

About this document

This is a reorganized rulebook for **Descent: Journeys in the Dark**.

It includes the base game rules (*Descent Journeys in the Dark*) as well as the expansions rules: *The Well of Darkness* and *The Altar of Despair* and *The Tomb of Ice*.

The rules have been reorganized so that topics aren't split across many sections anymore.

The content of the official FFG Descent Errata and FAQ as of March, 2010 have also been integrated into this document.

Note: This rulebook should not replace a copy of the latest official FAQ. Not every question in the FAQ is covered by this rulebook. Some questions regarding specific cards, heroes, or ability interactions are left out of this rulebook.

Any comments and critiques should be directed towards Dave DuJour. Thanks to i.a.m for creating v1.3 and earlier versions of this document.

Expansion specific rules are identified with an icon:

 Refers to elements or changes from **The Well of Darkness** expansion rules

 Refers to elements or changes from **The Altar of Despair** expansion rules

 Refers to elements or changes from **The Tomb of Ice** expansion rules

A note about **The Road to Legend**  and **The Sea of Blood** 

The **Descent: The Road to Legend** and **The Sea of Blood** expansions introduce radically new styles of play to **Descent: Journeys in the Dark** and includes new game components, new rules, and dozens of new maps for the heroes to explore. Unlike other expansions for **Descent: Journeys in the Dark**, **The Road to Legend** and **The Sea of Blood** are focused almost entirely on adding a new play variant to the game - the **Advanced Campaign**. In this new variant, players create heroes and follow them throughout their entire careers, keeping their skills and equipment from one dungeon to the next.

Because of this radical new style of play, players interested in using **The Road to Legend** or **The Sea of Blood** rules should refer to the separate "Advanced_Campaign_Merged_Rulebook.pdf" found on Board Game Geek and not this Merged Rulebook. This Merged Rulebook **does not contain any rules or references** to **The Road to Legend** or **The Sea of Blood** expansions. Including **The Road to Legend** or **The Sea of Blood** new rules would override and confuse many of the standard Descent rules contained herein. At the time, the Advanced Campaign Merged Rulebook is still a work in progress. If anyone would like to contribute to this project, please contact Dave DuJour via BoardGameGeek.com.

Last update: October 11, 2010

Version 1.6 by Dave DuJour

- Updated with March, 2010 FAQ
- Added Note regarding FAQ to About page
- Added The Sea of Blood comments to About page
- General cleanup

Version 1.5 by Dave DuJour

- Added Road to Legend comments
- Added Feat card images
- Added FAQ rulings for "obstacles" and Knockback for large monsters
- Standardized font sizes & graphics
- General cleanup of misspellings and layout

Version 1.4 by Dave DuJour

- Rebuilt from i.a.m.'s published PDF
- Added Tomb of Ice rules
- Updated with March, 2009 FAQ
- Added Treachery for the original quests
- Minor typo and layout changes

Previous versions by i.a.m.

Version 1.3

- Edited the 'Good Altar' rule to reflect latest official rule.
- Added the 'Trickster' special ability (it was missing)
- Edited the table of content

Version 1.2

- Fixed a typo in the corrupted terrain rule.
- Edited the Furr the Spirit Wolf rule to reflect the latest official FAQ rule.

Version 1.1

- Updated the Battle action rule, to reflect the rule from the rule from the latest official Descent rulebook edition.
- Edited the document to prevent some tables and Notes/Examples boxes (yellow boxes) from breaking up between columns
- Added the Stun and Web token image.
- Edited the table of content

Version 1.0

- Initial release

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Introduction

In **Descent: Journeys in the Dark**, heroic adventurers delve into the darkness that lies beneath the surface of the earth. There, they fight powerful monsters, recover ancient magic, and search for mighty relics to help them defeat dark powers and evil masters.

Up to four players take on the role of these heroes, while one player becomes the Overlord, a powerful being that controls the monsters that lurk in the dark.

In the game, the heroes explore the corridors, chambers, and caverns of the dungeon, gathering equipment and treasure, battling monsters, and working together as a team to complete their quest. The Overlord marshals and deploys his deadly monsters and treacherous traps to slay the heroes before they can finish their quest.

The Well of Darkness, the Altar of Despair, & the Tomb of Ice expansions

These expansions include new game components, new rules, and new quests. Rules specific to the **Well of Darkness** expansion shows a yellow well icon ; rules from the **Altar of Despair** expansion are identified by a red altar icon ; rules from the **Tomb of Ice** expansion are identified by a blue skull icon .

Game Setup

Follow the steps below to prepare for a quest. Some quests may have special setup rules, described in the Quest Guide.

Choose Overlord Player

Select one player to be the Overlord. It is recommended that the most experienced player takes the role of the Overlord, but you may choose at random if you prefer. The other players are the heroes. The hero player to the left of the Overlord player is referred to as the first hero, even though he will not necessarily take the first turn every round.

Heroes Setup

1. Choose heroes

The first hero shuffles the cardboard hero sheets and then deals **one*** randomly to each hero player, starting with himself and continuing clockwise. Alternately, if the Overlord player agrees, the hero players can simply choose the heroes they will play, again starting with the first hero and continuing clockwise.

***Exception:** In a two-player game, the hero player controls two heroes.

New Expansion Heroes

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

2. Set-Up hero Markers

Next, each hero player receives the number of wound and fatigue tokens indicated on his hero sheet. Each hero player also receives **300 coins to start the game**, one set of order tokens (1 aim, 1 dodge, 1 guard, 1 rest, 1 prolonged action), and one hero turn token. These tokens should be placed in the play area next to each player's hero sheet.

3. Deal Starting Skill Cards

The hero players separate the three skill decks (subterfuge, fighting, and wizardry) and shuffle each of them individually. Then the hero players draw their skill cards, each player drawing the number and type of skill cards indicated on his hero sheet.

Each hero player may then choose to trade in **one** (and only one) of his skill cards for a new card from the same deck. The hero players do this one player at a time, starting with the first hero and continuing clockwise. Discarded skill cards should be shuffled back into their respective decks immediately after the player discarding them has drawn his replacement skill card.

A hero player keeps the same skill cards all game long (although he can purchase additional skill cards in town) and may use them as often as they allow. **Skill cards are never discarded or exhausted.**

Important: Skill cards are placed face up in front of the player that owns them and can be used at any time for the duration of the game. Skill cards are never used up, discarded, or replaced once this step is completed.

4. Deal Starting Feat Cards

The hero players separate the three feat decks (Subterfuge, Fighting, and Wizardry) and shuffle each of them individually. Then, each hero player draws the quantity and selection of Feat cards indicated by the starting skills section of his hero sheet.

5. Purchase Starting Equipment

The hero players may look through the town shop deck and use their money to purchase items from it. Each item has its cost listed at the bottom of the card. To purchase an item, the player returns the indicated money to the pile of unused money tokens, making change if necessary. A player may not purchase an item if he does not have sufficient money to pay for it. Heroes cannot sell items during setup. They may also not trade among themselves. In addition to buying cards from the shop deck, heroes may purchase potions for **50 coins each** at this time. All potions are

available for purchase during setup. Once the hero players have purchased the items they want, the shop deck is returned to the play area.

Finally, the Overlord player places the compass rose token and the town marker near the board as well.

Important: The store's stock is limited; there may not be enough of each item for all players to purchase one. If the hero players cannot come to an agreement on who gets to purchase a particular item from the shop, then the first player to the left of the Overlord who wants the item may purchase it.

6. Collect Conquest Tokens and Place

Hero Figures

Finally, the heroes receive a number of conquest tokens as indicated by the chosen quest. Conquest tokens are shared by the entire group of heroes and represent how well the heroes are performing their quest. The hero players gain additional conquest tokens by activating glyphs, opening chests, and completing other tasks. They lose conquest tokens each time one of them is killed and each time the Overlord shuffles his deck of cards (*once all cards have been drawn -Ed.*). Starting with the first hero and continuing clockwise, each hero player places his figure on the map on or adjacent to an activated glyph, with no more than one figure in each space.

Overlord Setup

1. Choose a Quest

Before every game, a quest must be chosen. Each individual quest tells you how to set up the game, explains any special rules, and describes the conditions by which the hero players and Overlord player alike can win the game.

2. Randomize the Chest Markers and lay out Monster Reference Cards

The Overlord player separates the chest markers into their three types and then randomizes each type, making sure to keep the markers' number side down. Then, he selects the set of monster reference cards that corresponds to the number of players in the game and lays them out face up near the playing area where all players can easily see and reference them.

3. Create the Game Board

The Overlord player now assembles the map pieces as shown on the quest map for the selected quest. The Overlord player places any monster figures, doors, or markers indicated in the **start area** of the quest. If a chest is indicated, the Overlord draws a random chest markers from the appropriate pile, looks at its back, and then places it face up in the indicated space on the board.

4. Draw Starting Overlord Cards

The Overlord player starts with **three** Overlord cards and **zero** threat tokens.

Play now begins with the **hero players'** first turn.

The Round Sequence

Descent: Journeys in the Dark is played over a series of rounds. During each round, every player receives one turn, starting with the heroes and ending with the Overlord. After the Overlord player has taken his turn, the round is over and the next round begins with the heroes taking their turns once again.

Hero Turn Order

The hero players collectively choose the order in which they take their turns each round. At the start of the round, all hero players place their hero turn tokens in their play area with the green side up. The players then choose a hero to take the first turn. That player takes his turn and then flips his hero turn token to its red side.

Hero Turn Token



These double-sided tokens are used to keep track of which hero players have taken their turns and which have not. After a player resolves his turn, he flips his hero turn token from its green "O" side to its red "X" side. Each hero player may take a turn once each round, and once all of the heroes have had a turn, the Overlord takes his turn. If the player's cannot decide on the order in which to take their turns, the first hero decides.

Hero Players Turn

A hero player's turn is divided into three steps, taken in the following order:

Important: The player must resolve all events that occur "at the beginning of a player's turn" in any order he wishes before he declares an Action for the turn (Step 3).

Step 1: Refresh Cards

First, the hero refreshes all of his exhausted cards by returning them to their upright position.

Step 2: Equip Items

Next, a hero may freely exchange whatever items he has equipped with those in his bag. (*see Equipping Items on page 11 for more details*).

Step 3: Take an Action

Finally, the hero must choose one action from the four listed below:

1. Run

A hero that runs may move up to a number of spaces equal to **twice his speed** during his turn, but **cannot attack**.

2. Battle

A hero that battles may make **up to two attacks** during his turn, but **receives zero movement points from the action** (unless he spends fatigue, see *Spending Fatigue for Movement* on page 13 for more details). Each attack must be completely resolved before the hero makes the next attack.

Important: A hero may use a different equipped weapon each time he attacks, even when battling. A hero may not attack using a weapon in his pack.

3. Advance

A hero that advances may move up to a number of spaces **equal to his speed** and may make **one attack** during his turn. An advancing hero may make his attack **before, after, or at any point** during his movement.

4. Ready

When a hero readies, he receives **two different half actions**, one of which must be an **order**. The two half actions **can be taken in any sequence**. The four possible half actions are:

Move

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

Attack

The hero may make **one attack** (unless a skill specifies otherwise –Ed.).

