A Lasting Legacy

Since its release, Descent: Journeys in the Dark has invited fans to delve into the dungeons of Terrinoth, rooting out evil and filling their coffers with treasure. Now, with tens of thousands of copies of Descent: Journeys in the Dark and its five expansions sold (plus dozens of accessories and hundreds of fan-created dungeons), this beloved board game has indelibly left its mark on the hobby games industry.

The year 2005 marked the debut of this genre-defining title, and fans quickly rallied around its versatile modular board, engaging hero skills, and archetypal fantasy themes. The following year, The Well of Darkness expanded on its success, adding new heroes, new monsters, and a system the overlord player could use to customize his deck. In 2007, The Altar of Despair brought players even more heroes and monsters, along with nasty tricks for the overlord like dark glyphs and cursed relics.

Through it all, however, players clamored for a more fleshed out set of campaign rules. In 2008, The Road to Legend delivered, introducing linked scenarios played on an overland map of Terrinoth. Similarly epic campaigns would take to the ocean waves in 2009’s The Sea of Blood, but not before the release of The Tomb of Ice, which transported players to the frozen north of Terrinoth in late 2008.

While Descent: Journeys in the Dark has undeniably grown, there’s far more to this story than just a successful product line. As designer Kevin Wilson himself once wrote, “It’s not just the new tiles, cards, and miniatures [...] that have made [Descent: Journeys in the Dark] flourish. It also transmutes itself at game tables throughout the world.” In short, it is the support and imagination of its countless fans that has cemented Descent: Journeys in the Dark as the preeminent dungeon-delving board game in the world.

With this rich legacy in mind, we at Fantasy Flight Games are proud to present the definitive FAQ for Descent: Journeys in the Dark. This comprehensive document provides useful guidance into the base game and all five of its expansions, and it features valuable insights by Descent: Journeys in the Dark designer Kevin Wilson. It was created with the enthusiastic help of the Descent: Journeys in the Dark online community, and it provides fitting closure to the game that redefined dungeon-delving.

As always, we appreciate your support,

Fantasy Flight Games

The Final FAQ

On the pages that follow are the errata, clarifications, and frequently asked questions for the Descent: Journeys in the Dark board game.

Errata and FAQs for The Well of Darkness Expansion start on page page 14 of this document.

FAQs for The Altar of Despair Expansion start on page page 16 of this document; all rules for Leap are there as well.

Errata and FAQs for The Road to Legend Expansion start on page page 19 of this document.

FAQs for The Tomb of Ice Expansion start on page page 26 of this document.

Errata and FAQs for The Sea of Blood Expansion start on page page 28 of this document.
Descent: Journeys in the Dark
Base Game Errata

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

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

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

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

In the first quest, one of the Razorwings in Area 3 is placed off the map. It should be placed one space to the south.

In some cases, the Quest Guide calls for more monsters than are included in the game. For these quests, use other monster figures or tokens to represent the extra monsters as necessary. These instances are detailed on the errata sheet available on FFG’s website.

Rule Changes and Clarifications

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

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

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

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

Empty Spaces
Chests, glyphs, potions, coin piles, and runekeys do not count as empty spaces for the purposes of playing traps. They do not block line of sight, and figures may move through them as normal.

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

Selling Treasure from Chests
Heroes can no longer immediately turn in a treasure card from a chest to receive its full value. Instead, they must carry the item back to town and sell it for half value in the town shop.

Buying Treasure Cards from the Shop
Heroes can only buy treasure cards from the shop if they have previously opened at least one chest of that color this game. For example, until the heroes open at least one silver chest, they cannot buy silver treasures from the town shop.

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

Pits have no effect on the line-of-sight or line-of-effect blocking abilities of the figures contained inside them. A figure in a pit has its own line of sight restricted, but figures not in a pit treat that figure normally for purposes of line of sight.

Small Monsters and Staircases
By using one movement point, a small monster may move from one space containing a staircase to any space containing a staircase of the same color.

Knockback and Large Monsters
Large monsters (monsters that occupy more than one space) are heavier and therefore less affected by Knockback. For each space beyond the first that the monster occupies, it is moved one less space by Knockback. For example, an Ogre occupies four spaces, so it would move three fewer spaces when affected by the Knockback ability. A Dragon, on the other hand, occupies six spaces, so it would move five fewer spaces.

