

DESCENT!

JOURNEYS IN THE DARK

TM



Rules of Play



Beastman

These half-men are the most common foes encountered in the Dark. They strike with tooth and claw, and their leaders bind them into deadly packs that strive with one mind to bring down and devour the heroes they despise.



Giant

Similar to ogres, only larger and more powerful, giants are devastating opponents that few heroes have ever faced. The greatest of the giants can wipe out an entire band of heroes with a single swipe of their great clubs.



Razorwing

These powerful batlike creatures fly above the fray, swooping down to tear at the heroes with their deadly talons. Some razorwings move as quick as the wind itself, striking before they are even seen.



Skeleton

These undead horrors are armed with bows that fire shards of bone at their opponents. Uniquely powerful skeletons, identifiable by their glowing red eyes, are nearly impossible to kill.



Ogre

Large and lumbering creatures, ogres are capable of hurling heroes through the air with the force of their blows. It is rumored that the mightiest ogres can rapidly recover from even the most grievous wounds.



hell hound

These demonic beasts can breathe a cone of fire from their maws, immolating several heroes at once in the fiery blast. Some of these creatures are protected by a nimbus of hellish flames that burns all those who draw near.



Manticore

A manticore can hurl a magical volley of spikes from its tail, attacking twice in the blink of an eye. The greatest of their kind possess envenomed spikes that can poison the body of even the mightiest hero.



Sorcerer

These dark wizards have turned their backs on their fellow men and offered their powerful magic in service to evil masters. Some sorcerers have forged dark pacts with infernal powers in exchange for near immortality.



Dragon

These horrific creatures of legend spew from their cavernous jaws black fire that burns even under water. The most powerful dragons are so terrifying that even the most courageous warriors are sometimes paralyzed with fear in the midst of battle.



Naga

Nagas are snakelike creatures armed with magical spells and the ability to pin their prey in place with their long, flexible tails. The most powerful nagas are often seen directing other monsters in battle.



Bane Spider

Bane spiders are gigantic arachnids that spit poisonous blood. Some bane spiders, marked with a red hourglass on their back, also hurl sticky webs at their prey.



Demon

Demons are among the most terrible and powerful creatures. Demons wield titanic magics and are wreathed in a searing sheet of flames. The mightiest demons overcome their enemies with terror and dread.

Introduction

In **Descent: Journeys in the Dark**, heroic adventurers delve into the darkness that lies beneath the surface of the earth. There, they fight powerful monsters, recover ancient magics, and search for mighty relics to help them defeat dark powers and evil masters.

Up to four players take on the role of these heroes, while one player becomes the overlord, a powerful being that controls the monsters that lurk in the dark.

In the game, the heroes explore the corridors, chambers, and caverns of the dungeon, gathering equipment and treasure, battling monsters, and working together as a team to complete their quest. The overlord marshals and deploys his deadly monsters and treacherous traps to slay the heroes before they can finish their quest.

Quests

The heart of **Descent: Journeys in the Dark** is the quest. Before every game, a quest must be chosen. Each individual quest tells you how to set up the game, explains any special rules, and describes the conditions by which the hero players and overlord player alike can win the game.

Feel free to invent your own quests with the components provided with your game. You may also visit www.fantasyflightgames.com for additional quests and exciting new options for your **Descent: Journeys in the Dark** board game.

To get you started, these rules assume that you will be playing the first quest in the **Quest Guide: Into the Dark**.

Warning: Do not read the **Quest Guide** unless you are the overlord player. Doing so may spoil some of the surprises that lie in wait for you.

Object of the Game

In **Quest 1: Into the Dark**, the heroes must penetrate deep into the dungeon, where they will attempt to slay a powerful giant named Narthak. On the way, they will accumulate conquest tokens for reactivating old magics, finding treasure, and performing other valorous deeds. If they have one or more conquest tokens when they kill Narthak, the heroes win the game.

The overlord player tries to remove all of the hero players' conquest tokens before they achieve their objective. The overlord player can remove one or more conquest tokens from the heroes' total each time he slays one of them, sending that hero back to town to be resurrected. The more difficult the hero is to kill, the more conquest tokens the overlord removes from the heroes' total when the hero is slain. If the hero players ever lose all of their conquest tokens, they are defeated. For more information, see "Conquest Tokens," page 13.

Components

- 1 Rulebook (this book)
- 1 Quest Guide
- 20 Hero Sheets
- 20 Plastic Heroes
- 60 Plastic Monsters
 - 39 Tan Normal Monsters
 - 21 Red Master Monsters
- 12 Custom Dice
 - 1 Blue Ranged Combat Die
 - 1 Red Melee Combat Die
 - 1 White Magic Combat Die
 - 2 Green Extra Damage Combat Dice
 - 2 Yellow Extra Range Combat Dice
 - 5 Black Power Dice
- 180 Cards
 - 24 Monster Reference Cards
 - 36 Overlord Cards
 - 12 Subterfuge Skill Cards
 - 12 Fighting Skill Cards
 - 12 Wizardry Skill Cards
 - 24 Town Store Cards
 - 22 Copper Treasure Cards
 - 18 Silver Treasure Cards
 - 16 Gold Treasure Cards
 - 4 Relic Cards
- 1 Compass Rose Token
- 1 Town Marker
- 61 Map Pieces
 - 10 Room Pieces
 - 25 Corridor Pieces
 - 6 Intersection Pieces
 - 20 Dead End Pieces
- 10 Door Markers
 - 7 Normal Doors
 - 3 Rune-locked Doors
- 10 Plastic Door Stands
- 49 Prop Markers
 - 23 Obstacle Markers
 - 10 Encounter Markers
 - 10 Glyph Markers
 - 6 Staircase Markers
- 55 Wound Tokens
- 24 Fatigue Tokens
- 52 Money Tokens
- 16 Hero Order Tokens
 - 4 Aim Orders

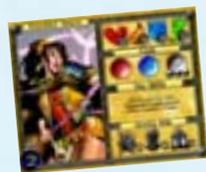
- 4 Dodge Orders
- 4 Guard Orders
- 4 Rest Orders
- 32 Threat Tokens
- 24 Conquest Tokens
- 1 Breath Template
- 55 Effect Tokens
 - 12 Web Markers
 - 14 Stun Tokens
 - 13 Burn Tokens
 - 16 Poison Tokens
- 39 Treasure Markers
 - 9 Healing Potion Markers
 - 9 Vitality Potion Markers
 - 9 Money Markers
 - 8 Chest Markers
 - 4 Relic Markers
- 4 Hero Turn Tokens
- 12 Training Tokens
 - 4 Melee Training Tokens
 - 4 Ranged Training Tokens
 - 4 Magic Training Tokens
- 6 Miscellaneous Markers
 - 1 Boggs the Rat Marker
 - 1 Kata the Ferret Marker
 - 1 Mata the Ferret Marker
 - 1 Pico the Empos Marker
 - 1 Skye the Falcon Marker
 - 1 Monkey Marker

heroes and Monsters

The plastic figures included with **Descent: Journeys in the Dark** represent the heroes and monsters in the game. It is always important to know which exact space (or spaces) a figure occupies on the board, as this affects many of the rules for combat and movement. 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.

Note that most figures occupy a single space, but some larger figures occupy two, four, or even six spaces (see "Large Monsters," page 15).

Important: *The red monsters represent masters and bosses: more powerful versions of the standard monsters. These figures have their own areas on the reference cards, with their own game rules and statistics.*



hero Sheets

Each hero player receives a cardboard sheet detailing his hero's strengths and abilities. For a detailed hero sheet diagram, see page 9.



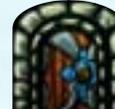
Map Pieces

The map pieces are linked in various ways to form the game board. Each square on the board is considered one **space**. Every space that is touching a given space (even at the corners) is **adjacent** to that given space.

Normal Door



Rune-locked Door



Doors

Descent: Journeys in the Dark comes with seven normal doors and three rune-locked doors. Both heroes and monsters may open and close normal doors, but only heroes may open a rune-locked door, and then only if they've already found the proper runekey.



Compass Rose Token

This token is used to indicate which direction is north. This allows heroes to get their bearings as they explore the dungeon.

Props

The different types of prop tokens included with **Descent: Journeys in the Dark** are listed below.



Pits

Pits deal damage to heroes or monsters that move through them, but they do not block line of sight.



Water

Heroes and monsters cannot move through water, but it does not block line of sight.



Rubble

Heroes and monsters cannot move through rubble, and it also blocks line of sight.



Encounters

When a hero ends his movement on an encounter marker, it triggers a special event or effect as described in the corresponding entry in the **Quest Guide**.

Unactivated



Glyphs

Glyphs allow heroes to travel instantly between the dungeon and the town. A hero must activate a glyph by walking across it before it can be used. Monsters may not end their movement on a glyph.

Activated



Staircases

Staircases allow rapid movement across the board.

Wound Tokens



Heroes and monsters both use wound tokens to keep track of injuries. When a monster or hero suffers its final wound, it is killed (see “Monster and Hero Death,” page 16).

Fatigue Tokens



Heroes use fatigue tokens to keep track of how tired they are. By exerting themselves, heroes can temporarily enhance their attacks or movement (see “Spending Fatigue,” page 17).



Money Tokens

Heroes use money tokens, called coins, to track their current wealth. Money can be spent in town for goods and services.



Hero Order Tokens

The heroes use these tokens to take special actions, such as aiming, dodging, guarding, or resting.



Threat Tokens

The overlord uses these tokens to pay for overlord cards that he wishes to play from his hand. These cards can trigger events and traps, summon new monsters to the dungeon, or even grant permanent powers to the overlord.



Conquest Tokens

The players use these tokens to keep track of how well the heroes are doing on the quest. If the heroes ever run out of conquest tokens, they are defeated.



Breath Template

Monsters with the **Breath** ability (see page 22) use this cardboard template to determine the spaces affected by their attack.



Effect Tokens

These tokens are used to track lingering effects such as poison, stunning, and burning (see “Lingering Effects,” page 15).



Treasure Tokens and Markers

These tokens and markers represent treasure found in the dungeon, including potions, piles of money, and chests filled with magic artifacts (see “Treasure,” page 18).

Dice

The red, blue, white, green, and yellow dice are combat dice. Together with the black power dice, they are used to make attacks in **Descent: Journeys in the Dark**. The number on each die face represents range, while the “heart” icons represent damage. Finally, the red, blue, and white dice each have a miss result die face: If a miss result is rolled during an attack, the attack fails completely, regardless of what the other dice show.

Power Dice

The black power dice are added to attacks to represent exceptional talent or exertion. Each face of the power die is of one of the three following types:



Power Enhancement: Some faces of a power die show a power enhancement. For each power enhancement he rolls, a player may increase **either** his attack’s range **or** his attack’s damage by one.



Power Surge: If one or more power surge icons are rolled during an attack, the attacking player may spend these power surges to activate the special abilities of any items the hero has equipped. Note that surge icons are also found on some sides of the combat dice.



Blank: A power die has one blank side: a side with no icons or numbers. A blank result on a power die simply means that the hero earns neither enhancements nor surges for that die. Heroes must also sometimes roll “blanks” on the power dice to avoid or

resist the effects of traps, curses, and other effects triggered by the overlord player.



Hero Turn Token

These double-sided tokens are used to keep track of which hero players have taken their turns and which have not. After a player resolves his turn, he flips his hero turn token from its green side to its red side. These tokens are important because the hero players can take their turns in any order they choose each round.



