DESCENT: ™
Journeys in the Dark
SECOND EDITION

Nature's Ire
Cooperative Adventure Rules

Game Overview

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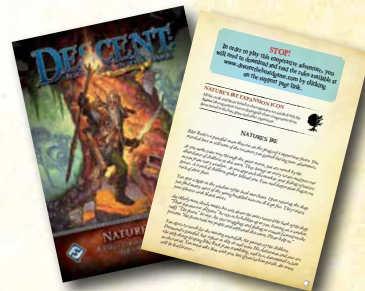
COMPONENTS

10 Peril Cards

12 Exploration Cards
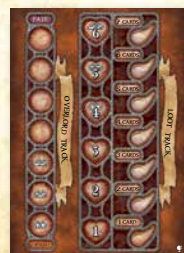
1 Desmond Reference Card

10 Activation Cards

1 Title Sheet

1 Track Sheet

1 Reference Sheet

General Setup

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

1. **Assemble the Exploration Deck:** Take all Exploration cards and assemble the Exploration deck (see "Assembling the Exploration Deck" on page 4). Place it within easy reach of all players.

2. **Prepare the Track Sheet:** Place the TRACK SHEET within easy reach of all players. On the overlord track, place an orange hero token on the space that corresponds to the number of heroes playing; this is the DOOM TOKEN. Then, place a purple hero token on the upper space of the track; this is the FATE TOKEN. On the loot track, place a fatigue token on the lowest space of the track.


FATE TOKEN

DOOM TOKEN

FATIGUE TOKEN

TRACK SHEET

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

ACTIVATION CARD

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

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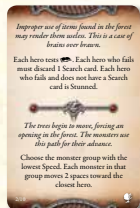

PERIL CARD

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

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

**"BEYOND THE FRINGES" EXPLORATION CARD**
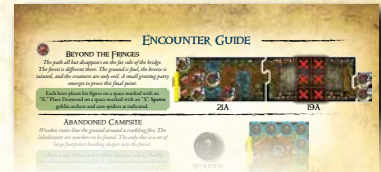
"BEYOND THE FRINGES" SECTION OF THE ENCOUNTER GUIDE

8. **Prepare Tokens:** Sort all damage, fatigue, hero, condition tokens and Condition cards into piles by type. Place each pile within easy reach of all players.

9. **Hero Setup:** The players follow the normal hero setup steps from the base game, with the following exceptions: If there is only one player, the lone hero player must control two heroes. If there are two or more players, each player controls one hero. A player makes independent decisions and takes separate turns for each hero he controls.

   Note: Certain card and hero abilities from the base game and other expansions do not directly apply to cooperative play. If a player uses such a card or ability, he ignores any part of it that has no effect on the game (e.g., the Wildlander Class card "Danger Sense" causes the overlord to discard 1 Overlord card. This ability would be ignored in a cooperative adventure because there is no overlord and there are no Overlord cards).

10. **Spend Experience Points:** Each hero starts the game with 1 experience point that he may spend immediately on a Class card or save for future use.
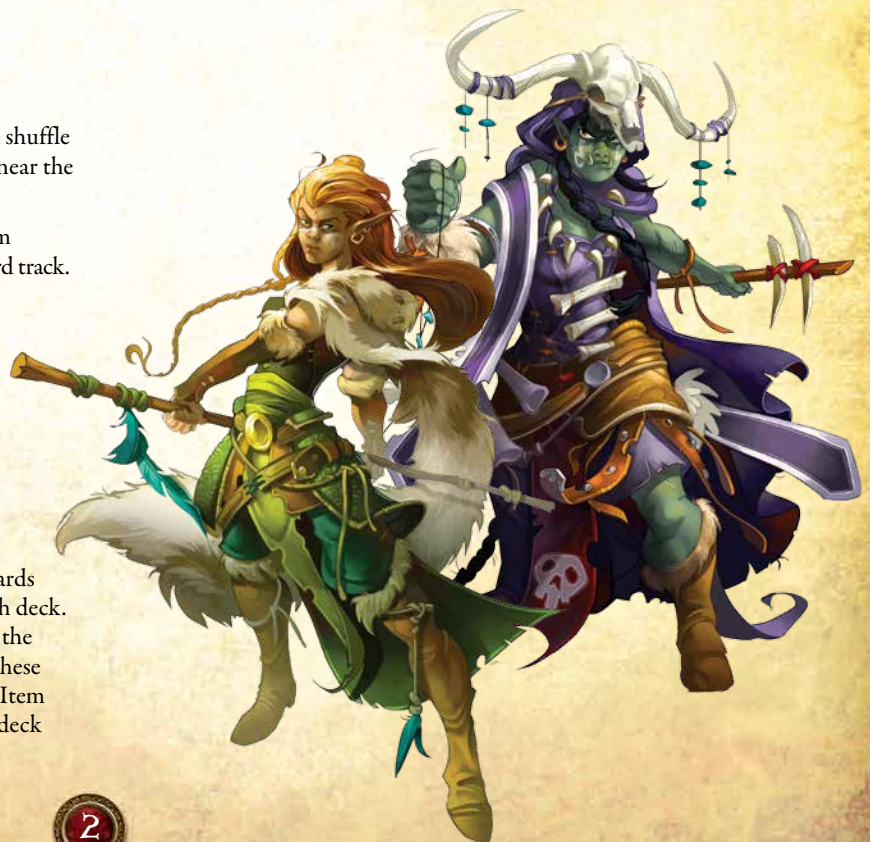
Setup Diagram (Three-player Game)

