are not shuffled back into the Rumor deck, and if the deck runs out of cards, it is not reshuffled. If the overlord must draw a Rumor card and there are no cards in the deck, he does not draw one.

QUEST CARDS

Quest cards are both **Advanced Quests** cards and Rumor cards that feature quests (**Rumor Quest** cards). They are quests that players can choose during the Choose Next Quest step of a Campaign phase.

When they enter play, they are placed faceup on the table and become available quests.

Rumor Quest cards are played by the overlord as instructed.

Advanced Quest cards only enter play when instructed by a game effect.

Quest cards that have an **act icon** can only be chosen during the act designated on the card.

Each time a player (overlord or hero) would choose a quest during the Choose Next Quest step of the Campaign phase, he can choose any **available quest**: either a quest on the campaign sheet or a Quest card on the table. When you choose the latter, immediately begin quest setup as normal, referring to the corresponding quest in the *Quest Guide*.

Before attempting these quests, perform the Travel step of the Campaign phase as normal, but instead of referencing the quest map, refer to the travel icons at the top of the appropriate Quest card. These icons are resolved from left to right as if they were on the path leading to the quest.

Quest cards remain in play until completed or discarded by a game effect. They are not automatically discarded at the start of the Campaign phase, and can persist from session to session until completed.

Between sessions, store any available Quest cards as a reminder that the quest has not been attempted yet. After either the heroes or the overlord wins a quest, the victor may store the card with the rest of his materials as a reminder that he won that quest.

Completing a Quest card

The *Quest Guide* lists all rewards for winning each quest. Perform the Campaign phase as normal after completing a Quest card.

Any quest attempted as a result of a Quest card does not count against the number of quests required to complete for the current act. Quest cards are always played *in addition* to the required number of campaign quests in a particular act.

Also, players do not have to attempt any Quest cards in order to complete the campaign, and may ignore all quests from Quest cards when determining how many quests are won by the overlord or the heroes during any given act.

Advanced Quest Cards

Advanced Quest cards are special quests that only come into play when specified by an effect. The back of the card lists special rewards that heroes or the overlord can acquire by winning the quest. The reward is only received when instructed by the *Rewards* section of the *Quest Guide*.

Advanced Quest cards are double-sided, and any player may look at either side of one at any time.

MINI CAMPAIGN RULES

Play the *Manor of Ravens* mini campaign following the normal campaign rules in addition to the following changes. Players cannot use Rumor cards when playing a mini campaign.

- 1. Setup** Perform all normal rules for game setup. Each hero receives 4 XPs and 100 gold, and the overlord receives 4 XPs. Then, players perform a Spend Experience Points step and a Shopping step. Players may save any unspent gold and experience points to spend in future Campaign phases. Players can record their gold and experience points on the Campaign log on page 9.
- 2. Travel** Perform a travel step beginning at the *Mountain Pass*.
- 3. Quest #1** Play the *Spread Your Wings* quest.
- 4. Campaign Phase** Perform a Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the *Spread your Wings* quest.
- 5. Quest #2** Play the *Finders and Keepers* quest.
- 6. Campaign Phase** Perform a Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the *Finders and Keepers* quest.
- 7. Quest #3** Play the *My House, My Rules* quest.
- 8. Transition to Act II** Perform the steps listed under Act II on page 22 of *Descent: Journeys in the Dark Second Edition* rulebook.
- 9. Campaign Phase** Perform a standard Campaign phase (see step 10 below for which quests may be chosen). Heroes begin travel from the *My House, My Rules* quest.
- 10. Finale** If the heroes won more quests than the overlord during Act I, they choose the next quest from those that correspond with any quest that they won.

If the overlord won more quests than the heroes during Act I, he chooses the next quest from those that correspond with any quest that he won (see the Campaign log for which Finales correspond with which quests).

Additional Quest Rewards

At the end of each quest during a mini campaign, each player receives 1 XP. This experience is awarded to both the winning and losing players and is in addition to the rewards listed for each quest in the *Quest Guide*.

Also, if the heroes win a quest, they can choose 1 hero to receive 1 random Shop Item card from the Shop deck.

If the overlord wins a quest, he receives 1 additional XP.

DESCENT

JOURNEYS IN THE DARK
SECOND EDITION

MISTS OF BILEHALL

THE CHAINS THAT RUST

SETUP

Mix all components with their corresponding components in the base game. When using multiple expansions, mix together the respective components.