Order

When a hero chooses to take a **ready** action he may place one of his five order tokens (aim, dodge, guard, rest or prolonged action) face up next to his hero.

Concentrate

A hero with a **prolonged action order** token on him may take a concentrate half action to make an additional *prolonged action* roll (following the same rule as the *prolonged action* order –ed.), as long as he does nothing else. He may spend fatigue to bring this roll up to a maximum of **five** power dice (see *Prolonged Action* on page 8 for details).

Note: The ready action allows a hero to place an order and either move his speed **or** make an attack. The hero can place the order at any time during his turn. Thus, a hero may place an aim order and then make an aimed attack, all in one turn.

Overlord Player's Turn

The Overlord's turn is divided into three steps. After the Overlord player has resolved all three steps, his turn is over and the round ends.

Important: The Overlord may play cards that say "Play at the start of your turn" any time before activating his first monster for the turn (Step 3). The Overlord must also resolve all events that occur "at the beginning of a player's turn" in any order he wishes before activating any monsters. The heroes must play any *Feat* cards that say "at the beginning of turn" before the Overlord activates any monsters (Step 3).

Step 1: Collect Threat and Draw Cards

The Overlord player collects **one** threat token **for every hero** in the game.

Next, the Overlord draws **two cards** from the top of the Overlord deck. The Overlord player may then discard one or more cards from his hand to collect extra threat tokens. The Overlord player **must** discard down to **eight cards** or less after drawing his two cards for the turn. He may choose to discard additional cards and always collects threat tokens for each card he discards.

When the Overlord player draws the last card in the Overlord deck, the heroes immediately lose **three conquest tokens**. The Overlord player then shuffles the discarded cards and creates a new Overlord deck.

Step 2: Spawn Monsters

To resolve this step, the Overlord player may play **one spawn card per turn**. The Overlord player must spend the indicated number of threat tokens to pay the cost of the spawn card. After playing a spawn card, the Overlord player places the monsters indicated by the spawn card on the board and discards the used spawn card. The following rules limit how the Overlord player may place spawned monsters on the board.

- The Overlord player **may not** place spawned monsters in a space that contains **a figure or an obstacle** such as a pit, rubble, water, mud, lava or fog. (See *Map tiles & Markers* on page 21 for a complete list of obstacles.)
- The Overlord player **may** place spawned monsters in a space that contains **a treasure or encounter marker**.
- If the base of the spawned monster takes up more than one space, all of the spaces in which the Overlord places the monster must be **on the board and free of figures or obstacle markers**.
- The Overlord player **may not** place spawned monsters in a space that is in **an unrevealed area**.
- The Overlord player **may not** place a spawned monster in a space to which any hero figure on the board has line of sight.

Important: For purposes of spawning new monsters, other monster figures **do not** block a hero's line of sight.

- If the Overlord player cannot find a legal space on the board for one or more of the spawned monsters, then he cannot place those.
- The Overlord player **may not** place more monsters on the board than there are available figures. For instance, if all of the normal Beastmen are on the board, the Overlord player cannot spawn an additional normal Beastman.
- If the Overlord player wishes to place a monster on the board but is already using all of his available figures, he may choose to remove a monster figure from the board to make that figure available for immediate placement in a new space, following the normal rules for spawning monsters or placing monsters when a new area is revealed.

Step 3: Activate Monsters

The Overlord player may activate each monster on the board **once** during his turn. To activate a monster, the Overlord player simply declares which monster he is activating. When a monster is activated, it may move a number of spaces **up to its speed and make one attack**. A monster may make its attack **before, after, or at any point** during its movement. After the Overlord player has had the chance to activate every monster on the board, his turn is over.

Important: Any lingering effects monsters have next to their figure must be resolved at the start of a monster's activation. Every monster must be activated on every turn. (see Special Abilities on page 25 for details on effect tokens).

The round is then complete, and a new round begins.

Gameplay Rules

Hero Orders

The heroes use orders to take special actions. A hero can only have **one** order at any time. A hero that has already been issued an order cannot receive another one until the first order is used or removed. Once an order has been used or removed, it is returned to the player's supply of orders. Each order may be reused throughout the game.

Aim



A hero that has placed an aim order may declare that he is making an aimed attack. This allows him to **re-roll any number of dice** after rolling for the attack (including any dice showing the "miss" result). **The hero must keep the second result.**

Example: A hero makes an aimed attack that rolls a red and a green die (and 2 power dice, thanks to the hero's trait). He rolls the dice, but the red die comes up as a miss « X », so he chooses to re-roll the red die (keeping the other dice results).

An aim order stays with a hero until removed by one of the following events:

- The hero takes one or more wounds
- The hero moves one or more spaces
- The hero changes his equipped items
- The hero uses the order to make an aimed attack

Dodge



A hero that has placed a dodge order may, when attacked, force his attacker to re-roll **any number of dice** rolled for the attack. The hero player may only do this **once** per attack, and **must accept the second result.**

A dodge order stays with a hero until **the start of his next turn.**

Important: If an aimed attack is made against a target that has placed a dodge order, **both abilities are ignored for that attack.**

Example: A hero has placed a dodge order and is later attacked by a Razorwing. The Overlord player rolls one red die and one green die. The hero can force the Overlord to re-roll either one or both of the attack dice once per attack.

Guard



A hero that has placed a guard order may **make one interrupt attack at any point during the Overlord player's turn**, including before the Overlord draws any cards, collects threat, or performs any "start of turn" actions. The Overlord player's turn is immediately halted (even if the Overlord player was about to attack with a monster), allowing the hero to resolve his interrupt attack (following all the normal rules for attacking). After the interrupt attack is completed and any casualties are removed, the Overlord player may resume his turn. The Overlord player must allow for an interrupt attack at any time, and must reverse any movement/attack if it was made too fast for the hero player to have a chance to declare an interrupt attack. If a hero player declines to make an interrupt attack, however, he may not change his mind later.

A guard order stays with a hero until removed by one of the following events:

- The hero takes one or more wounds
- The hero uses the order to make an interrupt attack
- The start of the hero's next turn

Rest



A hero that has placed a rest order may use it at the **start of his next turn** to **return his fatigue to its maximum value**. A hero's maximum fatigue value is the starting value printed on his hero sheet, plus any additional fatigue granted by skills, items and/or special abilities.

A rest order stays with a hero until removed by one of the following events:

- The hero takes one or more wounds
- The beginning of the hero's next turn

Prolonged Action



Prolonged actions effects are dictated in the text of a quest. The prolonged action order is removed from the hero **at the end of his turn**. However, he may keep the progress tokens that he accumulated from performing the prolonged action order.

Prolonged actions appear like this in the quest text: "Make a prolonged **Trait (Difficulty)** action to do something." This sentence is then followed by an instruction as to whether or not the action can be disrupted.

Trait

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

Difficulty & Progress marker



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

Example: "A hero must make a prolonged **Melee (4)** action to break down a stuck door. This action cannot be disrupted." Tahlia, who has a **melee trait** of 3, declares a **Ready** action. She first takes an **order half action**, placing a prolonged order token next to her hero figure and rolls 3 power dice. She gets 2 power enhancements, so she takes 2 progress markers and places them in front of her. Next she takes a **concentrate half action** to make an additional prolonged action roll and gets an additional progress marker, making her total to 3. She decides to spend one fatigue to roll an additional power dice and get a fourth progress marker. She completes the action and break down the door (difficulty was 4).

Disrupting Prolonged Actions

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

In the case where a hero attempts to complete an action that **cannot be disrupted**, he keeps the progress markers he has accumulated until he completes the action. He could choose to not take a **Ready** action for several turns, he could move away from the action, or he could even die, and he would still keep the progress markers until the action is completed.

Important: Progress markers gained from one prolonged action may not be used to resolve a different prolonged action –Ed.

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

Continuous Prolonged Actions

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

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

Group Efforts

Sometimes the Quest Guide will explicitly allow multiple heroes to contribute to the progress of a prolonged action. In this case, simply combine the progress tokens from the different heroes into one pool to track the progress of the action. If the Quest Guide indicates that a prolonged action can be a group effort and that it

is continuous, only one hero must continue the action each turn, even if multiple heroes contribute to its progress.

Movement

Movement works much the same for both heroes and monsters, with one key difference:

- A hero receives a number of movement points based on his speed **and the action he takes** on his turn.

Example: A hero with a speed of four that is using a Run action receives eight movement points. A monster always receives movement points equal to its speed, as shown on the monster reference cards.

Players move their figures one space at a time, until they have either used all of the figure's allowed movement points or are satisfied with their position. The player may choose not to use all of a figure's available movement points.

The following rules apply to movement:

- Figures may move into **any adjacent space** (including diagonal spaces) for one movement point each, but **must remain on the board at all times** during their move.
- Figures may pass through spaces occupied by **friendly figures** during movement, but **cannot attack while in the same space as another figure** and they **must end their movement in an empty space**. A hero treats all other heroes as friendly figures, while a monster treats all other monsters as friendly figures.
- Figures can safely move **next to and/or around enemy figures** unless the enemy figure has the **Aura** or **Grapple** ability.
- Figures cannot move into or through closed doors, blocking obstacles, or enemy figures during their movement unless a skill or ability says otherwise (*i.e. the Acrobat skill*).
- Large monsters occupying **two** or **six** spaces must move in one of the following two ways:
 - The figure moves one half of its body into a non-diagonal adjacent space while the other half of its body moves into the space(s) that the first half just vacated
 - The figure moves to a diagonally adjacent space by moving both halves of its body in the same diagonal direction (also called "sidestepping").
- Large monsters occupying four spaces move like regular figures, and must always occupy four existing legal spaces.
- Some heavy armor reduces the speed of a hero to the number listed on the item card, if lower than the

hero's normal speed. Note that this does not prevent the hero's speed from being enhanced in other ways, such as by spending fatigue, the *Swift* skill, or the special abilities of items.

Movement Actions

In addition to moving, figures can use some or all of their movement points to perform other tasks. The following table lists these tasks and the number of movement points required to execute them:

Movement Points Used	Task
0	Pick up a token/marker in your space ^{1,2}
0	Drop an item ^{1,2}
1	Move from a glyph to town (<i>or vice versa</i>) ^{1,2}
1	Walk up or down a staircase ³
1	Give one item to an adjacent hero ²
1	Drink a potion ²
2	Open or close a normal door
2	Open or close a rune-locked door ⁴
2	Open a chest ²
2	Re-equip ²
2	Move on to a mud space 
2	Climb out of a pit
3	Jump over lava, mud, or pit ⁵ 
3	Shop in town ²

¹Can be performed even with no movement points left

²Heroes only

³Heroes and small monsters only

⁴Heroes and Named Monsters only (*see Rune-locked Doors on page 21 for details*)

⁵For each space crossed

Revealing New Areas

When a hero gains line of sight to an unexplored area, the area is immediately revealed. The game pauses while the Overlord sets up the new area, in the following order:

1. Description: The Overlord silently reads the description of the new area, making sure there are no special rules for setting up the area before placing components on the board.

2. Doors: Doors are placed at the edges of the area as shown on the quest map. The Overlord should pay special attention to the color of any rune-locked doors he is placing.

3. Markers: Markers for the new area are put on the board as shown on the quest map. The Overlord should pay special attention to the colors of any staircase or chest markers he places.

