

# DESCENT:™

JOURNEYS IN THE DARK



THE **TOMB OF ICE**™  
EXPANSION





## Lava Beetle

Lava beetles have adapted to life in their freezing environment by generating their own body heat through an unknown internal process. This same biological chemistry gives them their defense mechanism – expelling a stream of sticky, boiling, liquid goo explosively from their abdomens at anything they deem a threat. The bigger, more brightly colored beetles shoot fluid so hot that it’s flammable. Lava beetles are hive creatures, but sometimes groups of patrolling beetles are seen away from their home, foraging for the nest.

## Shade

It’s unknown whether these undead creatures are the result of necromantic magic, or if they are merely tormented souls unable to find peace. Whatever their origin, these ghostly aberrations look like tattered, hovering, hooded cloaks, their raised hoods empty save for twin points of frozen light where their eyes used to be. Shades hate the living, and their jealousy causes them to moan and wail as they seek to snuff the life from all who venture close. The most evil shades have a blue glow to their “eyes,” while the eyes of lesser shades are yellow.



## Medusa

Tangled and twisted approximations of human women, medusae are a horror to behold. Although the myth that gazing upon them turns the viewer to stone is not true, it has its basis in the potent petrification magic these creatures command. The most powerful medusae, often called hags, can use their many limbs to cast multiple spells simultaneously.

## Wendigo

Common folk say that wendigos move on the winter wind, and only breaths of icy air ever betray their presence. Wendigos are lanky, white-furred monstrosities with long limbs and nightmarishly large mouths filled with razor-sharp teeth. Wiry and fast, they can scramble across even the slickest surfaces, and cling to walls and ceilings underground. This, combined with their silent, stalking gait, makes them extremely difficult to see coming. Young wendigos have a pink coloring to their mouth and tongue, which becomes a deep purple color the older and larger a wendigo grows.



## Ice Wurm

These creatures are huge, segmented, wingless drakes, with an evil disposition matched only by their ferocious tenacity. Their rock-hard scales are rendered even more stiff and impenetrable by the frozen environs where they make their homes. Elongated necks enable cobra-like strikes, and the giant, toothy maws of the largest Ice Wyrms make the possibility of being swallowed whole very real indeed.



# The Tomb of Ice

Thank you for purchasing this expansion to **Descent: Journeys in the Dark**. This expansion includes new game components, new rules, and new quests sharing the common theme of adventure in frozen, northern climes.

## Using This Book

This rulebook contains new rules for use with **Descent**, changes to and clarifications of the core game's rules, and answers to frequently asked questions about the game. While **The Tomb of Ice** is designed to be used in its entirety, it is possible to play using only some of the new elements, such as the new heroes, new monsters, new Feat cards, or new Overlord cards.

The Quest Guide section of the rulebook begins on page 14.

## Components

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

This Rulebook (the second half of which is a Quest Guide)

6 Hero Sheets

6 Plastic Heroes

21 Monsters

2 Tan and 1 Red Plastic Ice Wyrms

2 Tan and 1 Red Plastic Medusae

2 Tan and 1 Red Plastic Wendigos

4 Tan and 2 Red Plastic Shades

4 Tan and 2 Red Plastic Lava Beetles

110 Cards

10 Monster Reference Cards

12 Overlord Cards

17 Fighting Feat Cards

17 Subterfuge Feat Cards

17 Wizardry Feat Cards

2 Town Store Cards

4 Copper Treasure Cards

4 Silver Treasure Cards

4 Gold Treasure Cards

1 Relic Card

10 **The Road to Legend** Monster Reference Cards

5 **The Road to Legend** Incident Cards

2 **The Road to Legend** Location Cards

4 **The Road to Legend** Dungeon Cards

1 **The Road to Legend** Rumor Card

1 Stomach Tile

43 Map Pieces

9 Room Pieces

20 Corridor Pieces

4 Intersection Pieces

8 Dead End Pieces

2 Inside/Outside Transition Pieces

26 Prop Markers

1 Sarcophagus Marker

19 Ice Obstacle Markers

6 Monster Egg Markers

1 Clear-colored Stealth Die

10 Treasure Markers

9 Invisibility Potion Markers

1 Relic Marker



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

## New Heroes

These new heroes can be easily incorporated into **The Tomb of Ice**. Simply shuffle the new heroes in with the others when choosing heroes at the start of the game.

## New Monsters

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

## New Map Pieces

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

## Stealth Die

The transparent stealth die is used when attacking a figure (monster or hero) that has the **Stealth** ability.



## New Props

The new props included in this expansion are listed below.

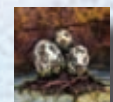
### Ice

Any figure entering an ice space has a chance to slip and fall, ending its turn.



