



The Sea of Blood

While fell armies stalked the lands of Terrinoth, mighty ships sailed the waves among the distant isles of Torue Albes. A place where every port held secrets and treasures beyond imagination, Torue Albes was plagued by troubles as well. Powerful forces rallied to the banners of darkness, led by a malevolent overlord.

However, as always, whenever darkness arose to threaten the land, light would oppose it, ancient powers making themselves known to those in need.

In this case, a group of heroes stumbled across a legendary ship built by the Ancients – the Revenge. It could be called or dismissed as needed, and was somehow tied to the glyphs of transport left by the Ancients. The power of the Revenge would be critical as the heroes opposed the forces of this new overlord.

Thank you for purchasing this advanced campaign expansion for **Descent: Journeys in the Dark**. Like **Descent: Road to Legend, The Sea of Blood** includes new game components, new rules, and dozens of new maps for your heroes to explore. This expansion focuses almost entirely on the Advanced Campaign, where heroes will explore new lands, delve into multiple dungeons, and fight multitudes of evil. In this variant, players create heroes and follow them throughout their entire careers, keeping their skills and equipment from one dungeon to the next.

Components

Below is a list of the components found in **The Sea of Blood** expansion. The descriptions make it easier to recognize each component, and provide a general explanation as to how they are used.

This Rulebook (the second part of which is a Quest Guide)
10 Dice (5 Silver Power Dice and 5 Gold Power Dice)
4 Avatar Sheets
6 Boxes (4 Hero Boxes, 1 Overlord Box, and 1 Graveyard Box)
1 Pad of Campaign Sheets
1 Torue Albes Map Board
1 Ocean/Island Poster Map
220 Cards
 40 Campaign Monster Reference Cards
 30 Dungeon Level Cards
 28 Avatar Upgrade Cards
 21 Plot Cards
 20 Incident Cards
 15 Location Cards
 15 Rumor Cards
 7 Lieutenant Cards
 9 Ship Upgrade Cards
 24 Torue Albes Skill Cards
 5 Buried Treasure Cards
 4 Cannon Reference Cards
 1 Daggertooth Shark Reference Card
 1 City Shop Card

3 Double-sided Map Pieces
 2 Intersection Pieces
 1 Portal Piece
8 Double-sided Ship Pieces
 2 Forward Sections
 4 Midship Sections
 2 Aft Sections
32 Double-sided Cannon Markers
 8 Runeblast Cannons
 8 Hawkeye Cannons
 8 Coldsteel Cannons
 8 Dragonfire Cannons
38 Prop Markers
 1 Whirlpool/Cavern Entrance Marker
 1 Large Shallow Water/Sand Bar Marker
 6 Shallow Water/Sand Bar Markers
 4 Shallow Water/Reef Markers
 6 Tree/Shrub Markers
 1 Cage/Pipe Organ Marker
 4 Barrel/Statue Markers
 5 Shark Fin Markers
 5 Tentacle Markers
10 Plastic Shark Fin and Tentacle Stands
24 Torue Albes Map Markers
 1 Hero Party Marker
 1 Home Port Marker
 1 Overlord Keep Marker
 1 Rumor Token
 7 Small Lieutenant Markers
 14 Siege/Razed Markers
 1 Lighthouse Marker
 3 Ancient Key Markers
 5 Binding Markers
2 Large Lieutenant Markers
8 Bleed Tokens
4 Money Tokens
18 Wound Tokens
96 Training Tokens
 12 Silver Magic Upgrade Tokens
 12 Silver Melee Upgrade Tokens
 12 Silver Ranged Upgrade Tokens
 12 Gold Magic Upgrade Tokens
 12 Gold Melee Upgrade Tokens
 12 Gold Ranged Upgrade Tokens
 4 Copper Wound Upgrade Tokens
 4 Copper Fatigue Upgrade Tokens
 4 Silver Wound Upgrade Tokens
 4 Silver Fatigue Upgrade Tokens
 4 Gold Wound Upgrade Tokens
 4 Gold Fatigue Upgrade Tokens
15 Miscellaneous Tokens
 1 Reinforcement Marker
 2 Familiar Markers
 4 Treasure Map Piece Tokens
 2 Anchor Markers
 6 Sail Markers

Gold and Silver Power Dice

These new power dice are included to allow the heroes and monsters to grow more powerful over time. The silver and gold dice have the same number of power enhancement, surge, and blank sides as the black power dice, but an enhancement and surge side on a silver die doubles the surges or enhancements, and a gold die triples them.



Avatar Sheets

The overlord player receives a sheet representing a physical Avatar of darkness. In the Advanced Campaign, this is the overlord's character. For a detailed Avatar sheet diagram, see page 7.

Boxes



These six boxes are used to store important game components between game sessions. Each hero is stored in one of the hero boxes, while the Avatar is stored in the overlord box. Finally, there is a graveyard box for storing cards that have been removed from the campaign for good.



Campaign Sheets

These sheets allow the players to write down information about the campaign that cannot be easily recorded in other ways. For a detailed campaign sheet diagram, see page 11.

Torue Albes Map Board

The game board represents the land of Torue Albes. The heroes journey around this map seeking out treasure and adventure, while the overlord's lieutenants attempt to besiege and destroy the cities of Torue Albes. For a detailed game board diagram, see page 13.



Ocean/Island Poster Map

This large paper map has two sides. One side depicts open ocean and is usually used in encounters (see page 15), while the other side depicts a large island and is usually used when exploring islands (see page 21).



Ocean Side



Island Side

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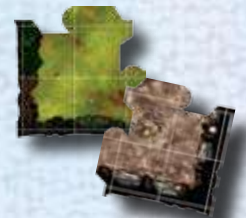
Torue Albes Map Tokens

These tokens are used to track important people and items on the Torue Albes map, as well as the current status of the cities. Some of these tokens represent Quest Items, important objects that both the overlord and the heroes want to possess.



Map Pieces

Like the map pieces from the core game, the ones included in **The Sea of Blood** link together to form a dungeon map. However, on the back of these map pieces are outdoor terrain pieces. Outdoor pieces cannot be linked to dungeon pieces.



Ships

These large cardboard markers represent ships during encounters. There are enough pieces for two ships — the heroes' ship and one enemy ship. For details on ships, see "Ships and Sailing" on page 24.



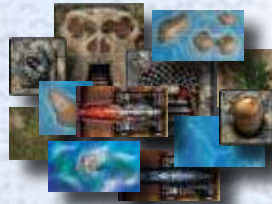


Training Tokens

New training tokens are included to allow heroes to upgrade their black power dice to silver power dice, or even gold power dice, as well as to gain extra fatigue and wounds during the Advanced Campaign. For details on purchasing hero upgrades, see “Hero Upgrades” on page 32.

Props

A variety of new props to populate dungeons and outdoor encounters are included in **The Sea of Blood**. For more information, see “Collected Obstacles and Props” on page 35.



Large Lieutenant Markers

Most lieutenants are represented by their Torue Albes map marker when they appear in an encounter. However, four of the lieutenants would be too big to fit on the Torue Albes map when represented in scale, so additional markers are provided for use in dungeons and encounters. There are only two of these markers, but they depict a different lieutenant on each of their sides.



Wound and Money Tokens

Additional wound and money tokens in larger denominations are included for use in the Advanced Campaign.



Effect Tokens

These tokens are used to track the bleed lingering effect of the daggertooth sharks for those who don't already own *Descent: Well of Darkness*. See “Collected Lingering Effects” on page 42 for complete details.



Miscellaneous Tokens

The reinforcement marker is used to track how often the overlord is allowed to play spawn cards, while treasure map piece tokens are accumulated by the heroes for completing dungeons and islands. When the heroes complete a treasure map (requiring four pieces), they may travel to a Treasure Site (marked by an X on the Torue Albes map) and dig up buried treasure there (see page 22). Sail and anchor tokens are used to track the state of a ship's anchor and sails during encounters, and finally, there are two new familiars, as well as tentacle and shark fin markers. Plastic stands are included for the tentacles and shark fins.



Monster Reference Cards

New monster reference cards are included for use in the Advanced Campaign. Each monster is presented with statistics for four different power levels. From weakest to most powerful, they are:



Copper



Silver



Gold



Diamond

Monsters begin the Advanced Campaign at Copper level and are upgraded from there by the overlord. For details on purchasing monster upgrades, see “Overlord Upgrades” on page 32.

Avatar Upgrade Cards

Avatar Upgrade cards allow the overlord to grow more powerful over the course of the Advanced Campaign. Some Avatar cards are available for any Avatar to purchase, in which case they read “Any Avatar” under the title. However, some are specific to a particular Avatar, in which case the Avatar's name is listed under the title. For details on purchasing Avatar Upgrades, see “Overlord Upgrades” on page 32.



Lieutenant Cards

Lieutenant cards allow the overlord to recruit powerful beings to assist him. Lieutenants move around on the Torue Albes map once recruited, and can be used to lay siege to, and even destroy, the cities of Torue Albes. Like Avatar Upgrade cards, some lieutenants are restricted to specific Avatars. For details on purchasing Lieutenant cards, see “Overlord Upgrades” on page 32.



Plot Cards

At the start of the Advanced Campaign, the overlord player selects one of three evil Plots with which to create havoc in Torue Albes. Plot cards may also be purchased during the Campaign in the same way as Avatar Upgrade cards, except that they may have special conditions the overlord needs to meet first.



Dungeon Level Cards

These cards are used to generate random dungeon levels as the heroes explore the depths of Torue Albes. For complete information on dungeons, see “Dungeons” on page 18.



Incident and Location Cards



Incident Card



Location Card

Incident and location cards are used to generate random outdoor encounters as the heroes explore the Torue Albes map. For complete information on encounters, see “Encounters” on page 15.

Rumor Cards

As the heroes move from city to city, they may decide to stop in the local Tavern and buy everyone a round of ale in hopes of hearing a juicy Rumor. Following up on them can provide the heroes with valuable rewards. For complete details on Rumors, see “Rumors” on page 21.



Ship Upgrade Cards

The heroes have discovered a magical ship at the start of the campaign — the *Revenge*. Although the *Revenge* is a powerful relic from a past age, many of its most powerful enchantments have faded or been lost over time, and the heroes will want to renew them. See “The Shipyard” on page 31 for complete details.

Torue Albes Skill Cards

These 24 cards represent new and unusual skills commonly taught in Torue Albes, but rarely seen in Terrinoth. When playing in Torue Albes, they replace 24 old skill cards in the skill decks (see page 9).



Buried Treasure Cards

These five cards represent great treasures buried in out-of-the-way places in Torue Albes. When the heroes complete a treasure map (see page 20) and travel to a Treasure Site (see page 22), they receive a Buried Treasure card at random as a reward.



Other Cards

In addition to the cards listed above, there are also reference cards for the four types of cannons in Torue Albes, as well as for the deadly daggertooth sharks that haunt its waters. Finally, there is one new card that should be added to the city shop deck (“Remove Curse”).



Storing the Game

The Sea of Blood is not intended to be played in a single sitting. However, given that, how do the players recall where the hero party was on the Torue Albes map, record what items the heroes were carrying, or remember anything else about the campaign if game sessions are a week (or more) apart?

Don't panic. **The Sea of Blood** was designed so that all required information can be conveniently saved between sessions. Even so, players should only end a game session just after finishing a week of game time or completing a dungeon level. Otherwise, some information is likely to be lost.

Follow these steps when storing **The Sea of Blood** in mid-campaign:

- 1. Update the Campaign Sheet:** Take a fresh campaign sheet from the pad (or find the one you were using last session) and make sure it reflects the current state of the campaign. For an example of a filled-out campaign sheet, see page 11. Once you've updated the sheet, place it and any Torue Albes map tokens from the board in the overlord box.
- 2. Store the Overlord:** Place the Avatar sheet, any Avatar Upgrades that have been bought, and (if the heroes ended the session inside a dungeon or island) the overlord's hand of cards in the overlord box. Remember to also count the cards in the overlord's discard pile and note that number on the campaign sheet if the session ended while the heroes were inside a dungeon. Finally, store wound tokens equal to the *Revenge's* current health in the overlord box as well, so that they don't get mixed up with the heroes' wound tokens.
- 3. Store the Heroes:** Each hero player should place his hero sheet, item and skill cards, potions, order tokens, upgrade tokens, and tokens equal to his current wounds and fatigue in his hero box. One hero should also place any Ship Upgrades the party has in his box.

After taking these steps, the players can safely stow the game away until the next session.

When the next session begins, the players can retrieve the pieces from their boxes and place them where the campaign sheet says they should go. If the heroes were inside a dungeon or island, the overlord first has the chance to upgrade his Overlord deck using his current treachery. He then shuffles his deck (making sure not to shuffle in his hand) and discards the number of cards indicated on the campaign sheet. This is a relatively fair way of tracking the overlord's progress through the deck without having to do anything too complex.

Other Descent Expansions

At the time of this expansion's publication, there are several other expansions in print for **Descent: Journeys in the Dark**. They are **The Altar of Despair™**, **The Well of Darkness™**, **The Road to Legend™**, and **The Tomb of Ice™**. Each introduces a variety of new rules, monsters, figures, cards, tokens, and other components. This rulebook occasionally discusses ways these expansions can be incorporated into **The Sea of Blood**, but they are not necessary to play the Advanced Campaign.

An Overview of the Advanced Campaign

In the Advanced Campaign (or, simply, "campaign"), four heroes are pitted against the forces of an extremely powerful overlord. While the overlord's lieutenants ravage Torue Albes, attempting to either carry out his evil Plot or destroy the cities scattered amongst the islands, the heroes must travel the land and grow powerful enough to enter the Overlord's Keep and battle him in person, to put an end to his evil once and for all.

In game terms, the Advanced Campaign allows the players to create a group of heroes and play out their adventures over a series of game sessions. The heroes retain their skills and equipment from one dungeon to the next, moving across the map of Torue Albes and clashing with the overlord's forces until they are ultimately triumphant or defeated.

The Basics

Most of the time – that is, when the heroes are exploring the dungeons of Torue Albes – the Advanced Campaign plays like a normal game of **Descent**. The heroes still choose one of four actions each turn, still place orders, still gain conquest tokens for activating glyphs, and so on.

The major differences between regular **Descent** and the Advanced Campaign come in the times when dungeons are not being explored, as the heroes sail across Torue Albes and receive advanced training. *However, unless the basic rules of Descent are specifically overridden by the Advanced Campaign rules, they remain in effect.*

The Hero Party and Party Treasury

The Advanced Campaign is designed for a party of exactly four heroes. If there are fewer than four hero players, one or more must control an extra hero. To save time, extra heroes should be given to the most experienced players.

Collectively, the four heroes are known as the **party**. They travel together at all times, except when momentarily split up by a member's death.

In the Advanced Campaign, the heroes pool their wealth into a **party treasury**, from which any hero may spend. Heroes do not lose coins when they die in the Advanced Campaign.

The Avatar

The overlord, while still a powerful otherworldly creature capable of controlling his forces mentally, also has a physical form – his **Avatar** – in the Advanced Campaign. The heroes can seek out and kill this creature, and if they do, they win the campaign.

The Avatar's form is variable; it might be that of a skeletal pirate captain, a shapeshifting serpent, or some other nefarious creature. Each option brings with it some basic abilities, as well as access to other, more powerful abilities, that can be purchased over the course of the Advanced Campaign. The overlord player chooses his Avatar's form at the beginning of the Advanced Campaign, and it will remain the same for its duration.

Lieutenants

Lieutenants are exceptionally powerful monsters that the overlord can move around the Torue Albes map to collect valuable items and lay siege to cities. Lieutenants can even attack the heroes directly, although this is dangerous, because a slain lieutenant is lost to the overlord forever.

Hero and Overlord Growth

In the Advanced Campaign – unlike the normal game – heroes retain their items and other upgrades between quests. Each hero's information is stored in his hero box between games.

The overlord can also gain new abilities over the course of the Advanced Campaign. Treachery, Avatar Upgrades, and monster upgrades can all be purchased and retained. Overlord power cards, on the other hand, are discarded when the heroes complete or retreat from the dungeon the overlord acquired the cards in.



Avatar Sheet Breakdown

1. Avatar Name **2. Keep Location** **3. Avatar Attributes**

Master of the Hunt
Keep Location: Stagwood Forest

Attributes
The Master of the Hunt has the attributes and abilities of a Diamond Master Hell Hound, in addition to any Avatar Upgrades you've purchased (including upgrades that affect Hell Hounds).

Treachery Upgrades

Monster	Event	Trap
15	20	20
Max: 3	Max: 2	Max: 2

4. Treachery Upgrade Costs

Monster Upgrades

25	Humanoid	
25	Beast	
30	Eldritch	

5. Avatar's Special Ability **6. Monster Upgrade Costs**

The Pack
Every unnamed normal monster you control has its maximum wounds increased by 1. This increases to 3 wounds at Silver Campaign Level and 5 wounds at Gold Campaign Level.

1. Avatar Name

Each Avatar has a unique name.

2. Keep Location

When this Avatar has been chosen, this determines where the Overlord's Keep will be located on the Torue Albes map.

3. Avatar Attributes

This section describes the Avatar's statistics. Most Avatars have the same traits as a master version of a particular monster at Diamond level. One exception is that Captain Bones lacks the **Undying** ability Master Skeletons normally possess.

4. Treachery Upgrade Costs

Each colored hexagon in this section lists the Experience (or "XP," see page 8) cost for the overlord to buy one treachery of that type. Additionally, the space below each hexagon lists

the maximum number of treachery of that type that may be purchased. For example, the Master of the Hunt can buy one monster treachery for 15 XP, but may not do this more than three times. (Treachery was introduced in **The Well of Darkness** and **The Altar of Despair**. Groups that do not own either expansion should refer to "Simplified Treachery" on page 34.)

5. Avatar's Special Ability

Each Avatar possesses a unique special ability, which is described in this section.

6. Monster Upgrade Costs

This section lists the XP cost for the Avatar to upgrade each of the three monster categories to the next level. For example, it costs the Master of the Hunt 25 XP to upgrade his humanoid monsters from Copper level to Silver level, or from Silver level to Gold level.

The Revenge

The heroes have recently discovered a magical ship named the *Revenge*. This ship allows them to sail around the islands of Torue Albes and is mystically tied into the glyphs of transport. By visiting a city, the heroes may designate that city as their Home Port. In the event that they are killed or the *Revenge* is sunk, its powerful magic causes them to return to their Home Port intact. In addition, the ship can be ‘summoned’ when the heroes need it. Therefore, when the heroes need to travel overland, they automatically dismiss their ship until they need it again.

As the heroes journey across Torue Albes, they can upgrade the *Revenge*’s weapons and capabilities at the shipyards in the various towns they come across.

