

DESCENT:TM

JOURNEYS IN THE DARK

SECOND EDITION



THE TROLLFENS
RULES AND QUEST GUIDE

INTRODUCTION

The vicious Bol'Goreth rampages through the wildlands at the edge of the Valdari Marsh, and those left in his wake babble terrifying tales of destruction. However, dark rumors hint at something more sinister behind the simple-minded brutality: something horrific that threatens to spill out across the realm.

The Trollfens is an expansion for Descent: Journeys in the Dark Second Edition, building on the base game by adding new heroes, monsters, classes, quests, and more, while introducing rules for secret rooms and rumors.

COMPONENT LIST

This expansion includes the following:

- This Rulebook/Quest Guide
- 2 Hero Figures
- 7 Monster Figures, consisting of:
 - 4 Harpies; 3 tan and 1 red
 - 3 Plague Worms; 2 tan and 1 red
- 1 Custom Six-sided Green Power Die
- 2 Hero Sheets
- 43 Small Cards, consisting of:
 - 22 Class Cards
 - 8 Act I Shop Item Cards
 - 5 Act II Shop Item Cards
 - 4 Condition Cards
 - 1 Search Card
 - 3 Relic Cards
- 33 Bridge-sized Cards, consisting of:
 - 10 Overlord Cards
 - 4 Monster Cards
 - 2 Lieutenant Cards
 - 3 Travel Event Cards
 - 6 Secret Room Cards
 - 6 Rumor Cards
 - 2 Advanced Quest Cards
- 48 Tokens, consisting of:
 - 9 Map Tiles
 - 1 Secret Room Tile
 - 1 Lieutenant Token
 - 1 Insight Token
 - 6 Trap Tokens
 - 1 Secret Room Entrance Token
 - 16 Infection Tokens
 - 5 Condition Tokens
 - 8 Challenge Tokens



COMPONENT OVERVIEW

This section describes the various components in detail.

PLASTIC FIGURES

The heroes and monsters included in this expansion are represented on the map by plastic figures.



GREEN POWER DIE

This expansion adds a new type of die: the green power die. This die follows the same rules as the yellow and red power dice.



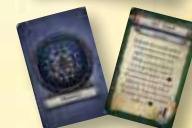
HERO SHEETS

The heroes in this expansion each have a corresponding Hero sheet containing all the information needed to play that hero.



CLASS CARDS

These cards are divided into two separate decks that represent the two different hero classes included in this expansion: the Prophet and the Stalker. Each deck contains all the skills and starting equipment belonging to that class.



SHOP ITEM CARDS

These cards are added to the existing shop decks and represent items heroes can find or purchase in the game. They are divided into Act I items and Act II items.



CONDITION CARDS

These cards describe the rules for the new Weakened condition.



SEARCH CARD

This card represents a secret room entrance that heroes can find during their adventures.



RELIC CARDS

These cards represent unique and powerful items that can be found during a campaign.



OVERLORD CARDS

These Overlord cards represent a new class available to the overlord player during a campaign: the Infector. Additionally, three cards are included that may only be acquired as rewards for winning specific quests.



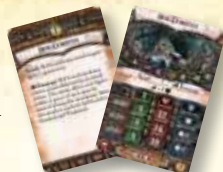
MONSTER CARDS

The monsters in this expansion each have a corresponding Act I and Act II Monster card containing all the information pertaining to the monster.



LIEUTENANT CARDS

These cards list all the information about a powerful new enemy, Bol'Goreth. There is one card each for the Act I and Act II versions of Bol'Goreth.



TRAVEL EVENT CARDS

These cards are used to determine if an event occurs for the heroes while traveling during a campaign.



SECRET ROOM CARDS

These cards represent random secret rooms that heroes can find and explore during a quest. The special rules and rewards found within each secret room are described on these cards.



RUMOR CARDS

These cards present the overlord player with new ways to challenge the heroes during a campaign. Some of these cards correspond to a quest from the Quest Guide that may be played in between quests.



