

DESCENT:[®]

JOURNEYS IN THE DARK

SECOND EDITION



MISTS OF BILEHALL

RULES AND QUEST GUIDE

COMPONENTS

12 PLASTIC FIGURES



3 LIEUTENANT TOKENS



3 LIEUTENANT CARDS



3 RELIC CARDS



6 TAINTED CARDS



6 MONSTER CARDS



4 CONDITION CARDS



8 SHOP ITEM CARDS



5 TRAVEL EVENT CARDS



12 DAMAGE TOKENS



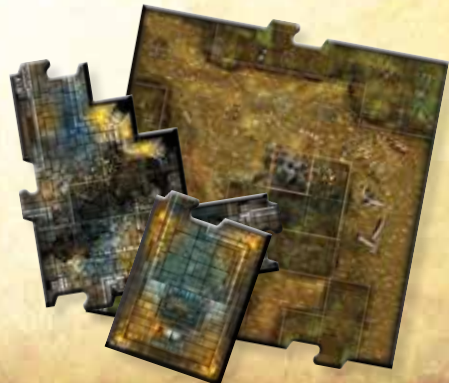
5 CONDITION TOKENS



12 CRUMBLING TERRAIN TOKENS



13 MAP TILES



8 HERO TOKENS



3 OLD WALLS TOKENS



(with 3 Plastic Stands)

MISTS OF BILEHALL

A strange curse taints everything. It clings to the flesh and lingers within the lungs, a poison that destroys the soul while leaving the body to shamble on. A small settlement of the damned has formed near the border, a collection of unfortunate trespassers unable to leave the accursed land. You have joined their number, but not in their despair. Ready your gear and bolster your courage; your journey into the Mistlands is about to begin.

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. Add the new Condition, Shop Item, Relic, Monster, and Lieutenant cards to the pool of available cards. Add the tokens, monster figures, and map tiles from this expansion to their respective supplies.

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

AN EPIC STORY

This expansion introduces a one-act campaign called “Mists of Bilehall.” Unlike previous campaigns, this campaign provides a complete narrative experience within a single act.

The *Mists of Bilehall* expansion can also be combined with *The Chains That Rust* (an expansion to be released in 2016) to form a larger, two-act campaign. Together these expansions weave the two stories into a single, seamless narrative. Instructions for how to combine the two can be found in *The Chains That Rust*.

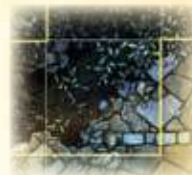


MISTS OF BILEHALL EXPANSION RULES

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

HAZARD TERRAIN

Any space defined by a yellow line surrounding it is a hazard space. Hazard spaces follow the same rules as lava spaces as described on page 18 of the *Descent: Journeys in the Dark Second Edition* rulebook. Any effect or ability that applies to lava spaces applies to hazard spaces, and any effect or ability that applies to hazard spaces applies to lava spaces.



SLUDGE TERRAIN

Any space defined by an orange line surrounding it is a sludge space. Like water spaces, a figure moving into a sludge space must spend 1 additional movement point or it cannot enter that space. Additionally, when a figure starts its turn or activation so that each space it occupies is a sludge space, its Speed is 1 and cannot be increased above 1 until the end of that turn or activation.



ELEVATION

Elevation is represented by a dotted red line along the edge of certain spaces. These lines, also known as elevation lines, block movement but not line of sight. A figure cannot move across an elevation line, but it can trace line of sight over one.



Adjacent spaces separated by an elevation line are still considered to be adjacent. However, when a figure declares a *Melee* attack targeting a figure on the opposite side of an elevation line, the target figure adds one additional black defense die to its defense pool. If the attacking figure's attack has the **Reach** or **Extend** keyword, the target does not add the additional black defense die to its defense pool.

When determining movement for large monsters, elevation lines block movement. However, when ending or interrupting movement for large monsters, the monster figure may be placed on spaces containing elevation lines, as long as those spaces are empty. For example, a large monster may occupy two empty spaces separated by an elevation line. A figure with the “Fly” ability may move through elevation lines.

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

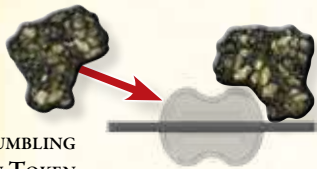
OLD WALL

This expansion includes a new feature called an OLD WALL. An old wall is set up similarly to doors in a quest and is shown as a blue rectangle in the *Mists of Bilehall* Quest Guide. Old walls cannot be opened and closed like doors. Figures cannot trace line of sight or count spaces through an old wall. Spaces separated by an old wall are not adjacent.



CRUMBLING TERRAIN

This expansion introduces a new type of terrain token called crumbling terrain. Crumbling terrain tokens are placed on the map during setup, as indicated on the quest maps in the *Mists of Bilehall* Quest Guide. When placed near an old wall, the tokens may need to be rotated to fit optimally.



