

DESCENT: JOURNEYS IN THE DARK

SECOND EDITION

DARK ELEMENTS

COOPERATIVE ADVENTURE RULES

GAME OVERVIEW

This cooperative adventure provides a new way to play *Descent: Journeys in the Dark Second Edition* by removing the overlord player and presenting a new quest for one to four hero players. Players should be familiar with the *Descent: Journeys in the Dark Second Edition* rulebook before reading these cooperative adventure rules.

COMPONENTS

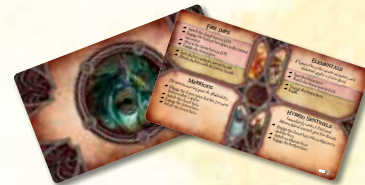
10 PERIL CARDS



12 EXPLORATION CARDS



10 ACTIVATION CARDS



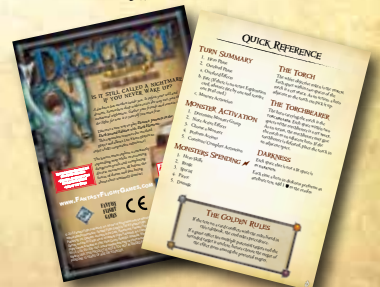
1 TITLE SHEET



1 TRACK SHEET



1 REFERENCE SHEET



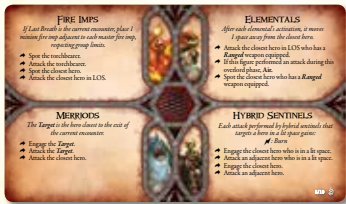
GENERAL SETUP

Before playing this cooperative adventure, perform the following setup steps instead of those described in the base game.

- 1. Assemble the Exploration Deck:** Take all Exploration cards and assemble the Exploration deck (see “Assembling the Exploration Deck” on page 4). Place it within easy reach of all players.
- 2. Prepare the Track Sheet:** Place the TRACK SHEET within easy reach of all players. On the OVERLORD TRACK, place an orange hero token on the space that corresponds to the number of heroes playing; this is the DOOM TOKEN. Then, place a purple hero token on the upper space of the track; this is the FATE TOKEN. On the loot track, place a fatigue token on the lowest space of the track.

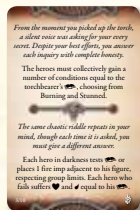


- 3. Prepare Monsters:** The monster groups required for this quest are listed on each Activation card. Take all Act I Monster cards and figures for the required monster groups and place them within easy reach of all players.



ACTIVATION CARD

- 4. Assemble the Activation Deck:** Take all Activation cards and shuffle them together. This is the Activation deck. Place it facedown near the Exploration deck.
- 5. Assemble the Peril Deck:** Take all Peril cards and shuffle them together. This is the Peril deck. Place it facedown near the overlord track.



PERIL CARD

- 6. Assemble the Search and Shop Item Decks:** Take all Search cards from the base game and shuffle them together; this is the Search deck. Place the Search deck facedown near the Track sheet. Separate the Act I and Act II Shop Item cards and shuffle them separately; these are the Act I and Act II Shop Item decks. Place the Act I Shop Item deck facedown near the loot track. Place the Act II Shop Item deck off to the side for now.

- 7. Prepare the First Encounter:** Place the Exploration card that represents the starting encounter (identified by the star in the upper-left corner) faceup on the table next to the Exploration deck. It is now the active Exploration card. Use the encounter guide at the back of this rulebook to set up the encounter (see “Exploration” on page 5).



“LAST BREATH” EXPLORATION CARD



“LAST BREATH” SECTION OF THE ENCOUNTER GUIDE

- 8. Prepare Tokens:** Sort all damage, fatigue, hero, condition tokens and Condition cards into piles by type. Place each pile within easy reach of all players.
 - 9. Hero Setup:** The players follow the normal hero setup steps from the base game, with the following exceptions: If there is only one player, the lone hero player must control two heroes. If there are two or more players, each player controls one hero. A player makes independent decisions and takes separate turns for each hero he controls.
- Note:** Certain card and hero abilities from the base game and other expansions do not directly apply to cooperative play. If a player uses such a card or ability, he ignores any part of it that has no effect on the game (e.g., the Wildlander Class card “Danger Sense” causes the overlord to discard 1 Overlord card. This ability would be ignored in a cooperative adventure because there is no overlord and there are no Overlord cards).
- 10. Spend Experience Points:** Each hero starts the game with 1 experience point that he may spend immediately on a Class card or save for future use.



SETUP DIAGRAM (THREE-PLAYER GAME)



- Exploration Cards:** The players assemble the Exploration deck and place it facedown.
- Track Sheet:** This sheet contains the overlord and loot tracks. The doom and fate tokens, as well as a fatigue token, are placed on their respective tracks.
- Monster Cards:** The monster cards corresponding to the monsters in this quest are placed in view of all players.
- Activation Cards:** The players shuffle the deck of Activation cards and place it facedown.
- Peril Cards:** The players shuffle the deck of Peril cards and place it facedown.
- Shop Item Deck I:** The Act I Shop Item deck is shuffled and placed facedown next to the loot track.
- Shop Item Deck II:** The Act II Shop Item deck is shuffled and placed facedown to the side.
- Starting Encounter:** This Exploration card is placed faceup on the table to indicate that it is active.
- Starting Encounter Map:** The starting encounter is set up as instructed by the encounter guide, leaving adequate space for expansion.
- Class Card:** Players may choose to spend the 1 experience they gain during "General Setup" on a Class card.