Traveling Across Torue Albes

Heroes and lieutenants move between the dungeons and cities of Torue Albes by way of trails. There are normal, ocean, and secret trails. The party begins with the ability to travel along normal and ocean trails, but must purchase the “Dead Man’s Compass” card to travel along secret trails. When the party moves along certain trails, it must check for encounters (see page 15). Lieutenants, conversely, can always move along all three types of trails, and never need to check for encounters.

Note: Due to the Queen’s patrols, the party never runs into encounters when traveling by land. It is only when traveling by sea that they need to check for encounters.

The Great Maelstrom

Once the heroes purchase the “Dead Man’s Compass,” they may travel between the two ends of the Great Maelstrom on the Torue Albes map. This process is explained on page 15.

Experience Points

Conquest tokens earned by the heroes and overlord are converted into **experience points** (XP) that they can use to purchase training and other upgrades. For each conquest token the overlord earns, he gains 1 XP. For each conquest token *any hero* earns, *every hero* gains 1 XP. The players keep running totals of XP earned and spent by both the heroes and the overlord on the campaign sheet.

Campaign Level

The overall power level of the campaign at any given time is called the **campaign level**. Most campaigns begin at Copper level, advance to Silver level, and end at Gold level. The campaign level increases when the total number of conquest tokens earned by the heroes and the overlord combined passes certain thresholds.

Divine Favor

It has often been said that the gods of Torue Albes shine their fortune down on those in need, whether those individuals are good or evil. In *Sea of Blood*, this is represented by divine favor.

For every full 25 conquest tokens the heroes’ conquest total is below the overlord’s total, each hero’s conquest value is reduced by 1, to a minimum of 0. So, if the heroes have 25 conquest, and the overlord has 57 (a difference of 32), each

hero’s conquest value is reduced by 1. In this instance, Mad Carthos, whose conquest value is 2, would have his conquest value reduced to 1.

On the other hand, for every full 25 conquest tokens the heroes’ total is above the overlord’s total, the overlord’s conquest value is increased by 1. So, in the example above, Mad Carthos, whose conquest value is 2, would have his conquest value increased to 3.

Conquest value changes take place immediately after an event takes place that widens the conquest token gap past one of these thresholds. However, conquest gained by a single event (such as several heroes being killed by a single blast attack) is all accumulated at once before the values can change.

The Overlord’s Plot

While the heroes journey and grow more powerful, the overlord doesn’t remain idle. At the start of the Advanced Campaign, the overlord chooses one of three evil Plots he will pursue, to either destroy or conquer the world. If the overlord ever manages to complete his Plot, he immediately wins the game.

Besieging and Razing Cities

The overlord can strike at the cities of Torue Albes by using his faithful lieutenants to lay siege to them. By moving into a city and remaining there, a lieutenant can weaken and eventually raze it. The heroes can try to prevent a lieutenant from razing a besieged city by moving there and attacking him.

Razing cities accelerates the overlord’s plans for conquest and severely hurts the heroes. If the overlord ever razes at least five of Torue Albes’ cities, he immediately wins the game.

There is no single city the overlord may raze to win the game.

Monster Categories

In the Advanced Campaign, monsters are divided into three categories: **humanoid**, **beast**, and **eldritch**. Humanoids, such as Beastmen and Giants, are similar in form to humans. Beasts, such as Dragons and Hell Hounds, come in many different sizes and shapes. Eldritch monsters, such as Sorcerers and Demons, have powerful magic. Each monster’s category is indicated by the icon in the upper right corner of its monster reference card.



Humanoid

Beast

Eldritch

Quest Types

The heroes will face a variety of different types of quests in the Advanced Campaign. Each is summarized below.

Encounters

Encounters are minor, random quests the heroes may have to deal with while traveling across the Terrinoth map. Unlike in **Road to Legend**, these encounters take place at sea.

Dungeons

Dungeons are quests of three levels each. Their levels are drawn randomly from the Dungeon Level deck, and joined to each other by portals. The monsters populating a given dungeon level are usually headed by a named leader. Completing all three levels of a dungeon gives the party one piece of a treasure map.

Islands

Islands, like dungeons, are quests with three levels. However, the first level is always a special island level. Other than that, islands share many of the attributes of dungeons.

Rumors

Rumors are quests the heroes can learn about by buying rounds of drinks in Taverns. Like dungeons, each Rumor has three levels. While the first two levels of each Rumor are drawn randomly, the final level is specific to the Rumor in question. Completing Rumor quests allows the heroes to earn powerful rewards.

Treasure Sites

Treasure Sites are locations where large caches of treasure have been buried. In order to retrieve this treasure, the heroes must first assemble the four pieces of a treasure map, then enter the treasure site. Upon entering the treasure site, the heroes immediately receive the treasure buried there without a battle.

The Overlord's Keep

Assuming that the heroes protect Torue Albes from falling to the overlord's armies and stop him from completing his evil Plot, their final challenge will be to storm the Overlord's Keep and face his Avatar.

Skills in Torue Albes

Many skills commonly available in Terrinoth are unknown in Torue Albes, and vice versa. To simulate this, add the twenty-four **Sea of Blood** skill cards to the appropriate skill decks, then remove the following skills from each deck:

Fighting Deck: Bear Tattoo, Brawny, Furr the Spirit Wolf, Knight, Leadership, Parry, Taunt, and Unmovable.

Subterfuge Deck: Acrobat, Alertness, Deflect Arrows, Ranger, Rapid Fire, Shadow Soul, Skilled, and Swift.

Wizardry Deck: Bardic Lore, Divine Retribution, Earth Pact, Sharr the Brightwing, Spiritwalker, Telekinesis, Water Pact, and Willpower.

Note: The Torue Albes skill deck may be used when playing non-campaign adventures if desired. To do this, simply modify the skill decks as described above before playing.

The Land of Torue Albes

The land of Torue Albes is a loose affiliation of city-states who owe their loyalty to the Queen, and each of its cities has its own culture and ruling body.

Dallak

Home of the Queen, Dallak is positioned at the central point of the Queen's Road. Many merchants and travelers pass through its gates, ensuring a steady flow of income from the tolls collected by the Queen's Guard.

Gafford

Best known for its many potion dealers and alchemists, Gafford is a place where any philtre or elixir known to man can be purchased.

Garnott

Garnott houses the finest Academy in all of Torue Albes. When noble families send their children to be trained in the art of war, they send them here.

Hardell

The gunsmiths of Hardell are famed throughout Torue Albes. They are the only ones who know the secrets of crafting rune cannons, and while their guns may show up for sale in other places, they all originate in Hardell.

Orris

Viewed by its neighbors with some suspicion, Orris is ruled by a triumvirate of retired pirates who made their fortunes terrorizing the waves. They were granted pardons by the Queen in exchange for betraying their fellows, and many feel they would not hesitate to turn traitor again.

Shellport

At the heart of the isles of Torue Albes, the tropical city of Shellport is a favorite port for sailors of all types. The taverns here are a hotbed of rumors and treasure maps (both real and false), all for sale.

Tarianor

The floating city of Tarianor is one of the great engineering marvels of Torue Albes. Built atop a coral reef, its shipyards are among the very best in the world.

Trelton

One of the smallest cities in Torue Albes, Trelton is only well-known due to the incredible skill of its weaponsmiths and armorsmiths. Many an object forged here has found its way into legend and myth.

Beginning a New Advanced Campaign

Carry out the following steps, in order, to begin a new Advanced Campaign.

1. Each hero player draws three hero sheets at random and chooses one of them to play for the duration of the Advanced Campaign. The players may confer with each other while choosing. If there are fewer than four players, some players must control extra heroes to bring the total number to four. Such players draw separately draw three hero sheets and choose one for each hero they will control.

Some heroes' capabilities change in the Advanced Campaign. Players who choose Ispher, Nanok of the Blade, Red Scorpion, Ronan of the Wild, Runewitch Astarra, or Sir Valadir should refer to the "Advanced Campaign Hero Changes" box for more information.

2. The skill decks should be modified as described in "Skills in Torue Ables" on page 9 before playing, to represent the vastly different skills taught in this new land.

Once these changes are made, each hero player draws the skill cards indicated on his hero sheet, plus one extra skill from the skill deck of his choice. Heroes begin the campaign with only one skill, however, so each hero player then chooses one of these skill cards to keep and discards the others back to their appropriate decks. The traits shown on the hero sheets are unchanged in the Advanced Campaign.

3. If playing with feat cards from **The Tomb of Ice**, each hero draws their normal selection of feat cards (the same as the skill selection printed on their hero sheet).

4. The hero players choose one of their number to be the party treasurer. This player is responsible for tracking the funds in the party treasury, and also makes any final decisions about how to spend the party's money in the event of a disagreement among the hero players.

The party treasury begins with 1,200 coins, with which the heroes collectively buy their starting equipment. When beginning an Advanced Campaign, heroes may only purchase items available in the city store, and potions. However, Invulnerability potions (introduced in **The Altar of Despair**) are not used in the Advanced Campaign. They should be set aside for its duration.

Any unspent money remains in the party treasury.

The party receives the "Sloop" ship upgrade card along with one Coldsteel cannon (see page 24) at no cost, representing the starting attributes of the *Revenge*.

5. Place the Torue Albes map board in a convenient location. Place the hero party marker in Gafford, the location on the map where the heroes begin the Advanced Campaign. Place the Home Port marker on Gafford as well. Until the heroes visit another city, Gafford is where they will return when using glyphs to visit town.



Hero Party Marker

Advanced Campaign Hero Changes

The following heroes are modified as described while playing the Advanced Campaign.

Nanok of the Blade

Nanok's Armor rating is equal to his melee trait, rather than his melee trait +2.

Sir Valadir

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

Ronan of the Wild

Pico adds a black power die when the campaign is Copper level. This grows to a silver power die when the campaign is Silver level, then to a gold power die when the campaign is Gold level.

Runewitch Astarra

Because the dungeon levels are much smaller on average in the Advanced Campaign, Runewitch Astarra's ability only activates glyphs within 3 spaces of her.

Ispher and Red Scorpion

Although normally wounds remain when the party returns to the Torue Albes map after an encounter, dungeon, or other quest, Ispher and Red Scorpion are instantly healed to full wounds whenever the party returns to the Torue Albes map.

5. The overlord player either selects an Avatar, or randomly chooses one by shuffling the Avatar sheets and drawing one. In either case, the rest should be set aside for the duration of the Advanced Campaign. He places the Overlord's Keep token on the Torue Albes map in the location indicated on the Avatar sheet.



Party's Home Port Token

Note: Unlike in the **Road to Legend** campaign, the overlord does not begin the Advanced Campaign with a free lieutenant.

6. The overlord player begins the Advanced Campaign with 15 XP to spend on Avatar Upgrades (but not Lieutenants, Plots, treachery, or monster upgrades). See "Overlord Upgrades" on page 32. Note that these XP do not affect the overlord's conquest token total. This XP cannot be saved for later, and any not spent at this time are wasted.



Overlord's Keep Token

7. The overlord player chooses which of the three Plots (Leviathan, The Fury of the Sun, or The Shadow Queen) he will pursue to conquer Torue Albes. Leviathan and Fury of the Sun each add an extra victory condition for the overlord. Of the two, Leviathan costs fewer experience points to pursue. The Shadow Queen adds no new victory condition, but allows the overlord to harass the heroes more effectively.

Example: Using the Campaign Sheet

Total Hero Conquest Tokens
Unspent/Total Overlord Conquest

Hero Names and Unspent XP

City Status

Hero and Rumor Locations

Lieutenant Locations

Exploration Record

HEROES		OVERLORD		TOTAL CONQUEST	
1	Sir Valadir	XP	15	215	
2	Silhouette	XP	10		
3	Mordrog	XP	12		
4	Bogran the Shad.	XP	8		
				Total Unspent	
				Total Spent	
				Total Combined	

Cities	Siege	Vault	Trap Treachery	Event Treachery	Monster Treachery	Threat	Cards in Discard	Power Cards
Dallak	<input type="checkbox"/>		1	0	0	18	22	
Gafford	<input type="checkbox"/>							
Garnott	<input type="checkbox"/>							
Hardell	X							
Orris	<input type="checkbox"/>							
Shellport	<input type="checkbox"/>	Home Port						
Tarianor	<input type="checkbox"/>							
Trelton	<input type="checkbox"/>							

Hero Party Location: Weep. Reach		Rumor Location: Mount Arrik	
Lieutenants	Lieutenant Location		
1 Sweetheart	Tarianor		
2			
3			
4			
5			

Dungeons	Explored	Mountains of Ash	Explored	Islands	Explored
Azure Peaks	X			Bright Sea	
Barren Moors	<input type="checkbox"/>	Plains of Red Ice	<input type="checkbox"/>	Burning Bay	X
Bog of Vipers	<input type="checkbox"/>	Qoeldan Flood	<input type="checkbox"/>	Cerridor Sea	X
Crystal Crags	<input type="checkbox"/>	River Rot Marsh	<input type="checkbox"/>	Midnight Cove	<input type="checkbox"/>
Fireblood Range	X	Shadow Hall	<input type="checkbox"/>	Narrows of Gracor	<input type="checkbox"/>
Forgotten Mine, the	<input type="checkbox"/>	Shivering Hills	<input type="checkbox"/>	Sea of the Redtyde	<input type="checkbox"/>
The Hollow Woods	<input type="checkbox"/>	Solace Mountain	<input type="checkbox"/>	Strouded Gulf	X
Moonraven Heights	<input type="checkbox"/>	Stagwood Forest	<input type="checkbox"/>	Torrents of Dreadpeace	X
Mount Arrik	<input type="checkbox"/>	Sunset Hills	<input type="checkbox"/>	Weeping Reach	2
Mount Orris	<input type="checkbox"/>	Withered Plains	<input type="checkbox"/>	Winnowing Straits	<input type="checkbox"/>

Total Combined Conquest Tokens

Current Campaign Level

Current Monster Levels

Current Treachery

Overlord Status Information (Only used if the heroes end a game session in a dungeon)

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This example demonstrates what a campaign sheet might look like partway through an Advanced Campaign. Here, the campaign has been going on for some time and has advanced to Silver level (A). The heroes have earned 110 conquest tokens so far (B), while the overlord has earned 105 (and spent 100 of them) (C). The total conquest is thus 215 (D).

Notably, Hardell has been razed (noted by the "X" in the "Siege" column of the city status box) (E), and Sweetheart is currently besieging Tarianor (F), which has one siege token (G).

Additionally, the heroes have chosen Shellport as their Home Port (H), and have assigned the current Rumor to Mount Arrik (I).

So far, the overlord has upgraded his humanoids to Silver level (J), and has bought one trap treachery (K).

At the end of the most recent game session, before the players packed up the game, the heroes completed the first level of the dungeon at Weeping Reach, and are now ready to begin the second (L). The overlord had the "DOOM!" Power card in play (M), with 18 unspent threat (N). He also had 22 cards in his discard pile (O). His hand of cards didn't need to be recorded, as it was placed in his overlord box. (For further details on recording campaign information between sessions, see "Storing the Game" on page 5.)

Once the overlord player has chosen a Plot, he reads the flavor text on the zero-cost card associated with that Plot, and puts it into play (i.e., faceup on the table). The cards associated with the two Plots not chosen are placed in the graveyard box and removed from the campaign.

8. Search through the treasure decks and remove the following cards:

Copper Deck: “Minor Healing,” and all “Treasure Cache” cards containing invulnerability potions (found in **The Altar of Despair**).

- **Silver Deck:** “Greater Healing,” and all “Treasure Cache” cards containing invulnerability potions (found in **The Altar of Despair**).
- **Gold Deck:** “Superior Healing,” and all “Treasure Cache” cards containing invulnerability potions (found in **The Altar of Despair**).

Additionally, if you do not possess **The Well of Darkness**, remove from the Incident, Rumor, and Dungeon Level decks any cards with a well icon (☪) on them. Similarly, remove any cards with a stone altar icon (⦿) if you do not own **The Altar of Despair** and any cards with a skull icon (☠) if you do not own **The Tomb of Ice**.

Once these steps are done, Advanced Campaign setup is complete! Players begin the campaign with the first game week (see “The Game Week” on page 14).

Advanced Campaign Stages

When a campaign begins, the heroes and monsters are weak, and only small treasures are available. Gradually, the strength of the heroes and monsters grows, and more potent treasures appear.

Copper Campaign Level

Most campaigns begin at this power level. At the Copper campaign level:

- All treasures found or bought are Copper treasures.
- No hero may upgrade more than three of his trait dice to silver power dice.
- The overlord cannot upgrade more than one of his monster categories to Silver.
- The overlord’s lieutenants, ships, and daggertooth sharks use their Copper level statistics.
- The overlord cannot have more than two Power cards in play at once during any given dungeon.

Silver Campaign Level

A Copper campaign becomes a Silver campaign at the beginning of the game week when the heroes’ and the overlord’s combined conquest tokens equal or exceed 200 (e.g., if the heroes have earned 85 conquest tokens and the overlord has earned 115, together they have earned 200 conquest tokens). The heroes should need to explore approximately 4–5 dungeons to accomplish this.

At the Silver campaign level...

- All treasures found or bought are Silver treasures.
- The heroes may upgrade all of their trait dice to silver power dice, and up to three trait dice to gold power dice.
- The overlord may upgrade all of his monster categories to Silver, and one of them to Gold.
- The overlord’s lieutenants, ships, and daggertooth sharks use their Silver level statistics.
- The overlord cannot have more than three Power cards in play during any given dungeon at once.

Gold Campaign Level

A Silver campaign becomes a Gold campaign at the beginning of the game week when the heroes’ and the overlord’s combined conquest tokens equal or exceed 400. The heroes should have explored approximately another 4–5 dungeons to reach this level.

At the Gold campaign level...

- All treasures found or bought are Gold treasures.
- The heroes may upgrade all of their trait dice to gold power dice.
- The overlord may upgrade all of his monster categories to Gold, and one of them to Diamond.
- The overlord’s lieutenants, ships, and daggertooth sharks use their Gold level statistics.
- The overlord cannot have more than four Power cards in play during any given dungeon at once.

The Final Battle

At the beginning of the game week when the heroes’ and the overlord’s combined conquest token total equals or exceeds 600, the hero party discovers a way into the Overlord’s Keep and the Final Battle begins. **Prior to that point, the heroes cannot enter the Overlord’s Keep, although they may move the party marker to its location on the Torue Albes map.** See “The Overlord’s Keep” on page 23 for further details.

Starting the Campaign at Higher Levels

If the players wish to start the Advanced Campaign at a higher level than Copper (usually in order to play a shorter campaign), they may.

Beginning At Silver Level

To begin the Advanced Campaign at Silver level, first conduct campaign setup normally. Then, the overlord and heroes each receive 100 conquest tokens, and 10,000 coins are added to the party treasury. After that, the heroes may look through the Copper treasure deck and purchase any Copper treasures they wish (other than “Treasure Caches”) for 250 coins each. Next, the heroes may purchase any training that they could receive in Gafford. Finally, the hero players, as a group, choose two cities and/or secret masters, and may then purchase any training they could receive at those locations. The campaign then begins as normal.

