

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game:	DESCENT: Road to Legend	v2.2 Dec 2010
Pub:	Fantasy Flight Games (2008)	
Page 1:	Rules summary front	
Page 2:	Rules summary back	
Page 3:	Overlord reference front	
Page 4:	Overlord reference back	
Page 5:	Hero reference front	
Page 6:	Hero reference back	
Page 7:	Reinforcements, Loot, Skills & Upgrades	
Page 8-11:	Monster summaries by type and campaign level	
Print on card (ensure you are printing at 100% scale) laminate and trim to size.		

DESCENT!

JOURNEYS IN THE DARK

THE ROAD TO LEGEND

SETUP

1. Cards Not Used in the Campaign

Remove the skills *Bardic Lore*, *Brawny*, *Ranger*, *Sharr the Brightwing*, *Telekinesis* and *Bear Tattoo*. Remove the Overlord cards *Poltergeist* and *Rolling Stone*. Remove *Invulnerability Potions* and all Treasure Cache cards containing *Invulnerability Potions*. Remove *Minor Healing*, *Greater Healing* and *Superior Healing* from the Copper, Silver and Gold Treasure decks.

If not using **WoD**, remove all cards with a well icon from the Incident and Dungeon Level decks; and if not using **AoD** remove those with a stone altar icon.

2. Hero Changes

Sir Valadir may use his ability to upgrade his power dice with fatigue as well. He receives 2 extra dice, 2 upgrades, or 1 extra die and 1 upgrade for each fatigue he spends.

Ronan of the Wild Pico adds a black power die when the campaign is Copper level, growing to a silver die when at Silver level, and a Gold die when at Gold level.

Runewitch Astarra only activates glyphs within 3 spaces.

Ispher and **Red Scorpion** are instantly healed to full wounds whenever they return to the Terrinoth map.

3. Hero Setup

Each hero player randomly draws 3 **hero sheets** and chooses 1. Players may confer before choosing.

There must be 4 heroes in the campaign.

The **hero party marker** is placed on the Terrinoth map on **Tamalir**.

One player is the **party treasurer** and begins with 1,200 coins for the party to buy their starting equipment. Unspent coins stay in their treasury. Each hero then takes:

- **skill cards** in number and type (*subterfuge*, *fighting* and *wizardry*) as indicated on his hero sheet, plus 1 from a deck of choice. Choose 1 card to keep and discard the rest back into their decks;
- **starting equipment** and **potions** available in the city store for the prices indicated.

4. Overlord Setup

The **overlord player** selects or randomly chooses an **Avatar** sheet and places the **Overlord's Keep** token on the map. The Overlord then takes:

- the **Sir Alric Farrow** lieutenant card, placing his marker on the Overlord's Keep;
- 15 XP worth of **Avatar Upgrades** (white overlord upgrade cards and no additional lieutenants). These do not affect his conquest point total. Any not spent are wasted;
- his choice of Plot. The flavour text on the zero-cost card associated with that Plot is read aloud and the card is placed faceup on the table.


THE GAME WEEK

1. Time Passes

Check the heroes' and overlord's combined **conquest** to see if the **campaign level** advances. The overlord gets 1 **conquest token**, plus 1 for each city he has razed.

2. Resolve Sieges

Remove all **siege tokens** from cities where there is not at least 1 overlord lieutenant.

For each city that has a number of siege tokens on it equal to its **Defense** rating, roll a black power die. On a  the city is **razed**.

If a city is razed, flip one of the tokens over to its razed side and remove the rest. The heroes can still move through the space, but the city no longer provides any services. If Tamalir is razed, the overlord wins the campaign.

3. Overlord Actions

The overlord may, in any order, issue Orders to his lieutenants and purchase an Upgrade.

Lieutenant Orders Each lieutenant may be issued 1 order—Move or Besiege—each game week.

Lieutenants **move** from their current location along one trail of any type, and do not check for encounters. They cannot enter Legendary or Secret Master Areas. If a lieutenant ends his movement in the same space as the party space he **may** attack.

A lieutenant beginning his turn in a city **may besiege** it. Place a siege token on the city. Once its Defense rating is reached, no more tokens are placed.

Upgrades The overlord may purchase 1 upgrade per game week with his XP.

4. Party Actions

The party collectively chooses either the Move action or the Train action.

Move The party moves from their current location along one trail, cannot split up, and must check for an encounter. They cannot move along river trails without the *Magic Boat*, secret trails without *Kerak's Map*, nor can they enter the *Overlord's Keep* until the *Final Battle*.

Heroes may equip or exchange items and drink potions freely while on the overland map.

If the party ends its movement in a space containing one or more lieutenants, they may choose to attack each of them (each resolved as a separate encounter).

If the party ends its movement in a dungeon area, they receive 1 conquest token if they have not been there before, and may then enter the dungeon.


If they end their movement in a city, they may each **visit** a building in that city (though not a *Training Ground* at the end of a move action).

Train If the heroes start their game week in a city they may each **train** at one of the buildings.

4. End of the Week

Once all encounters and/or dungeons are completed, a new game week begins.

ENCOUNTERS

When a party travels along a trail using a move action, the overlord rolls a number of black dice equal to the number on the shield on the trail. If the shield is *green*, any blanks rolled indicate an encounter. If *yellow*, any  rolled. If *red*, any power enhancements rolled.

If an encounter occurs, the overlord shuffles the **Incident cards** and draws until he draws one with a shield colour in the lower right matching the shield on the trail.

Non-combat encounters are read aloud and executed.

COMBAT ENCOUNTERS

When a **combat encounter** is drawn, the overlord shuffles the **Location cards** and draws one. The map shown is assembled and any special rules noted. Cards describe a named leader, minions, and a set of abilities, which can be activated with **threat** gained during this encounter.


Hero Placement and Ambushes

The overlord rolls one black power die. If the roll matches any of the die faces shown in the lower left of the card, the encounter is an **ambush**.

Place the camp tile (the spaces have no special effects) in the center of the large starting map piece so the watch stump is oriented away from the 2 dead ends. The hero players choose 1 hero to be on watch and placed on the watch stump space; the others are placed on different bedroll spaces with a sleeping token each.

If the encounter is not an ambush, each hero figure is placed in one of the dead end spaces on the starting tile.

Place the monsters anywhere but on the starting tile. The overlord reads the text of the Incident card, including all abilities and special rules. The encounter is played out using the normal game rules.

The overlord begins the encounter with 0 threat and no Overlord cards. He receives 1 threat per hero per turn, in addition to the usual 1 threat for every 2  he spends when making successful attacks.

Threat may only be used to activate the encounter's abilities as listed on the Incident card, as well as these 2 abilities which each cost 2 threat: move a monster an extra space; or add a black power die to a monster's attack roll or upgrade a power die by a step.

The **Reinforce** ability allows the overlord to place new monster(s) of the listed type next to one of the map exit spaces. The ability cannot be used if the leader in an encounter has been killed. Hero LOS or abilities that affect spawning do not interfere with their placement.

Reinforcements are placed at the end of the overlord's turn and moved onto the map on his next turn if they can move **fully** onto the map.

Victory, Flight and Death

If all the monsters are killed, the party is victorious and rolls 4 black power dice, consults the **Encounter Loot table**, then continues their game week move action.

If all the heroes are killed, the hero party marker is moved to Tamalir and their game week action is over.

If there are no heroes left but at least one fled, the party escapes. They get no loot but continue their week action.

When the leader is killed, the heroes gain 100 coins and 2 conquest points.

If a hero is killed, the overlord receives his conquest value in conquest tokens, and the hero is removed until the end of the encounter.

A hero may **flee** by spending 1 MP while standing on an exit piece, but cannot return later in the encounter.

Party Recovery

At the end of every encounter, any heroes who were killed (or fled) rejoin the party. Those killed return with full wounds, and *all* are restored to full fatigue. All lingering effect tokens are removed from all heroes except *Poison* and *Curse*. All heroes may drink any number of potions and use any healing items.

ENCOUNTERS & LIEUTENANTS

When a lieutenant is involved, his card is used instead of an Incident card, and the encounter is never an ambush.

At the start of the encounter the overlord automatically puts into play, for free, the lieutenant's Power card; and if he has any treachery, may spend it on a hand of cards at normal costs. Additionally, 2 cards without a treachery cost may be added for 1 treachery of the correct type (no Power cards). Cards may be played or discarded for threat as normal, but can only be played once.

A lieutenant may **Battle** and **Run** as heroes do. He may also flee off the board as a hero can, which ends the encounter and moves him to the Overlord's Keep. Any Quest Item he was carrying is left behind for the heroes.

A lieutenant may **Reinforce**, at a variable cost of threat, any monster type listed on his card as a Minion. **Spawning** monsters act like reinforcements and are not activated until the Overlord's next turn.

When a lieutenant is killed, the heroes gain 250 coins and 4 conquest points. The encounter ends as a party victory immediately and the lieutenant is placed in the graveyard box and is no longer available to the overlord.

DUNGEONS

When the party ends their game week at a dungeon they have yet to explore, they can enter and explore it. Each dungeon consists of 3 levels, generated separately when entered, linked by **portals**.