### Monster Eggs

Monster Eggs are possible monster re-spawn locations, and their function is defined by the quest they appear in.



### Frozen Sarcophagus

Frozen Sarcophagi are found in crypts and tombs. This prop's effects vary by quest.



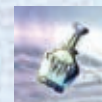
### Monster Stomach

Heroes consumed by monsters with the **Swallow** ability (see page 7) are placed on this tile.



## New Treasure Markers

These markers represent the invisibility potions introduced in this expansion (see page 7) and the Ring of Rogues relic featured in the new quests.



Invisibility  
Potion



Ring of Rogues  
Relic



## New Cards

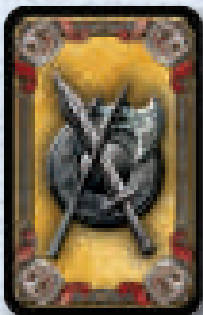
This expansion includes new cards for the shop and treasure decks. The new Ring of Rogues relic can be acquired in the new quests included with this expansion.

## New Overlord Cards

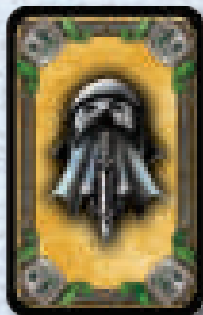
Four of the new Overlord cards are intended to be added to the Overlord deck from the base game (one copy each of “Lava Beetle Scouts,” “Shade Spooks,” “Lone Medusa,” and “Lone Wendigo”). The other Overlord cards have a colored, hexagonal gem between their threat cost and threat value. This gem contains the card’s treachery cost. See “Treachery” on this page.

## Feat Cards

Feat cards are similar to Skill cards in that they both have the same three deck types: fighting, subterfuge, and wizardry. However, unlike Skill cards, heroes draw and play additional cards from the Feat card decks as the game progresses.



Fighting  
Feat Card



Subterfuge  
Feat Card



Wizardry  
Feat Card

## New Monster Reference Cards

The new monster reference cards provide the game rules and statistics for the new monsters featured in this expansion. See New Special Abilities on page 7 for a full description of each new ability listed on these cards.

## The Road to Legend Components



This expansion contains Monster, Incident, Location, Dungeon, and Rumor cards that can be used to add elements from **The Tomb of Ice** to the Advanced Campaign introduced in **The Road to Legend**. These cards are **only** used in that campaign.

Additionally, all of the map pieces included in **The Tomb of Ice** expansion are double-sided. Their front sides show the dungeon terrain used in standard **Descent** play, while the reverse sides show outdoor terrain used with **The Road to Legend** expansion.

## Expansion Rules

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

## Treachery

With this expansion, the overlord player has the ability to customize the Overlord deck from the base game using **treachery**.

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

The overlord’s base deck consists of all his cards that have no treachery gem: This includes all the cards from the **Descent** core game, as well as one copy each of “Lava Beetle Scouts,” “Shade Spooks,” “Lone Medusa,” and “Lone Wendigo,” which are new to this expansion.

When customizing his deck, the overlord player swaps out cards from his base deck for cards that have a treachery cost. Each quest states how much treachery the overlord receives when playing that quest. This information is found above the chest contents chart for that quest. (Treachery for quests from the core game’s Quest Guide can be found in the “Treachery for the Original Quests” sidebar.)

Treachery comes in three types: events (green), traps (purple), and monsters (red). Power cards are paid for with event, trap, or monster treachery as well, depending on the color of their treachery gem. In order for the overlord to add a card that has a treachery cost to his deck, he simply spends the listed amount of treachery (making sure to spend the proper type), then adds the card to his Overlord deck, removing any one other card of his choice from the deck. The overlord may swap out as many cards from the Overlord deck as he wishes in this manner, as long as he has enough treachery to pay for them all.



The treachery gem on the new overlord cards may be either green (for events), purple (for traps), or red (for monsters). The number in the hexagon indicates the card’s treachery cost.



*Example: Steve, the overlord, receives three event treachery, two trap treachery, and two monster treachery at the start of a quest. He finds this information on the quest map, above the chest contents chart. He decides to add “Prowling Wendigo” (one monster treachery), “Host of Haunts” (one monster treachery), and “Spell of Thunder” (two event treachery) to his deck. This leaves him with one event treachery, two trap treachery, and no monster treachery. He then adds the three cards he chose to his Overlord deck and chooses three other cards to remove from it, in this case, choosing an “Aim,” a “Gust of Wind,” and a “Hordes of the Things” card).*

### Unspent Treachery

For every two points of treachery (of any type or combination of types) left over after customizing his deck, the overlord draws one extra Overlord card to start the game, up to a maximum of eight cards.