Training Tokens

These tokens may be purchased by heroes in town in order to increase one of their traits (see “Town,” page 18).



Miscellaneous Markers

These markers serve several purposes in the game, usually to represent animal companions that the heroes have brought with them into the dungeon. Cards will indicate when and how these markers should be used.

Cards

There are several types of cards included in your **Descent: Journeys in the Dark** board game. These are skill cards, item cards, overlord cards, and monster reference cards



Skill Cards

The hero players each draw three of these cards at the beginning of the game. Skill cards are divided into three decks: fighting, subterfuge, and magic. The decks from which a specific hero draws are determined by the hero’s starting skills, as listed on his character sheet. For example, Red Scorpion draws one card each from the fighting, subterfuge, and wizardry decks. For more information on skill cards, see page 20.



Item Cards

These cards represent useful equipment and treasures the heroes acquire during their adventures. Item cards include shop items, copper treasure items, silver treasure items, gold treasure items, and relics. For more information on item cards, see page 20-21.



Overlord Cards

The overlord player draws these cards each turn. He can play them to spawn new monsters, take special actions, or gain permanent powers that last throughout the game. For more information on overlord cards, see page 21.



Monster Reference Cards

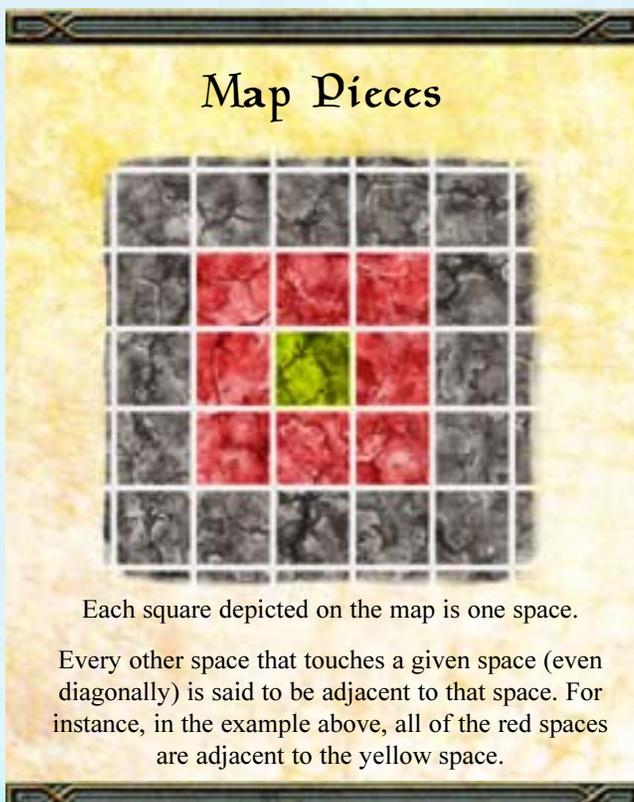
These cards list the game rules and statistics for the different monsters in the game. There is a unique set of monster reference cards corresponding to the number of players in a given game: The monsters are more dangerous and challenging for the heroes the greater the number of players in the game. For more information on monster reference cards, see page 21.

Game Setup

Follow the steps below to prepare for the **Into the Dark** quest. Other quests may have special setup rules of their own, as described in the **Quest Guide**.

1. Choose Overlord Player

Select one player to be the overlord. It is recommended that the most experienced player take the role of the overlord, but you may choose at random if you prefer. The other players are the heroes. The heroes should seat themselves around the table in any order. The hero play-



Each square depicted on the map is one space.

Every other space that touches a given space (even diagonally) is said to be adjacent to that space. For instance, in the example above, all of the red spaces are adjacent to the yellow space.

er to the left of the overlord player is referred to as the **first hero**, even though he will not necessarily take the first turn every round.

Note: The overlord should complete steps 2B through 5B while the hero players complete steps 2A through 6A.

2A. Choose Heroes

The first hero shuffles the cardboard hero sheets, and then deals one randomly to each hero player, starting with himself and continuing clockwise. Alternately, if the overlord player agrees, the hero players can simply choose the heroes they will play, again starting with the first hero and continuing clockwise.

Exception: In a two-player game, the hero player controls two heroes.

3A. Set Up Hero Markers

Next, each hero player receives the number of wound and fatigue tokens indicated on his hero sheet. Each hero player also receives 300 coins (three money tokens, each with a value of 100 coins), one set of order tokens (1 aim, 1 dodge, 1 guard, and 1 rest), and one hero turn token. These tokens should be placed in the play area next to each player's hero sheet.

4A. Deal Starting Skill Cards

The hero players separate the three skill decks (subterfuge, fighting, and wizardry) and shuffle each of them individually. Then the hero players draw their skill cards, each player drawing the number and type of skill cards indicated on his hero sheet. Each hero player may then choose to trade in one (and only one) of his skill cards for a new card from the same deck. The hero players do this one player at a time, starting with the first hero and continuing clockwise. Discarded skill cards should be shuffled back into their respective decks immediately after the player discarding them has drawn his replacement skill card.

Important: Skill cards are placed face up in front of the player that owns them and can be used at any time for the duration of the game. Skill cards are never used up, discarded, or replaced once this step is completed.

5A. Purchase Starting Equipment

The hero players may look through the town shop deck and use their money to purchase items from it. Each item has its cost listed at the bottom of the card. To purchase an item, the player returns the indicated money to the pile of unused money tokens, making change if necessary. A player may not purchase an item if he does not have sufficient money to pay for it.

In addition to buying cards from the shop deck, heroes may purchase healing or vitality potions for 50 coins each at this time.

Once the hero players have purchased the items they want, the shop deck is returned to the play area. Should the heroes later return to town, they may again purchase items from the deck.

Important: *The store's stock is limited: there may not be enough of each item for all players to purchase one. If the hero players cannot come to an agreement on who gets to purchase a particular item from the shop, then the first player to the left of the overlord who wants the item may purchase it.*

6A. Collect Conquest Tokens and Place Hero Figures

Finally, the heroes receive a number of conquest tokens as indicated by the quest they've agreed to play. For **Into the Dark**, they receive five conquest tokens to start. Conquest tokens are shared by the entire group of heroes and represent how well the heroes are performing their quest. The hero players gain additional conquest tokens by activating glyphs, opening chests, and completing other tasks. They lose conquest tokens each time one of them is killed and each time the overlord shuffles his deck of cards.

After collecting their conquest tokens and waiting for the overlord player to set up the map, each hero player receives the plastic figure representing his hero. Starting with the first hero and continuing clockwise, each hero player places his figure on the map on or adjacent to an activated glyph, with no more than one figure in each space.

2B. Choose a Quest

The overlord player looks through the **Quest Guide** and selects a quest to play. For the purposes of these rules, we assume that you'll be playing the **Into the Dark** quest.

3B. Randomize the Chest Markers and Lay Out Monster Reference Cards

The overlord player separates the chest markers into their three types and then randomizes each type, making sure to keep the markers' number side down. Then, he selects the set of 12 monster reference cards that corresponds to the number of players in the game and lays them out face up near the playing area where all players can easily see and reference them.

4B. Create the Game Board

The overlord player now assembles the map pieces as shown on the quest map for the selected quest. He

First Game Preparation and Setup



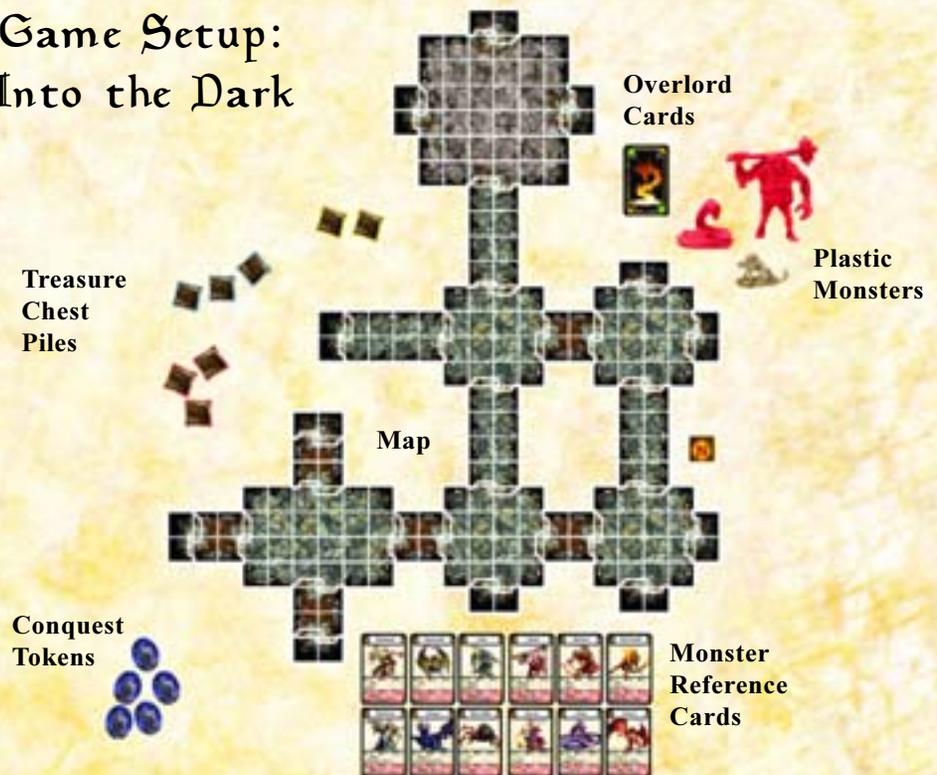
Find the arm and wing pieces for the Demon. Assemble the pieces so the Demon appears as shown on the left. Then find the wing pieces for the Dragon. Assemble the pieces so the Dragon appears as shown on the right. If a figure does not stay together, you may apply a small amount of epoxy glue.



Hero Setup



Game Setup: Into the Dark



should only assemble map pieces—he should not place any doors, figures, props, etc. on the map at this time. The overlord player places the compass rose token and the town marker near the board as well.

5B. Put Starting Pieces on the Board

Finally, the overlord player places any monster figures, doors, or markers indicated in the start area of the quest. If a chest is indicated, the overlord draws a random chest Makers from the appropriate pile, looks at its back, and then places it face up in the indicated space on the board. Play now begins with the hero players' first turns.

The Round Sequence

Descent: Journeys in the Dark is played over a series of **rounds**. During each round, every player receives one **turn**, starting with the heroes and ending with the overlord. After the overlord player has taken his turn, the round is over and the next round begins with the heroes taking their turns once again.

One Round Consists of:

- Turn 1: First Hero Player's Turn
- Turn 2: Second Hero Player's Turn
- Turn 3: Third Hero Player's Turn

- Turn 4: Fourth Hero Player's Turn
- Turn 5: Overlord Player's Turn

If playing with fewer than four hero players, simply skip the turns of the missing heroes.

hero Turn Order

The hero players collectively choose the order in which they take their turns each round. At the start of the round, all hero players place their hero turn tokens in their play area with the green side up. The players then choose a hero to take the first turn. That player takes his turn and then flips his hero turn token to its red side. The hero players then choose the next hero player to

Hero Sheet Diagram



take a turn, and so on. Each hero player may only be chosen to take a turn once each round, and once all of the heroes have had a turn, the overlord takes his turn. If the player's cannot decide on the order in which to take their turns, the first hero decides.

