

DESCENT:

JOURNEYS IN THE DARK

SECOND EDITION



THE CHAINS THAT RUST

RULES AND QUEST GUIDE

COMPONENTS

8 PLASTIC FIGURES



6 TAINTED CARDS



1 SERVANT CARD AND TOKEN



16 CLASS CARDS



3 RELIC CARDS



9 SHOP ITEM CARDS



6 MONSTER CARDS



3 LIEUTENANT CARDS AND TOKENS



4 CONDITION CARDS



1 OBJECTIVE TOKEN



8 OVERLORD CARDS



2 TRAVEL EVENT CARDS

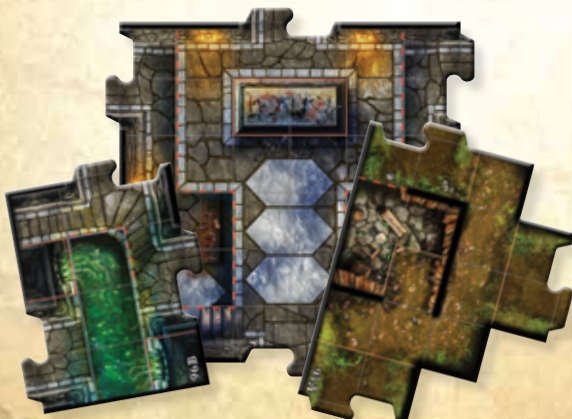


1 VILLAGER TOKEN



(with 5 Condition Tokens)

15 MAP TILES

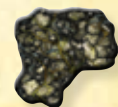


2 OLD WALLS



(with 2 Plastic Stands)

8 CRUMBLING TERRAIN TOKENS



16 DAMAGE TOKENS



8 HERO TOKENS



THE CHAINS THAT RUST

It feels like years ago that you wandered into the Mistlands, the dark and foreboding realm of Waiqar the Betrayer. Survival is a cruel practice in this land, but after a long, dark, and twisted journey, you may have discovered a means of escape.

However, you have also been tainted by a merciless vampire, Kyndrithul, and other forces have grown interested both in you and the mad vampire. Will slaying him finally free you from your bonds? Can the chains that bind you here ever truly be broken?

EXPANSION SETUP

Each *Descent: Journeys in the Dark Second Edition* expansion is designed to seamlessly integrate into your collection. Players should finish any campaigns they have started before incorporating the components from *The Chains That Rust* into *Descent: Journeys in the Dark Second Edition*.

Before using this expansion for the first time, perform the following.

1. **Incorporate Expansion Cards:** Add the new Condition, Class, Shop Item, Relic, Monster, Overlord, Travel Event, and Lieutenant cards to the pool of available cards.
2. **Prepare New Cards:** Combine the Tainted cards from this expansion with those found in other expansions. If you do not have other expansions that include Tainted cards, create a new deck using only the cards found in this expansion.

Store the Servant card in the game box until called for.

3. **Incorporate Other Components:** Add the tokens, monster figures, and map tiles from this expansion to their respective supplies.

AN EPIC STORY

This expansion introduces a one-act campaign called “The Chains That Rust.” Unlike previous campaigns, this campaign provides a complete narrative experience within a single act.

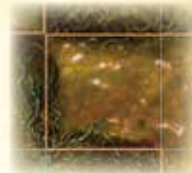
The Chains That Rust expansion can also be combined with *Mists of Bileball* (a previously released expansion) to form a larger, two-act campaign. Together these expansions weave the two stories into a single, seamless narrative. Instructions for how to combine the two can be found on page 8.

THE CHAINS THAT RUST EXPANSION RULES

The following sections describe the rules associated with each of the new components found in *The Chains That Rust*.

SLUDGE

Any space defined by an orange line surrounding it is a sludge space. Like water terrain, a figure moving into a sludge space must spend 1 additional movement point or it cannot enter that space. Additionally, when a figure starts its turn or activation so that each space it occupies is a sludge space, its Speed is 1 and cannot be increased above 1 until the end of that turn or activation.



ELEVATION

Elevation is represented by a dotted red line along the edge of certain spaces. These lines, also known as elevation lines, block movement but not line of sight. A figure cannot move across an elevation line, but it can trace line of sight over one.



