DESCENT: JOURNEYS IN THE DARK SECOND EDITION

ERRATA AND FAQ VERSION 1.6

Updated 1/18/2016

This document contains errata, rule clarifications, and frequently asked questions for ***Descent: Journeys in the Dark Second Edition*** and expansions. Additions since the last update appear in red text.

ERRATA

The following section contains official clarifications and errata to ***Descent: Journeys in the Dark Second Edition***.

RULEBOOK

Page 16, "Large Monsters": Add, "When interrupting a large monster's movement to perform an action, the overlord must be able to declare the action that the large monster will perform **before** placing the monster's figure on the map."

Page 18, "Pit": This section should read, "Pit spaces are defined by a green line surrounding them. Each time a figure enters a pit space, that figure suffers two damage. A figure in a pit space cannot spend movement points. Other game effects that move a figure a number of spaces or place a figure in a different space without spending movement points can be used to exit a pit space. A figure in a pit space only has line of sight to adjacent figures, and only figures adjacent to a pit space have line of sight to a figure in that pit space. As an action, a figure in a pit space may remove his figure from the map and place it in an adjacent empty space; if there is no adjacent empty space, the figure cannot perform this action. Large monsters suffer the effects of entering and being in a pit space only if their movement ends or is interrupted so that each space they occupy is a pit space."

Page 18, "The Golden Rules": The first bullet point should read, "Some cards and abilities come in direct conflict with the rules found in this rulebook. Cards and abilities take precedence over the rules in this rulebook. Furthermore, many quest rules listed in the Quest Guides come in direct conflict with cards, abilities, and the rules found in this rulebook. The quest rules listed in the Quest Guides take precedence over cards, abilities, and the rulebook."

Page 18: Add "Two-Hero Game" section:

> When playing with two heroes, the heroes receive an additional advantage. Once during each hero's turn, that hero may perform one attack that does not require an action. This attack cannot be a special action that includes an attack ("Rage" or "Exploding Rune" for example); the attack must be a regular attack action. This attack can only be performed during the "Perform Actions" step of the hero turn and can be performed before or after either of his actions.
>
> At the end of each hero's turn, if that hero did not or could not perform the free attack during his turn, he may instead recover 2 ♥.

Page 20 and 24, "The Campaign Phase": The "Shopping" step should occur before the "Spend Experience Points" step; "Shopping" is step 4, and "Spend Experience Points" is step 5.

Page 21, "Shopping" third paragraph: The second sentence should read, "Shuffle the Shop Item cards and reveal five Shop Item cards."

Page 22, "Act II" transition steps: These steps should read:

1. Perform steps 1-3 of the campaign phase found on page 20.
2. Instead of performing a normal shopping step, the heroes can now purchase any Act I Shop cards. Deal out all remaining Act I Shop Item cards faceup. The hero players may purchase any number of Act I Shop Item cards.
3. Return all unpurchased Act I Shop Item cards, Act I Monster cards, and Act I Lieutenant cards to the box. Retrieve the Act II Shop Item cards, Act II Monster cards, and Act II Lieutenant cards from the box. From now on, all monsters and lieutenants use their Act II characteristics. Act I Shop Item cards currently in possession of the heroes are unaffected. Any Act I Shop Item card sold by the heroes during Act II is returned to the box.
4. Complete the campaign phase by performing steps 5-8 of the campaign phase found on page 20.

OVERLORD CARDS

Unholy Ritual: The card should read, "Play this card at the start of your turn. Choose one of your monster groups and draw Overlord cards equal to the number of figures from that group on the map. Choose and keep 2 cards and discard the rest. Each monster in that group performs 1 less action during this turn."

Bloodlust: The card should read, "Play this card when a hero is knocked out. Draw 2 Overlord cards. This is in addition to your normal 1 Overlord card drawn for defeating a hero."

Reinforce: The card should read, "Play this card at the end of your turn and choose a master monster on the map. Place minion monsters of that monster's group in empty spaces adjacent to that monster, up to the group limit. These monsters may not be placed within 3 spaces of any hero, but may otherwise be placed in any empty space."

MONSTER CARDS

Elemental, Act I and II: The Air ability should read, "Until the start of your next turn, this monster can only be affected by attacks from adjacent figures."

HERO SHEETS

Grisban the Thirsty: Grisban's hero ability should read, "Each time you perform a rest action, you may immediately discard 1 Condition card from yourself."