Add **Condition**, **Class**, **Shop Item**, **Relic**, **Monster**, **Overlord**, **Travel Event**, and **Lieutenant** cards to the pool of available cards. Combine **Tainted** cards together.

TERRAIN

HAZARD TERRAIN

A space surrounded by a yellow line is a **hazard** space. Like lava spaces, a figure entering a hazard space suffers 1 damage. Any figure that ends its turn in a hazard space is immediately **defeated**. Defeated heroes place their hero token in the nearest empty space that is not a hazard space. A large monster is defeated only if all spaces it occupies are a hazard.

Any effect or ability that applies to lava spaces applies to hazard spaces, and vice versa.

SLUDGE TERRAIN

A space surrounded by an orange line is a **sludge** space. A figure moving into a sludge space must spend 1 additional MP or it cannot enter. When a figure starts its turn/activation and each space it occupies is a sludge space, its Speed is 1 and cannot be increased until the end of that turn/activation.

ELEVATION

An **elevation line** is a dotted red line along the edge of a space. They block movement but not LOS. Adjacent spaces separated by an elevation line are still considered adjacent. However, when a figure targets a figure on the opposite side of an elevation line in a melee attack, the target figure adds **1 additional black defense die** to its defense pool. If the attacking figure's attack has *Reach* or *Extend*, the target does not add the additional die.

Elevation lines block large monster movement; but when ending or interrupting movement for large monsters, the figure may be placed on spaces containing elevation lines, as long as they are empty.

A figure cannot move diagonally through a shared corner of an elevation line and a wall (the black edge of a map tile).

OLD WALL

An old wall is set up like a door and is shown as a blue rectangle on quest maps. Old walls cannot be opened and closed, and figures cannot trace LOS or count spaces through them. Spaces separated by an old wall are not adjacent.

CRUMBLING TERRAIN

When placed near an old wall, crumbling terrain tokens may need to be rotated to fit. A space that contains crumbling terrain loses all other terrain types except for obstacles.

Each time a hero enters a space that contains crumbling terrain, he may test  or  (his choice). If you fail, or choose not to test, remove that crumbling terrain token from the map and suffer the effects of the other terrain in that

space as normal; if the revealed terrain requires 1 additional movement point to enter, suffer 1  instead. If a figure is in a space that contains crumbling terrain, other figures cannot enter that space.

HYBRID CLASSES

If you choose a hybrid class during Hero Setup, the basic skill card associated with the hybrid class instructs you to choose 1 additional standard Class deck belonging to a different archetype (you cannot choose another hybrid class). Your archetype is not changed when you choose a hybrid class.

After choosing the additional deck, you receives its basic skills and starting equipment. Each time you spend experience, you may purchase skills from either Class deck, excluding **experience 3** cards from the additional deck.

OVERLORD SERVANTS

The *Soulbinder* Overlord class includes a new type of Overlord card: the **Summon** card.

The overlord purchases Summon cards normally during the Spend Experience Points step of the Campaign phase. Place a Summon card faceup in your play area when you purchase it instead of adding it to your deck; it does not count toward your deck size or toward your ability to purchase higher-level cards.

Place the corresponding **Servant** card and token in your play area. Each time you use the Summon card, take the corresponding servant token from its current location and place it as indicated by the Summon card. The servant token is treated as a minion monster in its own group, and follows the same rules as other monsters.

RELICS

Monster and **universal relics** follow the normal rules for relics. They cannot be wielded by lieutenants and monster relics have no effect if they are not wielded by a monster group.

Monster relics are wielded by monster groups in the same way regular relics are wielded by lieutenants. During setup of each encounter, the overlord chooses which monster relic (if any) each of his monster groups will wield. Each monster group can wield only 1 monster relic. Place the chosen Relic card next to the monster group's card. It remains there until the end of the encounter, even if all monsters in that group are defeated.

Universal relics are not wielded. When the overlord receives a universal relic, he places it in his play area for the rest of the campaign and may use it by following its instructions.

TAINED CARDS

At the start of each quest, the overlord shuffles the **Tainted** cards and deals 1 card facedown near each hero's Hero sheet. No player should know which card has been dealt to any hero. Place the remaining cards aside.

While a hero has a Tainted card, apply **+2 to his Health**. When a hero with a facedown Tainted card is defeated, he flips that card faceup. He is then affected by that card until the end of the quest or a game effect flips it facedown again.