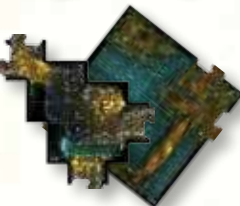
ADVANCED QUEST CARDS

These cards are used to display quests that are available for players to choose during a campaign. These cards enter play as a reward for winning certain quests, and remain in the central play area until completed.



MAP TILES

These puzzle-cut tiles represent different locations heroes explore during the game. Each quest has a unique layout that uses different combinations of map tiles. All map tiles are double-sided, with one side showing an indoor location and the other side showing an outdoor location.



SECRET ROOM TILE

This unique map tile represents a hidden room that can be found in any quest. This tile is differentiated from normal map tiles by its lack of puzzle-cut edges.



LIEUTENANT TOKEN

This token represents a lieutenant on the map. In the case of this expansion, Bol'Goreth. The art on the token matches the art on the corresponding Lieutenant card.



CLASS TOKENS

These tokens are used with the new classes introduced in this expansion, and consist of trap tokens for the Stalker and an insight token for the Prophet. Also included are infection tokens used with the new Overlord class: the Infector.



SECRET ROOM ENTRANCE TOKEN

This token represents a hidden passageway that leads to a secret room. When the appropriate Search card is drawn, players place this token on the map to mark where heroes can access the secret room.



CONDITION TOKENS

These tokens correspond to the Weakened Condition card and are used to mark when a monster is affected by Weakened.



CHALLENGE TOKENS

These tokens are used with secret rooms and represent various attribute tests and monsters that heroes must overcome to receive their reward.



THE TROLLFENS EXPANSION ICON

All the cards and sheets found in this expansion are marked with *The Trollfens* expansion icon to distinguish these components from those found in the base game.



USING THIS EXPANSION

This section describes how to incorporate *The Trollfens* components into the *Descent: Journeys in the Dark Second Edition* base game.

Before starting a game, all players must agree upon which expansions to include. When including this expansion, players use all of *The Trollfens* components unless instructed otherwise. This means that, when using *The Trollfens* expansion, players have access to the new heroes, classes, items, travel events, monsters and Overlord cards. Simply mix all components found in this expansion with their corresponding components found in the base game (see "Expansion Setup" on page 4).

The new *The Trollfens* Lieutenant and Relic cards are used **only** when specified in a quest included in this expansion.

When using multiple expansions, simply mix together the respective components. For example, players should mix together the Shop Item cards from this expansion with the Shop Item cards from the base game as well as the Shop Item cards from all other expansions being used.

The Trollfens expansion includes new quests that can be added to a campaign, such as "The Shadow Rune" campaign found in the *Descent: Journeys in the Dark Second Edition* base game. Before starting a campaign, players must agree upon a single campaign to play, as well as which expansions to include. All components from the chosen expansion are available for the duration of this campaign.

The quests in this expansion can also be played as a mini campaign (see "Mini Campaign Rules" on page 9). In addition, each quest can be played as a single, stand alone quest following the basic game or Epic Play rules (see "Playing Basic And Epic Play Games" on page 10).

Note: When playing with multiple expansions that include rumors and secret rooms, players should combine all Rumor cards, Secret Room cards, and challenge tokens into their corresponding supplies. There should be one deck of Rumor cards, one deck Secret Room cards, and one supply of challenge tokens.

EXPANSION SETUP

Before playing with this expansion, carefully punch out all tokens and map tiles from the cardboard frames. Then, perform the following steps:

1. **Incorporate New Cards:** Add all Shop Item and Travel Event cards from this expansion to their respective decks.

Remove the “Nothing” card from the Search deck and replace it with the “Secret Passage” Search card before shuffling the Search deck. Be sure there is **only one copy** of the “Secret Passage” Search card in the Search deck (if playing with other expansions). Then, shuffle the Secret Room cards and place them facedown near the Search deck.

Take the new Class, Condition, Relic, Overlord, Monster, and Lieutenant cards and add them to the pool of available cards. These cards function like their counterparts found in the base game.

2. **Prepare Advanced Quest and Rumor Cards:** Keep the Advanced Quest cards in the game box until called for. Shuffle the Rumor cards and place them facedown near the Overlord deck. When starting a new campaign, the overlord player draws three Rumor cards from this deck (see “Rumors” on page 7).
3. **Incorporate Other Components:** Add the green power die, Hero sheets, hero and monster figures, all tokens, and map tiles from this expansion to their respective supplies.