*Example: Continuing the example from above, Steve has one unspent event treachery and two unspent trap treachery, for a total of three total points of unspent treachery remaining. He draws one extra Overlord card to start the game (giving him four cards total), and the final point of treachery is wasted.*

### Resetting the Overlord Deck

At the end of the game, the Overlord deck is restored to its original condition, removing all cards that have treachery costs from it and returning the original cards to it.

### Treachery for the Original Quests

The overlord should receive the treachery listed below when playing the nine quests from **Descent: Journeys in the Dark**.

	Event (green)	Trap (purple)	Monster (red)
Into the Dark	4	4	4
The Brothers Durnog	4	2	4
Problems of Life and Death	3	3	4
Spoiled Brat	3	3	3
Last Wishes	4	4	2
The Eternal Guardian	3	2	5
The Black Blade	3	5	4
The Trapped Ruins	2	6	2
Old Friends	5	3	3

## Feat Cards

In addition to the Skill cards they receive normally, **The Tomb of Ice** introduces **Feat cards** that hero players can receive and use. When drawn, Feat cards are always placed into a player’s hand without being revealed.

Feat cards can never be traded with or given to other players.

### Feat Cards Setup

During setup, after the Skill cards have been dealt to the hero players, separate the three Feat decks (fighting, subterfuge, and wizardry) and shuffle them individually. Then, each hero player draws the quantity and selection of Feat cards indicated by the starting skills section of his hero sheet.

### Starting feat Cards

Karnon’s hero sheet shows the starting skills 2 fighting, 0 subterfuge, and 0 wizardry, so he would draw 2 fighting Feat cards during setup.

Arvel Worldwalker’s hero sheet shows the starting skills 2 fighting, 2 subterfuge, and 0 wizardry, so she would draw 2 fighting, and 2 subterfuge Feat cards during setup.

### Playing Feat Cards

Each Feat card lists one or more triggering conditions that determine the timing and situation in which it can be played. Hero players may play Feat cards at any time as long as the triggering conditions have been met. After playing a Feat card, the hero player simply follows the instructions printed on the card, resolves its effects, and discards the card onto a discard pile for that feat type.

**Important:** Each hero player may only play one Feat card per turn. So, for example, each hero player may play one Feat card on his turn, and one Feat card on the overlord’s turn.






## Drawing Feat Cards

When a hero player activates a glyph, all hero players may draw one Feat card (unless their hero sheets state differently). Additionally, some quests' treasure chests yield Feat cards as rewards. When a treasure chest lists a Feat card as a reward, all hero players may draw one Feat card (unless their hero sheets state differently).

When several players must draw Feat cards at the same time, they may decide among themselves what order to draw them in. If the hero players cannot agree, the overlord player chooses for them.

Each hero player may only draw from Feat decks of the types they are able to draw from during setup.

### Drawing Feat Cards



Okaluk and Rakash's hero sheet starting skills are 2 fighting, 1 subterfuge, and 0 wizardry. Whenever Okaluk and Rakash draw a Feat card, they may draw a fighting or subterfuge card because they have a starting skill of those types. They may not, however, draw a wizardry Feat card.

When a hero player draws the last card in a Feat deck, the hero player shuffles all the discarded cards of that feat type and creates a new deck.

If a Feat card deck runs out of cards and there are no discarded cards of that feat type, the hero players cannot draw that type of Feat card, and must draw another Feat card type, if able.

Unless otherwise stated on a player's hero sheet, a player's maximum Feat card hand size is four. If a player already has four Feat cards in his hand, he may still draw Feat cards when able, but then must immediately discard back down to four.

## Obstacles And Props

The following section describes the new props included in **The Tomb of Ice**.

### 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.

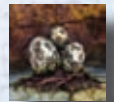
Figures with the **Fly** ability are not affected by ice.

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.)

### 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.

### Frozen Sarcophagus

Block Movement?	No
Block Line of Sight?	No



Frozen Sarcophagi have additional effects that vary by quest.

### 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. Spaces containing more than one tree have the same effects as a space containing only one tree.

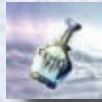


## New Treasure

The following new type of treasure is introduced in **The Tomb of Ice**.

### Invisibility Potion Markers

Invisibility potions are elixirs with magical concealment powers. When a hero picks up an invisibility potion, he may immediately equip it for free if he doesn't already have three equipped potions. Alternatively, he may place the potion in his pack if it isn't already holding three unequipped items.



A hero may drink one equipped invisibility potion by spending one movement point.

When a hero drinks an invisibility potion, his player places the potion marker on top of his hero's picture on his hero sheet.

While the invisibility potion marker remains on the hero, that hero gains the **Stealth** ability (see below). At the start of his turn, that hero must roll a power die. If the result is a surge, the invisibility potion wears off, and the invisibility potion marker is removed from the hero sheet. All other die results have no effect.