1. **Exploration Cards:** The players assemble the Exploration deck and place it facedown.

2. **Track Sheet:** This sheet contains the overlord and loot tracks. The doom and fate tokens, as well as a fatigue token, are placed on their respective tracks.

3. **Monster Cards:** The monster cards corresponding to the monsters in this quest are placed in view of all players.

4. **Activation Cards:** The players shuffle the deck of Activation cards and place it facedown.

5. **Peril Cards:** The players shuffle the deck of Peril cards and place it facedown.

6. **Shop Item Deck I:** The Act I Shop Item deck is shuffled and placed facedown next to the loot track.

7. **Shop Item Deck II:** The Act II Shop Item deck is shuffled and placed facedown to the side.

8. **Starting Encounter:** This Exploration card is placed faceup on the table to indicate that it is active.

9. **Starting Encounter Map:** The starting encounter is set up as instructed by the encounter guide, leaving adequate space for expansion.

10. **Class Card:** Players may choose to spend the 1 experience they gain during "General Setup" on a Class card.

Assembling the Exploration Deck

1. Remove the starting encounter (identified by the star in the upper-left corner) from the other Exploration cards and set it aside. It is not used to assemble the Exploration deck.

2. Remove the three main encounters (identified by a number in the upper-left corner) from the other Exploration cards and set them aside.

3. Shuffle the remaining Exploration cards and deal them into three facedown stacks: two stacks of three cards and one stack of two cards.

4. Shuffle the #3 main encounter into the stack that only has two cards and place that stack facedown within easy reach of the players.

5. Shuffle the #2 main encounter into one of the other stacks and place that stack facedown on top of the previous stack.

6. Shuffle the #1 main encounter into the remaining stack and place that stack facedown on top of the other two stacks. The three combined stacks make up the Exploration deck.

Playing The Game

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

Hero Phase

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

Overlord Phase

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

1. **Overlord Effects:** Follow all effects printed in the red box of the active Exploration card (see "Overlord Effects" on page 6).

2. **Fate:** If there is no active Exploration card, advance fate by one and resolve one Peril card (see "The Overlord Track" below).

3. **Monster Activation:** Activate each monster on the map (see "Monster Activation" on page 7).

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

Winning the Game

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

THE OVERLORD TRACK

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

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

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

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

1. Doom Advances by One

2. Fate Advances by One

3. Fate Moves Backward by One

4. Fate Refreshes

Additional Hero Rules

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

Exploration

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

1. Draw the top card of the Exploration deck and place it faceup on the table. That Exploration card is now **active**. An active Exploration card defines an encounter's rules for as long as the card is active.

2. Locate the encounter in the encounter guide (found at the back of this rulebook) and set up the map as shown. Attach the map so that the entrance of the new encounter is connected to the exit of the previous encounter. Then, read aloud the italicized flavor text located under the encounter name. Finally, follow any text listed in the corresponding green box of the encounter guide, placing monsters and tokens as indicated.

3. Refer to the Exploration card for all rules regarding the encounter. Effects in the blue area of Exploration cards occur from top to bottom. Any text that says "After Setup" occurs immediately after the encounter has been set up. Refer to "Monster Activation During a Hero Turn" on page 11 for Exploration cards that require monster activation after setup.

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

Exploration Card Anatomy

1. **Encounter Icon:** If this icon is present, it signifies that this encounter is a main encounter or the starting encounter.

