

DESCENT!

JOURNEYS IN THE DARK

Updated March 18, 2010

Following are the frequently asked questions, errata, and clarifications for the Descent: Journeys in the Dark board game. Material that is new to this version of the FAQ is highlighted in red.

Errata and FAQs for The Well of Darkness Expansion are on page 9 of this document.

FAQs for The Altar of Despair Expansion are on page 10 of this document, all rules for Leap are there as well.

Errata and FAQs for The Road to Legend Expansion are on page 12 of this document.

Errata and FAQs for The Tomb of Ice Expansion are on page 17 of this document.

Errata and FAQs for The Sea of Blood Expansion are on page 18 of this document.

Descent: Journeys in the Dark Base Game Errata

A step is missing from the “Game Setup” rules on page 6 of the rule book: The overlord player should start with 3 overlord cards and 0 threat tokens.

The power surges example on page 10 of the rule book mentions a card named “Mace of Kellos.” This card was removed from the game late in development. (It may see later publication.)

Vitality potions should cost 50 coins, not 25 as listed on page 20 of the Quest Guide.

Landrec the Wise’s special ability should state that he “receives 2 free surges on all *attack* rolls.”

In the first quest, 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.

Rule Changes and Clarifications

The following rules have been changed or clarified to improve gameplay.

Blast and Breath

These abilities are not mandatory. If not used, the attack is treated as a normal ranged or magical attack.

Leadership (skill)

You may not choose the same half action twice with Leadership. It is not possible to place an order on another figure and an order on the figure with Leadership. It is possible for a hero with Leadership to give another hero a Rest order, and then have that hero activate and recover full fatigue on their turn in the same round that the order was placed.

Drinking Potions

Each hero may only drink 1 potion (of any type) each turn. This prevents players from using certain overly powerful potion combinations. **All potions are returned to the Market when the effects of that potion end.**

Empty Spaces

Chests, Glyphs, Potions, Coin Piles, and Rune Keys do not count as empty spaces for the purposes of playing traps. They do not block line of sight, and figures may move through as normal.

Discarding Overlord Cards for Threat

The overlord can discard cards for threat tokens *at any time*, even during a hero player’s turn.

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 previously opened at least one chest of that color this game. For example, until the heroes open at least one silver chest, they cannot buy silver treasures from the town shop.

Pits and Line of Sight

Figures in a pit can see into the spaces adjacent to the pit. This prevents a problem from occurring with the Grapple ability.

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 heavier and therefore less affected by Knockback. 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 would move three fewer spaces when affected by the Knockback ability. A dragon, on the other hand, occupies six spaces, so it would move five fewer spaces.

Runelocked Doors and Named Monsters

Named monsters may open and close runelocked 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.

Breath Template Clarification

The flame from a Breath attack billows out and around obstacles. It usually affects all figures under the breath template, but the flame 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. See the diagram on page 3 of this FAQ for examples. Breath attacks cannot be made through staircases.

Sorcery versus Ironskin

Sorcery may not add damage to any attack that includes a figure with Ironskin. It may add range to the attack, but not **damage**. Yes, Laurel can get around this. The damage immunity granted by Ironskin does extend to all figures affected by an attack that includes a model with Ironskin. **This refers solely to the damage caused by the Sorcery skill.**

Skye

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

Soulbiter Relic

The Soulbiter Relic changes from a Melee to a Ranged weapon after the first seal is broken.

Large Monsters and Terrain

When large monsters move, they can sometimes find themselves moving across hazardous terrain (lava, scything blades) twice as often as other figures. Further, it can often be confusing whether or not beneficial terrain

(trees, elevated terrain) should affect a creature only partly standing on it. Use the following guidelines to arbitrate these instances.

The overlord may choose to have a monster affected by any terrain it partially occupies. A monster MUST be affected by any terrain it completely occupies. If the monster is completely occupying multiple terrains, the figure has to be affected by one of the terrains (Overlord's choice).



Card Revisions

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 (a shop item)

The Bow has Pierce 1.

Bow of Bone (a silver treasure)

The Bow of Bone should not have “: Burn.”

Golden Armor (a silver treasure)

The complete abilities of Golden Armor are:

+3 Armor

Your base speed is reduced to 3.

You cannot equip *Runes*.

You are immune to *Grapple* and *Daze*.

Dragon Scale Mail (a gold treasure)

The complete abilities of Dragon Scale Mail are:

+4 Armor

Your base speed is reduced to 3.

You cannot equip *Runes*.

You are immune to *Bleed*, *Burn*, and *Poison*.

Gauntlets of Power (a copper treasure in Altar of Despair)

Replace the text on Gauntlets of Power with the following:

"All of your attacks gain the ability:
Exhaust Gauntlets of Power and pay to
Recover 1 fatigue."

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” (leftmost) space of the breath template could 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 door has been added. The door blocks the Breath attack, so only one of the heroes is affected by the attack.

Descent: Journeys in the Dark Base Game FAQ

The Hero Player's Turn

Movement

Q: When a hero is moved into a space at the end of a Knockback attack, does the figure have to pay any cost or penalties for that space?

A: Yes.

Q: If movement point costs are ignored by figures suffering Knockback (or smaller movement styles like Swinging on a Rope, Jumping, and Climbing out of a Pit), do they still pay Fatigue penalties (such as Sea of Blood's deep water?)

A: Yes.

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

A: Yes, if the stunned hero chooses to receive movement points rather than attacking or placing an order. A stunned hero can also freely 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: 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.

Items, Treasure, and Equipment

Q: If a potion or a Town Deck item is discarded, do they go back to the pool of available items or are they out of the game? If an item is sold back to the shop, is it discarded or added/shuffled back into its appropriate deck?

A: Town items and potions are replaced back into the deck.

Q: During step 5A of setup, when heroes are purchasing their initial equipment, can they sell items? Can they trade items among themselves?

A: Heroes cannot sell items during step 5A of setup. They may also not trade among themselves.

Q: During setup, are all potions available for purchase, similar to the Advanced Campaign?

A: Yes.

Q: If an item such as a shield is exhausted, are its passive abilities (if any) disabled?

A: No. The only limitation is that the item cannot use any ability that requires it to exhaust until it has been refreshed.

Q: On page 18, the rules for "Copper Treasure" state that "each Hero draws one card from the copper treasure deck." If a chest has 2 copper treasure tokens, does each hero draw 2 copper treasure cards?

A: Yes.

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

A: A hero may give any item to an adjacent hero at the cost of one movement point. A hero may never give money to another hero.

Q: How does the hero "Re-equip" movement action work? Under what other circumstances may a hero swap out his equipped items?

A: At the start of each of her turns, a hero may freely exchange whatever items she has equipped with those in her bag. By spending 2 movement points for a re-equip movement action, a hero may do the same thing at any point during her turn (so that she can, for example, un-equip a dangerous weapon for fear of a Dark Charm card). In addition, each time a hero acquires a new item for any reason, she may equip that item and unequip (place in her bag of discard) any items necessary for her to do so. For



example, if a hero acquires a two-handed Dragontooth Hammer from a chest, she may place her equipped sword and shield in her backpack and equip the Dragontooth Hammer immediately for no MP. In addition, during a Road to Legend campaign, heroes may freely exchange their equipment at any time that they are on the overland map or at the beginning of any quest. This includes both freely re-equipping and exchanging items with one another.

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.

Skills and Abilities

Q: If a figure jumps over an obstacle that is adjacent to an enemy figure with Grapple, can the jumping figure be grappled "in mid-air"?

A: Figures may be grappled in mid-air. Being grappled in mid-air would stop a figure's movement as soon as it is grappled. This could result in suffering penalties from hazardous terrain.