Torue Albes Map Breakdown



1. Torue Albes Map Area

2. Game Week Summary

3. Torue Albes Map Key

4. City Buildings

1. Torue Albes Map Area

This area of the board depicts the land of Torue Albes. The heroes' party and the overlord's lieutenants move around this area, traveling from city to city.

2. Game Week Summary

The sequence of events that take place each game week.

3. Torue Albes Map Key

An explanation of the various symbols that appear on the Torue Albes map area.

4. City Buildings

Areas where hero figures are placed to indicate which buildings they are currently located in when they visit a city.

Beginning at Gold Level

To begin the Advanced Campaign at Gold level, first conduct campaign setup normally. Then, the overlord and heroes each receive 200 conquest tokens, and 20,000 coins are added to the party treasury. After that, the heroes may look through the Copper and Silver treasure decks and purchase any Copper and Silver treasures they wish (other than “Treasure Caches”) for either 250 coins (Copper) or 500 coins (Silver) each. Next, the heroes may purchase any training that they could receive in Gafford. Finally, the hero players, as a group, choose three cities and/or secret masters, and may then purchase any training they could receive at those locations. The campaign then begins as normal.

The Game Week

The Advanced Campaign is divided into game weeks. During each, four steps are carried out: time passes, sieges are resolved, the overlord carries out actions, and the party takes a party action. Each of these steps is described below.

1. Time Passes

First, the players evaluate the heroes’ and overlord’s combined conquest token total to see if the campaign level advances from Copper to Silver (at 200 combined XP), from Silver to Gold (400), or from Gold to the Final Battle (600). If the campaign advances, the new status takes effect immediately.

Then, the overlord gains one conquest token, plus one additional conquest token for each city he has razed. This represents his slowly growing power. Thus, even if the heroes do nothing, they will eventually be forced to face him – and at a significant disadvantage, since they won’t have gained any skills or equipment!

2. Resolve Sieges

First, remove all siege tokens from cities where at least one of the overlord’s lieutenants is not also present.

Then, for each city that has a number of siege tokens on it equal to its Defense rating, roll a black power die. On a surge, the city is razed. On any other result, simply leave the siege tokens in place.

Razed Cities

When a city has been razed, it is destroyed for the remainder of the campaign. Flip one of the siege tokens over to the razed side, and remove the others. The heroes can still move through the razed city’s space on the map board, but the city no longer provides any services to them, such as the Market, Alchemist, and so on.

Note: If five or more cities are razed, the overlord immediately wins the campaign.

3. Overlord Actions

When the overlord acts during the game week, he may do two different types of actions: issues order to his lieutenants, and purchase an upgrade. He may do these in any order, even

purchasing an upgrade between issuing orders to different lieutenants.

Lieutenant Orders

The overlord may issue one order to each of his lieutenants per game week. Each order may be to either move, or besiege a city.

- **Move:** When moving, a lieutenant moves its marker from its current location, along one trail (of any type), to a new location. He does not check for encounters. However, lieutenants cannot enter Treasure Sites or Secret Master Areas. If a lieutenant enters the party’s location he may (but does not have to) attack the party (see “Encounters Involving Lieutenants” on page 18).
- **Besiege a City:** If the lieutenant begins his turn in a city, he can besiege it. If he does, the overlord places a siege token on that city’s space, as long as it currently has fewer siege tokens than the city’s Defense rating. (If it currently has siege tokens equal to the city’s Defense rating, the overlord does not add additional siege tokens.)

Upgrades

The overlord may purchase one upgrade per game week with his XP. Upgrade examples include Avatar Upgrades, Plot cards, treachery upgrades, and monster upgrades. For a full list, see “Overlord Upgrades” on page 32.

4. Party Actions

When it is the party’s turn to act during the game week, the hero players collectively select one of the following: the Move action or the Recuperate/Train action.

Move Action

When moving, the party moves the hero party marker from its current location on the Torue Albes map, along one trail, to a the next location on the trail. The heroes cannot split up and go to different locations. They may move to the location where the Overlord’s Keep is located, but they cannot enter it until the Final Battle begins (see “The Overlord’s Keep” on page 23). The party can always move along normal and water trails, but may not move along secret trails unless it has the “Dead Man’s Compass.” Moving along certain trails requires a check for an encounter according to the rules for “Checking for Encounters” on page 15.

If the heroes end their movement in a dungeon or island area, they receive one conquest token if they’ve never been to that area before. They may then may enter the dungeon or island according to the rules under “Dungeons” on page 18 or “Islands” on page 21.

Exception: While the party may end its movement on the Overlord’s Keep, it may not enter the Overlord’s Keep unless allowed by another game effect.

If the heroes end their movement in a city, they may each go to a building in that city and follow the instructions for that building’s “visit” circumstance. (Note, however, that heroes may not visit a Training Ground or Shipyard upon ending a move action.) Different heroes are allowed to go to different buildings.



Siege
Token



Razed
Token

In addition, when the heroes end their movement in a city, they have the option of moving the Home Port marker to that city. This city now becomes the party's "home port." This is where heroes return to when they are killed or travel through a glyph to "restock."

Exception: Heroes returning to a town after exploring a dungeon or island during that week do not get to "visit" the town. Instead, the game week ends immediately.

If the heroes end their movement in the same area as a lieutenant, they may (but do not have to) attack that lieutenant (see "Encounters Involving Lieutenants" on page 18).

The Great Maelstrom

Once the party possesses the "Dead Man's Compass" Ship Upgrade, they have the option of sailing through the Great Maelstrom. The two ends of the massive whirlpool are found in the south of Torue Albes (near the Torrents of Dreadpeace) and in central Torue Albes (near Midnight Cove).



Great
Maelstrom
Map Icon

To sail through the Great Maelstrom, the heroes must move into one of its ends as part of their normal Move action. Their ship is then pulled into the Maelstrom, traveling under the ocean and emerging at the other end. Once their ship emerges, it is immediately moved into the adjacent location (either Torrents of Dreadpeace, or Midnight Cove, as appropriate). This entire process counts as moving along one trail.

However, sailing through the Great Maelstrom is not without risk. The terrible stresses placed upon the *Revenge* may tear the ship apart! Roll 1 red die, 1 white die, and 2 green dice. The party's ship suffers the rolled damage, ignoring armor. Miss results are ignored for this roll.

Lieutenants cannot travel through the Great Maelstrom unless their Lieutenant card specifies otherwise. They do not suffer damage from traveling through the Great Maelstrom.

Train Action

The party may only choose the Train action when in a city or Secret Master Area.

If a hero trains while the party is in a city, he goes to one of the buildings available in that city and follows the instructions for that building's "train" circumstance. If a hero trains while the party is at a Secret Master Area, refer to the instructions under "Secret Training" on page 32.

Alternately, a hero may spend 50 coins while training at a Secret Master Area to be restored to full health and fatigue (similar to training at the Temple in a city).

End of the Week

Once the players complete all of the encounters and/or dungeons arising from the game week's events, a new game week begins.

Quest Types

The heroes will match their power and skill against several different types of quests during their journeys in an Advanced Campaign. Each is described in detail below.

Encounters

Encounters are incidents that occur while the heroes are traveling on the Torue Albes map. Because the Queen's patrols quell any dangerous forces operating on land, encounters only occur at sea. Therefore, encounters in **Sea of Blood** tend to involve ship-to-ship battles.

Checking for Encounters

To determine whether an encounter takes place when the party travels using a game week move action, the overlord looks at the trail being traversed. If the trail is marked with a colored shield and a number (usually any trail at sea), there is a chance for an encounter. The color of the shield indicates the danger level of the trail, while the number represents the amount of traffic on it. The overlord rolls a number of black power dice equal to the number on the shield. If the shield is green (a safe trail) then any blanks rolled indicate an encounter will occur. If the shield is yellow (an unsafe trail), then any surges rolled indicate an encounter will occur. If the shield is red (a dangerous trail), then any power enhancements rolled indicate an encounter will occur.

Determining the Encounter

When an encounter occurs, the overlord shuffles the Incident deck and draws cards until he draws one that has a shield in the lower right corner matching the shield color of the trail the heroes are on. For example, if the heroes were on a trail with a red shield, the overlord might draw until he draws "The Water Horse," which has a red shield in its lower right corner.

Non-combat Encounters

Some Incident cards describe **non-combat** encounters, and have prominent text that indicates this. When these cards are drawn, the overlord simply reads them aloud in their entirety and executes them as described, after which the party continues traveling to its destination.

Combat Encounters

Incident cards without a prominent "non-combat" designation generate combat encounters. When these cards are drawn, the overlord shuffles all of the Location cards and draws one. The Location card shows the map on which the battle will take place, and describes a special rule that applies to the battleground. Once a Location card has been drawn, the overlord assembles the map as shown on it, and leaves the card out for easy reference.

Note: All encounters in **Sea of Blood** take place on the ocean map included with the game. Terrain, ships, and figures are set up on top of the ocean map.

Anatomy of an Incident Card

Each Incident card (other than non-combat incidents) describes a named leader, a number of minions that follow him, and a set of abilities. In addition, some Incident cards indicate that an NPC ship has been encountered.

Example: A Party Move Action With a Check for Encounters



The party moves from Orris to the Narrows of Gracor. This is a water trail (indicated by its blue color), so the heroes don't need any special items to travel along it.

The trail is marked with a green shield with a "2" inside it. This means that the party must check for an encounter. The green shield indicates a "safe" trail, meaning that encounters only happen on the roll of a blank, while the "2" indicates how many black power dice must be rolled. So, in this instance, two black power dice are rolled, and if any blanks show up, the hero party has an encounter.

Assuming that at least one blank is rolled, the overlord draws cards from the Incident deck until he draws a card that has a green shield in its lower right corner, because green matches the danger level of the trail the heroes are on.

Once the encounter is resolved (or if no encounter had occurred) the party resumes its journey to the Narrows of Gracor, arriving without further incident.

Upon arrival, if the party has not entered this location before, the heroes each receive one conquest token as a reward for exploration.

Finally, the party can immediately begin to explore the island at the Narrows of Gracor, assuming they haven't explored it in the past.

The leader is always a named monster of a particular type. The Incident card explains any special abilities the leader may possess.

The leader's force of minions is a group of unnamed monsters that assist him. Standard rules apply to these monsters.

In addition, because encounters in Torue Albes occur at sea, a ship may be listed in italics just under the card's name as well. For further details on this, see "NPC Ships" on page 30.

The abilities are a list of special powers that can be activated by the overlord with the threat he gains during this encounter.

Overlord Cards and Threat in Encounters

The overlord begins a combat encounter with zero threat and no Overlord cards. *In fact, the Overlord deck is not used during outdoor encounters, even when lieutenants are encountered.*

The overlord receives one threat per hero per turn, in addition to gaining his usual one threat for every two surges he spends when making attacks. This threat may only be used to activate the encounter's abilities that are listed on the Incident card. However, in addition to these encounter abilities, there are two general abilities that are always available to the overlord during an encounter:

Ability	Threat Cost
Move a monster one extra space (like a hero spending a fatigue for speed).	2
Add a black power die to a monster's attack roll, or upgrade a power die by one step (like a hero spending a fatigue on an attack).	2

The Reinforce Ability in Encounters

The **Reinforce** ability (a common ability on many Incident cards) allows the overlord to place a new monster (or monsters) of the listed type off the board. Reinforcements are not considered to have been spawned, so hero lines of sight and abilities that prevent or interfere with spawning do not affect their arrival.

Reinforcements are purchased and placed at the end of the overlord's turn, and may not be activated that turn. However, since they aren't on the map yet, heroes can't attack them, either. On the overlord's next turn, he may move the reinforcements onto the map as though they were one space away from the hold spaces (see page 27) of the NPC ship. Monsters may not end their movement on top of other figures when moving onto the board.

Exception: Monsters with the **Soar** or **Swim** abilities are instead placed next to one edge of the ocean map, and are considered to be one space off that edge of the map. When entering the map, they may enter into any space along that edge (determined by the overlord), but must move completely onto the board and cannot end their movement on top of other figures.

If the leader in an encounter has been killed, the **Reinforce** abilities of that encounter can no longer be used.

Ship Setup and Ambushes

After the encounter location has been assembled on the game table, the overlord must establish whether the heroes have been ambushed, because this determines how the NPC ship is placed on the ocean map.

Each Incident shows one or more die faces in the lower left corner (a surge, a power enhancement, and/or a blank). To check for an ambush, roll one black power die. If the roll matches any of the die faces shown on the card, the encounter is an ambush.

Example: “The Plague Ship” shows a surge in its lower left corner, so the overlord rolls one black power die. If the result is a surge, the encounter is an ambush. If the result is a blank or a power enhancement, the encounter is not an ambush.

Once an ambush has been checked for, the ships are assembled as explained on page 24. Ships are then placed on the map, starting with the largest and proceeding to the smallest (brigantines first, then galleys, then sloops). If both the overlord’s ship and the party’s ship is the same size, the heroes must place their ship first.

Note when placing your ship first that it may be uncertain which side your ship will be attacked from, depending on the Location card. If that is the case, you may wish to build your ship for the encounter in such a way that your cannons are evenly split between the two sides of the ship.

When placed on the map, a ship’s rear edge must be touching one edge of the ocean map. The rear of the heroes’ ship must be placed exactly in one of the green areas shown on the Location card. If the encounter is not an ambush, the rear of the NPC ship (if any) is placed exactly in one of the yellow areas shown on the Location card. If the encounter is an ambush, the rear of the NPC ship (if any) is placed exactly in one of the red or yellow areas (overlord’s choice) shown on the Location card.

All ships begin encounters with all of their sails and their anchor raised. Place raised sail and anchor tokens next to the appropriate stations on the ships to show this (see “Manning the Ship” on page 24).

Exception: In the “Shipwreck” location, any NPC ship in the encounter is replaced by the shipwreck, which has the NPC ship’s normal cannons (up to six), but cannot move. If the “Shipwreck” location is drawn for a lieutenant encounter, discard it and redraw.

Hero Setup

Once all of the ships are placed on the map, the heroes may place their figures on any square on their ship that they could normally enter. Spaces that are half water and half ship are always considered to be ship spaces.

Monster Setup

After the heroes are placed on the map, the overlord places the leader and his minions on the map. Figures without the **Soar** or **Swim** abilities must be placed on the NPC ship. Figures with the **Soar** or **Swim** abilities may be placed along any edge of the ocean map, but they must be at least five spaces away from the heroes’ ship. Large monsters must be placed completely on the map.

Sharks

The oceans of Torue Albes are infested with the deadly daggertooth sharks. Each Location card has a shark fin with a number between 0 and 5. This is the number of sharks placed on the map at the start of the encounter. Sharks are set up like monsters with the **Swim** ability, as described above. A monster reference card is included for the daggertooth sharks, but the sharks do not upgrade their rating as other monsters do. Instead, they are more like lieutenants, in that they always use the attributes of the current campaign level (i.e. they use their copper attributes at copper level, silver attributes at silver level, and their gold attributes at gold level.)

In addition, each time a shark is killed, a new shark instantly spawns (as a reinforcement with the **Swim** ability) for free.

Initiative

If the encounter is not an ambush, the heroes take their turn first during the encounter. If the encounter is an ambush, the overlord takes his turn first.

Hero and Overlord Turns

Once initiative has been determined, the overlord reads the entire text of the Incident card to the hero players, including all abilities and special rules. Then, the heroes and overlord alternate taking turns (starting with the side that has initiative) according to the normal **Descent** rules, until the encounter ends in one of the way described under “Possible Encounter Outcomes,” below.

For details on how ships behave during encounters, see “Ships and Sailing” on page 24.

For information on swimming in ocean waters, see “Swimming” on page 30.

Leader Death

When an encounter’s leader dies, heroes receive 100 coins and 2 conquest tokens whether they dealt the killing blow or not. In addition, the overlord cannot use the **Reinforce** ability for the rest of that encounter.

Hero Death

Since there are no glyphs of transport on the encounter maps, hero death during encounters does not follow the normal procedure (see “Hero Death” on page 34). If a hero is killed in an encounter, the overlord simply receives the hero’s conquest value in conquest tokens and the hero is removed from the board until the end of the encounter (see “Party Recovery,” below).

Fleeing

A ship flees an encounter when any portion of it leaves the ocean map. If the overlord’s ship flees the map, the encounter ends in “Party Victory,” below. If the party’s ship flees the map, the encounter ends in “Party Flight,” below.

A figure not on a ship may flee the map by simply moving off any edge of the map, whereupon it is removed. A hero or monster that flees an encounter may not return to it later (although replacement monsters may still be **reinforced** by the overlord).

Possible Encounter Outcomes

The three ways an encounter can end are described below.

Party Victory

If the heroes kill all of the monsters on the board or sink the NPC ship, they win the encounter and may loot the wreckage. To do this, the party rolls four black power dice and consults the chart below for each die to see how many coins they find:

Encounter Loot			
Die Result	Copper Campaign	Silver Campaign	Gold Campaign
Enhancement	50 coins	75 coins	100 coins
Surge	75 coins	100 coins	125 coins
Blank	100 coins	125 coins	150 coins

Add up the coins generated and add it to the party treasury. The only conquest tokens the heroes can receive are the two awarded for killing the leader. Then the heroes continue their game week Move action.

Total Party Kill

If all heroes are killed during an encounter or the *Revenge* is sunk, the encounter ends and the hero party marker is moved to the city containing their Home Port marker on the Torue Albes map board (see page 15). The party's game week action ends immediately, and the overlord has scored a resounding blow!

Party Flight

If at any point during the encounter any part of the *Revenge* moves off the map, then the party escapes. The heroes receive no loot, but continue their game week action.

If the heroes' ship leaves a hero behind on the map when fleeing, the hero catches back up to the *Revenge* after the encounter ends.

Party Recovery

At the end of every encounter, regardless of the outcome, the following occurs:

1. Any heroes who fled or were killed during the encounter rejoin the party.
2. Heroes who were killed return with full wounds. Heroes who were not killed are not automatically healed.
3. All heroes are restored to full fatigue.
4. All heroes may drink any number of potions and use any healing items they wish.

Note that, as described in the "Advanced Campaign Hero Changes" box on page 10, Ispher and Red Scorpion immediately heal fully at the end of any encounter.

Encounters Involving Lieutenants

When the heroes attack, or are attacked by, a lieutenant, an encounter ensues that is similar – although not identical to – a normal encounter.

First, rather than drawing an Incident card, the overlord uses the lieutenant's card as the encounter's Incident card. In addition, if the "Shipwreck" location card is drawn, discard it and draw again.

Second, the overlord automatically puts the Power card listed on the lieutenant's cards into play, free.

