DESCENT:
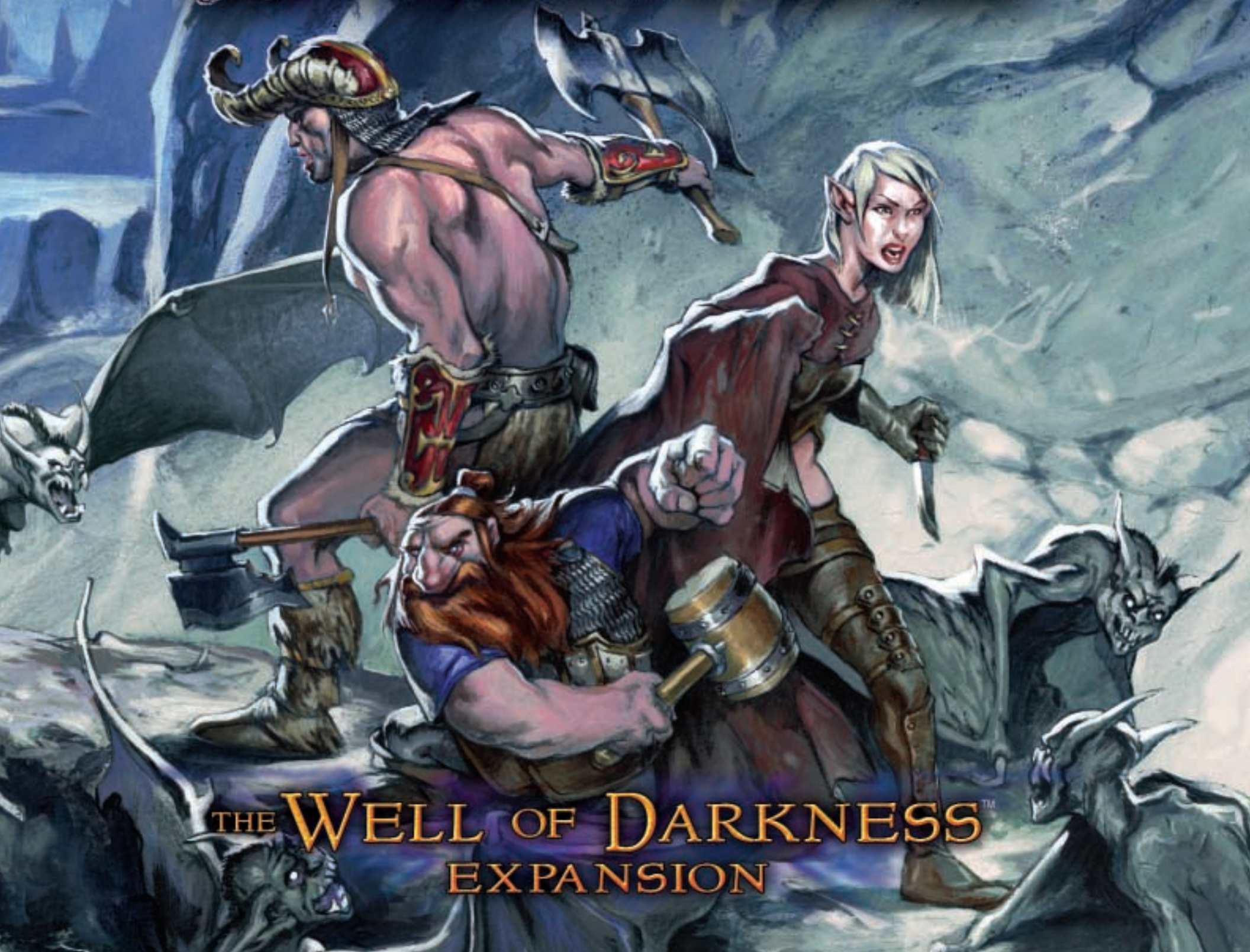## JOURNEYS IN THE DARK

THE WELL OF DARKNESS
EXPANSION

Kobold

Distantly related to beastmen, kobolds are small and physically weak. Individually, they are cautious foes, but they attack viciously when their courage is bolstered by numbers. The most intelligent kobolds are known to devise cunning traps to protect their homes. They can be identified by the war paint they wear on their faces.