Q: If a hero with the Precision skill is standing in a Pit, can he choose to ignore the Pit and thus the Line of Sight effects from being in a Pit when attacking?

A: No.

Q: Does Knockback trigger after inflicting damage or after inflicting wounds?

A: Knockback should trigger after wounds are inflicted.

Q: If a hero with the Divine Retribution Skill is killed by an attack with the Knockback ability, does Divine Retribution take effect before or after the figure is moved by Knockback?

A: Divine Retribution takes effect before the figure is moved.

Q: Regarding the Knight Skill: Firstly, when you declare a Battle action, do you have to spend the fatigue to gain the extra attack from Knight?

Secondly, can you do this multiple times per Battle action (i.e. spend 4 fatigue to make 2 extra attacks)?

A: No; a player with Knight is not forced to use his ability. Secondly, also no; a player may not use his Knight ability multiple times per battle action.

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: Can a hero use the Precision Skill to ignore all the squares of a two or three-square Rubble obstacle?

A: Yes, they may ignore 1 obstacle (regardless of size) or 1 figure (regardless of size)

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: Does Grapple of a hero affect flying units?

A: Yes, however it would not affect a soaring figure.

Q: Shadow Soul can be used to block an Ogre from attacking if it is placed two spaces ahead from a hero in a corridor as he has insufficient speed to reach a hero, attack, and withdraw from the space held by Shadow Soul. Is this intentional?

A: Yes.

Familiars

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

A: No on both counts.

Q: What happens to the familiars when the owner dies? Where do they go when the owner returns from town to a glyph?

A: Familiars remain in the dungeon. The controlling hero may still move them as per normal.

Transformed Heroes

Q: Can a monkey perform "movement actions" which cost no MP? For example, pick up tokens or drop items?

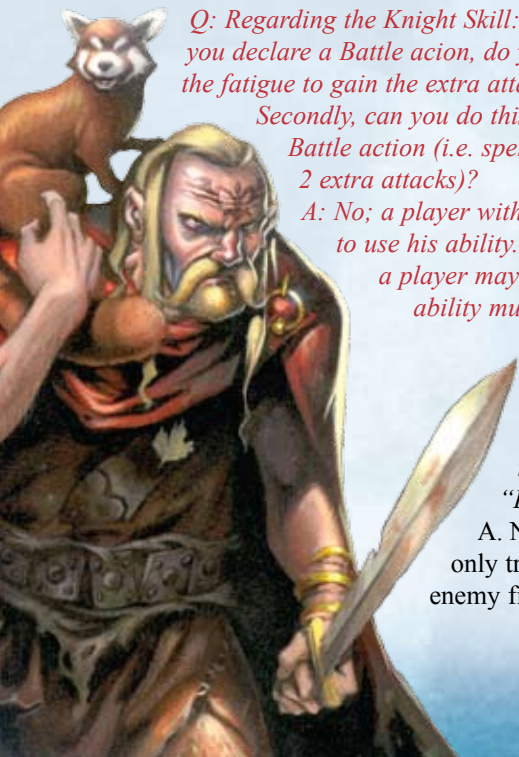
A: No.

Q: Can a transformed hero (monkey) leave a dungeon via portal, if someone else has opened the door?

A: Yes. However, the hero remains a monkey for the same length of time.

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.

General Hero Questions

Q: Does the Word of Vaal affect the hero wielding it when making a Dark Charm attack?

A: No.

Q: Do heroes have a 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 a hero rest in town?

A: Yes.

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: Can heroes willingly target and hit other heroes?

A: Yes, although they must roll their full compliment of dice. In these cases, hero players may opt not to spend all their surges to limit the damage they deal, but the heroes still must consider very carefully before deciding to use this tactic!

Q: Can heroes attack an empty square? For example, could a blast effect be centered in an empty square or could a hero fire his Staff of Knowledge off into a corner to burn the overlord's threat?

A: Yes. However, if after spending surges there are no valid targets in the area of the attack (hero or monster), the entire attack is canceled without effect. This means that if the blast is not large enough, the attack fails, and the Staff of Knowledge must actually hit something to use its ability.

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.

Character Specific Questions

Q: Is a curse token an effect token, so Sahla can spend 2 fatigue to wear it off?

A: Yes.

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

Monster Movement

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

A: Monsters can end their movement on or be spawned on to *unactivated* glyphs, but cannot end their movement on or be spawned on to *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: Read strictly, the rules for moving non-square figures on page 15 contradict the diagram on page 17, possibly due to non-standard use of the word "half". Can you clarify exactly how non-square figures are permitted to move?

A: Follow the example found in the diagram on page 17.

Monster Abilities

Q: When the Undying ability is triggered by a monster being killed, which player rolls the power die to see if the monster dies permanently, the Overlord or the Hero who made the killing blow?

A: The Overlord.

Q: In "vanilla" descent, extra damage done to an undying figure "rolls over" when it rolls a surge. Does the damage need to get through armor again? Or is armor already accounted for in the original attack. What happens to lingering effects such as burn? Do they go away when a surge is rolled? Or remain until the figure stays dead?

A: It does not need to go through armor again. Lingering effects remain until the figure fails an Undying roll, or the lingering effects expire normally.

Overlord Cards

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

A: The rules summary in the Well of Darkness rule book 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.

Q: If there are no monsters in a newly-revealed area, does the Hordes of the Things power take effect?

A: No.

Q: Can the Overlord place the second monster granted by Hordes of the Things adjacent only to the first monster, which is in turn adjacent to a revealed monster? Is the Overlord allowed to place the granted monsters outside of the newly-revealed area if one of the newly-revealed monsters is adjacent to a previously-revealed area?

A: Each monster is placed individually next to a revealed monster. Each monster must be placed next to a monster which was on the board before the Overlord used the Hordes of Things effect on the newly revealed area.

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: 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. The hero no longer benefits from any heroes with Command, but does receive a bonus from any of the Overlord's figures with command.

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. It does not allow more dice to be added after the re-roll. Once the dice are rolled, any fatigue may be spent to add power dice. Once all dice are done being rolled, the Overlord may play the dodge card. Once the card is played, no more dice may be added.



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

A: No.

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? What if the Dark Charmed character has an Aim or Dodge order? Who decides whether defensive abilities such as shields and Ghost Armor are used?

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. The overlord may not force the character to use any orders. The hero retains control of any of her defensive options such as shields or Ghost Armor.

Q: How does the timing of Guard interact with Dark Charm? Can I use my Guard order to attack when the overlord plays Dark Charm on me so I don’t lose it? Can I use a Guard order to attack the hero the overlord is using Dark Charm on? In either case, can I do so before or after the die is rolled to see if the card takes effect?

A: Guard orders can interrupt the overlord at any time. However, each action should be resolved in its entirety once it’s been begun. (For example, although you can interrupt the overlord if he declares an attack, if you choose not to the attack is resolved in its entirety before you have another chance to use your Guard order. You can’t wait to see if the attack missed or not before deciding to Guard.) So, for Dark Charm, once the overlord has played the card you must immediately decide whether to interrupt it with a Guard order. If you choose not to, the overlord proceeds to roll dice and you must wait for the card (and its attack, if any) to be completely resolved. If you interrupt the Dark Charm and kill the target hero, then the card is canceled without further effect.

Attack

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.

General Game Questions

Line of Sight

Q: Can abilities with a radius that don't require Line of Sight (Command, Word of Vaal, Spiritwalker, Kirga's hero ability from Altar of Despair, etc.) go through walls and/or doors? When checking the distance for these abilities, must the target space or figure be reachable by moving a number spaces less than or equal to the radius, or do these abilities work like the Breath example (fly to

anywhere within a template, in this case a square of edge length $2 \times \text{radius} + 1$ centered on the figure)?