Class Cards

Runemaster, "Break the Rune": This card should read, "Perform an attack with a *Rune* weapon. This attack ignores range and targets each other figure within 3 spaces and in your line of sight. Each figure rolls defense dice separately. "

Knight, "Guard": This card should read, "When a monster moves into an **empty** space adjacent to you, exhaust this card to interrupt that monster's activation and perform an attack with a Melee weapon. After this attack is resolved, if the monster was not defeated, it may continue its activation."

Necromancer, "Raise Dead": The card should read, "Place your Reanimate familiar token in an **empty** space adjacent to you."

Necromancer, "Dying Command": This card should read, "Exhaust this card after you or your Reanimate resolves an attack. Choose 1 monster defeated by that attack and test . If you fail, recover 1 . If you pass, perform the following in order: return that monster to the map, move it up to its Speed, perform 1 attack with it, and remove it from the map."

Spirit Speaker, "Ancestor Spirits": This card should read, "Exhaust this card when 1 or more monsters suffer from 1 of your class skills. Each of those monsters is Poisoned.
Exhaust this card when 1 or more heroes recover or from 1 of your class skills. Each of those heroes recovers 1 and 1 ."

Wildlander, "Running Shot": This card should read, "Each time you perform an attack with a Bow, you may move up to 2 spaces either before declaring a target or after the attack resolves. If you have Heavy Armor equipped, you may only move 1 space."

The Shadow Rune Quest Guide

Page 6, "Castle Daerion," Special Rules: Villager Health should be 8 instead of 6.

Page 7, "Castle Daerion." Setup: Should read, "Any surviving villagers from Encounter 1 are placed on the Entrance tile or the closest available empty spaces at the end of the last hero's first turn."

Page 7, "Castle Daerion," Special Rules: Add, "After testing to marshal defenders, Sir Palamon may perform 1 move action."

In addition, the brown defense die listed for Sir Palamon's Defense should be a gray defense die instead, and instead of 0, his listed Speed should be 4.

Page 9, "The Cardinal's Plight," Special Rules: "When a hero ends his turn adjacent to Cardinal Koth," should be changed to "When a hero first opens the door to the Library,"

Page 10, "The Masquerade Ball," Victory: Change 3rd line to, "The heroes roll a die (depending on the number of heroes) to determine whether Lord Theodir is among the guests they have rescued; roll a brown defense die for a 2-hero game, a gray defense die for a 3-hero game, or a black defense die for a 4-hero game. If the heroes did not rescue at least 1 guest, they did not rescue Lord Theodir regardless of the result."

Page 40, "The Man Who Would Be King": Splig should start the quest in the adjacent space on the opposite side of the door.

Reference Cards

Overlord Turn Summary, "1. Start of turn": Should read,

I. Draw 1 Overlord card and start of turn abilities.
II. Refresh cards.

Frequently Asked Questions

The following section provides answers to many ***Descent: Journeys in the Dark Second Edition*** rules questions.

General Rules

Q: Do hero players have to agree on their turn order before the first hero acts?

A: Hero players do not have to determine the exact order in which each player takes his turn at the start of the round. They only need to decide who is going to take their turn first. After each hero player takes his turn, they can decide who takes their turn next.

Q: In the Epic Play Variant, can heroes sell back their starting equipment for 25 gold each before the game begins like they can in Campaign mode?

A: Yes, hero players may sell back any starting equipment before the game. Starting equipment is sold for 25 gold each.

Q: When exactly can cards with a timing of "during your turn" be used?

A: Any skill or ability with a timing of "during your turn" can only be used during the Perform Actions step of a hero's turn for the heroes and during the Activate Monsters step of the overlord's turn for the overlord. A player cannot use these skills or abilities at the start of his turn or at the end of his turn.

Q: What abilities affect "figures treated as hero figures?"

A: Hero abilities, monster abilities, monster attacks, and Overlord cards that can target a hero can also target a figure that is treated as a hero figure. Figures treated as hero figures may be given conditions and are affected by terrain. Nothing else affect figures treated as hero figures unless specifically stated (for example, quest rules and Plot cards).

Line of Sight and Adjacent Spaces

Q: When tracing line of sight to the corner of a space containing a figure, does the figure occupying the target space block line of sight?