ASSEMBLING THE EXPLORATION DECK



1. Remove the starting encounter (identified by the star in the upper-left corner) from the other Exploration cards and set it aside. It is not used to assemble the Exploration deck.
2. Remove the three main encounters (identified by a number in the upper-left corner) from the other Exploration cards and set them aside.
3. Shuffle the remaining Exploration cards and deal them into three facedown stacks: two stacks of three cards and one stack of two cards.
4. Shuffle the #3 main encounter into the stack that only has two cards and place that stack facedown within easy reach of the players.
5. Shuffle the #2 main encounter into one of the other stacks and place that stack facedown on top of the previous stack.
6. Shuffle the #1 main encounter into the remaining stack and place that stack facedown on top of the other two stacks. The three combined stacks make up the Exploration deck.

PLAYING THE GAME

The game is played over a number of game rounds. Each round consists of two phases, the Hero phase and the Overlord phase. Each hero takes one turn during the Hero phase, followed by monster activations and various game effects in the Overlord phase. Once the Overlord phase is complete, the round ends and a new round begins.

HERO PHASE

During the Hero phase, each hero takes one turn, following the normal steps of a hero turn in the base game. Each hero completes his entire turn before another hero begins his turn. During each round, the players decide as a group the order in which each hero activates. This order may be different each round. If they cannot agree, they proceed clockwise, starting with a player determined at random. After all heroes have completed their turns, the Overlord phase begins.

OVERLORD PHASE

The Overlord phase occurs after all hero players have completed their turns. The Overlord phase is broken into three steps as follows:

1. **Overlord Effects:** Follow all effects printed in the red box of the active Exploration card (see “Overlord Effects” on page 6).
2. **Fate:** If there is no active Exploration card, advance fate by 1 and resolve one Peril card (see “The Overlord Track” below).
3. **Monster Activation:** Activate each monster on the map (see “Monster Activation” on page 7).

These steps are described in detail on pages 6-9. All rules regarding Overlord cards and the overlord player from the base game do not apply in cooperative adventures.

WINNING THE GAME

To win, the heroes must successfully complete the third main encounter of the quest (see “Main Encounters and Experience Points” on page 10). The heroes win or lose the game together.

THE OVERLORD TRACK

The doom (orange) and fate (purple) tokens advance toward each other on the overlord track as the heroes fail to complete encounters, move too slowly, or succumb to deadly perils. If the doom or fate tokens ever occupy the same space on the overlord track, the heroes immediately fail the quest and **lose the game**.

If a card or effect instructs players to advance fate, they move the fate token down the overlord track the required number of spaces. If a card or effect instructs players to advance doom, they move the doom token up the overlord track the required number of spaces.

If a card or effect instructs players to move fate backward, they move the fate token up the overlord track the required number of spaces. Players cannot move the doom token down the overlord track.

If a card or effect instructs players to refresh fate, they move the fate token to the top space of the overlord track.



ADDITIONAL HERO RULES

In addition to the actions a hero can normally take during his turn, heroes now have the option to explore and discover new encounters.

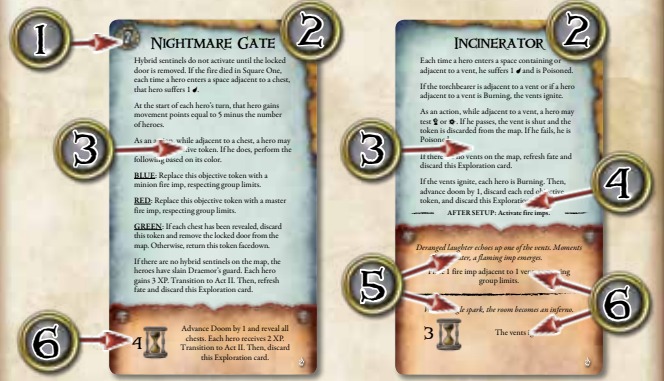
EXPLORATION

When a hero performs an open a door action, he follows the steps below:

1. Draw the top card of the Exploration deck and place it faceup on the table. That Exploration card is now ACTIVE. An active Exploration card defines an encounter's rules for as long as the card is active.
2. Locate the encounter in the encounter guide (found at the back of this rulebook) and set up the map as shown. Attach the map so that the entrance of the new encounter is connected to the exit of the previous encounter. Then, read aloud the italicized flavor text located under the encounter name. Finally, follow any text listed in the corresponding green box of the encounter guide, placing monsters and tokens as indicated.
3. Refer to the Exploration card for all rules regarding the encounter. Effects in the blue area of Exploration cards occur from top to bottom. Any text that says "After Setup" occurs immediately after the encounter has been set up. Refer to "Monster Activation During a Hero Turn" on page 11 for Exploration cards that require monster activation after setup.