Any lieutenant within one trail's length of the dungeon can **fortify** that dungeon. The overlord can put the Power card listed on the lieutenant card(s) into play for free (or in *Lord Merick Farrow's* case, gain an extra 15 threat). This does not count against the number of Power cards in play.

If the overlord has bought any treachery, he may adjust his Overlord deck. Then he shuffles the deck and draws a new hand of 3 cards.

When the heroes enter a new level, the overlord draws a **Dungeon Level card**. Cards describe the level's leader, special rules, and the location in the Quest Guide. The dungeon level is set up and the heroes placed on or adjacent to the activated glyph as normal. Then the overlord places the level's leader as indicated, chooses his minions (usually group C requires **WoD** and group D **AoD**) and deploys them anywhere except the red-shaded areas. He may ignore LOS and abilities that interfere with spawning.

Finally, the overlord reads aloud the dungeon level description as well as the *entire* Dungeon Level card, and play begins normally, starting with the heroes.

The Reinforcement Marker

At the start of every level, the overlord places the **reinforcement marker** faceup (red eyes) in front of him. When he plays a spawn card it is flipped face down and while it is facedown he may not play spawn cards. He may spend 15 threat on his turn to flip it faceup.

In the Dungeon

Normally an entire level is revealed when the heroes enter it; only special levels have multiple areas.

When a **chest** is opened the party rolls 4 black power dice and consults the **Chest Loot table**. Coins are added to the party treasury, potions are selected by the group, and treasures are drawn from the listed deck as normal. Potions and items are divided among the group as desired.

When a hero activates a **glyph of transport**, the party gets 3 conquest points. To move through an activated glyph a hero must begin his turn on or adjacent to it. He then returns to Tamalir, is placed in the building of his choice, and may immediately **restock** there instead of his normal turn (he may not perform any other action). On his next turn he may either return to the dungeon (declaring a normal action then moving to an activated glyph for 1 MP) or restock again, in the same building or another.

Once a hero steps on a **portal** leading to the next level his figure is removed from the map and he is invulnerable. Once all the remaining heroes either enter the portal (or move to town) the overlord immediately constructs the next dungeon level and all heroes move to the next level.

When the party goes through the 3rd level portal, they return to the surface. Mark the dungeon as explored on the campaign sheet (it may not be re-entered) and either leave the party marker there or move it to Tamalir.

When a leader on each dungeon level is killed, the heroes gain 100 coins and 2 conquest points.

When the leader on the 3rd dungeon level is killed, the heroes gain 250 coins and 4 conquest points.

Dungeon level leaders also carry a red runekey unless otherwise stated.

Fleeing a Dungeon

The heroes can flee a dungeon by all returning to Tamalir at the same time via a glyph of transport. Mark the dungeon as explored on the campaign sheet (it may not be re-entered) and move the party marker to Tamalir. If the overlord goes through his entire deck 3 times (4 times for a Rumor or Legendary Area), the heroes immediately flee the dungeon.

Party Recovery

At the end of every dungeon, all heroes are healed of lingering effects exactly as after outdoor encounters. All heroes may drink potions and use healing items.

RUMORS

When a hero visits or trains in a **Tavern** and pays for a round of drinks, the overlord shuffles the **Rumor deck** and draws the top card.

Any instructions at the top are followed immediately. Then the rumor text and reward are read aloud. If there is currently no active Rumor, the card becomes the active Rumor and is placed faceup by the board. If there is, the party decides which to keep. Discarded Rumors are returned to the deck.

The party decides on which unexplored dungeon a new Rumor is placed. It cannot be closer to the party marker than the distance in trail-lengths listed on the card. Mark the location with the Rumor token and record it on the campaign sheet.

If the party explores the dungeon with the Rumor, the 3rd dungeon level is specific to the Rumor and in the Quest Guide. The Rumor reward is granted immediately when the specified conditions are met, and the card is (usually) removed from the campaign.

OTHER AREAS

Legendary Areas

The 3 **Legendary Areas** on the map are dungeons with special **4th levels** that can only be explored at a specific campaign level, and only if the heroes have fewer total conquest tokens than the overlord: **The Caverns of Thuul** (copper), **The Fool's Rapids** (silver) and **The Valley of Souls** (gold).

Secret Master Areas

If the party begins their game week move in a **Secret Master Area** (**Shika's Tree** or **Olmric's Hut**), the heroes may choose a Train action to improve their *maximum* and *current* wounds or fatigue, or improve their traits.

Rumors cannot be located at any of the above areas, nor can lieutenants enter or fortify them.

The Overlord's Keep and the Final Battle

The party cannot move to or enter the Overlord's Keep until the Final Battle begins. When the Final Battle begins, the Overlord may purchase one final upgrade, and the party marker is moved to Tamalir where each hero may train once in one of the buildings there.

The heroes are then moved to the Overlord's Keep. Both the heroes' and the overlord's conquest point totals are reduced to 0.

The Keep is explored like a normal dungeon for the first 4 levels. The 5th level is special, depends on the overlord's Avatar and is in the Quest Guide.

Track new conquest token totals while the Keep is explored. All buildings in Tamalir are considered closed, but heroes may still re-appear at the Temple when they are killed and can return via a glyph of transport.

When the **Avatar** appears, the overlord removes all other monsters, discards his in-play Power cards and Overlord cards, and puts the Overlord deck away.

Each hero's *maximum* and *current* wounds are increased by +1 for every 2 conquest tokens earned since entering the Keep, and the overlord's *maximum* and *current* wounds are increased by +2 for every conquest token earned since the heroes entered the Keep.

The Avatar may **Battle** and **Run** as heroes do. Any time he kills a hero he is healed of 2 wounds for every conquest token the hero is worth. The hero is dead and gone forever.

Once the battle is resolved the overlord reads the appropriate Plot card. The campaign is concluded.

CITIES AND BUILDINGS

When the party ends a move action on a city *each* hero must **visit** one of the buildings available there, and places his figure on that building at the bottom of the map.

If a party already in a city chooses to Train, heroes who choose to **train** choose one of the available buildings.

Each city has a special ability. In Tamalir, if the heroes end a week's action there, the party can buy a **Tamalir Upgrade card** (only once per week). *Each* hero pays the listed XP. The card does not stop the party from doing other things in Tamalir, and takes effect on the next week.

HERO UPGRADES

Trait and Skill upgrades may be made when a hero *trains* at the **Training Ground**, or the party takes a Train action at a **Secret Master Area**.

Trait Upgrades

A hero can:

- add a ■ to one of his traits for 500 coins and 15 XP;
- upgrade a ■ to a □ for 750 coins and 20 XP;
- upgrade a □ to a ■ for 1,000 coins and 25 XP.

No hero may ever have more than 5 power dice in any trait.

Keep the appropriate upgrade token with the hero sheet. Heroes are limited by the number of tokens available.

To add or upgrade a power die the relevant trait (Melee, Ranged or Magic) must be taught at the current location. All traits can be trained at a Secret Master Area.

At Copper level, a hero can upgrade a maximum of 3 of his ■ to □ and may not upgrade □. At Silver level, a hero can upgrade as many ■ as desired but a maximum of 3 of his □ to ■. At Gold level, a hero can upgrade as many dice as desired to □ and/or ■.

Skill Upgrades

A new skill's cost in coins and XP is found on the **Skill Upgrade Cost table**.

No hero may ever learn more than 5 skills. Skills can only be learned if they are available at the current location.

Secret Training

When the party takes a Train action at a **Secret Master Area**, a hero can increase *either* his maximum wounds by 4, or his maximum fatigue by 2—*either, not both, only once at each campaign level*.

At Copper level, an upgrade costs 500 coins and 20 XP; at Silver, 750 coins and 25 XP; at Gold, 1,000 coins and 30 XP. Take the wound or fatigue upgrade token corresponding to the current campaign level.

Power dice upgrades

In addition to spending 1 fatigue to add a black power die to an attack, a hero can spend 1 fatigue to upgrade a ■ to a □, or a □ to a ■.

He can do this as often as he likes as long as a given die is upgraded before being rolled.

OVERLORD UPGRADES

The overlord may buy 1 only of the following upgrades using his XP each week during the Overlord Actions step.

Avatar Upgrades

Avatar Upgrades can improve the Avatar himself, upgrade a specific type of monster, or bring into play a lieutenant.

There are generic upgrades any Avatar can use and 5 cards specific to particular Avatars.

The XP cost is listed in the card. Once paid, the card is taken and kept faceup.

When purchased as an upgrade, lieutenants enter play at the Overlord's Keep.

Treachery Upgrades

The XP cost to purchase 1 point of treachery of a given type, and the maximum number of points of each type allowed, are listed on the Avatar's sheet.

Monster Upgrades

By spending the XP shown on his sheet the Avatar can upgrade all of the monsters in one category (**humanoid**, **beast** or **eldritch**). At Copper level, the overlord can upgrade only 1 monster category to silver form. At Silver level, the overlord can have any number of silver form categories, but only 1 gold form category. At Gold level, the overlord can have any number of silver and gold form categories, but only 1 diamond form category.