4. Monsters: Monster figures are put on the board for the area as shown on the quest map. Note that this is not spawning new monsters. This means that monsters can be placed in the heroes' line of sight when the Overlord is setting up a new area.

Important: If an area requires more figures than there are available, the Overlord cannot place those figures unless he first removes figures of the same type from another area. If the Overlord can only place some, but not all of the figures in an area, he may choose which ones to place in the new area.

5. Boxed Text: The Overlord reads aloud the boxed text in the area description. Play then resumes and the hero who caused the new area to be revealed may finish his turn. The monsters that were revealed in the new area may not activate until the Overlord's next turn (or until he plays a card that allows immediate activation).

The Town



The town is a place that the heroes can retreat to in order to re-supply and train. Dead heroes are also sent back to the town when killed.

Note: All heroes in the town are considered adjacent to each other and cannot be targeted by Overlord cards.

Shopping

While in town, a hero can purchase one or more items from the town shop deck, he may also sell any of his items for **half of their value** (rounded down to the nearest 25 coins). It costs **three** movement points to shop in town.

The following table lists the items and other goods that hero may purchase or sell and their cost/sell values:

Items	Cost/Sell value
Town shop item card	varies*
Potion (any type)	50 / 25 coins
Copper Treasure ^{1,2}	250 / 125 coins
Silver Treasure ^{1,2}	500 / 250 coins
Gold Treasure ^{1,2}	750 / 375 coins
Skill Card ^{2,3}	1000 coins
Training Token ³	500 coins

*The cost of a town shop item is indicated on its card

¹ Only if a chest of that color has been opened this game

² Card is drawn randomly from the appropriate deck

³ Item cannot be sold

Coins



Heroes use money tokens, called coins, to track their current wealth. Money can be spent in town for goods and services.

Potions

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

only drink **one equipped potion each turn** (of any type).

The five available types of potions are:

Healing Potion



A hero who drinks a healing potion

immediately recovers three wounds (up to the hero's maximum wounds value).

Invulnerability Potion



A hero who drinks an invulnerability potion

places the potion marker on his hero sheet. Any time the hero is struck by an enemy attack, he may discard the invulnerability potion from his hero sheet after the attack roll is made to **gain "+10" armor against that attack**. This effect is cancelled if the hero drinks another potion before using it. Otherwise, the potion remains in effect until the hero discards the token or dies.

Power Potion



A hero who drinks a power potion **rolls five**

power dice on his next attack. The attack does not have to be made on the same turn that the potion is drunk, but the effect is cancelled if the hero is killed or drinks another potion before making an attack.

Vitality Potion



A hero who drinks a vitality potion **restores his fatigue to its maximum** value.

Invisibility Potion



A hero who drinks an invisibility potion places

the potion marker on his hero sheet. While the invisibility potion marker remains on the hero, that hero gains the **Stealth** ability (see page 27 for details). At the start of his turn, that hero must roll a power die. If the result is a surge, the invisibility potion wears off and the marker is removed from the hero sheet.

Training Tokens

When purchasing a training token, the hero player chooses one token and places it on his hero sheet. Each training token adds **'+1'** to one of the hero's traits, as shown on the token. A player may never improve one of his traits to a value **higher than five**.

Equipping Items

The number of items heroes may carry at one time is limited. Any items that are not equipped must either be placed in the hero's pack or dropped. If a hero drops an item, he must immediately discard the item card or token. Monsters cannot pick up or carry any items.

Dropped items are lost for the whole game unless it's a relic, in which case the appropriate relic marker is placed on the board, at the location where it was dropped.

By spending 2 movement points for a re-equip movement action, a hero may freely exchange any items currently equipped with any in his pack. Also, each time a hero acquires a new item for any reason, he may equip that item and unequip (place in their pack or discard) any items necessary for him to do so.

Limits on Equipped Items

Heroes are limited to the following items equipped at one time (*unless specified otherwise by a skill or special ability -Ed.*):

- Items whose total number of "👤" icons is **two or less**
- **One** armor card
- **Three** potion tokens
- **Two** other type cards

The Heros Pack

A hero can carry up to **three unequipped items** (including potions) in his pack. Hero players indicate the items in their packs by turning the item cards or tokens face down. A hero cannot use an item in his pack until he equips it. In addition to three items, a hero can carry **any amount** of money in his pack.

Attacking

Each turn, a hero or monster may make one or more attacks against enemy figures on the board. The following rules apply to hero and monster attacks.

Types of Attacks

There are three types of attacks in the game:

Melee Attacks



Melee attacks can only be declared **against adjacent spaces**. However, a melee attack only misses if a miss result ("X" die face) is rolled. Range results are ignored during melee attacks. When a hero makes a melee attack, he adds a number of power dice to his roll **equal to his melee trait**.

Unarmed Attacks

If a hero attacks **without a weapon**, he attacks with his fists. This is a melee attack that grants **one red die** and has **no special abilities** of any kind.

Off-hand Bonus

Most one-handed weapons have an off-hand bonus described on their cards. If a hero has two one-

handed melee weapons equipped at once, he may gain the benefits of an *Off-Hand Bonus*. The weapon the hero does not use to attack adds its off-hand bonus to attacks with the other weapon.

Example: A hero has a sword and a dagger equipped and attacks with the sword. The hero's attack gains the dagger's off-hand bonus, which is one free surge. The hero makes his attack with the sword normally and adds the free surge from the off-hand bonus to the result.

Ranged Attacks



Ranged attacks can be declared against any space to which the attacker **has a line of sight**. The attack misses if either **a miss result is rolled** or the **rolled range is less than the range to the target**. When a hero makes a ranged attack, he adds a number of power dice to his roll equal to his **ranged trait**.

Magic Attacks



Magic attacks can be declared against any space to which the attacker **has a line of sight**. The attack misses if **either a miss result is rolled** or the **rolled range is less than the range to the target**. When a hero makes a magic attack, he adds a number of power dice to his roll equal to his **magic trait**.

Morph Attacks



The attacker chooses which attack dice to use when making a morph attack (**the attack must include at least one red, white, or blue die**). The attack is subject to the chosen attack type rules.

Attack Sequence

Whether the attacker is a hero or a monster, all attacks follow these six steps:

Step 1: Declare Attack

The attacking player declares which space his figure is attacking. If the attacking figure is a hero, the player must also state which equipped weapon the hero is using. Heroes can only attack with an equipped weapon.

Note that the attacking player **designates a space to attack** and not necessarily a figure. This is important for weapons with the **Blast** ability.

Step 2: Confirm Line of Sight

In order to attack a space, the attacker **must have line of sight** to it. In other words, the attacking figure must be able to trace an uninterrupted straight line from the center of its space to the center of the target space. If attacking with a large monster, the Overlord needs to trace line of sight from the center of **one of the spaces it occupies** to the center of the space it is targeting. Line of sight is blocked by walls, closed doors, other figures, and blocking obstacles. You

cannot, for instance, shoot directly through one monster to hit another monster behind it.

Important: For purposes of determining line of sight for an attack, ignore figures that are not in line of sight themselves.

Step 3: Count Range and Roll Attack

Next, the attacking player counts the number of spaces from the space occupied by the attacking figure to the targeted space. This is the range of the attack. After determining the range of the attack, the attacking player rolls the dice corresponding to the attacking weapon or monster. The dice the player rolls depend on whether the attacker is a hero or a monster:

Attacker is a Hero

The dice the player rolls are listed on the item card of the weapon the hero is using. In addition, the hero may add one or more power dice to his roll, depending on his traits. He may also be required to add the clear stealth die when attacking monsters with the **Stealth** ability.

A hero may willingly target another hero with an attack, but they must roll their full compliment of attack dice. They may choose not to spend any surges to limit the damage.

Heroes may also attack an empty square, although if, after spending surges, there are no valid targets in the area of the attack (hero or monster), the entire attack is canceled without effect.

Important: Even if a hero has more than one weapon equipped when he attacks, he must choose only one weapon with which to attack. A hero who has two swords equipped may roll the dice for one of those weapons only.

Attacker is a Monster

If the attacker is a monster, the dice the Overlord player rolls are listed on the corresponding monster reference card. The Overlord may also need to add the clear Stealth die to the attack roll when attacking a hero with the **Stealth** die or heroes that have played certain Feat cards.

Step 4: Determine Attack Success

If a miss result ("**X**" die face) is rolled, the attack automatically fails. Otherwise, the attacker adds up all the range number results on the rolled dice. The attack hits if the total range of the rolled dice is **equal to or greater than the attack's range** (unless a **Melee** attack is made, in which case range is ignored). If the rolled range is **lower than the required range** needed to hit the target, the attack is unsuccessful and **no damage is dealt**.

Step 5: Power Enhancements, Power Surges, and Fatigue

If the attacker has not rolled a miss result, it is possible to modify the rolled range and damage through one or more of the methods below.

Using Power Enhancements

The black power dice have power enhancements (♥) on several of their sides. For every power enhancement a player rolls during an attack, he may increase **either the range or the damage** of the attack by one.

Using Power Surges

Many of the dice have power surges (⚡) on their sides. The heroes and the Overlord may use power surges the following ways:

Attacker is a Hero

A hero player may use rolled power surges to trigger a variety of special effects, depending on the weapon used. A weapon's item card lists the effects that a hero may trigger with power surges when attacking with that weapon. A hero may trigger a specific effect more than once for a single attack, as long as he rolled enough power surges to pay for the effect each time. Note that there are some effects that will provide no additional benefit if they are triggered more than once (i.e. *abilities that do not stack like **Knockback***). Any power surges that a hero does not immediately use to trigger effects are lost.

Example: A hero attacking with a Frost Axe may use his power surges to trigger two different effects. The weapon's item card reads, "⚡: +1 Damage" and "⚡: Pierce 3". This means that a hero player can use one power surge to either increase the attack's damage by 1 or give the attack the Pierce 3 ability. If the hero player rolled 2 power surges, he could use them to give the attack "+1 Damage" **and** Pierce 3 or he could use them to simply grant the attack Pierce 6 **or** "+2 Damage".

Attacker is a Monster

For every **two surges** the Overlord player rolls **during an attack**, he gains **one threat token** (unless a special ability, such as **Dark Prayer**, states otherwise. -Ed). Any unused surges are lost.

Using Fatigue

After the dice have been rolled for an attack, hero players may spend one or more fatigue tokens to add additional power dice to the roll on a one for one basis. However, **an attacker may never roll more than five power dice** for a single attack.

Step 6: Inflict Wounds

After Step 5 is resolved, if the attack hits, the attacking player counts the total number of damage (♥ icons)

showing on the rolled dice and adds any bonus damage from power surges, power enhancements, or weapon abilities. This is the **total damage** dealt. In order for this damage to have any effect, it must penetrate the target's armor.

A hero's armor rating is equal to the **base armor listed on his hero sheet** plus **any armor added by his equipped items**. A monster's armor rating can be found on its reference card.

To determine actual damage dealt, simply subtract the target's armor rating from the total damage dealt to it. **Damage is dealt before any other effects or abilities are applied.**

Example: A beastman inflicts "6" damage to Battlemage Jaes, who has a base armor of "1" and is equipped with a leather armor which gives him an additional '+1' armor, for a total of 2 armor. Subtracting 2 from the total damage of 6, Jaes suffers 4 wounds.