2. **Encounter Name:** This area displays the name of the encounter.

3. **Encounter Rules:** These are the effects that occur while the Exploration card is active.

4. **After Setup Rules:** These effects occur immediately after the encounter is set up.

5. **Flavor:** This text describes what happens when the overlord effects occur.

6. **Overlord Effects:** These effects occur at the start of each Overlord phase.

Exploration Example

1. Tomble has opened the door and is therefore exploring. Players draw the "Webbed Gulch" encounter from the Exploration deck. This is now the active Exploration card.

2. Players locate the necessary tiles as indicated in the encounter guide and set up the map.

3. Players attach the entrance of the new encounter to the exit of the previous encounter.

4. Players read the flavor text and setup text in the green box of the corresponding encounter guide and place cave spider figures and one search token as indicated, based on the number of heroes.

5. Players now read the Exploration card for all rules regarding the encounter.

LOOT

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

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

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

4	**5**	**6**
2 HERO LOOT LIMIT	3 HERO LOOT LIMIT	4 HERO LOOT LIMIT

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

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

HEROIC FEATS

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

LOOT TRACK ANATOMY

1. **Loot Stack:** Damage tokens are placed in the spaces of this section, until the loot limit is reached.

2. **Loot Limit:** These spaces represent the loot limit depending on the number of heroes.

3. **Loot Payout:** The fatigue token is moved up the spaces of this section, determining the number of cards drawn when the loot limit is reached.
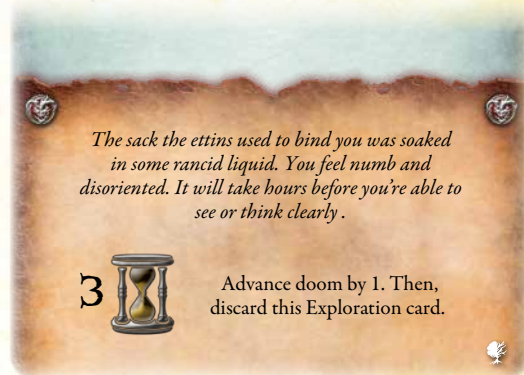
OVERLORD PHASE IN DETAIL

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

1. OVERLORD EFFECTS

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

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

The sack the ettins used to bind you was soaked in some rancid liquid. You feel numb and disoriented. It will take hours before you're able to see or think clearly.

3 ⧖ Advance doom by 1. Then, discard this Exploration card.

OVERLORD EFFECTS SECTION OF AN EXPLORATION CARD

2. FATE

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

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

PERIL CARDS

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

1. Draw one Peril card.

2. If the card is divided into two sections, do the following:

   - If there are no monsters on the map, resolve the effect listed on the top half of the card.

   - If there are one or more monsters on the map, resolve the effect listed on the bottom half of the card.

3. If the card is not divided into two sections, resolve the entire card's effect.

4. Discard the Peril card.

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

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

3. Monster Activation

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

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

2. **Note Active Effects:** Note any active effects for that group. Active effects are printed in italics **directly under** the name of each monster group.

3. **Choose a Monster:**
   - If there are yellow and red boxes, minion (yellow box) and master monsters (red box) activate separately. The order in which monsters are activated is defined from top to bottom, with all monsters of the top box activating before any monsters of the bottom box. Choose one monster that has not activated from the top box. If all monsters of the top box have activated, choose one monster that has not activated from the bottom box.
   - If there are no yellow and red boxes, choose any monster of that group that has not activated.

4. **Perform Actions:** Resolve all actions listed for that monster in order, from top to bottom, repeating the list of actions until that monster has performed two actions or follows the entire list and is unable to perform a listed action.

5. **Continue/Complete Activation:** If there are monsters of the activating group on the map that have not yet activated, repeat from step 3. If there are more monsters of a different group that have not yet activated, repeat from step 1. If all monster groups have been activated, discard the Activation card.

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

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

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

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

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

Peril Card Anatomy
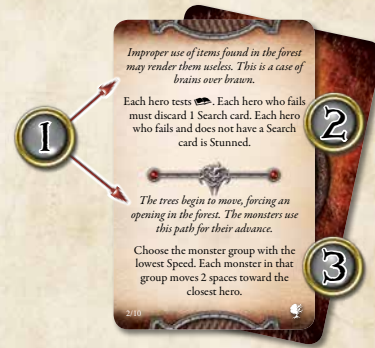
1. **Flavor:** This italicized text describes the peril that has arisen.