Plot Upgrades

Each Plot, which cannot be changed during the campaign, consists of 7 cards.

One has a cost of 0 XP and introduces the campaign; 5 of the cards further the overlord's evil plans; and the 7th is the final card and is read at the campaign's end.

HERO DEATH

When a hero dies, he is placed in the Temple building in Tamalir and the overlord gains conquest points equal to the hero's conquest value. Neither the hero nor the party loses any conquest, experience or coins. The hero can return via a glyph of transport either at the beginning of his next turn, or after spending 1 or more turns restocking.

QUEST ITEMS

Some Plot cards create **Quest Items** on the map.

A lieutenant on the same location can pick up *one at a time* and carry it, unless it is in an *unrazed* city, where it is safe in the City Vault. If the city is razed a lieutenant may take the item.

The party can collectively pick up and carry Quest Items in the same way, but if the location has an unexplored dungeon they must explore it first and then remain in the location afterwards to pick it up.

In an encounter involving a lieutenant, the side who defeats or forces the other side to flee takes any Quest Item the loser was carrying. If the winner already had an item, they must drop one of the two on the current map location.

Each city has a **City Vault** that will hold 1 Quest Item (except for the vault at Tamalir, which already holds the Obelisk of Journeys). Heroes may leave a Quest Item in a city's vault by leaving the token on the space and recording it on the campaign sheet.

DESCENT

JOURNEYS IN THE DARK

THE ROAD TO LEGEND

OVERLORD

TRAPS



Boulders Treated as a wall for the purposes of blocking LOS, attacks and movement.

All boulders are moved at the start of the overlord's turn before anything else.

For each boulder, roll 1 red and 1 yellow die and move a number of spaces equal to the total range in the direction shown on the boulder.

Any figure in a space the boulder moves into (except in a pit the boulder rolls over) is instantly killed regardless of wounds, armor or special abilities.

Boulders clear rubble from any space they move through but ignore most other obstacles. A boulder colliding with a wall or closed door is destroyed, as is the moving boulder if two boulders collide.

Boulders roll across pits unless they move completely into the pit, in which case they are destroyed (killing anyone in the pit). A figure in a pit rolled over is safe, but cannot move out of any space covered by the boulder.

Boulder ramps do not block LOS or movement. A boulder moving into a boulder ramp space is turned in the direction indicated by the ramp.



Crushing Walls Treated as a wall for the purposes of blocking LOS, attacks and movement.

All crushing walls in play are moved at the start of the overlord's turn before anything else. Move each crushing wall 1 space in the direction indicated by the quest.

Any figure in a space the crushing wall moves into (except in a pit the wall moves over) is pushed along in front of the wall, taking 1 wound (no armor reduction).

Any figure caught between a crushing wall and another, a wall, or a closed door, is instantly killed regardless of wounds, armor or special abilities.

Crushing walls clear rubble from any space they move through but ignore most other obstacles.

Once a crushing wall has moved into a wall or closed door it is removed from the map. Crushing walls move across pits; any figure in a pit is safe and may move between pit spaces safely.



Dart Fields Do not block LOS or movement, but each time any part of a figure occupies a dart field space it is hit if anything but a is rolled on 1 power die.

The victim receives 1 wound (no armor reduction) and 1 daze token. Dart fields cannot be jumped.



Scything Blades Do not block LOS, but each time any part of a figure occupies a scything blade space it is hit if anything but a is rolled on 1 power die.

The victim receives 2 wounds (no armor reduction) and 1 bleed token. Scything blades cannot be jumped.

OBSTACLES



Altars Does not block LOS or movement. A **Good Altar** is activated when a hero stands on it and spends 2 MPs and 250 coins. An **Evil Altar** is activated when a monster stands on it and spends 2 MPs. The monster is then killed.



Bed & Table Does not block LOS. Costs 2 MPs to enter the space, and the figure is then *elevated* (attacking down gain +1 range and damage; attacking up lose -1 range and damage).



Bone Heap Does not block LOS. Costs 2 MPs to enter the space, and the hero may then search it (then remove it). The overlord may play a trap (space) card if able. Roll a black power die: **Enhancement:** Nothing; : Treat as chest; **Blank:** Master skeleton placed and activated on an adjacent space.



Corrupted Does not block LOS or movement. Each time a figure spends 1 fatigue on the space, the overlord gains 1 threat. Each time a figure loses a wound, he gains 2 threat. If struck by an 'instant death' he gains 2 threat for each wound the figure had before death.



Fog Blocks LOS but not movement. Figures have LOS into adjacent fog spaces; a figure in a fog space has LOS to all adjacent spaces, but none other.



Ice Does not block LOS or movement. A figure entering the space rolls a power die; on a his turn ends immediately. If the space was occupied by a friendly figure, the moving figure is placed on the last space it occupied. *Large* figures are affected only if the move results in the entire figure on ice. *Familiars* or figures *flying* or using *Telekinesis* are not affected. *May be jumped*.



Fountain Does not block LOS or movement. Costs 2 MPs to enter the space, and a figure that ends its move there can heal 2 wounds.



Giant Mushrooms Does not block LOS or movement. A figure in the space has the *Shadowcloak* ability (large monsters need only occupy 1 space). Attacks injuring a figure in the space gain the *Poison* ability.



Lava Does not block LOS but if a figure moves onto the space it immediately suffers 2 wounds (no armor reduction) and receives 2 burn tokens. *Large* figures are affected only if the entire figure is in lava spaces. Lava may be jumped.



Mud Does not block LOS but a *small* figure must spend 2 MPs to move onto the space or from one mud space to another. *Large* figures are affected only if the entire figure occupies mud spaces. Mud may be jumped.



Pits Do not block LOS. When a figure moves into a pit he falls and suffers 1 wound (no armor reduction). In a pit a figure can only trace LOS to spaces in the pit and spaces adjacent to the pit, but other figures may trace LOS to the figure. May climb out to an adjacent space for 2 MPs. Heroes may jump a pit if aware of it for 3 MPs per space.



Rubble Blocks LOS and movement.



Sarcophagus Does not block LOS. Costs 2 MPs to enter the space, and the figure is then *elevated*. For 2 MPs it may then be searched (remove the sarcophagus). The overlord may play a trap (chest) card if he desires and can afford it. Roll a black power die: **Enhancement:** Nothing; : Treat as a chest; **Blank:** Master sorcerer placed and activated on an adjacent space.



Ice Sarcophagus Does not block LOS or movement. See *Quest notes*.



Monster Egg Does not block LOS but blocks movement. Can be attacked as if they were monsters.



Summoning Circle Does not block LOS or movement.



Throne Does not block LOS. It cost 2 MPs to enter the space, and the figure is then *elevated*.



Tree Blocks LOS. It cost 2 MPs to enter the space, and the figure (even a *large* figure occupying 1 tree space) is treated as having the *Shadowcloak* ability.



Water Does not block LOS but blocks movement. Water cannot be jumped.



Villagers Blocks LOS and movement. Villagers have 1 armor and 6 wounds, are immune to traps, cannot attack or perform actions other than moving through glyphs or carrying items, but can be attacked by monsters. They move 4 spaces a turn after all the heroes have moved and are controlled by them.

STAIRS



Heroes and monsters (but not large monsters) may move from one staircase space to another space of a staircase of the same color for 1 movement point.

LOS may be traced between a staircase tile and its opposite end as well as all adjacent spaces (and vice-versa).

DOORS



Closed doors block movement, LOS and all attacks.

It costs a figure on one of the adjacent squares 2 MP to open or close a door. It cannot be closed if a larger monster blocks it. Monsters cannot open any door leading to an unrevealed area.

Rune-Locked Doors begin play locked; once a runekey has been found all rune-locked doors of its colour are unlocked for heroes (monsters can never open or close one, however *named* monsters may *always* open those into already revealed areas). Runekeys are not items and do not have to be equipped or carried.

Magic Gateways have ends matching by color. Both squares are considered adjacent to both squares on the matching piece for movement *only*.

PROPS



Glyphs of Transport A hero may move from an activated glyph to a Tamalir building of choice if he begins his turn on or adjacent to the glyph. They must first be activated (flip to white side) by a hero entering the space; the heroes gain 3 conquest tokens for doing so.

Monsters may not end their move in any activated Glyph space. Glyphs are not items and cannot be picked up or moved.

Dark Glyphs

Each **dark glyph** costs 2 treachery of the appropriate color. They are mixed in with the normal glyph markers, turning all so they are red (unactivated) side up. Activated glyphs at the start of each dungeon level may not be dark glyphs.



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



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



Power (Purple) When activated or used to move to or from town, the overlord may **draw 2 cards** and look at them. He then keeps one and discards the other for threat. Otherwise, this glyph functions as normal.

When a new glyph is placed on the map the overlord may select whichever glyph he wishes from his pool.

Dark Relics

The overlord must spend treachery to swap at least one copy of the **dark relic** overlord card into his deck. When he plays the card he can substitute any dark relic of his choice from the dark relic deck for one of the treasure cards the heroes were about to receive.

The dark relic threat cost must be paid in addition to the cost of the treasure card (copper, silver or gold) the relic is replacing (as described on the dark relic trap card).