A hero cannot have more than one type of potion active at a time. A hero who drinks a new potion while an old potion marker remains on his hero sheet must remove the previously placed marker, which is then replaced by the new one.

Heroes may purchase invisibility potions from the town shop for 50 coins.

*Note that invulnerability potions, from the **The Altar of Despair**, can also be purchased from the town shop for 50 coins.*

## New Special Abilities

The following section describes the new special abilities in **The Tomb of Ice**.

### 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.

**Example:** *Okaluk and Rakash start the game with the **Stealth** ability. Even if Okaluk and Rakash drink an invisibility potion, any figure attacking Okaluk and Rakash still only rolls one stealth die in the attack roll.*

### 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.

### 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.

### Tread Ice

Figures with the **Tread Ice** ability are immune to the effects of ice.

### Swallow

A monster with the **Swallow** ability that makes a successful attack (i.e., an attack that causes at least one 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 rule book.
- 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.



## Map Pieces

### Map Piece Labels

To help make dungeon setup easier, some map pieces in **The Tomb of Ice** are labeled with a letter for easy identification. The letter symbols below are used in the Quest Guide maps to show orientation and placement of those map pieces.



### Snow on Map Pieces

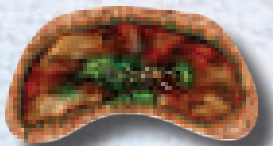
Some map piece spaces depict snow. Snow does not affect movement or line of sight in the **The Tomb of Ice** quests.

## Additional Rules

The following rules are introduced in **The Tomb of Ice**.

### Stomach Tile

The stomach tile is an off-board location that is its own single space, and it is not adjacent to any other spaces. Because of this, any attack, ability, or card that would normally affect adjacent spaces (for example, **Aura**, **Blast**, and **Sweep** abilities, or the Feat card “Protect Thyself”) has no effect on the stomach tile or any character on it.



### Shiver and Aura 4

Because Shiver has the **Aura 4** ability only during the overlord's turn, and not on the heroes' turn, it should be noted that if the Telekinesis skill is used to move monsters adjacent to Shiver, Shiver's **Aura 4** ability deals no damage to those monsters.

### Aura

The **Aura** ability can stack. For example, if the Feat card “Sparks of Pain” (**Aura 4**) is played on Shiver, Shiver gains **Aura 8** during the overlord's turn.

## Descent Core Game Rule Changes and Clarifications

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

### Overlord Cards

The overlord starts the game by drawing three Overlord cards from his deck. The overlord can discard cards for threat **at any time**, even during a hero player's turn.

### Quest Monster Placements

In the first quest “Into the Dark,” one of the razorwings in Area 3 is placed off the map. It should be placed one space to the south.

In some cases the Quest Guide calls for more monsters than are included in the game. For these quests, use other monster figures or tokens to represent the extra monsters as necessary. These instances are detailed on the errata sheet available on FFG's website.

### Drinking Potions

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

### Cost of Vitality Potions

Vitality potions cost 50 coins, not 25 as listed on page 20 of the core game's Quest Guide.

### Selling Treasure from Chests

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

### Buying Treasure Cards from the Shop

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

### Small Monsters and Staircases

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

### Knockback and Large Monsters

Large monsters (monsters that occupy more than one space) are difficult to affect with the **Knockback** ability. For each space beyond the first that the monster occupies, it is moved one less space by **Knockback**. For example, an ogre occupies four spaces, so it moves three fewer spaces when affected by **Knockback**. A dragon, on the other hand, occupies six spaces, so it would move five fewer spaces.

### Pits and Line of Sight

Figures in a pit can see into the spaces adjacent to the pit.