Runelocked Doors and Named Monsters
Named monsters may open and close runelocked doors, whether or not the heroes have the runekey to that door. However, named monsters still cannot open any door leading into an unrevealed area.

Breath Template Clarification
The flame from a Breath attack billows out and around obstacles. It usually affects all figures under the breath template, but the flame can be blocked by walls and closed doors. Essentially, if a small flying figure could trace a legal movement path from the square where the Breath attack starts to the target – while staying within the breath template – then the target is affected. See the diagram on page 4 of this FAQ for examples. Breath attacks cannot be made through staircases.
The diagram above shows how a section of the dungeon looks just before a Hell Hound makes a Breath attack.

In the other three diagrams, the spaces that are shaded yellow show which spaces are affected by the Breath attack, and the red shading shows the spaces that the Breath attack is unable to reach.

In the above example, the Breath attack billows around the curve in the hallway and through the rubble obstacle, reaching both heroes under the breath template. Notice that a flying figure standing on the “start” (leftmost) space of the breath template could trace a movement path to both heroes.

In the above example, the Breath attack is almost entirely blocked by the dungeon walls. Even though the breath template reaches the heroes, a flying figure on the “start” space of the breath template would not be able to stay within the confines of the breath template and trace a legal movement path to either of the heroes.

In this example, a door has been added. The door blocks the Breath attack, so only one of the heroes is affected by the attack.
Sorcery versus Ironskin
Sorcery may not add damage to any attack that includes a figure with Ironskin. It may add range to the attack, but not damage. Yes, Laurel can get around this. The damage immunity granted by Ironskin does extend to all figures affected by an attack that includes a figure with Ironskin. This refers solely to the damage caused by the Sorcery skill.

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

Soulbiter Relic
The Soulbiter Relic changes from a melee to a ranged weapon after the first seal is broken.

Large Monsters and Terrain
Large monsters interact with terrain (obstacles, props, and other space effects) in varying ways.

Impassable terrain (e.g., rubble, water) is still impassable. A large monster may not have any of its spaces occupying terrain of this type unless it is normally allowed to do so (e.g., as a result of Soaring, etc.).

In all other cases, a monster that occupies more than one space of any type of terrain or effect area only ever suffers these effects as though only one space is occupying that terrain or effect area regardless of how many spaces of the monster actually occupy it.

Some terrain types are ignored by a large monster unless all of its spaces occupy or move into that terrain type. The monster (overlord) does not have a choice about whether these terrain types affect the monster or not. The monster is affected if all of the monster’s spaces are in such terrain; the monster is not affected if any of the monster’s spaces are not in such terrain.

Such terrain types include (up to Sea of Blood) pits, lava, barrels, bone heaps, ice, mud, water (shallow), and water (deep). A large monster entirely in a mixture of water (shallow) and water (deep) spaces counts as entirely in water (shallow) spaces.

Some terrain types have voluntary effects on large monsters. In these cases, the large monster may choose to be affected by the terrain or not. The choice is made each time the monster moves and can be changed at any such time. However, the monster must be affected by all effects of the terrain or none.

Example: A large monster entering a tree space (costs 2 movement points to enter, gives Shadowcloak) must pay the entry cost if it wants to benefit from the Shadowcloak effect.

If all of a large monster’s spaces occupy the same sort of terrain of this type, then the monster is affected in all ways by that terrain without any choice.

Terrain of this type (up to Sea of Blood) includes altars, beds, tables, forecastles, fountains, frozen sarcophagi, masts, pipe organs, sarcophagi, thrones, trees, and weapon mounts (empty).

Some terrain types and effects have compulsory effects on large monsters, even if only one space is occupied by the large monster.

Terrain and effects of this type (up to Sea of Blood) include Aura, corrupted spaces, dart fields, fog, giant mushrooms, reefs, sandbars, seything blades, and the whirlpool center space.

Traps that have effects that trigger only upon entering a space will only trigger when a large monster enters spaces of that type that it did not already occupy. For example, an Ogre moving through a 3x2 dart field will trigger the dart field three times. The fourth movement of the Ogre in the dart field is only the rear spaces of the Ogre entering dart field spaces that were already occupied by the front spaces of the Ogre.

Card Conflicts
Each time an event occurs where a card play suddenly becomes pointless, the player that played the now-invalid card takes it back into his hand and recovers any cost he paid to play it.