The hero who receives a dark relic must immediately equip it, unequipping other items to do so if necessary. A dark relic cannot be unequipped or dropped. Any dark relics a killed hero was carrying are discarded.

Cursed Items

Any time an item with the **Cursed** trait is equipped, the hero receives one curse token.

If the hero is killed, he must immediately either discard or re-equip any cursed items he had equipped when he died. He receives one curse token for each cursed item that he re-equips, to replace the curse tokens removed when he died.

AURA

Any enemy figure that moves into an adjacent square immediately suffers 1 wound per rank (no armor reduction). No damage is inflicted when the figure with the ability moves adjacent to an enemy.

BASH

Roll up to 5 black power dice with the attack. If any roll blank, the attack is a miss. Otherwise, the attack proceeds with this ability: **☒ ☒: +5 Damage and Pierce 2.** The figure never *has* to roll power dice with the attack.

BERSERK

If the monster has one or more wound tokens on it, it either receives 1 extra black power die or upgrades 1 of its dice by 1 level for each rank of Berserk. Usual 5 power dice in a single attack maximum.

BLACK CURSE

All enemy figures within 3 spaces suffer -1 Range and -1 Damage to all attacks. Melee attacks still ignore range. Any figure that deals the killing blow (the creature actually dies) to a figure with Black Curse receives 1 curse token.

BLAST*

Full damage to each figure in an area within x number of spaces of the target space (x is the rank of the ability).

Only spaces with LOS (ignoring figures) to the target are affected. Blast areas cannot pass through walls, closed doors, or blocking obstacles.

BLEED

If received attack inflicts at least 1 damage (before armor) place a Bleed token by figure in addition to normal wounds (a figure can have more than 1 bleed token at a time).

BOLT*

All figures under the Bolt template (placed against one side of the attacking figure) receive full damage.

Only misses on a Miss result. Bolt attacks cannot pass through walls or closed door but do not otherwise need LOS.

BREATH*

All figures under the Breath template (placed against one side of the attacking figure) receive full damage. Only misses on a Miss result.

The attack can only be blocked by walls and closed doors. Breath attacks cannot pass through staircases.

BURN

If a Burn attack inflicts at least 1 point of damage (before armor) the target catches fire. Apply wounds, then place a burn token by the figure (a figure can have more than 1 burn token at a time).

COMMAND

+1 per rank to the damage and range of all attacks made by friendly figures within 3 spaces (including figure with the ability and ignoring LOS). Multiple effects cumulative.

DARK PRAYER

1 threat is generated for the overlord for every **☒** rolled when attacking, instead of for every 2 **☒**. +1 Range and +1 Damage for each **☒** rolled when attacking.

DAZE

If attack inflicts at least 1 damage (before armor) place a Daze token by target in addition to normal wounds.

A figure can have more than 1 daze token at a time.

FEAR

When an attack affects a space containing a figure with Fear, attacker must spend 1 **☒** for every Fear rank.

If the **☒** cannot be spent the attack misses. **☒** spent this way cannot activate other abilities.

FLY

May move through enemy figures and obstacles but may not end move in such a space. The flying figure may end its turn in a space containing an obstacle that inflicts damage without effect. Monsters automatically have the Soar ability as well.

FROST

If a Frost attack inflicts at least 1 point of damage (before armor) the target is covered with ice.

Apply wounds, then place a frost token by the figure (a figure can have more than 1 frost token at a time). Monsters are not affected.

GHOST

Cannot be attacked by adjacent figures using a melee attack.

A figure with the Reach ability can attack a figure with Ghost using a melee attack, as long as both figures are not adjacent and the Ghost figure is within range of the Reach figure.

GRAPPLE

Enemies adjacent to a figure with the Grapple ability cannot spend any movement points until the figure is dead, but may attack as normal.

IRONSKIN

Immune to Aura, Bleed, Burn, Pierce, Poison and Sorcery. All damage dealt by multiple space attacks (Blast, Bolt or Breath) is reduced to 0.

KNOCKBACK

After inflicting at least 1 damage (before armor), attacker may immediately move each affected target figure up to 3 spaces.

For each space beyond the first that a *large* monster occupies, it is moved 1 less space.

The final space cannot contain another figure or an obstacle that blocks movement (but it could be a pit or other trap). The movement is not blocked by figures or obstacles, but figures cannot be moved through a closed door or wall.

LEAP*

Once per turn, may move up to twice their move in an orthogonal straight line, then make 1 attack roll that affects all enemy figures in the spaces moved through, only missing on a Miss result.

The leap move ignores obstacles (except walls and doors) and enemy figures, but the figure must end the move on an empty space and cannot then move further.

LEECH

For each wound lost due to a Leech attack, target also loses 1 fatigue (or suffers 1 additional wound, ignoring armor, if out of fatigue) and attacker healed of 1 wound.

MORPH

For each morph die shown, the overlord may choose an attack die the monster uses (the attack must include at least one red, white, or blue die). The type of attack is also chosen (Melee: must include a red die; Ranged: must include a blue die; or Magic: must include a white die).

NECROMANCY

May animate and control one small, unnamed, non-master monster at a time, to which the hero with Necromancy has dealt the killing blow. The monster is returned to full health, under the control of the hero. The monster activates after the player's hero, and afterwards must roll a power die and is killed on any result except a power enhancement.

PIERCE

Ignore 1 point of armor for each rank of Pierce. Shields are not affected.

POISON

Wound tokens lost due to a Poison attack are replaced by Poison tokens.

QUICK SHOT

May attack up to 2 times each time monster is activated.

REACH

May make a melee attack targeting spaces 1 space further away from normal for each rank (eg rank 2; 3 spaces). LOS is only blocked by obstacles. Rolled range has no effect; attack only misses on a Miss result.

REGENERATION

Healed of 1 wound for every rank of the ability at the start of the figure's activation.

REINFORCE

May bring new monsters to the board during encounters.

SHADOWCLOAK

Not affected by attacks made by non-adjacent figures.

SOAR

Outdoor encounters only. Range to and from figure is increased by 4 spaces.

Cannot normally be a melee attack target, but may swoop down before attacking; extra range is negated until after the attack. Heroes may use interrupt attacks (even melee) to attack a swooping monster, and they are affected as normal by area of effect weapons. Soaring monsters block LOS and movement. They ignore terrain unless they choose to land and 'disable' their Soar power until their next turn.

Monsters with Soar automatically have the Fly ability during outdoor encounters.

SORCERY

After making an attack roll, may add 1 to either range or damage for each rank of Sorcery. If the figure has multiple ranks the bonus may be split between the two.

STEALTH

Figure attacking a figure with Stealth must roll the stealth die in addition to the usual dice. If any die result is an X, the attack is a miss. When a single roll affects multiple figures,

and any of them have Stealth, a single stealth die is included, but its result used only for the figures that currently have Stealth. A maximum of only 1 stealth die is rolled for any 1 attack.

STUN

After inflicting at least 1 damage (before armor), place a stun token next to the figure (a figure can have more than 1 stun token at a time). Named monsters cannot be stunned and master monsters suffer reduced penalties.

SWALLOW

A monster with Swallow that makes a successful attack (at least 1 damage before armor) against a hero within 3 spaces can choose to swallow that hero. The hero suffers the attack damage as normal, then his figure is removed from the dungeon and placed on the stomach tile.

While on the stomach tile:

- at the start of each of his turns, he rolls black power dice equal to his remaining wounds. Each result not a blank gives him 1 wound (no armor).
- he cannot use any ability or skill that requires advancing, running, battling, or readying (except placing a hero order).
- he can only make 1 attack per turn against the swallowing monster (ignoring the monster's armor).
- he can use only 1 hand's worth of weapons, or make an unarmed attack.
- he cannot use surges or fatigue.
- he remains in the stomach until he or the monster is killed.

If the monster is killed, the hero is placed on a space of his choosing that was occupied by the killed swallowing monster. If the hero is killed, he is placed on the town tile as normal.

Only 1 hero may be in a monster's stomach at a time.

SWARM

Roll 1 extra power die for every other friendly figure adjacent to the target (up to the normal maximum of 5 total power dice).

SWEEP*

Deals full damage to all enemy figures in melee range to the attacker.

TREADICE

Immune to the effects of ice.

TRICKSTER

Overlord's cost to play Trap cards is reduced by 1 threat per rank for each monster with this ability in play.

UNDYING

Roll 1 power die when the figure is killed; on a **☒** it is restored to full health; any lingering effects are removed and leftover damage is *not* applied.

UNSTOPPABLE

Immune to Daze, Grapple, Knockback, Stun and Web.

WEB

After inflicting at least 1 damage (before armor), place a web token next to the figure (a figure can have more than 1 web token at a time).

*If the attack is dodged by more than 1 figure only one re-roll may be made (the first dodging player to the attacker's left decides the dice to be re-rolled).

DESCENT!