Note: Players should begin a new campaign before incorporating the components and rules from *The Trollfens* into their game for the first time.

THE TROLLFENS EXPANSION RULES

This section describes how to incorporate the rules and components from this expansion into *Descent: Journeys in the Dark Second Edition*. After setting up the expansion components (see “Expansion Setup” above), refer to this section for rules on how to use those components in the game.

When playing with *The Trollfens* expansion, players are required to use all of the new components described in this section. This rulebook provides information for players using this expansion as part of a campaign. These rules are compatible with “The Shadow Rune” campaign found in the base game, as well as campaigns released in other expansions. This rulebook also contains information regarding how to play *The Trollfens* as a mini campaign (see “Mini Campaign Rules” on page 9).

QUESTS

This expansion includes five quests, which are found in the Quest Guide at the back of this rulebook. Each of these quests has one Encounter, and they are incorporated into campaigns through the use of Rumor and Advanced Quest cards (see “Rumors” on page 7). These quests may also be played as a mini campaign (see “Mini Campaign Rules” on page 9).

NEW HERO CLASSES

This expansion includes two hero classes not found in the base game: the Prophet and the Stalker. These classes belong to the Healer and Scout archetypes, respectively. Hero players may choose these classes during the Choose Classes step during Hero Setup.



THE INSIGHT TOKEN

The Prophet class has several skills that interact with the insight token. This token does not have an inherent function, and is used specifically with the Prophet class. When a player chooses the Prophet class during Hero Setup, he places the insight token in his play area.



There is only one insight token. During a game, it is either in the Prophet player’s play area or on a player’s Hero sheet. Each time a player is instructed to gain the insight token, he takes the insight token from its current location and places it on his Hero sheet. Only one player can have the insight token on his Hero sheet at a time. Each time the insight token is discarded (normally to trigger an effect from one of the Prophet’s skills), it is removed from its current location on the Hero sheet and placed in the Prophet player’s play area. **The insight token remains on a Hero sheet between encounters, but not between quests.**

TRAP TOKENS

The Stalker class has several skills that interact with trap tokens. These tokens do not have an inherent function and are used specifically with the Stalker class. When a player chooses the Stalker class during Hero Setup, he places the trap tokens in a supply in his play area.



Each time the Stalker uses an ability that places one trap token, he takes one trap token from the supply and places it on the map as instructed. Trap tokens do not block movement or line of sight, and only one trap token may occupy any one space. Trap tokens are limited by the amount in the supply.

OVERLORD CARDS

There are seven new Overlord cards belonging to the Infector Overlord class. In addition, some Overlord cards do not have an experience cost and contain a label that reads, “Quest Reward.” Overlord cards with this label are only available as rewards for specific quests. When the overlord receives one of these cards, he can use it in his Overlord deck as though it was an Overlord card he purchased using experience points.

INFECTION TOKENS

The Infector Overlord class functions similarly to the Overlord classes from the base game but has several skills that interact with infection tokens. These tokens are specifically used with the Infector Overlord class. During the Spend Experience Points step of the Campaign phase, if the overlord includes an Overlord card from the Infector Overlord class in his deck, he places the infection tokens in a supply near his play area.



Each time a hero is infected by an effect from an Infector Overlord card, he takes an infection token and places it on his Hero sheet. A hero with at least one infection token on his Hero sheet is an **INFECTED HERO**. The number of infection tokens a hero may have on his hero sheet is only limited by the supply. **Infection tokens remain on a Hero sheet between encounters, but not between quests.**

Many of these new Overlord cards remain in play between rounds and are not discarded until the end of the quest. When the overlord plays an Overlord card that remains in play, he keeps the card faceup in his play area as a reminder.

CONDITION (WEAKENED)

This expansion includes Condition cards and tokens for the Weakened condition, which are added to the existing supply of Condition cards and tokens. Certain monster abilities, items, and special quest rules inflict figures with Weakened. The rules for Weakened are described on its corresponding Condition card.