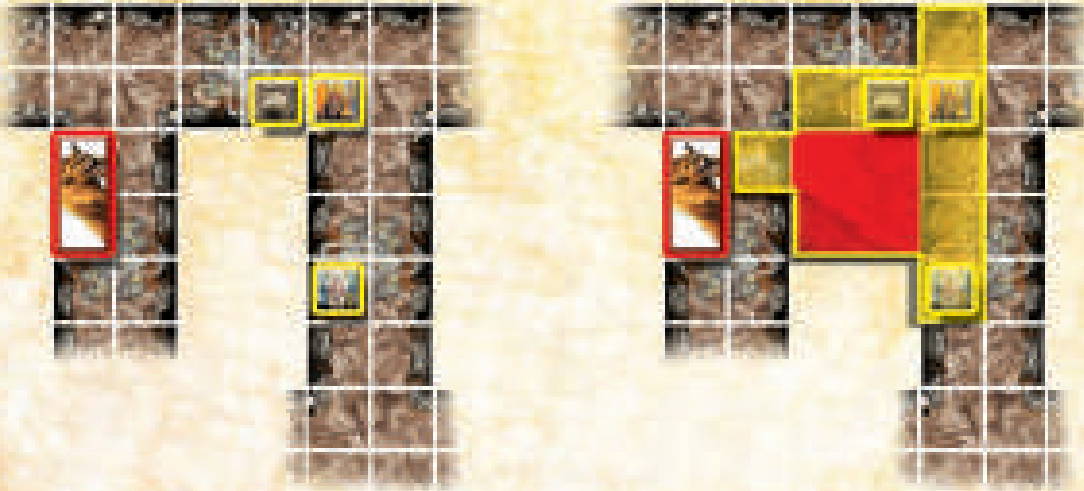


## Breath Template Clarification

The flame from a **Breath** attack billows around obstacles. It usually affects all figures under the breath template, but can be blocked by walls and closed doors. Essentially, if a small flying figure could trace a legal movement path from the square

where the **Breath** attack starts to the target – while staying within the breath template – then the target is affected. **Breath** attacks cannot be made through staircases.

### Breath Attack Blocking Examples



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

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

In the above example, the **Breath** attack billows around the curve in the hallway and through the rubble obstacle, reaching both heroes under the breath template. Notice that a flying figure standing on the “start” (left-most) space of the breath template can trace a movement path to both heroes.



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

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



## Rune-locked Doors and Named Monsters

Named monsters may open rune-locked doors, whether or not the heroes have the runekey to that door. However, named monsters still cannot open any door leading into an unrevealed area.

## Landrec the Wise

Landrec the Wise's special ability should state that he "receives 2 free surges on every attack roll."

## Skye

Skye has the **Fly** ability, but can also end its movement in the same space as another figure.

## Card Revisions

(Replacements for the following cards are included in **The Well of Darkness** expansion.)

## Beastman

Beastmen have **+1 Damage** instead of **Pierce 1**, and Master Beastmen have **+2 Damage** instead of **Pierce 2**.

## Skeleton

Skeletons have **Pierce 1**, and Master Skeletons have **Pierce 2**.

## Bow

The Bow (shop item) has **Pierce 1**.

## Bow of Bone

The Bow of Bone (Silver treasure) should not have "**🔥🔥🔥: Burn.**"

## Golden Armor

The complete abilities of Golden Armor (Silver treasure) are:

- +3 Armor
- Your base speed is reduced to 3.
- You cannot equip Runes.
- You are immune to **Grapple** and **Daze**.

## Dragon Scale Mail

The complete abilities of Dragon Scale Mail (Gold treasure) are:

- +4 Armor
- Your base speed is reduced to 3.
- You cannot equip Runes.
- You are immune to **Bleed**, **Burn**, and **Poison**.

## frequently Asked Questions

The following sections answer frequently asked questions about **Descent: Journeys in the Dark**. This is version 1.3 of the Descent FAQ.

### The Hero Players' Turns

*Q: Can a hero give any type of item to an adjacent hero, or just weapons and potions?*

A: A hero may give any item (but not money) to an adjacent hero at the cost of one movement point per item.

*Q: When can a hero equip items?*

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

*Q: Does a hero have 360 degree line of sight?*

A: Yes, as the rules state on page 4, "The direction a figure is facing has no effect in the game. Heroes and monsters are assumed to be constantly looking around and can therefore see in all directions."

*Q: Can stunned heroes perform movement actions (such as drinking a potion)?*

A: Yes, if the stunned hero chooses a move half action. A stunned hero can also spend fatigue for movement points.

*Q: Can a hero that chooses the "Run" action use his movement points for purposes other than moving (such as drinking a potion)?*

A: Yes. Whenever a hero receives movement points, he can use them for any movement action, including moving, drinking a potion, opening a door, etc.

*Q: In town, are you limited in how many items you can buy or sell and do you have to buy and sell in any specific order?*

A: You can buy and sell in any order and as often as you like.

*Q: Can a hero rest in town?*

A: Yes.

*Q: If a chest has 2 Copper treasure tokens, does each hero draw 2 Copper treasure cards?*

A: Yes.

*Q: When a chest contains curses, can the overlord use the threat generated by the curses to play a trap on that chest? Does the trap go off before or after the rest of the chest contents are distributed?*

A: Curses are always the first thing distributed from a chest, and threat from curses may be used to play a trap card in response to opening the chest. The rest of the chest contents are only distributed after the trap card (if any) resolves. In the case of a Mimic or similar card, this could be several turns later!

*Q: Can familiars jump over pits? Can they use transport glyphs?*

A: No on both counts.