MISTS OF BILEHALL CAMPAIGN RULES



Players play a total of 5 quests in the *Mists of Bilehall* campaign, beginning with the Introduction quest *Strange Awakening*. This quest is treated as an Act I quest.

All travel references the new *Mists of Bilehall* campaign map. Heroes begin the travel step at Mistbound Conclave and follow a continuous path to the chosen quest location shown on the campaign map.

During setup of the Introduction, each player receives 1 XP that they may immediately spend. Remaining quests are chosen using the *Mists of Bilehall* campaign log.

The winner of the Introduction chooses either *Sanguine Lord* or *Song of Bone* as the next quest. After completing a quest, the winner of that quest chooses between the 2 available quests listed beneath it on the campaign log (connected to the completed quest by an arrow).

After completing 3 Act I quests, proceed to the Finale. Players resolve 1 Campaign phase as normal, and then the heroes travel to the *Hallowing Fire* quest to determine the winner of the campaign.

The **Finale** is a two-encounter quest in which the players always play the same first encounter, but progress to a different second encounter depending on who won the previous quest.

If the heroes won the *Juliden's Keep* quest or the *Shattered Schemes* quest, play *Encounter 2a* as the second encounter. If the overlord won the *Juliden's Keep* quest or the *Shattered Schemes* quest, play *Encounter 2b* as the second encounter.

CHAINS THAT RUST CAMPAIGN RULES



When playing the standalone campaign, before setup of the Introduction each player receives 5XP that they may immediately spend.

The heroes then receive 225 gold per hero and may shop the entire Act I deck. Then, return all Act I Shop Item, Monster, and Lieutenant cards to the box; *The Chains that Rust* uses Act II cards.

Players play a total of 5 quests in *The Chains that Rust* campaign, beginning with the Introduction quest *Castle Dalibor*.

The outcome of each quest determines which quest will be available next, as indicated by the arrows connecting quests: if the heroes win a quest, follow the left-hand arrow; if the overlord wins, follow the right-hand arrow. If there is only one arrow, follow that arrow. After completing a quest, the winner of that quest chooses which of the available quests will be played next.

After completing 4 quests (including the Interlude), proceed to the Finale. Players resolve 1 Campaign phase as normal, and then the heroes travel to the *Profane Nexus* quest to determine the winner of the campaign.

The **Finale** is a two-encounter quest in which the players always play the same first encounter, but progress to a different second encounter depending on who won the previous quest.

COMBINED CAMPAIGN

Each of the campaigns are a one-act campaign, but can be combined to form a two-act campaign.

Follow the *Mists of Bilehall* campaign rules, but instead of playing *Hallowing Fire* as the Finale, treat it as the Interlude. Immediately after completing *Hallowing Fire*, each player gains 1 XP.

Page 8 of *The Chains the Rust* rules has alternative victory text. Victorious heroes gain 25 gold per hero. After reading the appropriate victory text, transition to Act II and return the *Mists of Bilehall* tiles to the box.

Then, the winner of *Hallowing Fire* chooses either *Legion's Hunter* or *Freedom from Flesh* as the first Act II quest, following the restrictions of the *The Chains the Rust* 'Choosing Quests' section above. *Castle Dalibor* is not played during the combined campaign. After completing a quest, the winner of that quest chooses an available quest.

DESCENT

JOURNEYS IN THE DARK
SECOND EDITION

LIEUTENANT PACKS

PLOT CARDS

After hero players choose their classes at the start of a campaign, the overlord may choose 1 **Plot deck** for the duration of the campaign.

The overlord then places the **basic card** (the one with no purchase cost) faceup in his play area. The remaining Plot cards with the same deck name are placed facedown; he may look at them at any time.

Plot cards are upgrades the overlord may purchase throughout a campaign that provide him with special abilities when the card is faceup in his play area. Plot cards are *not* Overlord cards.

PURCHASING & TRIGGERING PLOT CARDS

Each Plot card has a **purchase cost** in **threat tokens**. During the Spend Experience Points step of each Campaign phase, the overlord may purchase *any* of his facedown Plot cards by spending threat tokens equal to the card's purchase cost. Purchased Plot cards are placed faceup and can be used in *all future quests* during the campaign.

The overlord can **trigger** abilities on a faceup Plot card as specified on it. Each time he triggers a Plot card ability that requires him to *exhaust this card* or *use this card*, he must spend threat tokens equal to the Plot card's **trigger cost**.