A hero cannot open a door if there is an active Exploration card. **Doors cannot be closed.**

EXPLORATION CARD ANATOMY



1. **Encounter Icon:** If this icon is present, it signifies that this encounter is a main encounter or the starting encounter.
2. **Encounter Name:** This area displays the name of the encounter.
3. **Encounter Rules:** These are the effects that occur while the Exploration card is active.
4. **After Setup Rules:** These effects occur immediately after the encounter is set up.
5. **Flavor:** This text describes what happens when the overlord effects occur.
6. **Overlord Effects:** These effects occur at the start of each Overlord phase.

EXPLORATION EXAMPLE



1. Tomble has opened the door and is therefore exploring. Players draw the "Glimmerlack Hall" encounter from the Exploration deck. This is now the active Exploration card.
2. Players locate the necessary tiles as indicated in the encounter guide and set up the map.
3. Players attach the entrance of the new encounter to the exit of the previous encounter.
4. Players read the flavor text and setup text in the green box of the corresponding encounter guide and place the hybrid sentinel, objective tokens, and search token as indicated, based on the number of heroes.
5. Players now read the Exploration card for all rules regarding the encounter.

LOOT

When a hero defeats a monster, he places a number of damage tokens on the loot track equal to the number of spaces the monster figure's base occupied (e.g., if the hero defeats a merriod, he places four damage tokens on the loot track). Each time a hero places a damage token on the loot track, he places that token on the lowest empty space of the track.

If a hero defeats a master monster, he moves the fatigue token on the loot track up one space. This is done before he places any damage tokens on the loot track for defeating the monster. The fatigue token on the loot track cannot go past the highest space of the track.

The LOOT LIMIT is influenced by the number of heroes playing and is represented on the loot track by gray silhouettes. When the number of damage tokens on the loot track equals the loot limit, the hero that last placed a damage token on the track draws a number of Shop Item cards from the current act's Shop Item deck equal to the number indicated by the fatigue token. He gives one of the Shop Item cards to any hero of his choice and places any remaining cards at the bottom of the Shop Item deck. Then, he removes all damage tokens from the loot track and moves the fatigue token back to its starting position.



Any damage tokens that would be placed above the loot limit as the result of defeating a monster are ignored.

At any time during a hero's turn, he may flip one of his hero's faceup Search cards facedown, ignoring the effects of the card. If he does, he adds two damage tokens to the loot track.

HEROIC FEATS



Heroic feats do not refresh in cooperative play. Each hero may only use his heroic feat once per quest.

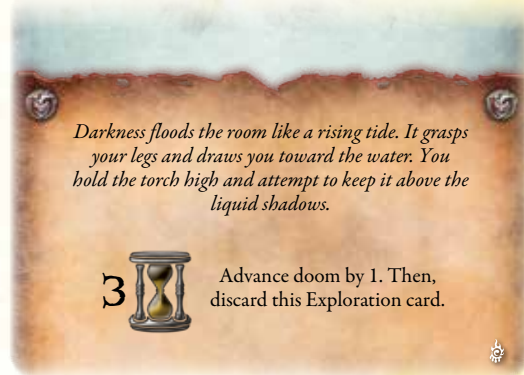
OVERLORD PHASE IN DETAIL

The overlord phase occurs after all hero players have completed their turns. The players perform various steps that facilitate dangerous events and monster activity during the adventure.

I. OVERLORD EFFECTS

Overlord effects are printed in the red boxes on the lower portion of Exploration cards (see "Exploration" on page 5). At the start of the Overlord phase, all Overlord effects on the active Exploration card occur in order from top to bottom.

Some Overlord effects have a  symbol. When one of these effects occurs, do not immediately resolve the corresponding text. Instead, place one fatigue token next to the symbol. After placing a fatigue token, if the number of fatigue tokens matches the number associated with the  symbol, the corresponding text occurs, and all tokens are removed. Continue placing one fatigue token during each Overlord phase for as long as the Exploration card remains active.



OVERLORD EFFECTS SECTION OF AN EXPLORATION CARD

2. FATE

If there is an active Exploration card, skip the Fate step.

Otherwise, advance fate by one (see page 4) and resolve one Peril card.

PERIL CARDS

Each Peril card contains one or more effects that provide deadly surprises for the heroes. Players perform the following when they resolve a Peril card:

1. Draw one Peril card.
2. If the card is divided into two sections, do the following:
 - If there are no monsters on the map, resolve the effect listed on the top half of the card.
 - If there are one or more monsters on the map, resolve the effect listed on the bottom half of the card.
3. If the card is not divided into two sections, resolve the entire card's effect.
4. Discard the Peril card.

If the Peril deck runs out of cards, the discard pile is immediately shuffled to create a new Peril deck.

Peril effects do not apply to familiars, figures treated as heroes, and heroes who are not on the map.