SECRET ROOMS

Secret rooms expand quests by giving the heroes the ability to uncover hidden passages that lead to unknown chambers containing valuable rewards. These secret rooms can come into play in any quest through the effects of a new Search card. Heroes are not required to explore a secret room to complete the quest.

DISCOVERING A SECRET ROOM

When the “Secret Passage” Search card is drawn, it instructs the player to place a secret room entrance token in his space. Heroes in this space may EXPLORE the secret room by spending one movement point or by following the instructions on the “Secret Passage” Search card (see “Exploring a Secret Room” below).

Important: If the “Secret Passage” Search card is drawn when the hero figures are not on the map (such as during the Travel step), the players draw a replacement Search card, and shuffle the “Secret Passage” Search card back into the Search deck.

EXPLORING A SECRET ROOM

A hero in the same space as a secret room entrance token may spend one movement point to EXPLORE the secret room. He then **draws one Secret Room card and resolves the special rules** on the card. A hero cannot EXPLORE the secret room if there is already a Secret Room card in play. Many Secret Room cards instruct the player to place a secret room tile, in which case he performs the following steps:

1. **Place Secret Room:** He places the appropriate secret room tile near (but not connected to) the map in the central play area. The player must be sure that the tile code on the secret room tile matches the tile code shown on the Secret Room card.
2. **Move Hero:** The player then removes his hero figure from the map and places it on the secret room tile’s entrance space (marked with the secret room entrance symbol shown below).
3. **Place Challenge Tokens:** The overlord player randomly draws a number of challenge tokens equal to the number of heroes and, without looking at them, places each one facedown on the secret room tile. There can only be one challenge token per space, and they must be placed as shown on the “Secret Room Setup” diagram on page 6.

SECRET ROOM ENTRANCE

The secret room entrance token is used to mark the space where heroes can explore and enter the secret room. The symbol on this token matches the symbol in one space of the secret room tile. Any space containing this symbol is a SECRET ROOM ENTRANCE SPACE.



SECRET ROOM
ENTRANCE SYMBOL

During a player’s turn, if his hero figure is in a secret room entrance space, he may spend one movement point to place his figure in any other secret room entrance space. These spaces are not adjacent, but heroes may move between secret room entrance spaces as if they were. Monsters cannot use secret room entrances.

If a hero player moves his figure to a secret room entrance space that is occupied, he places his hero figure in the closest available empty space of his choice.

CHALLENGE TOKENS

When his hero figure is adjacent to or in a space containing a facedown challenge token, the player may perform a search action to flip the token faceup (do not draw a Search card). The face of each challenge token displays either a monster or an attribute icon.

If the revealed challenge token displays a monster, it is placed in the closest available empty space from where it was revealed and is treated as a minion monster figure of the indicated type. This monster does not count against the overlord’s monster group limits. The revealed monster uses its corresponding Monster card of the current Act. If the revealed token displays an attribute icon (☀, ♀, ♂, or ♣), the hero must immediately test that attribute. If he passes, the hero player immediately draws a Search card and discards the challenge token. If he fails, the hero player still discards the token but does not draw a Search card.

At the start of each overlord turn in which there is a hero on the secret room tile, the overlord player may choose to discard one challenge token or monster figure from the secret room tile. This choice is made before the overlord player draws his Overlord card. The discarded token is not revealed. This may result in the completion of a secret room (see below), but allows the overlord to control how much time the heroes spend exploring the secret room and how many Search cards they might gain.

SECRET ROOM REWARDS

As soon as there are zero challenge tokens and zero monster figures on the secret room tile, the player taking his turn pauses to resolve any “Reward” effects on the Secret Room card. If multiple hero figures are on the secret room tile, the heroes choose one of those heroes to resolve the reward effect on the Secret Room card.

Then, players remove all hero figures from the secret room tile and place them in empty spaces nearest to the secret room entrance token (if there are multiple spaces equidistant from the secret room entrance space, the hero player chooses the space in which to place his figure). Then, the secret room tile and the secret room entrance token are discarded. Finally, the player’s paused turn resumes his turn.