A: Abilities, not attacks, with a radius may go through doors, but not through walls. These abilities work like the Breath example. Note that attacks cannot go through closed doors.

Q: Can line-of-sight be traced through a staircase for any purpose other than attacks? If the other end of a staircase has not been revealed, is it revealed when a hero moves adjacent to the staircase (from which he could attack the other end), when a hero moves onto the staircase, or not until the hero actually uses the staircase to move into the unrevealed area?

A: No. The other end of a staircase is only revealed when a figure travels through the staircase.

Skills and Abilities

Q: Do the effects of abilities such as Aura, Spiritwalker, Command, and Kirga's hero ability (from Altar of Despair) extend through staircases?

A: Only non-area of effect attacks may go through staircases.

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.

Movement

Q: Can a figure enter a square where it cannot normally end its movement if there is a chance (but not a certainty) that it will be unable to leave?

A: Yes.

Environmental Hazards and Obstacles

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: If a hero or monster is in a pit, may a large monster walk harmlessly over that figure or even seal it into the pit, as a rolling boulder does?

A: No.

Q: What happens when a rolling boulder or crushing wall moves across potions/chests/glyphs/rune keys/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, rune keys, and many others.

Q: Do the props "Sarcophagus", "Table", "Bed", "Fountain", "Throne", "Bone Heap", "Giant Mushrooms", "Tree" and "Ice" count as obstacles (for the effects of Acrobat and others)?

A: Yes.

Miscellaneous

Q: Do effects like burn and web affect figures at the start of their activation or the start of their controller's turn (for example, the start of the Overlord's turn for his monsters)? Can the overlord choose to not activate a monster and thus have it not suffer from lingering effects or must all effects be resolved before the Overlord activates monsters?

A: Burn and web effects at the start of their activations. All monsters must be activated on every turn.

Q: How is range calculated when attacking through a staircase?

A: Just like moving through the staircase (1 space to get to the other end of the staircase).

Q: Does the radius of a Blast attack, or other area attacks (such as the Word of Vaal, Sweep) extend through a staircase?

A: No.

Q: Can guard interrupts be taken before the Overlord draws cards/collects threat, before the playing of Spawn/

Event/Power cards, before the first activation of a monster, and/or before any of the Overlord's "start of turn" actions?
A: Yes.

Q: Timing of "before applying the effects of armor": At what step of the attack sequence does this occur? This becomes an important interaction during Guard orders and in the case of Knockback and Divine Retribution. For example: If a linger effect token such as Web is given out during a Guard order and the monster figure survives the attack, does the web token immediately take effect and therefor prevent the monster from spending movement points?

A: Other effects take place after wounds are dealt. In the example given, the lingering effect token would immediately take effect.

Q: If an attack affects multiple figures with Fear, do all the Fear costs stack?

A: Yes.

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.

The Well of Darkness Expansion Errata

Rule Changes and Clarifications

The following rules have been changed or clarified to improve gameplay.

Furr the Spirit Wolf

Furr the Spirit Wolf's attack is a melee attack even though it rolls the white die. In addition, Furr can *only attack* when his owner has a clear line of sight to Furr and is within 5 spaces of him.

Quests

Quest 1: Buried Alive

If a familiar or the Haunt is killed due to being on one of the map pieces that is removed because of the mine collapse, the figure is immediately placed back on the board in one of the remaining map spaces that is closest to the figure's previous location (if there are multiple closest spaces, the overlord player's chooses).

Quest 2: Spider's Web

Heroes may only use glyphs that they themselves have activated until the glyph in Area 4 is activated.

Quest 4: A Small Problem

The contents of the gold chests in this quest were inadvertently left out of the rule book. They should be:

Gold 1: 2 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2: 1 Conquest Token, 1 Healing Potion, 1 Gold Treasure

Quest 8: The Spiral of Death

The 2-space water obstacle in Area 1 should be a 1-space water obstacle, occupying only the southern half of the corridor.

The Well of Darkness Expansion FAQ

The Hero Player's Turn

Items, Treasure and Equipment

Q: When attacking with the Spirit Spear, do all three affected spaces need to be adjacent to each other (forming an "L" shape), or could they form a line or crescent?

Which space is used for determining the required range?

A: The affected spaces may be arranged in any shape, as long as the spaces are adjacent. Use the closest space to determine the required range.

Q: The Trueshot relic says it "only misses if you roll a miss result, regardless of range." Does this grant the relic the ability to ignore Fear, and any other effects (other than an X on a rolled die) that could cause an attack to miss?

A: No. The Trueshot relic gives the hero no other ability besides the ability to ignore range.

Q: What happens if a hero uses a power potion or fatigue to boost an attack while he has one or more Daze tokens on him?

A: Firstly, the power potion takes effect. Then the daze tokens remove dice from that modified pool.

Skills and Abilities

Q: On the Earth Pact skill card, when it says "if you do not move during your turn," does that refer only to normal movement (when you spend movement points to enter an adjacent space), or to all effects that alter your position (such as Shadow Soul, Knockback, using a glyph of transport, etc.)?

A: The Earth Pact skill card refers to all movement, including all effects that alter the figure's position.

Q: If a hero with "Earth Pact" spends movement points in town to shop, has he "moved" during the turn and is thus ineligible for the ability's health bonus?

A: Yes, shopping in town counts as moving for purposes of this ability.



The Overlord Player's Turn

Overlord Cards

Q: Does Trapmaster add wounds to attacks resulting from traps like Dark Charm and Mimic, which activate creatures instead of dealing wounds?

A: No.

Q: If the Overlord plays a trap that does some amount of wounds of Poison damage, do the extra wounds from the Trapmaster power also count as Poison damage?

A: No. For example, a poison pit trap would deal 6 wounds, but only 4 of those wounds would be poison damage.

Q: Spell of Binding (also Spell of Burning, Spell of Frost from AoD and Spell of Thunder from ToI): Do these cards ignore figures when determining line-of-sight, like a Blast attack?

A: Yes.

Q: If a hero opens a door from a space diagonal but still adjacent to the door (not the two spaces immediately flush with the door) does the pit placed by the trap card appear underneath the hero (in order to trap her) or can it only be placed in the two spaces directly in front of the door?

A: The pit placed by the trap card is placed directly in front of the door. This means that if the hero opens the door from a diagonal space adjacent to the door, the hero would not be caught in the pit trap. However, most doors in the game are placed in hallways, so a savvy Overlord would only need to wait for the heroes to open a door in a hallway to play his pit trap.

Q: Can the overlord play "Spiked Pit" or "Crushing Block" if all 1-space pit and rubble markers are already on the board?

A: Yes, as with monster figures, you can remove old trap markers in order to place new trap markers.

Q: How does Crushing Blow interact with area effect attacks?

A: The Crushing Blow card may be played on any one hero affected by the attack in question. That hero is affected as described on the card. Note that the card reduces the damage dealt by the attack to zero, so all figures caught in the area of effect will take zero damage, not just the hero affected by Crushing Blow.

General Game Questions

Movement

Q: What happens if you are on a lava space at the beginning of your turn and you don't move?

A: If you begin your turn on a damaging effect, such as lava or a monster's aura, and do not move off of it, you are damaged by it at the end of your turn.

The Altar of Despair Expansion FAQ

The Hero Player's Turn

Items, Treasure and Equipment

Q: Regarding the Falcon's Claw Copper Item, if a hero interrupts a monster's activation and hits the monster with a Web token, is the monster then able to continue spending movement points?

A: No.

Q: If a hero has the Bottle Imp equipped, and wants to re-equip it to move the familiar to his current space, does this require a single re-equip action, or two?

A: Two. First the Imp must be unequipped, then reequipped.