LOOT TRACK ANATOMY



1. **Loot Stack:** Damage tokens are placed in the spaces of this section, until the loot limit is reached.
2. **Loot Limit:** These spaces represent the loot limit depending on the number of heroes.
3. **Loot Payout:** The fatigue token is moved up the spaces of this section, determining the number of cards drawn when the loot limit is reached.

3. MONSTER ACTIVATION

If there are any monsters on the map during this step, draw one Activation card and perform the following:

- Determine Monster Group:** The order in which monster groups activate is determined by their location on the Activation card, as shown below. Locate the first group (lowest number on the diagram) that is on the map and has not yet activated.



- Note Active Effects:** Note any active effects for that group. Active effects are printed in italics directly under the name of each monster group.
- Choose a Monster:**
 - If there are yellow and red boxes, minion (yellow box) and master monsters (red box) activate separately. The order in which monsters are activated is defined from top to bottom, with all monsters of the top box activating before any monsters of the bottom box. Choose one monster that has not activated from the top box. If all monsters of the top box have activated, choose one monster that has not activated from the bottom box.
 - If there are no yellow and red boxes, choose any monster of that group that has not activated.
- Perform Actions:** Resolve all actions listed for that monster in order, from top to bottom, repeating the list of actions until that monster has performed two actions or follows the entire list and is unable to perform a listed action.
- Continue/Complete Activation:** If there are monsters of the activating group on the map that have not yet activated, repeat from step 3. If there are more monsters of a different group that have not yet activated, repeat from step 1. If all monster groups have been activated, discard the Activation card.

If an action has no effect, monsters do not perform that action. For example, if an action reads “attack an adjacent hero” and there is no hero adjacent to the active monster, then the monster does not perform that action. Always follow monster rules outlined in the base game (e.g., only one attack per turn, two actions per monster) unless specifically noted on the card.

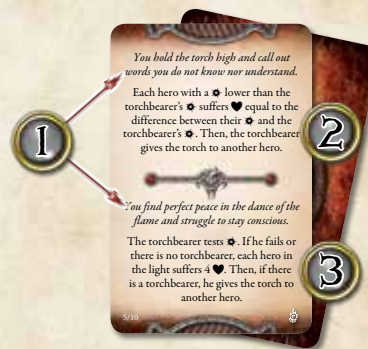
If a monster has multiple potential targets during monster activation, the target closest to the activating monster is chosen.

If a monster has a condition that can be discarded by using an action, such as Stun, its first action must be to discard that condition. If a monster is in a pit space, its first action must be to exit the pit space and enter an adjacent space as close to the exit of the current encounter as possible (see “Current Encounter” on page 10).

When an Activation card refers to a “hero,” this includes figures treated as hero figures.

If the Activation deck runs out of cards, the discard pile is immediately shuffled to create a new Activation deck.

PERIL CARD ANATOMY



- Flavor:** This italicized text describes the peril that has arisen.
- Effect without Monsters:** This effect is resolved if there are no monsters on the map.
- Effect with Monsters:** This effect is resolved if there are monsters on the map.

ACTIVATION CARD ANATOMY



- Monster Group Name:** This area displays the name of the monster group.
- Master Activation:** This section is red and specifies the actions for the master monsters of the corresponding group.
- Minion Activation:** This section is yellow and specifies the actions for the minion monsters of the corresponding group.
- Active Effects:** These effects are active during the activation of the corresponding monster group.
- General Activation:** This section specifies the actions that all monsters of the specified group will take. The order in which monsters activate is decided by the players.

MONSTER ACTIVATION EXAMPLE

1. During the Monster Activation step of the Overlord phase, players draw one Activation card. There are fire imps and merriods on the map, so fire imps activate first, followed by merriods.
2. The players note the active effect, but because Limbo's End is not the current encounter, this text is ignored.
3. The Activation card instructs the master fire imp spot and attack the closest hero in line of sight. The master fire imp already has line of sight to Leoric of the Book, who is the closest hero to the fire imp's figure, so it skips this action. It performs the attack and then loops back up to the top of the listed actions. Because it still has line of sight it skips the first action, and because it cannot attack again, it skips the second action. It is unable to perform any of the listed actions so its activation ends.
4. After the master fire imp's activation, minion fire imps activates. The Activation card instructs the minion fire imp to spot the farthest hero and then attack the furthest hero in line of sight. The minion fire imp moves one space to spot (gain line of sight to – see page 9) Widow Tarha, who is the furthest hero from the minion fire imp's figure. Then, the minion fire imp performs an attack that targets Widow Tarha, who is the furthest hero from the minion fire imp's figure. Its activation is now complete, and all fire imps have activated.
5. The players note the active effect for the merriods, applying +1 Speed for a total of 4 Speed.
6. The Activation instructs the master merriod to first engage the furthest hero, who is Leoric of the Book. The master merriod moves two spaces to engage (attempt to move as close as possible to – see page 9), spending all four movement points to move through the water terrain.