Hero Player's Turn

A hero player's turn is divided into three steps:

- Step 1: Refresh cards
- Step 2: Equip items
- Step 3: Take an action

Step 1: Refresh Cards

Some cards are **exhausted** when they are used. When a player exhausts a card, he simply rotates the card sideways to indicate that it has been used. A card that has been exhausted cannot be used again that turn. At the start of a hero's turn, he **refreshes** all of his exhausted cards by returning them to their upright position.

Step 2: Equip Items

Next, a hero must choose which items he is using for the turn. There is a limit to the number and types of items a hero may equip at one time. For full details, see "Equipping Items," page 13. A brief summary is provided below.

Heroes may have the following items equipped at one time:

- Items whose total number of "hand" icons equal two or less
- 1 armor
- 3 potions
- 2 other

Any items in excess of these limits must either be placed in the hero's pack or dropped. A hero can place up to three items in his pack by turning the item cards face down (or setting the tokens aside, in the case

of potions). A hero cannot use an item in his pack, though he can equip it later in the game. A hero can carry any amount of money in his pack.

Step 3: Take an Action

A hero player must choose one action from the four listed below. A hero is not allowed to do anything except refresh and equip before he declares the action he is taking. After the hero has resolved his entire action, his turn is over and play passes to the player on his left.

The four possible actions are:

A. Run

A hero that **runs** may **move up to a number of spaces equal to twice his speed** during his turn, but **cannot attack** (see "Movement," page 9).

B. Battle

A hero that **battles** may **make up to 2 attacks** during his turn, but **cannot move** (see "Attacking," page 9). Each attack is completely resolved before the hero makes the next attack.

Important: A hero may use a different equipped weapon each time he attacks, even when battling. A hero may not attack using a weapon in his pack.

C. Advance

A hero that **advances** may **move up to a number of spaces equal to his speed and may make 1 attack** during his turn. An advancing hero may make his attack before, after, or at any point during his movement.

Example: An advancing hero with a speed of 4 could move 1 space around a corner, attack a monster, and then move 3 additional spaces in any direction (including back around the corner).

D. Ready

A hero that **readies** can **either move up to a number of spaces equal to his speed or make 1 attack** during his turn. In addition, a hero that readies may **place one hero order token** face up next to his hero on the board. **The order may be placed at any time during his turn.** These orders grant the hero special actions/abilities later in the round, often during the overlord player's turn (see "Hero Orders," page 14).

Overlord Player's Turn

After all the heroes have taken their turns, the overlord player takes his turn. The overlord's turn is divided into three steps. After the overlord player has resolved all three steps, his turn is over and the round ends.

Step 1: Collect Threat and Draw Cards

Step 2: Spawn Monsters

Step 3: Activate Monsters

Important: The overlord may play cards that say “Play at the start of your turn” any time before activating his first monster for the turn.

Step 1: Collect Threat and Draw Cards

The overlord player collects one threat token for every hero, and then draws two cards from the top of the overlord deck. The overlord player may then discard one or more cards from his hand to collect extra threat tokens. The overlord player **must** discard down to eight cards or less after drawing his two cards for the turn. He may choose to discard additional cards and always collects threat tokens for each card he discards.

For more information on playing and discarding overlord cards, see “Overlord Cards,” page 11.

Step 2: Spawn Monsters

To resolve this step of his turn, the overlord player may play one (and only one) spawn card. The overlord player must spend the indicated number of threat tokens to pay the cost of the spawn card. After playing a spawn card, the overlord player places the monsters indicated by the spawn card on the board. For complete rules, see “Spawning Monsters,” page 12.

Step 3: Activate Monsters

The overlord player **may activate each monster on the board once during his turn**. To activate a monster, the overlord player simply declares which monster he is activating and consults the monster reference cards. When a monster is activated, it **may move a number of spaces up to its speed and make one attack**. Just like an advancing hero, a monster may make its attack before, after, or at any point during its movement.

After the overlord player has had the chance to activate every monster on the board, his turn is over. The round is then complete, and a new round begins.

Movement

Movement works much the same for both heroes and monsters, with one key difference:

- A hero receives a number of movement points based on his speed and the action he takes on his turn. For example, a running hero with a speed of 4 receives 8 movement points.
- A monster always receives movement points equal to its speed, as shown on the monster reference cards.

The player moves his figure, one space at a time, until he has either used all of the figure’s allowed movement points or is satisfied with its position. The player may

choose not to use all of the figure’s available movement points. A movement example is shown in the diagram at the bottom of the page.

The following rules apply to movement.

- Figures may move into any adjacent space (including diagonal spaces) for 1 movement point each, but must remain on the board at all times during their move.
- Figures may pass through spaces occupied by friendly figures during movement, but they **cannot attack while in the same space as another figure** and they must end their movement in an empty space. A hero treats all other heroes as friendly figures, while a monster treats all other monsters as friendly figures.
- Figures can safely move next to and/or around enemy figures unless the enemy figure has the **Aura** or **Grapple** ability. See pages 22 and 23 for a summary of special abilities, including **Aura** and **Grapple**.
- Figures cannot move into or through closed doors, blocking obstacles, or enemy figures during their movement.
- A figure may make attacks at any point during its movement. For example, a figure with a speed of 4 may move 2 spaces, attack, and then move another 2 spaces.
- Special movement rules apply to the large monster figures (i.e., any figure whose base occupies more than one space on the board). See “Large Monsters,” page 15.
- Players can also choose to spend their movement points on performing actions instead of moving (see “Movement Actions,” page 16).

Attacking

Each turn, a hero or monster may make one or more attacks against other figures on the board. The following rules apply to hero and monster attacks.

Attack Sequence

Whether the attacker is a hero or a monster, all attacks follow these steps:

- Step 1: Declare Attack**
- Step 2: Confirm Line of Sight**
- Step 3: Count Range and Roll Attack**
- Step 4: Spend Power Surges, Power Enhancements, and Fatigue**
- Step 5: Determine Attack Success**
- Step 6: Inflict Wounds**

Step 1: Declare Attack

The attacking player declares which space his figure is attacking. If the attacking figure is a hero, the player must also state which equipped weapon the hero is using. Heroes can only attack with an equipped weapon (or their fists, see “Unarmed Attacks,” page 19). For more information on the types of attacks heroes and monsters can make, see “Types of Attacks,” page 11. Note that the attacking player designates a **space** to attack and not necessarily another figure. This is important for weapons with the **Blast** ability. See pages 22 and 23 for a summary of special abilities, including **Blast**.

Step 2: Confirm Line of Sight

In order to attack a space, the attacker must have **line of sight** to it. In other words, the attacking figure must be able to trace an uninterrupted straight line from the center of its space to the center of the space it is targeting. If attacking with a large monster, the overlord player need only trace line of sight from the center of one of the spaces it occupies to the center of the space it is targeting.

Movement Example



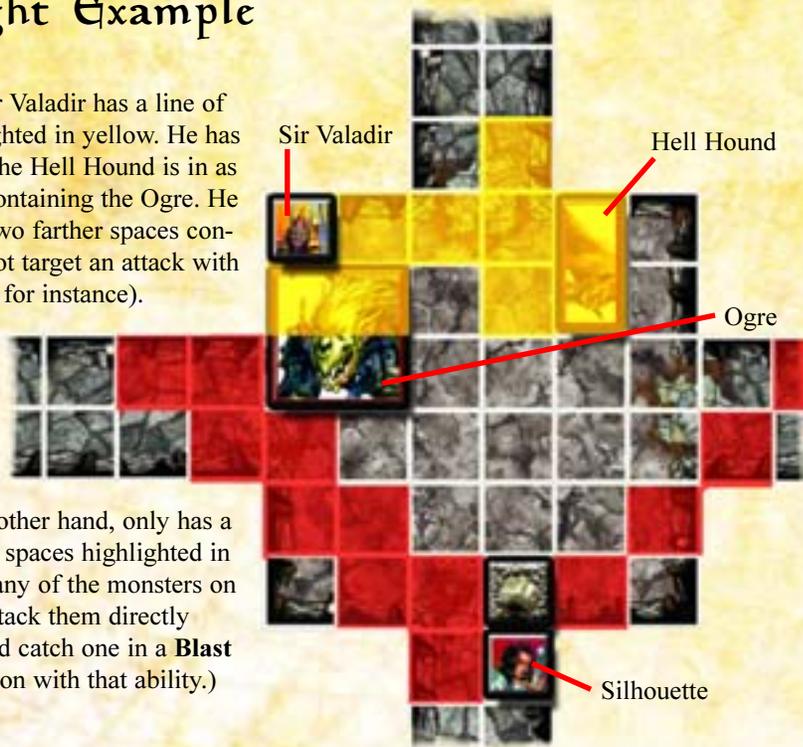
Silhouette’s speed is 5 and she’s chosen to Advance this turn. She receives 5 movement points, which she spends by moving 5 spaces, as shown above.

Note that she is able to move diagonally between the Beastman and the rubble obstacle without hindrance, and she can safely run rings around the Beastman (although that’s not true of all monsters).

Silhouette could make her 1 attack (she’s Advancing, remember) at any point before, during, or after her movement.

Line of Sight Example

In the diagram to the right, Sir Valadir has a line of sight to all of the spaces highlighted in yellow. He has line of sight to the spaces that the Hell Hound is in as well as the two nearer spaces containing the Ogre. He does not have line of sight to two farther spaces containing the Ogre (so he could not target an attack with the **Blast** ability there, for instance).



Silhouette, on the other hand, only has a line of sight to the spaces highlighted in red. She can't see any of the monsters on the board to attack them directly (although she could catch one in a **Blast** if she has a weapon with that ability.)

Line of sight is blocked by walls, closed doors, other figures, and blocking obstacles. Thus you cannot, for instance, shoot directly through one monster to hit another monster behind it.

Step 3: Count Range and Roll Attack

Next, the attacking player counts the number of spaces from the space occupied by the attacking figure to the targeted space. This is the **range** of the attack.

After determining the range of the attack, the attacking player rolls the dice corresponding to the attacking weapon or monster. The dice the player rolls depend on whether the attacker is a hero or a monster.

Attacker is a Hero: If the attacker is a hero, the dice the player rolls are listed on the item card for the weapon the hero is using. In addition, the hero may add one or more of the black power dice to his roll, depending on his traits (see “Types of Attacks,” page 11).

Important: Even if a hero has more than one weapon equipped when he attacks, he must still choose only one weapon with which to attack. Thus, a hero who has two swords equipped may roll the dice for one of those weapons. The only exception to this rule is for weapons with the “Off-hand” ability (see “Wielding Two Weapons,” page 19).

Attacker is a Monster: If the attacker is a monster, the dice the overlord player rolls are listed on the corresponding monster reference card.

Step 4: Determine Attack Success

First, the attacking player checks to see if he rolled a miss result. If he did, the attack automatically fails. If no miss results are showing, the attacker adds up all the range number results on the rolled dice. The attack **hits** if the total range of the rolled dice is **equal to or greater than** the attack's range.

If the total rolled range is **lower** than the required range needed to hit the target, the attack fails and no damage is done unless the player can increase the range to the minimum required range in step 5.



Step 5: Power Enhancements, Power Surges, and Fatigue

If the attacker has not rolled a miss result, it is possible for the attacker to modify the rolled range and damage through one or more of the methods described below.