Ferrox

An insane wizard created these blighted creatures from razorwings many years ago. Their hunger for blood has spelled the doom of many an adventurer, and wounds inflicted by ferrox tend to cause serious blood loss and heal very slowly. The most powerful ferrox have a white stripe in their hair and are capable of draining the life energy from their opponents and using it to heal themselves.

Golem

Constructed from stone and iron, golems are some of the most fearsome opponents an adventurer can face. Their skin is nearly impenetrable, deflecting weapons that normally cleave through armor with ease, and golems laugh at poison, fire, and other methods commonly used to kill well-armored foes. The best-built golems have golden eyes and can easily ignore traps and spells designed to slow them down.

The Well of Darkness

Thank you for purchasing this expansion to **Descent: Journeys in the Dark**. This expansion includes new game components, new rules, and new quests.

Using This Book

This rulebook contains new rules for use in **Descent: Journeys in the Dark**. These include changes to or clarifications of the original **Descent: Journeys in the Dark** rules, entirely new rules for the expansion, and answers to frequently asked questions about the game. While this expansion is designed to be used in its entirety, it is possible to play using only some of the new elements, such as the new heroes, new monsters, or new overlord cards, if so desired.

The **Quest Guide** section of this rulebook begins on page 9.

Components

This Rulebook (the second half of which is a Quest Guide)
6 Hero Sheets
6 Plastic Heroes
27 Plastic Monsters
    12 Tan and 6 Red Plastic Kobolds
    4 Tan and 2 Red Plastic Ferrox
    2 Tan and 1 Red Plastic Golems
110 Cards
    6 Monster Reference Cards
    39 Overlord Cards
    4 Fighting Skill Cards
    4 Subterfuge Skill Cards
    4 Wizardry Skill Cards
    12 Town Store Cards
    6 Copper Treasure Cards
    8 Silver Treasure Cards
    9 Gold Treasure Cards
    6 Relic Cards
    12 Replacement **Descent: Journeys in the Dark** Cards
10 Map Pieces
    1 Room Piece
    3 Corridor Pieces
    4 Intersection Pieces
    2 Dead End Pieces
73 Prop Markers
    48 Obstacle Markers
    23 Trap Markers
    2 Staircase Markers
1 Bolt Template
33 Effect Tokens
    14 Bleed Tokens
    14 Daze Tokens
    2 Burn Tokens
    2 Web Tokens
    1 Stun Token
26 Treasure Markers
    9 Power Potion Markers
    11 Money Markers
    6 Relic Markers
2 Miscellaneous Markers
    1 Furr the Spirit Wolf Marker
    1 Haunt Marker

All cards from **The Well of Darkness** expansion are marked with a small well symbol on their fronts, to allow you to separate them from your **Descent: Journeys in the Dark** cards.

The Descent: Journeys in the Dark Replacement Cards

Several replacement cards for **Descent: Journeys in the Dark** are included in this expansion. These cards were changed for various reasons after the release of the base game, and revised cards are included here for your convenience. These changed cards include replacement monster reference cards for the Beastman and the Skeletons (4 cards total), 1 copy of "Acrobat" (a skill), 1 copy of "Divine Retribution" (a skill), 1 copy of "Explosive Rune" (an overlord card), 2 copies of "Bow" (a town store item), 1 copy of "Bow of Bone" (a silver treasure), 1 copy of "Golden Armor" (a silver treasure), and 1 copy of "Dragon Scale Mail" (a gold treasure). To use them, simply remove the old cards from your **Descent: Journeys in the Dark** card decks and replace them with these revised cards before playing.

Component Overview

Below are summary descriptions of the various components included in **The Well of Darkness**. They should help you identify the components and introduce you to how they are used.

New Heroes

These new heroes can be easily 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.

New Monsters

The new monsters in this expansion appear in the new quests in this rulebook. Additionally, the overlord can spawn them in any of the quests from **Descent: Journeys in the Dark** through the use of the spawn cards included with this expansion. The overlord may use all of the monsters from this expansion in addition to all of the monsters from the base game.

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

New Map Pieces

The new map pieces are used in the new quests in this rulebook, and they give players more options for constructing new quests.
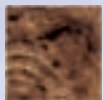
New Props

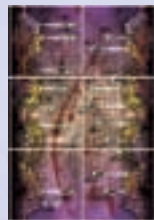The new props included with this expansion are listed below.