Card Revisions
Beastman
Beastmen have +1 Damage instead of Pierce 1, and Master Beastmen have +2 Damage instead of Pierce 2.

Skeleton
Skeletons have Pierce 1, and Master Skeletons have Pierce 2.

Bow (a shop item)
The Bow has Pierce 1.

Bow of Bone (a silver treasure)
The Bow of Bone should not have “: Burn.”

Golden Armor (a silver treasure)
The complete abilities of Golden Armor are:
+3 Armor
Your base speed is reduced to 3.
You cannot equip Runes.
You are immune to Grapple and Daze.

Dragon Scale Mail (a gold treasure)
The complete abilities of Dragon Scale Mail are:
+4 Armor
Your base speed is reduced to 3.
You cannot equip Runes.
You are immune to Bleed, Burn, and Poison.

Gauntlets of Power (a copper treasure in Altar of Despair)
Replace the text on Gauntlets of Power with the following:
“All of your attacks gain the ability: Exhaust Gauntlets of Power and pay  to Recover 1 fatigue.”
**Descent: Journeys in the Dark Base Game FAQ**

**The Hero Player’s Turn**

**Movement**

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

*A:* Yes.

*Q:* If movement point costs are ignored by figures suffering Knockback (or similar movement methods like Swinging on a Rope or Jumping), do they still pay fatigue penalties (such as for Sea of Blood’s deep water?)

*A:* No.

*Q:* There are many instances where something happens when the hero “ends movement” on a space. Is the hero required to stop his turn in order to end his movement, or can a hero continue movement after the effect is complete?

*A:* Ending a hero’s movement means just that – not moving any more that turn. If the hero then moves more later on the same turn, he did not actually end his movement. The hero can still do other things, such as attack or take movement actions after activating a “?” marker; he just cannot move any more.

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

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

*Q:* Can a hero who chooses the Run action use his movement points for purposes other than moving (such as drinking a potion)?

*A:* Yes. Whenever a hero receives movement points, he can use them for any movement action, including moving, drinking a potion, opening a door, etc.

*Q:* In town, are you limited in how many items you can buy or sell and do you have to buy and sell in any specific order?

*A:* You can buy and sell in any order and as often as you like.

*Q:* Why can’t I jump over water like I can pits?

*A:* As every hero knows, the dank water found in subterranean caverns is usually infested with deadly bloodsquids, ready to pull an unwary hero to his doom at a moment’s notice. As a result, only the most acrobatic heroes dare to leap across even the most innocent-seeming pools of water.

**Items, Treasure, and Equipment**

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

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

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

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

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

*A:* Yes.

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

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

*Q:* On page 18 of the rulebook, the rules for “Copper Treasure” state that “each hero draws one card from the copper treasure deck.” If a chest has two copper treasure tokens, does each hero draw two copper treasure cards?

*A:* Yes.

*Q:* When can a hero equip items?

*A:* A hero can equip, drop, or place items in his pack at the beginning of his turn, just after refreshing cards. In addition, whenever a hero receives an item from another player or from a chest, he may immediately equip that item, dropping or placing other items in his pack to free up the hands necessary for the just-received item.

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

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

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

*A:* At the start of each of her turns, a hero may freely exchange whatever items she has equipped with those in her bag. By spending two movement points for a Re-equip movement action, a hero may do the same thing at any point during her turn (so that she can, for example, un-equip a dangerous weapon for fear of a “Dark Charm” card). In addition, each time a hero acquires a new item for any reason, she may equip that item and unequip (place in her bag or discard) any items necessary for her to do so. For example, if a hero acquires a two-handed Dragontooth Hammer from a chest, she may place her equipped sword and shield in her backpack and equip the Dragontooth...
Hammer immediately for no movement points. In addition, during a Road to Legend campaign or a Sea of Blood campaign, heroes may freely exchange their equipment at any time while they are on the overland map or at the beginning of any quest. This includes both freely re-equippping and exchanging items with one another. Finally, heroes may also freely exchange items in between dungeon levels (i.e., anytime the hero figures are not on one-inch squares).

Q: Can Relics be destroyed by effects that destroy items, such as the Frost ability?
A: Relics may not be destroyed ever for any reason. This is not true of Dark Relics, which have all the same vulnerabilities as normal items.

