

# DESCENT<sup>TM</sup>

## JOURNEYS IN THE DARK

### SECOND EDITION

## ERRATA AND FAQ VERSION 1.3

Updated 11/15/2013

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

### ERRATA

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

### QUEST GUIDE

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

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

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

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

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

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

### RULEBOOK

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

### HERO SHEETS

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

### CLASS CARDS

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

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

### OVERLORD CARDS

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

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

Reinforce: The card should read, "Play this card at the end of your turn and choose a master monster on the map. Place minion monsters of that monster's group in empty spaces adjacent to that monster, up to the group limit."

### MONSTER CARDS

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





## FREQUENTLY ASKED QUESTIONS

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

### GENERAL RULES

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

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

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

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

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

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

### LINE OF SIGHT AND ADJACENT SPACES

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

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

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

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

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

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

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


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

### CLASS CARDS

*Q: Can the Knight use “Advance” to move without performing the attack?*

A: Yes.

*Q: Does the Disciple’s “Prayer of Healing” require an action?*

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

### CONDITIONS

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

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


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

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

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

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

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

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

### KNOCKED OUT HEROES

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

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

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

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

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

A: A hero is not required to perform any actions on his turn. If a hero is knocked out, he can choose to remain knocked out by not performing any actions, thus ending his turn.



## MOVEMENT

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

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

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

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

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

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

*Q: Does a large monster suffer damage when “expanding” into spaces containing lava?*

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



## FAMILIARS

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

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

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

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

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

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

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

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

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

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

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

A: No.

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

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

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

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

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

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



## MONSTERS

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

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

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

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

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

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

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

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

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

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

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

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

## OVERLORD CARDS

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

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

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

A: No.

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

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

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

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

## QUEST GUIDE

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

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

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

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

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

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

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

A: The heroes win the encounter.

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

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





# LAIR OF THE WYRM

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

## ERRATA

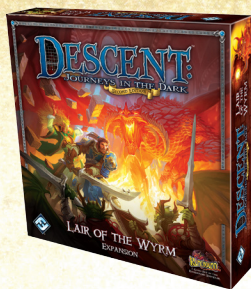
The following section contains official clarifications and errata to the *Lair of the Wyrms* expansion.

## RULEBOOK

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

## SECRET ROOM CARDS

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



# FREQUENTLY ASKED QUESTIONS

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

## GENERAL RULES

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

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

## CLASS CARDS

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

*A: No.*

## MONSTER CARDS

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

*A: It has no effect on that figure.*

## QUEST GUIDE

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

*A: Yes.*





# LABYRINTH OF RUIN

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

## ERRATA

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

## QUEST GUIDE

Page 31, “Heart of the Wilds,” Defiled

**Ground:** Should read, “As an action, while on the Wild Garden, a monster with the Cursed monster trait may sacrifice itself.”

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

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

## FREQUENTLY ASKED QUESTIONS

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

## GENERAL RULES

*Q: What happens if a hero with the sun stone is defeated and the sun stone token is not picked up before the end of the encounter?*

A: The sun stone is returned to that hero.

*Q: When a hero climbs out of a pit, can his figure be placed on the opposite side of an elevation line?*

A: No.



## HERO SHEETS

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

A: Yes.

## CLASS CARDS

*Q: When the Hexer uses “Plague Cloud,” are the monsters hexed by the card’s effect then also targeted by the card’s attack?*

A: Yes.

*Q: Can the Hexer use the ♠ ability from “Enfeebling Hex” to hex the target monster?*

A: Yes.

*Q: If the Beastmaster performs the special attack with the Wolf using “Shadow Hunter,” does that count as the Wolf’s activation?*

A: No.

## OVERLORD CARDS

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

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

## QUEST GUIDE

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

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





# THE TROLLFENS

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

## FREQUENTLY ASKED QUESTIONS

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

### CLASS CARDS

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

A: No.

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

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



### OVERLORD CARDS

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

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

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

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