Third, a lieutenant in an encounter may "Battle" (attack twice without moving), "Run" (move up to twice its speed without attacking), or "Ready" (either move up to its speed or attack once and place an order) as heroes do. Lieutenants may only place an Aim, Dodge, or Guard order when "Readying."

Fourth, a lieutenant can **Reinforce** any kind of normal monster listed as one of its minions on its lieutenant card. For example, Darkwind can **Reinforce** Razorwings. The threat cost to **Reinforce** one monster of a given type is listed below.

Monster Type	Threat Cost for one Reinforcement	Monster Type	Threat Cost for one Reinforcement
Bane Spider	3	Kobold	2
Beastman	4	Lava Beetle	4
Blood Ape	5	Manticore	5
Chaos Beast	7	Medusa	4
Dark Priest	4	Naga	4
Demon	7	Ogre	6
Deep Elf	4	Razorwing	4
Dragon	7	Shade	4
Ferrox	4	Skeleton	3
Giant	7	Sorcerer	4
Golem	5	Troll	6
Hell Hound	3	Wendigo	4
Ice Wyrn	7		

Fifth, a lieutenant may flee off of the board through an edge of the map just like a hero. Doing so ends the encounter in a party victory and the overlord immediately moves the lieutenant one trail away as if it had moved. Any Quest Item the lieutenant was carrying is left behind for the heroes to take.

Sixth, if a hero kills the lieutenant, the heroes gain 250 coins and 4 conquest tokens (instead of the usual 100 coins and 2 conquest they get for killing an encounter's leader). This also immediately ends the encounter in a party victory, as the other monsters on the map flee in terror. The lieutenant card is placed in the graveyard box, and is no longer available to the overlord.

Dungeons

When the party ends their game-week at a dungeon location they haven't explored yet, they can enter and explore it.

Each dungeon consists of three levels, which are linked together by portals. Each level is generated individually, when the heroes enter it, and each dungeon's levels are explored sequentially, one at a time.

Dungeon Level Setup

When the heroes enter a new dungeon level, the overlord draws a Dungeon Level card. The card describes the level's leader and any special rules associated with that level. The number on the card and its title refer the overlord to the map and



Dungeon Map Icon

associated minion list in the “Dungeon Levels” section of the Quest Guide at the end of this book (see pages 46–97).

Note: The Dungeon Level numbering continues from the cards in **Road to Legend** and **Tomb of Ice**, starting at #45.

Once the overlord has set up the dungeon level board according to the map, the hero players place their figures on, or adjacent to, the activated glyph as normal.

Next, the overlord places the level’s leader figure (or figures) in the location indicated on the map and chooses his minions. Unlike encounters, most dungeon levels have several different minion options. Where options are given, the overlord may choose among them, but note that group C usually requires **The Well of Darkness** expansion, group D normally requires **The Altar of Despair** expansion, and group E normally requires **The Tomb of Ice** expansion. Once the overlord has chosen his minions, he deploys them on the board. He may place his minions anywhere except in the red-shaded portions indicated in the Quest Guide map. As when revealing a new area, the overlord may ignore hero lines of sight, and abilities that interfere with spawning.

The overlord also shuffles his Overlord deck and draws a hand of three cards. However, if he has bought any treachery, he may adjust his Overlord deck first. (This assumes you have **The Well of Darkness**, **The Altar of Despair**, or **The Tomb of Ice**. If not, see “Simplified Treachery” on page 34.)

Finally, the overlord reads aloud the dungeon level description (found in the Quest Guide, next to the map), as well as the entire Dungeon Level card, including all “special” and “leader” text.

Lieutenants Fortifying Dungeons

If there are any lieutenants on the Torue Albes map in the same location as the current dungeon, or in a location only one trail away from the current dungeon, any or all of those lieutenants may **fortify** the current dungeon. Although this does not move any lieutenants or their minions physically to the current dungeon, it provides a different – and powerful – benefit to the overlord. Before beginning the dungeon, the overlord looks through his Overlord deck and places the cards listed beneath the portraits on the cards of any fortifying lieutenants into play, free. Furthermore, these cards do not count against the number of Power cards in play (see “Advanced Campaign Stages” on page 12).

Running the Dungeon Level

Once setup is complete, play begins normally, starting with the heroes.

The overlord uses his Overlord deck as usual in dungeons, drawing two cards per turn, and so on. He also gains threat at the usual rate.

The overlord’s hand of cards, threat, and Power cards in play are maintained for all three levels of the dungeon, but are lost when the dungeon ends.

Rewards for Defeating Leaders

Unless otherwise stated, the leader on each dungeon level carries a red runekey. Unless otherwise specified, upon the leader’s death (whether caused by the heroes or not), the heroes

Summary: Lieutenants



When purchased as an upgrade, a lieutenant begins play on the Torue Albes map at the Overlord’s Keep unless its card states otherwise.

If a lieutenant begins a game week in a city, he can besiege it. To do so, the overlord places a siege token on the city, unless there are already siege tokens equal to the city’s Defense rating there. If there are siege tokens equal to the city’s Defense rating, the overlord rolls a power die. On a surge, the city is razed. Otherwise, the siege tokens simply remain in place.

A lieutenant may move along one trail of any type each week during the Overlord Actions step. Lieutenants cannot move to Legendary Areas or Secret Master Areas.

If a lieutenant ends its movement on the heroes’ current location, he can attack the heroes.

A lieutenant’s statistics vary with the campaign level; each lieutenant card lists statistics for Copper, Silver, and Gold campaign levels.

Lieutenants, unlike most monsters, can “Battle,” “Run,” and “Ready” like heroes (although they can only place Aim, Dodge, or Guard orders). Lieutenants can also flee from encounters the same way heroes can.

When a lieutenant’s position on the Torue Albes map is at, or within one trail’s length of, a dungeon the heroes’ party is exploring, that lieutenant can fortify that dungeon. This allows the overlord to put the Power card listed under the lieutenant’s portrait into play, free.

When a lieutenant is killed in combat, his card is placed in the graveyard box, which means he is permanently dead and can never be reused during the campaign

immediately receive it and can open the corresponding red rune-locked door. *Additionally, the heroes receive 100 coins and 2 conquest tokens.*

Defeating the leader (or leaders) of the third (and final) level is worth 250 coins and 4 conquest tokens instead.

Finally, completing the third level of the dungeon rewards the heroes with a treasure map piece token (see “Treasure Maps” below).

The Reinforcement Marker

In the Advanced Campaign, the overlord player is limited as to how often he may play spawn cards. At the start of every dungeon level, the overlord places the reinforcement marker in front of him faceup (the side with the eyes). When the overlord plays a spawn card, he must flip the reinforcement marker facedown. While this marker is facedown, the overlord player may not play spawn cards. The overlord player may spend 15 threat on his turn to flip the reinforcement marker faceup. Otherwise, the reinforcement marker stays facedown until the end of the dungeon level or a new area is revealed, whereupon it is turned faceup once again.



Note: The reinforcement marker may be used in non-campaign play for groups that prefer more limited monster spawning.

Areas in Dungeons

Normally, an entire dungeon level is revealed as soon as the heroes enter it, even if there are closed doors blocking off parts of it. Usually, only special levels, such as Rumor levels and Overlord’s Keep levels, have multiple areas. If no areas are indicated on a given dungeon level’s map, it has only one area.

Chests in Dungeons

When a hero opens a chest in a dungeon, the party rolls four black power dice and consults the chart below for each one to see what is discovered.

Chest Loot			
Die Result	Copper Campaign	Silver Campaign	Gold Campaign
Enhancement	100 coins	200 coins	300 coins
Surge	50 coins and any 1 potion	100 coins and any 1 potion	150 coins and any 1 potion
Blank	1 Copper Treasure	1 Silver Treasure	1 Gold Treasure

Coins are added to the party treasury. The types of potions are selected by the hero players as a group; for example, a party that discovered two potions could choose one healing and one vitality potion. Treasures are drawn from the listed treasure deck as normal.

The potions and items discovered in chests are divided among the heroes as the hero players wish. Heroes may immediately equip any items they discover in chests, as usual.

If a chest is opened and no treasures are found, the heroes receive one extra conquest token.

Glyphs of Transport in Dungeons

In the Advanced Campaign, glyphs of transport work differently than in a standard game of **Descent**. When a hero activates a glyph of transport, the heroes receive 3 conquest tokens as normal. However, to move through an activated glyph, *a hero must begin his turn on or adjacent to the glyph’s space*. Then, rather than being placed on the town marker (which is not used at all in the Advanced Campaign), the hero returns to the city containing the party’s Home Port marker (see page 15). A hero returning in this way is placed in the building of his choice, and may immediately claim the benefits of “restocking” there. See “Cities and Buildings” on page 30 and “Using Buildings” on page 31 for more information. On the hero’s following turn, he may either return to any activated glyph of transport in the dungeon for one movement point (as normal), or restock in the party’s Home Port again, in the same building or another one.

The Portal

Beyond the red rune-locked door on each level is a portal leading to the next level. Once a hero steps onto the portal map piece, he is removed from the board and becomes invulnerable to harm. Heroes remain in transit until all the heroes enter the portal or use a glyph to move to town, at which point all of the heroes who entered the portal are moved to the next level.



The Portal Map Piece

The Third Level

The master of each dungeon’s third level is the dungeon leader. The dungeon leader has the same attributes as a normal leader, but *when the dungeon leader (or leaders) is killed the heroes receive 250 coins and 4 conquest tokens (rather than 100 and 2, respectively).*

Additionally, when the heroes go through the portal on the third level, they return to the surface instead of moving to another dungeon level. When they do this, they must mark that dungeon location as explored on the campaign sheet, and then may either place the party marker in the city containing the party’s Home Port marker, or leave it on the Torue Albes map space where the just-defeated dungeon is located. If the party returns to its Home Port, it may not then “visit” that city — its turn is over.

The party may not re-enter a dungeon location they have explored for the remainder of the campaign.

Treasure Maps

As an additional reward for completing a dungeon, when the heroes go through the portal on the third level of the dungeon, they receive a treasure map piece token. After collecting four of these tokens, the heroes may travel to a Treasure Site and dig up a buried treasure (see “Treasure Sites” on page 22). The party may not have more than four treasure map piece tokens at once — any extras are lost.

Fleeing a Dungeon

If the heroes decide that things are too grim for them to continue on inside a dungeon, they can decide to leave a dungeon and not come back. To do this, they must simply all return to their Home

Port at the same time (via glyphs of transport – see “Using Buildings” on page 31) and announce that they’re fleeing the dungeon. If they do this, the dungeon ends. The players must mark that dungeon location as explored on the campaign sheet (meaning that they may not re-enter it for the duration of the campaign), and the party marker is moved to the city containing the party’s Home Port marker on the Torue Albes map.

Note: Careful consideration of when to explore further and when to flee a dungeon is critical to the party’s success. If a dungeon seems hopeless, don’t just keep feeding conquest to the overlord, run away to fight another day!

Running Out of Time

If the heroes take too long while exploring a dungeon, they may run out of time and be forced to flee. If the overlord ever depletes his Overlord deck twice on the same level (receiving three conquest tokens each time), the heroes are immediately expelled from the dungeon as though they had fled the dungeon.

Islands

When the party ends their game-week at an island location they haven’t explored yet, they can enter and explore it.



Island Map
Icon

Islands are similar in all ways to dungeons, except for their first level, which is a special island level found in the Quest Guide later in this rulebook (on pages 46–97). Each island location on the Torue Albes map has a particular island level, and they are listed in alphabetical order.

The second and third levels of an island are played exactly like the second and third levels of a dungeon, including any rewards received for killing leaders or completing the third level.

Island Setup

Using the island side of the ocean map, set up the level as described in the Quest Guide. The heroes begin anywhere on their ship that they wish, while the monsters begin anywhere on the island that the overlord desires. As on a dungeon level, the heroes take the first turn.

Cavern Entrance

Each island has a cavern entrance on it. The “mouth” of the cavern entrance token acts just like the portal on a dungeon level. However, the cavern entrance is closed to the heroes at first and they must open it to enter the remaining dungeon levels (normally done by killing the leader of the level).

Ships at Anchor

The party’s ship is set up and placed near the island so that its rear end is positioned as shown on the island map and its front end is pointed towards the north side (the top) of the map. The ship is considered to have its anchor and all of its sails lowered (see page 25), but the heroes may wish to use the ship’s cannons before going ashore.

Fleeing an Island

To flee an island level, the heroes must board their ship and flee the board with it, just as in an encounter. Any hero without **Swim** or **Soar** left behind when the party’s ship flees the map is instantly killed, regardless of armor or remaining wounds.

Rumor Card Breakdown



Rumors

Heroes visiting Taverns can learn about Rumors, which are special quests they can undertake to earn special rewards.



Rumor Token

When a hero visits or trains in a Tavern (see “Using Buildings” and “The Tavern” on page 31) and pays for a round of drinks, the overlord shuffles the Rumor deck and then draws the top Rumor card.

The overlord reads aloud the italicized Rumor text and the reward, which together describe the Rumor the hero hears, a quest that can be undertaken by the hero party, and the bounty the heroes will win if they do so.

Next, if there is currently no active Rumor in the campaign, the drawn card becomes the active Rumor. However, if there *is* already an active Rumor, the players must decide together whether to keep the old active Rumor and discard the new Rumor, or vice versa. There may never be more than one active Rumor at a time. Discarded Rumors in this way are returned to the bottom of the Rumor deck.

If the new Rumor card becomes the active Rumor, the hero players must next decide which dungeon or island location on the Torue Albes map they must travel to in order to face the Rumor’s dangers and – if they are successful – claim the Rumor’s reward. The location they choose cannot be closer (along the shortest possible route) to the party marker than the distance in trail-lengths listed in the upper right corner of the Rumor card. Otherwise, the hero players may choose any unexplored dungeon or island location on the Torue Albes map (other than the Overlord’s Keep), which they should mark on the map with the Rumor token, and record on the campaign sheet.

Example: The party marker is in Garnott when the heroes draw a new Rumor card with a distance of two, which they decide to make their new active Rumor. They could choose to locate the Rumor at any unexplored dungeon or island location other than Azure Peaks, Burning Bay, Solace Mountain, and Torrents of Dreadpeace. Those four locations are only one trail-length from the party's current location, so they cannot be selected, but all other locations meet the minimum distance requirement. They decide to locate the new Rumor at Narrows of Gracor, and record that choice on the campaign sheet.

Once a Rumor's location has been determined, campaign play continues. The active Rumor remains faceup in a convenient location, and is stored with the heroes' cards between sessions.

To overcome the active Rumor and try to claim its reward, the party must first travel to the Rumor's location. Then, they proceed to explore it in the same way they would a regular dungeon (see "Dungeons" on page 18 or "Islands" on page 21). The first and second levels are played as normal dungeon levels (i.e., Dungeon Level cards are drawn for a dungeon, while the first level of an island is found in the Quest Guide). The third level, however, is specific to the active Rumor. When beginning the third level, rather than drawing a Dungeon Level card, the overlord turns to the corresponding section of the Quest Guide (pages 46–98 of this book) and sets up the level according to the map and instructions.

The Rumor level is played according to the Quest Guide description and rules, which also specify the conditions the heroes must meet to receive the Rumor reward. The reward is granted immediately when the conditions are met. The Rumor card is also then removed from the campaign (being placed in the graveyard box), unless the card instructs the heroes to keep it. Whether removed from the game or kept by the heroes, however, that Rumor card is no longer considered to be the active Rumor.

The Rumor level (and therefore the entire dungeon) ends in the same manner as a standard dungeon, when all the heroes either travel through its portal, or flee by simultaneously returning to their Home Port and declaring that they have fled. In both cases, that dungeon location is marked as explored on the campaign sheet, and the heroes may not explore it again.

Example: A hero in Garnott visits the Tavern there and learns the "The White Drake" Rumor. The party has no active Rumor, so "The White Drake" becomes their active Rumor. Its distance is 2, so the heroes decide that its location will be the Narrows of Gracor.

Later, the hero party goes to the Narrows of Gracor and explores it. The first levels is the Narrows of Gracor Island level, while the second level is explored like a normal dungeon level (the overlord draws Dungeon Level cards, and so forth), but the third level is unique to the "The White Drake" Rumor. When the heroes descend to that level, the overlord refers to the Quest Guide (in this case, page 71). Upon fulfilling the reward requirement (which also, in this case, corresponds to killing the White Drake) they receive the reward described on the "The White Drake" Rumor card (2,500 coins), mark the Narrows of Gracor island location as explored on the campaign sheet, and

may either leave the party marker at the Narrows of Gracor location or move it to their Home Port.

Treasure Sites

There are five Treasure Sites marked on the Torue Albes map. Normally, these locations are inaccessible to both the party and the overlord's lieutenants. However, when the party is adjacent to a Treasure Site, they may take a Move action and spend four treasure map piece tokens to enter the Treasure Site.

Treasure Sites cannot be explored, so the heroes do not gain conquest the first time they enter each Treasure Site, nor do the heroes enter a dungeon or anything similar. Instead, the heroes randomly draw one of the five Buried Treasure cards and then end their turn. A Buried Treasure card may provide the party with a relic, a huge stash of coins, or some other special reward.

After digging up a Buried Treasure, the heroes must then accumulate four new treasure map piece tokens before they can enter a Treasure Site once more. However, the party may visit the same Treasure Site more than once, provided they have a completed treasure map — these sites are thick with buried treasure, after all.

Rumors cannot be located at Treasure Sites, nor can lieutenants fortify them.

Secret Master Areas

The Secret Master Areas, Dagger's Isle and Gray's Vale, are the homes of two of the greatest legends of the last age, and heroes who seek them out can learn invaluable skills and abilities from them.

If the hero party ends their game-week movement in a Secret Master Area, nothing happens immediately. However, if the heroes choose a Recuperate/Train action while at a Secret Master Area, they have the option to improve their maximum wounds or maximum fatigue. See "Secret Training" on page 32 for detailed information. Heroes can also opt to learn skills or improve their traits at Secret Master Areas, in similar fashion to training at a city's Training Ground. See "Hero Upgrades" on page 32.

Rumors cannot be located at Secret Master Areas, nor can lieutenants enter or fortify them.



Treasure Site
Map Icon



Treasure
Map Piece



Secret
Master Area
Map Icon

The Overlord's Keep

Once the overlord and the heroes pass a combined total of 600 conquest tokens, the Final Battle begins whether the heroes are ready for it or not. *Remember that the heroes can't enter the Overlord's Keep – although they can move to that location on the Torue Albes map – before the Final Battle begins.*



Overlord's
Keep Token

When the conditions that trigger the Final Battle are met (see “1. Time Passes” on page 14), the players immediately stop carrying out the normal game week steps and instead do the following, in order:

1. The party marker is moved to the party's Home Port, and each hero may train once, in one of the buildings there.
2. The Overlord may purchase one Overlord Upgrade.
3. The party marker is moved to the location of the Overlord's Keep.
4. The heroes' and the overlord's unspent conquest token and XP totals are reduced to zero. However, do not reset their total conquest totals, as they will be needed later.
5. The heroes explore the Overlord's Keep.