Using Power Enhancements (Heroes or Overlord):

The black power dice have power enhancements on several of their sides. For every power enhancement a player rolls during an attack, he may increase **either** the range **or** the damage of the attack by 1.

Using Power Surges (Heroes): Many of the dice have power surges on them. A hero player may use his rolled power surges to trigger a variety of special effects, depending on the weapon used. A weapon's item card always lists the effects that a hero may trigger with power surges when attacking with that weapon. A hero may trigger a specific effect more than once for a single attack, as long as he rolled enough power surges to do so. Note that there are some effects that will provide no additional benefit if they are triggered more than once. Any power surges that a hero does not immediately use to trigger effects are lost—they cannot be “saved” for a later attack.

Example: When a hero attacks with the Mace of Kellos, he may use his rolled power surges to trigger two different effects. The weapon's item card reads, “: +1 Damage” and “: This attack gains Knockback.” This means that a hero player can use two power surges to either increase the attack's damage by 1 or give the attack the Knockback ability. If the hero player rolled four power surges, he could use them to give the attack +1 damage and Knockback, or he could use them to simply grant the attack +2 damage. No additional benefit would be gained from giving the attack the Knockback ability more than once.

Using Power Surges (Overlord): For every two surges the overlord player rolls during an attack, he gains one threat token. Any unused surges are lost.

Using Fatigue (Heroes Only): After the dice have been rolled for an attack, hero players may also spend one or more fatigue tokens to add additional power dice to the roll. However, an attacker may never roll more than five total power dice for a single attack. See “Spending Fatigue for Attacks,” page 18, for further information.

Step 6: Inflict Wounds

If, after step 5 is resolved, the attack hits, the attacking player counts the total number of damage (“blood drop” icons) showing on the rolled dice and adds any bonus damage from power surges, power enhancements, or weapon abilities. This is the **total damage** dealt to the figure in the target space. In order for this damage to have any effect, it must first penetrate the figure's **armor**.

A hero's armor rating is equal to the **base armor** listed on his hero sheet plus any armor added by his equipped items. A monster's armor rating can be found on its reference card. To determine actual damage dealt, simply subtract the target's armor rating from the total damage dealt to it.

Example: A beastman inflicts 6 damage to Battlemage Jaes, who is wearing leather armor. Battlemage Jaes has a base armor on his hero sheet of 1, and leather armor gives him an additional +1 armor, for a total of 2 armor. Subtracting 2 from the total damage of 6, we see that Jaes suffers 4 wounds.

For each wound a hero suffers, the player must remove one wound token from his hero sheet and return it to the pile of unused tokens in the common play area, making change if necessary. When a hero removes the last wound token from his hero sheet, he has been **killed** (see "Monster and Hero Death," page 16).

For each wound a monster suffers, the overlord player places a wound token from the pile of unused tokens next to the monster figure on the board. A monster figure is killed when the number of wound tokens it has received equal or exceeds its **wound rating**, as indicated on the monster's reference card. When a monster is killed, the overlord player simply removes its figure from the board, and the monster becomes available for spawning or placement once more.

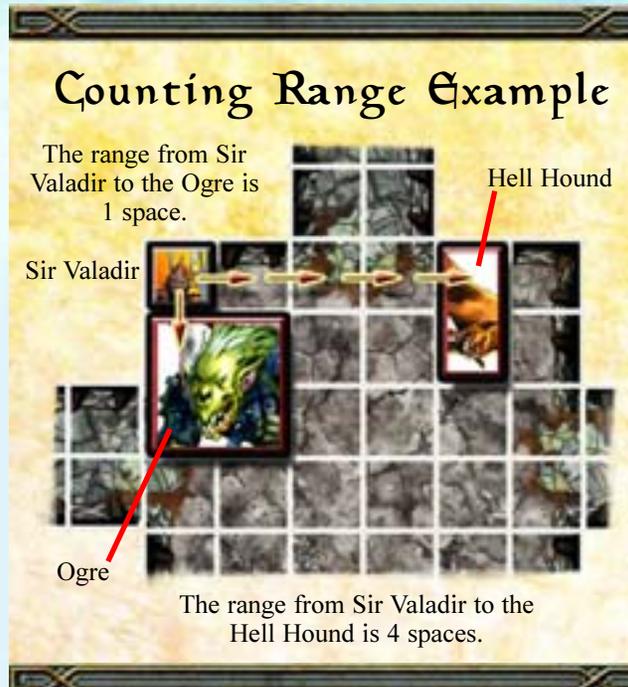
Types of Attacks

There are three types of attacks in the game.

Melee Attacks: Melee attacks can **only** be declared against **adjacent spaces**. However, a melee attack **only misses if a miss result is rolled. Range results are ignored during melee attacks.** When a hero makes a melee attack, he adds a number of power dice to his roll equal to his **melee trait**.

Ranged Attacks: Ranged attacks can be declared against any space to which the attacker has a line of sight. The attack misses if **either** a miss result is rolled **or** the rolled range is less than the range to the target. When a hero makes a ranged attack, he adds a number of power dice to his roll equal to his **ranged trait**.

Magic Attacks: Magic attacks can be declared against any space to which the attacker has a line of sight. The attack misses if **either** a miss result is rolled **or** the rolled range is less than the range to the target. When a hero makes a magic attack, he adds a number of power dice to his roll equal to his **magic trait**.



Special Abilities

The attacks of many weapons and monsters have special abilities or effects. Players should familiarize themselves with these abilities by studying the appropriate item cards and monster reference cards. Each special ability is described in detail on pages 22 and 23.

Overlord Cards

Each turn, the overlord player draws two cards from the overlord deck. The overlord plays or discards these cards to spawn new monsters, trigger special abilities and game effects, and collect additional threat tokens.

When the overlord player draws the last card in the overlord deck, the heroes immediately lose three conquest tokens (see "Conquest Tokens," page 13). The overlord player then shuffles the discarded cards and creates a new overlord deck.

Discarding Overlord Cards

As noted earlier in these rules, the overlord player can never have more than eight overlord cards in his hand. After he draws two cards at the beginning of his turn, the overlord player must discard cards until he has no more than eight cards in his hand.

The overlord player collects threat tokens from all discarded cards, and he may discard more cards than required in order to collect additional threat tokens. The overlord may discard cards at any time during his turn to collect additional threat tokens.

For each overlord card he discards, the overlord collects a number of threat tokens equal to the card's **discard value**. Discarded overlord cards have no other game effect and cannot be used to trigger any game effect.

Playing Overlord Cards

The overlord player must always pay a card's threat cost when playing it. He simply returns the indicated number of threat tokens to the pile of unused threat tokens, making change if necessary. The overlord player cannot play a card if he doesn't have enough threat tokens to pay for it. He can, however, discard one or more other overlord cards from his hand to collect the additional threat tokens he needs to play the card.

Important: The overlord player never collects threat tokens for cards that are discarded after he has played them and their effects have been resolved.

Types of Overlord Cards

There are four types of cards in the overlord deck: **spawn** cards, **event** cards, **trap** cards, and **power** cards.

Event Cards

Event cards allow the overlord player to activate special abilities and take unexpected actions. Each event card lists one or more **triggering conditions** that determine the timing and situation in which it can be played. The overlord player may play event cards at any time as long as the triggering conditions on the card have been met. After playing an event card and paying its threat cost, the overlord simply follows the instructions printed on the card, resolves its effects, and discards the card.

Important: Only one event card may be played per triggering condition. So, for example, each time a monster is attacked, the overlord may play only one dodge card.

Trap Cards

The overlord uses trap cards to deal damage directly to the heroes. The overlord player may play trap cards at any time as long as the triggering conditions on the card



Monster Spawning Example



In the diagram above, the overlord player has played a **Beastman War Party** card, which spawns 2 Beastmen and 1 Master Beastman. He must place these monsters in the spaces highlighted in blue, since Sir Valadir has a line of sight to all the other spaces.

It turns out that the overlord has every Beastman figure except one already on the board. He could choose to remove one of the other Beastmen from the board to re-use, but he decides to only place 1 Beastman and 1 Master Beastman instead.



In the diagram above, the overlord player has played a **Bane Spider Swarm** card, which spawns 2 Bane Spiders and 1 Master Bane Spider. He must place these monsters in the spaces highlighted in blue, since Sir Valadir has a line of sight to all the other spaces.

However, since only one Bane Spider will fit in the blue spaces, the overlord can only spawn one figure. He chooses to spawn the Master Bane Spider.

- If the base of the spawned monster takes up more than one space, all of the spaces in which the overlord places the monster must be on the board and free of figures or obstacles.
- The overlord player **may not** place spawned monsters in a space that is in an unrevealed area (see “Exploring,” page 13).
- The overlord player **may not** place a spawned monster in a space to which any hero figure on the board has line of sight (see “Line of Sight,” page 9-10). **Exception:** For purposes of spawning new monsters, other monster figures **do not block a hero’s line of sight**.
- If the overlord player cannot find a legal space on the board for one or more of the spawned monsters, then he cannot place those monsters.
- The overlord player **may not** place more monsters on the board than there are available figures. For instance, if all of the Beastmen are on the board, the overlord player cannot spawn an additional Beastman (although he **could** spawn a Master Beastman if any of the red Beastman figures are still available).
- If the overlord player wishes to place a monster on the board but is already using all of his available figures, he may choose to remove a monster figure from the board to make that figure available for immediate placement. The overlord player simply removes the figure from its original space on the board and places it in a new space, following the normal rules for spawning monsters or placing monsters when a new area is revealed.

have been met. After playing a trap card and paying its threat cost, the overlord simply follows the instructions printed on the card, resolves its effects, and discards the card.

Important: Only one trap card may be played per triggering condition. So, for example, each time a hero moves into a space, the overlord may play only one trap card that is triggered when a hero moves into a space.

Spawn Cards

Spawn cards are only played during step 2 of the overlord’s turn. See “Spawning Monsters” for more information.

Important: Only one spawn card may be played per turn.

Power Cards

Power cards can only be played on the overlord’s turn before activating any monsters in step 3. Once the overlord pays its threat cost and plays a power card, it is placed face up in front of the overlord player. Power

cards grant the overlord player special abilities, and these abilities are in effect for the rest of the game.

Important: Only one power card may be played per turn.

Spawning Monsters

Each turn, the overlord player may play a single spawn card. After the overlord places any spawned monsters on the board, he discards the used spawn card. The following rules limit how the overlord player may place spawned monsters on the board.

- The overlord player **may not** place spawned monsters in a space that contains a figure or an obstacle, such as a pit, rubble, water, or slime.
- The overlord player **may** place spawned monsters in a space that contains a treasure or encounter marker.

Other Rules

This section presents additional rules that should help to clarify play of **Descent: Journeys in the Dark**.

Ammo

All weapons in **Descent: Journeys in the Dark** are assumed to come with sufficient ammunition or magical charges to last the entire quest unless otherwise stated.

Armor

The heavier or bulkier armor found in **Descent: Journeys in the Dark** may impede a hero’s movement or even interfere with his ability to use runes.

Some heavy armor reduces the speed printed on the wearer’s hero sheet to the number listed, if lower than the hero’s normal speed. Note that this does not prevent the hero’s speed from being enhanced in other ways,

such as by spending fatigue (see “Spending Fatigue on Movement,” page 18), the Swift skill, or the special abilities of items.