For each wound a hero suffers, the player must **remove one wound token** from his hero sheet. When a hero removes the last wound token from his hero sheet, he has been killed.

For each wound a monster suffers, the Overlord player **places one wound token next to the monster figure** on the board. A monster figure is killed when the number of wound tokens it has received equals or exceeds its wound value, as indicated on the monster's reference card.

Attack Re-rolls

There are two main effects that cause dice re-rolls while attacking. These are **dodges** and **aimed** attacks. The player causing the re-roll chooses one or more of the dice involved in the attack, and then the attacker rolls those dice again, keeping the new result. **Under no circumstances may a single attack be re-rolled more than once.** If an attack is affected by both a dodge and an aimed attack, then the two effects cancel each other and the attack is not re-rolled at all (see *Aim and Dodge* on page 7 for more details).

Attacking Large Monsters

Large monsters can only be targeted once by a single attack, even if a *Blast* or *Sweep* attack **covers multiple spaces occupied by the figure**.

Monsters

Normal Monsters

Normal monsters are represented by the tan figures and their stats are listed in the tan area on the monster reference cards.

Master Monsters

Master monsters are tougher versions of the normal monsters. They are represented by the red figures and

their stats are listed in the red area on the monster reference cards. In addition to having enhanced powers, master monsters are **less susceptible to stunning**. When the Overlord player **removes a stun token** from a master monster, he may either **move the monster up to its speed** or **attack once**.

Named Monsters

Named monsters are unique monsters described in the quest guide. They are represented by the red figures. When the heroes encounter a named monster, the Overlord player must explain any different or special stats the monster possesses.

The Overlord player **is not required** to reveal any special abilities the monster may have. **Named monsters are immune to Stun**. In most quests, the hero players receive one or more conquest tokens for slaying a named monster.

Fatigue



Heroes use fatigue tokens to keep track of how tired they are. Heroes can temporarily enhance their attacks or movement by spending fatigue. A player spends fatigue by **removing one or more fatigue tokens from his hero sheet**. Once a hero is out of fatigue tokens, he may not spend fatigue again until he has used the rest order or another method to regain some of his fatigue. Fatigue may be spent in two ways:

Spending Fatigue for Movement

At any time during his turn, a hero player may **spend one fatigue to gain one movement point**, even if he is currently taking the battle action. This may be done as often as the hero player desires as long as he has fatigue tokens to spend. Movement points gained in this manner are spent just like normal movement points.

Spending Fatigue for Attacks

After rolling an attack, a hero player may spend **one** fatigue to roll **one additional power die**, adding its result to the attack roll. This may be done as often as the hero desires after an attack, **one** die at a time, as long as he has fatigue tokens to spend, even after the Overlord has played cards against the attack (such as *Weakness*).

Wounds



Heroes and monsters both use wound tokens to keep track of injuries. When a hero or monster receives a number of wounds **equal or greater to its wound rating**, it is killed.

Monster Death

Killed monsters are simply removed from the board along with their wound tokens. They may return to the board again as needed later in the game (*when revealing a new area or when the Overlord player plays a spawn card*).

Monster Death Bounty

Any hero who deals the killing blow to a master monster **immediately receives a bounty of 50 coins**.

Hero Death

A killed hero is **immediately moved to the town**. If it was the hero's turn, **his turn immediately ends**. The hero player then **immediately loses a number of conquest tokens equal to the hero's conquest rating**.

A hero that is killed **loses half of his money**, rounded down to the nearest 25 coins, but does **not lose any of his items or skill cards**. He is returned to town and may either shop there and/or return to the board via a glyph of transport **on his next turn**.

The hero's wounds and fatigues are **immediately restored to their maximum values**. In addition, **any lingering effects are immediately removed** (such as **Curse, Bleed, Burn, Frost, Poison, Transformed or Web**). During the next round, the hero takes his turn as normal.

Conquest Tokens



The heroes gain and lose conquest tokens as they make their way through the dungeon. As long as they still have **at least one conquest token**, the game continues. If the heroes ever run out of conquest tokens, **the game immediately ends** and the Overlord wins. However, if the heroes complete the quest goal before running out of conquest tokens, they win the game.

Conquest tokens are gained and lost in the following situations:

Conquest Tokens Gained or Lost	
+3	Activating a Glyph of Transport
+2 to +4	Opening a treasure chest
-2 to -4 ¹	Hero killed
varies ²	Triggering Encounters
varies ²	Killing Named monsters

¹ Curse tokens may add to a hero's value. See page 20.

² Conquest tokens gained or lost are specified in each Quest

Dice

Combat dice



The red, blue, white, green, and yellow dice are combat dice.

Together with the black power die (and sometimes the clear stealth die), they are used to make attacks. The number on each die face represents range, while the "♥" icons represent damage. Finally, the red, blue, and white dice each have a miss result die face ("X" side). If a miss result is rolled during an attack, the attack fails completely, regardless of what the other dice show.

Power Dice



Power dice (*black dice*) are normally added to attack rolls because of hero traits or abilities. A hero can also add power dice to an attack by spending fatigue. **An attack may never have more than five power dice**, no matter the source. Each face of the power die is of one of the three following types:

Power Enhancement

Some faces of a power die show a power enhancement (♥). For each power enhancement he rolls, a player may increase either his attack's range or his attack's damage by one.

Power Surge

If one or more power surge icons (⚡) are rolled during an attack, the attacking player may spend these power surges to activate the special abilities of any items the hero has equipped. Note that surge icons are also found on some faces of the combat dice.

Blank

A power die has one blank side (■): a side with no icons or numbers. A blank result on a power die simply means that the hero earns neither enhancements nor surges for that die. Heroes must also sometimes roll "blanks" on the power dice to avoid or resist the effects of traps, curses, and other effects triggered by the Overlord player.

Stealth Die



The transparent stealth die is used when attacking a figure (monster or hero) that has the **Stealth** ability.

Cards

There are several types of cards in **Descent: Journeys in the Dark**. These are Skill cards, Feat cards, Item cards, Overlord cards and Monster Reference cards.

Expansion cards



All cards from **The Well of Darkness** expansion show a small yellow well symbol on the upper right corner.



All cards from **The Altar of Despair** expansion show a small red altar symbol on the upper right corner.



All cards from **The Tomb of Ice** expansion show a small blue skull symbol on the upper right corner.

Skill Cards

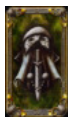
The hero players each draw **three** of these cards at the beginning of the game. Skill cards are divided into three decks:

Fighting



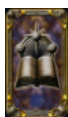
Fighting skill cards typically enhance a hero's ability to make **Melee** attacks and to survive damage. Warriors have the most training in fighting skills.

Subterfuge



Subterfuge skills typically enhance a hero's ability to make **Ranged** attacks and to move around the board. Thieves and assassins have the most training in Subterfuge skills.

Wizardry



Wizardry skills typically enhance a hero's ability to make **Magic** attacks or provide a unique magical ability. Wizards, witches, and priests have the most training in Wizardry skills.

Players keep the same skill cards all game long (although they can purchase additional skill cards) and may use them as often as they allow. **Skill cards are never discarded or exhausted.**

Replacement Skill Cards 🧙♂️ 🧙♀️ 🧙♂️

One copy of "**Acrobat**", one copy of "**Divine Retribution**" and one copy of "**Leadership**" replacement cards have been included in the **Well of Darkness** and **Altar of Despair** expansions. To use them, simply remove the old cards from their respective decks and replace them with the revised cards.

Feat Cards 🗡️ 🏹️ 🛡️



In addition to the Skill cards they receive normally, **The Tomb of Ice** expansion introduces **Feat cards** that hero players can receive and use. When drawn, Feat cards are always placed into a player's hand without being revealed. **Feat cards can never be traded with or given to other players.**

Feat Cards Setup

During setup, after the Skill cards have been dealt to the hero players, **separate the three Feat decks** (fighting, subterfuge, and wizardry) and shuffle them individually. Then, **each hero player draws the quantity and selection of Feat cards indicated by the starting skills** section of his hero sheet.

Playing Feat Cards

Each Feat card lists **one or more triggering conditions** that determine the timing and situation in which it can be played. **Hero players may play Feat cards at any time as long as the triggering conditions have been met.** After playing a Feat card, the hero players simply **follows the instructions printed on the card, resolves its effects, and discards the card onto a discard pile** for that feat type.

Important: Each hero player **may only play one Feat card per turn.** So, for example, each hero player may play one Feat card on his turn, and one Feat card on the Overlord's turn.

Drawing Feat Cards

When a hero player activates a glyph (including Dark Glyphs), **all hero players may draw one Feat card** (unless their hero sheets state differently). Additionally, some quests' treasure chests yield Feat cards as rewards. When a treasure chest lists a Feat card as a reward, all hero players may draw one Feat card (unless their hero sheets state differently).

When several players must draw Feat cards at the same time, they may decide among themselves what order to draw them in. If the hero players cannot agree, the Overlord player chooses for them.

Each hero player **may only draw from Feat decks of the types they are able to draw from during setup.**

When a hero player draws the last card in a Feat deck, the hero player shuffles all the discarded cards of that feat type and creates a new deck.

If a Feat card deck runs out of cards and there are no discarded cards of that feat type, the hero players cannot draw that type of Feat card and must draw another Feat card type, if able.

Unless otherwise stated on a player's hero sheet, **a player's maximum Feat card hand size is four.** If a player already has four Feat cards in his hand, **he may still draw Feat cards when able, but them must immediately discard back down to four.**

Item Cards

Item cards are either purchased in town or found in treasure chests. Each item card represents a piece of equipment that will help the hero on his quest.

Item cards are:

- **kept face up** in front of the hero player when equipped
- **turned sideways** when exhausted to indicate that it has been used (*a card that has been exhausted cannot be used again that turn*).
- **tucked under the player's hero sheet** when placed in his hero's pack.

Shop and Relic cards are double-sided, while copper, silver, and gold treasure cards have borders of the appropriate color on their backs. Relic cards have a blue text box to differentiate them from other item cards (*Relics do not have a cost and cannot be bought or sold in town -Ed*).

Each item card has the following elements:

Item Traits

These bolded words (*first line of the card text box*) tell what sort of item the card represents (*such as Armor or Weapon*). If an item is a weapon, a smaller trait underneath describes what sort of attack it makes (*i.e. Melee, Ranged, or Magic*).

Special Abilities

Any special abilities the item possesses are described in its card text. Special abilities written as "🔪🔪: '+1 Damage'" are shorthand for "Spend the number of surges shown to add the listed ability to this attack". You may activate this ability multiple times, as long as enough surges are rolled and you are paying its cost each time.

Item Cost

Items available in the shop have their cost listed in the lower left corner of the card, next to the coin (👉) icon. Item cards may be sold back to the town shop for half their value.

Hand Icons

The number of hands required to equip an item is indicated by hand icons (👤) printed on the bottom of the item card. An item with one hand icon requires one hand to equip, an item with two hand icons requires both hands to equip. Items with no hand icons do not require any hands to equip.

Combat Dice

The dice rolled when making an attack with the item are shown in the lower right corner of the card. This does not include power dice rolled due to a hero's traits or fatigue spent.