Exploring the Overlord's Keep

The Overlord's Keep is explored like a normal dungeon or island (see “Dungeons” on page 18 and “Islands” on page 21), save that it has five levels rather than three. The first level is a normal dungeon level if the Keep is in a dungeon, or a normal island level with a cavern entrance leading to level two if the Keep is on an island. Levels two through four are normal dungeon levels, with each level's portal leading to the next level.

Important Note: Heroes cannot run out of time in the Overlord's Keep, unlike a normal dungeon or island.

Track new conquest token totals for the heroes and overlord as they explore the Overlord's Keep. Also, while the heroes are in the Overlord's Keep, all buildings in their Home Port are closed (i.e., unavailable for restock actions). The exception is that heroes who are killed re-appear at the Temple as usual, from where they can return normally to the dungeon via a glyph of transport.

The fifth level of the dungeon is special. Its nature, layout, and special rules depend on which Avatar the overlord chose at the beginning of the campaign. When it comes time to set up the fifth level, the overlord refers to the appropriate Overlord's Keep section of the Quest Guide (on pages 46–97 of this rulebook) rather than drawing a Dungeon Level card.

As the heroes explore the fifth level of the Overlord's Keep, the Avatar will appear at a specific instant, which is detailed in the level's description. When that happens, the players perform the following actions, in order:

1. The overlord removes all monsters other than the Avatar from the board, discards all of his Overlord cards, and puts the Overlord deck away. If playing with feat cards, the heroes discard all of their feat cards as well.

2. Add the conquest tokens that the heroes have collected since entering the Overlord's Keep to their previous total conquest tokens. Each hero's maximum wounds are increased by +1 for every 4 conquest tokens the heroes have collected since the beginning of the campaign. Each hero is then restored to full health and fatigue, and their ship is restored to full wounds (if it is used for the battle).

3. Add the conquest tokens that the overlord has gained since the heroes entered the Overlord's Keep to his previous total conquest tokens. The Avatar's maximum wounds are increased by +2 for every conquest token the overlord has collected since the start of the campaign.

Then a final, climactic duel to the death begins between the heroes and Avatar. The Overlord's Keep section will determine who takes the first turn.

The Avatar, like a lieutenant, can “Battle” (attack twice without moving) “Run” (move up to twice its speed but not attack), or “Ready” (place an order and also either move up to its speed or attack once) instead of using the normal “Advance.” Avatars may only place a “Guard,” “Dodge,” or “Aim” order.

Any hero killed by the Avatar is dead and gone forever (i.e., does not re-appear at the Temple).

The battle continues until either the Avatar kills all of the heroes, or the heroes kill the Avatar. Once the battle is resolved, the overlord reads aloud either the “Victory is Mine!” Plot card (if the Avatar won) or the “Curses, Foiled Again!” Plot card (if the heroes prevailed).

The end of the Final Battle marks the end of the Advanced Campaign. But with four different Avatars and three different Plots, it's possible to replay the campaign many times, each with a unique experience.



Assembling Ships

There are three different sizes of ships in *Sea of Blood*. From smallest to largest, they are – sloop, galley, and brigantine.

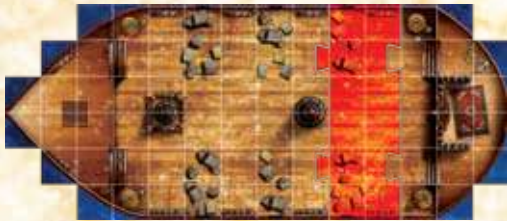
Sloop

A small ship prized for its ability to sail in shallow water. A sloop can hold up to four cannons. To build a sloop, simply connect a ship's front piece to its rear piece, as shown below.



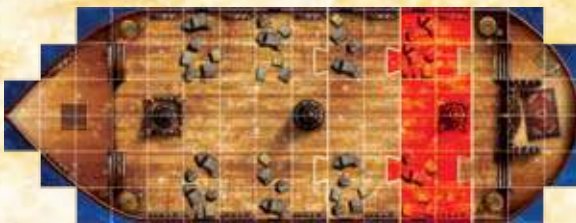
Galley

A medium ship that strikes a balance between maneuverability and durability. A galley can hold up to six cannons. To build a galley, simply add the ship's center piece without a mast to the sloop, as shown below.



Brigantine

A large ship that serves as a floating fortress. A brigantine can hold up to eight cannons. To build a brigantine, simply add the ship's center piece with a mast to the galley, as shown below.



Cannons

Cannons are placed on the weapon mounts, facing outwards. The owner of the ship decides which cannons go on which weapon mounts each time a ship is built. Weapon mounts are each two spaces large and are represented by piles of crates and boxes, as shown below.



Empty Weapon Mount



Weapon Mount with Coldsteel Cannon

Ships and Sailing

A new concept introduced in *Sea of Blood* is that of ships and sailing.

A ship is built from one or more large cardboard markers and is not considered to be a figure. Figures on top of a ship are considered to be “aboard” that ship and move with it (unless soaring). Any space that is partially water and partially ship is considered to be a ship space, not a water space.

Manning the Ship

In order to direct the ship, the heroes (or monsters) aboard it must man the ship's stations. A hero must spend 3 movement points while standing on a ship's station to man it. The effects of manning a ship's station vary depending on which station is being manned, as explained below.

After a station has been manned during a turn (whether anything was accomplished or not) place a fatigue token on it. That station cannot be manned again that round. At the start of the next round, remove the fatigue markers from all ship's stations.

Anchor



The anchor is used to keep the ship from moving. When a figure mans the anchor, the effects depend on whether the anchor is currently raised or lowered. If the anchor is raised, it is automatically flipped to its raised side. If the anchor is lowered, the hero tries to catch the anchor on the sea bottom. Roll a black power die. On a surge, the anchor catches, and only then is the anchor flipped to its lowered side. If any other result is rolled, the anchor does not catch and stays raised (but the anchor still gets a fatigue token placed on it). If the anchor space is currently in a shallow water space, it's easier to lower the anchor, so the anchor catches on the roll of anything except a surge. When the anchor is lowered, the ship cannot move.



Anchor Raised



Anchor Lowered

Captain's Wheel



The captain's wheel is used to steer the ship to the left and right. When a figure mans the captain's wheel, he rolls power dice equal to his **Melee** trait (and may spend fatigue to add to or upgrade the roll as normal). The hero may then move the ship either directly left or right up to a number of spaces equal to the rolled range, but only up to a maximum of twice the number of raised sails on the ship. See also “Example: Manning the Captain's Wheel” on page 25.

Note that monsters determine their **Melee**, **Ranged**, and **Magic** traits differently from heroes. See “Monster Traits” on page 27.

Mast



The masts are used to raise or lower the ship's sails. The number of raised sails a ship has determines how fast it moves.

When a figure mans a mast, if the sail associated with that mast is currently lowered, then that is automatically flipped to its raised side. If the sail is currently raised, it is automatically flipped to its lowered side.



Sail Raised



Sail Lowered

Rope

The ropes are used to swing across the water to board another ship. When a figure mans a rope, he rolls one red die and one yellow die. He then moves directly out from the ship's side (as shown in "Example: Swinging on a Rope" below) a number of spaces equal to the rolled range. The swinging figure may pass through figures and ignores any effects from terrain passed through. However, the effects of any terrain the figure ends his swing in still takes effect.



If a figure or movement-blocking obstacle is occupying the space that the figure ends his swing in, reduce the rolled range until the figure lands in an unoccupied space.

Example: Manning the Captain's Wheel

One-Fist decides to man the captain's wheel to move the ship left. He spends 3 movement points while standing on one of the two spaces associated with the captain's wheel. He has raised his Melee trait to three black dice and one silver die over the course of play. Rolling, he gets:

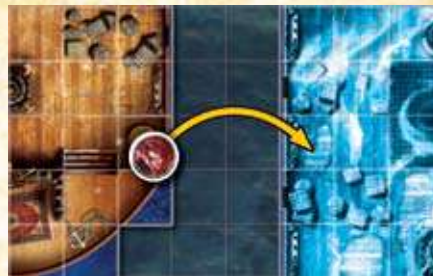


His rolled range is five. However, the ship only has two raised sails, so four spaces is the furthest that One-Fist can move it this round. He does so, as shown below.



Example: Swinging on a Rope

In the example to the right, Red Scorpion swings on a rope to attempt to board the ghost ship. Rolling one red and one yellow die, she gets a range of 3 total, so she moves straight out three spaces. Made it!



In this example, however, Red Scorpion only rolls 2 range total, so she moves straight out two spaces and then falls in the water, much to the delight of the daggertooth shark waiting for her.



Damaging Ships

Ships cannot be damaged by normal weapons or monster attacks. Only cannon attacks and attacks that specifically state that they can damage a ship ever do any damage to ships.

Aside from those attacks, a ship may take damage from sailing into an obstacle (see page 29) or from ramming or being rammed by another ship.

Sinking Ships

If a ship is reduced to 0 wounds, it sinks. If it is an NPC ship, the encounter immediately ends as though the heroes had killed every surviving monster. If the *Revenge* is sunk, the surviving heroes in the encounter all immediately die (giving the overlord conquest) and are sent to their Home Port. However, since the *Revenge* is a magical artifact, it reappears, fully healed, in the party's Home Port the next week along with the heroes.

Firing the Cannons

A figure that is adjacent to a cannon may spend one of its attacks to fire the cannon. The figure targets a space within the cannon's firing arc (as described below), then rolls an attack using the cannon as his weapon. **Range and line of sight are calculated from the front half of the cannon.** If the attack hits, it deals damage to any ship in the target space. If there is a figure in the space, there is a chance that it will suffer damage as well (see "Cannon Inaccuracy" on this page). If the attack misses, it misses entirely.

Damage inflicted by cannons cannot be reduced by *Armor* or *Shields*. *Ironskin* has no effect on cannon damage either.

Whether a cannon attack hits or not, place a fatigue token on the cannon like a ship's station that has been manned. Remove fatigue tokens from cannons at the same time they are removed from ship's stations.

Note: Monsters firing a cannon use the cannon's attack dice plus their trait dice as shown in "Monster Traits" on page 27.

Firing Arcs

A cannon cannot target spaces outside of its firing arc. This arc extends from the space in front of the cannon in a straight diagonal line to the left and the right, as shown in the diagram below. Line of sight for the cannon is traced from the front of the cannon.

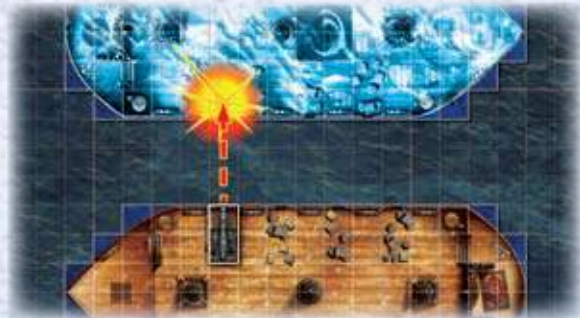


Cannon Inaccuracy

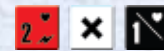
Cannons, while devastating weapons, are designed to target large objects like ships. Smaller targets, such as heroes and monsters, are more difficult to hit with a cannon. To represent this, any time a cannon attack targets one or more figures, roll a red die in addition to the cannon's normal dice. If the red die rolls a miss result, any figures (but not ships) targeted by the cannon attack are missed. Ignore any result on the red die other than a miss result.

Exception: Hawkeye cannons do not suffer from inaccuracy and do not have to roll the red die when targeting figures.

For example, a runeblast cannon is fired at a figure aboard an enemy ship four spaces away. The following outcomes are possible, based on what is rolled.



Complete Miss



If the cannon rolls a miss result on its normal attack dice or fails to roll enough range, the attack completely misses both the ship and any figures in the targeted spaces.

Ship Hit



If the cannon rolls a successful attack on its normal attack dice but rolls a miss result on the red die, the attack hits the ship, but misses all figures targeted by it.

Ship and Figures Hit



If the cannon rolls a successful attack on its normal attack dice and doesn't roll a miss result on the red die, the attack hits the ship as well as all figures targeted by it.

Cannon Overheating

When fired, most cannons quickly grow dangerously hot and must be allowed to cool off before being fired again. After firing a cannon, if its "hot side" is not faceup, flip it over.



After being fired, this Dragonfire cannon is flipped over to its hot side.

Exception: Coldsteel cannons do not overheat, and therefore have the same image on both sides.

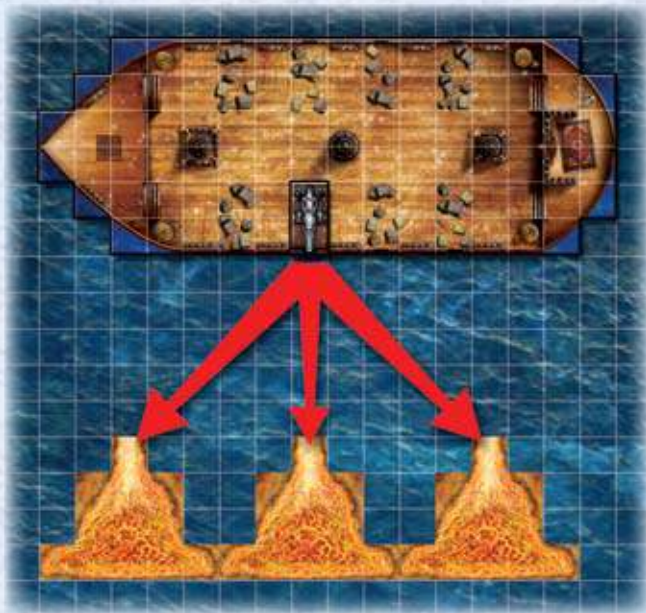
At the start of the round, any hot cannon that doesn't have a fatigue token on it (and therefore hasn't been fired that round) is flipped back over to its cool side.

Overheated cannons can still be fired, but there's a chance they will explode. When a hot cannon is fired, if a miss result is rolled on its normal attack dice, the cannon explodes and is destroyed! In addition, roll one red and one green die. The exploding cannon deals the rolled damage to its own ship as well as to any adjacent figures on the ship (as shown below).



Dragonfire Cannons

Dragonfire cannons fire special runestones that are enchanted to burst open and cover a wide area in magical fire. Dragonfire cannons are fired as normal, but if a successful attack is rolled on the cannon's normal attack dice, the breath template is placed with its rear end in the targeted space and aimed away from the ship that fired it, as shown below. All spaces covered by the breath template are targeted by the attack.



If a miss result or insufficient range is rolled on the cannon's normal attack dice, the attack completely misses and the breath template isn't used.

When targeting figures, dragonfire cannons suffer inaccuracy like other cannons. Rolling a miss result on the red die means that all figures targeted by the dragonfire cannon's attack are missed as usual.

Monster Traits

When manning stations or firing cannons, sometimes the overlord will need to calculate a monster's Melee, Ranged, or Magic trait.

Each monster has a primary trait and two secondary traits. A monster's primary trait is the same as its attack type, while its other two traits are its secondary traits. *For instance, a Beastman's primary trait is Melee (the same as its attack type), while its secondary traits are Ranged and Magic.*

Looking at the chart below, each monster's primary and secondary traits are listed by monster type level. *For instance, a copper level Beastman has a Melee trait of 4 black power dice and Ranged and Magic traits of 2 black power dice each.*

Monster Traits				
	Copper Level	Silver Level	Gold Level	Diamond Level
Primary Trait	4 Black	2 Silver, 2 Black	4 Silver	2 Gold, 2 Silver
Secondary Trait	2 Black	4 Black	2 Silver, 2 Black	4 Silver

Note: Not all monsters may man stations and fire cannons. Those that can are listed below by monster type.

Humanoid: All

Eldritch: Dark Priest, Shade, Skeleton, Sorcerer

Beast: Naga

Other Ship Features

Other important features that can be found aboard ships are listed below.

Ship's Hold (NPC Ships Only)



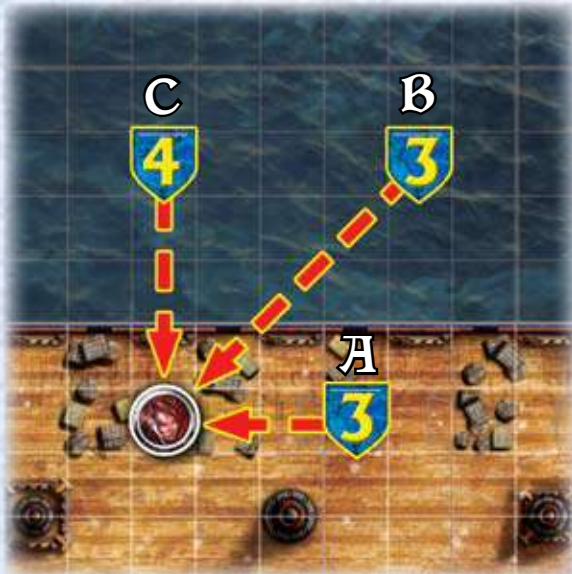
Monsters that are reinforced during an encounter may enter the board onto one of these spaces. See "Reinforce Ability in Encounters" on page 16 for further details.

Railing

A ship's railing provides partial protection to its crew, and is difficult to climb over. A figure that crosses the railing to climb aboard the ship must spend 1 extra movement point, unless it is soaring.

In addition, when a non-cannon attack passes through a ship's railing in order to target a figure, that figure is considered to have +1 armor against that attack. Figures that are targeted through the gaps in the railing do not get the armor bonus.

The diagram below shows three attacks made against Red Scorpion. Attack A doesn't cross the railing, and therefore Red Scorpion does not get any extra armor. Attack B comes through a gap in the railing, so likewise doesn't grant her any extra armor. Attack C, however, crosses the railing to target her, so Red Scorpion's armor is considered +1 against that attack.



Figures that are aboard the ship and are adjacent to the railing may attack across the railing without penalty, as they are effectively firing from cover.

Weapon Mounts



Weapon mounts are spaces where cannons can be placed aboard a ship. Weapon mounts do not block line of sight. When a weapon mount is empty, it costs 1 extra movement to enter.

When a weapon mount has a cannon in it, it blocks movement.

Sailing the Ship

Ship movement is typically caused by three things – wind, steering, and currents. Each of these is described below.

Wind Movement

At the end of each round, all ships move directly forward a number of spaces equal to the number of raised sails they have. Thus, if a ship has two raised sails, it moves forward two spaces at the end of each round.

Steering

Side-to-side movement for a ship occurs whenever a figure aboard the ship mans the captain's wheel, as described on page 24.

