

# DESCENT<sup>™</sup>

## JOURNEYS IN THE DARK

SECOND EDITION

### ERRATA AND FAQ VERSION 1.0

Updated 8/3/2012

#### ERRATA

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

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

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

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

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

#### FREQUENTLY ASKED QUESTIONS

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

#### GENERAL RULES

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

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

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

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

*Q: When exactly can cards that are used "during your turn" be used?*

A: Any skill or ability that can be used "during your turn" can only be used during the Perform Actions step of a hero's turn. A hero cannot use these skills or abilities at the start of his turn or at the end of his turn.

#### LINE OF SIGHT AND ADJACENT SPACES

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

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

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

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

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

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

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

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

#### CONDITIONS

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

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

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

A: That figure's move action immediately ends.

## MOVEMENT

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

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

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

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

## KNOCKED OUT HEROES

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

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

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

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

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

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



## FAMILIARS

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

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

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

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

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

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

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

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

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

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

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

A: No.

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

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

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

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

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

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

## MONSTERS

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

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

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

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

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

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

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

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

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

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

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

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

## OVERLORD CARDS

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

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

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

A: No.

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

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

## QUEST GUIDE

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

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

*Q: Does "The Masquerade Ball" end if only cultists are left unmasked? If so, do they count as guests for the purpose of ending the Encounter?*

A: No, the Encounter does not end until all guests leave the map. All objective tokens on the map are guests until they are revealed. Any objective tokens on the map at the end of the encounter are guests rescued by the heroes.

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

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