Heroes wearing certain kinds of armor cannot equip **Runes**. This restriction is indicated on appropriate item cards.

Conquest Tokens

The heroes gain and lose conquest tokens as they make their way through the dungeon. As long as they still have at least one conquest token, the game continues. If the heroes ever run out of conquest tokens, the game immediately ends and the overlord wins. Conquest tokens are gained and lost for the following reasons.

Tokens Gained or Lost

+3	Activating a glyph (see “Glyphs of Transport,” page 17)
+2 to +4	Opening a chest (see “Chest Markers,” page 18)
-2 to -4	Hero killed (see “Monster and Hero Death,” page 16)
Varies	Triggering encounters
Varies	Killing named monsters

Normally, if the heroes complete a specific task (such as killing a certain monster) before running out of conquest tokens, they win the game. Players can also replay quests and try to finish with more conquest tokens for a more impressive win.

Doors

Many dungeons are filled with heavy iron or wooden doors that block all spells and weapons. A closed door is represented by a door marker. Door markers are placed between exactly four spaces (two in front of the marker, two behind it). When a door is opened, simply slide it off the board to one side. If the door is closed again (by either the heroes or monsters), simply slide the door marker back onto the board in its original, closed position.

Closed doors block movement, line of sight, and all attacks (even those that don’t require line of sight). It is possible for both heroes and monsters to expend movement points to open or close doors, but only if their figure is located in a space adjacent to a door’s closed position (including diagonals). It costs a figure 2 movement points to either open or close a door. A door cannot be destroyed by attacks and cannot be closed if the door’s position (the line between the two front spaces and the two back spaces) is blocked by a large monster.

Important: Monsters cannot open any door leading to an unrevealed area.

Rune-locked Doors

Three of the door markers in the game have a rune icon printed on them. These doors begin play locked and cannot be opened unless a hero first finds the corresponding runekey. Once a hero has picked up a runekey, the token is placed next to the compass rose to indicate that rune-locked doors of this color are now unlocked for all heroes for the duration of the game. Runekeys are not considered items and they do not have to be equipped or carried in a hero’s pack.

Important: Monsters can never open or close a rune-locked door.

Encounters

Many quests present unique encounters that the heroes must confront and resolve. When an area with an encounter is revealed, the overlord places an encounter marker on the board in the space designated by the **Quest Guide**. If a hero ends his movement in the same space as the encounter marker, the encounter is triggered. The effects of triggered encounters are described in the appropriate entry in the **Quest Guide**.

Equipping Items

Monsters cannot pick up or carry any items. Heroes may carry items, but the number they can carry and use at one time is limited. The limits on the number of items a hero can equip are listed below. Any items that are not equipped must either be placed in the hero’s pack or dropped. If a hero drops an item, he must immediately discard the item card or token.

The Hero’s Pack

A hero can carry up to three unequipped items (including potions) in his pack. Hero players indicate the items in their packs by turning the item cards or tokens face down. A hero cannot use an item in his pack until he equips it. In addition to items, a hero can carry any amount of money in his pack. There is no limit on the number of coins a hero may carry.

Limits on Equipped Items

Heroes may have the following items equipped at one time:

- Items whose total number of “hand” icons equal two or less
- 1 armor
- 3 potions
- 2 other

Hand Icons: Your hero has two hands that can hold items such as weapons and shields. The number of hands required to equip an item is indicated by the hand icons printed on the bottom of the item card. An item with one hand icon requires one hand to equip, an item with two hand icons requires both hands to equip, and an item with no hand icons does not require any hands to equip.

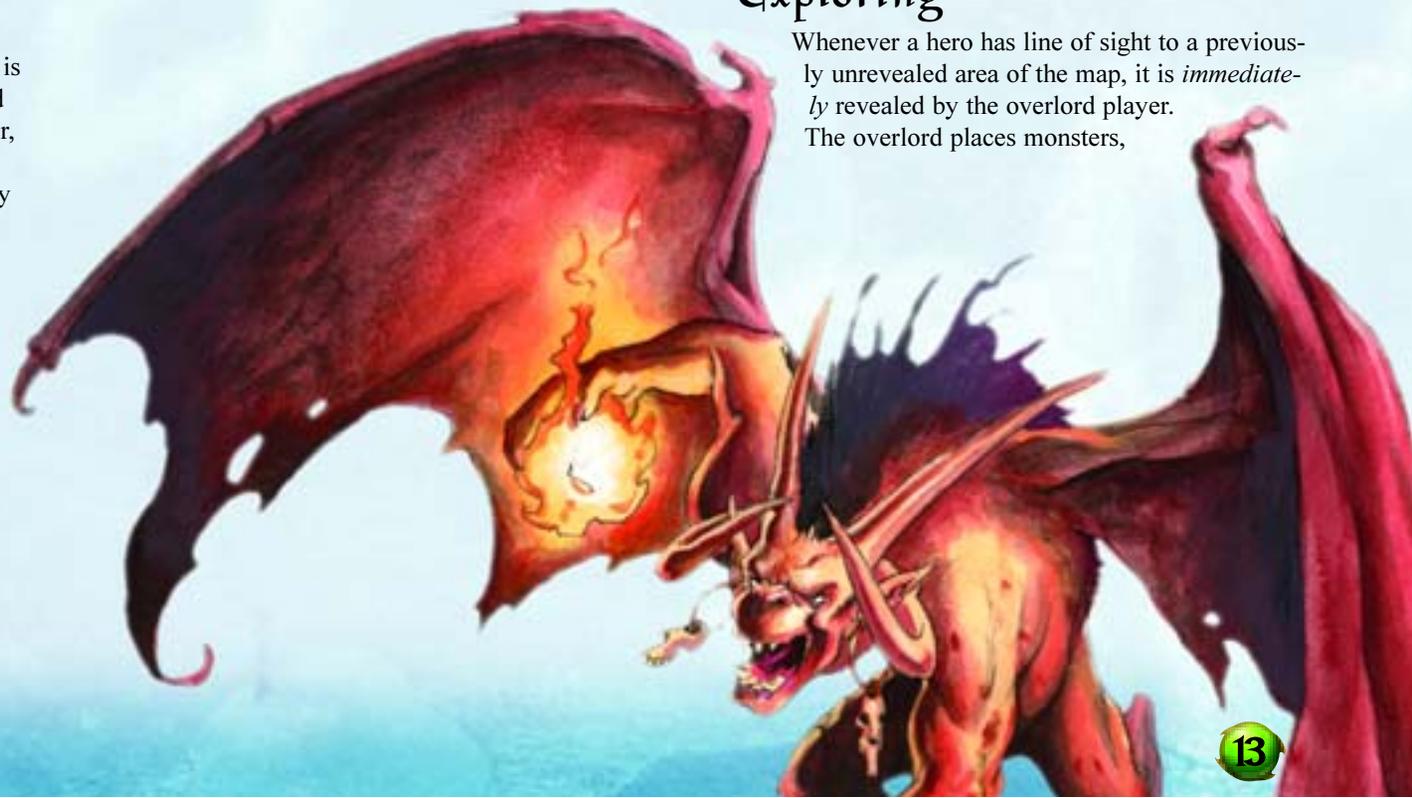
Armor: A hero can equip one armor item.

Potions: A hero can equip up to three potions.

Other: A hero can equip up to three miscellaneous items: those that do not have hand icons printed on their cards, are not armor items, and are not potions.

Exploring

Whenever a hero has line of sight to a previously unrevealed area of the map, it is *immediately* revealed by the overlord player. The overlord places monsters,



Doors



When a door is closed, it sits on one of the lines between spaces.

Doors can be opened from any adjacent space (shown highlighted in red, above).



When a door is opened, set it to one side of the board. If it is closed again, simply return it to its original position.

items, doors, and other markers as indicated by the **Quest Guide**. Once the new area has been set up, the overlord player reads a bit of text from the **Quest Guide** that describes the new area. Play then resumes where it left off. For a more detailed description of this process, please see the cover of the **Quest Guide**.

Familiars & Companions

Some skills and hero abilities grant heroes magical familiars or non-magical animal companions.

Familiars obey the following rules.

- Familiars are represented by markers. The marker representing a familiar begins the game in the same space as the familiar's owner.
- A familiar moves after its owner's turn is finished. It moves up to a number of spaces equal to its speed, which is listed in its description (see below).
- Familiars move like heroes, except that they can move through enemy figures and can end their movement in the same space as another figure.
- Familiars may occupy the same space as another

figure, and figures may move through and trace lines of sight through familiars.

- A familiar cannot carry any items or perform any movement actions unless its description states otherwise.
- A familiar does not count as a hero for purposes of spawning monsters unless its description states otherwise.
- Familiars cannot be affected by any attack or harmed in any way.

Boggs the Rat

This familiar is granted by a Wizardry skill card. Boggs's speed is 4. The overlord player cannot spawn monsters within line of sight of Boggs, just as if he were a hero.

Mata and Kata

These familiars are granted by a Wizardry skill card. Mata and Kata's speed is 6. Mata and Kata are each represented by markers that move independently of each other. The familiars can each be given or pick up and carry one item (including potions). They can give a carried item to an adjacent hero (or each other, if they are adjacent) for one movement point.

Skye

This hawk familiar is granted by Vyrak the Falconer's hero ability. Skye's speed is 5. Enemies adjacent to or in the same space as Skye cannot dodge or aim, and their armor is reduced by 1 (minimum 0).

Pico

Pico is an animal companion granted by Ronan of the Wild's hero ability. Pico is not a familiar and does not follow the above rules for familiars. Ronan the Wild's player receives the Pico token at the start of the game.

Pico cannot move on her own, but heroes can carry her. Pico does not count towards the number of items a hero can equip or carry in his pack. A hero can give Pico to an adjacent hero for 2 movement points.

Any hero carrying Pico rolls one extra power die on all attacks (up to the normal limit of five power dice).

Hero Orders

When a hero chooses to take a ready action at the beginning of his turn (see "Hero Player's Turn," page 8) he may place one of his four orders (**aim**, **dodge**, **guard**, or **rest**) face up next to his hero on the board.

A hero can only have one order at any one time. A hero that has already been issued an order cannot receive another order until the first order is used or removed (see below).

Once an order has been used or removed, it is returned to the player's supply of orders. Each order may be reused throughout the game.

Aim

A hero that has placed an **aim** order may make an **aimed attack**.

Before the hero rolls dice for an attack, he may use the aim order to declare that he is making an aimed attack. This allows him to re-roll any number of dice after rolling for the attack (including any dice showing the "miss" result). The hero must keep the second result.

***Example:** A hero declares that he is making an aimed attack with a weapon that rolls a red and a green die (and 2 power dice, thanks to the hero's trait). He rolls the dice, but the red die comes up as a miss, so he chooses to re-roll the red die (keeping the other dice results). Whatever he rolls, the hero is stuck with the second result.*

An aim order stays with a hero until removed by one of the following events: 1) the hero takes one or more wounds, 2) the hero moves one or more spaces, 3) the hero changes his equipped items, or 4) the hero uses the order to make an aimed attack.

***Note:** The ready action allows a hero to place an order and either move his speed or make an attack. The hero can place the order at any time during his turn. Thus, a hero may place an aim order and then make an aimed attack, all in one turn.*

Dodge

A hero that has placed a **dodge** order may, when attacked, force his attacker (usually the overlord player) to re-roll any number of dice rolled for the attack. The hero player may only do this once for each attack, and must accept the second result.