Lava
Lava damages figures that move through it, but it does not block line of sight.

Mud
Mud costs 2 movement points per square to move through instead of 1, but it doesn't block line of sight.

Dart Fields
Dart fields have a chance of damaging and dazing figures that move through them, but do not block line of sight. See page 4 for further details.

Scything Blades
Scything blades have a chance of damaging and causing bleeding in figures that move through them, but do not block line of sight. See page 4 for further details.

Boulders
Boulders are dangerous moving obstacles that kill any figures they hit. Boulders block line of sight and movement. See page 5 for further details.

Boulder Ramps
Boulder ramps are used to change the direction in which boulders move. They do not block line of sight or movement. See page 5 for details.
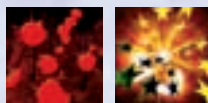
New Staircase
This staircase is identical to those included in the base game.

Bolt Template

Monsters or traps with the Bolt ability (see page 6) use this cardboard template to determine the spaces affected by their attack.
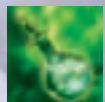
New Effect Tokens

Bleed   Daze

These tokens are used to track two new lingering effects – **Bleed** and **Daze**. See page 6 for further details.

New Treasure Tokens and Markers

Power Potion   New Relics

These markers represent the power potions introduced in this expansion (see page 5) and the new relics featured in the new quests.

New Miscellaneous Markers

Furr the   The
Spirit Wolf   Haunt

The Furr the Spirit Wolf marker represents a new animal companion available to heroes with the proper Fighting skill. See page 6 for further details. The Haunt represents an unkillable apparition that the overlord controls in the first of the new quests in this expansion.

New Cards

This expansion includes new cards for the skill, shop, and treasure decks. These cards can simply be shuffled in with their respective decks before the game begins.

New Relics

The six new relics can be acquired in the new quests included with this expansion.

New Overlord Cards

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"). The other overlord cards have a colored, hexagonal gem between their threat cost and threat value. This gem contains the card's treachery cost. Treachery is explained on page 3.

New Monster Reference Cards

The new Beastman and Skeleton cards are intended to replace the ones from the original game. The other new monster reference cards provide the game rules and statistics for the new monsters featured in this expansion.

Expansion Rules

This section contains rules for the new game elements included with this expansion.

Treachery

With the **Well of Darkness** expansion, the overlord player has the ability to customize the overlord deck from the base game using **treachery**.

Most of the new overlord cards have a hexagonal, colored gem between the gems for their threat value and their threat cost – this is their **treachery cost**. At the start of each quest, before the game begins (step 6B), the overlord receives a certain amount of treachery with which he can customize his **base overlord deck**.

The overlord's base deck consists of all his cards that have no treachery gem: This includes all the cards from the original **Descent: Journeys in the Dark**, as well as "Ferrox Tribe" and two copies of "Kobold Swarm," which are new to this expansion.

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 for quests from **Descent: Journeys in the Dark** can be found in the "Treachery for the Original Quests" sidebar.)

Treachery comes in three types: Events (green), Traps (purple), and Monsters (red). Power cards are paid for with event, trap, or monster treachery as well, 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 in this manner as long as he has enough treachery to pay for them all.

Example: Thyme, the overlord for this game, receives 2 event treachery, 6 trap treachery, and 2 monster treachery at the start of a quest. He finds this information by looking on the quest map, above the chest contents chart. He decides that he wants to add "Rolling Stone" (3 trap treachery), "Danger" (1 event treachery), and "Empower" (1 Event treachey) to his deck. This leaves him with 0 event treachery, 3 trap treachery, and 2 monster treachery, 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 (in this case, an "Aim," a "Gust of Wind," and a "Hordes of the Things" card).

The Treachery Gem

The treachery gem on the new overlord cards may be either green (for Events), purple (for Traps), or red (for Monsters). The number in the hexagon indicates the card's treachery cost.

Unspent Treachery

For every 2 points of leftover treachery (of any type), the overlord draws 1 extra overlord card to start the game, up to a maximum of 8 cards.

Example: Thyme adds his remaining treachery together (3 trap treachery + 2 monster treachery) for a total of 5 treachery. He draws 2 extra overlord cards to start the game (giving him 5 cards total), and the final point of treachery is wasted.

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.