Adjacent spaces separated by an elevation line are still considered to be adjacent. However, when a figure declares a *Melee* attack targeting a figure on the opposite side of an elevation line, **the target figure adds one additional black defense die to its defense pool**. If the attacking figure's attack has the **Reach** or **Extend** keyword, the target does not add the additional black defense die to its defense pool.

When determining movement for large monsters, elevation lines block movement. However, when ending or interrupting movement for large monsters, the monster figure may be placed on spaces containing elevation lines, as long as those spaces are empty. For example, a large monster may occupy two empty spaces separated by an elevation line. A figure with the “Fly” ability may move through elevation lines.

Note: A figure cannot move diagonally across elevation through a shared corner of an elevation line and a wall (the black edge of a map tile).




OLD WALL

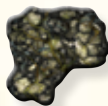
This expansion includes a new feature called an **OLD WALL**. An old wall is set up similarly to doors in a quest and is shown as a blue rectangle in *The Chains That Rust* Quest Guide. Old walls cannot be opened and closed like doors. Figures cannot trace line of sight or count spaces through an old wall. Spaces separated by an old wall are not adjacent.



CRUMBLING TERRAIN

This expansion introduces a new type of terrain and token called crumbling terrain. Crumbling terrain tokens are placed on the map during setup, as indicated on the quest map in *The Chains That Rust* Quest Guide. When placed near an old wall, the token may need to be rotated to fit optimally.

A space that contains crumbling terrain loses all other terrain types. Each time a hero enters a space that contains crumbling terrain, that hero may test  or , his choice. If he fails or chooses to not test, he removes that crumbling terrain token from the map and suffers the effects of the other terrain in that space as normal; if that terrain requires 1 additional movement point to enter, that hero suffers 1  instead. If a figure is in a space that contains crumbling terrain, other figures cannot enter that space.



HYBRID CLASSES

The Chains That Rust introduces a new type of Class deck to be used by the heroes: hybrid classes. Hybrid classes allow a hero belonging to one archetype to choose a second class that belongs to a different archetype.

When a player chooses a hybrid class during Hero Setup, the basic skill card associated with the hybrid class instructs him to choose one additional standard Class deck belonging to a different archetype. The basic skill card designates which archetype the additional standard Class deck can be chosen from. **When choosing the additional class, the player cannot choose another hybrid class.**

After choosing the additional standard Class deck, the player receives the basic skills and starting equipment from that Class deck. Each time he spends experience, he may purchase skills from either Class deck, excluding 3-experience cards from the additional standard Class deck.

A hero's archetype is not changed when he chooses a hybrid class. For example, if a hero belonging to the Warrior archetype chooses a hybrid class that allows him to select a standard Class deck belonging to the Mage archetype, that hero still belongs to the Warrior archetype and does not belong to the Mage archetype.

NEW RELIC TYPES

Two new Relic card types are included in this expansion: monster relics and universal relics. Except where noted here, these relics follow the normal rules for relics. Each of these relic types is designated by an icon on the lower left of the Relic card. Monster and universal relics cannot be wielded by lieutenants.



MONSTER RELIC
ICON

Monster relics are wielded by monster groups in the same way regular relics are wielded by lieutenants. During setup of each encounter, the overlord chooses which monster relic (if any)

each of his monster groups will wield. Each monster group can wield only one monster relic. The overlord places the chosen Relic card next to the monster group's card. The monster relic remains there until the end of the encounter, even if all monsters in that group are defeated. Monster relics cannot be wielded by lieutenants and have no effect if they are not wielded by a monster group.

Universal relics are not wielded. Instead, each time the overlord receives a universal relic, he places it in his play area, where it remains for the rest of the campaign. The overlord can use universal relics by following the instructions on the card.

TAINTED CARDS

During quests in "The Chains That Rust" campaign, the heroes use a new type of card: Tainted cards. Tainted cards represent the corruption that afflicts the heroes from their time in the Mistlands.

At the start of each quest, the overlord shuffles the Tainted cards together and deals 1 card to each hero, placing it facedown near each hero's Hero sheet. No player should know which card has been dealt to any hero. The overlord places the remaining cards aside. While a hero has a Tainted card in his play area, apply +2 to that hero's Health.