7. After engaging, the master merriod is instructed to attack a hero within 2 spaces. This attack would normally target Widow Tarha; however, because the merriod has the Flail and Reach abilities, it attacks both Widow Tarha and Leoric of the Book. Its activation is now complete.



8. All monsters have activated, so the Activation card is discarded.



COMBAT

When a monster performs an attack, the hero rolling defense dice also rolls the attack dice for that monster.

SURGES

When performing an attack, monsters sometimes gain one or more ⚡. When a monster has ⚡ to spend, they should be spent in the priority listed below. If the monster spends a ⚡ and still has additional ⚡ to spend, follow the list again from the beginning. Continue doing this until the monster cannot spend any more ⚡ or has no ⚡ left to spend.

1. **Hero Skills:** A monster spends ⚡ when certain hero skills, hero abilities, and heroic feats require the monster to spend ⚡ to attack.
2. **Range:** A monster spends ⚡ on additional range if the monster cannot hit all of its targets with the monster's current range.
3. **Special:** A monster spends ⚡ on special abilities only when it will have an effect on at least one of the monster's targets (e.g., a monster will not Poison a hero who is already Poisoned). Special surge abilities include all abilities that are not Range, Pierce, or Damage.
4. **Pierce:** A monster spends ⚡ on Pierce only when one or more ♣ have been rolled by at least one of the monster's targets.
5. **Damage:** When monsters spend ⚡ on ♥, apply the ⚡ with the highest ♥ bonus first.

SPECIAL MONSTER RULES

Merriods: The **Flail** ability targets the hero closest to the merriod in addition to the original target of the attack.

If possible, when a monster with **Reach** engages a hero, it ends its movement so that its figure is two spaces away from the hero and it has line of sight to the hero. If not possible, it engages as normal.

Hybrid Sentinels: The **Fire Breath** ability targets as many heroes as possible. The path cannot be traced through any monster figures.

ADDITIONAL RULES

MOVEMENT

Monsters cannot enter terrain that causes them to suffer damage during movement.

MOVEMENT VOCABULARY

Activation cards use special vocabulary that is new to cooperative adventures. Players should familiarize themselves with the terms below.

Toward: When a figure moves toward a target, the figure moves into the target's space if possible. Otherwise, the figure must end its movement in the closest possible space to the target following normal movement rules. The figure always takes the route that requires the fewest movement points.

Away: When a figure moves away from a target, the figure must increase the number of spaces between the figure and the target with each space moved. If a figure cannot increase the number of spaces between the figure and the target, the figure does not move.

Furthest: The target that is the greatest number of spaces away from the monster.

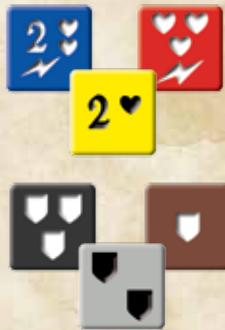
Closest: The target that is the fewest number of spaces away from the monster.

Engage: When an effect instructs a monster to engage a target, that monster performs a move action and moves toward the specified target. If a monster would not move when performing this action, this action is not performed.

Spot: When an effect instructs a monster to spot a target, that monster performs a move action and moves toward the closest space from which it would have line of sight to the specified target. If a monster already has line of sight to the target, that monster does not perform this action. If there is no space on the map from which the monster could have line of sight to the target, the monster targets a different hero, following the instructions of that same action while ignoring the hero it cannot target.

LOS: Some monster activation actions contain the acronym "LOS." This acronym stands for "line of sight" and follows all of the rules for line of sight in the base game.

SPENDING SURGES EXAMPLE



1. An Act II master merriod is attacking a hero. The hero player rolls all the dice in his defense pool, as well as the attack dice for the merriod.
2. The hero player follows the ⚡ list and notices that the merriod has ⚡ **Immobilize**, which is a special ⚡. However, the merriod cannot use ⚡ **Immobilize** since it is not dealing damage, and thus the hero would not be Immobilized. The hero player continues going down the list.
3. The next applicable ⚡ on the list is damage, and the merriod has ⚡ +3 ♥. Thus, the merriod spends its first ⚡ on ⚡ +3 ♥.
4. Since the merriod has another ⚡ to spend, the hero player starts from the top of the list again. This time the merriod spends its ⚡ on ⚡ **Immobilize** because it is now dealing damage and the hero will be Immobilized.



SPOTTING EXAMPLE

1. The master fire imp is instructed to spot Syndrael. However, it already has line of sight to Syndrael, so it does not attempt to spot her.
2. The minion fire imp is instructed to spot Syndrael. It must move two spaces in order to gain line of sight to Syndrael. Once the fire imp has line of sight to Syndrael, it stops.

LARGE MONSTERS

When players determine movement for a large monster, they must choose one space that the monster occupies and count movement from the chosen space as if the figure occupied one space. When players move a large monster toward a target, they must choose the space occupied by the large monster that is closest to the target. When players move a large monster away from a target, they must choose the space occupied by the large monster that is furthest from the target. After players move a large monster toward or away from a target, players must place the monster as close to or as far away from the target as possible, respectively. Otherwise, large monsters follow the normal movement rules for large monsters.