Ocean Currents

Finally, at the end of every round during an encounter, movement is caused by ocean currents. Each Location card has a die and either an arrow or a question mark shown in its upper left corner. At the end of each round, the indicated die is rolled, and every ship and non-swimming figure that is in the water are moved in the indicated direction a number of spaces equal to the rolled range.

For example, the Wild Vortex Location card has a red die and an arrow pointing left in its upper left corner. Therefore, at the end of each round, the red die is rolled to see how many spaces left the current causes ships and non-swimming figures in the water to drift. This round, the rolled range is 2. Therefore, the current causes a drift of two spaces to the left.



As shown in the diagram below, only ships and non-swimming figures in the water are affected by current drift. Obstacles and figures that are swimming, flying, or soaring are not affected. Figures aboard ships are moved along with the ship they are aboard, as normal.



Collisions

Any time a ship tries to move into a space containing a figure, obstacle, or another ship, a collision takes place. The results of a collision vary depending on what is being moved into.

Colliding with Figures

Figures that a ship collides with are simply pushed ahead of the ship (even if soaring, since otherwise situations could be created where multiple figures are in the same space). No damage occurs to either the figure or the ship. If a figure is pushed off the edge of the map, that figure is considered to have fled the encounter.

Colliding with Ships

Moving into another ship is called ramming, and it occurs when the front of a ship moves into the side of another ship (see "Ramming Examples" on page 29).

Side-to-side and front-to-rear collisions are not considered ramming and do not cause damage. The moving ship is simply blocked by the ship it is moving into. Front-to-front collisions are not possible the way the encounter maps are set up.

When a ram occurs, the ramming ship stops moving immediately, and each ship suffers ramming damage.

The ship doing the ramming rolls a number of black power dice equal to its raised sails. If the ship being rammed is a sloop, the

ramming ship suffers two wounds for each blank rolled. If the ship being rammed is a galley, the ramming ship suffers two wounds for each surge rolled. Finally, if the ship being rammed is a brigantine, the ramming ship suffers two wounds for each power enhancement rolled.

Damage for the ship being rammed is determined the same way, except that it rolls a number of black power dice equal to its raised sails **plus** the raised sails of the ramming ship, and suffers wounds based on what type of ship is doing the ramming.

Once a ram has occurred, the ramming ship cannot ram again while the two ships remain adjacent to each other. It cannot move forward while the rammed ship blocks its path, so the two ships remain locked together until the rammed ship moves out of the way.

Colliding with Obstacles

When a ship collides with an obstacle, the outcome is usually grim, but it depending on what type of obstacle the ship has collided with, as listed below.

Rocks, Sandbars, or Other Ground



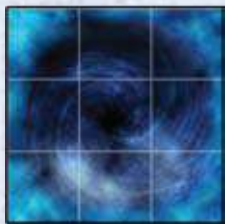
The ship is sunk, regardless of its remaining wounds.

Reef



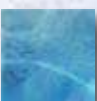
The ship suffers one wound for each space the reef occupies, and then the reef is destroyed. Thus, a 3-space reef deals three wounds to the ship before being destroyed.

Whirlpool



The ship suffers one wound each round it ends its movement touching the whirlpool.

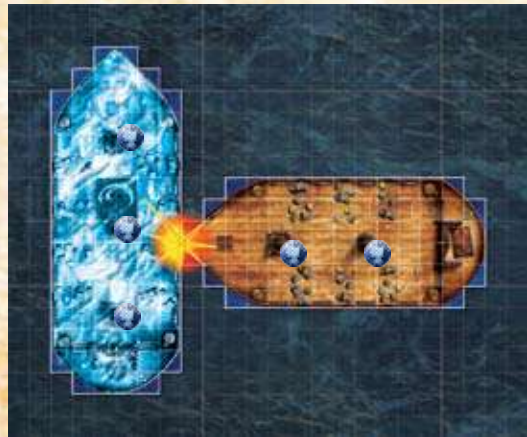
Shallows



A sloop ignores shallows. A galley suffers one wound each time it moves over the top of at least one shallows space. A brigantine suffers two wounds each time it moves over the top of at least one shallows space.

Ramming Examples

Ramming occurs when the front of one ship moves into the side of another ship, as shown below.

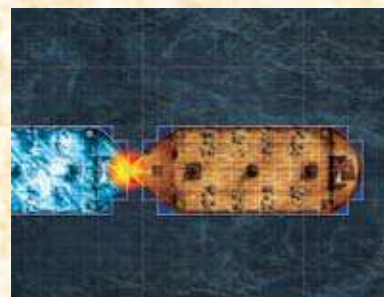


In this example, the *Revenge* (a galley with two raised sails) is ramming the *Ghost Ship* (a brigantine with three raised sails).

Two black power dice are rolled for the *Revenge* (one for each raised sail the *Revenge* has) and it suffers two wounds for each power enhancement rolled, since the ghost ship is a brigantine.

Five black power dice are rolled for the ghost ship (one for each raised sailed the ghost ship has plus one for each raised sail the *Revenge* has) and it suffers two wounds for each surge rolled, since the *Revenge* is a galley.

Note that no ram takes place when a ship's side moves into another ship's side, nor when a side's front moves into another ship's rear, as shown in the two diagrams below.



Anchored Ships

Ships with a lowered anchor do not move at all. They ignore wind and ocean current movement, and cannot be steered using their captain's wheel. If an anchored ship is rammed, it is considered to have one raised sail.

NPC Ships

Each NPC Ship is listed on the chart below. The chart states whether the ship is a sloop, galley, or brigantine, how many wounds the ship has (by campaign level), and what cannons (if any) the ship is armed with.

NPC Ships			
Name	Wounds at Copper Lvl	Wounds at Silver Lvl	Wounds at Gold Lvl
Anaconda	15	30	60
Sloop w/ 2 Coldsteel, 2 Runeblast Cannons			
Barnacle	12	24	48
Sloop w/ 1 Coldsteel, 1 Dragonfire, 1 Hawkeye, and 1 Runeblast Cannon			
Black Galley	16	32	64
Galley w/ 3 Dragonfire, 3 Runeblast Cannons			
Danse Macabre	—	—	113*
Brigantine w/ overlord's choice (max. 4 of each cannon)			
Despair	14	28	56
Galley w/ 3 Dragonfire, 3 Runeblast Cannons			
Ghost Ship**	—	—	80
Brigantine w/ 4 Hawkeye, 4 Dragonfire Cannons			
Inferno	16	32	64
Brigantine w/ 4 Dragonfire, 4 Runeblast Cannons			
Misty Morn	18	36	72
Brigantine w/ 4 Hawkeye, 4 Coldsteel Cannons			
Obsidian Ship	15	30	60
Galley w/ 3 Runeblast, 3 Hawkeye Cannons			
Red Death	13	26	52
Sloop w/ 4 Hawkeye Cannons			
Relentless	15	30	60
Galley w/ 3 Hawkeye, 3 Runeblast Cannons			
Twilight	14	28	56
Sloop w/ 4 Coldsteel Cannons			

* Captain Bones' Old Salt ability has already been factored into the *Danse Macabre's* wounds.

** The Ghost Ship's stations and cannons crew themselves. They are considered to be the same level as the current campaign level (copper, silver, or gold) and they always use the primary trait stats for their level.

Swimming

Unlike in dungeons, figures can move through water in encounters and on the first level of islands. There are two types of water outside – shallow and deep.

It costs two movement points to enter a water space, regardless of whether it is shallow or deep. In addition, it costs heroes one fatigue to enter a deep water space. This cost is increased by one fatigue for every two points of armor (natural or otherwise, rounded down) the hero has. If a hero cannot or doesn't want to pay some or all of the fatigue cost, the hero loses one wound (ignoring armor) per unspent fatigue instead. Monsters do not pay any fatigue or wound cost when entering deep water spaces. Finally a figure in a water space cannot jump.

When a figure is moved by an ocean current, the movement is free – it does not cost the figure any movement points, fatigue, or wounds.

A figure with the **Swim** ability (see page 42) only pays one movement point to enter a water space, ignores any fatigue or wound costs for doing so, and ignores movement caused by ocean currents.

Cities and Buildings

Cities are centers where heroes can resupply, recover from their wounds, improve their capabilities, and more.

Every city in Torue Albes contains a variety of different buildings. Each of which gives the heroes who visit them different options. There are six different types of buildings: Alchemists, Markets, Shipyards, Taverns, Temples, and Training Grounds. Note, however, that some buildings cannot be found in certain cities. For example, Trelton doesn't have an Alchemist. The Alchemist, Market, and Temple buildings in each city have ratings, which are listed on the Torue Albes map (see the City Key on the Torue Albes map). For example, Shellport's Temple rating is 2.

Whenever the party moves to a city location on the Torue Albes map, each hero must choose one of the buildings there to "Visit." To indicate which building a hero is visiting, place his figure on the appropriate building area at the bottom of the Torue Albes map. Different heroes may visit different buildings, if they wish.

If a party already in a city chooses to "Train" there, each hero must choose one of the available building areas in that city and move their figures there.

Heroes also go to buildings in the party's Home Port (see page 15) when they use glyphs of transport that would normally send them to the town marker. A hero going to the party's Home Port via glyph chooses a building and places his figure on the corresponding area of the Torue Albes map. He then "restocks" (see "Using Buildings" on page 31). A hero who *begins* a game turn in the party's Home Port can either spend a movement point to return to the game board via an activated glyph, or remain in town to restock again at any building the town possesses, including the one he was at last turn.

City Special Abilities

Each city has a unique special ability, described on the Torue Albes map. Most of these affect how a particular building in that city functions.

Using Buildings

When a hero's figure is placed on a building area, that hero immediately gains some benefit. The specific benefit depends on which building it is and what circumstance – visiting, training, or restocking – brought him there.

- A hero **visits** a building when the party ends a game-week Move action on a city location on the Torue Albes map. **The party cannot visit a city in the same week they've explored a dungeon or island.**
- A hero **trains** in a building when the party takes a game-week Train action in a city.
- A hero **restocks** in a building when he uses an activated glyph of transport and would normally be placed on the town marker.

Each building's benefits are listed below by circumstance. In some cases, the order in which heroes go to the same building matters. For example, the number of items available for sale at a given Market diminishes as the heroes purchase them. If the players can't agree on the order in which heroes to go buildings, use a random method to decide.

The Alchemist

The Alchemist buys and sells potions.

Visit, Train, or Restock

A hero may buy potions for 50 coins each, or sell potions for 25 coins each. A city's Alchemist rating is a limit on the total number of potions that all heroes collectively may purchase there in a given game week. Remember that invulnerability potions (introduced in **The Altar of Despair**) are not used in the Advanced Campaign, and cannot be purchased at the Alchemist.

The Market

Treasure and shop items are bought and sold at the Market.

Visit, Train, or Restock

When the first hero visits a given Market in a given game week, a number of cards equal to the city's Market rating are drawn from the treasure deck that corresponds to the current campaign level. "Treasure Cache" cards are discarded (and are not replaced, instead representing a market shortage that week).

All heroes who visit that Market that week may purchase items from among the drawn cards. Once particular cards are purchased, they are not available to heroes who visit the Market later the same week. Copper items cost 250 coins to purchase, Silver items cost 500 coins, and Gold items cost 750 coins. Any shop item can also be purchased at the Market for its listed cost. These are not drawn as above, but are always available. A hero must be able to carry a given item in order to purchase it.

Items can also be sold at the Market, for half their purchase price (round down). Sold items are re-shuffled into the decks they came from.

At the end of a given week, any treasure items that were not purchased from the Market are re-shuffled into the decks they came from.

The Shipyard

Heroes visit the Shipyard to add improvements and weapons to the *Revenge*.

Visit or Restock

Heroes may not visit the Shipyard in either of these circumstances.

Train

A hero who visits a Shipyard while his party is training in a city may purchase one Ship Upgrade or cannon. In addition, the *Revenge* may be repaired at a rate of 100 coins per 10 wounds (or fraction thereof). It is possible to repair any number of wounds in a single week, up to the *Revenge's* maximum. The *Revenge* may be both upgraded and repaired during the same week.

Each city's Shipyard offers all of the Ship Upgrades and cannons. Every city's shipyard may repair.

Exception: Dallak does not have a shipyard, and the heroes may neither upgrade nor repair their ship there.

The Temple

The Temple is a place where heroes can find quick and ready healing.

Visit or Restock

A hero visiting or restocking in a Temple may spend 25 coins to heal a number of wounds equal to the Temple's rating.

Train

A hero visiting a Temple while his party is training in a city may spend 50 coins to heal himself to full wounds and fatigue.

The Tavern

At Taverns, heroes can overhear promising Rumors and embark on corresponding quests.

Visit or Train

A hero visiting or restocking in a Tavern can buy a round of drinks for the regulars. This costs 50 coins if the campaign is at Copper level, 100 coins at Silver level, or 150 coins at Gold level. After the price has been paid, the overlord shuffles the Rumor deck and draws a Rumor card. See "Rumors" on page 18 for more information.

Restock

Heroes may not visit Taverns when his party is restocking.

The Training Ground

Heroes visit the Training Ground to improve their fighting abilities and to learn new skills.

Visit or Restock

Heroes may not visit or restock at a Training Ground in either of these circumstances.

Train

A hero who visits a Training Ground while his party is training in a city may purchase one skill upgrade, or up to two trait upgrades, by spending coins and XP as described under “Hero Upgrades” below.

Each city’s Training Ground can only help heroes learn particular traits and skills. The icons beneath the city’s name banner on the Torue Albes map represent the traits that can be learned at its Training Ground. The skills that can be learned at a given city’s Training Ground are listed in the “Skill Availability by Location” box.

Hero Upgrades

Heroes can improve their capabilities in a variety of ways over the course of an Advanced Campaign. The sections that follow detail the ways they can be upgraded.

Trait Upgrades

Heroes can improve their traits when they go to a Training Ground while their party is training in a city (see “The Training Ground” on page 31), or when the party takes a game week Train action on a Secret Master Area (see “Secret Training” on this page).

In these cases, a hero can add an extra black power die to one of his traits, upgrade one of his black power dice to a silver power die, or upgrade one of his silver power dice to a gold power die. *As always, no hero may ever have more than five power dice in any trait.* Whenever a player upgrades a trait, he takes the appropriate upgrade token and keeps it with his hero sheet. These tokens are placed in his hero box at the end of each game session to track of his current traits.

It costs 500 coins and 15 XP to add a new black power die, 750 coins and 20 XP to upgrade a black power die to a silver power die, or 1,000 coins and 25 XP to upgrade a silver power die to a gold power die.



Silver Ranged, Melee, and Magic Upgrade Tokens



Gold Ranged, Melee, and Magic Upgrade Tokens

There are two restrictions on trait upgrades:

First, in order to add or upgrade a power die, the relevant trait (Melee, Ranged, or Magic) must be taught at the hero’s current location. The Torue Albes map indicates which traits can be improved in which cities, while all traits can be trained at any Secret Master Area.

Second, trait upgrades are limited based on the current campaign level. In a Copper campaign, a hero can upgrade a maximum of three of his black dice to silver dice, and may not upgrade silver dice to gold dice. In a Silver campaign, a hero can upgrade all of his black dice to silver dice, but only a maximum of three of his silver dice to gold dice. In a Gold campaign, a hero can upgrade as many of his black and silver dice as he wants.

Skill Upgrades

Heroes can learn new skills when they go to a Training Ground in the “Train” circumstance (see “The Training Ground” on page 31), or when the party takes a game week Train action on a Secret Master Area (see “Secret Training” below).

A new skill’s cost in coins and XP depends on the number of skills the hero already has, according to the table below. Once the appropriate cost is paid, the hero player takes the appropriate skill card, as normal.

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

A hero cannot learn more than a total of five skills. Remember, also, that heroes can only learn skills that are available in their current location – see the “Skill Availability by Location” box.

Secret Training

When the party takes a game week Train action at a Secret Master Area, a hero can either increase his maximum wounds by four, or his maximum fatigue by one. This may be done only once at each campaign level, and each hero may increase *either* his wounds *or* his fatigue – *but not both* – at each campaign level. At Copper level, a wound or fatigue upgrade costs 500 coins and 20 XP. At Silver level, this training costs 750 coins and 25 XP. Finally, at Gold level, it costs 1,000 coins and 30 XP. Once the appropriate cost is paid, the hero player takes the wound or fatigue upgrade token that corresponds to the current campaign level.



Copper, Silver, and Gold Wound and Fatigue Upgrade Tokens

Overlord Upgrades

The overlord may buy one (*and only one*) of the upgrades described below each game week using his XP. This occurs in the Overlord Actions game week step, after lieutenant actions have been carried out. Note that spending XP only affects the overlord’s current XP total, not his conquest token total.

Avatar Upgrades

Avatar Upgrades are represented by Avatar Upgrade cards.

There are 15 generic Avatar Upgrades that any Avatar can be upgraded with. (These say “Any Avatar” on them.) There are also five Avatar Upgrades specific to each Avatar, which can only be purchased when the overlord has chosen that Avatar for the current campaign.

Avatar Upgrades can improve the Avatar itself, upgrade a specific type of monster, or bring into play a lieutenant for the overlord to command.

The XP cost of each Avatar Upgrade card is listed on the card in the upper left corner. Once the cost is paid, the overlord takes the card and keeps it faceup on the table during play.

Treachery Upgrades

The overlord can use XP to increase his treachery. The cost to purchase one point of treachery of a given type, as well as the maximum number of points of each type the overlord can have, vary based on which Avatar the overlord has chosen. Both values are listed on the Avatar sheet.

Treachery works best with the rules presented in **The Well of Darkness**, **The Altar of Despair**, and **The Tomb of Ice**.

Players without either of those expansions, however, can use the rules found under “Simplified Treachery,” on page 34.

Monster Upgrades

Each monster has a Copper, Silver, Gold, and Diamond form. At the start of the campaign, all monsters begin in their Copper form. The overlord can upgrade all of the monsters in one category (humanoid, beast, or eldritch) by spending the XP shown on his Avatar sheet, according to the following rules.

- In a Copper level campaign, the overlord can only upgrade one monster category to Silver form. (He cannot have any Gold or Diamond-form categories.)
- In a Silver level campaign, the overlord can have any number of Silver-form monster categories, but only one Gold-form monster category. (He cannot have any Diamond-form categories.)
- In a Gold level campaign, the overlord can have any number of Silver-form and Gold-form monster categories, but only one Diamond-form monster category.

The category of each monster is shown in the upper right corner of its reference cards. The categories include the following monsters:



Humanoid: Beastman, Deep Elf, Ferrox, Giant, Kobold, Medusa, Ogre, and Troll



Beast: Bane Spider, Blood Ape, Dragon, Hell Hound, Lava Beetle, Manticore, Naga, Razorwing, and Wendigo



Eldritch: Chaos Beast, Dark Priest, Demon, Golem, Ice Wym, Shade, Skeleton, and Sorcerer

Upgrading Power Dice With Fatigue During Play

While playing out an encounter or dungeon level – or in similar circumstances throughout the Advanced Campaign – in addition to spending one fatigue to add a black power die to an attack, a hero can spend one fatigue to upgrade a black power die to a silver power die, or a silver power die to a gold power die. A hero can do this as often as he likes, as long as a given power die is upgraded before being rolled. For example, after making an attack roll, a hero could spend three fatigue to add an extra gold die to the attack, but he couldn't spend one fatigue to roll an extra black die, then spend an additional two fatigue after rolling that die to upgrade it to a gold die.