JOURNEYS IN THE DARK

THE ROAD TO LEGEND

HERO TURN - ENCOUNTERS

1. Start of Turn Effects Including lingering effects.
2. Refresh Exhausted Cards
3. Equip Items
Max: items whose total number of hand icons equals 2 or less, 1 armour, 3 potions and 2 other.
Pack Max: Up to 3 *unequipped* items (face down).
4. Take one Action

Run

Move: up to **2x Speed** in MPs.
Attack: cannot attack.

Battle

Move: 0 MPs.
Attack: up to 2 attacks any time during turn.

Advance





Move: up to **Speed** in MPs.
Attack: 1 attack any time during turn.

Ready

Move: up to **Speed** in MPs.
OR Attack: 1 attack any time during turn.
PLUS Order: **may place 1 hero order.**

5. Move Familiars

Power dice upgrades

In addition to spending 1 fatigue to add a black power die to an attack *before or after the roll*, a hero can spend 1 fatigue *before the roll* to upgrade a  to a , or a  to a .

He can do this as often as he likes as long as a given die is upgraded before being rolled.

MOVEMENT ACTIONS

Task	Movement Used
Pick up a token in your space	0
Drop an item (forever lost unless relic)	0
Move from Tamalir to glyph	1
Up/down staircase, between magic gateways	1
Drink a potion	1
Open/close door, chest or unlocked rune door	2
Re-equip (during turn)	2
Jump over pit/lava/mud (per space)	3

VICTORY REWARDS

Adversary Killed	Coins	Conquest
Encounter leader	100	2
Dungeon level leader	100	2
Dungeon leader (3rd level)	250	4
Lieutenant	250	4

(Dungeon level leaders also carry a red runekey unless otherwise stated.)

ORDERS

A HERO CAN ONLY HAVE ONE ORDER AT ANY ONE TIME

AIM



When: Before rolling for an attack.
Effect: Some or all of the dice may be re-rolled. The second result must be accepted.
Discard: If the hero uses the order, moves, takes a wound or changes his equipped items.

DODGE



When: When attacked.
Effect: forces the re-roll of some or all of the dice. Result must be accepted.
Discard: At the start of the hero's next turn, which means he can dodge multiple attacks.
If an aimed attack is made against a dodging target, both abilities are ignored.

GUARD



When: Any time during the overlord's turn.
Effect: Make one interrupt attack.
Discard: If the hero uses the order or takes a wound, or at the start of the hero's next turn.

REST



When: Start of the hero's next turn.
Effect: Return fatigue to max value.
Discard: When it is used or if the hero takes a wound.

TREASURE



Chests can be opened by a figure in their space for 2 MPs and are then removed from the game.

When a chest is opened the party rolls 4 black power dice and consults the **Chest Loot table**. Coins are added to the party treasury, potions are selected by the group, each hero draws the indicated amount of feats, and treasures are drawn from the listed deck as normal. Potions and items are divided among the group as desired. Items may immediately be equipped, even if re-equipping other items is necessary.

Money When picked up, the hero party receives 400 coins.

Potions may be equipped for free when picked up if 3 potions are not already equipped. Each hero may only drink 1 potion (of any type) each turn.

EFFECTS

A HERO CAN HAVE MORE THAN ONE OF ANY OF THESE EFFECT TOKENS


BLEED



At the start of his next turn, the figure must roll the white die once for each bleed token. Lose wounds (no armor) equal to damage rolled and then discard all bleed tokens.

BURN



At the start of each turn, the figure must roll a black power die for each burn token. For each  rolled, 1 token is discarded. Figure then suffers 1 wound (no armor) for each remaining token.


CURSE



The hero's conquest value is increased by 1 for each token. Tokens are generally only discarded when the hero is killed.

DAZE




At the start of each turn, the figure must roll a power die for each daze token. For each  rolled, 1 token is discarded. Each time a figure with 1 or more daze tokens attacks, he must choose 1 die (yellow, black or green) to lose from its attack for each token.

ENSLAVED




The Plot card *Brother Against Brother* is the only way to enslave a hero; the effect is permanent.

At the start of the hero's turn, he must roll a black power die; if he rolls a  he is controlled by the overlord player this turn (though the hero cannot be forced to spend fatigue, spend wounds, drop items, or declare any attack that includes himself in the area of effect before rolling).

FROST



At the start of each turn, the figure must roll a black power die for each frost token. For each  rolled, 1 token is discarded. Each time a figure with 1 or more frost tokens attacks with a weapon, roll 1 black power die for each token. If any rolls a blank, the weapon used is discarded. Also applies to the figure's shield each time it is exhausted to absorb damage, and armor each time an attack deals 5 or more wounds to him (before armor reduction).

POISON




The victim receives wounds as normal, then receives poison tokens equal to the number of wounds.

If the figure later receives healing, poison tokens are removed first, 1 token per wound that would otherwise be healed.

SLEEP



A sleeping figure cannot spend movement points or attack; when attacked, its armor is ignored. If the figure receives at least 1 wound, all sleeping tokens are discarded.

At the start of a turn the figure may roll black power dice equal to the number of sleep tokens on the figure; for each  result, remove 1 token.

STUN



On the figure's next turn 1 stun token is discarded. If an *unnamed* monster, its action immediately ends.


If a *master* monster, it may either attack or move up to its speed this turn. *Named* monsters are immune to stun.

If a hero, he may either attack, move up to its speed, or place 1 order this turn. He cannot use any ability that requires advancing, running, battling or readying (except for placing an order).

He may spend movement points (eg to drink a potion) or Fatigue.

WEB



At the start of each turn, the figure must roll a black power die for each web token, plus 1 additional die for each die of Melee trait he has. For each  rolled, 1 token is discarded.

If any tokens remain the figure cannot spend any movement points that turn.

Monsters roll roll a black power die for each web token, plus 1 additional die for each space they occupy beyond the first.

HERO DEATH

The overlord gains conquest tokens equal to the hero's conquest value.

Neither the hero or the party loses any conquest or coins.

A killed hero is placed in the Temple building in Tamalir, and can return via a glyph of transport either at the beginning of his next turn, or after spending 1 or more turns restocking.

DESCENT

JOURNEYS IN THE DARK

THE ROAD TO LEGEND

TRAPS



Boulders Treated as a wall for the purposes of blocking LOS, attacks and movement.

All boulders are moved at the start of the overlord's turn before anything else.

For each boulder, roll 1 red and 1 yellow die and move a number of spaces equal to the total range in the direction shown on the boulder.

Any figure in a space the boulder moves into (except in a pit the boulder rolls over) is instantly killed regardless of wounds, armor or special abilities.

Boulders clear rubble from any space they move through but ignore most other obstacles. A boulder colliding with a wall or closed door is destroyed, as is the moving boulder if two boulders collide.

Boulders roll across pits unless they move completely into the pit, in which case they are destroyed (killing anyone in the pit). A figure in a pit rolled over is safe, but cannot move out of any space covered by the boulder.

Boulder ramps do not block LOS or movement. A boulder moving into a boulder ramp space is turned in the direction indicated by the ramp.



Crushing Walls Treated as a wall for the purposes of blocking LOS, attacks and movement.

All crushing walls in play are moved at the start of the overlord's turn before anything else. Move each crushing wall 1 space in the direction indicated by the quest.

Any figure in a space the crushing wall moves into (except in a pit the wall moves over) is pushed along in front of the wall, taking 1 wound (no armor reduction). Any figure caught between a crushing wall and another, a wall, or a closed door, is instantly killed regardless of wounds, armor or special abilities.

Crushing walls clear rubble from any space they move through but ignore most other obstacles. Once a crushing wall has moved into a wall or closed door it is removed from the map.

Crushing walls move across pits; any figure in a pit is safe and may move between pit spaces safely.



Dart Fields Do not block LOS or movement, but each time any part of a figure occupies a dart field space it is hit if anything but a is rolled on 1 power die.

The victim receives 1 wound (no armor reduction) and 1 daze token. Dart fields cannot be jumped.



Scything Blades Do not block LOS, but each time any part of a figure occupies a scything blade space it is hit if anything but a is rolled on 1 power die.

The victim receives 2 wounds (no armor reduction) and 1 bleed token. Scything blades cannot be jumped.

OBSTACLES



Altars Does not block LOS or movement. A **Good Altar** is activated when a hero stands on it and spends 2 MPs and 250 coins. An **Evil Altar** is activated when a monster stands on it and spends 2 MPs. The monster is then killed.



Bed & Table Does not block LOS. Costs 2 MPs to enter the space, and the figure is then *elevated* (when attacking down gain +1 range and damage; when attacking up lose -1 range and damage).



Bone Heap Does not block LOS. Cost 2 MPs to enter the space, and the hero may then search it (then remove the heap). The overlord may play a trap (space) card if he desires and can afford it. Roll a black power die: **Enhancement:** Nothing; : Treat as a chest; **Blank:** Master skeleton placed and activated on an adjacent space.



Corrupted Does not block LOS or movement. Each time a figure spends 1 fatigue on the space, the overlord gains 1 threat. Each time a figure loses a wound, he gains 2 threat. If struck by an 'instant death' he gains 2 threat for each wound the figure had before death.



Fog Blocks LOS but not movement. Figures have LOS into adjacent fog spaces; a figure in a fog space has LOS to all adjacent spaces, but none other.