New Props

Obstacles

Lava

Lava markers do not block line of sight, but if a figure (hero or monster) moves on to a lava space, the figure immediately suffers **2 wounds** that cannot be reduced by armor. In addition, **2 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.

If a hero or monster is aware of lava, it may jump across the lava as though it were a pit.
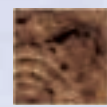
Mud

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, 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.

If a hero or monster is aware of mud, it may jump across the mud as though it were a pit.

Traps
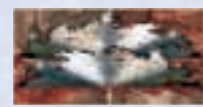
Scything Blades

Scything blade 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 1 power die. On a **surge**, nothing happens. On any other result, the figure immediately suffers **2 wounds** that cannot be reduced by armor and gains **1 bleed token** (see page 6).

Scything blades **cannot** be jumped over.

Dart Fields
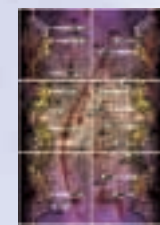
Dart field markers do not block line of sight, but each time a hero or monster moves so that any part of the figure is occupying a dart field space, it risks being hit by a dart. The hero or monster must then roll 1 power die. On a **surge**, nothing happens. On any other result, the figure immediately suffers **1 wound** that cannot be reduced by armor and gains **1 daze token** (see page 6).

Dart fields **cannot** be jumped over.

Boulder Movement

In the diagram above, the overlord has rolled 4 range for the boulder's movement, so it moves in the direction its arrow is pointing until it has moved 4 spaces. In the process, it moves over a beastman and Sir Valadir, instantly killing them both.

On the next turn, the overlord rolls 5 range for the boulder's movement. However, it only moves 3 spaces before hitting a ramp that turns it to the left. After turning, it moves its remaining 2 spaces of movement to the left. As it moves, the boulder passes over Mad Carthos. Normally, he would be killed, but he has wisely taken refuge in a pit, so the boulder passes harmlessly over his head.

Boulders

Boulders block line of sight and are treated as a wall for purposes of blocking line of sight, attacks, and movement. Boulders roll through the dungeon, crushing everything that gets in their way.
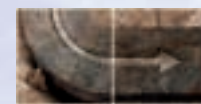
Boulder Movement

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 a boulder moves onto is instantly killed, regardless of wounds, armor, or special abilities such as Undying. The only exception to this is figures that are in a pit when the boulder rolls overhead (see below). Boulders remove rubble obstacles from any space they move through, but ignore most other obstacles (other than pits, see below). 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. If this happens, any figure underneath the boulder is crushed and killed, and then the boulder shatters and is removed from the board.
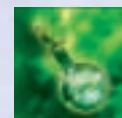
Boulder Ramps

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.

New Treasure

The following new type of treasure can be found in the dungeon.

Power Potion Markers

Power potions are elixirs with magical strengthening powers. When a hero picks up a power potion, 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 holding three unequipped items.

A hero may drink one of the power potions he has equipped by spending 1 movement point. A hero who drinks a power potion rolls all 5 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 canceled if the hero is killed or drinks another potion before making an attack.

Heroes may purchase power potions from the town shop for 50 gold.

New Lingering Effects

This expansion introduces two new lingering effects, described below.
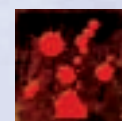
Bleed

A figure that is bleeding is marked with a bleed token. 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.
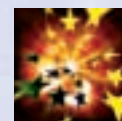
Daze

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 (either yellow, green, or black) from

Using the Bolt Template

When placing the bolt template on the board, align it so that its rear end is flat against the base of the figure making the attack. The bolt template is two squares wide at its base, and either square may be aligned with the figure making the attack. It does not matter if the bolt template is completely on the board or not. The diagram above shows the eight legal positions for the bolt template if a small figure makes a Bolt attack.

The lightning from a Bolt attack flows around obstacles just like the flame from a Breath attack (see page 7). The Bolt attack cannot be made through staircases.

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.

Example: Brother Glyr 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, Glyr's attack would be reduced to 1 red die.

New Familiar

Furr the Spirit Wolf

This familiar is granted by the "Furr the Spirit Wolf" 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.