*Q: What is the proper timing of events that occur “at the beginning of a player’s turn”?*

A: When multiple events may occur “at the beginning of a player’s turn,” such as a hero affected by multiple different status effects like **Burn** and **Bleed**, that player may decide in which order to resolve them. The player must resolve all “start of turn” effects before proceeding with the rest of his turn.

*Q: A hero who has been Transformed by either Curse of the Monkey God or Dance of the Monkey God may move up to five spaces and may not take any movement actions. Can that hero take other actions, such as receiving an order token or declaring a Run action? What about a hero who is both Stunned and Transformed?*

A: A Transformed hero may not declare any action. He may still use any skills that are appropriate (e.g., Acrobatic, Telekinesis) and may spend fatigue for extra movement points. A Transformed hero who is stunned may only move (i.e., he must choose the “only move” option for being stunned, not the “only attack” option), which in most cases has no effects beyond those of being Transformed. A Transformed hero who has an order token placed on him by means of another hero with Leadership may still use the order, except that he may not make an attack with a Guard order. (Note that while Guard and Aim orders are useless to a Transformed hero, they may still be placed on him by a hero with Leadership.)

*Q: How does Grey Ker’s ability work? Can I declare a Battle action to activate my Battle Cry power, and then declare an Advance action to activate my Relentless power?*

A: Grey Ker may still only declare one action per turn. His ability allows him to change what action he is taking mid-turn (provided that the new action is legal), but changing his action is not the same as declaring a new one. For example, Grey Ker could declare a Battle action (potentially triggering Battle Cry or a similar skill), spend some fatigue to move, make an attack roll, and then change to an Advance action to move his speed or to a Ready action to place an order token.

## The Overlord Player’s Turn

*Q: When the overlord is controlling a hero through “Dark Charm,” who decides how to spend the surges and power dice? Can the overlord move the character and attack, or just make a single attack without moving?*

A: The overlord controls the hero for that attack, including the hero’s use of surges and power dice. The overlord may also play cards such as “Aim” with the attack. However, the overlord player cannot move the character, or force the hero to spend fatigue to add to the attack.

*Q: Is the effect of the overlord’s “Dodge” card that the hero’s attack completely misses, or that the overlord can force the hero to re-roll dice rolled for the attack, as with the hero dodge orders?*

A: The “Dodge” card allows the overlord to force re-rolls.

*Q: Can a monster end its movement on or be spawned on a glyph of transport?*

A: Monsters can end their movement on or be spawned on unactivated glyphs, but cannot end their movement on or be spawned on activated glyphs. If a monster is on an activated glyph, the overlord must move it off the glyph on his next turn,

if possible. Monsters can always move through or attack into spaces containing glyphs.

*Q: Under what circumstances can the overlord receive threat for rolling surges on an attack roll?*

A: The overlord may spend two surges on each attack roll to gain one threat. He may do this on any attack that hits a hero. This represents a change from previous FAQ rulings on this subject.

*Q: Can the overlord play more than one “Rage” card on a single monster?*

A: No.

*Q: When does the overlord play Power cards? The Well of Darkness rules summary on page 28 and the core rulebook seem to disagree.*

A: The rules summary in the **Well of Darkness** rulebook is in error; refer to the main rule book instead. The overlord may play a Power card at the beginning of his turn. Remember that when a player has multiple effects that occur at the beginning of his turn (such as spawning and playing a Power card, for example), he may resolve them in any order. Thus, an overlord may draw cards, discard down to his maximum hand size, and then play a Power card, spawn card, and/or any other cards that are played “at the beginning of turn” in any order. He must resolve all these effects before proceeding with activating monsters.





## Special Abilities

*Q: Can an attacker using **Knockback** move the target in any direction, or just straight back? Also, can the target be knocked back into a pit?*

A: The attacker with **Knockback** can move the target in any direction, including into a pit or other trap.

*Q: Do special abilities stack?*

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

*Q: Does **Sweep** affect friendly figures? When a figure has both **Sweep** and **Reach**, does it strike every creature in range or only those to which it has **Line of Sight**?*

A: **Sweep** affects only enemy figures, never friendly figures (unless **Dark Charm** is played, of course!). For the purposes of a **Sweep** attack, figures do not block line of sight – that is, a figure which is completely behind another figure (friendly or enemy) may still be affected by the **Sweep** attack. A figure that is completely obscured by rubble, a closed door, or some other effect that blocks line of sight would be immune to the **Sweep** attack, however.

*Q: When making an attack with the **Guard** order, can a hero use abilities such as **Cleave** that grant extra attacks? What about other special abilities?*

A: When making a **Guard** attack, a hero retains access to all appropriate special abilities unless otherwise indicated. This includes abilities such as **Cleave**, **Quick Casting**, and **Rapid Fire** that may grant an extra attack.

## Miscellaneous

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

A: One fatigue.