2. **Effect without Monsters:** This effect is resolved if there are no monsters on the map.

3. **Effect with Monsters:** This effect is resolved if there are monsters on the map.

Activation Card Anatomy

1. **Monster Group Name:** This area displays the name of the monster group.

2. **Minion Activation:** This section is yellow and specifies the actions for the minion monsters of the corresponding group.

3. **Master Activation:** This section is red and specifies the actions for the master monsters of the corresponding group.

4. **Active Effects:** These effects are active during the activation of the corresponding monster group.

5. **General Activation:** This section specifies the actions that all monsters of the specified group will take. The order in which monsters activate is decided by the players.

Monster Activation Example

1. During the Monster Activation step of the Overlord phase, players draw one Activation card. There are goblin archers and merriods on the map, so goblin archers activate first, followed by merriods.

2. The Activation card instructs the master goblin archer to spot and then attack the closest hero in line of sight. The master goblin archer already has line of sight to Widow Tarha, who is the closest hero to the goblin archer's figure, so it skips this action. It performs the attack and then loops back up to the top of the listed actions. Because it still has line of sight it skips the first action, and because it cannot attack again, it skips the second action. It is unable to perform any of the listed actions so its activation ends.

3. After the master goblin archer's activation, each minion goblin archer activates. The Activation card instructs the minion goblin archer to spot the closest hero and then attack the furthest hero in line of sight. The minion goblin archer moves one space to spot (gain line of sight to - see page 9) Widow Tarha, who is the closest hero to the minion goblin archer's figure. Then, the minion goblin archer performs an attack that targets Leoric of the Book, who is the furthest hero from the minion goblin archer's figure. Its activation is now complete, and all goblin archers have activated.

4. The players note the active effect for the merriods, applying +1 Speed for a total of 4 Speed.

5. The Activation card does not have yellow or red boxes for the merriod's activation, so the master merriod is instructed to first engage the furthest hero, who is Leoric of the Book. The master merriod moves three spaces to engage (attempt to move as close as possible to - see page 9), spending the last two movement points to enter the water space.

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

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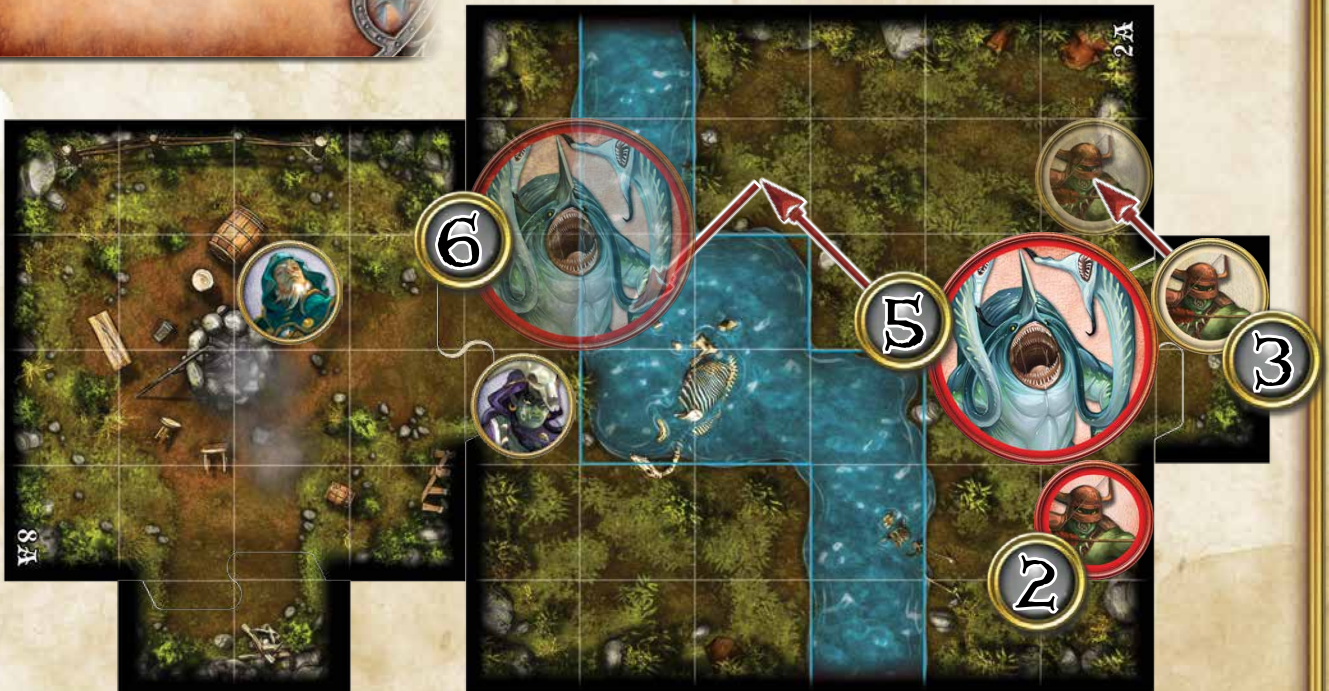
COMBAT