Threat and Fortune

The red side of the token represents **threat**, and the white side represents **fortune**. During setup, place these tokens within easy reach of all players.

The overlord may spend threat tokens he has gained to purchase or trigger abilities described on Plot cards.

A hero may spend fortune tokens to receive certain benefits.

GAINING THREAT TOKENS

Each time a hero is defeated during an encounter, instead of drawing 1 Overlord card, the overlord may gain 1 threat token.

The overlord can only gain threat tokens in this way once per hero per quest.

If he does so, the overlord takes 1 hero token belonging to the hero and places it near his Plot deck as a reminder that he gained a threat token for defeating that hero. There are other ways in which the overlord may gain threat tokens:

- At the end of each quest, he receives 1 threat token. If he wins the quest, he receives 1 additional threat token.
- During the Spend Experience Points step of any Campaign phase, he may spend any number of his experience points to gain 3 threat tokens for each point he spends.
- Each time he plays a Rumor card featuring a quest, he gains 1 threat token.

Each time the overlord gains a threat token, he takes 1 from the supply and places it in his play area, threat side faceup.

Tokens gained during a campaign remain in his play area until spent. Between quests, the overlord records the amount of unspent threat tokens in the Campaign log.

Spending Threat Tokens

The overlord spends threat tokens as follows:

- **Purchasing Plot cards:** During the Spend Experience Points step of the Campaign phase, each threat token spent to purchase Plot cards is returned to the supply.
- **Triggering Plot cards:** Each time the overlord spends a threat token to trigger a Plot card, he must flip the token to its fortune side and place it on the Hero sheet which currently possesses the lowest number of fortune tokens.

If there is a tie, the heroes choose which hero among the tied heroes gains the token. If the overlord spends more than 1 threat token, follow this process once for each one spent.

Spending Fortune Tokens

Heroes may spend fortune tokens to trigger the following:

- **1 fortune token:** During his turn, a hero may recover 1 ♣.
- **1 fortune token:** After dice are rolled, a hero may reroll 1 of his dice.
- **2 fortune tokens:** After performing his 2 normal actions, a hero may immediately perform 1 additional action. Limit once per round per hero.
- **2 fortune tokens:** During the Shopping step of the Campaign phase, heroes may collectively spend their fortune tokens to draw 1 additional Shop Item card.

When a hero spends a fortune token, he returns it to the supply. Heroes cannot trade their fortune tokens to other heroes. After the Shopping step of each Campaign phase, return all fortune tokens on Hero sheets to the supply.

Monster Sizes and Traits

Monster size is defined by the number of spaces a monster's base occupies:

- **Small** monsters occupy 1 space.
- **Medium** monsters occupy 2 spaces.
- **Huge** monsters occupy 4 spaces.
- **Massive** monsters occupy 6 spaces.

Medium, huge, and massive monsters are still large monsters for the purposes of movement and quest rules.

AGENTS

Some Plot cards allow the overlord to use a lieutenant figure as an **agent** in an open monster group. The Agent card corresponding to the current act lists the agent's characteristics, abilities, and attack dice. An agent is treated as a master monster within its open monster group, however:

- Regardless of quest rules, an agent cannot be placed as a reinforcement.
- When an agent is defeated, the overlord must return the Plot card that summoned it back to his Plot deck. The card may be purchased again.
- As described on the Plot card, the overlord cannot use an agent in any quest that features the lieutenant version of that agent (and in some specific campaigns).

Plot cards that allow the overlord to summon an agent often require him to replace master and minion monsters of an open group after setup of an encounter. If he cannot meet the replacement requirements, he replaces the entire open group.

When an agent is placed in a monster group, it and the monsters are treated as if they are part of the same monster group. While the agent is on the map, the overlord cannot use the monster figures it replaced as reinforcements, regardless of quest rules. The overlord cannot summon an agent during an Interlude or a Finale. Unlike lieutenants, an agent cannot wield a relic.

DESCENT

JOURNEYS IN THE DARK
SECOND EDITION

COOPERATIVE ADVENTURE RULES

SETUP

Place the **Track sheet** on the table. On the **overlord track**, place an orange hero token (the **doom token**) on the space corresponding to the number of heroes playing. Place a purple hero token (the **fate token**) on the upper space of the track. Place a fatigue token on the lowest space of the **loot track**.