CRUMBLING
TERRAIN TOKEN

OLD WALL
ON STAND

A space that contains crumbling terrain loses all other terrain types except for obstacles. Each time a hero enters a space that contains crumbling terrain, that hero may test or , his choice. If he fails or chooses to not test, he removes that crumbling terrain token from the map and suffers the effects of the other terrain in that space as normal; if the revealed terrain requires 1 additional movement point to enter, that hero suffers 1 instead. If a figure is in a space that contains crumbling terrain, other figures cannot enter that space.

NEW RELIC TYPE

A new Relic card type is included in this expansion: monster relics. Except where noted here, monster relics follow the normal rules for relics. Monster relics are designated by an icon on the lower left of the Relic card.

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 monster 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. Monster relics cannot be wielded by lieutenants and have no effect if they are not wielded by a monster group.



MONSTER RELIC
ICON

TAINED CARDS

During quests in the “Mists of Bilehall” campaign, the heroes use a new type of card: Tainted cards. Tainted cards represent the corruption that afflicts the heroes as they linger in the Mistlands.

At the start of each quest, the overlord shuffles the Tainted cards together and deals 1 card to each hero, placing it facedown near each hero's Hero sheet. No player should know which card has been dealt to any hero. The overlord places the remaining cards aside. While a hero has a Tainted card in his play area, apply +2 to that hero's Health.

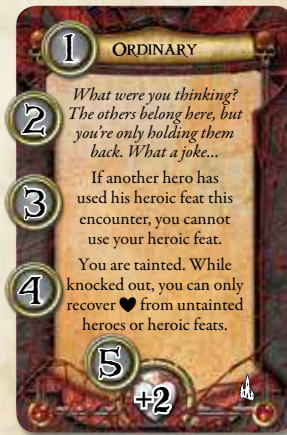
When a hero with a facedown Tainted card is defeated, he flips that card faceup. That hero is then affected by that card until the end of the quest or a game effect flips it facedown again.

MISTS OF BILEHALL EXPANSION ICON

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



TAINED CARD ANATOMY



1. **Title:** This area lists the title of the tainted effect.
2. **Flavor Text:** The first paragraph explains how the tainted condition affects the hero.
3. **Unique Effects:** The second paragraph explains the unique rules for this Tainted card.
4. **Generic Effect:** The third paragraph explains the generic rules for Tainted cards.
5. **Health Icon:** This is a reminder that a hero with a Tainted card applies +2 to his Health.

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MONSTER DESCRIPTIONS



Reanimates: The undying legions are not mindless puppets controlled by a remote master. Yet many foolish adventurers have sealed their fate acting on such a misconception. Though masked with a lifeless expression, a reanimate's otherwise hollow skull contains hundreds of years of training, experience, and bloodlust.



Broodwalkers: These walking corpses are different than the typical undead. They are not animated by curses or sorcery, but by a unified hive of corpse bugs. Working with inexplicable cooperation, the larvae manipulate the rotting tendons and muscles of this horrid beast, ever in search of fresher flesh into which they will lay the next generation of their young.



Bone Horrors: The idea of a living mass of bones is only a small part of the fear these abominations spread. The true terror comes when one witnesses a friend ripped from their side by the lithesome creatures. With amazing speed, the comrade is either dragged away into the shadows or digested on the spot by the churning mass of jagged bone.



LIEUTENANT DESCRIPTIONS



Arduus Ix'Erebus: There was a time when the infamous Arduus Ix'Erebus frequented the front lines of Waiqar's legion. Those few who could survive his martial prowess soon fell to the swarm of skeletal minions under his command. A master tactician and daring warrior, Arduus was feared for his uncanny awareness and control of the tide of war. Battle after battle, he would lull seasoned commanders and veteran soldiers into his deadly ploys, leading his forces forward with elegant brutality.

But ultimately, Arduus Ix'Erebus is only one of many such soldiers within the Deathborn Legion, Waiqar's oldest and greatest army. Should Arduus someday fall, many more stand ready to avenge him. These are the most experienced veterans that the heroes of Terrinoth have ever opposed. The free races pass their knowledge and wisdom down from generation to generation by treatises on war and mythical tales—these undying masters have experienced centuries of war for themselves.

Kyndrithul: Lord of house Dalibor, Kyndrithul's influence has waned in recent years, deferring to the leadership of the other vampire lords. Most assume that Kyndrithul has slipped into a position of subservience, but the older politicians remember the shrewd words of Kyndrithul's father: "a lord's foes face his watchful eye and ready sword, while his servants stand behind him in treacherous silence."

Yet Kyndrithul's silence is no indication of betrayal, but of a powerful sorcerer devoted to his latest study. The vampire has stirred up suspicion, however, summoning the attention of the battalion that was sent to keep watch over the power-hungry lords of Bilehall. Somewhere within his realm, Kyndrithul's secrets lay hidden—secrets that would condemn him to a punishment beyond that which any mortal could dream or endure.



