

DESCENT:™

JOURNEYS IN THE DARK

SECOND EDITION

MANOR OF RAVENS
RULES AND QUEST GUIDE

COMPONENTS

10 PLASTIC FIGURES



(2 heroes, 8 monsters)

2 HERO SHEETS



4 RUMOR CARDS



3 ADVANCED QUEST CARDS



21 CLASS CARDS



9 SHOP ITEM CARDS



4 MONSTER CARDS



2 LIEUTENANT CARDS



4 CONDITION CARDS



4 RELIC CARDS



18 OVERLORD CARDS



1 SERVANT CARD



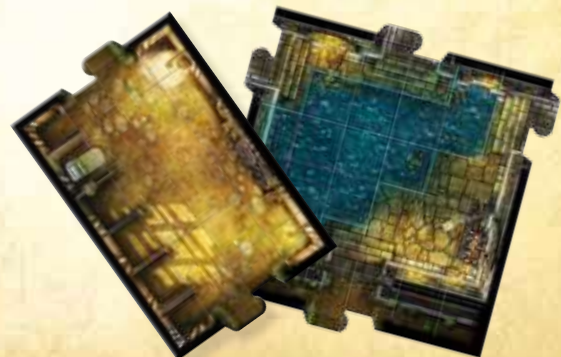
1 OBJECTIVE TOKEN



1 TRACKING TOKEN



16 MAP TILES



1 SERVANT TOKEN



1 LIEUTENANT TOKEN



5 CONDITION TOKENS



MANOR OF RAVENS

In the foothills near Greyhaven there sits a forgotten manor, the haunted residence of the late high mage Ithyndrus. A trove of antique trinkets and abandoned artifacts lays within its ever-changing walls, but the ravens that watch over the manor were not enough to keep the treasure hunters and bandits out. A new guardian has awoken, and dark forces are gathering to his aid. Left unchecked, the power and size of this creature will never stop expanding. Its potential is limitless, and it must be stopped.

EXPANSION SETUP

Each *Descent: Journeys in the Dark Second Edition* expansion is designed to seamlessly integrate into your collection. Before using this expansion for the first time, perform the following steps:

1. **Incorporate Expansion Cards:** Take the new Class, Condition, Shop Item, Relic, Overlord, Monster, and Lieutenant cards and add them to the pool of available cards.
2. **Prepare New Cards:** Combine the Rumor cards from this expansion with those found in other expansions. If you do not have other expansions that include Rumor cards, create a new deck using the cards found in only this expansion.

Store the Servant and Advanced Quest cards in the game box until called for.

3. **Incorporate Other Components:** Add the Hero sheets, hero and monster figures, all tokens, and map tiles from this expansion to their respective supplies.

Players should finish any campaigns they have started before incorporating the components from *Manor of Ravens* into *Descent: Journeys in the Dark Second Edition*.

MANOR OF RAVENS QUESTS

A large and exciting part of *Manor of Ravens* is the six quests included in the latter half of this book. Players can utilize these new quests in three different ways:

- The quests can be incorporated into any campaign through the use of Rumors cards (see “Rumors” on page 5).
- The quests can be strung together and be played as a mini campaign (see “Mini Campaign Rules” on page 7).
- Each quest can be played as a single standalone quest following the basic game or Epic Play rules described in the *Descent: Journeys in the Dark Second Edition* rulebook. When playing a single quest outside of a campaign, players ignore the “Rewards” section for each quest.

MANOR OF RAVENS EXPANSION ICON



All cards and sheets found in this expansion are marked with the *Manor of Ravens* expansion icon to distinguish these components from those found in the base game and other expansions.



MANOR OF RAVENS EXPANSION RULES

The following sections describe the rules associated with each of the new components found in *Manor of Ravens*.

TRACKING TOKEN

The Bounty Hunter hero class has several skills that interact with the tracking token. This token is used specifically with the Bounty Hunter class. When a player chooses the Bounty Hunter class during Hero Setup, he places the tracking token in his play area.

There is only one tracking token. During a game, it is either in the Bounty Hunter's play area or on the base of a monster that has been tracked. Each time the Bounty Hunter tracks a monster, he takes the tracking token from its current location and places it on the base of the tracked figure. The Bounty Hunter can track only one monster at a time. Each time a tracked monster is defeated, the tracking token is removed from that monster's base and placed back in the Bounty Hunter's play area.



TRACKING TOKEN

NEW RELIC TYPES

Two new Relic card types are included in this expansion: monster relics and universal relics. Except where noted here, these relics follow the normal rules for relics. Each of these relic types is designated by an icon on the lower left of the Relic card. Monster and universal relics cannot be wielded by lieutenants.