The monster groups required are listed on each **Activation card**. Take all Act I Monster cards and figures for the required monster groups.

Assemble the **Exploration deck**. Set aside the **starting encounter** (star in upper left corner). Then set aside the 3 **main encounters** (number in upper left corner).

Shuffle the remaining Exploration cards and deal them into 3 facedown stacks: 2 stacks of 3 cards and 1 stack of 2 cards. Shuffle the #3 main encounter into the stack that only has 2 cards and place that stack facedown. Shuffle the #2 main encounter into one of the other stacks and place that stack facedown on top of the first stack. Shuffle the #1 main encounter into the remaining stack and place that stack facedown on top of the other 2 stacks. The 3 combined stacks make up the **Exploration deck**.

Shuffle the Activation cards together to make the **Activation deck** and place it facedown near the Exploration deck. Shuffle the Peril cards to make the **Peril deck** and place it facedown near the overlord track.

Shuffle the Search cards from the base game to make the **Search deck** and place it facedown near the Track sheet.

Separate the Act I and Act II **Shop Item cards** and shuffle them separately. Place the Act I Shop Item deck facedown near the loot track. Place the Act II Shop Item deck aside.

Place the starting encounter Exploration card (star in upper left corner) faceup on the table next to the Exploration deck. It is now the **active Exploration card**. Use the encounter guide at the back of the rulebook to set up the encounter.

Sort damage, fatigue, hero, condition tokens and Condition cards into piles.

Hero Setup

Follow the normal hero setup from the base game, however if there is only 1 player, he or she controls 2 heroes. If there are 2 or more players, each player controls 1 hero. You make independent decisions and take separate turns for each hero you control.

If you use a card or ability from the base game that does not apply to cooperative play, ignore any part of it that has no effect on the game.

Each hero starts the game with 1 XP. You may spend this immediately on a Class card or save it for later use.

ORDER OF PLAY

A **round** consists of the Hero phase and the Overlord phase.

Once the Overlord phase is complete, the round ends and a new round begins.

HERO PHASE

Each hero takes 1 turn, following the normal steps of a hero turn. Complete your entire turn before another hero begins his turn. After all heroes have completed their turns, the Overlord phase begins.

Each round, the players decide as a group the order in which each hero activates (it may be different each round). If you cannot agree, go clockwise starting with a random player.

OVERLORD PHASE

All rules regarding Overlord cards and the overlord player from the base game *do not apply* in cooperative adventures.

1. OVERLORD EFFECTS

Follow all Overlord effects printed in the red box of the active Exploration card, in order from top to bottom.

When an Overlord effect with an **hourglass symbol** occurs, do not immediately resolve the corresponding text. Instead, place 1 fatigue token next to the symbol.

After placing a fatigue token, if the number of fatigue tokens matches the number associated with the symbol, the corresponding text occurs, and all tokens are removed.

Continue placing 1 fatigue token during each Overlord phase for as long as the Exploration card remains active.

2. FATE

If there is an active Exploration card, skip this step.

Otherwise **advance fate by 1 and draw and resolve 1 Peril card**. If the card is divided into 2 sections, do the following: if there are no monsters on the map, resolve the effect listed on the top half. If there are 1 or more monsters on the map, resolve the effect listed on the bottom half. If the card is not divided into 2 sections, resolve the entire card's effect. Finally, discard the Peril card.

If the Peril deck runs out of cards, immediately shuffle the discard pile to create a new Peril deck.

Peril effects do not apply to familiars, figures treated as heroes, and heroes who are not on the map.

3. MONSTER ACTIVATION

If there are any monsters on the map, **draw 1 Activation card**:

1. Determine Monster Group

The order in which monster groups activate is determined by their location on the Activation card – upper left, upper right, lower left, then lower right.

Locate the first group in the order that is on the map and has not yet activated.

2. Note Active Effects

Note any active effects for that group (printed in *italics* under the name of the group).

3. Choose a Monster

If there are yellow and red boxes, **minion** (yellow box) and **master** monsters (red box) activate separately.

Monsters are activated in order from top to bottom; all those in the top box activating before any in the bottom box.

Choose 1 monster that has not activated from the top box. If all monsters of the top box have activated, choose 1 monster that has not activated from the bottom box.

If there are no yellow and red boxes, choose any monster of that group that has not activated.