When a hero with a facedown Tainted card is defeated, he flips that card faceup. That hero is affected by the effects on that card until the end of the quest.

TAINTED CARD ANATOMY



1. **Title:** This area lists the title of the tainted effect.
2. **Flavor Text:** The first paragraph explains how the tainted condition affects the hero.
3. **Unique Effects:** The second paragraph explains the unique rules for this Tainted card.
4. **Generic Effect:** The third paragraph explains the generic rules for Tainted cards.
5. **Health Icon:** This is a reminder that a hero with a Tainted card applies +2 to his Health.

THE CHAINS THAT RUST EXPANSION ICON

All cards found in this expansion are marked with *The Chains That Rust* expansion icon to distinguish these components from those found in the base game and other expansions.



OVERLORD SERVANTS

The Soulfinder Overlord class functions similarly to the Overlord classes from the base game, but it includes a new type of Overlord card: the Summon card. The overlord purchases Summon cards normally during the Spend Experience Points step of the Campaign phase. Unlike other Overlord cards, the overlord places a Summon card faceup in his play area when he purchases it instead of adding it to his deck. This card does not count toward his deck size, nor does it count toward his ability to purchase higher-level cards.

Each Summon card corresponds to a Servant card and token. When the overlord purchases a Summon card, he places the corresponding Servant card and token in his play area. Each time the overlord uses the Summon card, he takes the corresponding servant token from its current location and places it as indicated by the Summon card. The servant token is treated as a minion monster in its own group, using the information found on the Servant card, and follows the same rules as other monsters.



SERVANT TOKEN



SERVANT CARD



SUMMON CARD

CREDITS

Expansion Design: Kara Centell-Dunk with Daniel Lovat Clark, Nathan I. Hajek and Paul Winchester

Additional Development: Philip McNeill

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

Producer: Jason Walden

Board Game Manager: Justin Kempainen

Editing: Justin Hoeger

Proofreading: Nicholas Holz Houston

Graphic Design: Christopher Hosch

Graphic Design Manager: Brian Schomburg

Cover Art: Andrew Bosley

Map Tile Art: Stephen Somers

Interior Art: Yoann Boissonnet, Dmitry Burmak, Emile Denis, Nicholas Gregory, David Griffith, Jordan Kerbow, and Enrique Rivera

Art Direction: John Taillon

Managing Art Director: Andy Christensen

Figure Sculpting: Julien Friedrich and Luigi Terzi

Sculpture Coordinator: Niklas Norman

Sculpture Manager: John Franz-Wichlacz

Runebound Universe created by: Christian T. Petersen

Runebound Story Team: Kara Centell-Dunk, Daniel Lovat Clark, Nathan Hajek, Andrew Navaro, and Katrina Ostrander

Production Coordination: Marcia Colby, Jason Glawe, Liza Lundgren, and Johanna Whiting

Production Management: Jason Beaudoin and Megan Duehn

Creative Director: Andrew Navaro

Executive Game Designer: Corey Konieczka

Executive Game Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Tony Carestia, Marcel Cwertetschka, Mike Ferrante, Lindsey Ferrante, Paul Giokas, Jake Green, Grace Holdinghaus, Dan Keith, Isabella Mattasits, Ben Pletcher, Mike Reynolds, Brendon Sargent, Dani Skala, Anita Skala, Sean Vayda, Melanie Vayda, Andi Weiss, and Kelly Yuhass

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MONSTER DESCRIPTIONS



The Dispossessed: The Mistlands are haunted by all manner of otherworldly and deathly creatures, not all of which are products of the necromancer's art. At times, spirits that have forgotten themselves group together into powerful collectives of hunger, pain, and fear.

Called "the dispossessed" by those unfortunate enough to encounter them, these spirits will often fixate on a single living creature to haunt. They flicker through the swamps of the Mistlands and beyond—always just outside of view. When their target's fear is at its peak, the dispossessed strike, their many spectral hands dragging their victim down to his or her death.

And then another spirit begins its eternal wandering, gradually forgetting itself, and the cycle begins again.