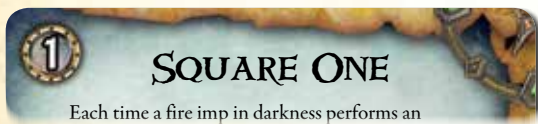
ENCOUNTERS

Encounters in cooperative adventures are different from encounters in the base game and do not follow the same rules. An encounter consists of all map tiles shown under the corresponding section of the encounter guide and follows all rules in this section and on the respective Exploration card.

The rules of an encounter affect the whole map unless otherwise stated.

MAIN ENCOUNTERS AND EXPERIENCE POINTS

Main encounters are special encounters that are integral to each quest. Main encounters are labeled with a number on their Exploration card and corresponding section of the encounter guide. The outcome of one main encounter will affect the next main encounter, ultimately leading up to the final main encounter, or the Finale.



Heroes gain experience points in the first two main encounters. When a hero gains experience points, he may immediately spend those experience points, along with any saved experience points from earlier in the quest, by acquiring new skill cards of his class. Players may save any unspent experience points for future use, but can only spend those experience points immediately after gaining new experience points.

CURRENT ENCOUNTER

The current encounter is the encounter on the active Exploration card or the most recent active Exploration card.

ENTRANCES AND EXITS

Entrances and exits are defined spaces in each encounter. Refer to the encounter guide to locate an encounter's entrance and exit.

ENGAGING EXAMPLE



1. The minion merriod has a Speed of 3 and the Reach ability, and is instructed to engage Tomble.
2. The minion merriod ends its movement two spaces away from Tomble, and because it has Reach, its figure is placed so that it remains two spaces away.

OVERLAPPING MAP TILES

There are some situations in which players cannot set up an encounter because it would cause a map tile to overlap with an existing map tile. To solve this problem players must use **END CAPS**. An end cap is a two-space tile that is connected to other map tiles on only one side.

If map tiles overlap when placing a new encounter, use end caps to create a hidden passage instead. Connect one end cap to the exit of the previous encounter. Then, place the new encounter in an open space on the table and connect a second end cap to the entrance of the new encounter. The two end caps are considered linked.



END CAP

If a figure is on a linked end cap, the figure may spend one movement point to move to the other linked end cap as if the spaces of both end caps were adjacent. If both spaces on the end cap a figure is moving to are occupied, the hero or monster places his figure in the closest empty space to that end cap.

Monsters and heroes cannot attack through or draw line of sight through linked end caps.

DEFEATED HEROES

Each time a hero is defeated, advance fate by one.

MONSTER ACTIVATION DURING A HERO TURN

Some Exploration cards cause specific monster groups to activate after the corresponding encounter is set up, even though it is not the Overlord phase. To activate monsters during a hero's turn, draw an Activation card and activate only the specified groups, then discard the Activation card. Monster activation is described in detail on page 7.

OVERLAPPING MAP TILES EXAMPLE



1. The heroes have drawn the "Stones of the Founders" from the Exploration deck. However, they cannot place the "Stones of the Founders" because it would intersect with the existing "Breach of Ice."



2. The heroes place an end cap on the exit of the encounter that they are exiting, which is the "Passage of the Future."
3. They also attach an end cap to the entrance of the newly explored encounter, which is "Stones of the Founders." This end cap is linked to the one on the "Passage of the Future."

TRANSITION TO ACT II

When an Exploration card instructs players to transition to Act II, they perform the following:

1. Place the Act I Shop Item deck back in the box, and move the Act II Shop Item deck next to the loot track. When drawing cards for loot, players will now draw from the Act II Shop Item deck.
2. Replace all Act I Monster cards with Act II Monster cards. The new cards apply to monsters currently on the map as well as all future monsters.

SPAWN AND PLACE

If the encounter guide instructs players to **SPAWN** monsters, the players place monsters on the map based on the number of heroes as indicated in the encounter guide. If there are two heroes, place monsters on the spaces marked "2." If there are three heroes, place monsters on the spaces marked "2" and "3." If there are four heroes, place monsters on the spaces marked "2," "3," and "4."

If players cannot **spawn** a monster because the required figure is already on the map, remove that figure from the map, recover all damage and remove any conditions on that monster, and place it as directed. When players remove figures from the map in order to spawn monsters for an encounter, they cannot remove monsters that were just placed for that encounter. They must remove monsters that were on the map before the players started spawning monsters for that encounter.

If a peril effect or overlord effect instructs players to **place** new monsters on the map and there are not enough figures to place, place as many figures as possible. When players are instructed to place monsters on the map, they place master monsters first, respecting group limits.

THE GOLDEN RULES

There are two very important rules that players should keep in mind when playing cooperative adventures. These rules are below:

- If the text on a card conflicts with the rules listed in this rulebook, the card takes precedence.
- If a game effect has multiple potential targets and the intended target is unclear, heroes choose the target of the effect from among the potential targets.