Item Restrictions

Heroes wearing certain kinds of armor cannot equip *Runes* (a type of magic weapon -Ed). This restriction is indicated on the appropriate item cards.

Replacement Item Cards 🟡🔴

Two copies of "Bow" (shop item), one copy of "Bow of bone" (silver treasure), one copy of "Golden armor" (silver treasure) and one copy of "Dragon scale mail" (gold treasure) have been included in the expansions. To use them, simply remove the old cards from their respective decks and replace them with the revised cards.

Overlord Cards

The Overlord player uses these cards to spawn new monsters, trigger special abilities and game effects, gain evil powers, or collect additional threat tokens. The Overlord should not reveal the cards in his hand to the hero players until he chooses to play a card.

Each Overlord card has the following elements:

Threat Cost

The number in the **lower left corner** is the number of threat tokens the Overlord player must **pay** to play the card.

Threat Value

The number in the **lower right corner** is the number of threat tokens the Overlord player **gains** if he discards the card without using its effect.

Card Type

The type of Overlord card is shown at the top of the card. The four types of Overlord cards included in the deck are:

Event Cards

Event cards allow the Overlord player to activate special abilities and take unexpected actions. Each event card lists one or more triggering conditions that determine the timing and situation in which it can be played. **The Overlord player may play event cards at any time** as long as the triggering conditions on the card have been met. After playing an event card and paying its threat cost, the Overlord simply follows the instructions printed on the card, resolves its effects, and discards the card.

Event Card Timing

Whenever there is a question of timing, the event card **always receives precedence** as long as the Overlord player declares his intent to play the event card in a timely fashion.

Event cards that read "Play at the start of your turn." must be played **after** the Overlord player has discarded down to eight cards for the turn, but **before step 3** of his turn.

Event cards that read "Play immediately before a hero takes his turn" can be played **until the hero player declares his action**. As always, the Overlord player should be given a reasonable chance to play his card before a hero completes his action.

Important: Only one event card may be played per triggering condition. For example, each time a monster is attacked, the Overlord may play only one dodge card.

Trap Cards

The Overlord uses trap cards to deal damage directly to the heroes. The Overlord player may play trap cards at any time as long as the triggering conditions on the card have been met. After playing a trap card and paying its threat cost, the Overlord simply follows the instructions printed on the card, resolves its effects, and discards the card.

Important: Only one trap card may be played per triggering condition. For example, each time a hero moves into a space, the Overlord may play only one trap card that is triggered when a hero moves into a space.

Important: Chests, Glyphs, Potions, Coin Piles, and Rune Keys do not count as empty spaces for the purposes of playing traps. They do not block line of sight and figures may move through them as normal.

Spawn Cards

Spawn cards are used to add more monsters on the game board. Spawn cards can only be played during **step 2** of the Overlord's turn.

Important: Only one Spawn card may be played per turn.

Power Cards

Power cards can only be played on the Overlord's turn **before activating any monsters in step 3**. Once the Overlord pays its threat cost and plays a power card, it is placed face up in front of him. Power cards grant the Overlord player permanent special abilities that are in effect for the rest of the game.

Important: Only one Power card may be played per turn.

Treachery Cards

Starting with **The Well of Darkness** expansion, the Overlord player has the ability to customize the Overlord deck from the base game using treachery cards.

Treachery cards have a hexagonal, colored gem between their threat value and their threat cost – this is their **treachery cost**. At the start of each quest, before the game begins (*before step 5 of the Overlord setup*), the Overlord receives a certain amount of treachery with which he can customize his base deck. When customizing his deck, the Overlord player swaps out cards from his base deck for cards that have a treachery cost. Each quest states how much treachery the Overlord receives when playing that quest. This information is found above the chest contents chart for that quest.

Treachery comes in four types:

- Events (green gem )
- Traps (purple gem )
- Spawns (red gem )
- Powers (green, purple or red)

Power cards are paid for with green, purple, or red treachery, depending on the color of their treachery gem. In order for the Overlord to add a card that has a treachery cost to his deck, he simply spends the listed amount of treachery (making sure to spend the proper type), then he adds the card to his Overlord deck, removing any one other card of his choice from the deck. The Overlord may swap out as many cards from the Overlord deck as he wants as long as he has enough treachery to pay for them all.

Unspent Treachery

For every **two points of leftover treachery** (of any type), the Overlord draws **one extra Overlord card** to start the game, up to a maximum of eight cards.

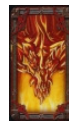
Example: The Overlord receives 2 event treacheries, 6 trap treacheries, and 2 spawn treacheries at the start of a quest. He decides to add "Rolling Stone" (3 trap treachery), "Danger" (1 event treachery), and "Empower" (1 Event treachery) to his deck. This leaves him with 0 event treachery, 3 trap treacheries, and 2 monster treacheries, which he chooses not to spend. He then adds the 3 cards he has chosen to his Overlord deck and chooses 3 other cards to remove from it.

Treachery for the original quests

When playing the original nine quests from **Descent: Journeys in the Dark**, the Overlord receives treachery based on this table:

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

Dark Relics



In order to use dark relics, the Overlord must spend treachery to add at least one copy of the "Dark Relic" Overlord trap card into his deck. Then, when he plays the card, **he can substitute any dark relic of his choice** from the deck of dark relics **for one of the treasure cards the heroes were about to receive**.

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

Discarding Overlord Cards

After he draws two cards at the beginning of his turn, the Overlord player must discard cards until **he has no more than eight cards** in his hand.

The Overlord player collects threat tokens from all discarded cards, and he may discard as many cards as he wishes in order to collect additional threat tokens. The Overlord can discard cards for threat **at any time, even during a hero player's turn**, to help pay the threat cost of another Overlord card he wishes to play. For each Overlord card he discards, the Overlord collects a number of threat tokens equal to the card's **threat value**. Discarded Overlord cards cannot be used to trigger any game effect.

Playing Overlord Cards

The Overlord player must always pay a card's threat cost when playing it. He simply returns the indicated number of threat tokens to the pile of unused threat tokens. The Overlord player cannot play a card if he doesn't have enough threat tokens to pay for it. He can, however, discard any number of Overlord cards from his hand to collect the additional threat tokens he needs to play the card.

Important: *The Overlord player never collects threat tokens for cards that are discarded after he has played them and their effects have been resolved.*

Threat Tokens



The Overlord uses threat tokens to pay for Overlord cards that he wishes to play from his hand. These cards can trigger events and traps, summon new monsters to the dungeon, or even grant permanent powers to the Overlord.

New Expansion Overlord cards

Well of Darkness: Three of the new Overlord cards are intended to be added to the Overlord deck from the base game (2 copies of "Kobold Swarm" and 1 copy of "Ferrox Tribe").

Altar of Despair: Six of the new Overlord cards are intended to be added to the Overlord deck (1 copy each of "Danger," "Dark Balm," "Crushing Block," "Paralyzing Gas," "Blood Ape Tribe," and "Black Order").

Tomb of Ice: Four of the new Overlord cards are intended to be added to the Overlord deck from the base game (one copy each of "Lava Beetle Scouts," "Shade Spooks," "Lone Medusa", and "Lone Wendigo").

Replacement Overlord Cards

One copy of "Explosive Rune" has been included in **The Well of Darkness**. To use it, simply remove the old card from the Overlord deck and replace it with the revised card.

Resetting the Overlord Deck

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

Monster Reference Cards

These cards list the abilities and statistics for the different monsters in the game. Which card side you use depends on the number of players (*including the Overlord*) in the game.

Each monster reference card has the following elements:

Number of Players

The number of players (*including the Overlord*) that each card is intended to be used for is listed in its upper left corner. Note that the cards are double-sided such that the "2" and "3" player cards are on the front and back of the same card (and likewise for the "4" and "5" player cards). Only use the card side showing the total number of players in the game.

Normal Monster Abilities

The upper, tan-colored section of the card lists the abilities of a normal monster of that type.

Master Monster Abilities

The lower, red-colored section of the card lists the abilities of a master monster of that type.

Attributes

Speed

() The monster's speed is listed next to the green boot icon.

Armor

() The monster's armor is listed next to the blue shield icon.

Wounds

() The monster's wounds are listed next to the red heart icon.

Attack Type

(, , ,) The monster's attack type and combat dice are represented by icons. Unlike heroes, each monster only has one type of attack they can make (*with the exception of Morph attacks -Ed.*).

New Expansion Monster Cards

The new monster reference cards provide the abilities and statistics for the new monsters featured in the expansions.

Replacement Monster Cards

The new *Beastman* and *Skeleton* cards are intended to replace the ones from the original game. Remove the old cards and replace them with these revised cards.

Plastic Figures

The plastic figures represent the heroes and monsters in the game. It is always important to know which exact space (or spaces) a figure occupies on the board, as this affects many of the rules for combat and movement.

The direction a figure is facing **has no effect** in the game. Heroes and monsters can see in all directions. Note that most figures occupy a single space, but some larger figures occupy two, four, or even six spaces.

Note: For thematic reasons, the kobold figure shows two kobolds crouching together. For game purposes, one kobold figure represents only **one** kobold.

Large Monsters and Terrain

When a large monster moves, it suffers the negative effects only of whatever terrain its "front" half enters.

Example: if a spider were to move from four clear squares to a mud square, it would suffer a movement penalty. If that same spider were to then move its "front" (i.e. leading) half off the mud into clear terrain, it would not suffer a movement penalty even though its "back" (i.e. trailing) half has just moved onto the mud.

The Overlord may choose to have a monster affected by any terrain it partially occupies. A monster **must** be affected by any terrain it completely occupies. If the monster is completely occupying multiple terrains, the figure must be affected by at least one of the terrains it is occupying (Overlord's choice).

Example: If half of a spider's base is on a table, the spider may be considered to be elevated if the Overlord chooses.

Familiars & Companions

Some skills and hero abilities grant heroes familiars or animal companions.

Familiars obey the following rules:

- Familiars are represented by markers. The marker representing a familiar **begins the game in the same space as the familiar's owner**.
- A Familiar moves **after its owner's turn is finished**. It moves up to a number of spaces equal to its speed, which is listed in its description.
- Familiars move like heroes, except that **they can move through enemy figures** and can **end their movement in the same space as another figure**. While familiars can't jump over pits, they can walk right through them, without suffering any effects.
- Familiars **may occupy the same space as another figure**, and **figures may move through and trace lines of sight through familiars**.

- A familiar cannot carry any items or perform any movement actions unless its description states otherwise.
- A familiar does not count as a hero for purposes of spawning monsters unless its description states otherwise.
- Familiars cannot be affected by any attack or harmed in any way.
- When the owner of a familiar dies, the familiar remains in the dungeon and can still be moved as normal.

Boggs the Rat



This familiar is granted by a wizardry skill card. Boggs's speed is 4. **The Overlord player cannot spawn monsters within line of sight of Boggs**, just as if he were a hero.

Bottle Imp



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

Furr the Spirit Wolf



This familiar is granted by the "Furr the Spirit Wolf" Fighting skill card. Furr's speed is 4. **Furr can attack once per turn** (before, after, or during his movement), **rolling 1 white die, and his attack ignores armor**. Furr the Spirit Wolf's attack is a melee attack even though it rolls the white die. In addition, Furr can only attack **when his owner has a clear line of sight to Furr and is within 5 spaces of him**.