Shambling Colossuses:

Crafted from bone and bits of scrap, the colossuses of the Mistlands are part golem, part undead monstrosity. It seems clear that they are created by necromancers—perhaps using secrets given to them by Waiqar the Undying—but all else about their origins is shrouded in mystery.

Whatever their nature, shambling colossuses are terrifically strong; their sharp, bony spurs are capable of puncturing even the thickest armor. With every step they scream in agony, a gruesome act that tests the resolve of the most seasoned adventurers.



Marrow Priests: All mortal men and women are bound by one inescapable truth: someday, they will die. Not everyone is willing to accept this inevitability, and one reason living humans turn to necromancy is a constant hunt for immortality.

Marrow priests do not fear death—indeed, they embrace it. They revel in the impermanence of their lives, and of all living things, making each death an act of devotion. Considered mad by most, they work dangerous magic with their artifacts of deathly power, sapping the vitality of the living to speed them on their way to oblivion. Ironically, their devotion to death makes them quite hardy and difficult to kill, so it is fortunate that the marrow priests are few in number.

LIEUTENANT DESCRIPTIONS



Arduus Ix'Erebus: There was a time when the infamous Arduus Ix'Erebus frequented the front lines of Waiqar's legion. Those few who could survive his martial prowess soon fell to the swarm of skeletal minions under his command. A master tactician and daring warrior, Arduus was feared for his uncanny awareness and control of the tide of war. Battle after battle, he would lull seasoned commanders and veteran soldiers into his deadly ploys, leading his forces forward with elegant brutality.

But ultimately, Arduus Ix'Erebus is only one of many such soldiers within the Deathborn Legion, Waiqar's oldest and greatest army. Should Arduus someday fall, many more stand ready to avenge him. These are the most experienced veterans that the heroes of Terrinoth have ever opposed. The free races pass their knowledge and wisdom down from generation to generation by treatises of war and mythical tales—these undying masters have experienced centuries of war for themselves.

Kyndrithul: Lord of House Dalibor, Kyndrithul's influence has waned in recent years, deferring to the leadership of the other vampire lords. Most assume that Kyndrithul has slipped into a position of subservience, but the older politicians remember the shrewd words of Kyndrithul's father: a lord's foes face his watchful eye and ready sword, while his servants stand behind him in treacherous silence.

Yet Kyndrithul's silence is no indication of betrayal, but of a powerful sorcerer devoted to his latest study. The vampire has stirred up suspicion, however, summoning the attention of the battalion that was sent to keep watch over the power-hungry lords of Bilehall. Somewhere within his realm, Kyndrithul's secrets lay hidden—secrets that would condemn him to a punishment beyond that which any mortal could dream or endure.



Zarihell: There are those within the mists whose origin is unknown, dispelled from mortal memory by time or dark decree. Some are servants of Waiqar the Betrayer, while a privileged few are left to simply exist within his borders, neither associated nor independent, like a sparrow allowed to roost within a tower.

Zarihell is one such creature. It is said that she appeared in the wake of the First Darkness, emerging from the same prison as Waiqar before his betrayal of Timmoran. Even when freed from the bonds of Llovar, there was another set of shackles that could not be broken, ancient chains cast upon her by the Daewyl Elves.

At some point between then and now, Zarihell broke her bonds. Now unfettered, she wields a power previously forgotten and forbidden. Had those who found her within the Black Citadel but known her potential, they would not have freed her, but further imprisoned her behind every ward and brick they could find. She commands the spirits of the living and dead like a mother directs an obedient child, and her greatest weakness is her apathetic approach to a world far beneath her.

PLAYING A STANDALONE CAMPAIGN

To play “The Chains That Rust” campaign, follow the rules found on pages 19-22 of the *Descent: Journeys in the Dark Second Edition* rulebook, with the following exceptions. This campaign can be played as a standalone one-act campaign or as a continuation of the campaign found in the previously released *Mists of Bilehall* expansion.

STANDALONE CAMPAIGN SETUP

When playing the standalone campaign, before setup of the Introduction each player receives 5XP that they may immediately spend. Then, the heroes receive 225 gold per hero and may shop the entire Act I deck. Then, return all Act I Shop Item, Monster, and Lieutenant cards to the box. Remove all Act II Shop Item, Monster, and Lieutenant cards from the box. “The Chains that Rust” uses Act II cards.