A: Yes, if the line passes through any blocked space (a space containing a figure or obstacle) the target space is not in line of sight. This includes the target space itself.

Q: Are spaces that are separated by a wall (edge of a map tile) adjacent to each other?

A: No, spaces that are separated by a wall (the black edge of a map tile) are not adjacent nor are they in line of sight to each other. Although the two spaces technically share a corner, the wall blocks both movement and line of sight between the two spaces on either side.

Q: When counting spaces for skills and abilities, such as the Thief skill "Greedy," do other figures block the path? How about doors?

A: When counting spaces like this, players ignore all other figures on the path. Unless line of sight is specifically stated as a requirement, figures only need to be in range for these skills or abilities to work. However, doors do block this path. A Thief cannot use "Greedy" through a door because he cannot count spaces through the door.

Q: Should gaps in a map (areas where there are no tiles) be defined as blocked spaces when considering other rules, such as line of sight?

A: Areas between map tiles do not contain any spaces because they are not on map tiles. In addition, the black borders found on the edge of map tiles represent impassable walls that block line of sight, movement, and any path when counting spaces.

Class Cards

Q: Can the Knight use "Advance" to move without performing the attack?

A: Yes.

Q: Does the Disciple's "Prayer of Healing" require an action?

A: No. Any skill or ability that requires an action to perform is denoted with a ➦.

Conditions

Q: Does the Stunned condition take away a figure's entire turn?

A: No, the Stunned condition causes a figure to use its first action to discard the Condition card. After a Stunned card or token is discarded, the figure is free to perform a second action. If a figure becomes Stunned during its turn after performing its first action, its second action must be used to discard the Stunned card or token.

Q: What happens when a figure is Immobilized during a move action?

A: That figure's move action immediately ends, and that figure's remaining movement points are reduced to 0.

Q: When Immobilized, can a figure use skills and abilities that allow movement not related to a move action?

A: Yes. Any skill or ability that does not refer to performing a move action may be used while a figure is Immobilized. This includes skills or abilities that remove a figure from the map and place it in another space, skills or abilities that allow a figure to move an amount of spaces based upon its Speed, and skills and abilities by which a figure can gain movement points.

Q: If a condition is applied to an attack that uses Blast, do all figures affected by the attack suffer the condition?

A: Yes, but each figure affected by the attack still needs to be dealt at least 1 ♥ (after its own defense roll) in order to suffer the condition.

Knocked Out Heroes

Q: What happens when a hero is defeated during his turn?

A: If a hero is defeated during his own turn, his turn immediately ends.

Q: Can a knocked out hero do anything after standing up during his turn?

A: After performing a stand up action, the hero's turn immediately ends. This means the hero cannot suffer any fatigue to gain movement points or use any other skills or abilities.

Q: If a hero is knocked out, does he have to stand up during his turn?

A: No. A hero is not required to perform any actions on his turn.

Movement

Q: Can a figure interrupt its move action to perform another move action, and if so, how are the spaces moved through during the first and second move action differentiated (and what happens if a card instructs you to "end your move action")? How do the players differentiate between spaces that were moved through due to an action and spaces that were moved through due to suffering fatigue?

A: When a figure performs a move action, that figure receives a number of movement points equal to his Speed. A figure can interrupt its move action to perform an additional move action, which gives that figure additional movement points. There is no need to differentiate the two move actions because they are both move actions. If a card instructs you to end your move action and that figure performed two move actions, then both actions end and that figure loses all unspent movement points. However, if a hero player wishes to suffer fatigue to gain movement points in the middle of a move action, he must declare exactly when he is suffering the fatigue within the move action and which spaces he moves into with those additional movement points.

Q: If a figure interrupts a move action to perform another action, does the figure have to be in an empty space?

A: Yes, a figure must be in an empty space when ending or interrupting its movement.

Q: If a skill or ability allows a figure to gain movement points during another player's turn, when can those movement points be used?

A: Any movement points gained during another player's turn, such as if the Wildlander uses the First Strike skill with the Running Shot skill during the overlord's turn, must be used immediately. If these movement points not used before the active player resumes his turn, the movement points are lost.

Q: Does a large monster suffer damage when "expanding" into spaces containing lava?

A: No. A figure only suffers damage when entering a space containing lava. When ending its movement, the large monster is only considered to have entered the one space in which it ended its movement.

Familiars

Q: Can a hero activate a familiar while knocked out?