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



MONSTER RELIC
ICON

Universal relics are not wielded. Instead, each time the overlord receives a universal relic, he places it in his play area, where it remains for the rest of the campaign. The overlord can use universal relics by following the instructions on the card.



UNIVERSAL RELIC
ICON

OVERLORD CARDS

Many of the new Overlord cards instruct that they remain in play after being used. When the overlord plays an Overlord card that remains on a monster group, he keeps the card faceup in his play area, near the affected group. The overlord does not discard this card until the end of the encounter or until the card instructs him to discard it.

In addition, there are three Overlord cards available as rewards for specific quests. When the overlord receives one of these cards, he adds it into his Overlord deck as though it were a purchased Overlord card.

OVERLORD SERVANTS

The Unkindness Overlord class functions similarly to the Overlord classes from the base game, but it includes a new type of card: the Summon card. The overlord purchases Summon cards normally during the Spend Experience Points step of the Campaign phase. Unlike other Overlord cards, the overlord places a Summon card faceup in his play area when he purchases it instead of adding it to his deck. This card does not count toward his deck size, nor does it count toward his ability to purchase higher level cards.

Each Summon card corresponds with a Servant card and token. When the overlord purchases a Summon card, he places the corresponding Servant card and token in his play area. Each time the overlord uses the Summon card, he takes the corresponding servant token from its current location and places it as indicated by the Summon card. The servant token is treated as a minion monster in its own group, using the information found on the Servant card, and follows the same rules as other monsters.



SUMMON CARD



SERVANT CARD



SERVANT TOKEN

SERVANT CARD BREAKDOWN



1. **Servant Name:** This area lists the name of the servant.
2. **Characteristics:** This area lists the characteristics (Speed, Health, and Defense) of the servant.
3. **Rules:** This section lists any rules for the servant and any abilities it has.
4. **Attack Type Icon:** This icon shows the type of attack (*Melee* or *Ranged*) the servant has.
5. **Dice:** This area shows the dice types used when the servant performs an attack.

RUMORS

Rumor cards provide the overlord special campaign level abilities and are the way that *Manor of Ravens* quests are introduced into a full campaign.

PLAYING RUMOR CARDS

When starting a new campaign, the overlord shuffles the Rumor deck and draws three cards into his hand. The overlord does not normally draw new Rumor cards, and therefore must carefully decide when to play these cards during the campaign.

The overlord can play Rumor cards from his hand at different times. Each Rumor card states when it can be played. When the overlord plays a Rumor card, the heroes must immediately resolve the text on the Rumor card before continuing. The overlord can play a maximum of one Rumor card during each Campaign phase.

Some Rumor cards are restricted to particular acts. This is designated by the act icon on the upper left of the Rumor card. The overlord can only play Rumor cards during the act that corresponds with this icon.

At the start of Act II, the overlord must discard all Rumor cards that have the Act I restriction from his hand. Any Rumor cards that are in play that have the Act I restriction are also discarded. He does not draw additional Rumor cards to replace the discarded cards.

The overlord does not shuffle discarded Rumor cards back into the Rumor deck. If the Rumor deck runs out of cards, he does not shuffle it. If the overlord is instructed to draw a Rumor card and there are no Rumor cards in the deck, he does not draw a Rumor card.

QUEST CARDS

All Advanced Quest cards and some Rumor cards feature quests. Collectively, these are referred to as quest cards. Quest cards enter play in two different ways:

- Rumor cards that feature quests are played faceup by the overlord when instructed on the card. After he plays a Rumor card that features a quest, it is available as a quest.
- Advanced Quest cards enter play only when instructed by a game effect, usually as a reward during specific quests. When an Advanced Quest card enters play, the card is placed in play with the front side up (see Advanced Quest Card Breakdown on page 6).

Quest cards that have an act icon can only be chosen during the act designated on the card. When a quest shown on a quest card is chosen, players begin quest setup as normal, referring to the quest in the corresponding Quest Guide. Each time a player chooses a quest during the Choose Next Quest step of the Campaign phase, he can choose any available quest: either a quest on the campaign sheet or a quest shown on a quest card in the play area.



RUMOR CARD

RUMOR CARD BREAKDOWN



1. **Name:** This area displays the name of the Rumor card. If the Rumor card is limited to a specific act, the corresponding act icon is shown here as a reminder.
2. **Rules:** This area describes all rules for the Rumor card, including exactly when the card can be played.
3. **Travel Icons:** This area displays the travel icons used during the Travel step of the Campaign phase.
4. **Flavor Text:** This area explains the story of the rumor.