Ice Does not block LOS or movement. A figure entering the space rolls a power die; on a his turn ends immediately. If the space was occupied by a friendly figure, the moving figure is placed on the last space it occupied. *Large* figures are affected only if the move results in the entire figure on ice. *Familiars* or figures *flying* or using *Telekinesis* are not affected. May be jumped.



Fountain Does not block LOS or movement. Costs 2 MPs to enter the space, and a figure that ends its move there can heal 2 wounds.



Giant Mushrooms Does not block LOS or movement. A figure in the space has the *Shadowcloak* ability (large monsters need only occupy 1 space). Attacks injuring a figure in the space gain the *Poison* ability.



Lava Does not block LOS but if a figure moves onto the space it immediately suffers 2 wounds (no armor reduction) and receives 2 burn tokens. *Large* figures are affected only if the entire figure is in lava spaces. Lava may be jumped.



Mud Does not block LOS but a *small* figure must spend 2 MPs to move onto the space or from one mud space to another. *Large* figures are affected only if the entire figure occupies mud spaces. Mud may be jumped.



Pits Do not block LOS. When a figure moves into a pit he falls and suffers 1 wound (no armor reduction). In a pit a figure can only trace LOS to spaces in the pit and spaces adjacent to the pit, but other figures may trace LOS to the figure. May climb out to an adjacent space for 2 MPs. Heroes may jump a pit if aware of it for 3 MPs per space.



Rubble Blocks LOS and movement.



Sarcophagus Does not block LOS. Costs 2 MPs to enter the space, and the figure is then *elevated*. For 2 MPs it may then be searched (remove the sarcophagus). The overlord may play a trap (chest) card if he desires and can afford it. Roll a black power die: **Enhancement:** Nothing; : Treat as a chest; **Blank:** Master sorcerer placed and activated on an adjacent space.



Ice Sarcophagus Does not block LOS or movement. See *Quest notes*.



Monster Egg Does not block LOS but blocks movement. Can be attacked as if they were monsters.



Summoning Circle Does not block LOS or movement.



Throne Does not block LOS. It cost 2 MPs to enter the space, and the figure is then *elevated*.



Tree Blocks LOS. It cost 2 MPs to enter the space, and the figure (even a *large* figure occupying 1 tree space) is treated as having the *Shadowcloak* ability.



Water Does not block LOS but blocks movement. Water cannot be jumped.



Villagers Blocks LOS and movement. Villagers have 1 armor and 6 wounds, are immune to traps, cannot attack or perform actions other than moving through glyphs or carrying items, but can be attacked by monsters. They move 4 spaces a turn after all the heroes have moved and are controlled by them.

STAIRS



Heroes and monsters (but not large monsters) may move from one staircase space to another space of a staircase of the same color for 1 movement point.

LOS may be traced between a staircase tile and its opposite end as well as all adjacent spaces (and vice-versa).

DOORS



Closed doors block movement, LOS and all attacks.

It costs a figure on one of the adjacent squares 2 MP to open or close a door. It cannot be closed if a larger monster blocks it. Monsters cannot open any door leading to an unrevealed area.

Rune-Locked Doors begin play locked; once a runekey has been found all rune-locked doors of its colour are unlocked for heroes (monsters can never open or close one, however *named* monsters may *always* open those into already revealed areas). Runekeys are not items.

Magic Gateways have ends matching by color. Both squares are considered adjacent to both squares on the matching piece for movement *only*.

PROPS



Glyphs of Transport A hero may move from an activated glyph to a Tamaril building of choice if he begins his turn on or adjacent to the glyph. They must first be activated (flip to white side) by a hero entering the space; the heroes gain 3 conquest tokens for doing so.

Monsters may not end their move in any activated Glyph space. Glyphs are not items and cannot be picked up or moved.

FAMILIARS & COMPANIONS

A **familiar** begins a level in its owner's space and moves after his turn. It can occupy enemy spaces and does not block LOS. A familiar does not count as a hero for monster spawning, cannot carry items, perform actions or jump pits unless indicated, and cannot be attacked or harmed in any way.



Boggs the Rat Speed 4. Monsters cannot be spawned within his LOS, just as if he was a hero.



Bottle Imp Speed 4. *Aura* ability.



Furr the Spirit Wolf Speed 4. Furr can Melee attack once per turn, before, during or after his movement (if his owner is within 5 spaces and has LOS), rolling 1 white die. His attack ignores armor.



Mata and Kata Speed 6. Each can pick up or be given and carry one item, including potions, and can give the item to an adjacent hero or each other for 1 MP.



Pico Pico must be carried (does not count towards item limits and can be passed to an adjacent hero for 2 MPs). If carrying Pico roll one extra power dice on all attacks (up to the usual limit of 5).



Shadow Soul Speed 5. *Flying* ability. Cannot end move in the same space as another figure, and other figures cannot end their move on its space. At the start of the owner's turn, he may *either*: swap places with the Soul; move it to an empty space adjacent to the owner; or do nothing. The owner then receives his normal turn.



Sharr the Brightwing Speed 5. *Flying* ability. If Sharr ends her move in the same space as a friendly figure, that figure recovers 2 wounds. If she ends her move in an activated dark glyph space, it is converted to a normal activated glyph.



Skye Speed 5. *Flying* ability; can end move in the same space as another figure. Adjacent enemies cannot dodge or aim and their armor is reduced by 1 (min 0).

DESCENT

JOURNEYS IN THE DARK

THE ROAD TO LEGEND

THREAT COST FOR REINFORCEMENT

Monster Type	Cost
Bane Spider	3
Beastman	4
Blood Ape	5
Chaos Beast	7
Dark Priest	4
Demon	7
Deep Elf	4
Dragon	7
Ferrox	4
Giant	7
Golem	6
Hell Hound	3
Kobold	2
Manticore	5
Naga	4
Ogre	6
Razorwing	4
Skeleton	3
Sorcerer	4
Troll	6

ENCOUNTER LOOT

Die Result	Loot to Party (Coins)		
	Copper	Silver	Gold
Enhancement	50	75	100
Surge	75	100	125
Blank	100	125	150

CHEST LOOT

Die Result	Copper	Loot to Party		Gold
		Silver		
Enhancement	100 coins	200 coins	300 coins	
Surge	50 coins & any 1 potion	100 coins & any 1 potion	150 coins & any 1 potion	
Blank	1 Copper Treasure	1 Silver Treasure	1 Gold Treasure	

1 treasure for the party per blank rolled. If no treasures are found the heroes receive 1 conquest token.

TRAIT UPGRADES

Trait Dice	Coin Cost	XP Cost
Add a ■ to a trait	500	15
Upgrade a ■ to a □	750	20
Upgrade a □ to a ■	1,000	25

SKILL AVAILABILITY BY CITY

DAWNSMOOR

Wizardry <i>None</i>	Subterfuge Acrobat Appraiser Burglar Pickpocket	Fighting Battle Cry Berserker Brawler Taunt
-------------------------	---	---

FORGE

Wizardry <i>None</i>	Subterfuge Ambidextrous Cautious Master Archer Skilled	Fighting Enduring Relentless Tough Unmovable
-------------------------	--	--

FROSTGATE

Wizardry Divine Retribution Wild Talent	Subterfuge Eagle Eye Lucky Swift	Fighting Ox Tattoo Tiger Tattoo
---	---	---------------------------------------

GREYHAVEN

Wizardry Prodigy Water Pact Wind Pact	Subterfuge <i>None</i>	Fighting <i>None</i>
--	---------------------------	-------------------------

NEREKHALL

Wizardry Earth Pact Fire Pact Necromancy Vampiric Blood	Subterfuge <i>None</i>	Fighting <i>None</i>
---	---------------------------	-------------------------

OLMERIC'S HUT

Wizardry Quick Casting	Subterfuge Rapid Fire	Fighting Cleaving
---------------------------	--------------------------	----------------------

RIVERWATCH

Wizardry Boggs the Rat Mata and Kata	Subterfuge Shadow Soul	Fighting Furr the Wolf
--	---------------------------	---------------------------

SHIKA'S TREE

Wizardry Spiritwalker	Subterfuge Alertness	Fighting Able Warrior Knight
--------------------------	-------------------------	------------------------------------

TAMALIR

Wizardry Inner Fire Willpower	Subterfuge Deflect Arrows Marksman	Fighting Mighty Parry
-------------------------------------	--	-----------------------------

VYNELVALE

Wizardry Blessing Holy Aura	Subterfuge Born to the Bow Crack Shot Precision	Fighting Weapon Mastery Leadership
-----------------------------------	--	--

UNAVAILABLE SKILLS

Wizardry Bardic Lore Sharr the Brightwing Telekinesis	Subterfuge Ranger	Fighting Bear Tattoo Brawny
--	----------------------	-----------------------------------