A: Yes, a familiar can be activated before the knocked out hero performs a stand up action, but not after (because standing up immediately ends the hero's turn).

Q: Can monster abilities that are not attacks affect familiars that are treated as figures?

A: Yes, any hero or monster ability, monster attack, or Overlord card that targets a hero can also target a familiar that is treated as a figure. Quest special rules that refer to heroes do not include familiars that are treated as figures unless specifically stated.

Q: If the Necromancer is defeated, is his reanimate defeated and removed from the map as well?

A: No, the reanimate is not defeated when the Necromancer is defeated. Unless specifically noted otherwise, familiars treated as figures are only defeated when they suffer damage equal or greater than their Health.

Q: Can the Necromancer activate his Reanimate familiar at the start of his turn, voluntarily destroy it, spend an action during his turn to create a new Reanimate familiar, and then activate this new Reanimate at the end of his turn?

A: No, a familiar can only be activated once per round. Even though the Reanimate was removed and placed again, it is still the same familiar.

Q: What happens if a familiar treated as a figure suffers fatigue?

A: Similar to monsters, if a familiar treated as a figure suffers any amount of fatigue, it suffers that amount of damage instead.

Q: Can a hero spend a surge rolled during a familiar's attack to recover 1 fatigue?

A: No.

Q: Can Widow Tarha use her hero ability on attacks made with her Reanimate?

A: No, Widow Tarha's hero ability only affects her own attack rolls.

Q: How much damage (if any) does the Reanimate suffer from the Overlord card "Explosive Runes"?

A: Zero damage. The Reanimate automatically fails any attribute test, but since there is no attribute test rolled, the Reanimate does not suffer any damage from "Explosive Runes."

Q: If a Reanimate is on the map when the first encounter of a quest ends, does it start on the map for the second encounter or does it have to be summoned?

A: No, the Reanimate does not start any encounter on the map.

Monsters

Q: When tracing a path for the Fire Breath ability, does the path have to be a straight line?

A: No, the path can be traced in any direction and can even change direction.

Q: When a large monster interrupts its movement to perform an action, does the figure have to be placed on the map in all empty spaces?

A: Yes, a large monster cannot interrupt its movement unless it can be placed on the map and all the spaces it occupies are empty spaces.

Q: Can the overlord side of "The Shadow Rune" Relic card only be wielded by Zachareth?

A: Yes, Zachareth is the only lieutenant that can wield "The Shadow Rune."

Q: Can zombies be affected by a "Dash" Overlord card?

A: Yes, a zombie can perform two move actions during its activation if a "Dash" card is played on it.

Q: When an Overlord card allows a monster to perform an attack action in addition to its two normal actions, does this allow the monster to perform two attacks in the same turn?

A: Yes, playing a "Frenzy" card on a monster allows that monster to perform two attack actions during its activation.

Q: If a hero is adjacent to a master cave spider and he has suffered fatigue equal to his Stamina, can he suffer a damage instead of a fatigue as payment for the spider's Web ability?

A: Yes, the hero would suffer 1 damage if he moves out of his current space.

Q: Does the "Stealthy" ability affect Melee attacks?

A: Yes. Although Melee attacks do not usually require range to be checked, "Stealthy" adds that requirement. When performing a Melee attack targeting a figure with "Stealthy," add the 3 additional range to the 0 normally required. When performing a Melee attack from a space that is not adjacent (such as an attack using the "Reach" ability), the required range is 0 plus the additional 3 from "Stealthy."

Overlord Cards

Q: Does "Word of Misery" cause a hero to suffer 1 fatigue for each damage suffered?

A: No, "Word of Misery" causes a hero to suffer 1 fatigue each time he would suffer any amount of damage. For example, if a hero suffers 3 damage, he would suffer 1 fatigue in addition to the 3 damage he suffered.

Q: If a hero has suffered fatigue equal to his Stamina and is affected by "Word of Misery," would the damage he suffers in place of the fatigue trigger the effect again?

A: No.

Q: Can a hero suffer fatigue to gain a movement point in response to a "Pit Trap" in order to avoid being Stunned?

A: No, the effects of "Pit Trap" are applied immediately.

Q: Can "Frenzy" be used to perform actions that include attacks, such as the elemental's "Fire" ability?

A: No. "Frenzy" provides the monster's basic attack and cannot be used for other abilities.