Swarm Examples

In the diagram above, the kobold attacks Sir Valadir. The kobold has the **Swarm** ability, but there are no other monster figures adjacent to Sir Valadir, so the kobold receives no bonus power dice.
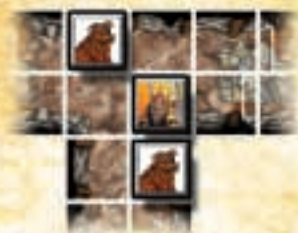
Next, another kobold moves next to Sir Valadir and attacks. Because there is 1 other monster adjacent to Sir Valadir, this second kobold receives 1 bonus power die to attack him.

Later on, a third kobold moves next to Sir Valadir and attacks. This time, there are 3 other monsters adjacent to Sir Valadir (counting the Beastman even though it doesn't have the **Swarm** ability), so this kobold receives 3 bonus power dice to attack him.

New Special Abilities

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 a bleed token next to the affected figure. A figure can have more than one bleed token at a time.

Bolt

Attacks with the **Bolt** ability use the bolt template to determine which spaces they affect. The template is placed against one side of the attacking figure (see diagram) 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.

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 a daze token next to the affected figure. A figure can have more than one daze token at a time.

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.

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 1 wound.

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).

Unstoppable

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

Descent: Journeys in the Dark Rules Changes and Clarifications

The following rules have been changed or clarified to improve the game.

Starting Overlord Cards
The overlord starts the game by drawing 3 overlord cards from his deck.

Discarding Overlord Cards for Threat
The overlord can discard cards for threat *at any time*, even during a hero player's turn.

Drinking Potions
Each hero may only drink one potion (of any type) each turn. This prevents players from using certain overly powerful potion combinations.

Cost of Vitality Potions
Vitality potions should cost 50 coins, not 25 as listed on page 20 of the Quest Guide.

Selling Treasure from Chests
Heroes can no longer immediately turn in a treasure card from a chest to receive its full value. Instead, they must carry the item back to town and sell it for half value in the town shop.

Buying Treasure Cards from the Shop
Heroes can only buy treasure cards from the shop if they've previously opened at least one chest of that color this game. For example, until the heroes open at least one silver chest, they cannot buy silver treasures from the town shop.

Small Monsters and Staircases
By using one movement point, a small monster may move from one space containing a staircase to any space containing a staircase of the same color.

Pits and Line of Sight
Figures in a pit can see into the spaces adjacent to the pit. This prevents a problem from occurring with the Grapple ability.

Breath Template Clarification
The flame from a Breath attack billows out and around obstacles. It usually affects all figures under the breath template, but the flame can be blocked by walls and closed doors. Essentially, if a small flying figure could trace a legal movement path from the square where the Breath attack starts to the target – while staying within the breath template – then the target is affected. See the accompanying diagram for examples. Breath attacks cannot be made through staircases.

Breath Attack Blocking Examples

The diagram above shows how a section of the dungeon looks just before a Hell Hound makes a Breath attack.

In the other three diagrams, the spaces that are shaded yellow show which spaces are affected by the Breath attack, and the red squares show the spaces that the Breath attack is unable to reach.

In the above example, the Breath attack billows around the curve in the hallway and through the rubble obstacle, reaching both heroes under the breath template. Notice that a flying figure standing on the "start" (leftmost) space of the breath template could trace a movement path to both heroes.

In the above example, the Breath attack is almost entirely blocked by the dungeon walls. Even though the breath template reaches the heroes, a flying figure on the "start" space of the breath template would not be able to stay within the confines of the breath template and trace a legal movement path to either of the heroes.

In this example, a closed door has been added. The door blocks the Breath attack, so only one of the heroes is affected by the attack.

Landrec the Wise
Landrec the Wise's special ability should state that he "receives 2 free surges on all *attack* rolls."

Frequently Asked Questions

Following are the frequently asked questions for **Descent: Journeys in the Dark**.

The Hero Player's Turn

Q: Can a hero give any type of item to an adjacent hero, or just weapons and potions?
A: A hero may give any item to an adjacent hero at the cost of one movement point. A hero may never give money to another hero.

Q: When can a hero equip items?
A: A hero can equip, drop, or place items in his pack at the beginning of his turn, just after refreshing cards. In addition, whenever a hero receives an item from another player or from a chest, he may immediately equip that item, dropping or placing other items in his pack to free up the hands necessary for the just-received item.