Q: Can a hero equipped with The Black Ring use surges to overcome the Fear ability, or does she automatically miss any figure with Fear?

A: No. The hero would automatically miss.

Skills and Abilities

Q: Does a hero using Spiritwalker to attack benefit from Command if his actual space is in range of the commander or if the hero through whom he is spiritwalking is in range of the commander?

A: The attack is made as if the attacker were in the space occupied by his ally, so he only receives the benefit from Command and similar effects if the ally's square is in range of them. However, the hero is always in range of himself, if he has the Command ability.

Q: Can a hero use the swap ability of his Shadow Soul familiar while he is in town?

A: No.

Q: Leadership Skill card text: Does the "In addition, ..." part allow a hero to place an order on another hero when doing a normal Ready action without spending fatigue?

A: No. To use Leadership at all, you must spend 1 fatigue

Familiars

Q: When a hero switches spaces with the Shadow Soul familiar, can the Overlord play a Trap - Space card on said hero?

A: Yes.

Character Specific Questions

Q: Can Tahlia drink a potion or use a glyph on the Overlord's turn when she Guard interrupts if she already drank/used one on her turn?

A: No.

Q: Is another hero with Guard allowed to interrupt Tahlia's Guard interrupt movement (e.g. possibly using a more favorable attack position for Spiritwalker)?

A: No.

The Overlord Player's Turn

Monster Abilities

Q: If a Black Curse monster is killed via some indirect means such as Aura, a pit, Burn, or a familiar, who gets the curse?

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

Overlord Cards

Q: When the overlord plays the Weakness card to remove power dice from a hero's attack, can a hero still spend fatigue after his attack roll to add power dice?

A: Yes.

Q: Dark Relic: Is the overlord allowed to see the treasure card a hero draws before deciding whether to play this card?

A: No.

Q: Can this card be played when a hero receives a treasure card via trade, or only when a new card is drawn from the deck?

A: No. This card may only be played when a hero receives a treasure card drawn from the deck.

General Game Questions

Skills and Abilities

Q: If a hero is moved onto a Corrupted space via Knockback, does the Overlord gain the benefit from the hero losing wounds?

A: No. Damage is dealt before other abilities take effect.

Q: How does Shadowcloak interact with Blast? Is the origin of the attack considered to be the attacker or the space from which the Blast originates?

A: The origin of the attack is still considered to be the attacker. If a hero wishes to hit a Shadowcloaked monster without hitting himself, he should move adjacent to the monster and target the attack in a (potentially empty) square such that the monster, and not the hero, is hit.

Q: May a Hero with the Taunt skill force a creature with the Morph ability to select Ranged

or Magic as its attack type? Basically, if a monster with the Morph ability is in range of a hero with the Taunt skill but not adjacent to said hero, can the Morph monster make a Melee attack even if said hero uses the Taunt skill on it?

A: The morph goes off first, and then taunt can only be used if the taunting hero is a legal target for that attack type.

Environment Hazards and Obstacles

Q: What happens when a Crushing Wall pushes one figure into another figure?

A: The second figure's controller may move it to any adjacent available space. An available space is any space that does not contain a figure or an obstacle that blocks movement such as rubble. If there are no such spaces, or insufficient spaces to hold the figure if it is large, then the figure's controller moves it to a space containing another figure, resulting in another "push-back" which uses the same rules. Figures may never push the figure that pushed them or any other figure that has been pushed during this turn. In other words, each figure may only be pushed once during a turn. If a figure ever has absolutely no legal spaces to move into, it is eliminated as if it had been trapped between a crushing wall and a wall.

Q: What happens when a Crushing Wall pushes a figure into rubble, water, or another obstacle that blocks movement?

A: The figure is eliminated as if it had been pushed into a wall or closed door. If the space was a water space, then the blood squids have obviously claimed another victim.

Q: Is corrupted terrain an obstacle? Can the overlord play trap cards on it?

A: Corrupted terrain is treated as an empty space. Once a trap has been played on it, it no longer counts as corrupted.

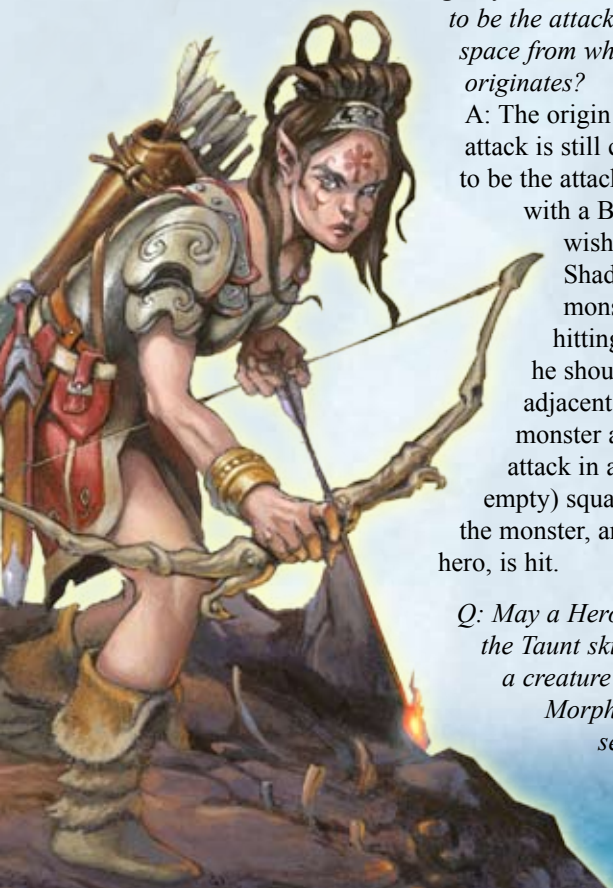
Leap

Q: When making a Leap attack, is the leaping figure subject to Guard attacks produced by abilities such as Alertness, and Aura? If the figure is damaged by any of those effects, may it apply its Berserk ability to its attack roll (assuming it has Berserk)?

A: Yes on most counts. Leaping figures are immune to Aura, but otherwise subject to all the above noted effects. It may apply its Berserk ability if it takes damage during its leap. Note that if the figure is slain by any of these effects, then it may not make an attack roll at all. Guard may only be activated before or after a Leap attack is performed, never during.

Q: When making a Leap attack, can a blood ape leap "sideways" so that it affects twice as much area?

A: No. Refer to the large figure movement rules on page 15 and the diagram on page 17 of the "Journeys in the Dark" rules. Monsters using Leap must still follow all normal rules for movement except as specifically noted.



Q: Can a creature with Leap attack normally (without leaping)?

A: Yes. Leap is optional.

Q: Can a figure use Leap to open a door, or perform actions that require movement points?

A: No, a Leap is only used for the move/attack.

Q: Does Leap affect a figure with Ghost?

A: No, as a Leap attack is performed when the figure is adjacent, either on the ground or in the air.

Q: Can a figure, using a Leap attack, make each attack twice with Rage?

A: The extra attack must be performed before or after the Leap is made, not during.

Q: Is it possible to Leap without doing a Leap attack? The AoD rules state that doing an attack roll is not mandatory with a Leap; if a figure does not roll attack dice, does it count as not attacking, and can said figure then make a normal attack?

A: The figure may perform the leap movement without making an attack. At the end of the movement, the figure may make one normal attack against any models it could normally target.

Q: If a Blood Ape makes a Leap without making a Leap attack, do his remaining movement points still get used?

A: Yes, a Leap uses all remaining movement points. As Leap uses movement points, this does allow a figure with Grapple to pin it in place. A figure may not be grappled mid-leap however, it may only be grappled on the ground.

With the Addition of Well of Darkness

Q: When the Leech ability causes a hero to suffer additional wounds (due to being out of fatigue), is this considered the same source as the attack (for purposes of Corbin, Skull Shield, etc.)?