Skill Availability by Location

Dagger's Isle

Wizardry: Quick Casting

Subterfuge: Trickster

Fighting: Able Warrior, Riposte

Dallak

Wizardry: Brin's Mark, Koll's Mark, Ran's Mark, Saj's Mark

Subterfuge: Ambidextrous, Cautious, Evasion

Fighting: Die Hard, Enduring, Runner

Gafford

Wizardry: Alchemist

Subterfuge: Born to the Bow, Crack Shot, Eagle Eye, Precision

Fighting: Battle Cry, Defender, Relentless

Garnott

Wizardry: Inner Fire, Prodigy

Subterfuge: Marksman, Master Archer

Fighting: Mighty, Weapon Mastery

Gray's Vale

Wizardry: Hand of Death

Subterfuge: Piercing Shot

Fighting: Cleaving, Swashbuckler

Hardell

Wizardry: Fire Pact, Wild Talent, Wind Pact

Subterfuge: Gunner

Fighting: Captain

Orris

Wizardry: Necromancy, Vampiric Blood

Subterfuge: Appraiser, Burglar, Pickpocket

Fighting: Berserker, Tough

Shellport

Wizardry: Alex the Wise

Subterfuge: Dead Eye, Lucky

Fighting: Brawler, Nimble, Spry

Tarianor

Wizardry: Blessing, Holy Aura, Mage Cloak

Subterfuge: Keen Sight

Fighting: Shark Tattoo

Trelton

Wizardry: Boggs the Rat, Mata and Kata

Subterfuge: Lightfinger

Fighting: Ox Tattoo, Tiger Tattoo

Hero Death

Hero death in the Advanced Campaign is slightly different than in a normal game of **Descent**. When a hero dies in the Advanced Campaign, his figure is simply placed in the Temple building in the party's Home Port, and the overlord gains conquest tokens equal to the hero's conquest value. Neither the hero nor the party loses any conquest tokens, and no coins are sacrificed. The hero can return from the Temple to the game board normally, via glyph of transport, either at the beginning of his next turn, or after spending one or more turns restocking in the party's Home Port.

Simplified Treachery

The Well of Darkness and **The Altar of Despair** introduced the concept of treachery, and provided cards that allowed the overlord to customize his Overlord deck. Players who do not own either of these expansions should use the following rules for treachery. Note that treachery comes in three different types (events, traps, and monsters), but that all three types function exactly the same when using the simplified treachery rules.

At the start of each dungeon, the overlord player may spend treachery to receive extra threat to spend in that dungeon. For every point of treachery spent, place four threat on the appropriate treachery section of the Avatar sheet (monster, trap, or event). This threat may only be spent on cards of the appropriate type (spawn, trap, or event). Power cards may not be paid for with this threat. For every point of treachery not spent on threat, the overlord draws one extra card at the start of the dungeon.

Feats in the Advanced Campaign

The **Tomb of Ice** introduced the concept of feat cards. Feat cards work as usual in the Advanced Campaign, with the following exceptions.

- The heroes draw their normal starting feat cards at the beginning of the campaign. They then keep that hand of feat cards for the rest of the campaign, discarding feat cards when spent and only drawing new feat cards when glyphs are activated.
- When the Final Battle with the overlord's avatar begins, the heroes discard all of their remaining feat cards and do not draw any new ones after that.

Plots

The overlord's Plot is his ultimate evil scheme, which the heroes are trying to stop. He may be trying to wake an ancient, powerful monster, activate an ancient weapon, or seduce the Queen to his side.

Each Plot consists of seven cards. One card in each Plot has a cost of 0 XP, and serves to introduce the campaign. It begins the campaign in play, right from the start. Five of the cards in

each Plot are various things the overlord can do to further his evil plans, or interfere with the heroes. This might involve moving items around the Torue Albes map, razing cities, etc. The seventh card is the finale card. It is read at the end of the campaign, and provides some closure to the players, wrapping up the story of the campaign.

The overlord selects his Plot at the start of the Advanced Campaign and puts all of the Plot cards corresponding to other Plots in the graveyard box. He cannot change Plots during the campaign – he has to stick with the same Plot for the duration.

Quest Items

Some Plot cards create Quest Items on the Torue Albes map. A lieutenant on the same map location space as a Quest Item can pick it up, and carry it as he moves around the map. (Cities are an exception. A Quest Item on a city is considered to be in that city's City Vault, and a lieutenant may not pick it up unless the city is razed. See "City Vaults," below.) Each lieutenant can only carry one Quest Item at a time. A lieutenant carrying a Quest Item must drop it (leaving it in his current location) in order to pick up another one.

The party, collectively, can pick up and carry a Quest Item in exactly the same way, with one additional restriction: If the heroes want to pick up a Quest Item from a map location that contains an unexplored dungeon, they have to explore the entire dungeon – and remain in that location afterwards, rather than returning to the party's Home Port – in order to pick it up.

Heroes and lieutenants can fight over Quest Items, as well.

In an encounter involving a lieutenant, if the lieutenant is defeated or forced to flee the encounter, the party takes any Quest Item the lieutenant had. If the party already had a Quest Item, it must drop one of the two in the current location on the Torue Albes map, where it remains until someone picks it up.

If the party is defeated in an encounter involving a lieutenant, or flees from one, they lose any Quest Item they may have had, and the lieutenant may take it. If the lieutenant already had a Quest Item, he must drop one of the two in the current location, where it remains until someone picks it up.

City Vaults

Each city in Torue Albes has a Vault that will hold one Quest Item. While in a city, the heroes may leave a Quest Item in that city's City Vault for safekeeping. This lets them store it, and protects it somewhat from the overlord's forces. However, if a city is razed, any Quest Item in its Vault is free for the taking. Tokens representing Quest Items stored in City Vaults are simply placed on the appropriate city's map location space, and recorded on the campaign sheet.

Collected Obstacles and Props

This section contains a collected description of all obstacles and props that have appeared in **Descent** and its expansions to date, including a number that are new to this expansion.

Altar

Block Movement? No
Block Line of Sight? No



There are two types of altars: good and evil. Each is activated to perform various quest-specific functions, but the method of activation is different. To activate a good altar, a hero must stand on the altar, spend two movement points, and sacrifice 250 coins. To activate an evil altar, the overlord must move a monster onto it, have the monster spend two movement points, and sacrifice the monster.

Anchor

Block Movement? No
Block Line of Sight? No



A figure on an anchor space may raise or lower the ship's anchor by manning the station, as described on page 24. A ship with a lowered anchor cannot move.

Barrel

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a barrel space. In addition, for two movement points, a hero in a barrel space may search it. To do so, he rolls a black power die, consults the chart below, and then removes the barrel. Searching a barrel allows the overlord to play a trap (chest) card if he wants to, and can afford to pay for it.

Die Roll	Result
Enhancement	Empty! Nothing inside.
Power Surge	Coins! The party gains 200 coins.
Blank	Treasure! Treat the barrel as a chest.

Bed and Table

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a bed or table space.

Figures in these spaces are elevated. An elevated figure attacking a non-elevated figure (i.e., attacking down) gains +1 range and +1 damage. A non-elevated figure attacking an elevated figure (i.e., attacking up) loses -1 range and -1 damage. Remember that melee attacks ignore rolled range.

Bone Heap

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a bone heap space. In addition, for two movement points, a hero in a bone heap space may search it. To do so, he rolls a black power die, consults the

chart below, and then removes the bone heap. Searching a bone heap allows the overlord to play a trap (space) card if he wants to, and can afford to pay for it.

Die Roll	Result
Enhancement	Empty! Nothing inside.
Power Surge	Treasure! Treat the bone heap as a chest.
Blank	Surprise! A Master Skeleton is placed on the board adjacent to the bone heap and immediately activates.

Boulder

Block Movement? Yes
Block Line of Sight? Yes



Boulders are treated as walls for purposes of line of sight, attacks, and movement. At the start of the overlord's turn, he rolls one red and one yellow die for each boulder in play, moving that boulder forward a number of spaces equal to the rolled range. Any figure rolled over by a boulder is instantly killed. Boulders destroy rubble tokens, but are destroyed by walls, closed doors, and other boulders.

Boulders can roll over the tops of pits, leaving those in them unharmed. However, if a boulder moves completely into a pit, it falls in, killing anyone beneath it before being destroyed.

Boulder Ramp

Block Movement? No
Block Line of Sight? No



If a boulder moves into a boulder ramp space, it turns in the direction indicated by the ramp.

Cage

Block Movement? Yes
Block Line of Sight? No



A figure cannot enter or leave a cage, although it may attack through the cage. Normally, the quest that a cage appears in describes how it can be opened.

Captain's Wheel

Block Movement? No
Block Line of Sight? No



A figure on an captain's wheel space may move the ship left or right by manning the station, as described on page 34. A ship with a lowered anchor cannot be steered.

Cavern Entrance

Block Movement? No
Block Line of Sight? No



A hero that moves into the mouth of the cavern entrance is removed from the board as though he had entered the portal to the next dungeon level, as described on page 21. Note that some action (such as killing the island's leader) must often be taken first in order to "unlock" the cavern entrance.

Corrupted Space

Block Movement? No
Block Line of Sight? No



Each time a hero in a corrupted space spends one fatigue, the overlord gains one threat. Each time a hero in a corrupted space suffers one wound, the overlord gains two threat.

Crushing Wall

Block Movement? Yes
Block Line of Sight? Yes



Crushing walls are treated as walls for purposes of line of sight, attacks, and movement. At the start of the overlord's turn, he moves each crushing wall one space in the direction indicated by the quest. Any figure caught between a crushing wall and a closed door, a wall, or another crushing wall is instantly killed. Crushing walls destroy rubble tokens, but are destroyed by walls or closed doors.

Crushing walls can move over the tops of pits, leaving those in them unharmed. A figure moving from one pit space to another may move through a crushing wall as if it were not there.

Dart Field

Block Movement? No
Block Line of Sight? No



When a figure enters a dart field space, roll a black power die. On a surge, nothing happens. On any other result, the figure suffers 1 wound (ignoring armor) and must take one daze token.

A dart field cannot be jumped.

Fog

Block Movement? No
Block Line of Sight? Yes



Figures adjacent to a fog space have line of sight to that space. A figure in a fog space has line of sight to all adjacent spaces, but not to any other spaces.

Forecastle

Block Movement? No
Block Line of Sight? No



Figures in a forecastle space are elevated. An elevated figure attacking a non-elevated figure (i.e., attacking down) gains +1 range and +1 damage. A non-elevated figure attacking an elevated figure (i.e., attacking up) suffers -1 range and -1 damage. Remember that melee attacks ignore rolled range.

Fountain

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a fountain space. A figure that ends its movement in a fountain can heal two wounds.

Frozen Sarcophagus

Block Movement? No
Block Line of Sight? No



Frozen Sarcophagi have additional effects that vary by quest.

Giant Mushrooms

Block Movement? No
Block Line of Sight? No



A figure in a giant mushroom space is considered to have the **Shadowcloak** ability. Large monsters only need to occupy one giant mushroom space to benefit from this ability. However, any attacks that injure a figure in a giant mushroom space gain the **Poison** ability.

Hold

Block Movement? No
Block Line of Sight? No



Monsters may be **reinforced** into hold spaces during encounters.

Ice

Block Movement? No
Block Line of Sight? No



Any figure (hero or monster) 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

Block Movement? No
Block Line of Sight? No



If a figure enters a lava space, it suffers 2 wounds (ignoring armor) and must take two burn tokens.

Mast

Block Movement? No
Block Line of Sight? Yes



It costs two movement points to enter a mast space. A figure on a mast space may raise or lower the mast by manning the station, as described on page 25.

Monster Egg

Block Movement? Yes
Block Line of Sight? No



Monster eggs can be attacked as if they were normal monsters, using the wound and armor values described in the quest.

Mud

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a mud space.

Pipe Organ

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a pipe organ space. Pipe organ spaces are elevated. See “Bed and Table.”

Pit

Block Movement? No
Block Line of Sight? No



When a figure moves into a pit, it suffers one wound (ignoring armor). While in a pit, a figure only has line of sight to the spaces in the pit, and to those spaces adjacent to the pit. It costs two movement points to move out of a pit.

Railing

Block Movement? No
Block Line of Sight? No



It costs one extra movement point to move across a railing. Figures that are attacked across a railing are considered to have one extra armor.

Reef

Block Movement? No
Block Line of Sight? No



A reef space is considered to be a normal ground space for figures moving into it, but ships colliding with a reef will destroy it as described on page 29.

Rope

Block Movement? No
Block Line of Sight? No



A figure on a rope space may use the rope to swing to other ships by manning the station, as described on page 25.

Rubble

Block Movement? Yes
Block Line of Sight? Yes



A ship that collides with a rubble space will sink as described on page 26.

Sandbar

Block Movement? No
Block Line of Sight? No



A sandbar is considered to be a normal ground space for figures moving into it, but ships colliding with a sandbar will sink as described on page 26.

Sarcophagus

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a sarcophagus space. These spaces are elevated (i.e., they act like a table or bed). In addition, for two movement points, a hero in a sarcophagus space may search it, in which case his player rolls a power die, consults the chart below, and then removes the sarcophagus. Searching a sarcophagus allows the overlord to play a trap (chest) card if he wants to (paying threat for it as normal).

Die Roll	Result
Enhancement	Empty! Nothing inside.
Power Surge	Treasure! Treat the sarcophagus as a chest.
Blank	Surprise! A Master Sorcerer is placed on the board adjacent to the sarcophagus and immediately activates.

Scrub

Block Movement? No
Block Line of Sight? No



When making a ranged attack into or through a scrub space, every scrub space that line of sight is traced through adds two range to the total distance instead of one. Melee attacks are not affected by scrub.

Scything Blade

Block Movement? No
Block Line of Sight? No



When a figure enters a scything blade space, roll a black power die. On a surge, nothing happens. On any other result, the figure suffers 2 wounds (ignoring armor) and must take one bleed token.

A scything blade cannot be jumped.

Staircases

Block Movement? No
Block Line of Sight? No



For one movement point, a figure in a staircase space can move to the matching staircase space as though it were adjacent. Attacks may be made across matching staircase spaces as though the two ends were adjacent. A figure on a staircase has a line of sight to the other side of the staircase and all spaces adjacent to it. A figure adjacent to a staircase has line of sight to the other side of the staircase.

Statue

Block Movement? Yes
Block Line of Sight? Yes



Statues face the direction their hand is pointing. A figure may rotate a statue clockwise or counterclockwise by ninety degrees by spending three movement points while adjacent to the statue. Often, the direction a statue is facing has some significance in the quest it appears in. This will be described in specific quests.

Summoning Circle

Block Movement? No
Block Line of Sight? No



A summoning circle has no special rules, although certain quests may assign special rules to them.

Throne

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a throne space. Throne spaces are elevated. See "Bed and Table."

Tree

Block Movement? No
Block Line of Sight? Yes



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.

Villager

Block Movement? Yes
Block Line of Sight? Yes



Villagers represent people in heroes must protect and/or rescue. Villagers have one armor and six wounds, and are immune to traps, but can be attacked by monsters. They cannot attack, perform movement actions other than moving through glyphs, or carry items. Villagers move up to four spaces a turn, moving after all of the heroes have moved, and are controlled by the hero players.

Water (In Dungeon)

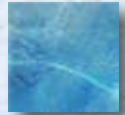
Block Movement? Yes
Block Line of Sight? No



Water cannot be jumped.

Water (Shallow)

Block Movement? Yes
Block Line of Sight? No



It costs two movement points to enter a shallow water space. Figures in shallow water cannot jump.

Water (Deep)

Block Movement? Yes
Block Line of Sight? No



It costs two movement points to enter a deep water space. In addition, heroes entering a deep water space must spend one fatigue, plus one additional fatigue for every point of armor (including both natural and worn armor, rounded down) they have. For every point of fatigue a hero cannot or will not pay, he loses one wound (ignoring armor). Figures in deep water cannot jump.

Weapon Mount (Empty)

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter an empty weapon mount.

Weapon Mount (w/ Cannon)

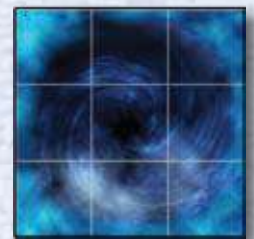
Block Movement? Yes
Block Line of Sight? No



A figure adjacent to a weapon mount that contains a cannon may fire the cannon, as described on page 26.

Whirlpool

Block Movement? No
Block Line of Sight? No



At the end of every round, a yellow die is rolled. Every non-swimming figure in the water within four spaces of a whirlpool is moved directly towards the center of the whirlpool a number of spaces equal to the rolled range. Any figure that enters the center space of a whirlpool is instantly killed, regardless of armor or remaining wounds.

Advanced Campaign

Special Abilities


This section contains a collected list of all special abilities that have appeared in **Descent** and its expansions to date. There are some new abilities listed here, as well as changes to existing abilities for the Advanced Campaign, so please take note.

Certain abilities may result in figures accumulating tokens (such as bleed and burn tokens). The effects of these tokens are described under “Collected and Lingering Effects” on page 42.

Aura

Each time an enemy figure moves into a space adjacent to a figure with the **Aura** ability, it immediately suffers a number of wounds (ignoring armor) equal to the figure’s **Aura** ranks. If a figure with an **Aura** moves adjacent to an enemy figure, however, the enemy will not suffer damage.

Bash

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

Berserk

If a figure with the **Berserk** ability is wounded (i.e., currently has one or more wound tokens on it), it either receives one extra black power die or upgrades one of its power dice by one level for each rank in **Berserk** it has. It still cannot roll more than five power dice in a single attack.

Black Curse

All enemy figures within three spaces of a figure with the **Black Curse** ability suffer –1 range and –1 damage to all attacks they make (melee attacks still ignore range).

In addition, any enemy figure that deals the killing blow to a figure with **Black Curse** receives one curse token, as long as the figure with **Black Curse** actually dies (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 equal to the **Blast** ability’s rank (i.e. “**Blast 2**” would affect every space within two spaces of the target space). However, a space is only affected by the attack if it has line of sight to the target space (ignoring figures for this purpose). **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). Note that this ability is optional, both for heroes and monsters who have it.

Bleed

After inflicting at least one damage (before applying armor) on a figure with a **Bleed** attack, the target begins bleeding from

numerous small wounds. After applying any wounds from that attack, place a bleed token next to that figure. Figures may accumulate multiple bleed tokens.