***Example:** A hero has placed a dodge order and is later attacked by a Razorwing. The overlord player rolls one red die and one green die. The hero can force the overlord to re-roll either one or both of the attack dice, but he can only do this once per attack.*

A dodge order stays with a hero until the start of his next turn, **which means that he can "dodge" multiple attacks**.

***Important:** If an aimed attack is made against a target that has placed a dodge order, both abilities are ignored for that attack.*

Guard

A hero that has placed a **guard** order may make an **interrupt attack**.

At any point during the overlord player's turn (not during a hero's turn), a hero may use his guard order to immediately "interrupt" the overlord player's turn and make one attack (following all the normal rules for line of sight and attacking). The overlord player's turn is immediately halted (even if the overlord player was about to attack with a monster), allowing the hero to resolve his interrupt attack. After the interrupt attack is completed and any casualties are removed, the overlord player may continue his turn.

The overlord player must allow for an interrupt attack at any time, and must reverse any movement/attack if it was made too fast for the hero player to have a chance to declare an interrupt attack. If a hero player declines to make an interrupt attack, however, he may not change his mind later.

A guard order stays with a hero until removed by one of the following events: 1) the hero takes one or more wounds, 2) the beginning of the hero's next turn, or 3) the hero uses the order to make an interrupt attack.

Rest

A hero that has placed a **rest** order may use it **at the start of his next turn** to return his fatigue to its maximum value (see "Spending Fatigue," pg. 17). A hero's maximum fatigue value is the starting value printed on his hero sheet, plus any additional fatigue granted by skills and abilities.

A rest order stays with a hero until removed by one of the following events: 1) the hero takes one or more wounds, or 2) the beginning of the hero's next turn, when it is used to restore the hero's fatigue.

Large Monsters

Some monsters occupy two, four, or even six spaces on the board. The following special rules apply to large monsters.

- Large monsters occupy all of the spaces they fill. Line of sight can be traced to or from the center of any of those spaces. Large monsters are not affected by pits unless they move entirely into one. In addition, large monsters cannot climb up or down staircases.
- Large monsters can only be targeted once by a single attack, even if a **Blast** or **Sweep** attack covers multiple spaces occupied by the figure. Likewise, large monsters only take one wound from slime per move, no matter how many spaces containing slime they enter.
- Hell Hounds and Dragons are oddly shaped, occupying two and six spaces, respectively. They must move in one of the following two ways:

1. The figure moves one half of its body into a non-diagonal adjacent space while the other half of its body moves into the space(s) that the first half just vacated
2. The figure moves to a diagonally adjacent space by moving both halves of its body in the same diagonal direction (also called "sidestepping"). Both types of movement are illustrated in the diagram on page 17.

- Other large monsters occupy four spaces. When moving, these figures move like regular figures, and must always occupy four existing spaces, as shown in the diagram on page 17.

Lingering Effects

Some types of attacks can have lingering effects. These are indicated by effect tokens, as described below.



Burn

A figure that has caught fire is marked with a burn token. At the start of each of that figure's turns, its owner must roll a power die for each burn token on the figure. For each power surge rolled, one burn token is discarded. The figure then suffers one wound for each burn token that remains on it. These wounds are not reduced by armor.



Poison

When a hero suffers one or more wounds from a poison attack, the player first removes the appropriate number of wound tokens from his hero sheet, as normal. The player then places a number of poison tokens on his hero sheet equal to the number of wounds suffered in the attack. If the hero later receives healing, these poison tokens are removed first, one token per wound that would otherwise be healed. Once all of the poison tokens have been removed, the hero's wounds can be healed normally.

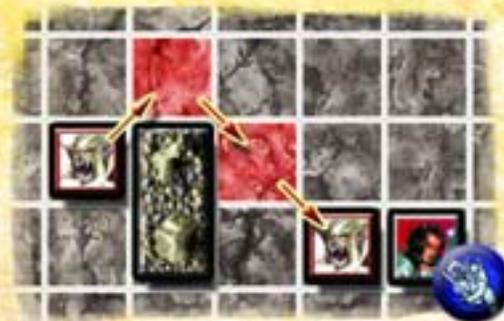
Example: A hero suffers two wounds from a poison attack. The hero player removes two wound tokens from his hero sheet, as normal. Then, he places two poison tokens on his hero sheet. Later in the game, the hero drinks a healing potion and would ordinarily recover three wound tokens. Because he is poisoned, he is only able to remove the two poison tokens and then recover one wound token.



Stun

Stun tokens indicate that a figure is confused or dazed. On that figure's next turn (or the next time the overlord activates the figure, in the case of monsters), the stun token is discarded. If the figure was a monster, its action immediately ends—it can do nothing else until the overlord's next turn. If the figure was a hero, the hero does not receive a full action this turn. Instead, the hero may only move a number of

Guarding Example



Silhouette has readied a guard order, and is waiting for the Beastman to come around the corner and into her line of sight. She waits until the Beastman has moved into the space adjacent to her and declared an attack on her, then Silhouette discards her guard order to make an interrupt attack against the Beastman. Even though the Beastman's attack was declared first, Silhouette's attack is resolved first. After the interrupt attack is resolved, if the Beastman is still alive, it can make its attack.

spaces up to his speed **or** make one attack **or** place one order. A stunned hero cannot use any ability that requires advancing, running, battling, or readying (except for placing a hero order). A figure may have more than one stun token on it at once: Only one stun token is removed each turn, so the figure will remain stunned for multiple rounds.



Transformed

“Curse of the Monkey God” is a trap card the overlord can play when a hero opens a chest.

The hero must roll one power die. If he rolls a blank, the card has no effect. If the hero player does not roll a blank, the hero is transformed into a monkey.

When a hero is transformed into a monkey, the player must immediately replace his hero figure with the monkey marker. The hero’s turn immediately ends.

Monkeys cannot attack and cannot use any items, including potions. A monkey can move up to 5 spaces on the hero’s turn, but cannot take any movement actions. A monkey has the hero’s wounds and fatigue, but has a total armor value of 0.

After a hero is transformed, the player collects two wound tokens from the pile of unused tokens in the common play area. The player discards one token at the end of each of his turns (not including the turn the hero is transformed); when he discards the last token, his hero returns to normal.



Web

A figure that has been caught in a web is marked with a web token. At the start of each of that figure’s turns, its owner must roll a power die for each web token on the figure. For each power surge rolled, one web token is discarded. If any web tokens remain on the figure after rolling, the figure cannot spend any movement points that turn.

Master Monsters

Master monsters are tougher versions of the normal monsters found in the dungeon. They are represented in the game by the red figures, and their stats are listed in the red area on the monster reference cards. In addition to having enhanced powers, master monsters are less susceptible to stunning. When the overlord player removes a stun token from a master monster, he may either move the monster up to its speed **or** attack once. Any hero who deals the killing blow to a master monster immediately receives a bounty of 50 coins.

Monster and hero Death

When a monster receives a number of wounds equal to its wound rating, it is killed. Killed monsters are simply removed from the board along with their wound tokens. The monster figure is returned to the overlord player’s reserves, and the wound tokens are returned to the pile of unused tokens in the common play area. Killed monster figures may return to the board again as needed (when revealing a new area or when the overlord player plays a spawn card).

When a hero loses his last wound token, he is killed. The hero immediately moves to the town. If it was the hero’s turn, his turn immediately ends. The hero players then immediately lose a number of conquest tokens equal to the hero’s conquest rating. If this reduces their total to 0 or fewer conquest tokens, the game ends immediately and the overlord player wins. Otherwise, the game continues.

A hero that is killed loses half of his money, rounded down to the nearest 25 coins (e.g., a hero with 125 coins would be left with 75 coins after dying), but does not lose any of his items or skill cards. He is returned to town (see “The Town” page 18) and may either shop there next turn and/or return to the board via a glyph of transport (see “Glyphs of Transport,” page 17).

Movement Actions

In addition to moving, figures can use some or all of their movement points to perform other tasks. The following table lists these tasks and the number of movement points required to execute them:

Movement

Used	Task
0	Pick up a token in your space $\not\leq$ *
0	Drop an item (it is lost forever, unless it is a relic) $\not\leq$
1	Move from a glyph to town (or vice versa) *
1	Walk up or down a staircase (see below) *
1	Give one weapon or potion to adjacent hero *
1	Drink a potion (see “Treasure,” page 18) *
2	Open or close normal door
2	Open chest *
2	Open or close rune-locked door **
2	Re-equip *
3	Jump over pit (see “Props,” below)

$\not\leq$ Can be performed even with no movement

* Hero players only

** Hero only, and only when unlocked

Named Monsters

Named monsters (e.g., Narthak) are unique monsters described in the **Quest Guide**. Like master monsters, they are represented by the red figures. When the heroes encounter a named monster, the overlord player must explain any different or special stats the monster possesses. The overlord player is not required to reveal any special abilities the monster may have. Named monsters are immune to **Stun**. In most quests, the hero players receive one or more conquest tokens for slaying a named monster.

Props

Most props used in **Descent: Journeys in the Dark** are obstacles that hinder movement. However, there are also staircases that allow rapid movement across the board and glyphs of transport that allow easy access to the town.

Obstacles

Obstacles tend to block movement or line of sight. They can be frustrating to heroes trying to reach the other side of a room in a hurry.

Pits



Pit markers do not block line of sight, but if a hero or monster moves so that the figure is only occupying pit spaces, the figure falls into the pit. The figure immediately suffers one wound that cannot be reduced by armor. A figure in a pit may climb out for two movement points, and is then placed adjacent to the pit in any legal, empty space(s) the owner chooses.

While in a pit, a figure has no line of sight to any other spaces. Other figures may trace line of sight to a figure in a pit normally.

If a hero or monster is aware of a pit, it may jump across the pit for three movement points for each space crossed. Simply place the figure on the other side of the pit after spending the movement points.



Rubble

Rubble markers represent a type of obstacle that blocks both figure movement and line of sight.



Water

Water does not block line of sight, but like rubble, it does block movement.

Other Props



Staircases

Staircases allow instant movement from one part of the board to another. By using one movement point, a hero (but not a monster) may move from a space containing a staircase to any space containing another staircase of the same color.

A hero may move via staircase even if the other end of the staircase has not yet been revealed. In this case, the new area is immediately revealed by the overlord player (see “Exploring,” page 13). If the new area is not yet connected to the rest of the map, simply keep the two parts of the map separate until an area is revealed that joins them (assuming one exists).

Attacks may be made through a staircase just as if the two staircase spaces were adjacent. A figure standing on one end of a staircase has line of sight to the other end of the staircase and its adjacent spaces, while a figure standing adjacent to one end of a staircase has line of sight to the other end of the staircase.



Glyphs of Transport

Glyphs of transport are an example of the mighty magics that the heroes are attempting to recover and reactivate. Glyphs allow a hero to move between the glyph and the town (see “The Town,” page 18) for one movement point. However, glyphs must first be activated before they can be used. They are initially placed on the board with their red (inactivated) side up. Once a hero moves through a space containing a glyph, the glyph is flipped over to its white (activated) side and the heroes gain three conquest tokens. Since heroes who die are returned to the town, activating glyphs will allow the heroes to return to battle much quicker. A hero may only use a glyph once per turn—he may not use a glyph to go to town and then return, or vice versa. Glyphs are not items and cannot be picked up or moved.