Mata and Kata



These familiars are granted by a Wizardry skill card. Mata and Kata's speed is 6. Mata and Kata are each represented by markers that move independently of each other. **The familiars can each be given or pick up and carry one item** (including potions). **They can give a carried item to an adjacent hero for one movement point** (or to each other, if they are adjacent).

Pico



Pico is an animal companion granted by Ronan of the Wild's hero ability. **Pico is not a familiar and does not follow the above rules for familiars**. Ronan of the Wild's player receives the Pico token at the start of the game. **Pico cannot move on its own**, but heroes can carry her. Pico does not count towards the number of items a hero can equip or carry in his pack. **A hero can give Pico to an adjacent hero for 2 movement points**.

Any hero carrying Pico **rolls one extra power die on all attacks** (up to the normal limit of five power dice).

Shadow Soul



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

- A) Swap places with the Shadow Soul
- B) Move the Shadow Soul to an empty space adjacent to the owner
- C) Do nothing with the Shadow Soul.

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

Sharr the Brightwing



This familiar is granted by the "Sharr the Brightwing" Wizardry skill card. Sharr's speed is 5 and **she has the Flying ability**. If Sharr ends her movement **in the same space as a friendly figure, that figure recovers 2 wounds**. If Sharr ends her movement **in the same space as an activated dark glyph**, that dark glyph is removed from the board and replaced with an activated normal glyph. **Shar the Brightwing is not used in Road to Legend campaigns.**

Skye



This hawk familiar is granted by Vyrak the Falconer's hero ability. Skye's speed is 5 and **it has the Fly ability**. Skye can also end its movement in the same space as another figure. **Enemies adjacent to or in the same space as Skye cannot dodge or aim, and their armor is reduced by 1 (minimum 0).**

Treasures

As the heroes explore the dungeon, they will find treasure that can aid them in their quest. Treasures may be new weapons, armor, potions, or other special items.

The following rules apply to all treasure tokens and markers.

- Only heroes may pick up treasure tokens and markers.
- During his turn, a hero may automatically pick up a treasure token or marker in the space he is occupying (it does not cost any movement points to do so).
- During his turn, a hero may give items to heroes in adjacent spaces at the cost of **one movement point** per token or card given. A hero who receives an item from another player may immediately equip it, place it in his pack, or drop it.

Treasure Chests markers

Chest markers have two distinctive sides. One side shows a specific color to identify the type of chest (*copper, silver or gold*) while the other side shows the chest number that determines its content from the quest guide. Heroes must move into the space containing the chest in order to open it. A hero cannot open a chest if the chest is in the same space as another figure.

Next, the hero must spend **two movement points** to open the chest. When a chest is opened, the marker is turned over to reveal its "numbered" side. The Overlord then consults the Quest Guide to determine what the chest contains.

Heroes gain treasure from opened chests no matter where they are (*even if they're in town*). If a treasure deck runs out of cards, the heroes cannot gain any more treasure of that type this game.

A hero may immediately re-equip his items, place items in his pack, or drop items in order to equip the new item. Once a chest has been opened, remove the chest marker from the board.

Treasure Chests may contain the following:

Money: Each hero gains the indicated amount of coins.



Copper Treasure: Each hero draws a number of cards from the copper treasure deck as specified in the quest guide.



Silver Treasure: Each hero draws a number of cards from the silver treasure deck as specified in the quest guide.



Gold Treasure: Each hero draws a number of cards from the gold treasure deck as specified in the quest guide.

Conquest Tokens: The heroes immediately gain the indicated number of conquest tokens.

Curses: For each curse in a chest, the Overlord **immediately gains threat tokens equal to the number of heroes**. The Overlord player may spend these tokens to help pay for a trap card triggered **by the chest being opened**. After the Overlord has resolved any curses and played any trap cards, the heroes may distribute the contents of the chest.

Cursed items



Some items possess great power, but come at a price. These items have the cursed trait. Any time a hero equips a cursed item, **he receives one curse token**. If the hero is killed, he must immediately either **discard or re-equip any cursed items he had equipped** when he died. He receives one curse token for each cursed item that he re-equips, to replace the curse tokens that were removed when he died. **The hero's conquest value is increased by 1 for each curse token on him**. Curse tokens are generally only discarded from the hero when the hero is killed.

Example: Runewitch Astarra has 2 curse tokens on her. Her conquest value is increased from 2 to 4, so if she dies, the heroes lose 4 conquest tokens. Once she is killed, all of the curse tokens on her are discarded.

Money marker



When a hero picks up a money marker, the marker is discarded and **every hero immediately gains 100 coins** (including heroes in town).

Relic Markers



Any hero that picks up a relic marker takes the corresponding relic card and may use it like any other item. However, **a relic may never be sold**, and if dropped, the card is returned to the pile of relic cards and its marker is placed on the board where it was dropped. Unlike other items, **relics are never lost**.

Soulbiter Relic

The Soulbiter Relic changes from a Melee to a Ranged weapon after the first seal is broken.

Map tiles & Markers

The map tiles are linked in various ways to form the game board. Each square on the board is considered **one space**. Every space that is touching a given space (even at the corners) is adjacent to that given space. Walls that are printed on the map tiles are still walls even when large rooms are joined together. Of course, you can always make exceptions for your scenarios and/or gaming groups.

Altars

Altars are places for the heroes and monsters to interact with their gods, calling down great and powerful forces to aid themselves or hinder their foes. One side of the altar marker shows a good altar, while the other side shows an evil altar. The Quest Guide will specify which type of altar to use and their effects. Altars do not block movement or line of sight.

Good Altars



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

Evil Altars



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

Corrupted terrain



Corrupted terrain does not block line of sight or movement. Corrupted terrain is treated as an empty space. If a trap card is played on a corrupted terrain space, it no longer counts as corrupted.

- **Each time a hero spends a point of fatigue** while on a corrupted space, **the Overlord gains 1 threat**.
- **Each time a hero loses a wound** while on a corrupted space, **the Overlord gains 2 threat**.

If a hero is struck by an "instant death" effect like a crushing wall while on a corrupted space, **the Overlord receives two threats for each wound the hero had before being killed**.

Doors

Door markers are placed between exactly four spaces (two in front of the marker, two behind it). When a door is opened, simply slide it off the board to one side. If the door is closed again, slide the door marker back onto the board in its original position. **Closed doors block movement, line of sight, and all attacks** (even those that don't require line of sight). Abilities, but not attacks, with a radius (such as **Command**) may go through closed doors. It is possible for both heroes and monsters to spend two movement points to open or close doors, but only if their figure is located in a space adjacent to a door (including diagonals).

A door cannot be destroyed by attacks and cannot be closed if the door's position (the line between the two front spaces and the two back spaces) is blocked by a large monster.

Normal doors



Both heroes and monsters may open and close **normal doors**.

Important: Monsters cannot open any door leading to an unrevealed area.

Rune-locked Doors



Rune-locked doors have a colored rune icon printed on them. These doors **begin play locked and cannot be opened by the heroes unless they first find the corresponding rune key**. Once a hero has picked up a rune key, the token is placed next to the compass rose to indicate that the rune-locked door of this color is now unlocked for the duration of the game. Rune keys **do not have to be equipped or carried in a hero's pack**.



Important: Normal or master monsters can never open or close a rune-locked door. **Named monsters may open rune-locked doors, whether or not the heroes have the rune key to that door (unless the door is leading into an unrevealed area).**

Encounter markers



When a hero ends his movement on an encounter marker, it triggers a special event or effect as described in Quest Guide. When an area with an encounter is revealed, the Overlord places an encounter marker on the board in the space designated by the Quest Guide.

Fog



Fog blocks line of sight, but not movement. Figures in other spaces **have line of sight into adjacent fog spaces only**. A figure in a fog space **has line of sight to all adjacent spaces**, but not to any other spaces.

Glyphs of Transport



Glyphs allow a hero to move to town, however, they must be activated first before they can be used. Glyphs are initially placed on the board with their red (inactivated) side up. Once a hero moves through a space containing a glyph, the glyph is flipped over to its white (activated) side and the heroes gain **three conquest tokens**. A hero may only use a glyph once per turn—he may not use a glyph to go to town and then return, or vice versa. Glyphs are not items and cannot be picked up or moved.

Important: Monsters may not end their movement in any space containing an **activated** glyph of transport, although they may move through or attack into such a space.

Ice



Ice is an obstacle that does not block line of sight, but any figure **entering an ice space** as part of its movement **must roll a power die**. If the result of the power die is a surge, **that figure's turn ends immediately**. All other die results have no effect. The power die roll must be made even when entering an ice space from another ice space. When a figure enters an ice space occupied by a friendly figure and a surge result is rolled, **the moving figure is placed on the last space it occupied before entering the ice space**, and its turn ends.

Large figures are affected by ice, but only if they make a move that results in the entire figure occupying ice spaces.

Familiars are not affected by ice.

Figures with the **Fly** ability are not affected by ice. Figures that are moved onto an ice space using the Telekinesis skill are not affected by ice.

Heroes and monsters may jump across ice using the same rules for jumping across pits (i.e., by spending three movement points for each ice space crossed.)

Lava



Lava markers do not block line of sight, but if a hero or monster moves onto a lava space, **the**

figure immediately suffers two wounds that cannot be reduced by armor. In addition, **two burn tokens are placed on the figure**. Large figures are affected by lava, but only if they make a move that results in the **entire figure** occupying lava spaces. A figure may jump across the lava space.

Monster Egg



Monster eggs block movement but do not block line of sight. Monster eggs can be attacked as if they were normal monsters, using the wound and armor values described in the quest.

Mud



Mud markers do not block line of sight, but a small figure (hero or monster) must spend **2 movement points** instead of 1 to move **onto a mud space or from one mud space to another**. It costs only 1 movement point to move from a mud space to a non-mud space. If a small figure only has 1 movement point left, then it cannot move onto a mud space. Large figures are affected by mud, but only if they make a move that results in the **entire figure** occupying mud spaces. A hero or monster aware of mud may jump across the mud space.

Pit



Pit markers do not block line of sight, but if a hero or monster moves so that the figure is only occupying pit spaces, the figure falls into the pit and suffers **one wound that cannot be reduced by armor**. A figure in a pit may climb out for **two movement points**, and is then placed adjacent to the pit in any empty space(s) the owner chooses.

Figures in a pit can see into the spaces adjacent to the pit. Heroes inside a pit with the Precision skill cannot ignore the Line of Sight effects from being in a Pit when attacking. Other figures may trace line of sight to a figure in a pit normally. Large monsters are not affected by pits unless they move entirely into one. Large monsters cannot pass over, through, or stop on pits that have heroes in them. A hero or monster aware of a pit may jump across the pit.

Rubble



Rubble is an obstacle that blocks line of sight and movement.

Frozen Sarcophagus



Frozen sarcophagi do not block movement or line of sight and have additional effects that vary by quest.

Staircases



Staircases allow instant movement from one part of the board to another. By using **one movement point**, a hero or a small monster may move from a space containing a staircase to any space containing another staircase of the **same color**.

A hero, but not a monster, may move via staircase **even if the other end of the staircase has not yet been revealed**. In this case, the new area is immediately revealed by the Overlord player.