Zarihell: There are those within the mists whose origin is unknown, dispelled from mortal memory by time or dark decree. Some are servants of Waiqar the Betrayer, while a privileged few are left to simply exist within his borders, neither associated nor independent, like a sparrow allowed to roost within a tower.

Zarihell is one such creature. It is said that she appeared in the wake of the First Darkness, emerging from the same prison as Waiqar before his betrayal of Timmorran. Even when freed from the bonds of Llovar, there was another set of shackles that could not be broken, ancient chains cast upon her by the Daewyl elves.

At some point between then and now, Zarihell broke her bonds. Now unfettered, she wields a power previously forgotten and forbidden. Had those who found her within the Black Citadel but known her potential, they would not have freed her, but further imprisoned her behind every ward and brick they could find. She commands the spirits of the living and dead like a mother directs an obedient child, and her greatest weakness is her apathetic approach to a world far beneath her.

MISTS OF BILEHALL

CAMPAIGN RULES

Mists of Bilehall introduces a new Act I campaign to *Descent: Journeys in the Dark Second Edition* entitled “Mists of Bilehall.” Act I campaigns follow many of the same rules for the campaign found in the base game. The following rules list any changes to the campaign rules found on pages 19-22 of the *Descent: Journeys in the Dark Second Edition* rulebook.

TRAVEL

The “Mists of Bilehall” campaign uses a new campaign map. All travel is done by referencing the campaign map on the back page of this rulebook. When playing the “Mists of Bilehall” campaign, heroes begin the travel step at Mistbound Conclave and follow a continuous path to the chosen quest location shown on the campaign map.

CHOOSING QUESTS

Players play a total of five quests throughout the “Mists of Bilehall” campaign. The campaign begins with the Introduction quest entitled “Strange Awakening.” This quest is treated as an Act I quest. **Note:** During setup of the Introduction, each player receives 1 XP that they may immediately spend. Remaining quests are chosen using the campaign log on page 9 of this rulebook. Players can photocopy the campaign log or download and print a copy from the Fantasy Flight Games official website (www.fantasyflightgames.com).

ACT I

Players are restricted when choosing quests during the “Mists of Bilehall” campaign. The winner of the Introduction chooses either “Sanguine Lord” or “Song of Bone” as the next quest. This is indicated by the arrows connecting those quests to the Introduction. After completing a quest, the winner of that quest chooses between the two available quests listed beneath it on the campaign log. Available quests are connected to the completed quest by an arrow.

After completing three Act I quests, it is time for the Finale. Players resolve one Campaign phase as normal, and then the heroes travel to the “Hallowing Fire” quest to determine the ultimate winner of the campaign.

FINALE

The campaign ends in an exciting quest known as the Finale. The Finale is a two-encounter quest in which the players always play the same first encounter, but progress to a different second encounter depending on who won the previous quest. If the heroes won the “Juliden’s Keep” quest or the “Shattered Schemes” quest, the players must play “Encounter 2a” as the second encounter. If the overlord won the “Juliden’s Keep” quest or the “Shattered Schemes” quest, the players must play “Encounter 2b” as the second encounter.

You find the horde of undead at the edge of the Mistlands. The skeletal soldiers and wavering corpses stand docile just within the mists, as if all consciousness had left their bodies as they reached the border. There are at least a hundred within sight and presumably many more beyond the heavy fog.

“Been like that for days,” your young guide explains. “Here, watch this.” The girl scoops up a stone and winds her arm back to throw. Your hand snaps out and catches her wrist. “No, really, we’ve been doing this for days. Trust me.”

You release her arm and watch the well-placed projectile shatter the jaw bone of one of the closer warriors. The skeleton’s only response is a small step backward, catching its balance. “Ugh, couldn’t have done that yesterday when Kamila was watching, could I...” the girl mumbles.

You send her home with a few coins in her pocket. As she disappears over the hill, you draw your weapons and approach the mists. You clear the soldiers within arm’s reach first, pulverizing their bodies until you are convinced they won’t rise again. Then you carefully breach the unofficial border, moving back and forth across the line, slaying the undead by the hundreds. You continue into the late afternoon.

Then you see the twin figures slicing their way toward you, more efficient than a scythe through the late-autumn harvest. They drop the dead with perfect efficiency, a short blade in one hand and a stave in the other. You call out, hoping not to startle them—the last mistake of your mortal lives.

They approach with impossible speed. You call out again, explaining that you are working toward the same goal, but there is no response. You barely have time to band together before they are upon you. The two warriors are chained together, but leap and spin as with one mind. Your every strike is parried by one as the other counters. Your skill and strength are equally matched, and despite your opponent’s unending stamina, you believe you may yet survive. Then the dead begin to move, slow and clumsy. They are barely a nuisance, but it shifts the balance of the battle. You decide to run far too late, the mass of bodies impossible to penetrate. The two warriors fall upon you with their staves and beat you mercilessly. Under the torrent of blows, your bones crack and break. Then merciful darkness takes you.