Large Monster Movement Example



The Hell Hound moves up (remembering that its rear half moves into the space its front half is leaving), then right, then up again. Finally, it finishes its move by sidestepping to the upper right.



The Dragon moves up, and its rear half follows its front half as shown above. It could have instead ended up one space to the left if the overlord player so desired.



The Giant moves up, then diagonally to the upper right, and then right.



Here, the Dragon sidesteps to the upper right.

Important: Monsters may not end their movement in any space containing an activated glyph of transport, although they may move through or attack into such a space.

Power Dice

Power dice are normally added to rolls because of hero traits or abilities. A hero can also add power dice to an attack by spending fatigue (see “Spending Fatigue for Attacks,” page 18). **However, an attack may never have more than five power dice added to it, no matter the source.**

Re-rolls

There are two main effects that cause dice re-rolls in **Descent: Journeys in the Dark**. These are **dodges** and **aimed attacks**. The player causing the re-roll chooses one or more of the dice involved in the attack, and then the attacker rolls those dice again, keeping the new result. **Under no circumstances may a single attack ever be re-rolled more than once.** If an attack is affected by both a **dodge** and an **aimed attack**, then the two effects cancel each other and the attack is not re-rolled at all.

Spending Fatigue

Fatigue is spent by returning the fatigue token or tokens to the pile of unused tokens in the common play area. Once a hero is out of fatigue tokens, he may not spend fatigue again until he has used the rest order or another

method to regain some of his fatigue. Fatigue may be spent in two ways.

Spending Fatigue for Movement

At any time during a hero's turn, he may spend one fatigue to gain one movement point, even if he is currently taking the battle action. This may be done as often as the hero desires. Movement points gained in this manner are spent just like normal movement points.

Spending Fatigue for Attacks

After rolling an attack, a hero may spend one fatigue to roll one additional power die, adding its result to the roll. This may be done as often as the hero desires, one die at a time.

Timing and Start of Turn

Whenever there is a question of timing, such as whether an event card can be triggered before a hero can take an action, etc., the event card always receives precedence as long as the overlord player declares his intent to play the event card in a timely fashion.

Many overlord event cards include the phrase "Play at the start of your turn." These cards must be played after the overlord player has discarded down to eight cards for the turn, but before he begins step 3 of his turn.

Event cards that say "Play immediately before a hero takes his turn" can be played until the hero player declares his action. As always, the overlord player should be given a reasonable chance to play his card before a hero declares his action.

The Town

The town is a place that the heroes can retreat to in order to re-supply and train. Dead heroes are also sent back to the town to be resurrected at the temple.

A hero in the town may choose to shop by spending three movement points.

Note: All heroes in the town are considered adjacent to each other and cannot be targeted by overlord cards.

Shopping

The hero may visit the town's market. He can purchase one or more items from the town shop deck, he may sell any of his items for half of their value (rounded down to the nearest 25 coins), and he may purchase any of the following:

Item	Cost in Coins
Healing Potion	50
Vitality Pot.ion	25
Draw 1 Copper Treasure *	250
Draw 1 Silver Treasure *	500
Draw 1 Gold Treasure *	750
Draw 1 New Skill Card *	1,000
Gain 1 Training Token **	500

* When purchasing treasures or skills, the hero player draws the card at random from the appropriate deck (selecting any one of the three skill decks when purchasing a skill).

** When purchasing a training token, the hero player chooses one training token and places it on his hero sheet. Each training token adds +1 to one of the hero's traits, as shown on the token itself. A player may never improve one of his traits to a value higher than 5.

Dead Heroes

A hero who has died is returned to the town and loses half his money (round down to the nearest 25 coins). The hero's wounds and fatigue are immediately restored to their maximum values. In addition, any lingering effects (such as burning, webs, poison, or transformation into a monkey) are immediately removed. During the next round, the hero takes his turn as normal.

Treasure

As the heroes explore the dungeon, they will find treasure that can aid them in their quest. This treasure may be new weapons, armor, potions, or other special items. The following rules apply to all treasure tokens and markers.

- Only heroes may pick up treasure tokens and markers.
- During his turn, a hero may automatically pick up a treasure token or marker in the space he is occupying (it does not cost him any movement points to do so).
- During his turn, a hero may give items to heroes in adjacent spaces at the cost of one movement point per token or card given. A hero who receives an item from

another player may immediately equip it, place it in his pack, or drop it (see "Equipping Items, page 13).



Healing Potion Markers

Healing potions are elixirs with magical healing powers. When a hero picks up a healing potion, he may immediately equip it for free if he doesn't already have three equipped potions. He may place the potion in his pack if it isn't already carrying three unequipped items.

A hero may drink one of the healing potions he has equipped by spending one movement point. A hero who drinks a healing potion recovers three wounds (not to exceed his maximum wounds).



Vitality Potion Markers

Vitality potions are elixirs with magical restorative powers. When a hero picks up a vitality potion, he may immediately equip it for free if he doesn't already have three equipped potions. He may place the potion in his pack if it isn't already carrying three unequipped items.

A hero may drink one of the vitality potions he has equipped by spending one movement point. He then restores his fatigue to its maximum value, just as if he had used a **rest** order.



Money Markers

When a hero picks up a money marker, the marker is discarded and every hero immediately gains 100 coins (including dead heroes or heroes in town).



Copper



Silver



Gold

Chest Markers

Chests found in the dungeon contain both good and bad surprises. Heroes do not pick up chests. Instead, a hero must move into the space containing the chest. A hero cannot open a chest if the chest is in the same space as another figure. Next, the hero must spend two movement points to open the chest. When a chest is opened, the marker is turned over to reveal a number on its "opened" side. The overlord then consults the **Quest Guide** to determine what the chest contains. Some possible contents are as follows:

Money: Each hero gains the indicated amount of money, taking the money markers from the pile of unused money markers in the common play area.

Copper Treasure: Each hero draws one card from the copper treasure deck and may either keep it or immediately discard it and receive its money value instead.

Silver Treasure: Each hero draws one card from the silver treasure deck and may either keep it or immediately discard it and receive its money value instead.

Gold Treasure: Each hero draws one card from the gold treasure deck and may either keep it or immediately discard it and receive its money value instead.

Conquest Tokens: The heroes immediately gain the indicated number of conquest tokens.

Curse: For each curse, the overlord immediately gains threat tokens equal to the number of heroes. The overlord player may spend these tokens to help pay for a trap card triggered by the chest being opened. After the overlord has resolved any curses and played any trap cards, the heroes may distribute the contents of the chest.

Heroes gain treasure from opened chests no matter where they are (even if they're in town). If a treasure deck runs out of cards, it is not reshuffled. The heroes simply cannot gain any more treasure of that type this game. Items gained from an opened chest may immediately be equipped, placed in the hero's pack, or dropped. A hero may immediately re-equip his items, place items in his pack, or drop items in order to equip the new item.

Once a chest has been opened, remove it from the board and return it to the game box.



Relic Markers

Relic markers represent one of four extremely powerful items. Relics are each represented by a double-sided item card. Any hero that picks up a relic marker takes the corresponding item card and may use it like any other item. However, a relic may never be sold, and if dropped, the card is returned to the pile of relic cards and its marker is placed on the board where it was dropped. Unlike other items, relics are never lost.

Unarmed Attacks

If a hero attacks without a weapon, he attacks with his fists. This is a melee attack that grants one red die and has no special abilities.

Wielding Two Weapons

If a hero has two one-handed Melee weapons equipped at once, he may gain the benefits of an **Off-Hand Bonus**. The weapon the hero does not use to attack adds its off-hand bonus to attacks with the other weapon.

***Example:** A hero has a sword and a dagger equipped and attacks with the sword. The hero's attack gains the dagger's offhand bonus, which is one free surge. The hero makes his attack with the sword normally and adds the free surge from the offhand bonus to the result.*



Card Almanac

Skill Cards

Skill cards are drawn at the start of the game and placed face up in front of the hero players. A hero player keeps the same skill cards all game long (although he can purchase additional skill cards in town) and may use them as often as they allow. Skill cards are never discarded.



Fighting: Fighting skill cards typically enhance a hero's ability to make **Melee** attacks and to survive damage. Warriors have the most training in Fighting skills.



Subterfuge: Subterfuge skills typically enhance a hero's ability to make **Ranged** attacks and to move around the board. Thieves and assassins have the most training in Subterfuge skills.



Wizardry: Wizardry skills typically enhance a hero's ability to make **Magic** attacks or provide a unique magical ability. Wizards, witches, and priests have the most training in Wizardry skills.

Item Cards



Item cards are either purchased while in town or found in one of the treasure chests in the dungeon. Each item card represents a piece of equipment that will help the hero on his quest. Item cards are kept face up in front of the hero player when equipped, turned sideways when exhausted, and tucked under the player's hero sheet when placed in his hero's pack. **Shop** and **Relic** cards are double-sided, while **copper**, **silver**, and **gold treasure** cards have borders of the appropriate color on their backs. **Relic** cards have a blue text box to differentiate them from other item cards.

Item Traits: These bolded words tell what sort of an item the card represents (such as **Armor** or a **Shield**). If an item is a **Weapon**, a smaller trait underneath describes what sort of attacks it makes (**Melee**, **Ranged**, or **Magic**).

Special Abilities: Any special abilities the item possesses are described in its card text. Special abilities written as “**🔥🔥**: +1 Damage” are shorthand for “Spend the number of surges shown to add the listed ability to this attack. You may activate this ability multiple times, paying its cost each time.”

Item Cost: Items available in the shop have their cost in coins listed in the lower left corner of the card.

Hand Icons: If an item card has one or two hand icons, they are printed in the lower left corner of the card. Normally, **Weapons** and **Shields** will have hand icons printed on their item cards.

Combat Dice: The dice rolled when making an attack with the item are shown in the lower right corner of the card. For instance, when attacking with a sword, the hero rolls 1 red die and 1 green die. **Note:** This does not include any power dice rolled due to the hero's traits.



Monster Reference Cards

Each monster type has a set of monster reference cards showing its abilities. Which card you use depends on the number of players (including the overlord) in the game. Each monster reference card has the following elements.

Number of Players: The number of players (including the overlord) that each card is intended to be used for is listed in its upper left corner. Note that the cards are double-sided such that the 2- and 3-player cards are on the front and back of the same card (and likewise for the 4- and 5-player cards). Only use the card showing the number of players participating in the game.

Normal Monster Abilities: The upper, tan-colored section of the card lists the abilities of a normal monster of that type.

Master Monster Abilities: The lower, red-colored section of the card lists the abilities of a master monster of that type. **Named monsters** are unique and are described in the quest where they are encountered.

Speed: The monster's speed is listed next to the green boot icon. This is how many spaces it can move each time it is activated.

Armor: The monster's armor is listed next to the blue shield icon. Deduct the monster's armor from the damage of each attack directed at it.

Wounds: The monster's wounds are listed next to the red heart icon. Once the monster has suffered this many wounds, it is killed.

Attack Type: The monster's attack type and combat dice are listed here. Unlike heroes, monsters only have one type of attack they can make.



Melee Attack



Ranged Attack



Magic Attack

Special Abilities: The monster's special abilities are listed here. They are described in detail on pages 22 and 23.

Card Almanac



Overlord Cards

The overlord player draws and plays these cards throughout the game. The overlord should not reveal the cards in his hand to the hero players until he chooses to play a card. Overlord cards have a variety of effects.