Attacks may be made through a staircase just as if the two staircase spaces were adjacent. A figure standing on one end of a staircase **has line of sight to the other end of the staircase and its adjacent spaces**, while a figure standing **adjacent to one end of a staircase has line of sight to the other end of the staircase**. Only non-area of effect attacks may go through staircases.

Tree 🌳



Trees block line of sight. It costs **two movement points to enter a tree space**. A figure in a tree space is considered to have the **Shadowcloak** ability. **Large monsters only need to occupy one tree space to benefit from this ability**. Spaces containing more than one tree have the same effects as a space containing only one tree.

Water



Water is an obstacle that blocks movement but does not block line of sight. Heroes and monsters cannot jump over water.

Traps

Boulders 🪨



Boulders are obstacles that block line of sight and movement. Boulders roll through the dungeon, **instantly killing any figure they hit**.

Boulder Movement

At the start of the Overlord's turn, **before he does anything else**, he must move all boulders in play. To do this, he selects a boulder and **rolls 1 red die and 1 yellow die**. He then adds up **the range** shown on the two dice and moves the boulder that many spaces in the direction shown by the arrow on the boulder. He then repeats the process for each other boulder in play. **Any figure in a space that is not a pit, that a boulder moves onto is instantly killed**, regardless of wounds, armor, or special abilities, such as *Undying*. **Boulders remove rubble obstacles from any space they move through**, but ignore most other obstacles. Walls and closed doors will destroy any boulder that attempts to move through them. If one boulder collides with another boulder, **the boulder that is currently being moved is destroyed**.

Boulders and Pits

Boulders roll across pits unless the boulder moves completely into the pit. **Any figure in a pit that a boulder is rolling across is safe from being crushed by the boulder**, but cannot climb out of any space covered by the boulder. If a boulder **moves completely into a pit, it falls in and any figure underneath the boulder is killed immediately**, then the boulder shatters and is removed from the board.

Boulder Ramps



Boulder ramps do not block line of sight or movement. However, if a boulder moves into any space containing a boulder ramp, it is turned in the direction indicated by the ramp arrow.

Crushing Walls 🧱



Crushing walls are obstacles that block line of sight and are treated as normal walls for purposes of blocking line of sight, attacks, and movement. Crushing walls move through the dungeon, crushing everything that gets in their way.

Crushing Wall Movement

At the start of the Overlord's turn, **before he does anything else**, he must move all crushing walls in play. To do this, he simply moves the crushing wall **one space in the direction indicated by the quest**. If a figure is caught between a crushing wall and either a wall, another crushing wall, or a closed door, **the figure is instantly killed**, regardless of wounds, armor, or special abilities such as *Undying*. Any figure in a space that is not a pit, that a crushing wall moves through is pushed along in front of the wall, taking **one wound** (ignoring armor) of damage. Crushing walls **remove rubble obstacles from any space they move through**, but ignore most other obstacles. Once a crushing wall has moved into a wall or a closed door, it is removed from the map.

Crushing Walls and Pits

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

Dark Glyphs 🕯️

These glyphs have been corrupted by the Overlord and typically have an unpleasant side effect for the heroes when used or activated. The Overlord purchases dark glyphs **at the start of the game**. Each dark glyph costs **two treachery of the appropriate color**. When the Overlord purchases dark glyphs, he mixes them in with the normal glyph markers, turning all the glyphs so that their red (inactivated) side is facing up. When a new glyph is placed on the map (usually as the result of a new area being revealed), the Overlord chooses the glyph from his pool of glyphs. **He is allowed to look at their facedown sides to select exactly the glyph he wants to play**.

Example: A hero gains **Blast 1** and **Blast 2** from two different items, the hero gains **Blast 3** on appropriate attacks.

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

Dark Glyph of Summoning (red)



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

Dark Glyph of Sundered (green)



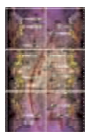
This glyph only **provides one conquest token when activated**, and **cannot be used to move to or from town** like a normal glyph.

Dark Glyph of Power (purple)



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

Dart Fields 🎯



Dart field markers do not block line of sight, but each time a hero or monster moves so that **any part of the figure** is occupying a dart field space, it risks being hit by a dart. The hero or monster must then **roll one power die**. **On a surge, nothing happens**. On any other result, **the figure immediately suffers one wound that cannot be reduced by armor and gains one daze token**. Dart fields cannot be jumped over.

Scything Blades



Scything blades markers do not block line of sight, but each time a hero or monster moves so that **any part of the figure** is occupying a scything blade space, it risks being hit by the scything blade. The hero or monster must then **roll one power die**. **On a surge, nothing happens**. On any other result, the figure immediately suffers **two wounds that cannot be reduced by armor and gains one bleed token**. Scything blades cannot be jumped over.

Transformed



"Curse of the Monkey God" is a trap card the Overlord can play when a hero opens a chest. The hero must roll **one power die**. If he rolls a blank, the card has no effect. If the hero player does not roll a blank, the hero is transformed into a monkey, **the player must immediately replace his hero figure with the monkey marker** and the hero's turn immediately ends.

Transformed heroes **cannot attack and cannot use any items, including potions**. They cannot perform "movement actions" that cost no movement points such as picking up tokens or dropping items. A monkey can move **up to 5 spaces** on the hero's turn, but cannot take any movement actions. **A monkey has the hero's wounds and fatigue, but has a total armor value of 0**. After a hero is transformed, **the player collects two**

wound tokens from the pile of unused tokens in the common play area. The player **discards one token at the end of each of his turns** (not including the turn the hero is transformed); when he discards the last token, his hero returns to normal.

Special Abilities

The following section describes all of the special abilities found in the game. These abilities are most often possessed by monsters, but heroes may also gain some of them from their own hero abilities or the effects of items.

Note that some special abilities have ranks (e.g., Fear **2** or Blast **1**). The effects of these ranks are always explained in the ability description. If a hero or monster gains a given special ability from more than one source, any ranks the ability has are added together.

Aura

Each time an enemy figure moves into a space adjacent to a figure with the **Aura** ability, **it immediately suffers 1 wound that cannot be reduced by armor**. The **Aura** ability **inflicts no damage** when the figure that possesses the ability moves adjacent to an enemy figure.

Bash 🎲

When making an attack with the **Bash** ability, **the figure may roll up to 5 power dice with the attack**. **If any of the power dice roll a blank, it is treated as though the figure rolled a miss result**. Otherwise, the attack proceeds as normal and has the following ability: 🎲🎲: **+5 Damage and Pierce 2**. The figure never has to roll any power dice when making a Bash attack, regardless of other effects.

Berserk 🎲

If a monster with the **Berserk** ability **has one or more wound tokens on it**, it rolls all 5 power dice when attacking.

Black Curse 🎲



All enemy figures within 3 spaces of a figure with the Black Curse ability **receive -1 Range and -1 Damage** to all attacks they make. In addition, **any enemy figure that deals the killing blow to a figure with Black Curse receives one curse token**. This only takes effect if the figure with Black Curse dies and stays dead (i.e., isn't saved by Undying or a similar ability).

Blast

Attacks with the **Blast** ability affect **every space within X spaces of the target space**, where X is the rank of the **Blast** ability. A space is only affected by the Blast attack if **it has line of sight to the target space**. Blast attacks cannot pass through walls, closed doors, or blocking obstacles. The **Blast** attack deals its full damage to each figure affected by it (friendly and enemy). If a **Blast** attack is dodged by more than one figure, only one

re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled). **This ability is not mandatory.** If not used, the attack is treated as a normal attack of the appropriate type.

Bleed 🩸



If an attack by a monster or weapon with the **Bleed** ability inflicts at least 1 damage on the target (before applying the effects of armor) the target begins bleeding from numerous small wounds. After applying any wounds from that attack, **place one bleed token next to the affected figure.** A figure can have more than one bleed token at a time. **At the start of that figure's next turn,** its owner must **roll the white die one time for each bleed token** on the figure, **losing wounds equal to the damage indicated by the die results.** These wounds are not reduced by armor. After suffering this damage, **all bleed tokens are discarded from the figure.**

Example: Laurel of Bloodwood has 2 bleed tokens on her at the start of her turn. She rolls the white die twice, getting a total of 5 damage, so she loses 5 wounds, ignoring armor. She then discards the 2 bleed tokens.

Bolt ⚡



Monsters or traps with the **Bolt** ability use the bolt cardboard template to determine the spaces affected by their attack. The template is placed against one side of the attacking figure and **all figures underneath the template** (friendly and enemy) **are affected by the attack.** A Bolt attack ignores rolled range, only missing on a miss result. If the attack does not miss, **it deals full damage to each figure affected by it.** If a Bolt attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled). **Bolt attacks cannot pass through walls or closed doors,** but do not otherwise need line of sight.

Breath 🔥



Attacks with the **Breath** ability may use the Breath template to determine which spaces they affect. The template is placed against one side of the attacking figure and **all figures underneath the template** (friendly and enemy) **are affected by the attack.** A Breath attack ignores rolled range, only missing on a miss result. If the attack does not miss, **it deals full damage to each figure affected by it.** If a Breath attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled). The flame from a Breath attack **billows out and around obstacles** but are blocked by walls and closed doors. **Breath attacks cannot be made through staircases. This ability is not mandatory.** If not used, the attack is treated as a normal attack of the appropriate type.

Burn 🔥



If an attack by a monster or weapon with the **Burn** ability **inflicts at least 1 damage** on the target (before applying the effects of armor), the target catches fire. After applying any wounds that result from the attack, **place one burn token next to the affected figure.** A figure can have more than one burn token at a time. **At the start of each of that figure's turns,** its owner must roll a power die for each burn token on the figure. **For each power surge rolled, one burn token is discarded.** The figure then suffers **one wound for each burn token that remains on it.** These wounds are not reduced by armor.

Command 🗣️

A figure with the **Command** ability **adds '+1 Damage' and '+1 range' to all attacks made by itself and friendly figures within three spaces** of it (ignoring line of sight). If there are multiple figures with Command within three spaces of a figure, the effects stack (e.g., the figure would add 2 to the damage and range of its attacks if two figures with the Command ability were within three spaces of it).

Dark Prayer 🕯️

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

Daze 🌀



If an attack by a monster or weapon with the **Daze** ability **inflicts at least 1 damage on the target** (before applying the effects of armor) the target is temporarily weakened by its wound. After applying any wounds from that attack, **place one daze token next to the affected figure.** A figure can have more than one daze token at a time. Daze tokens indicate that a figure has been temporarily weakened or distracted by an injury. **At the start of each of that figure's turns,** its owner must roll a power die for each daze token on the figure. **For each power surge rolled, one daze token is discarded.** Otherwise, the tokens remain. **Each time a figure attacks when it has one or more daze tokens on it, it loses 1 die** (yellow, green, or black) from its attack for each daze token on it. The dice lost are chosen by the figure's owner. If there are more daze tokens on the figure than the number of yellow, green, and black dice used in its attack, it loses all such dice. If fatigue or power potions are used to boost an attack, they take effect before the effects of **Daze.**

Example: Brother Glyn has 3 daze tokens on him when he makes an attack. His attack normally allows him to roll 1 red, 1 green, and 3 black dice, but he decides to lose the 3 black dice due to his daze tokens. If he had 4 or more daze tokens on him, Glyn's attack would be reduced to 1 red die.