CHOOSING QUESTS

Players complete a total of five quests throughout “The Chains That Rust” campaign. The campaign begins with the Introduction quest entitled “Castle Dalibor.” After the Introduction, players use the new campaign map located on the back of this rulebook for each travel step, beginning each travel step at Rothfeld Village.

Players can use the campaign log on page 9 of this rulebook to record the quests that are played. Players can photocopy the campaign log or download and print a copy from the Fantasy Flight Games official website (www.fantasyflightgames.com).

Players are restricted when choosing quests during “The Chains That Rust” campaign. The outcome of each quest determines which quest will be available next. This is indicated by the arrows connecting those quests to the previous quest: if the heroes win a quest, follow the left-hand arrow; if the overlord wins, follow the right-hand arrow. If there is only one arrow, follow that arrow. After completing a quest, the winner of that quest chooses which of the available quests will be played next. Unless some other effect provides additional quests, only one quest will be available to be chosen.

After completing four quests (including the Interlude), it is time for the Finale. Players resolve one Campaign phase as normal, and then the heroes travel to the “Profane Nexus” quest to determine the ultimate winner of the campaign.

FINALE

The campaign ends in an exciting quest known as the Finale. The Finale is a two-encounter quest in which the players always play the same first encounter, but progress to a different second encounter depending on who won the first encounter. The winner of the second encounter wins the campaign!

PLAYING WITH MISTS OF BILEHALL

Alternatively to playing a standalone campaign, this expansion can be combined with the *Mists of Bilehall* to form a grander two-act campaign by making the following modifications.

COMBINED CAMPAIGN SETUP

Follow the “Mists of Bilehall Campaign Rules” found on page 8 of the *Mists of Bilehall* Rules and Quest Guide. Play the campaign as instructed until the Finale, “Hallowing Fire.” Instead of playing “Hallowing Fire” as the Finale, treat it as the Interlude. Immediately after completing “Hallowing Fire,” each player gains 1 XP.

If instructed to read the overlord victory text on page 30, read the following instead of reading the overlord victory text:

Your head rocks back and forth to the rhythm of turning wheels and clomping hooves. A leafless canopy drifts by above you. Mustering your strength, you take a look around. You lie in an open cart, piled with scavenged materials and your undying bodies. You open your mouth to speak, but your exhaustion returns, and you slip back into darkness.

When you awaken, you are bound to a chair, seated before a council of elders—living, untainted elders. They debate and reason among themselves for an hour before they are willing to even remove your gag. They ask of your life before, your journey through the mists, and your thoughts, desires, and motives now. Their suspicion and interrogation seem unending, but by the end of the second day, you have been untied and are free to walk about the hall. Guards watch you with wary eyes, but for now you are welcome here—though you are not sure they will let you leave.

If instructed to read the hero victory text on page 30, read the following after reading the hero victory text, and the heroes gain 25 gold per hero:

Thirst and hunger return with a fury, eager to remind you of the many days it has been since you've taken part in the necessities of living creatures. Yet a strange and stronger desire haunts you: to breathe the mists again—a desire you do not disclose to your companions. Perhaps you are not as free as you had hoped.

So it is weak, weary, and once again nearing death that you stumble into the small border village of Rothfeld. You barter for a room at the inn, but are told there is no vacancy. You wander the streets seeking a place to stay and are at last greeted by the town council and militia. Tense minutes pass as they question you; the information you share is guarded, but at last they offer you a room at the town hall. You lay down on rickety beds and pray for rest.

TRANSITIONING TO ACT II

After reading the appropriate victory text above, transition to Act II. Additionally, return the tiles from the *Mists of Bilehall* expansion to the box.

Then, the winner of “Hallowing Fire” chooses either “Legion’s Hunter” or “Freedom from Flesh” as the first Act II quest, following the restrictions of the “Choosing Quests” rules to the left. “Castle Dalibor” is not played during the combined campaign. After completing a quest, the winner of that quest chooses an available quest as indicated on the next page.

CAMPAIGN LOG