Type: The type of overlord card is shown here. **Event** cards have one-shot effects that occur when the card is played. **Trap** cards are similar, but they represent deadly traps being triggered in the dungeon. **Spawn** cards marshal new monsters in the dungeon just out of line of sight of the heroes. Finally, **Power** cards grant the overlord player new, permanent abilities when played.

Threat Cost: The number in the lower left corner is the number of threat tokens the overlord player must pay to play the card.

Threat Value: The number in the lower right corner is the number of threat tokens the overlord player gains if he discards the card without effect. The overlord player can discard a card in this way at any time to help pay the threat cost of another overlord card he wishes to play.

Item Cards



Item Traits
Special Abilities
Cost
Hand Icons
Combat Dice

Relic Cards



Note: Relic cards have a blue text box.

Item Traits
Special Abilities
Hand Icons
Combat Dice

Card Diagrams

Item Cards



Copper Treasure Item



Silver Treasure Item



Gold Treasure Item



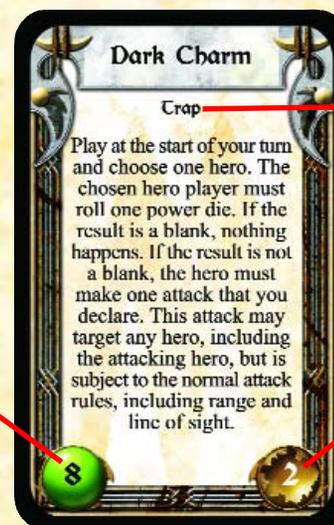
Shop Item

Monster Reference Cards



Number of Players
Speed
Attack Type
Special Abilities
Wounds
Armor
Normal
Master
Threat Cost

Overlord Cards



Type
Threat Cost
Threat Value

Special Abilities

The following section describes all of the special abilities found in the game. These abilities are most often possessed by monsters, but heroes may also gain some of them from their own hero abilities or the effects of items.

Note that some special abilities have ranks (e.g., **Fear 2** or **Blast 1**). The effects of these ranks are always explained in the ability description. If a hero or monster gains a given special ability from more than one source, any ranks the ability has are added together. For example, if a hero gains **Blast 1** and **Blast 2** from two different items, the hero gains **Blast 3** on appropriate attacks.

Aura

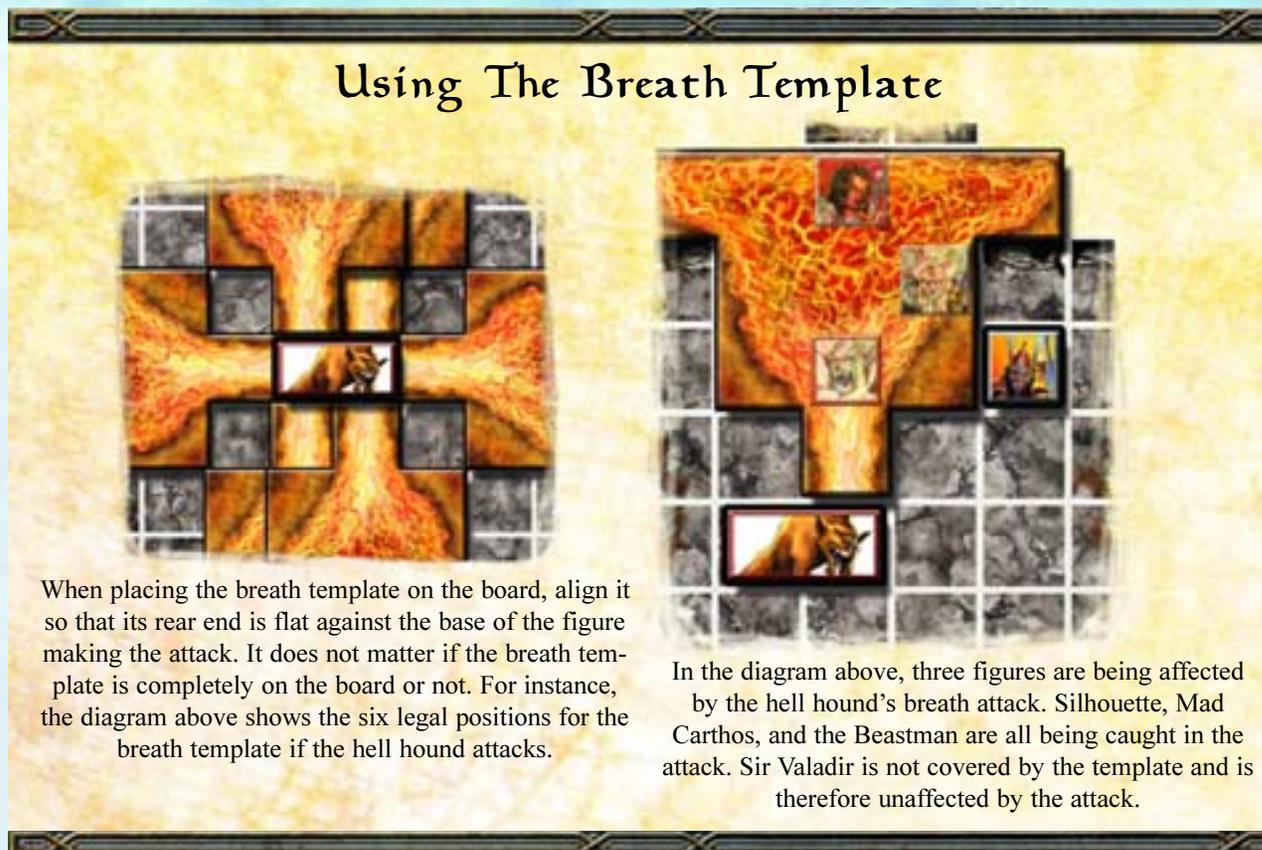
Each time an enemy figure moves into a space adjacent to a figure with the **Aura** ability, it immediately suffers 1 wound that cannot be reduced by armor. The **Aura** ability inflicts no damage when the figure that possesses the ability moves adjacent to an enemy figure.

Blast

Attacks with the **Blast** ability affect every space within X spaces of the target space, where X is equal to the rank of the **Blast** ability. A space is only affected by the **Blast** attack if it has line of sight to the target space. **Blast** areas cannot pass through walls, closed doors, or blocking obstacles. The **Blast** attack deals its full damage to each figure affected by it (friendly and enemy). If a **Blast** attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled).

Breath

Attacks with the **Breath** ability use the **Breath** template to determine which spaces they affect. The template is placed against one side of the attacking figure (see dia-



gram) and all figures underneath the template (friendly and enemy) are affected by the attack. A **Breath** attack ignores rolled range, only missing on a miss result. If the attack does not miss, it deals full damage to each figure affected by it. If a **Breath** attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled).

Burn

If an attack by a monster or weapon with the **Burn** ability inflicts at least 1 damage on the target (before applying the effects of armor), the target catches fire. After applying any wounds that result from the attack, place a burn token next to the affected figure. A figure can have more than one burn token at a time.

Command

A figure with **Command** adds 1 to the damage and range of all attacks made by friendly figures within three spaces of it (including itself, and ignoring line of sight). If there are multiple figures with **Command** within three spaces of a figure, the effects stack (e.g., the figure would add 2 to the damage and range of its attacks if two figures with the **Command** ability were within three spaces of it).

Fear

When attacking a figure with the **Fear** ability, the attacker must spend 1 power surge for every rank of **Fear** the figure possesses. If the attacker cannot spend enough surges to overcome the **Fear** ability, the attack

automatically misses. Surges spent to overcome this ability are wasted and cannot be used to activate other abilities.

Fly

Figures with the **Fly** ability may move through enemy figures and obstacles as if they weren't there. However, flying figures cannot end their movement in a space containing another figure or an obstacle that blocks movement. A flying figure may end its turn in a space containing an obstacle that inflicts damage without effect.

Grapple

Enemies adjacent to a figure with the **Grapple** ability cannot spend any movement points until the figure is dead. They may still attack as normal.

Knockback

After inflicting at least 1 damage (before applying the effects of armor) to a figure with a **Knockback** attack, the attacker may immediately move each affected target figure up to three spaces away from its current location. The figures must be moved to spaces that do not contain other figures or obstacles that block movement. The figure does not actually move through the first two spaces—it is knocked completely over them. As such, this “knockback movement” is not blocked by any intervening figures or obstacles (though a figure cannot be moved through a closed door or wall).

Blast Example



The diagram above depicts a Blast attacks centered on the Beastman in the middle. Blasts can be blocked by walls and obstacles.

Knockback Example



In the diagram above, the Ogre hits Sir Valadir with a **Knockback** attack. After dealing its damage, the overlord player moves Sir Valadir up to three spaces away, ignoring intervening obstacles. The overlord player moves Sir Valadir through a rubble obstacle and places him adjacent to a Master Hell Hound.

Now, because the Hell Hound has the **Aura** ability, Sir Valadir takes 1 wound (ignoring armor) for moving into a space adjacent to it. However, because he never really moved into the first two spaces (which were also adjacent to the Hell Hound) he does not suffer two additional wounds.

Pierce

An attack with the **Pierce** ability ignores 1 point of armor for each rank of **Pierce** it has. Thus, an attack with **Pierce 3** ignores 3 points of armor. Shields are not affected by the **Pierce** ability.

Poison

Wound tokens lost due to a **Poison** attack are replaced by poison tokens.

Reach

The **Reach** ability allows a figure to make a melee attack targeting both adjacent spaces and spaces at a range of 2. As with a normal melee attack, rolled range has no effect on the attack—it only misses if a miss result is rolled. The attacker is required to have a line of sight to the target space.

Quick Shot

A monster with the **Quick Shot** ability attacks up to twice each time it is activated.

Sorcery

After making an attack roll, a figure with **Sorcery** may add 1 to either its range or damage for each rank of **Sorcery** it has. A figure with multiple ranks of **Sorcery** may split this bonus between range and damage.

Stun

After inflicting at least 1 damage (before applying the effects of armor) to a figure with a **Stun** attack, place a stun token next to the figure. A figure can have more than one stun token next to it at a time. **Named monsters cannot be stunned, and master monsters suffer reduced penalties when stunned.**

Sweep

Sweep attacks affect all enemy figures within melee range of the attacker. The **Sweep** ability deals its full damage to each figure affected by it. If a **Sweep** attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled).

Undying

When an **Undying** figure is killed, roll one power die. If a power surge is rolled, the figure is instantly restored to full health (although any leftover damage from the killing blow is then applied to it). An **Undying** figure must stay dead in order for effects that take place when it is "killed" to actually occur.

Web

After inflicting at least 1 damage (before applying the effects of armor) to a figure with a **Web** attack, place a web token next to that figure. A figure can have more than one web token next to it at a time.

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For additional quests, or to post your own **Descent: Journeys in the Dark** quests, visit:

www.fantasyflightgames.com

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Reach and Sweep Example



The giant can use his **Reach** ability to attack any of spaces highlighted in red. He cannot attack Silhouette because he does not have line of sight to her.

However, since the giant is a Master giant, he also has the **Sweep** ability, which lets him attack **every** space highlighted in red at the same time. He makes a single attack roll, and both Sir Valadir and Mad Carthos are affected by it. Silhouette is still safe, since he has no line of sight to her.

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