*Q: Can a player with **Telekinesis** use it to move a hero that is caught in a web?*

A: Yes. However, the web token would stay with the moved hero.

*Q: Can a hero kill another hero in order to trigger “**Divine Retribution**”?*

A: No. **Divine Retribution** only triggers when an enemy figure kills the hero.

*Q: If a flying monster passes through a hero that has **Holy Aura**, does the monster suffer a wound for the space it “shares” with the hero?*

A: No.

*Q: When a chest explodes because of the “**Explosive Rune**” card, does the hero standing on the chest suffer wounds, or just the heroes adjacent to the chest?*

A: The hero standing on the chest suffers wounds.

*Q: Why can't I jump over water like I can pits?*

A: As every hero knows, the dank water found in subterranean caverns is usually infested with deadly bloodsquids, ready to pull an unwary hero to his doom at a moment's notice. As a result, only the most acrobatic heroes dare to leap across even the most innocent-seeming pools of water.

*Q: What happens when a figure in a pit space moves to an adjacent pit space?*

A: Pit spaces that are adjacent are considered to be part of the same pit. Moving from one pit space to another does not require any extra movement points and does not inflict damage in the same way that entering or leaving a pit does. Furthermore, if multiple figures are in the same large pit, all may trace line of sight to each other as if they were on normal floor spaces. All normal line of sight restrictions still apply, of course.

*Q: Can **Relics** be destroyed by effects that destroy items, such as the **Frost** ability?*

A: **Relics** may not be destroyed ever for any reason. This is NOT true of **Dark Relics**, which have all the same vulnerabilities as normal items.

*Q: If a master monster is killed via some indirect means, such as being knocked back into a pit, a hero's aura ability, a lingering effect, or a familiar, who gets the bounty of coins?*

A: No one. A “killing blow” must be the product of an attack roll.

*Q: What happens when a rolling boulder or crushing wall moves across potions/chests/glyphs/runekeys/other tokens?*

A: Any token not specifically mentioned, either individually or as a class, in the rolling boulder or crushing wall rules is completely ignored by the boulder or wall. This includes familiars, potions, coins, chests, runekeys, and many others.





# Credits

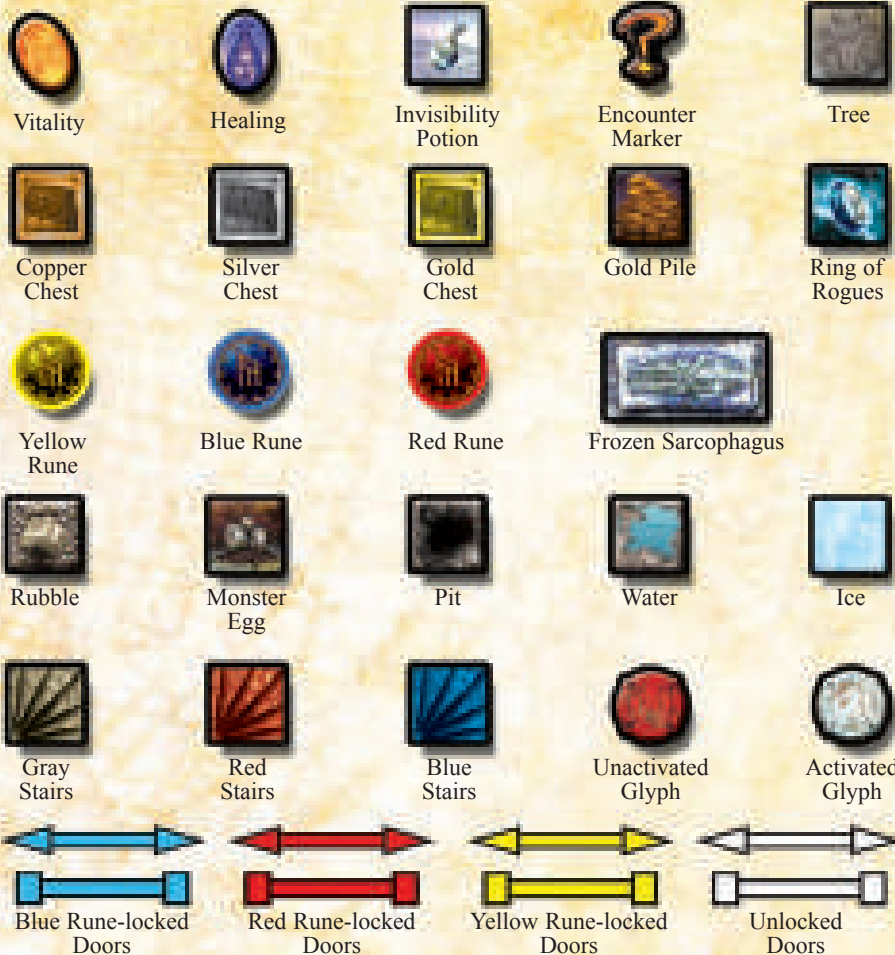
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## Map Legend



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

## Treachery

The treachery that the overlord receives for each scenario is indicated in three colored gems above the chest contents information. For example, the gems



indicate that the overlord has 2 treachery to spend on cards with purple treachery gems, 3 treachery to spend on cards with green treachery gems, and 4 treachery to spend on cards with red treachery gems. Remember that the overlord must swap out a card from his base deck for each card he purchases with treachery.