Q: Does a hero have 360 degree line of sight?
A: Yes, as the rules state on page 4, "The direction a figure is facing has no effect in the game. Heroes and monsters are assumed to be constantly looking around and can therefore see in all directions."

Q: Can stunned heroes perform movement actions (such as drinking a potion)?
A: Yes, if the stunned hero chooses to receive movement points rather than attacking or placing an order. A stunned hero can also freely spend fatigue for movement points.

Q: Can a hero that chooses the "Run" action use his movement points for purposes other than moving (such as drinking a potion)?
A: Yes. Whenever a hero receives movement points, he can use them for any movement action, including moving, drinking a potion, opening a door, etc.

Q: In town, are you limited in how many items you can buy or sell and do you have to buy and sell in any specific order?
A: You can buy and sell in any order and as often as you like.

Q: Can a hero rest in town?
A: Yes.

Q: On page 18, the rules for "Copper Treasure" state that "each Hero draws one card from the copper treasure deck." If a chest has 2 copper treasure tokens, does each hero draw 2 copper treasure cards?
A: Yes

The Overlord Player's Turn

Q: When the overlord is controlling a hero through "Dark Charm," who decides how to spend the surges and power dice? Can the overlord move the character and attack, or just make a single attack without moving?
A: The overlord controls the hero for that attack, including the hero's use of surges and power dice. The overlord may also play cards such as "Aim" with the attack. However, the overlord player cannot move the character, or force the hero to spend fatigue to add to the attack.

Q: Is the effect of the overlord's "Dodge" card that the hero's attack completely misses, or that the overlord can force the hero to re-roll dice rolled for the attack, as with the hero dodge orders?
A: The "Dodge" card allows the overlord to force re-rolls.

Q: Can a monster end its movement on or be spawned on to a glyph of transport?
A: Monsters can end their movement on or be spawned on to *unactivated* glyphs, but cannot end their movement on or be spawned on to *activated* glyphs. If a monster is on an activated glyph, the overlord must move it off the glyph on his next turn, if possible. Monsters can always move through or attack into spaces containing glyphs.

Q: Can the overlord receive threat tokens for making an attack even though there are no valid targets (for example, no heroes within the monster's line of sight)?
A: No. Only attacks that have the potential to succeed can grant the overlord any threat.

Special Abilities

Q: Can an attacker using Knockback move the target in any direction, or just straight back? Also, can the target be knocked back into a pit?
A: The attacker with Knockback can move the target in any direction, including into a pit or other trap.

Q: Does special abilities stack?
A: Special abilities that require you to spend surges are designed to stack. So if you have an ability such as "⚜: +1 Damage and Pierce 1," and you pay 3 surges, you gain +3 Damage and Pierce 3. Some items may explicitly limit your surge spending/stacking, but those are the exception to the rule.

Miscellaneous

Q: How much fatigue would it cost a hero with Telekinesis to move a hero out of a pit?
A: One fatigue.

Q: Can a player with Telekinesis use it to move a hero that is caught in a web?
A: Yes. However, the web token would stay with the moved hero.

Q: If a flying monster passes through a hero that has Holy Aura, does the monster suffer a wound for the space it "shares" with the hero?
A: No.

Q: When a chest explodes because of the "Explosive Rune" card, does the hero standing on the chest suffer wounds, or just the heroes adjacent to the chest?
A: The hero standing on the chest suffers wounds.

Q: Why can't I jump over water like I can pits?
A: As every hero knows, the dank water found in subterranean caverns is usually infested with deadly bloodsquids, ready to pull an unwary hero to his doom at a moment's notice. As a result, only the most acrobatic heroes dare to leap across even the most innocent-seeming pools of water.

Credits

For additional material, support, and information, please visit:

WWW.FANTASYFLIGHTGAMES.COM

Special Abilities Summary

Special abilities marked with the 😈 symbol are new to this expansion.
In all cases, X is equal to the rank of the special ability.

Aura: Enemy figures that move into a space occupied by or adjacent to a figure with Aura suffer 1 wound that cannot be reduced by armor.

Blast: Blast attacks affect every space within X spaces of the target (only spaces with line of sight to the target are affected).*

😈 **Bleed:** Bleed attacks that inflict at least 1 damage† on the target cause a bleed token to be placed on the target. Victim must roll a white die for each bleed token on next turn: Victim suffers wounds equal to total result,** then discards all bleed tokens.