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

SURGES

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

1. **Hero Skills:** A monster spends ⚡ when certain hero skills, hero abilities, and heroic feats require the monster to spend ⚡ to attack.

2. **Range:** A monster spends ⚡ on additional range if the monster cannot hit all of its targets with the monster's current range.

3. **Special:** A monster spends ⚡ on special abilities only when it will have an effect on at least one of the monster's targets (e.g., a monster will not Poison a hero who is already Poisoned). Special surge abilities include all abilities that are not Range, Pierce, or Damage.

4. **Pierce:** A monster spends ⚡ on Pierce only when one or more 🛡 have been rolled by at least one of the monster's targets.

5. **Damage:** When monsters spend ⚡ on ♥, apply the ⚡ with the highest ♥ bonus first.

SPENDING SURGES EXAMPLE

1. An Act II master merriod is attacking a hero. The hero player rolls all the dice in his defense pool, as well as the attack dice for the merriod.

2. The hero player follows the ⚡ list and notices that the merriod has ⚡ **Immobilize**, which is a special ⚡. However, the merriod cannot use ⚡ **Immobilize** since it is not dealing damage, and thus the hero would not be Immobilized. The hero player continues going down the list.

3. The next applicable ⚡ on the list is damage, and the merriod has ⚡ +3 ♥. Thus, the merriod spends its first ⚡ on ⚡ +3 ♥.

4. Since the merriod has another ⚡ to spend, the hero player starts from the top of the list again. This time the merriod spends its ⚡ on ⚡ **Immobilize** because it is now dealing damage and the hero will be Immobilized.

SPECIAL MONSTER RULES

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

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

ADDITIONAL RULES
MOVEMENT

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

MOVEMENT VOCABULARY

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

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

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

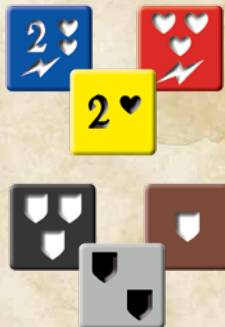**Furthest:** The target that is the greatest number of spaces away from the monster.

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

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

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

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

SPOTTING EXAMPLE

1. The master goblin archer is instructed to spot Syndrael. However, it already has line of sight to Syndrael, so it does not attempt to spot her.

2. The minion goblin archer is instructed to spot Syndrael. It must move two spaces in order to gain line of sight to Syndrael. Once the goblin archer has line of sight to Syndrael, it stops.

LARGE MONSTERS

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

ENCOUNTERS

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

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

MAIN ENCOUNTERS AND EXPERIENCE POINTS

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

① CONSUMING FALLS

Each space on 26A is a water space. Each attack a

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

CURRENT ENCOUNTER

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

ENTRANCES AND EXITS

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

ENGAGING EXAMPLE

1. The minion merriod has a Speed of 3 and the Reach ability, and is instructed to engage Tomble.

2. The minion merriod ends its movement two spaces away from Tomble, and because it has Reach, its figure is placed so that it remains two spaces away.

OVERLAPPING MAP TILES

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

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

END CAP

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

Monsters and heroes cannot attack through nor draw line of sight through linked end caps.

Defeated Heroes

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

Monster Activation During a Hero Turn

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

Overlapping Map Tiles Example

1. The heroes have drawn the "Firing Zone" from the Exploration deck. However, they cannot place the "Firing Zone" because it would intersect with the existing "Consuming Falls."

2. The heroes place an end cap on the exit of the encounter that they are exiting, the "Abandoned Campsite."

3. They also attach an end cap to the entrance of the newly explored encounter, which is "Firing Zone." This end cap is linked to the one on the "Abandoned Campsite."