Fear

When attacking a figure with the **Fear** ability, the **attacker must spend 1 power surge for every rank of Fear** the figure possesses. If the attacker cannot spend enough surges to overcome the Fear ability, the attack automatically misses. **Surges spent to overcome this ability are wasted and cannot be used to activate other abilities.** If an attack affects multiple figures with **Fear**, all the **Fear** costs stack.

Flying

Figures with the **Flying** ability **may move through enemy figures and obstacles** as if they weren't there. However, flying figures **cannot end their movement in a space containing another figure or an obstacle that blocks movement.** A flying figure may end its turn in a space containing an obstacle that inflicts damage without suffering the effect.

Frost ❄️

 If an attack by a monster or weapon with the **Frost** ability **inflicts at least 1 damage** on a hero (before applying the effects of armor), **place a frost token next to the affected hero.** A hero can have more than one frost token at a time. Monsters are not affected by Frost. **At the start of each of that hero player's turns, he must roll a power die for each frost token on the hero. For each power surge rolled, one frost token is discarded.** Otherwise, the tokens remain. Each time a hero attacks with a weapon when he has one or more frost tokens on him, he must afterwards roll 1 power die for each frost token on him. **If any power die rolls a blank, the weapon used to make the attack is shattered and discarded. This also applies to the hero's shield each time it is exhausted to absorb damage, as well as to the hero's armor each time an attack deals 5 or more wounds to him (before being reduced by armor).**

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

Grapple

Enemies adjacent to a figure with the **Grapple** ability **cannot spend any movement points until the grappling figure is dead.** The grappled figure may still attack as normal. **Grapple** does affect flying units. Figures may be grappled in mid-air. Being grappled in mid-air would stop a figure's movement as soon as it is grappled and could result in suffering penalties from hazardous terrain.

Ghost 👻

Figures with **Ghost** cannot be attacked by adjacent figures using a melee attack.

Ironskin 🛡️

A figure with Ironskin is **immune to Aura, Bleed, Burn, Pierce, Poison, and Sorcery.** In addition, **all damage dealt to the figure by Blast, Bolt, or Breath attacks is reduced to 0.** The damage immunity granted by Ironskin does extend to all figures affected by an attack that includes a figure with **Ironskin.**

Knockback 🏹

If an attack by a monster or weapon with the **Knockback** ability **inflicts at least 1 damage** (before applying the effects of armor) to a figure with a **Knockback** attack, **the attacker may immediately move each affected target figure up to three spaces away** from its current location. The figures must be moved to spaces that do not contain other figures or obstacles that block movement. The figure does not actually move through the first two spaces - it is knocked completely over them. As such, **this "Knockback movement" is not blocked by any intervening figures or obstacles** (though a figure cannot be moved through a closed door or wall). The figure must still pay any costs or penalties for the space it is moved in to at the end of a **Knockback** attack, including Fatigue penalties. Large monsters (monsters that occupy more than one space) are heavier and therefore less affected by **Knockback.** For each space beyond the first that the monster occupies, it is moved one less space by **Knockback.** For example, an ogre occupies four spaces, so it would move three fewer spaces when affected by the **Knockback** ability. A dragon occupies six spaces, so it would move five fewer spaces when affected by the **Knockback** ability. **Knockback** effects trigger after damage is inflicted.

Leap 🦇

A figure with the **Leap** ability can make a Leap attack. **The figure moves in a straight line** (vertical or horizontal, but not diagonal) **up to twice its remaining movement**, ignoring obstacles and enemy figures. A **Leap** uses all remaining movement points. Leaps cannot pass through walls or closed doors, and they must end on an empty space. **The leaping figure may then make one attack roll that affects any enemy figures in the spaces it just moved through.** A leap attack ignores rolled range, only missing on a miss result. If the attack does not miss, it deals full damage to each figure affected by it. If a Leap attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled). **A figure is limited to one Leap attack per turn** and the figure cannot move any further after making the attack. Figures making Leaping attacks are subject to attacks from things such as Guard and Alertness. It may apply its **Berserk** ability if it takes damage during its leap. If the figure is slain by any of these effects then it may not make an attack roll at all. Guard may only be activated before or after a **Leap** attack is performed, never during. Leaping figures are immune to **Aura.** **Leap** is only used

to move/attack and cannot perform other actions that require movement points. A **Leap** attack is performed when a figure is adjacent, either on the ground or in the air, and therefore cannot affect figures with **Ghost**. Figures can only make one leap attack each turn, so an extra attack from **Rage**, for example, must be performed either before or after the leap, not during. A figure can make a leap without attacking as long as it doesn't roll any attack dice during the leap. At the end of the movement, a figure could then make a normal attack against any figures it could normally target.

Leech 🧛

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

Morph 🎲

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

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

Necromancy 🧛

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

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

Pierce

An attack with the **Pierce** ability ignores 1 point of armor for each rank of **Pierce** it has. Thus, an attack with **Pierce** 3 ignores 3 points of armor. Shields are not affected by the **Pierce** ability.

Poison



When a hero suffers one or more wounds from a **poison** attack, the player first removes the appropriate number of wound tokens from his hero sheet. The player then places a number of **poison** tokens on his hero sheet equal to the number of wounds suffered in the attack. If the hero later receives healing, these poison tokens are removed first, one token per wound that would otherwise be healed. Once all of the poison tokens have been removed, the hero's wounds can be healed normally.

Example: A hero suffers two wounds from a poison attack. The hero player removes two wound tokens from his hero sheet. Then, he places two poison tokens on his hero sheet. Later in the game, the hero drinks a healing potion and would ordinarily recover three wound tokens. Because he is poisoned, he is only able to remove the two poison tokens and then recover one wound token.

Quick Shot

A figure with the **Quick Shot** ability attacks up to twice each time it is activated.

Reach

The **Reach** ability allows a figure to make a **melee** attack targeting both adjacent spaces and spaces at a range of 2. As with a normal melee attack, rolled range has no effect on the attack—it only misses if a miss result is rolled. The attacker is required to have a line of sight to the target space.

Shadowcloak 🧛

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

Sorcery

After making an attack roll, a figure with **Sorcery** may add '+1 range' or '+1 Damage' for each rank of **Sorcery** it has. A figure with multiple ranks of **Sorcery** may split this bonus between range and damage. **Sorcery** may not add damage to any attack that includes a figure with **Ironskin**. It may add range to the attack. Yes, Laurel can get around this. The damage immunity granted by **Ironskin** does extend to all figures affected by an attack that includes a model with **Ironskin**. This refers solely to the damage caused by the **Sorcery** skill.

Stealth

When attacking a figure with **Stealth**, the attacker must roll the stealth die in addition to the dice the attacker rolls normally. If the result of any die used in the attack roll is an "X", the attack is a miss.

When a single attack roll would affect multiple figure (for example, an attack using **Blast**, **Breath**, or **Sweep**) and any of those figures have **Stealth**, a single stealth die is included in the attack roll, but the stealth die's result is used only for the figures that currently have **Stealth**.

Multiple sources of the **Stealth** ability do not stack. A maximum of only one stealth die is rolled for any given attack.

Example: Okaluk and Rakash start the game with the **Stealth** ability. Even if Okaluk and Rakash drink an invisibility potion, any figure attacking Okaluk and Rakash still only rolls one stealth die in the attack roll.

Stun



After inflicting at least 1 damage (before applying the effects of armor) to a figure with a Stun attack, **place one stun token next to the figure**. A figure can have more than one stun token next to it at a time. Stun tokens indicate that a figure is confused. **On that figure's next turn** (or the next time the Overlord activates the figure, in the case of monsters), **one stun token is discarded**. **If the figure was a monster, its action immediately ends** - it can do nothing else until the Overlord's next turn. **If the figure was a hero, the hero receives only one half action this turn**. A stunned hero cannot use any ability that requires advancing, running, battling, or readying (except for placing a hero order). Since only one stun token is removed each turn, the figure may remain stunned for multiple rounds. **Named monsters cannot be stunned**.

Swarm

When attacking, a figure with the **Swarm** ability may **roll 1 extra power die for every other friendly figure adjacent to its target** (up to the normal maximum of 5 total power dice).

Swallow

A monster with **Swallow** that **makes a successful attack** (i.e., an attack that causes damage before applying the effects of armor) **against a hero within 3 spaces** of it can choose to swallow that hero. **The swallowed hero suffers the attack damage as normal** and is then removed from the dungeon and placed on the stomach tile.

While a hero is placed on the stomach tile, the following conditions affect him:

- At the start of each of that hero's turns, that player rolls a number of black power dice equal to the number of wounds the hero has remaining (i.e., the number of additional wounds it would take to kill

him). Blank die results have no effect. Each die result that is not a blank causes the hero to suffer one wound (ignoring armor).

- The hero cannot use any ability or skill that requires advancing, running, battling, or readying (except for placing a hero order).
- Swallowed heroes get one half action (as though they were **Stunned**). This action may only be used for an attack against the swallowing monster. The gain no extra attacks from any other sources (One Fists hook ability, the Hurry feat card, etc.). **The monster gains no benefit from Stealth or other defensive abilities (such as Fear, Ghost, Ironskin, etc.)** Any such attack the hero makes ignores the monster's armor however.
- The hero can only use one hand's worth of weapons. Alternatively, the hero may make an unarmed attack as per page 11.
- The hero cannot use surges or fatigue.
- A swallowed hero remains in the stomach until either he or the swallowing monster is killed.

Stomach Tile



The stomach tile is an off-board location that is its own single space and it is not adjacent to any other spaces. Because of this, any attack, ability, or card that would normally affect adjacent spaces (for example, **Aura**, **Blast**, and **Sweep** abilities, or the Feat card "Protect Thyself") has no effect on the stomach tile or any character on it. Heroes cannot swap places with the Shadow Soul familiar while on the stomach tile. If there are multiple figures with the **Swallow** ability, use a separate stomach tiles for each figure.

Sweep

Sweep attacks **affect all enemy figures within melee range of the attacker**. The **Sweep** ability deals its full damage to each figure affected by it. If a sweep attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled).

Tread Ice

Figures with the **Tread Ice** ability are immune to the effects of Ice.

Trickster

The Overlord's cost to play Trap cards **is reduced by 1 threat** for each monster with this ability in play. If more than one figure in play has **Trickster**, the effects are cumulative.

Undying

When a figure with the **Undying** ability is killed, the Overlord **rolls one power die**. **If a power surge is rolled, the figure is instantly restored to full health** (although any leftover damage from the killing blow is

then applied to it, but ignoring the effects of armor). An Undying figure must stay dead in order for effects that take place when it is "killed" to actually occur. Lingering effects remain until the figure fails an Undying roll or the effects expire normally.

Unstoppable 🤖

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

Web



After inflicting at least 1 damage (before applying the effects of armor) to a figure with a Web attack, **place a web token next to that figure**. A figure can have more than one web token next to it at a time. At the start of each of that figure's turns, its owner must **roll a power die** for each web token on the figure. **For each power surge rolled, one web token is discarded**. If any web tokens remain on the figure after rolling, **the figure cannot spend any movement points** that turn.