😈 **Bolt:** Bolt attacks use the Bolt template to determine which spaces they affect.*

Breath: Breath attacks use the Breath template to determine which spaces they affect.*

Burn: Burn attacks that inflict at least 1 damage† on the target cause a burn token to be placed on the target. Victim must roll a power die for each burn token next turn: Discard a burn token for each 💥, then victim suffers a wound for each remaining burn token.**

Command: A figure with Command adds 1 to the damage of all range attacks made by friendly figures within 3 spaces.

😈 **Daze:** Daze attacks that inflict at least 1 damage† on the target cause a daze token to be placed on the target. Victim must roll a power die for each daze token next turn: Discard a daze token for each 💥, then victim rolls 1 fewer die for each daze token that remains when making attacks.

Fear: When an attack affects a space containing a figure with Fear, the attacker must spend X power surges or else the attack misses.

Fly: Figures with Fly may move through obstacles and enemy figures, and may end their movement on obstacles without taking damage.

Grapple: Enemies adjacent to a figure with Grapple cannot spend movement points until the figure is dead.

😈 **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.

Knockback: Knockback attacks that inflict at least 1 damage† allow the attacker to move the target up to 3 spaces in any direction.

😈 **Leech:** For every wound token lost due to a Leech attack, the target also loses 1 fatigue, and the attacker is healed of 1 wound.

Pierce: Pierce attacks ignore X points of armor.

Poison: Wound tokens lost due to a Poison attack are replaced by poison tokens. When receiving healing, the victim removes poison tokens rather than gaining wound tokens, until all poison tokens are removed.

Quick Shot: A monster with the Quick Shot ability may attack twice each time it is activated.

Reach: Allows a figure to make melee attacks targeting figures 2 spaces away.

Sorcery: After making an attack roll, a figure with Sorcery may add X to either its range or its damage, and may split the bonus between the two.

Stun: Stun attacks that inflict at least 1 damage† on the target cause a stun token to be placed on the target. Normal monsters discard 1 stun token on next turn but may do nothing else. Heroes may still move or make one attack or place one order, and master monsters may move or attack once. Named monsters cannot be stunned.

😈 **Swarm:** A figure with the Swarm ability may roll 1 extra power die for every other friendly figure adjacent to its target.

Sweep: Sweep attacks affect all enemy figures within melee range.*

Undying: A figure with Undying rolls 1 power die when killed. On a 💥, the figure is instantly restored to full health.

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

Web: Web attacks that inflict at least 1 damage† on the target cause a web token to be placed on the target. Victim must roll a power die for each web token next turn: Discard a web token for each 💥, and victim may not spend movement points if any web tokens remain.

*If more than one figure dodges the attack, only 1 re-roll may be made (first dodging player to the attacking player's left decides who re-rolls).
** Damage dealt ignores armor.
†Determine whether damage is inflicted before applying the effects of armor.

Overlord Player's Turn

1. Play up to 1 Power card
2. Draw 2 cards and discard down to 8
3. Collect 1 threat for each hero and each discarded card
    Any time: Discard additional cards to gain threat
4. Play up to 1 Spawn card
5. Activate monsters (each moves and attacks once)

Hero Player's Turn

1. Refresh Cards
2. Equip Items
3. Take an Action:
    • Run (twice base movement points)
    • Battle (2 attacks)
    • Advance (base movement points and 1 attack)
    • Ready (either move or attack, and place an order)

Equipment Restrictions

• Items whose total number of hand icons is 2 or less
• 1 armor
• 3 potions
• 2 other
• 3 items in pack
• Any amount of money

Orders

• Aim (may re-roll attack dice)
• Dodge (force attacker to re-roll attack dice)
• Guard (may make an interrupt attack)
• Rest (restore Fatigue to max. at start of next turn)

Movement Costs

0	Pick up a token in your space
0	Drop an item (it is lost forever)
1	Move between a glyph and town
1	Walk up or down a staircase
1	Give an item to an adjacent hero
1	Drink a potion
2	Open or close a door
2	Open chest
2	Re-Equip
2	Climb out of pit
3	Shop in town
3	Jump over pit

Shopping in Town

Potion	50
Copper Treasure	250
Silver Treasure	500
Gold Treasure	750
Training Token	500
New Skill Card	1,000