## Map Piece Labels




Some map pieces are labeled with a letter for easy identification. The symbols above are used in the Quest Guide maps to show identification and orientation of those map pieces.

**Note:** Red-bordered monsters are Master Monsters.



# Special Abilities Summary

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

**Bash:** A figure with Bash may roll up to 5 power dice with its attack. If any of the power dice roll a blank, the attack misses. Otherwise, the attack gains “ +5 Damage and **Pierce 2.**”

**Berserk:** If a monster with Berserk is wounded (i.e., currently has one or more wound tokens on it), it rolls all 5 power dice when attacking.


**Black Curse:** All enemy figures within 3 spaces of a figure with Black Curse receive -1 Range and -1 Damage to all attacks they make. Any enemy figure that deals the killing blow to a figure with Black Curse receives 1 curse token. A hero's conquest value is increased by 1 for each curse token on him.

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




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


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

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

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


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

**Dark Prayer:** A monster with Dark Prayer generates 1 threat for the overlord for every  it rolls when attacking, instead of every 2 . In addition, the figure gains +1 Range and +1 Damage for each .

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

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

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

**Frost:** Frost attacks that inflict at least 1 damage<sup>†</sup> on the target cause a frost token to be placed on the target. Victim must roll a power die for each frost token next turn: Discard a frost token for each . Heroes with any frost tokens remaining must roll 1 power die when attacking or using a shield: On a blank, the weapon/shield shatters. Frosted armor checks for shattering if it is dealt 5 wounds.

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

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

**Ironskin:** A figure with Ironskin is immune to Aura, Bleed, Burn, Pierce, Poison, and Sorcery. In addition, all damage dealt to the figure by Blast, Bolt, or Breath attacks is reduced to 0.

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

**Leap:** Figures with Leap can move up to twice their movement in a straight line (horizontal or vertical, not diagonal), then they may make one attack roll against all figures in the spaces moved through, ignoring rolled range.\* See page 9 of **Descent: The Altar of Despair** for details.

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

**Morph:** The overlord chooses which attack dice a monster with Morph uses (the attack must include at least one red, white, or blue die).

**Necromancy:** When a hero with Necromancy deals the killing blow to a small, normal, unnamed monster, he may choose to **animate** that monster. The monster stays on the board and is returned to full health, under the control of the hero. A hero may only animate one monster at a time. The monster activates after the player's hero, and afterwards must roll a power die: The monster is killed on any result except a power enhancement.

**Pierce:** Pierce attacks ignore X points of armor.

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

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

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

**Shadowcloak:** A figure with Shadowcloak is not affected by attacks made by non-adjacent figures.

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

**Stealth:** When attacking a figure with Stealth, the attacker must roll the stealth die in addition to the dice the attacker rolls normally. If the result of any die used in the attack roll is an “X,” the attack is a miss.

**Stun:** Stun attacks that inflict at least 1 damage<sup>†</sup> on the target cause a stun token to be placed on the target. Normal monsters that begin a turn with a stun token may do nothing else, while heroes may take one half action and master monsters may move or attack once. Figures discard 1 stun token each turn. Named monsters cannot be stunned.


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

**Swallow:** A monster with Swallow that makes a successful attack (i.e., an attack that causes damage<sup>†</sup>) against a hero within 3 spaces of it can choose to swallow that hero. The swallowed hero suffers the attack damage as normal, and is then removed from the dungeon and placed on the stomach tile. See page 7 for details of the conditions affecting the hero placed on the stomach tile.


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

**Tread Ice:** Figures with Tread Ice are immune to the effects of ice

**Trickster:** The Overlord's cost to play Trap cards is reduced by 1 threat for each monster with this ability in play.

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

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

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



In all cases, X is equal to the rank of the special ability.

\*If more than one figure dodges the attack, only 1 re-roll may be made (first dodging player to the attacking player's left decides who re-rolls).

\*\* Damage dealt ignores armor.

† Determine whether damage is inflicted before applying the effects of armor.

Special abilities expansion symbols:

 **The Altar of Despair**  
 **The Well of Darkness**

 **The Tomb of Ice**  
(None) **Descent: Journeys in the Dark**