A: Yes.

Q: If a hero has multiple damage-causing effect tokens (such as Burn or Bleed), is the damage considered to be one source or multiple (for purposes of Corbin, Skull Shield, etc.)?

A: Multiple sources. Each token (not each token type) is considered a separate damage source.

Q: If a hero enters a space that is adjacent to multiple enemy figures that each possess the Aura ability, is the damage considered to come from one source or multiple (for purposes of Corbin, Skull Shield, etc.)?

A: Multiple sources.

Q: If a figure is moved onto damaging terrain (such as Lava) via Knockback, are the terrain and the attack treated as a single source of damage or as two sources?

Examples:

a) Can Corbin apply his damage reduction to each separately, or only once to the combination?

b) If the hero suffers 1 wound from the attack and 1 wound from the terrain, can the Skull Shield be used to cancel both all at once, or only one of the two wounds?

A: Two sources. Corbin may apply his damage reduction to each separately. The Skull Shield will cancel all damage from one source.

Miscellaneous

Q: Can a figure affected by Taunt be forced to reposition area of effect attacks, such as Breath, Blast, or Bolt?

A: Yes, if the new target can be legally targeted, the attack must be repositioned.

The Road to Legend Errata

Rule Changes and Clarifications

Avatars

Avatars may make a Ready action, placing a guard, dodge, or aim order on themselves. **However, they may not use a Guard token to interrupt an opposing player's Guard token.**

Regardless of other effects, heroes are never immune to an Avatar's attack. *ie. Zyla is never immune to the Beastman Lord's attack.*

Beastman Lord

When placing an order, all of the Beastman Lord's clones are assumed to have the same order. In the instance of Guard, once one of the models, Beastman Lord or Clone, makes an attack, the Guard order is used up.

Titan

The Titan's Stomp ability will always go before any Guard orders.

The Overlord's Deck

If the Overlord cycles through his deck twice in the same dungeon level, the heroes are ejected from the dungeon and are forced to flee it. Note that the Overlord's Keep is not subject to this rule.

Hell Hounds

The Hell Hound Silver and Gold-level stats are in error. For the Silver Hell Hound, decrease speed to 4 and increase the Pierce rating on the Master Hell Hound to 4. For the Gold Hell Hound, increase the speed to 5.

Feats

Heroes may only acquire Feats that match their skill set. A hero may not gain any feats, regardless of skills purchased, that fall outside their printed skill set.

Bash

Bash always rolls black power dice. These may not be upgraded in any way.

Power Potions

In the advanced campaign, power potions work differently from the way they are described in Well of Darkness.

Instead of allowing the hero to roll all five black power dice on a single attack, power potions now give the hero five free "boosts" to his power dice, exactly as if the hero had spent five fatigue before rolling his attack dice. In all other respects, power potions are unchanged.

Overlord's Final Turn

The Overlord is allowed to purchase one last upgrade when the campaign proceeds to the Final Battle.

Dungeons

The Dungeon Level Setup rules on page 17 are misleading. The Overlord should shuffle his deck and draw a new hand only at the start of the first dungeon level, not every level in a given dungeon.

Dungeon Level 6: The Gauntlet

The glyph in the lower-right (SE) corner should be inactive to start. The glyph by the yellow rune door is the starting glyph.

Dungeon Level 9: The Prison

Treat the cells as unrevealed areas for the purposes of spawning.

Dungeon Level 14: The Fountain of Life

If an invulnerable monster blocks a path, the heroes may move through that monster.

Dungeon Level 15: The Crypt

The sarcophagi on this level may not be searched.

Dungeon Level 27: The Monastery

Lord Aktar may be summoned regardless of whether or not the sarcophagus has been searched. If the sarcophagus is missing, simply place Lord Aktar adjacent to its original location.

Rumor 1: The Twins

The two rune doors on this level should be normal doors.

Rumor 11: Down a Hole

The red runekey in Area 2 should be a Master Sorcerer.

The Keep of the Spider Queen

In the second to last paragraph of Area 3, the line "She may move her webbing strands into spaces containing figures," cut the clause "but she cannot move them into pits" from the end of the sentence.

Card Revisions

After careful consideration, we feel that the following cards should be removed from the advanced campaign.

Skills - Telekinesis, Bear Tattoo

Overlord - Poltergeist, Rolling Stone

Crushing Blow is now restricted to only one copy in the Overlord's deck. Yes this may go in the Lt.s hand during a Lt. encounter.

Spiritwalker is reduced to 5 spaces, not the 10 that is printed on the card.

Outdoor Encounter: Ancient Grove

Trees are impassable only to single space figures.

The Road to Legend FAQ

The Hero Player's Turn

Items, Treasure, and Equipment

Q: If one hero has the Lodestone Dark Relic, does that affect how much money the party gets as a reward for winning encounters, collecting gold piles, or getting money results when rolling power dice for Treasure Chests?

A: No.

Q: Are items destroyed by Crushing Blow placed in the graveyard?

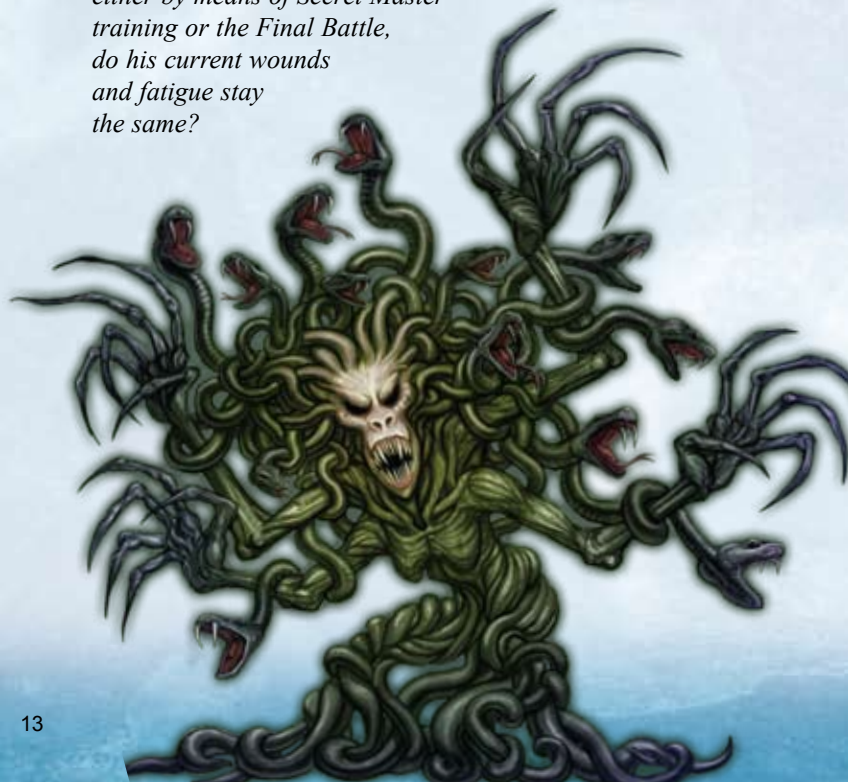
A: No. Those items are discarded, and the next time the treasure deck is shuffled they will be shuffled back into the deck.

General Hero Questions

Q: Under what circumstances can the heroes trade items, drink potions, and recover fatigue?

A: In addition to the normal in-dungeon rules for trading, drinking and resting, any time the hero party is on the overland Terrinoth map, they may freely trade items and drink any number of potions. They also are restored to full fatigue as soon as they end any quest, be it dungeon or encounter.

Q: When a hero's maximum fatigue or wounds increases, either by means of Secret Master training or the Final Battle, do his current wounds and fatigue stay the same?