SKILL AVAILABILITY BY SKILL

Skill	City	Skill	City
Able Warrior	Shika's Tree	Marksman	Tamalir
Acrobat	Dawnsmoor	Master Archer	Forge
Alertness	Shika's Tree	Mata & Kata	Riverwatch
Ambidextrous	Forge	Mighty	Tamalir
Appraiser	Dawnsmoor	Necromancy	Nerekhall
Battle Cry	Dawnsmoor	Ox Tattoo	Frostgate
Berserker	Dawnsmoor	Parry	Tamalir
Blessing	Vynelvale	Pickpocket	Dawnsmoor
Boggs the Rat	Riverwatch	Precision	Vynelvale
Born to the Bow	Vynelvale	Prodigy	Greyhaven
Brawler	Dawnsmoor	Quick Casting	Olmric's Hut
Burglar	Dawnsmoor	Rapid Fire	Olmric's Hut
Cautious	Forge	Relentless	Forge
Cleaving	Olmric's Hut	Shadow Soul	Riverwatch
Crack Shot	Vynelvale	Skilled	Forge
Deflect Arrows	Tamalir	Spiritwalker	Shika's Tree
Divine Retrib.	Frostgate	Swift	Frostgate
Eagle Eye	Frostgate	Taunt	Dawnsmoor
Earth Pact	Nerekhall	Tiger Tattoo	Frostgate
Enduring	Forge	Tough	Forge
Fire Pact	Nerekhall	Unmovable	Forge
Furr the Wolf	Riverwatch	Vampiric Blood	Nerekhall
Holy Aura	Vynelvale	Water Pact	Greyhaven
Inner Fire	Tamalir	Weapon Mastery	Vynelvale
Knight	Shika's Tree	Wild Talent	Frostgate
Leadership	Vynelvale	Willpower	Tamalir
Lucky	Frostgate	Wind Pact	Greyhaven

CITIES AND BUILDINGS

ALCHEMIST

Visit, Train, Restock Buy potions for 50 coins each or sell them for 25 each. Rating is a limit on the total potions a party may buy there in a week.

MARKET

Visit, Train, Restock When the first hero visits that week, draw cards equal to the Market rating from the current campaign level's Treasure deck to be the available items that week.

Treasure Cache cards are discarded and not replaced.

Copper items cost 250 coins, Silver 500, Gold 750.

Any shop item is always available at its listed cost. A hero must be able to carry an item to buy it.

Items can be sold at half their purchased price and are reshuffled into their deck, as are items left over at week's end.

TAVERN

Visit, Train Buy a **Rumor** card for 50 coins at Copper level, 100 coins at Silver and 150 coins at Gold.

No Restock.

TEMPLE

Visit, Restock 25 coins to heal wounds equal to the Temple's rating.

Train 50 coins to heal hero to full wounds and fatigue.

TRAINING GROUND

No Visit or Restock.

Train Purchase 1 Skill upgrade or up to 2 Trait upgrades by spending XP.

Icons show the traits that can be learned; skills that can be learned depend on location.

SKILL UPGRADES

Skills Previously Known	New Skill's Coin Cost	New Skill's XP Cost
1	1,000	20
2	1,500	30
3	2,000	40
4	2,500	50
5	No further skills may be learned	

SECRET TRAINING UPGRADES

Campaign Level	Coin Cost	XP Cost
Copper	500	20
Silver	750	25
Gold	1,000	30

CAMPAIGN STAGES

COPPER

All found and bought treasures are Copper treasures;

Heroes cannot upgrade more than 3 trait dice to ■;

Overlord cannot upgrade more than 1 of his monster categories to Silver;

Overlord lieutenants use Copper level stats;

Overlord cannot have more than 2 Power cards in play at once during a given dungeon.

SILVER

A Copper campaign becomes Silver at the beginning of the game week when the Heroes' and Overlord's combined conquest tokens equal or exceed 200.

All found and bought treasures are Silver treasures;

Heroes may upgrade all of their trait dice to ■, and up to 3 trait dice to ■;

Overlord may upgrade all of his monster categories to Silver, and 1 of them to Gold;

Overlord lieutenants use Silver level stats;

Overlord cannot have more than 3 Power cards in play at once during a given dungeon.

GOLD

A Silver campaign becomes Gold at the beginning of the game week when the Heroes' and Overlord's combined conquest tokens equal or exceed 400.

All found and bought treasures are Gold treasures;

Heroes may upgrade all of their trait dice to ■;

Overlord may upgrade all of his monster categories to Gold, and 1 of them to Diamond;

Overlord lieutenants use Gold level stats;

Overlord cannot have more than 4 Power cards in play at once during a given dungeon.

THE FINAL BATTLE

At the beginning of the game week when the Heroes' and Overlord's combined conquest tokens equal or exceed 600, the Final Battle begins.