ENCOUNTER GUIDE



LAST BREATH

Darkness fills your lungs and you cannot find your breath. You fix your eyes on the light and emerge from the depths.

Place a white objective token as indicated. This is the torch. Spawn merriods and fireimps as indicated. Each hero places his figures on a water space and suffers 1 equal to the attribute of his choice. Then, each hero tests that attribute. Each hero who fails is Stunned.



TORCH



STONES OF THE FOUNDERS

Amber pedestals infused with fragments of bone protrude from the floor of this forgotten tomb.

Collect 4 red and 4 blue objective tokens. Shuffle the tokens together and place them facedown on the map as indicated. No players should know which objective tokens are which color. These are pedestals.



PEDESTAL



2B

PASSAGE OF THE PAST

The webs were powerless to stop you, shattering like mist beneath your feet as you crossed the passage. You sprint forward, clearing the ancient strands from your path as you go. They only slow you momentarily as you enter the hallway, and you push them aside as you open the door.



15B

PASSAGE OF THE PRESENT

Deep within the darkness you find the truth. Nothing is as it seems.



33B

PASSAGE OF THE FUTURE

Monuments dedicated to your future glory stand watch over your decaying corpses – what does the future hold?

Collect a number of red objective tokens equal to the number of heroes. Then, replace 1 of those tokens with a green objective token, shuffle them, and place them as indicated. No players should know which objective tokens are which color.



16B

ENCOUNTER KEY



BREACHED ICE

Deep beneath the age-old ice you are standing on, you see another reality. The darkness of another world strikes up at you and shatters the fragile barrier.

Place 4 blue objective tokens as indicated. Spawn merriods as indicated. Move the exploring hero 1 space toward the master merriod.



PIT SPACE



7B

BREATH OF STONE

You hear deep breathing around the corner. You fear some great dragon or giant may be waiting for you, but as you peer into the darkness you realize the earth itself is breathing!

Spawn elementals as indicated.

*In a 3 hero game, spawn only the master elemental as indicated.

5B



4B

GLIMMERLACK HALL

Gold, gems, and flames swirl about the room before you. On the far side stands a dragon hybrid, his arms raised as he maintains the spell. "Enter," he commands, "take part in the wonders of the board of Axirumn!" The room is only a fantasy, one that will disappear when you slay the delusional hybrid.

Spawn hybrid sentinels as indicated. The master hybrid sentinel is Axirumn. Place 2 blue objective tokens as indicated. These are secret passages.



SECRET PASSAGE



26B ANTECHAMBER

INCINERATOR

Noxious gas streams from vents in the wall. You can feel the miasmatic poison assaulting your lungs as you draw close and recall that such gases are also highly flammable.

Spawn fire imps as indicated. Place red objective tokens as indicated, based on the number of heroes. These are vents.



VENT



13B

23B

LIGHTING YOUR PATH

The survival of the heroes during this adventure largely depends on their ability to stay out of the darkness and in the light.

THE TORCH


The white objective token is the torch. Each space within two spaces of the torch is a LIT SPACE. As an action, a hero adjacent to the torch can pick it up.

THE TORCHBEARER

The hero carrying the torch is the TORCHBEARER. Each space within two spaces of the torchbearer is a LIT SPACE. As an action, the torchbearer may give the torch to an adjacent hero. If the torchbearer is defeated, place the torch in an adjacent space.

DARKNESS

Each space that is not a lit space is IN DARKNESS.

Each time a hero in darkness performs an attribute test, add 1  to the results.

EPILOGUE

If the heroes win the quest, read the following aloud:

You cannot move. Your every muscle is unresponsive. You watch helplessly as Draemor approaches and stands over you. He unsheathes an ethereal blade and bellows a noiseless roar as he plunges it into your motionless body. He hacks and slashes with complete abandon. You feel no pain as the blade passes through your body again and again. Slowly, the scene fades from your vision and is replaced by darkness speckled with light. The first thing you feel is your lungs. They quiver weakly as you struggle to breathe. The air slides in and out like mud, but each breath becomes easier than the last. At last you hear your heart thud, a vibration you feel through your entire body. Your blood has never felt so cold, but you feel it moving. The darkness slowly becomes clear and you watch the night sky for a long time before attempting to move.

You only remember it as a dream. Sometimes, as you stare into the campfire or wander under a moonless sky, you recall a horrid moment of your phantom adventure. You grow faint, can't catch your breath, and your vision blurs. Then, as quickly as it entered your mind's eye, it's gone. Despite your best efforts, you never forget that night and often wonder what would have happened had you never woken up.

If the doom and fate tokens occupy the same space or the heroes fail the quest, read the following aloud:

You have never experienced a darkness so thick. It pours through your eyes and into your soul. Your blood grates through your veins like frozen shards. You flee away from the light. You must flee toward the dark and away from the light. Only the shadows can save you now.

You awake with a great gasp. You flail about for a moment before rolling from your bed of soiled straw onto the cold, hard ground. Your sight begins to refocus and you scrape your fingernails along the gray stone of the jail floor, the most tangible thing you've experienced in... "How long?" you wonder, your eyes shifting to the small, barred window.