The Shadow Rune Campaign

Q: In Encounter 2 of "A Fat Goblin," if the heroes manage to kill all the goblins before Splig finds Frederick, is this an automatic win for the Heroes? Can Splig go fetch/interrogate the remaining prisoners?

A: During Encounter 2 of "A Fat Goblin," Splig can pick up and carry prisoners just like goblin archers. However, Splig must be in the Torture Chamber to interrogate the prisoner.

Q: Does "The Masquerade Ball" end if only cultists are left unmasked?

A: No, the encounter cannot end before all guests are unmasked. After all guests are unmasked, if there are no guests or monsters remaining, the encounter ends.

Q: In "The Shadow Vault," when Zachareth is defeated and placed on the Entrance, does he come back with full Health?

A: Yes, Zachareth fully recovers all damage and is placed on the Entrance.

Q: In Encounter 1 of "The Ritual of Shadows," what happens if Lord Merick Farrow is defeated without a hero dealing at least 1 ♥ to him, such as if the overlord plays the "Blood Rage" Overlord card?

A: The heroes win the encounter.

Q: In Encounter 1 of "Death on the Wing," what happens to the overlord victory condition if players have incorporated an expansion that contains additional objective tokens?

A: Ignore any objective tokens added from other expansions. If all 10 objective tokens from the base game are on the map at the same time, the overlord wins the encounter.

Lair of the Wyrm

The following sections include all errata and frequently asked questions for the ***Lair of the Wyrm*** expansion.

Errata

The following section contains official clarifications and errata to the ***Lair of the Wyrm*** expansion.

Class Cards

Geomancer, "Quaking Word": This card should read, "➦: Perform an attack with a *Magic* weapon. This attack gains: ➹: Each monster within 2 spaces of a Summoned Stone tests 👁. Each figure that fails is Stunned."

Rulebook

Page 5, "Exploring a Secret Room": Add, "A hero cannot EXPLORE a secret room if there is already a Secret Room card in play."

Page 7, "Act Specific Quest Cards": This section should read,

> Some Rumor cards are restricted to particular acts. This is designated by the act icon on the upper left of the Rumor card. The overlord can only play Rumor cards during the act that corresponds with this icon.
>
> At the start of Act II, the overlord must discard all Rumor cards that have the Act I restriction from his hand. Any Rumor cards that are in play that have the Act I restriction are also discarded. He does not draw additional Rumor cards to replace the discarded cards.

Secret Room Cards

Hidden Stash: The card should read, "Then discard this Secret Room card and the secret room entrance token."

Frequently Asked Questions

The following section explains answers to many ***Lair of the Wyrm*** expansion questions.

General Rules

Q: If an Act I Rumor card with an available quest is in play, are the heroes and overlord forced to play it before the Interlude?

A: No, but that quest will no longer be an eligible choice after the Interlude has been completed.

Class Cards

Q: Does a hero discard valor tokens from his Hero sheet when he is defeated?

A: No.

Monster Cards

Q: How does the hybrid sentinel's "Prey on the Weak" ability affect a figure that is treated as a hero but does not have attribute values, such as a familiar?

A: It has no effect on that figure.

Quest Guide

Q: In Encounter 2 of "Armed to the Teeth," can each hybrid sentinel perform the special action to equip the troops each round?

A: Yes.

Labyrinth of Ruin

The following sections include all errata and frequently asked questions for the ***Labyrinth of Ruin*** expansion.

Errata

The following section contains official clarifications and errata to the ***Labyrinth of Ruin*** expansion.

Rulebook

Page 4, "Elixir Tokens": Add, "Allies and familiars treated as hero figures can also gain elixir tokens. Each time an ally or familiar gains one elixir token, place it on their card. Allies and familiars treated as hero figures can discard elixir tokens to recover damage just like heroes. Allies and familiars treated as hero figures discard all elixir tokens on their card when they are defeated, when they are summoned, and at the end of each encounter."

Class Cards

Apothecary, "Potent Remedies": This card should read, "When a hero discards an elixir token from his Hero sheet, he may roll 1 additional green power die and recover ♥ equal to the ♥ rolled, in addition to any ♥ recovered (even if this card is exhausted). You may exhaust this card to revive an adjacent hero without using an action."

Quest Guide

Page 14, "Reclamation," Special Rules, first sentence: Should read, "The overgrowth in this encounter is extremely dense and difficult to move through."