After choosing a quest on a quest card, players do not reference the quest map during the Travel step of the Campaign phase. Instead, players refer to the travel icons at the top of the corresponding quest card. Players resolve these icons from left to right as if they were on the path leading to the quest.

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

Between sessions, players should store any available Quest cards in a neutral area as a reminder that the quests have not been attempted yet. After either the heroes or the overlord wins a quest, the victor may store the corresponding card with the rest of his materials as a reminder that he won that quest.

ADVANCED QUEST CARDS

The backs of Advanced Quest cards list special rewards that heroes or the overlord can acquire by winning this quest. Players receive the reward only when instructed by the “Rewards” section of the Quest Guide. The card describes when and how players can use this reward.

Advanced Quest cards are double-sided, and both sides are public knowledge. Any player may look at either side of an Advanced Quest card at any time.

COMPLETING A QUEST CARD

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

Quests on quest cards do not count toward the number of quests required to complete the current act. Players ignore all quests from quest cards when determining how many quests were won by the overlord or the heroes during any given act.



ADVANCED QUEST CARD BREAKDOWN



ADVANCED QUEST
CARD FRONT



ADVANCED QUEST
CARD BACK

1. **Name:** This area displays the name of the Advanced Quest card. Additionally, an act icon is shown here as a reminder of when the quest can be attempted.
2. **Travel Icons:** This area displays the travel icons used during the Travel step of the Campaign phase.
3. **Flavor Text:** This area explains the story of the quest.
4. **Overlord Reward:** This area describes the special reward for the overlord if he wins this quest.
5. **Hero Reward:** This area describes the special reward for the heroes if they win this quest.

Example: The hero players have won the “A Fat Goblin” quest during Act I of “The Shadow Rune” campaign. At the start of the next Campaign phase, the overlord chooses to play his “Spread Your Wings” Rumor card. During the Choose Next Quest step, the heroes decide they wish to attempt the “Spread Your Wings” quest and begin setting up “Spread Your Wings.”

The overlord ultimately wins the “Spread Your Wings” quest, so the players refer to its “Reward” section of the Quest Guide. The section instructs them to place the “Where the Heart Is” Advanced Quest card into play. The overlord finds the “Where the Heart Is” Advanced Quest card and places it faceup in the play area. This quest will be available during future Choose Next Quest steps in Campaign phases of Act II.

Since the players have only completed one Act I quest on the campaign sheet, they will need to complete two more before proceeding to the Interlude.

QUEST GUIDE

This guide functions similarly to the Quest Guide found in the *Descent: Journeys in the Dark Second Edition* base game. Players follow all normal quest setup rules found in that guide, adhering to any exceptions noted in this guide.

MINI CAMPAIGN RULES

Instead of integrating *Manor of Ravens* quests into an existing campaign, players can choose to play a mini campaign using only the quests found in the *Manor of Ravens* Quest Guide. This mini campaign contains fewer quests than a full campaign and requires only 5–8 hours to complete.

PLAYING THIS MINI CAMPAIGN

Players play the “Manor of Ravens” mini campaign following the normal campaign rules described in the *Descent: Journeys in the Dark Second Edition* base game rulebook in addition to the changes noted in this section.

Unlike a full campaign, this mini campaign consists of only four quests played in a specific order. Players cannot use Rumor cards when playing a mini campaign. Players play the entire campaign using the following steps:

1. **Setup:** Perform all normal rules for game setup. Each hero receives four experience points and 100 gold, and the overlord receives four experience points. Then, players perform a Spend Experience Points step and a Shopping step. Players may save any unspent gold and experience points to spend in future Campaign phases. Players can record their gold and experience points on the Campaign log on page 9.
2. **Travel:** Perform a travel step beginning at the “Mountain Pass” (see the campaign map on the back of this book).
3. **Quest #1:** Play the “Spread Your Wings” quest.
4. **Campaign Phase:** Perform a Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the “Spread your Wings” quest.
5. **Quest #2:** Play the “Finders and Keepers” quest.
6. **Campaign Phase:** Perform a Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the “Finders and Keepers” quest.
7. **Quest #3:** Play the “My House, My Rules” quest.
8. **Transition to Act II:** Perform the steps listed under “Act II” on page 22 of *Descent: Journeys in the Dark Second Edition* rulebook.
9. **Campaign Phase:** Perform a standard Campaign phase (see step 10 below for which quests may be chosen). Heroes begin travel from the “My House, My Rules” quest.
10. **Finale:** If the heroes won more quests than the overlord during Act I, they choose the next quest from those that correspond with any quest that they won. If the overlord won more quests than the heroes during Act I, he chooses the next quest from those that correspond with any quest that he won (see the Campaign log on page 11 for which Finales correspond with which quests).