A: Any time a hero's maximum wounds or fatigue increases, they gain a number of wounds and/or fatigue equal to the increase.

Q: Can the party land on or move through a dungeon location that has been explored using a week's move action?

A: They may end on or move through the location. They may not re-enter an already explored dungeon

The Overlord Player's Turn

Overlord Cards

Q: Does the Overlord's normal hand-size limit (8 in most cases) apply when selecting cards with Treachery? Is he strictly limited to selecting only his hand-limit worth of cards?

A: Yes. He may only draw up to his hand-limit. The Overlord may not draw over his hand limit of cards and then immediately discard any additional cards.

Q: Dark Charm says the attack may target Heroes: can the Overlord use Dark Charm to force a Hero to attack a Villager figure if no Hero is in the affected spaces?

A: Yes.

Q: What happens to lingering effects (Bleed, Burn, Curse, Poison, etc.) when an encounter ends?

A: At the end of an encounter or dungeon (but not a dungeon level) all lingering effect tokens are removed from all heroes with the following exceptions: Poison and Curse tokens stay. (Note, however, that Red Scorpion's healing power means that she will heal all her Poison tokens and then continue to heal until she is at her maximum wounds.)

Lieutenants

Q: What happens when there are multiple lieutenants in the same space as the hero party? If the heroes (or the overlord) choose to attack, are both lieutenants present at the same encounter?

A: Each lieutenant is an entire encounter unto himself. If the heroes choose to attack a lieutenant when there are two or more lieutenants in the same space, they must choose one to encounter. The overlord may attack the hero party with one lieutenant at a time. Only if the heroes are still in the same location at the end of the encounter (if the heroes win or the lieutenant flees, or if the space in question is Tamalir) can the next lieutenant attack.

Q: Do lieutenants regenerate wounds and minions between encounters?

A: Each time a lieutenant is encountered, it begins at full health and with a full compliment of minions. Any lingering effects that were on a lieutenant at the end of an encounter are discarded.

Q: Exactly what cards and upgrades can the overlord spend his initial 15 XP on? Can he purchase lieutenants?

A: Avatar upgrade cards only. No lieutenants.

Q: Can a lieutenant carrying a quest item choose to drop it at any time? If he drops it in a city, does it immediately move to that city's vault? What if he drops it in Tamalir?

A: A lieutenant can drop a quest item either before or after he moves, or during a siege. If he does so in a city that isn't Tamalir, the item is moved to the city vault.

Q: If a lieutenant drops a quest item, can another lieutenant pick it up immediately?

A: No. If a lieutenant drops a quest item, other lieutenants cannot pick it up until a game week has passed.

Q: When a lieutenant encounter begins, can the heroes use Wind Pact to discard a card from the overlord's hand?

A: Yes.

Q: If the heroes flee from a lieutenant, may they immediately encounter that lieutenant again?

A: No.

General Overlord Questions

Q: May the overlord spawn monsters on or move monsters into the dungeon level exit portal spaces?

A: No. Monsters may never enter or be spawned in these spaces for any reason.

Q: Sorcerer King Overlord Upgrade - Snipers: Can skeletons be forced to use this ability (ignore one obstacle/figure blocking line of sight) to target a Hero using the Taunt skill that they couldn't otherwise target?

A: Yes, if they can draw line of sight (after using the sniper upgrade) then they must target that hero.

General Game Questions

Soar

Q: How does Soar interact with the breath template? Can Soaring creatures use Breath without having to descend? If a Soaring creature is hit by the breath template, is it actually hit?

A: Breath attacks always ignore range, and therefore treat Soaring creatures the same way they treat any other creature.



Q: Do Soaring creatures benefit from terrain?

A: While a creature is Soaring, it ignores the terrain in its current space. A Soaring creature may choose to “land” and disable its Soar power until its next turn; if it does this it is affected by terrain just like any other figure.

Q: Do Soaring creatures block Line of Sight and movement?

A: Yes.

Q: What happens when I hit a Soaring creature with a Blast weapon?

A: Treat creatures with Soar as if they did not have Soar for area-of-effect attacks such as Blast.

Q: How does Soar interact with abilities such as Aura, Shadowcloak, and Grapple that refer to adjacency?

A: A creature that is Soaring is adjacent to no other creatures. A creature that swoops becomes adjacent, as normal. If a creature swoops and becomes grappled, it remains at “ground level” until it is no longer grappled. In order to be adjacent, a figure must be at range 1. Range penalties from elevated terrain are ignored for these purposes.

Q: What happens if a soaring creature is webbed? Does the soaring creature fall to the ground?

A: No. A soaring creature that is webbed may not spend movement points. Swooping and attacking do not cost movement points, so it may still do both freely.

Glyphs and Town

Q: Can a hero traveling to town via a glyph take any action before Restocking, such as attacking? Does returning from town still cost 1 MP? What other limits are placed on heroes in town and using glyphs?

A: A hero who begins his turn adjacent to or on top of an activated glyph has two options: take a normal turn or go to town. If he goes to town, he is immediately moved to the building of his choice and gets to Restock there. No movement points, no declared action – he just Restocks.

A hero who begins his turn in town has two options: Restock again (at the same or a different building) or return to the dungeon. If he returns to the dungeon, he declares a normal action (Battle, Ready, Advance, Run) and then must spend a movement point to move from town to the dungeon, just like normal. If he somehow can't do so (i.e. he Battled and had no fatigue left) then the entire action is canceled and the hero Restocks instead.

Q: Can heroes purchase gear from the market and then distribute it as they see fit? What if they're in the middle of a quest; does this cost MP?

A: Heroes in town are still considered to be adjacent to one another, regardless of what building they are in. However, a hero who is Restocking has no movement points to spend (and may not spend fatigue for extra movement points, since he's not taking a normal turn). A hero who has visited the market on a previous turn and is

returning to the dungeon may, for 1 MP, give an item to another hero in town.

As always, when the heroes are not in the midst of a quest, they may freely exchange items, regardless of who is actually visiting the market.

Q: Can a hero use the swap ability of his Shadow Soul familiar to move next to a glyph at the start of his turn, and then immediately return to town to Restock?

A: No.

Q: When the heroes return to Tamalir after completing a dungeon, can they Visit the town?

A: No.

Q: When a town is under siege, is there any reduction in the availability of town resources?

A: No.

Q: Can the heroes Visit buildings, purchase Tamalir upgrades, or fight lieutenants if the party marker is placed in Tamalir after ending/fleeing a dungeon?

A: No.

Q: If heroes are attacking a lieutenant in a town, can they "visit" the shops, etc. before encountering the lieutenant or only after battles have resolved?

A: Only after battles have ended.

Environmental Hazards and Obstacles

Q: Which map items count as obstacles for the Crushing Block trap card?

A: Crushing Block may never be played in a space adjacent to a pit or any token (or built-in map element) that blocks movement. The reason for this is to prevent the Overlord from sealing a hallway completely and preventing the heroes from ever progressing. This is a list of all relevant obstacles, current through the Road to Legend: Boulder, Crushing Wall, Rubble, Water. (Villagers are figures, not map elements.)

Orc Market

Q: The city of Dawnsmoor is home to the Orc Market, which says that items can be purchased for 50 coins less. Since some shop items only cost 50 coins, does this mean they are free? Does the discount affect sell values as well (i.e. sell value at Orc Market is 25 coins less than at any other market)?

A: Shop items do not receive the discount, only market items.

Q: Dawnsmoor "Orc Market" ability was only noted to not work on Town Deck items, only "Market Items". Are Market Items explicitly the Treasure Items that are drawn when visiting the market? Do Treasure Items in the Party's possession also count as "Market Items"?