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, and all figures underneath the template (friendly and enemy) are affected by the attack. A **Bolt** attack only misses on a miss result, and ignores rolled range. **Bolt** attacks cannot pass through walls or closed doors. If it does not miss, a **Bolt** attack deals its full damage to each figure affected by it (friendly and enemy). 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). Note that this ability is optional, both for heroes and monsters who have it.

Breath

Attacks with the **Breath** ability 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 only misses on a miss result, and ignores rolled range. **Breath** attacks cannot pass through walls or closed doors. If it does not miss, the **Breath** attack deals its full damage to each figure affected by it (friendly and enemy). 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). Note that this ability is optional, both for heroes and monsters who have it.

Burn

If an attack by a monster or weapon with the **Burn** ability inflicts at least 1 damage on the target (before applying armor), the target catches fire. After applying any wounds that result from the attack, place a burn token next to the affected figure. Figures are not prevented from accumulating multiple burn tokens.

Command

A figure with **Command** adds +1 damage and +1 range to all attacks made by friendly figures within three spaces of it (including itself, and ignoring line of sight) for each rank in **Command** it has. If there are multiple figures with **Command** within three spaces of a figure, the effects are cumulative.

Constrict

Instead of attacking, a figure with **Constrict** may elect to squeeze one enemy figure that it has **Grappled**. The constricting figure simply spends all of its remaining movement points for the turn and rolls a black power die for each movement point spent. For each blank or power enhancement rolled, the enemy figure loses 1 wound (ignoring armor). Surges rolled have no effect.

Dark Prayer

A monster with the **Dark Prayer** ability generates one threat for the overlord for every surge it spends when attacking, instead of for every two surges. In addition, the figure gains +1 range and +1 damage for each surge rolled when attacking.

Daze

When a figure with the **Daze** ability inflicts at least 1 damage (before applying armor), the target is temporarily weakened. After applying any wounds from that attack, place a daze token next to that figure. Figures are not prevented from accumulating multiple daze tokens.

Fear

When an attack affects a space containing a figure with the **Fear** ability, the attacker must spend one power surge for every rank of **Fear** that figure possesses. If the attacker cannot spend enough surges to overcome the **Fear** ability, the attack automatically misses. Surges spent to overcome this ability cannot be used for other purposes.

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 damage or effects from that obstacle.

All monsters with the **Flying** ability automatically have the **Soar** ability as well. Heroes cannot have **Soar**.

Frost

If an attack by a weapon with the **Frost** ability inflicts at least 1 damage on a hero (before applying armor), he is temporarily covered in a thin sheet of ice, weakening his items. After applying wounds from that attack, place a frost token next to the affected hero. Heroes are not prevented from accumulating multiple frost tokens. Monsters are unaffected by **Frost**.

Ghost

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

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

This ability does not affect avatars.

Grapple

Enemies adjacent to a figure with the **Grapple** ability cannot spend movement points until that figure is dead or moves away. They may still attack as normal.

Ironskin

A figure with Ironskin is immune to the effects of **Aura**, **Bleed**, **Burn**, **Pierce**, **Poison**, and **Sorcery**. In addition, all damage dealt to figures with **Ironskin** by attacks that affect more than one space (such as **Blast**, **Burn**, and **Breath**) is reduced to zero. This ability does not affect attacks made by an avatar.

Knockback

If an attack by a monster or weapon with **Knockback** inflicts at least one damage (before applying armor), the attacker may immediately move each affected target figure up to three spaces away from its current location. This is reduced by one space of

movement for each space the target occupies beyond the first. 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 intervening spaces. As such, **Knockback** movement is not blocked by intervening figures or obstacles (though a figure cannot be moved through a closed door or wall).

Leap

A figure with the **Leap** ability can make a leap attack. To do so, the figure moves in a straight (i.e., not diagonal) line up to twice its remaining movement, ignoring obstacles and enemy figures. This portion of the figure's movement cannot pass through walls or closed doors, and must end on an empty space. The figure may then make one attack roll against all enemy figures in the spaces it just moved through. A leap attack ignores rolled range, and only misses 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. Once begun, a leap attack cannot be interrupted (such as by a Guard order) until it is completed.

Leech

For every wound token lost due to a **Leech** attack, the target also loses one fatigue (or suffers 1 additional wound, ignoring armor, if the target is out of fatigue), and the attacker immediately heals 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, its player may choose a red, white, blue, yellow, or green die to roll, limited only by the dice that came with the game. The attack must include at least one red, white, or blue die, but can include more than one of those dice if so desired. The overlord also chooses what kind of attack the creature makes (melee, ranged, or magic), save that 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.

A monster with the **Morph** ability considers all three of its traits (Melee, Ranged, and Magic) to be its primary trait when manning stations or firing cannons.

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 the monster. The monster stays on the board and is returned to full health, but falls 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 just after the controlling hero's turn ends. The monster activates just like it does for the overlord player, save that 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 other than a power enhancement, the animated monster falls apart and is killed.

Pierce

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

Poison

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

Quick Shot

A monster with the **Quick Shot** ability can attack up to two times each time it is activated. If a lieutenant or avatar with **Quick Shot** takes the Battle action, it gets twice as many attacks as it would normally get.

Reach

The **Reach** ability allows a figure to make melee attacks targeting spaces one space further away from it than normal for each rank of **Reach** it has. As with other melee attacks, rolled range does not affect the attack – it only misses on a miss result. The attacker is required to have a line of sight to the target space.

Regeneration

A figure with **Regeneration** is healed of 1 wound at the start of its activation for every rank of **Regeneration** it has. Thus, a figure with **Regeneration 5** heals five wounds at the start of its activation each turn.

Reinforce

Reinforce allows leaders and lieutenants to bring new monsters onto the game board during encounters. See “The Reinforce Ability in Encounters” on page 14 and “Encounters Involving Lieutenants” on page 16 for full details.

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.

Soar

This ability is only used during outdoor encounters. Any figure with **Soar** is considered to be flying above the ground, and the range both to and from it is increased by four spaces.

A soaring monster cannot normally be the target of a melee attack. However, monsters with **Soar** can choose to swoop down before attacking. If they do so, the extra range is negated until after the attack goes off, at which point the monster flies back up. Heroes may use interrupt attacks (even melee attacks, if in range) to attack a monster while it is swooping.

Note that all monsters with the **Flying** ability also automatically have the **Soar** ability.

Sorcery

After making an attack roll, a figure with **Sorcery** may add +1 to either its range or damage for each rank of **Sorcery** it has. A figure with multiple ranks of **Sorcery** may split this bonus between range and damage. Heroes cannot have **Soar**.

Stealth

When a figure with the **Stealth** ability is attacked, the attacking figure must roll the transparent stealth die in addition to the dice that figure 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 figures (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.

Stun

After inflicting at least 1 damage (before applying armor) to a figure with a **Stun** attack, place a stun token next to the figure. Figures are not prevented from accumulating multiple stun tokens. **Named monsters are immune to stun, and master monsters suffer reduced penalties when stunned.**

Swallow

A monster with the **Swallow** ability that makes a successful attack (i.e., an attack that causes at least 1 damage before applying the effects of armor) against a hero within three spaces of it can choose to swallow that hero.

If the monster chooses to use its **Swallow** ability after a successful attack, the hero suffers the attack damage as normal, and that hero’s figure 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).
- The hero can only make one attack per turn, and can only attack the swallowing monster. 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 19 of the **Descent** core rulebook.
- The hero cannot use surges or fatigue.

- A swallowed hero remains in the stomach until either he or the swallowing monster is killed.

If the monster is killed before the swallowed hero dies, the swallowed hero is removed from the stomach tile and placed on any space, of that hero player's choice, that was occupied by the swallowing monster when it died. If a hero on the stomach tile is killed before the swallowing monster dies, the hero's figure is placed on the town tile, and all the normal rules for hero deaths apply.

A monster may only have one hero placed on its stomach tile at a time. Once a hero has been swallowed, a second hero cannot be swallowed until the previously swallowed hero is killed.

Swarm

When attacking, a figure with the **Swarm** ability may roll one extra black power die or upgrade one of its power dice by one level for every other friendly figure adjacent to its target (up to the normal maximum of five total power dice).

Sweep

Sweep attacks affect all enemy figures within melee range of the attacker. A figure with the **Sweep** ability deals its full damage to each figure affected by it, as long as it doesn't miss. If such an attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the left of the attacking player's left decides which dice, if any, are to be re-rolled).

Swim

A figure with the **Swim** ability is immune to the effects of water when aboveground. The waters below ground remain too dangerous to enter.

Tentacle

A figure with the **Tentacle** ability (referred to as the "controlling figure") places a number of tentacle markers adjacent to itself equal to its rank in **Tentacle** when placed on a map. Each tentacle has attributes according to the chart below and moves and attacks independently of the controlling figure. Tentacles activate after the controlling figure each round.

Tentacle Attributes			
Campaign Level	Speed	Armor	Wounds
Copper	3	4	10
Silver	4	5	25
Gold	5	6	50

Tentacles cannot move farther than three spaces away from the controlling figure, but may enter and even end their movement in the same space as an enemy figure. No more than one tentacle may be in a single space. An enemy figure in the same space as a tentacle is **Grappled** (as the ability). A tentacle that begins its activation already having **Grappled** an enemy figure may either **Constrict** (as the ability) or move the enemy figure (and itself) one space (usually to pull the enemy closer to the controlling figure's mouth.)

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 one threat for each rank of **Trickster** a figure has, while it remains in play. If more than one figure in play has **Trickster**, the effects are cumulative.

Undying

When an **Undying** figure is killed, roll one power die. If a power surge is rolled, the figure is instantly restored to full health, and any lingering effects are removed. An **Undying** figure must stay dead in order for any effects that take place when it is "killed" to actually occur.

Unstoppable

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

Web

After inflicting at least one damage (before applying armor) to a figure with a **Web** attack, place a web token next to that figure. Figures are not prevented from accumulating multiple web tokens.

Collected Lingering Effects

This section contains a collected list of all lingering effects that have appeared in **Descent** and its expansion to date. There are some new effects listed here, as well as changes to existing ones, so please take note.

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 once for each bleed token on the figure, suffering 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.

Burn

A figure that has caught fire is marked with a burn token. At the start of each of that figure's turns, its owner must roll a black 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 (ignoring armor) for each remaining burn token.

Curse

A hero with a curse token has his conquest value is increased by +1 for each curse token on him. Unless specified otherwise, curse tokens are only discarded from a hero when he is killed.

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 while it has one or more daze tokens on it, it loses one die (either yellow, black, or green) 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 attacks, it loses all such dice.

Enslaved

The Plot card "Brother Against Brother" is the only way to enslave a hero. Once a hero has been enslaved, the effect is permanent. From then on, at the start of the hero's turn, the hero player must roll a black power die. On anything but a power surge, he may take his turn as normal. On a power surge, the Avatar's mental powers take over the hero and he is controlled by the overlord player this turn. This effect is similar to the "Dark Charm" card, except that the overlord cannot force the hero to attack himself.

Frost

Frost tokens indicate that a hero has been temporarily covered in a thin sheet of ice, which weakens his items. At the start of each of his turns, the hero must roll one black power die for each frost token on him. 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 one black power die each frost token on him. If any power die rolls a blank, the weapon used to make the attack shatters and is discarded.

This procedure 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 damage to him (before armor).

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, then places an equal number of poison tokens on his sheet. 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 are removed, the hero's wounds can be treated normally.

Sleep

A sleeping figure cannot spend movement points or attack. In addition, when attacked, a sleeping figure's armor is ignored (treated as 0). A figure that suffers at least 1 wound discards all sleeping tokens. At the start of that figure's turn, its owner may roll a number of black power dice equal to the number of sleep tokens on the figure. For each surge result rolled, he may remove one sleep token.

Stun

Stun tokens indicate that a figure is confused and disoriented. 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 is a normal, unnamed monster, its action immediately ends – it can do nothing else until the overlord's next turn. If it is a master monster, it may either attack *or* move up to its speed this turn. If it is a named monster, it is unaffected by the stun token. Finally, if it is a hero, the hero does not receive a full action that turn. Instead, the hero may only either move a number of spaces up to his speed, *or* make one attack, *or* place one order. A stunned hero cannot use any ability that requires

advancing, running, battling, or readying (except for placing a hero order). A figure may have several stun tokens on it at once. Since only one stun token is removed each turn, such figures remain stunned for multiple rounds.

Web

A hero who is caught in a web is marked with a web token. At the start of each of that hero's turns, its owner must roll one black power die for each web token on it, plus one additional black power die for each die of Melee trait the hero has (the number of bonus power dice rolled when the hero makes a melee attack). For each power surge rolled, remove one web token. If any web tokens remain on the figure after rolling, the figure cannot spend any movement points that turn.

Monsters caught in a web remove tokens the same way, except that they roll one black power die for each web token, plus one extra black power die for each space they occupy beyond the first.

New and Revised familiars and Companions

Alex the Wise

Alex the Wise is an animal companion granted by a Wizardry skill card. Alex is not a familiar and does not follow the rules for familiars. The player with the Alex the Wise skill card receives the Alex the Wise token at the start of the game.



Alex cannot move on his own, but heroes can carry him. Alex does not count towards the number of items a hero can equip or carry in his pack. A hero can give Alex to an adjacent hero by spending two movement points.

Any hero carrying Alex rolls one extra black power die (or gets one power die upgrade) on any roll to man a station or fire a cannon.

In addition, the overlord's hand size is reduced by one for the duration of the game.

Lightfinger

Lightfinger is an animal companion granted by a Subterfuge skill card. Lightfinger is not a familiar and does not follow the rules for familiars. The player with the Lightfinger skill card receives the Lightfinger token at the start of the game.



Lightfinger cannot move on his own, but heroes can carry him. Lightfinger does not count towards the number of items a hero can equip or carry in his pack. A hero can give Lightfinger to an adjacent hero by spending two movement points.

When a trap (chest, door, or space) card is played within three spaces of the hero carrying Lightfinger, the overlord must pay three extra threat to play the trap.

Mata and Kata

These familiars are granted by a Wizardry skill card, and follow the rules governing familiars. Mata and Kata's speed is 6. Mata and Kata are both represented by markers that may 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 (or each other, **whether they are adjacent or not**) by spending one movement point.

If Mata and Kata begin their turn in the same space, they may move together. While moving together, they may pick up and carry one chest, treasure pile, or runekey. If they wish, they may still carry one normal item instead. Mata and Kata cannot enter the same space as another figure while carrying a chest, treasure pile, or runekey. Mata and Kata may separate at the beginning of any of their turns, but if they do, any chest, treasure pile, or runekey they are carrying must immediately be dropped and left where it is.

Combining Road to Legend and Sea of Blood

Due to the differences between the two campaigns, there is only a limited amount of compatibility between them. Specifically, all of the Dungeon Level and Rumor cards may be used in either expansion. Other components should not be shared between the two expansions.

Map Notes

The remainder of this rulebook consists of a Quest Guide that describes, fully or along with cards, the dungeon and other levels of **The Sea of Blood**. The maps that make up the Quest Guide follow the same general format found in the **Descent** core game and its existing expansions, with a few exceptions detailed here.

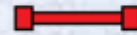
Area Divisions

Many of the maps in this book's Quest Guide do not have multiple areas. Some, however, do. Rather than indicating the divisions between areas with different intensities of grey (as previous Quest Guides have done), divisions between areas in this book are indicated by doors with triangular – rather than rectangular – endcaps.

There is otherwise no difference between doors that divide areas and those that do not. Both indicate doors that are placed on the game board and used in play in exactly the same way. The new, triangle-ended doors simply indicate where areas begin and end.



*Red Rune-locked Door
Also Marking an Area
Division*



*Red Rune-locked Door
Not Marking an Area
Division*

Omitted Direction Markers

To save space, direction markers have been omitted from some of the maps in this book's Quest Guide. When a given map has no direction marker, the top of the page is the north-ward direction.

Map Legend



Potion of Vitality



Potion of Healing



Potion of Power



Potion of Invulnerability



Potion of Invisibility



Encounter Markers



Scything Blades



Unactivated Glyph



Activated Glyph



Yellow Runekey



Blue Runekey



Red Runekey



Secret Event



Encounter Marker



Dart Field



Copper Chest



Silver Chest



Gold Chest



Gold Pile



Evil Altar



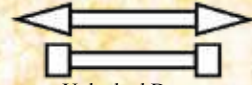
Good Altar



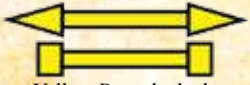
Red Rune-locked Doors



Blue Rune-locked Doors



Unlocked Doors



Yellow Rune-locked Doors

Doors symbols with triangular endcaps mark the divisions between dungeon areas, but are otherwise identical to standard door symbols (i.e., those with rectangular endcaps).



Large Crushing Wall



Crushing Wall



Boulder



Gray Stairs



Red Stairs



Blue Stairs



Green Stairs



Fog



Mud



Boulder Ramp



Cage



Rubble



Pit



Lava



Water



Direction Marker



Ice



Sarcophagus



Pipe Organ



Monster Egg



Statue



Barrel



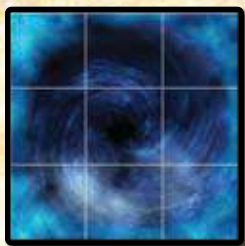
Scrub



Tree



Reef



Whirlpool



Cavern Entrance



Sandbar



Shallow Water

Campaign Level Reference

Copper Campaign Level

Heroes

- All treasures found or bought are Copper treasures
- Each hero may upgrade up to three trait dice to Silver power dice
- Rumors cost 50 coins each

Overlord

- One monster category may be upgraded to Silver
- Up to two Power cards may be in play during a dungeon
- Lieutenants use their Copper statistics

Silver Campaign Level

200 total conquest tokens

Heroes

- All treasures found or bought are Silver treasures
- All trait dice may be upgraded to Silver power dice
- Each hero may upgrade up to three trait dice to Gold power dice
- Rumors cost 100 coins each

Overlord

- All monster categories may be upgraded to Silver
- One monster category may be upgraded to Gold
- Up to three Power cards may be in play during a dungeon
- Lieutenants use their Silver statistics

Gold Campaign Level

400 total conquest tokens

Heroes

- All treasure found or bought are Gold treasures
- All trait dice may be upgraded to Gold power dice
- Rumors cost 150 coins each

Overlord

- All monster categories may be upgraded to Gold
- One monster category may be upgraded to Diamond
- Up to four Power cards may be in play at once during a dungeon
- Lieutenants use their Gold statistics

The Final Battle

600 total conquest tokens

- Heroes have one last week to shop and/or train in their Home Port before they are moved directly to the Overlord's Keep
- The overlord may purchase one final upgrade before the heroes move to the Overlord's Keep.

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