4. Perform Actions

Resolve all actions listed for that monster in order, from top to bottom, repeating the list of actions until that monster has performed 2 actions or follows the entire list and is unable to perform a listed action.

5. Continue/Complete Activation

If there are monsters of the activating group on the map that have not yet activated, repeat from step 3.

If there are more monsters of a different group that have not yet activated, repeat from step 1.

If all monster groups have been activated, discard the Activation card.

THE OVERLORD TRACK

If a card or effect instructs you to **advance fate**, move the fate token *down* the overlord track.

If a card or effect instructs you to **advance doom**, move the doom token *up* the overlord track.

If a card or effect instructs you to **move fate backward**, move the fate token up the overlord track. You cannot move the doom token down the overlord track.

If a card or effect instructs you to **refresh fate**, move the fate token to the top space of the overlord track.

ADDITIONAL HERO RULES

EXPLORATION

When a hero performs an **open a door** action, follow these steps:

1. Draw the top card of the Exploration deck and place it faceup on the table. That Exploration card is now **active**. An active Exploration card defines an encounter's rules for as long as the card is active.

2. Locate the encounter in the encounter guide (at the back of the rulebook) and set up the map as shown. Attach the map so that the entrance of the new encounter is connected to the exit of the previous encounter. Read aloud the *italicized* flavor text under the encounter name. Then follow any text listed in the corresponding green box of the encounter guide, placing monsters and tokens as indicated.

3. Refer to the Exploration card for all rules regarding the encounter. Effects in the blue area occur from top to bottom. Any text that says *After Setup* occurs immediately after the encounter has been set up.

A hero cannot open a door if there is an active Exploration card. **Doors cannot be closed.**

LOOT

When a hero defeats a monster, place a number of damage tokens on the loot track equal to the number of spaces the monster figure's base occupied. Each time you place a damage token, place it on the lowest empty space of the track.

If a hero defeats a master monster, move the fatigue token on the loot track up 1 space before placing any damage tokens on the loot track. The fatigue token on the loot track cannot go past the highest space of the track.

The **loot limit** is set by the number of heroes playing (represented on the loot track by gray silhouettes). When the number of damage tokens on the loot track equals the loot limit, the hero that last placed a damage token on the track draws a number of Shop Item cards from the current act's Shop Item deck equal to the number indicated by the fatigue token. He gives one of the Shop Item cards to any hero of his choice and places any remaining cards at the bottom of the Shop Item deck. Then, he removes all damage tokens from the loot track and moves the fatigue token back to its starting position.

Any damage tokens that would be placed above the loot limit as the result of defeating a monster are ignored.

At any time during your hero turn, you may flip one of your hero's **faceup Search cards facedown** (ignoring the effects of the card); then add 2 damage tokens to the loot track.

HEROIC FEATS

Heroic feats do not refresh in cooperative play. Each hero may only use his heroic feat once per quest.

TRANSITION TO ACT II

When an Exploration card instructs players to transition to Act II, perform the following:

1. Place the Act I Shop Item deck back in the box, and move the Act II Shop Item deck next to the loot track. When drawing cards for loot, players now draw from the Act II Shop Item deck.
2. Replace all Act I Monster cards with Act II Monster cards. The new cards apply to monsters currently on the map as well as all future monsters.

ADDITIONAL OVERLORD RULES

MONSTER ACTIVATION IN HERO TURNS

An Exploration card may cause specific monster groups to activate after the corresponding encounter is set up, even though it is not the Overlord phase. To activate monsters during a hero's turn, draw an Activation card and activate only the specified groups, then discard the Activation card.

SPAWN AND PLACE

If the encounter guide instructs players to **spawn monsters**, place monsters on the map based on the number of heroes, as indicated. If there are 2 heroes, spawn on the spaces marked 2. If there are 3 heroes, spawn on the spaces marked 2 and 3. If there are 4 heroes, spawn on the spaces marked 2, 3, and 4.

If players cannot spawn a monster because the required figure is already on the map, remove that figure from the map, recover all damage and remove any conditions on that monster, and place it as directed. When players remove figures from the map in order to spawn monsters for an encounter, they cannot remove monsters that were just placed for that encounter. They must remove monsters that were on the map before the players started spawning monsters for that encounter.

If a peril effect or overlord effect instructs players to place new monsters on the map and there are not enough figures to place, place as many figures as possible. When instructed to place monsters on the map, place master monsters first, respecting group limits.