Transition to Act II

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

1. Place the Act I Shop Item deck back in the box, and move the Act II Shop Item deck next to the loot track. When drawing cards for loot, players will now draw from the Act II Shop Item deck.

2. Replace all Act I Monster cards with Act II Monster cards. The new cards apply to monsters currently on the map as well as all future monsters.

Spawn and Place

If the encounter guide instructs players to SPAWN monsters, the players place monsters on the map based on the number of heroes as indicated in the encounter guide. If there are two heroes, place monsters on the spaces marked "2." If there are three heroes, place monsters on the spaces marked "2" and "3." If there are four heroes, place monsters on the spaces marked "2," "3," and "4."
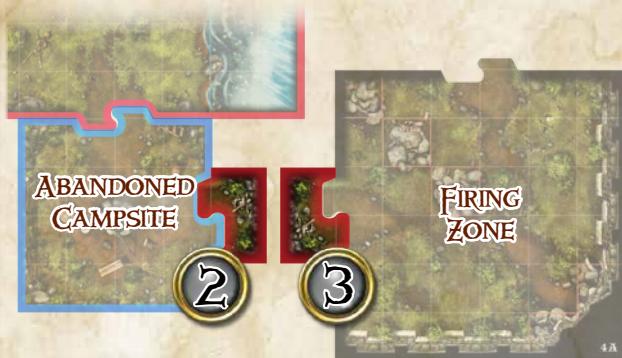
If players cannot spawn a monster because the required figure is already on the map, remove that figure from the map, recover all damage and remove any conditions on that monster, and place it as directed. When players remove figures from the map in order to spawn monsters for an encounter, they cannot remove monsters that were just placed for that encounter. The players must remove monster that were on the map before they started spawning monsters for that encounter.

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

The Golden Rules

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

- If the text on a card conflicts with the rules listed in this rulebook, the card takes precedence.

- If a game effect has multiple potential targets and the intended target is unclear, heroes choose the target of the effect from among the potential targets.

Encounter Guide

Beyond the Fringes

The path all but disappears on the far side of the bridge. The forest is different there. The ground is foul, the breeze is tainted, and the creatures are only evil. A small greeting party emerges to prove this final point.

Each hero places his figure on a space marked with an "X." Place Desmond on a space marked with an "X". **Spawn** goblin archers and cave spiders as indicated.

21A   19A

Abandoned Campsite

Wooden crates line the ground around a crackling fire. The inhabitants are nowhere to be found. The only clue is a set of large footprints heading deeper into the forest.

Collect 4 red, 4 blue, and 1 white objective token. Shuffle the tokens together and place 8 tokens facedown on the map as indicated. Set the extra token aside without revealing it. No players should know which objective tokens are which color. These are wooden crates.

Wooden Crate

8A

Misty Gorge

Horrid forms haunt the mist. They whisper lies and nonsense, and cast bone-chilling images across your path.

25A

Blocked Gully

A great tree blocks your path, its thorny branches reaching in every direction. A single push could roll the tree out of the way... or firmly set it into place.

Place 2 objective tokens facedown as indicated. These form the fallen tree.

Fallen Tree

24A

Rocky Channel

Time has eroded the rocky walls of this tall and expansive channel. At any moment, a tiny rock might gently fall on your boot, or a boulder might crush you completely.

22A

Encounter Key

Entrance

Exit

Cave Spiders

Goblin Archers

Merriods

Ettins

HOARDERS' LAND

The hoarders are massive ettins who take and take. In the moment that passes as you stumble into the glade, they have already cleared a space for you in their collection. Your survival now depends on the speed of your friends and the hunger of these two-headed giants.

Spawn ettins as indicated. Remove the exploring hero from the map and place him adjacent to the search token on the Hoarders' Land. He is considered snagged.

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

6A

FIRING ZONE

"Now!" a goblin shouts, leaping from behind a tree as you enter the clearing. A few arrows flit through the air and sail past him, but he dives for cover with a howl. "Stop, stop! No more practice, shoot the heroes!" He points, and several green heads peer out at you from behind the rocks and bushes.

Spawn goblin archers as indicated.

4A

RIVER FLAIL

A river flows through the valley. Merriods patrol the far shore, prepared to fight any foe that steps within their reach. Inside the slow moving water sits a heavy skeleton, perhaps a merriod lost to time. This may be why the merriods are determined to fight with little provocation.

Spawn merriods as indicated.