ADDITIONAL QUEST REWARDS

At the end of each quest during a mini campaign, each player receives one experience point. This experience is awarded to both the winning and losing players and is **in addition** to the rewards listed for each quest in the Quest Guide. Also, if the heroes win a quest, they can choose one hero to receive one random Shop Item card from the Shop deck. If the overlord wins a quest, he receives one additional experience point.



To Mutchullis, Provost of Greyhaven,
and the Council of Deans,

Greetings,

Given the events of recent weeks, I have decided it wise and timely to relate to you the state of the manor of our late friend and colleague, Ithyndrus. Though beyond my jurisdiction, the manor continues to be a point of interest for my garrison. For several weeks now there has been an alarming rate of accidents and attacks involving strange and powerful artifacts. I can only surmise that these items were taken from the old manor and peddled away. This, however, is not my greatest concern.

Tales of strange and haunting creatures have reached my ears. It is said that an unnatural guardian has risen from the mansion, and he is summoning the spirits of those he kills to aid his cause. This is not enough to keep those foolish bandits out however! They continue to gather in the surrounding forests. They raid the manor when their numbers grow large enough and divide the spoils among any that return. Ollen Threeblade, a name you know all too well, leads them.

I believe it is clear what must be done. If the manor cannot be laid to rest, it must be destroyed. This is no simple matter. Monstrous creatures and dark forces gather to the manor even as I write. You must send your finest and send them quickly. Even so, it may not be enough.

- Dane Internous, Third Constable of Westmire



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MONSTER DESCRIPTIONS



Bandits: The only predator in all of Terrinoth that survives in every climate and culture. They take because they want to, thrive when others fall, and their only regret is the amount of effort it requires. Unable to eradicate this unfortunate consequence of civilization, it is left to the heroes of each generation to once again hold these scoundrels in check.



Wraiths: At the sight of these malevolent specters, even the bravest will flee. It's not their looks that cause this dread, it's fear of their call. To hear the summon of the wraith is to invite the gaze of death and submit your fate to its pleasure.

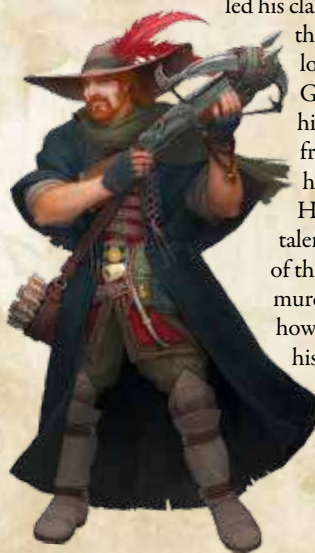
CHARACTER DESCRIPTIONS

HEROES

Alys Raine: By her eighth birthday, Alys Raine had recited the entirety of the Common Law in one sitting and had already started her memorization of the seven treaties devoted to it. Always preferring her studies to the long hours of combat training, only her dream of one day becoming a Marshal kept her going. Now, a rising star among her comrades, the name Alys Raine drives fear into the hearts of the unjust throughout all of Terrinoth. A Marshal of the Citadel is a master of both combat and knowledge, bringing justice everywhere it is needed. In the field, they serve as judge, jury, and executioner and exercise their duties with passion and haste.

Thaiden Mistpeak: Thaiden has an uncanny knack for finding things that others cannot. He led his clan through the Craggs of the Forgotten, rescued his love from the center of the Gray Wastes, and recovered his grandmother's hairpin from an abundantly large haystack... or so it is said.

He never planned to use his talents to avenge the deaths of those he loved. When the murderers were never found, however, he took matters into his own hands. He never speaks about that journey or what he did when he found those responsible. If asked, his eyes grow dark, and he speaks only of what he will do when he finds his current quarry.



LIEUTENANT

Skarn: Years in the future, scholars will debate the nature and origin of Skarn. Most believe he was unintentional, that when Ithyndrus died, the unfinished construct absorbed part of his life force and magic.

Some contend that he has always been there, watching over the manor even before the wizard arrived. Many who saw him claim it was the ravens. Longing for their lost master, the ravens created another to care for and guard them.

Whatever he is, everyone agrees that he has to be destroyed. Whether a raging monster hungry for power or a misunderstood soul devoted to a lonely cause, Skarn contains potential beyond that which should be allowed.