MOVEMENT

Monsters cannot enter terrain that causes them to suffer damage during movement.

Activation cards use the following special vocabulary:

Toward: The figure moves into the target's space if possible. Otherwise, it must end its movement in the closest possible space to the target following normal movement rules. The figure always takes the route that requires the fewest MPs.

Away: The figure must increase the number of spaces between it and the target with each space moved. If a figure cannot do so, it does not move.

Furthest: The target that is the greatest number of spaces away from the monster.

Closest: The target that is the fewest number of spaces away from the monster.

Engage: The monster performs a move action and moves toward the specified target. If it would not move when performing this action, this action is not performed.

Spot: The monster performs a move action and moves toward the closest space from which it would have LOS to the specified target. If a monster already has LOS to the target, it does not perform this action. If there is no space on the map from which the monster could have LOS to the target, the monster targets a different hero, following the instructions of that same action while ignoring the hero it cannot target.

Large Monsters

When determining movement for a large monster, choose 1 space the monster occupies and count movement from that space as if the figure occupied 1 space. When moving a large monster toward a target, choose the space occupied by the large monster that is closest to the target. When moving a large monster away from a target, choose the space occupied by the large monster that is furthest from the target. After moving a large monster toward or away from a target, place the monster as close to or as far away from the target as possible, respectively. Otherwise, large monsters follow the normal movement rules for large monsters.

ENCOUNTERS

An **encounter** consists of all map tiles shown under the corresponding section of the encounter guide and follows all rules here and on the respective Exploration card. The rules of an encounter affect the whole map unless otherwise stated.

Main encounters are special encounters that are labeled with a number on their Exploration card and corresponding section of the encounter guide. The outcome of one main encounter will affect the next main encounter, ultimately leading up to the final main encounter: the **Finale**.

Heroes gain XPs in the first 2 main encounters. When a hero gains XPs, he may immediately spend them, along with any saved XPs, by acquiring new skill cards of his class. You may save any unspent XPs, but can only spend them immediately after gaining new XPs.

The **current encounter** is the encounter on the active Exploration card or the most recent active Exploration card.

Entrances and exits are spaces in each encounter defined in the encounter guide.

Overlapping Map Tiles

If map tiles overlap when placing a new encounter, use **end caps** to create a hidden passage instead. Connect 1 end cap to the exit of the previous encounter, place the new encounter in an open space on the table, and connect a second end cap to the entrance of the new encounter. The two end caps are considered linked.

If a figure is on a linked end cap, the figure may spend 1 MP to move to the other linked end cap as if both end cap spaces were adjacent. If both spaces on the end cap a figure is moving to are occupied, places it in the closest empty space to that end cap.

Monsters and heroes cannot attack through or draw LOS through linked end caps.

COMBAT

When a monster performs an attack, the hero rolling defense dice also rolls the attack dice for that monster.

SURGES

When performing an attack and a monster has  to spend, spend them in the following priority. If the monster spends a  and still has additional  to spend, follow the list again from the beginning. Continue doing this until the monster cannot spend any more  or has none left to spend.

1. **Hero Skills:** A monster spends  when hero skills, hero abilities, and heroic feats require the monster to spend  to attack.
2. **Range:** A monster spends  on additional range if the monster cannot hit all of its targets with its current range.
3. **Special:** A monster spends  on special abilities only when it will have an effect on at least one of the monster's targets. Special surge abilities are all abilities that are not *Range*, *Pierce*, or *Damage*.
4. **Pierce:** A monster spends  on *Pierce* only when 1 or more  have been rolled by at least one of the monster's targets.
5. **Damage:** Apply the  with the highest  bonus first.

DEFEATED HEROES

Each time a hero is defeated, advance fate by 1.

SPECIAL MONSTER RULES

Merriods: *Flail* targets the hero closest to the merriod in addition to the original target of the attack.

Merriods and Ettins: If possible, when a monster with *Reach* engages a hero, it ends its movement so that its figure is 2 spaces away from the hero and it has LOS to the hero. If not possible, it engages as normal.

Hybrid Sentinels and Shadow Dragons: *Fire Breath* targets as many heroes as possible. The path cannot be traced through any monster figures.

WINNING & LOSING

If the doom or fate tokens ever occupy the same space on the overlord track, the heroes immediately fail the quest and lose the game.

To win, the heroes must successfully complete the third main encounter of the quest. Heroes win or lose the game together.