Page 16, "Through the Mist," Special Rules, second paragraph: "If a lost hero or ally ever has line of sight to the wisp or is within 3 spaces of a hero or ally that can measure line of sight to the wisp, the lost hero or ally is no longer lost."

Page 25, "Back from the Dead," Special Rules, first paragraph: Add, "Figures cannot remove overgrowth as normal."

Page 29, "Fortune and Glory," The Hidden Passage: Add, "Doors cannot be opened or closed normally."

Page 28, "Fortune and Glory," Victory, first sentence: Should read, "If the hero carrying the prisoner moves off the map through the Exit, read the following aloud: ..."

Page 31, "Heart of the Wilds," Defiled Ground, first sentence: Should read, "As an action, while on the Wild Garden, a monster with the Cursed monster trait may sacrifice itself."

Page 32, "Let the Truth be Buried," Special Rules, The Chain, first sentence of the second paragraph: Should read, "Chain links do not block line of sight; each time a figure other than Splig enters a space containing a chain link, that figure's turn immediately ends."

Page 33, "Let the Truth be Buried," Special Rules: Add, "While Splig is under the overlord's control, he cannot suffer ♥ or be defeated.

Page 33, "Let the Truth be Buried," Special Rules, last sentence of the third paragraph: Should read, "While controlled by the heroes, Splig may move off the map through the Exit at any time. While controlled by the overlord, Splig may move off the map through the Exit if he has 3 objective tokens on his Lieutenant card."

Page 34, "Fountain of Insight," Possessing Allies, last sentence of second paragraph: Should read, "The overlord can only possess 1 ally and cannot possess an ally that has been cleansed."

Page 36, "Tipping the Scales," Special Rules: Should read, "As an action, while adjacent to a faceup objective token, a hero may pick it up. Each hero can only carry 1 weight at a time. As an action, a hero carrying a weight may..."

Page 36, "Tipping the Scales," Reinforcements, last sentence of third paragraph: Should read, "The overlord may reinforce up to 2 monsters, respecting group limits."

Page 38, "Web of Power," Special Rules, first sentence of third paragraph: Should read, "While Ariad has at least 1 fatigue token on her Lieutenant card, she cannot move, be moved, or be activated."

Page 44, "A Glimmer of Hope," Monsters: Should read, "Ariad. Lord Merick Farrow. Splig. Serena or Raythen. Zombies. 4 open groups."

Page 44, "A Glimmer of Hope," Setup, fourth paragraph: Should read, "Gather 1 red, 1 blue, 1 green, and 1 white objective token. Place 1 objective token faceup on each open monster group's Monster card."

Page 44, "A Glimmer of Hope," Magical Wards, third paragraph: Should read, "At the end of each overlord turn, if there are no objective tokens on the map, place 1 fatigue token in the overlord's play area.

Labyrinth of Ruin Frequently Asked Questions

The following sections explain answers to many ***Labyrinth of Ruin*** expansion questions.

General Rules

Q: What happens if a hero with the sun stone is defeated and the sun stone token is not picked up before the end of the encounter?
A: The sun stone is returned to that hero.

Q: When a hero climbs out of a pit, can his figure be placed on the opposite side of an elevation line?
A: No.

Overlord Cards

Q: If the overlord plays "Reflective Ward" and the hero cannot suffer the ◖ or chooses not to, how does a hero determine the amount of damage he suffers?

A: The attacking hero adds up all of the ♥ results, including any additional ♥ the attack gains from ◤ results. Then, he rolls his defense pool, canceling 1 ♥ for each ⛊ result and suffering the rest of the ♥. No other effects from the attack, such as a condition, will apply to the hero.

Hero Sheets

Q: Can Logan Lashley use his Hero Ability if the attack he performs is a miss?

A: Yes.

Class Cards

Q: When the Hexer uses "Plague Cloud," are the monsters hexed by the card's effect then also targeted by the card's attack?

A: Yes.

Q: Can the Hexer use the ◤ ability from "Enfeebling Hex" to hex the target monster?

A: Yes.

Q: If the Beastmaster performs the special attack with the Wolf using "Shadow Hunter," does that count as the Wolf's activation?

A: No.

Quest Guide

Q: During Encounter 2 of "Honor Among Thieves," what happens if Raythen is present as an ally and reveals a green objective token?