A: Yes, market items are explicitly the treasure items drawn while visiting the market. Treasure items currently in the Party's possession do not count as market items.

Q: The Rumor reward "Prince of Thieves" grants a 20% discount to "Market Items"; how does it interact with Dawnsmoor's "Orc Market"? Which discount goes first?
A: The Prince of Thieves discount is applied first.

Q: Does the discount from the Orc Market affect sell values as well (i.e. sell value at Orc Market is 25 coins less than at any other market)?
A: No.

Dungeons

Ancient Library (Dungeon 10)

Q: Does the leader reappear in his original spot or respawn as per normal spawn rules?

A: He reappears in his space, pushing aside any model in that space. The Overlord chooses where the pushed model is placed, up to 1 space away. No, this can not trigger movement traps.

Two by Two (Dungeon 20)

Q: As written, the level is impassable: since there is no compass, north points up, and thus the only way to unlock the yellow door is to stand on the encounter markers that are on the other side. Should the card refer to the East and West markers, not the North and South ones?

A: Yes, the card should refer to the East and West markers.

Pit Fiend (Dungeon 23)

a Is the OL allowed to move pits resulting from Trap cards in the same way as the initial pits?

A: Yes.

b) Does Trapmaster affect the damage of the initial pits in any manner?

A: No.

c) What happens if a hero deliberately enters one of the initial pits; Are they treated as standard pits or as described on the dungeon card?

A: As described on the dungeon card.

d) If a hero was caught in one of the initial pits but didn't take damage due to a rolled surge, what happens if he doesn't leave the pit in his next turn?

A: Nothing. The hero is treated as though he is in the pit, but did not take damage from the fall into the pit.

Throwing Stones (Dungeon 38)

Q: Is Gorg, the leader, allowed to throw the stones diagonally and/or along an uninterrupted line of sight? Can he pick up a rubble token from a certain adjacent space and use a different of his adjacent (or even one of his occupied) spaces as a starting point for his throwing attack?

A: The rubble token moves from its space of origin. The stones may be thrown diagonally.

A Mother's Lament (Rumor 8)

Q: Can the cub leave through a glyph, fulfilling the victory condition?

A: The cub must leave through the portal, as the cub can not take movement actions.

Expansion Specific Questions

With the Addition of Well of Darkness

Q Ironskin mentions multiple-space attacks: does this affect the World of Vaal Runes, Sweep, Spirit Spear (Gold Treasure), etc.?

A: Yes.

With the Addition of Altar of Despair

Q: The Snowy Woods Location says that no figure may move more spaces than its speed during its turn. How far can Tahlia move when she Guard interrupts: is it dependent on or independent from her movement during her actual turn?

A: Talia's movement is dependent on her movement during her actual turn.

Q: Down the Drain (RtL dungeon 33) says: "Entering a water space immediately ends a hero's turn." How does this interact with Tahlia's Guard interrupt movement and attack?

A: If Talia moves into a water space, this immediately ends her guard action.

Q: How does Appraisal (from Altar of Despair) interact with the new market and treasure rules?

A: When visiting the market, Appraisal may be used only if the hero visiting the market has the skill. Appraisal may be used on any chest that produces one or more treasures, regardless of whether or not hero with Appraisal is the one who opened the chest.

With the Addition of Tomb of Ice

Q: If a spawn card is canceled by the Feat card, "Preventing Evil," is the Spawn Marker still flipped to its blank side?

A: No.

Q: If a creature with Stealth is in a space added to an attack after all of the dice for that attack have been rolled (for example, when using surges to add Blast or when switching targets using Tetherys' ability), do you then roll the Stealth die?

A: Yes.

Miscellaneous

Q: If a level has multiple leaders, do the heroes get the conquest and coin reward for killing each leader?

A: Yes.

Q: If the Leader of a level dies without any hero landing the killing blow, does the party still receive the reward (Conquest, Gold, Red Runekey)? What about Lieutenants: if a Lieutenant dies without any hero landing the killing blow, does the party still receive the reward for "killing" the Lieutenant?

A: Yes they do.

Q: When effects from "vanilla" Descent refer to black dice, how do they relate to silver and gold dice? Does Doom! still add black dice at gold campaign level? Can Trenloe the Strong and Lyssa reroll silver and gold dice?

A: For Road to Legend, when an effect refers to a black die, read it as referring to power dice in general. If an effect adds a black die to a roll (such as Doom! or a power potion), it instead adds one "boost" as if the subject had spent one fatigue to enhance its attack. For example, a copper level Master Beastman, which ordinarily rolls 1 black die, could roll either 2 black dice or 1 silver die with Doom! in play. Lyssa and Trenloe the Strong may reroll power dice of any color.

Q: Eternal Night and the Titan: Plains of the Ruby Gate are adjacent to his Keep, thus nothing can stop him from casting the sunstone into the deep once he gets it into play. Is this intentional?

A: Yes, the heroes need to prevent the Titan from getting that far along.

Q: The "Silent as the Grave" encounter card has a Deep Elf Leader known as Silence. Her ability is "2 Threat: Move one extra space during her activation"; is this a misprint, since all monsters in encounters already have that ability?

A: It should read "1 Threat: Move one extra space during her activation."

Q: Does the Great Wyrms Avatar receive 1 CT if a "treat it like a chest" result is rolled on a sarcophagus or bone heap?

A: Yes.

Q: If the Heroes have the Staff of the Wild and draw the Lost encounter when rolling for the second encounter on their path, do they return to the original location they started from, or to the interim location they just passed through?

A: They return to the interim location.

Q: Can "The Guide" reduce the number of dice rolled to check for an encounter to zero?

A: Yes.

Q: Must a lieutenant or the hero party end their movement on the same location to attack each other?

A: No.

Q: Can sleep tokens be resisted or removed through effects such as the silver item Mirror Shield?

A: Sleep tokens are treated just like any other lingering effect token except as expressly noted. Mirror Shield would prevent a sleep token from being placed on a hero, and Sahla may spend fatigue at the start of his turn to "wake up."

Q: In a dungeon with more than 3 levels, do the heroes still receive bonus XP and treasure on the third dungeon level?

A: The bonus XP and treasure should be conferred on the last dungeon level, which is not necessarily the 3rd dungeon level in all cases.

Tomb of Ice Errata FAQs

The Hero Player's Turn

Items, Treasure, and Equipment

Q: How do the weapons that allow one die to be re-rolled (Ripper, Bow of the Hawk) work when an attack is aimed or dodged?

A: If a 1-die re-roll is used, then that's the only re-roll the player gets. However, the player may instead aim to upgrade it to a full normal re-roll. A 1-die re-roll, however, will cancel out an opposing re-roll just like normal (as in the case of aim vs. dodge).

Skills and Abilities

Q: Killing Blow: How does this work when the attack involves a reroll, such as an aim or dodge?

A: Killing Blow works on the first roll. A re-roll negates Killing Blow's effect.

Q: Protect Thyself: Does this card work like the Command skill, or does a hero have to be within 3 spaces when the card is first played to receive the benefit?

A: Protect Thyself works like the Command skill.

Q: Blocked: Does the attack miss all of its targets, or only the hero who played the card (the card says the "attack against you becomes a miss")?

A: Because you are changing a die to a miss result, all heroes targeted by the attack would evade the attack.

Q: Can a hero use the swap ability of his Shadow Soul familiar while he is in the Stomach tile? Subsequently, if the Shadow Soul ends up in the stomach tile, may another hero be swallowed?

A: No.

The Overlord Player's Turn

Overlord Cards

Q: Can the Beastman Fetish be used to re-roll a die that was originally rolled by another player during your turn, such as another hero using the Tunic to reduce collateral damage?

A: Re-roll a single die rolled by any player on your turn.