KNOCKED OUT IN A SECRET ROOM

If a hero is knocked out while in a secret room, all normal rules for being knocked out are followed with one exception: the hero player places his hero token in the secret entrance token’s space, even if that space is not empty.

REFRESHING THE SECRET ROOM DECK

At the end of each encounter, discard all Secret Room cards in play that have not been claimed as rewards. At the end of each quest, shuffle all discarded Secret Room cards back into the Secret Room deck.

SECRET ROOM CARD BREAKDOWN



SECRET ROOM CARD



SECRET ROOM CARD BACK

- Name:** This area displays the name of the secret room.
- Special Rules:** This area describes any special rules associated with the secret room. The bold line at the top is resolved immediately. The italicized text describes the story and flavor of the card while the rest of the text describes any special effects of the card.
- Reward:** This area describes the reward that the heroes receive when there are zero challenge tokens in the secret room.

SECRET ROOM SETUP

Place a number of random challenge tokens on the secret room tile according to the number of heroes as printed on the tile itself with the number displayed next to the CHALLENGE TOKEN PLACEMENT SYMBOL. For example, if there are two heroes, two challenge tokens are placed in the spaces shown below.



CHALLENGE TOKEN
PLACEMENT SYMBOL



Secret Room S2A

Secret Room S2B

SECRET ROOM EXAMPLE

While performing a search action, Tomble draws the “Secret Passage” Search card. Following the instructions on the card, he places a secret room entrance token in his current space. Tomble has the option of immediately exploring the secret room as listed on the “Secret Passage” card. He chooses not to, and play continues as normal.

On a later turn, Tomble decides to explore the secret room. While in the secret room entrance token’s space, he spends one movement point to explore. His turn pauses and he draws a random Secret Room card (in this case “Tainted Spring”). The card instructs the players to place secret room tile S2B.

The players find the secret room tile S2B, place it near the quest map, and place Tomble’s figure in the secret room entrance space of that tile. Since there are three heroes in the game, the overlord player randomly gathers three challenge tokens and places each one facedown in the appropriate spaces.

Tomble’s turn then resumes. He uses one movement point to move adjacent to the nearest challenge token and performs a search action to reveal it. The revealed token displays a . Tomble immediately tests and passes, allowing him to discard the challenge token and draw one Search card. Finally, Tomble uses two movement points to move adjacent to the other challenge tokens before ending his turn.

On his next turn, Tomble performs a search action to reveal the challenge token adjacent to him, revealing a . He tests and fails, discarding the challenge token without drawing a Search card. Then, he performs a second search action to reveal the final challenge token, which turns out to be a zombie.

Grisban decides to enter the secret room to help Tomble dispatch the zombie. During his activation, Grisban moves into the secret room, performs an attack, and defeats the zombie. Since there are now zero challenge tokens and zero monsters in the room, Grisban’s turn then pauses while the heroes resolve the reward on the “Tainted Spring” Secret Room card.

After resolving the reward, Grisban and Tomble are moved back to the quest map and the players discard the secret room tile and secret room entrance token. Grisban then resumes his turn.

RUMORS

Rumor cards provide the overlord player a way to interact with heroes during the Campaign phase of any campaign. These cards have a variety of effects and are the main way that *The Trollfens* quests are introduced into a campaign.



RUMOR CARD

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

PLAYING RUMOR CARDS

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

Some Rumor cards can only be played during Act I of a campaign. At the start of Act II, the overlord player **must discard any Rumor cards that can only be played in Act I**. He does not draw additional Rumor cards to replace those he discards.

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

QUEST CARDS

The term Quest card collectively refers to two specific types of cards: Advanced Quests cards and Rumor cards that feature quests (also known as Rumor Quest cards). All Quest cards represent quests that players can choose during the Choose Next Quest step of a Campaign phase (see below). The only difference between rumor quests and advanced quests is how the quest becomes available for players to attempt.

- Rumor Quest cards are played by the overlord as instructed on the card. After played, the card is placed faceup in the center of the table and is now an available quest (see below).
- Advanced Quest cards only enter play when instructed by a game effect, usually by the Reward section of the Quest Guide. When it enters play, the card is placed faceup in the center of the table and is now an available quest (see below).