A: The hero closest to Raythen on the map draws and keeps the Search card.

Q: During setup of "A Glimmer of Hope," where is the ally placed if playing with four heroes?

A: Place the ally in the closest empty space to the entrance, on the other side of the door.

The Trollfens

The following sections include all errata and frequently asked questions for the ***The Trollfens*** expansion.

Errata

The following section contains official clarifications and errata to ***The Trollfens*** expansion.

Rulebook

Page 5, "Exploring a Secret Room": Add, "A hero cannot EXPLORE a secret room if there is already a Secret Room card in play."

Page 7, "Act Specific Quest Cards": This section should read,

> Some Rumor cards are restricted to particular acts. This is designated by the act icon on the upper left of the Rumor card. The overlord can only play Rumor cards during the act that corresponds with this icon.
>
> At the start of Act II, the overlord must discard all Rumor cards that have the Act I restriction from his hand. Any Rumor cards that are in play that have the Act I restriction are also discarded. He does not draw additional Rumor cards to replace the discarded cards.

Frequently Asked Questions

The following sections explain answers to ***The Trollfens*** expansion questions.

Class Cards

Q: Can the Prophet use "Soothing Insight" to place the insight token on a hero who is knocked-out?

A: No.

Q: When he performs an attack, does the Stalker gain the +1 ♥ from "Set Trap" for each trap token he is adjacent to?

A: No. If the Stalker is adjacent to multiple trap tokens, he gains only +1 ♥ on each attack.

Overlord Cards

Q: When a hero is under the effects of "Dark Host," is he treated as a monster for the entire overlord turn?

A: No. That hero is treated as a monster only when the overlord chooses to perform the move and attack action with that hero. Before and after those actions, the hero is still treated as a hero.

Q: If a hero is under the effects of "Dark Host," can the overlord play "Dash" or "Frenzy" on him?"

A: No. "Dash" and "Frenzy" are played when the overlord is activating a monster. Though the overlord receives a move and attack action with the hero affected by "Dark Host," it is not considered to be an activation.

Shadow of Nerekhall

The following sections include all errata and frequently asked questions for the ***Shadow of Nerekhall*** expansion.

Errata

The following section contains official clarifications and errata to the ***Shadow of Nerekhall*** expansion.

Quest Guide

Page 12, "Civil War," Quest map:
When placing villager tokens and search tokens during setup, one villager token and one search token should be placed on Tile 61A as indicated in the following image:

Page 35, "Arise My Friends," Quest map: "Rocky Passage" should be identified as tile 20A, not tile 6A.

Class Cards

Conjurer, "Mirror Image": This card should read, "Use this card during your turn and suffer ◆ equal to the number of image tokens on the map.

Overlord Cards

Diverse Means: This card should read, "Play this card when a monster is attacked, after dice are rolled."

Frequently Asked Questions

The following sections explain answers to ***Shadow of Nerekhall*** expansion questions.

Rulebook

Q: Which cards are used for traveling if the players choose a quest on a Quest card while playing the Shadow of Nerekhall campaign?

A: Travel Event cards are used.

Class Cards

Q: Can the Skirmisher use "Dual Strike" when performing a **Ranged** *attack if he has two* Melee *weapons with 1 hand icon equipped, such as with the "Fire Flask" from the Search deck?*

A: No.

Q: When the Shadow Walker uses "Soul Bound," when exactly is the Shadow Soul placed?

A: The Shadow Soul is placed after resolving all the steps of combat that may cause the attack to be a miss. This is usually after the Shadow Walker rolls dice and checks range, but may happen during a later point of the attack if it is still not determined if the attack is a miss or not (such as needing to spend 1 ✦ for the shadow dragon's "Shadow" ability).

Q: What happens if the Shadow Soul is on the map when the Shadow Walker uses a skill that instructs him to place the Shadow Soul on the map?

A: The Shadow Soul is removed from its current location and placed as instructed.

Manor of Ravens

The following sections include all errata and frequently asked questions for the ***Manor of Ravens*** expansion.

Errata

The following section contains official clarifications and errata to the ***Manor of Ravens*** expansion.

Hero Sheets

Thaiden Mistpeak: Thaiden's hero ability should read, "Each time you perform an attack, after dice are rolled, you may cancel the attack and immediately search a search token within 3 spaces of you."

Quest Guide

Page 14, "Finders and Keepers": Replace both occurrences of "hero's play area" with "heroes' play area."