General Overlord Questions

Q: Feat Card "Preventing Evil": If



the OL has played a Spawn/Power/Event/Trap card and the card was successfully cancelled via said Feat card, is the OL allowed to play another Spawn/Power/Event/Trap card in the same turn or off of the same trigger?

A: Yes and Yes.

General Game Questions

Environmental Hazards and Obstacles

Q: Do the props "Sarcophagus", "Table", "Bed", "Fountain", "Throne", "Bone Heap", "Giant Mushrooms", "Tree" and "Ice" count as obstacles (for the effects of Acrobat and others)?

A: Yes.

Swallowed Heroes

Q: When a swallowed hero attacks the monster that swallowed him, can that monster benefit from Stealth (e.g. from the Sneak Up On The Prey treachery card) or other defensive abilities, such as Fear, Ghost, Ironskin, etc.?

A: No.

Q: Currently, some heroes can survive on the stomach tile indefinitely, because items and abilities exist that can cancel wounds that ignore armor (e.g. Corbin, Skull Shield). Is this intentional, or should the damage from swallow bypass all other effects?

A: This is intentional.

Q: Swallowed heroes are limited to one attack per turn; does this only apply to attacks received from the hero's action, or does it also restrict the use of extra attacks from other sources, such as the Hurry feat card?

A: Heroes may have only one attack per turn. Heroes may not use extra attacks.

Q: Can Swallowed heroes declare actions (and thus declare a Ready action to attack and place an order), even if they wouldn't be able to gain skill benefits from doing so?

A: Swallowed heroes get one half of an action (as though they were Stunned). This action may only be used for an attack. They may not declare actions.

Miscellaneous

Q: Are there any general rules for resolving what happens if the overlord wants to play a card and a hero wants to play a feat card both in response to the same triggering event? Which card is resolved first?

A: The active side has priority.

Q: Does the activation of a Dark Glyph (especially the green Sundered glyphs, which negate most glyph benefits) trigger the drawing of a Feat card?

A: Yes.

Q: How do Feat cards from TOI interact with the advanced campaign?

A: Start with the normal mix, and draw 1 per hero per glyph activated. Feats stay around between dungeons/encounters. They are present for the Lt. encounters, but are discarded at the start of the final battle with the Avatar.

Q: If there are multiple creatures with Swallow, can multiple heroes be placed on the Stomach Tile, one for each monster?

A: Currently there is only one figure with swallow. If a quest were to somehow contain multiple figures with swallow, you would use a stomach tile for each creature.

Sea of Blood FAQ

The Hero Player's Turn

Skills and Abilities

Q: Skills that exhaust when used (example, Piercing Shot): Are these refreshed between game weeks? Do these skills refresh when a hero dies?

A: Yes and Yes.

The Overlord Player's Turn

Monster Abilities

Q: If monsters steer the ship off the map, do the heroes flee as well, just like if they'd have steered it off themselves?

A: Monsters may not operate the Revenge during island levels.

Lieutenants

Q: The lieutenant The Void has no starting location listed on his card. Where does he start? If he starts in the Overlord's keep (specifically for the Count, who has a land based Keep location) he is unable to move off the Keep because he can't move on overland trails.

A: Start the Void in the Bright Sea.

Q: Two of the lieutenants in Sea of Blood call for more monster figures than are supplied with the game: Soriss has 2 Nagas and 2 Master Nagas. The base game only comes with one Master Naga. Additionally, Darkwind has 4 Razorwings and 3 Master Razorwings. The base game only comes with two Master Razorwings

A: Use a Master Demon for the Naga, and a Master Skeleton for the Master Razorwing. The Naga and Skeleton should function as stand-ins rather than replacements.

General Overlord Questions

Q: If a monster is hit by an attack with the Leech ability, does it automatically take double damage since it doesn't have fatigue to lose or does it ignore the fatigue loss similar to how monsters ignore deep water fatigue costs?

A: Ignore the fatigue loss.

General Game Questions

Skills and Abilities

Q: Descriptions of Swim and fatigue penalty: There are two different fatigue penalties for Swim in the Sea of Blood rule book. Page 30 says one fatigue for every two points of armor, while pg 38 (in the description of Deep Water) says one fatigue for every point of armor. Which is correct?

A: 1 fatigue for every 2 points of armor.

Q: Can shallow Water and deep Water penalties be ignored by figures with Fly or heroes with Acrobat?

A: Figures with Fly may ignore these penalties. Figures with the Acrobat skill still suffer the water penalties.

Ships and Cannons

Q: The Ghost Ship's cannons, are they manned by the Ghost Ship or do they man themselves independently? This is important because if the Ghost Ship mans them, it seems that they can aim every shot. Can they?

A: The Ghost Ship's cannons man themselves. They cannot aim every shot.

Q: In Island levels, spawning works similar to inside dungeons, monsters can spawn anywhere out of line of sight of the heroes. Since masts block line of sight, it is quite possible for monsters to spawn on the Revenge unless one hero stays behind on the ship, essentially out of action. Is this intentional? Monsters spawned on the Revenge can easily man its stations and crash it or sail it off the map to result in the party being forced to flee, and the easy solution leaves the heroes a man down when facing the perils onshore.

A: Monsters may not spawn on the Revenge during island levels. They may only spawn on the island itself.

Q: Are hero abilities and skills applied to attacks made with cannons?

A: Yes.

Q: Conversely, do monster abilities work with cannons?

A: No.

Q: Ship Upgrades and the Shipyard: For ship upgrades such as Elven Sails that have a experience cost, is this experience cost paid by the entire party (similar to the Tamalir upgrades in Road to Legend) or does only the hero who purchased the upgrade pay the experience cost?

A: Upgrades are paid for by the party.

Environmental Hazards and Obstacles

Q: The "Whirlpool" piece and the "Cave Entrance" piece both use the same single, unique tile of cardboard but show up together on a few maps (Cerridor Sea, Winnowing Straights). How do I recreate these levels?

A: Use an encounter marker where the mouth of the cave entrance piece would be.

Cities

Q: Cities of Dallak and Orris: If the heroes return to these cities via fleeing from a dungeon through glyphs or the portal at the end of the dungeon, does this count as "entering" for the purposes of those cities abilities?

A: No.

Q: The city of Dallak is an overland city. Is it possible for the Overlord to move one of his lieutenants onto Dallak using the Transport Gem to siege the city?

A: It is not possible to transport to the city. No Lieutenants may be on land spaces.

Miscellaneous

Q: For advanced campaigns, in the FAQ, Rolling Stone and Poltergeist were removed, while Crushing Blow was restricted. This gets no mention in the rule book for Sea of Blood, while many other changes from the FAQ made it into the same rule book. Are these treachery cards still removed from the SoB advanced campaign? Do all FAQ rulings that refer to the "advanced campaign" apply to Sea of Blood as well as Road to Legend?

A: Yes.

Q: In the final battle with the Master of the Hunt, all he has to do declare a Run action, use 7 movement points to go past the heroes, turn sideways (blocking the corridor off), and wait for the Wild Hunt to off all the heroes: there is no way for the heroes to avoid this fate. Should the Master of the Hunt and his Wild Hunt be edited to start farther away from the heroes, or are the heroes supposed to be able to move through the Master or destroy the Wild Hunt somehow?

A: Heroes may move through the Master of the Hunt and vice-versa.

Promotional Character Questions

Q: Truthseer Kel's abilities (Obstacles and other figures do not block Truthseer Kel's line of sight) seem overpowered, especially when used on the outdoor encounters of Sea of Blood. How should her powers be adjusted?

A: Truthseer Kel's hero ability should read: "Obstacles and other figures do not block Truthseer Kel's line of sight. **This does not affect monster spawning.**"