Each time a player (overlord or hero) would choose a quest during the Choose Next Quest step of the Campaign phase, he can choose any AVAILABLE QUEST: either a quest on the campaign sheet or a quest shown on a Quest card in the play area. When the player chooses a quest shown on a Quest card, players immediately begin quest setup as normal, referring to the corresponding quest in the Quest Guide.

Before attempting these quests, the Travel step of the Campaign phase is performed as normal. However, instead of referencing the quest map, players refer to the travel icons at the top of the appropriate Quest card. These travel icons are resolved from left to right as if they were on the path leading to the quest.

RUMOR CARD BREAKDOWN



RUMOR CARD

RUMOR QUEST CARD

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

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

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

ACT SPECIFIC QUEST CARDS

Some Quest cards have the Act I or Act II icon in the upper left hand corner of the card. These quests can only be attempted during the corresponding act.

If one or more Act I Quest cards are still in play immediately before playing the Interlude, the heroes must choose one of them to attempt (before proceeding to the Interlude). After completing this quest, all other available Act I Quest cards are discarded from the game without effect.

COMPLETING A QUEST CARD

The Quest Guide lists all rewards for winning each quest. The Campaign phase is performed as normal after completing a Quest card.

Any quest attempted as a result of a Quest card does not count against the number of quests required to complete for the current Act. Quest cards are always played in addition to the required number of campaign quests in a particular Act. Additionally, players do not have to attempt any Quest cards in order to complete the campaign. Players ignore all quests from Quest cards when determining how many quests are won by the overlord or the heroes during any given Act.

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

The overlord player ultimately wins the “Ghost Town” quest, so the players refer to its Reward section of the quest guide. It instructs them to place the “Affliction Spreads” Advanced Quest card into play. The overlord finds the “Affliction Spreads” Advanced Quest card and places it faceup in the play area. This quest will be available during a future Choose Next Quest step in Campaign phases of Act II.

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

MARSHLAND RUMORS

“...elves I think it were. I ‘eard a bit o’ that awhile back, told to me by my granda. Elves, he told me. Elves lived in that there swamp, way back whennit weren’t a swamp, see. When I was a youngin’, I always thought it were a load be served at me; a swamp that weren’t a swamp, eh? Pull the other one.

Later days, afore I decided to pack up and get gone, I weren’t so sure. I mean, I’d gone in there more’n once—not at night, ‘course, I ain’t daft. But I seen them rocks, the crumblin’ castles, the... the statues, or what’s left of ‘em, I guess. Like from another place, a differnt world, y’know? Like, who’d put tha’ stuff inna stinkin’ swamp?

Now, I don’t know nothin’ ‘bout no elves. Never seen one, never care to. An’ I stopped goin’ in the swamp. Just... din’t feel right. Like... just not safe.

Thought ‘bout movin’ on lotta days back then, headin’ further out, or even back to one o’ them cities. Din’t seem worth it most days, uprootin’ like that, but then... then I’d look. I’d just stand at the edge... and look.

It sounds daft, I know it, but somedays... somedays I thought the ol’ swamp was lookin’ back. Weren’t no elves, I’d wager on that much, but somethin’ else. Glad I left when I did, before... before all them people got killed.”

-Rawlin Symes, Former Valdari Dweller

ADVANCED QUEST CARD BREAKDOWN



ADVANCED QUEST
CARD FRONT



ADVANCED QUEST
CARD BACK

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

ADVANCED QUEST CARDS

Advanced Quest cards represent special quests that only come into play when specified by an effect (such as certain quest rewards).

The back of Advanced Quest cards list special rewards that heroes or the overlord can acquire by winning this quest. The reward is only received when instructed by the “Rewards” section of the Quest Guide. The card describes when and how this reward is used.

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



ADVANCED QUEST
CARD

MINI CAMPAIGN RULES

Instead of integrating *The Trollfens* quests into an existing campaign, players may choose to play a mini campaign using only the quests found in *The Trollfens* Quest Guide. This mini campaign contains fewer quests than “The Shadow Rune,” and only requires 5–8 hours to complete.