Before you manage to sift through the fragments of horror and pain that seem to be your memories, you find yourself beside your fellow adventurers, suspended on a thin plank of wood a few feet above the ground, a loop of rope fastened around your neck. Your clothing and face are spattered with rot and sludge. The jeering crowd grows silent as two men step up to the platform. The smaller and older of the two unrolls a long piece of parchment.

"Hear now the crimes and judgments of the accused," he calls out. "Leading a band of hybrid raiders against the outposts of Flaxfield and Runesworth: guilty!" The crowd roars with excitement and rage. "The assassination of the late Baroness: guilty! The sacking of Hammerglade, the desecration of its temple, and the slaughter of every man, woman, and child therein: guilty! For treason against the thirteen baronies, the free cities..." your mind wanders, making one last attempt to remember any of this. You observe the hatred in the faces of the mob before you, wishing you had any way of convincing them that you cannot recall a moment of it. However, you dare not deny the claims. You can still feel the darkness inside, crying out for your death with greater vigor than the crowd. Memories or not, you have no doubt that you and your fellow "heroes" committed these atrocities. So you do not struggle or attempt an escape as the crier nears the end of his scroll. You exhale, clearing your lungs of air. "...from the neck until dead."

CREDITS

Expansion Design: Jonathan E. Bove and Nathan I. Hajek

Cooperative Adventure Rules Design: Jonathan E. Bove

Descent: Journeys in the Dark Second Edition Design: Adam Sadler and Corey Konieczka with Daniel Lovat Clark

Producer: Jason Walden

Graphic Design: Christopher Hosch

Graphic Design Manager: Brian Schomburg

Cover Art: Christopher Burdett

Managing Art Director: Andrew Christensen

Production Manager: Eric Knight

Managing Game Producer: Steven Kimball

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Brad Andres, Jason Bailey, Reagan Bailey, Samuel Bailey, Mark Bell, Dane Beltrami, David Bernier, Maxime Bernier, Frank Brooks, Pippin Brown, Marcel Cwertetschka, Christian Emminger, John Evans, Herbert Graf, Russell Hall, Michaël Juneau, Harrison Keeping, Jason Keeping, Jean-Philippe Leclerc, Lukas Litzsinger, Isabella Mattasits, Ian McCarthy, Aaron Myers, Sarah Smith-Robbins, Peter Schober, John Taillon, and Richard Wappel

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QUICK REFERENCE

TURN SUMMARY

1. Hero Phase
2. Overlord Phase
 - a. Overlord Effects
 - b. Fate (If there is no active Exploration card, advance fate by one and resolve one Peril card.)
 - c. Monster Activation

MONSTER ACTIVATION

1. Determine Monster Group
2. Note Active Effects
3. Choose a Monster
4. Perform Actions
5. Continue/Complete Activation

MONSTERS SPENDING ⚡

1. Hero Skills
2. Range
3. Special
4. Pierce
5. Damage

DOOM AND FATE



1. DOOM
ADVANCES BY
ONE



2. FATE
ADVANCES BY
ONE



3. FATE
MOVES
BACKWARD BY
ONE



4. FATE
REFRESHES

THE GOLDEN RULES

- If the text on a card conflicts with the rules listed in this rulebook, the card takes precedence.
- If a game effect has multiple potential targets and the intended target is unclear, heroes choose the target of the effect from among the potential targets.

DEFEATED HEROES

Each time a hero is defeated, advance fate by one.

SPECIAL MONSTER RULES

Merriods: The **Flail** ability targets the hero closest to the merriod in addition to the original target of the attack.

If possible, when a monster with **Reach** engages a hero, it ends its movement so that its figure is two spaces away from the hero and it has line of sight to the hero. If not possible, it engages as normal.

Hybrid Sentinels: The **Fire Breath** ability targets as many heroes as possible. The path cannot be traced through any monster figures.

MOVEMENT VOCABULARY

Toward: When a figure moves toward a target, the figure moves into the target's space if possible. Otherwise, the figure must end its movement in the closest possible space to the target following normal movement rules. The figure always takes the route that requires the fewest movement points.

Away: When a figure moves away from a target, the figure must increase the number of spaces between the figure and the target with each space moved. If a figure cannot increase the number of spaces between the figure and the target, the figure does not move.

Furthest: The target that is the greatest number of spaces away from the monster.

Closest: The target that is the fewest number of spaces away from the monster.

Engage: When an effect instructs a monster to engage a target, that monster performs a move action and moves toward the specified target. If a monster would not move when performing this action, this action is not performed.

Spot: When an effect instructs a monster to spot a target, that monster performs a move action and moves toward the closest space from which it would have line of sight to the specified target. If a monster already has line of sight to the target, that monster does not perform this action. If there is no space on the map from which the monster could have line of sight to the target, the monster targets a different hero, following the instructions of that same action while ignoring the hero it cannot target.

LOS: Some monster activation actions contain the acronym "LOS." This acronym stands for "line of sight" and follows all of the rules for line of sight in the base game.