Page 16, "My House, My Rules," Rewards, third paragraph: Should read, "If Skarn was not knocked unconscious, the overlord receives the "Endless Supply" Overlord card."

Page 18, "Where the Heart Is," Reinforcements, second paragraph: Should read, "At the end of each overlord turn, if Skarn is not on the map and 1 or more master monsters are on the Basement..."

Page 22, "Beneath the Manor," Victory, first paragraph: Replace "...if Skarn moves off the map and there are no objective tokens..." with "...if Skarn moves off the map and there are no blue objective tokens..."

Frequently Asked Questions

The following sections explain answers to ***Manor of Ravens*** expansion questions.

Overlord Cards

Q: When the overlord exhausts "Call of the Ravens," can he choose the Raven Flock to suffer the ♥ and then place it adjacent to its original space?

A: No.

Cooperative Adventures

The following sections include all errata and frequently asked questions for the ***Cooperative Adventure*** expansions.

Errata

The following section contains official clarifications and errata to the ***Cooperative Adventure*** expansions.

Nature's Ire, Exploration card, "Cabin of the Lost, first paragraph: Add, "Each space Zaldara occupies is an exit space."

Frequently Asked Questions

The following sections explain answers to ***Cooperative Adventure*** expansion questions.

Q: What cards and rules affect or target familiars?

A: Familiars are only considered heroes for Activation cards. When text on Peril cards, Exploration cards, the cooperative adventure rules, or the encounter guide references heroes or hero figures, it is not referring to familiars, only actual heroes with Hero sheets.

Q: Can monsters attack the Geomancer's Summoned Stones since they're not familiars?

A: When determining the target of an Activation card, Summoned Stones are considered to be heroes.

Q: In Nature's Ire, is Desmond's initial defense die black or gray?

A: Desmond's initial defense die is gray.

Lieutenant Packs

The following sections include all errata and frequently asked questions for the ***Lieutenant Packs***.

Errata

The following section contains official clarifications and errata to the ***Lieutenant Packs***.

Agent Cards

Tristayne Olliven, Act II: Attack type icon should be a *Ranged* icon, not a *Melee* icon.

Frequently Asked Questions

The following section explains answers to ***Lieutenant Pack*** questions.

Threat Tokens

Q: Are threat tokens limited by the supply?

A: No.

Plot Cards

Q: Can Plot cards target allies, familiars, or other figures "treated as heroes?"

A: No.

Agents

Q: Do agents use the traits of their open monster group?

A: Yes.

Hero and Monster Collections

The following sections include all errata and frequently asked questions for the ***Hero and Monster Collections***.

Errata

The following section contains official clarifications and errata to the ***Hero and Monster Collections***.

Monster Cards

Crown of Destiny, "Giant" Monster card, and Visions of Dawn, "Troll" card: "Sweep" should read, "Perform an attack. This attack affects each other figure within 2 spaces and line of sight of this monster. Each figure rolls defense dice separately..."

Frequently Asked Questions

The following section explains answers to ***Lieutenant Pack*** questions.

Monster Cards

Q: While using the "Morph" ability, does the Chaos Beast use the dice that the chosen figure gains from skills or other abilities, like the additional yellow power die the Reanimate gains from "Vampiric Blood" or the additional yellow power die the Raven Flock gains during Act II?

A: The "Morph" ability only uses the dice printed on the chosen figure's card or weapon. Any game effects that add dice to the chosen figure's attack pool do not add dice to the Chaos Beast's attack pool.

Tile Distribution

The following section lists the tile codes for each product:

Descent: Journeys in the Dark Second Edition:
1 - 30

Lair of the Wyrm:
31 - 35, S1

Labyrinth of Ruin:
36 - 43

The Trollfens:
43 - 49, S2

Shadow of Nerekhall:
50 - 69

Manor of Ravens:
70 - 77

Mists of Bilehall:
78 - 87

Expansion Icons

Lair of the Wyrm

Labyrinth of Ruin

The Trollfens

Shadow of Nerekhall

Manor of Ravens

Mists of Bilehall

Forgotten Souls

Nature's Ire

Dark Elements

Oath of the Outcast

Crown of Destiny

Crusade of the Forgotten

Guardians of Deephall

Visions of Dawn

Bonds of the Wild

Treaty of Champions

Stewards of the Secret