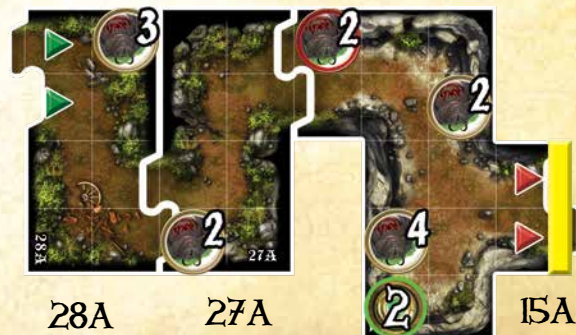*In a 3-hero game, **spawn** only the master merriod as indicated.

2A

WEBBED GULCH

The sound of shifting pebbles permeates the rocky walls of the gulch. Eight-legged monsters peer out at you from webbed burrows, their fangs dripping with glistening venom.

**Spawn** cave spiders as indicated.

28A   27A   15A

① CONSUMING FALLS

The waterfall roars with a great ferocity. Goblin archers laboriously pull rope-entangled sacks towards the massive falls. Some of the sacks are filled with useless trinkets, while others squirm with life.

Spawn goblin archers as indicated. Collect a number of red objective tokens equal to the number of heroes, not including Desmond. Shuffle in a number of blue objective tokens so that you have a total of 6 objective tokens. Place them facedown on the map as indicated. No players should know which objective token is which color. These are sacks.

SACK

1A

26A
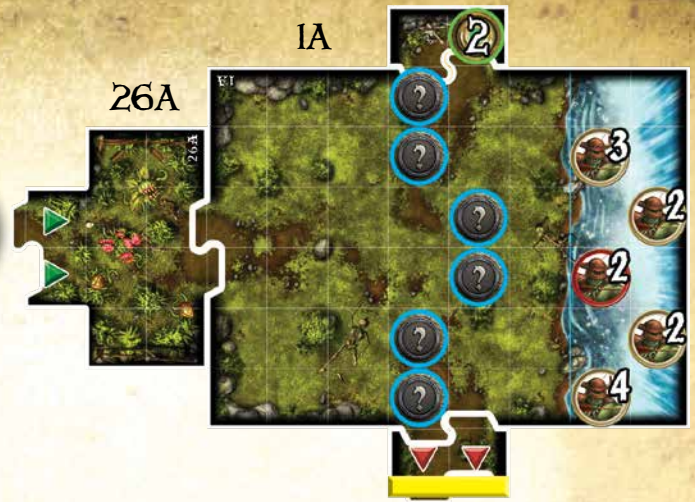
② CHOKE POINT

The cabin floor creaks and moans with every step. In the distance, calls of help mix with roars of rage. You strain to hear the cries when suddenly there is a bustling beneath the old wood. Every crack and hole reveals a host of legs and eyes!

Spawn merriods and cave spiders as indicated. Place villager tokens as indicated. These are civilians.

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

CIVILIAN

17A

12A

7A

③ CABIN OF THE LOST

A cabin sits at the end of this secluded area. Inside lives Zaldara, a powerful ettin. You find the townsfolk in poor condition, dispersed throughout the clearing. You learn that Zaldara has kidnapped the adults as compensation for losing her family to a group of Blue Rock hunters many years ago. She clearly has no intention of letting them go.

Spawn a merriod, ettin, and cave spiders as indicated. The master ettin is Zaldara. Place villager tokens as indicated. These are civilians.