THE STORY

For thousands of years the Valdari Marsh has laid silent and empty. Crumbling, half-sunken ruins are all that remain of a civilization claimed by the dark swamp. Whoever lived there is long gone, a distant memory tied to an old legend of a terrible sickness.

Over time, superstition faded, and people seeking distance from even the mildest of structure and law provided by the baronies and free cities were drawn to settle around the old swamp. Unaware of the history, they’ve lived there in peace for many years.

In recent days, however, traders and travelers bring word of trouble in the villages around the marsh. People have gone missing, many are falling ill, and rumors abound of the most distant and secluded villages being completely destroyed by an overwhelming force.

Though it may prove fruitless and your offer of assistance could be spurned by the locals, you’ve taken it upon yourselves to investigate.



PLAYING THIS MINI CAMPAIGN

Players play “The Trollfens” mini campaign following the normal “Campaign Rules” described in the *Descent: Journeys in the Dark Second Edition* base game rulebook in addition to the changes noted in this section.

Unlike “The Shadow Rune” campaign, this mini campaign consists of only four quests played in a specific order. Players do not use Rumor cards when playing a mini campaign. Players play the entire campaign using the following steps:

1. **Setup:** Perform all normal rules for game setup. Each hero receives 4 experience points and 100 gold, and the overlord receives 4 experience points. Then, players perform a Spend Experience Points step and a Shopping step. Players may save any unspent gold and experience points to spend in future Campaign phases. Player’s can record their gold and XP on the Campaign log on page 11.
2. **Travel:** Perform a travel step beginning at the “Forest Clearing.”
3. **Quest #1:** Play the “Ghost Town” quest.
4. **Campaign Phase:** Perform a standard Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the quest that was just completed.
5. **Quest #2:** Play the “Food for Worms” quest.
6. **Campaign Phase:** Perform a standard Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the quest that was just completed.
7. **Quest #3:** Play the “Three Heads, One Mind” quest.
8. **Transition to Act II:** Follow the instructions for “Act II” described on page 22 of *Descent: Journeys in the Dark Second Edition* rulebook.
9. **Campaign Phase:** Perform a standard Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the quest that was just completed.
10. **Finale:** If the heroes won more quests than the overlord during Act I, players proceed to the “Source of Sickness” quest. If the overlord won more quests than the heroes during Act I, players proceed to the “Spreading Affliction” quest.

ADDITIONAL QUEST REWARDS

At the end of each quest during a mini campaign, each player receives 1 XP. This XP is awarded to both the winning and losing players and is in addition to the rewards listed for each quest in the Quest Guide. Also, if the heroes win a quest, they may choose one hero to receive one random Shop Item card. If the overlord wins a quest, he receives 1 additional XP.

If a quest rewards a Relic card, and the side (hero or overlord) that earned the reward already possess that relic, each player of that side earns 1 XP instead. If the player on the opposing side possess the relic, the player earning the relic takes it from the opposing side.

QUEST GUIDE

This expansion contains five new quests for *Descent: Journeys in the Dark Second Edition*. Players can integrate these quests into any campaign through the use of Rumor cards (see “Rumors” on page 7), or they may play these quests as a mini campaign (see “Mini Campaign Rules” on page 9).

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

PLAYING BASIC AND EPIC PLAY GAMES

Each of the five quests included in this Quest Guide may be played as a single, stand alone quest following the basic game or Epic Play rules described in the *Descent: Journeys in the Dark Second Edition* rulebook.

When playing a single rumor quest outside of a campaign, players follow all rules described in the base game’s rulebook, ignoring the “Rewards” section for each quest.

When using this expansion while playing a basic game or Epic Play, players use all of the rules described in this rulebook, **ignoring Rumor cards**. The new heroes, classes, monsters, items, conditions, and lieutenant are all used as described in this rulebook.



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SECOND EDITION

THE TROLLENS



CAMPAIGN LOG

 Ghost Town 

 Food For Worms 

 Three Heads, One Mind 



FINALE I
 Source of Sickness 

FINALE 2
 Spreading Affliction 

 Hero XP 

 Hero Gold 

 Overlord XP 