COPPER HUMANOID

Move	Health	Armor
4	4	2
		+2 Damage

4	5	3
		+3 Damage
		Command 1

Move	Health	Armor
5	7	3
		Shadowcloak
		Pierce 2

5	8	4
		Shadowcloak
		Pierce 4, Frost

Move	Health	Armor
4	5	3
		Bleed

4	6	4
		Bleed
		Stun
		Leech

Move	Health	Armor
3	11	5
		Reach, Stun

3	12	6
		Reach, Stun
		Sweep

Move	Health	Armor
3	4	0
		Swarm

3	5	1
		Swarm
		Trickster 1

Move	Health	Armor
4	6	2
		Stun

4	7	3
		Stun
		Quickshot

Move	Health	Armor
3	7	4
		Knockback

3	8	5
		Knockback
		Undying

Move	Health	Armor
3	9	4
		Bash
		Reach

3	10	6
		Bash
		Reach, Sweep

COPPER BEAST

Move	Health	Armor
5	4	1
		Poison

5	5	2
		Poison
		Web

Move	Health	Armor
4	9	3
		Leap

4	10	5
		Leap
		BERSERK 3

Move	Health	Armor
4	11	3
		Burn, Breath
		Pierce 2, Soar

4	12	4
		Burn, Breath, Fear 1
		Pierce 3, Soar

Move	Health	Armor
4	5	1
		Breath
		Pierce 2

4	6	2
		Breath
		Pierce 3, Aura 1

Move	Health	Armor
3	5	2
		Blast 1

3	6	3
		Blast 1
		Burn

Move	Health	Armor
4	7	2
		Quick Shot
		Pierce 1, Soar

4	8	3
		Quick Shot, Poison
		Pierce 2, Soar

Move	Health	Armor
3	7	3
		Grapple
		Sorcery 1

3	8	4
		Grapple, Sorcery 2
		Command 1

Move	Health	Armor
6	5	3
		Fly

8	6	4
		Fly, Stun

Move	Health	Armor
5	6	2
		Stealth, Reach
		Tread Ice

5	7	3
		Stealth, Reach
		Tread Ice

COPPER ELDRITCH

Move	Health	Armor
3	11	5
		Morph
		Sorcery 1

3	12	6
		Morph, Sorcery 2
		Black Curse

Move	Health	Armor
4	5	2
		Dark Prayer

4	6	3
		Dark Prayer
		Black Curse

Move	Health	Armor
3	11	4
		Aura 1, Fear 1
		Soar, Sorcery 1

3	12	5
		Aura 2, Fear 2
		Soar, Sorcery 2

Move	Health	Armor
3	8	5
		Ironskin

3	9	6
		Ironskin
		Unstoppable

Move	Health	Armor
4	11	3
		Ghost
		Tread Ice

4	12	4
		Ghost
		Tread Ice, Swallow

Move	Health	Armor
4	5	1
		Fly, Ghost
		Pierce 2, Stealth

5	6	2
		Fly, Ghost
		Pierce 4, Stealth

Move	Health	Armor
5	4	0
		Pierce 1
		Range +1

5	5	1
		Pierce 2
		Range +2, Undying

Move	Health	Armor
4	5	2
		Sorcery 2

4	6	3
		Sorcery 3
		Undying

SILVER HUMANOID

BEASTMAN

Move	Health	Armor
4	8	3
		+2 Damage

4	9	4
		+3 Damage
		Command 1

DEEP ELF

Move	Health	Armor
5	14	4
		Shadowcloak
		Pierce 3

5	15	5
		Shadowcloak
		Pierce 6, Frost

FERROX

Move	Health	Armor
4	10	4
		Bleed

4	11	5
		Bleed
		Leech

GIANT

Move	Health	Armor
3	22	6
		Reach, Stun

3	23	7
		Reach, Stun
		Sweep

KOBOLD

Move	Health	Armor
3	8	1
		Swarm

3	9	2
		Swarm
		Trickster 1

MEDUSA

Move	Health	Armor
4	12	3
		Stun, Sorcery 1

4	13	4
		Stun, Sorcery 1
		Quick Shot

OGRE

Move	Health	Armor
3	14	5
		Knockback

3	15	6
		Knockback
		Undying

TROLL

Move	Health	Armor
3	18	5
		Bash
		Reach

3	19	7
		Bash
		Reach, Sweep

SILVER BEAST

BANESPIDER

Move	Health	Armor
6	8	2
		Poison

6	9	3
		Poison
		Web

BLOOD APE

Move	Health	Armor
5	18	4
		Leap

5	19	6
		Leap
		Beiserk 4

DRAGON

Move	Health	Armor
4	22	4
		Burn, Breath
		Pierce 3, Soar

4	23	5
		Burn, Breath, Fear 2
		Pierce 4, Soar

HELL HOUND

Move	Health	Armor
4	10	2
		Breath
		Pierce 3

4	11	3
		Breath
		Pierce 4, Aura 2

LAVA BEETLE

Move	Health	Armor
3	10	3
		Blast 1
		Pierce 1

3	11	4
		Blast, Pierce 2
		Burn

MANTICORE

Move	Health	Armor
5	14	3
		Quick Shot
		Pierce 2, Soar

5	15	4
		Quick Shot, Poison
		Pierce 3, Soar

NAGA

Move	Health	Armor
4	14	4
		Grapple
		Sorcery 2

4	15	5
		Grapple, Sorcery 3
		Command 1

RAZORWING

Move	Health	Armor
8	10	4
		Fly

10	11	5
		Fly, Stun
		Tread Ice

WENDIGO

Move	Health	Armor
5	12	3
		Stealth, Reach
		Tread Ice

5	13	4
		Stealth, Reach
		Tread Ice

SILVER ELDRITCH

CHAOSBEAST

Move	Health	Armor
3	22	6
		Morph
		Sorcery 2

3	23	7
		Morph, Sorcery 3
		Black Curse

DARK PRIEST

Move	Health	Armor
4	10	3
		Dark Prayer

4	11	4
		Dark Prayer
		Black Curse

DEMON

Move	Health	Armor
3	22	5
		Aura 2, Fear 2
		Soar, Sorcery 2

3	23	6
		Aura 3, Fear 3
		Soar, Sorcery 3

GOLEM

Move	Health	Armor
3	16	6
		Ironskin

3	17	7
		Ironskin
		Unstoppable

ICE WYRM

Move	Health	Armor
4	22	4
		+1 Damage, Ghost
		Tread Ice

4	23	5
		+2 Damage, Ghost
		Tread Ice, Swallow

SHADE

Move	Health	Armor
4	10	2
		Fly, Ghost
		Pierce 3, Stealth

5	11	3
		Fly, Ghost
		Pierce 5, Stealth

SKELETON

Move	Health	Armor
6	8	1
		Pierce 2
		Range +2

6	9	2
		Pierce 3
		Range +3, Undying

SORCEROR

Move	Health	Armor
4	10	3
		Sorcery 3

4	11	4
		Sorcery 4
		Undying

GOLD HUMANOID

BEASTMAN

Move Health Armor
4 12 4
+3 Damage

4 13 5
+4 Damage
Command 2

DEEP ELF

Move Health Armor
5 21 5
Shadowcloak
Pierce 4

5 22 6
Shadowcloak
Pierce 8, Frost

FERROX

Move Health Armor
4 15 5
Bleed

4 16 6
Bleed
Leech

GIANT

Move Health Armor
4 33 7
Reach, Stun

4 34 8
Reach, Stun
Sweep

KOBOLD

Move Health Armor
4 12 2
Swarm

4 13 3
Swarm
Trickster 2

MEDUSA

Move Health Armor
4 18 4
Stun
Sorcery 2

4 19 5
Tun, Sorcery 2
Quick Shot

OGRE

Move Health Armor
3 21 6
Knockback

3 22 7
Knockback
Undying

TROLL

Move Health Armor
3 27 6
Bash
Reach

3 28 8
Bash
Reach, Sweep

GOLD BEAST

BANESPIDER

Move Health Armor
7 12 3
Poison

7 13 4
Poison
Web

BLOOD APE

Move Health Armor
6 27 5
Leap

6 28 7
Leap
Beiserk 5

DRAGON

Move Health Armor
4 33 5
Burn, Breath
Pierce 4, Soar

4 34 6
Burn, Breath, Fear 3
Pierce 5, Soar

HELL HOUND

Move Health Armor
5 15 3
Breath
Pierce 4

5 16 4
Breath
Pierce 5, Aura 3

LAVA BEETLE

Move Health Armor
4 15 4
Blast 1
Pierce 2

4 16 5
Blast, Pierce 3
Burn

MANTICORE

Move Health Armor
5 21 4
Quick Shot
Pierce 3, Soar

5 22 5
Quick Shot, Poison
Pierce 4, Soar

NAGA

Move Health Armor
5 21 5
Grapple
Sorcery 3

5 22 6
Grapple, Sorcery 4
Command 2

RAZORWING

Move Health Armor
10 15 5
Fly

12 16 6
Fly, Stun

WENDIGO

Move Health Armor
6 18 4
Stealth, Reach
Tread Ice

6 19 5
Stealth, Reach
Tread Ice

GOLD ELDRITCH

CHAOSBEAST

Move Health Armor
3 33 7
Morph
Sorcery 3

3 34 8
Morph, Sorcery 4
Black Curse

DARK PRIEST

Move Health Armor
4 15 4
Dark Prayer

4 16 5
Dark Prayer
Black Curse

DEMON

Move Health Armor
3 33 6
Aura 3, Fear 3
Soar, Sorcery 3

3 34 7
Aura 4, Fear 4
Soar, Sorcery 4

GOLEM

Move Health Armor
3 24 6
Ironskin

3 25 7
Ironskin
Unstoppable

ICE WYRM

Move Health Armor
4 33 5
+2 Damage, Ghost
Tread Ice

4 34 6
+3 Damage, Ghost
Tread Ice, Swallow

SHADE

Move Health Armor
5 15 3
Fly, Ghost
Pierce 3, Stealth

6 16 4
Fly, Ghost
Pierce 5, Stealth

SKELETON

Move Health Armor
7 12 2
Pierce 2
Range +3

7 13 3
Pierce 3
Range +4, Undying

SORCEROR

Move Health Armor
4 15 4
Sorcery 4

4 16 5
Sorcery 5
Undying

DIAMOND HUMANOID

BEASTMAN
Move Health Armor
4 16 5
+3 Damage

4 17 6
+4 Damage
Command 3

DEEP ELF
Move Health Armor
5 28 6
Shadowcloak
Pierce 5

5 29 7
Shadowcloak
Pierce 10, Frost

FERROX
Move Health Armor
4 20 6
Bleed

4 21 7
Bleed
Leech

GIANT
Move Health Armor
4 44 8
Reach, Stun

4 45 9
Reach, Stun
Sweep

KOBOLD
Move Health Armor
4 16 3
Swarm

4 17 4
Swarm
Trickster 2

MEDUSA
Move Health Armor
5 24 5
Stun
Sorcery 3

5 25 6
Stun, Sorcery 3
Quick Shot

OGRE
Move Health Armor
3 28 7
Knockback

3 29 8
Knockback
Undying

TROLL
Move Health Armor
3 36 7
Bash
Reach

3 37 9
Bash
Reach, Sweep

DIAMOND BEAST

BANESPIDER
Move Health Armor
8 16 4
Poison

8 17 5
Poison
Web

BLOOD APE
Move Health Armor
7 36 6
Leap

7 37 8
Leap
Beiserk 6

DRAGON
Move Health Armor
4 44 6
Burn, Breath
Pierce 5, Soar

4 45 7
Burn, Breath, Fear 4
Pierce 6, Soar

HELL HOUND
Move Health Armor
5 20 4
Breath
Pierce 5

5 21 5
Breath
Pierce 6, Aura 4

LAVA BEETLE
Move Health Armor
4 20 5
Blast 1
Pierce 3

4 21 6
Blast, Pierce 4
Burn

MANTICORE
Move Health Armor
6 28 5
Quick Shot
Pierce 4, Soar

6 29 6
Quick Shot, Poison
Pierce 5, Soar

NAGA
Move Health Armor
6 28 6
Grapple
Sorcery 4

6 29 7
Grapple, Sorcery 5
Command 2

RAZORWING
Move Health Armor
12 20 6
Fly

14 21 7
Fly, Stun

WENDIGO
Move Health Armor
6 24 5
Stealth, Reach
Tread Ice

6 25 6
Stealth, Reach
Tread Ice

DIAMOND ELDRITCH

CHAOS BEAST
Move Health Armor
4 44 8
Morph
Sorcery 4

4 45 9
Morph, Sorcery 5
Black Curse

DARK PRIEST
Move Health Armor
4 20 5
Dark Prayer

4 21 6
Dark Prayer
Black Curse

DEMON
Move Health Armor
3 44 7
Aura 4, Fear 4
Soar, Sorcery 4

3 45 8
Aura 5, Fear 5
Soar, Sorcery 5

GOLEM
Move Health Armor
3 32 7
Ironskin

3 33 8
Ironskin
Unstoppable

ICE WYRM
Move Health Armor
4 44 6
+3 Damage, Ghost
Tread Ice

4 45 7
+4 Damage, Ghost
Tread Ice, Swallow

SHADE
Move Health Armor
5 20 4
Fly, Ghost
Pierce 4, Stealth

6 21 5
Fly, Ghost
Pierce 6, Stealth

SKELETON
Move Health Armor
7 16 3
Pierce 3
Range +3

7 17 4
Pierce 4
Range +4, Undying

SORCEROR
Move Health Armor
4 20 5
Sorcery 5

4 21 6
Sorcery 6
Undying