3A

10A

16A

13A

5A
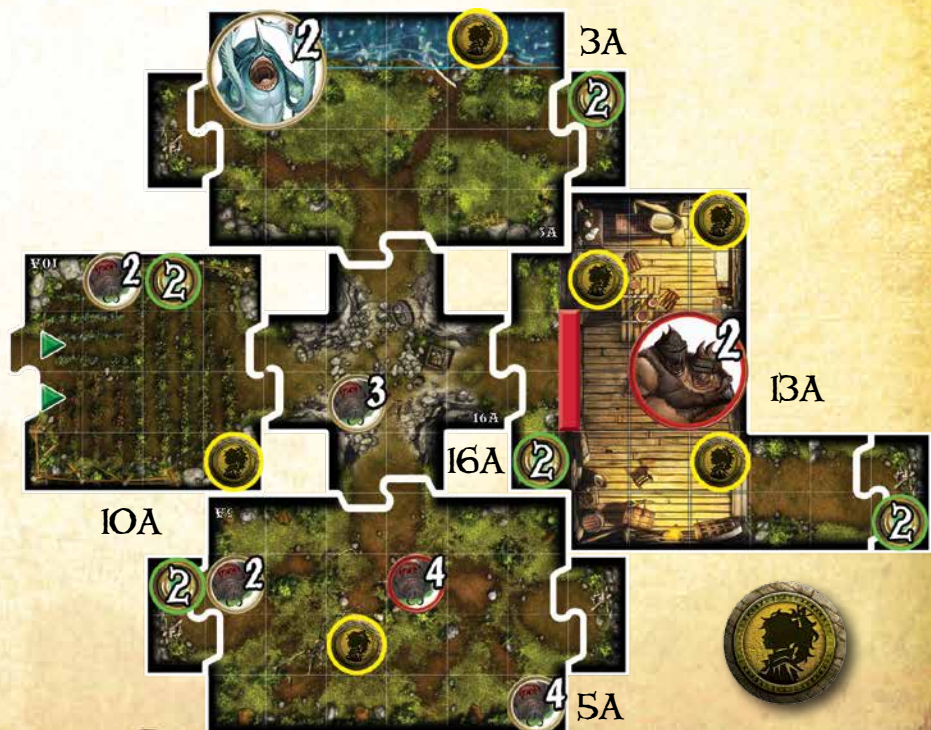
CIVILIAN

Desmond

Desmond is a survivor of Blue Rock and will be traveling with the heroes in the quest for answers.

Players use a villager token to represent Desmond on the map. The following rules apply to the token:

- It is not treated as a civilian like other villager tokens.
- It blocks movement and line of sight.
- Heroes treat it as a friendly figure.
- It is treated as a hero figure for the purposes of hero abilities, monster abilities and attacks, and Activation cards.

Desmond's statistics can be found on his card.

DESMOND

If Desmond suffers ♥ equal to his Health, he is defeated. Place a fatigue token on his villager token to indicate that he is knocked-out. Desmond can be revived following the same rules as heroes (see "Revive a Hero" on page 10 of the *Descent: Journeys in the Dark* rulebook).

Desmond activates once each round, after any hero turn; he is controlled by the hero players. When activated, he may perform 2 actions, but can only perform a move action or the special action located on his card (one hero within 2 spaces recovers 1 ♥). Desmond is immune to all conditions and automatically passes all attribute tests.

DESMOND

4 | ♥ 10 | ⬡

➜: Choose 1 hero within 2 spaces of you. That hero recovers 1 ♥.

During Act II, add 1 additional gray defense die to Desmond's defense pool.

DESMOND REFERENCE CARD

Desmond has no 🗡, 👊, ☀, or ♟ value and is ignored for monster activations that target such attributes.

Each time Desmond is defeated, advance doom by one.

Epilogue

If you successfully defeat Zaldara in the Cabin of the Lost, read the following aloud:

> *The body of the ettin sways from side to side. The strength to hold her enormous club is lost, and it drops to the ground. Zaldara stumbles forward, grasping for a hero to join in her demise, but she fails. Instead, she crashes through the side of the cabin, falling into a heap from which she will never rise. Half of the ettin's body rests on the old wooden floor, half on the cool dirt, like a giant corpse crawling back into its coffin.*
> *The town of Blue Rock can thrive once again...*

The heroes win!

If the doom and fate token occupy the same space read the following aloud:

> *The forest closes in on you. Roots spring from the ground, tugging at your feet while the barbed limbs of vegetation grasps at your skin. The sun vanishes behind the thicket and you are swallowed by an abrupt darkness. Tremors shake the cool earth: Zaldara approaches. Wielding the body of a tree like a weightless club, the ettin lifts it high above her head. With a slow and deliberate swoop the weapon strikes the earth, leaving a massive gouge where the ground had held you prisoner.*
> *The forest grows silent...*

The heroes lose!

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TURN SUMMARY

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

MONSTER ACTIVATION

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

MONSTERS SPENDING ⟋

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

DOOM AND FATE

1. DOOM ADVANCES BY ONE

2. FATE ADVANCES BY ONE

3. FATE MOVES BACKWARD BY ONE

4. FATE REFRESHES

THE GOLDEN RULES

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

DEFEATED HEROES

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

DEFEATED DESMOND

Each time Desmond is defeated, advance doom by one.

SPECIAL MONSTER RULES

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

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

MOVEMENT VOCABULARY

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

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

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

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

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

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

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