Q: If an item is given to another hero player in an exhausted state, does it remain exhausted if the hero equips it immediately or is it refreshed?
A: The item remains exhausted.

Skills and Abilities

Q: Does Knockback trigger after inflicting damage or after inflicting wounds?
A: Knockback should trigger after wounds are inflicted.

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

Q: Can a hero kill another hero in order to trigger “Divine Retribution”?
A: Ordinarily, no. Divine Retribution only triggers when an enemy figure kills the hero. However, a hero can be an enemy figure to another hero if one of them is Dark Charmed or otherwise under the control of the overlord. In that case, a hero could kill another hero to trigger Divine Retribution. A hero is never an enemy figure to himself, though.

Q: Can a hero use the Precision skill to ignore all the squares of a two or three-square rubble obstacle?
A: Yes, he may ignore one obstacle (regardless of size) or one figure (regardless of size).

Q: If a hero with the Precision skill is standing in a pit, can he choose to ignore the pit and thus the line of sight effects from being in a pit when attacking?
A: No.

Q: Regarding the Knight skill: Firstly, when you declare a Battle action, do you have to spend the fatigue to gain the extra attack from Knight or can you choose not to use the skill? Secondly, can you use the skill multiple times per Battle action (i.e., spend four fatigue to make two extra attacks)?
A: If you have the Knight skill, you may use it by spending two fatigue when declaring a Battle action. You are not required to use the skill. If you use it, then you gain three attacks instead of two and you also gain movement points equal to half your speed (rounded up). If you do not use the skill, you do not receive any benefit from the skill. You may only use the Knight skill once during your turn.

Q: How much fatigue would it cost a hero with Telekinesis to move a hero out of a pit?
A: One fatigue. Terrain costs are not relevant to the Telekinesis skill.

Q: Can a player with Telekinesis use it to move a hero that is caught in a web?
A: Yes. However, the web token would stay with the moved hero.

Q: Is a hero with Grapple really intended to keep eight creatures in one place? Can a friendly figure move through a space occupied by another friendly figure who is currently being grappled?
A: Yes. And, yes. Grapple can only hold one figure per space, however.

Q: Does Grapple affect flying figures?
A: Yes, however it would not affect a soaring figure.

Q: If a figure jumps over an obstacle that is adjacent to an enemy figure with Grapple, can the jumping figure be grappled “in mid-air”?
A: Yes. Figures may be grappled in mid-air even when jumping. Being grappled in mid-air stops a figure’s movement as soon as it is grappled, even though it is not spending movement points to continue the move. This could result in suffering penalties from hazardous terrain.

Q: A hero must immediately spend fatigue to gain another attack using Rapid Fire or Quick Casting, but must the attack be immediately used, or can a hero move and then use the attack?
A: It must be immediately used.
Q: Can a hero with Acrobat activate glyphs or take treasures (gold, runekeys) from under a figure that is occupying the same space as the item? Can a hero with Acrobat open a door in which both spaces in front of the door are occupied by figures as long as he does not end his turn in one of those spaces?

A: Yes to all. If this causes a hero to become paralyzed or otherwise stopped in the space due to a trap, the overlord moves the hero to the nearest empty space of the overlord’s choice. Note that this is a general way of resolving situations in which a figure would end its turn on the space of another figure (the player causing that situation gets to choose the space the figure is moved to).

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

A: Yes.

Familiars

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

A: No on both counts.

Q: Can familiars use staircases? How do obstacles affect familiars?

A: Familiars may use staircases by spending one movement point. They may not enter any unrevealed areas via a staircase. All non-flying familiars have to pay and suffer all extra movement point costs and movement related effects (e.g., +1 MP for mud) when entering spaces. In an obstacle space, they are affected by that space like any other figure (e.g., Boggs has his line of sight reduced while in a pit). Familiars may not jump any obstacles. Familiars may never receive any status effect tokens from props (e.g., Brightblaze cannot receive daze tokens from a dart field).

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

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

Transformed Heroes

Q: Can a monkey perform “movement actions” that cost no movement points? For example, can a monkey pick up tokens or drop items?

A: No.

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

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

Q: A hero who has been transformed by either Curse of the Monkey God or Dance of the Monkey God may move up to five spaces and may not take any movement actions. Can that hero take other actions, such as receiving an order token or declaring a Run action? What about a hero who is both stunned and transformed?

A: A transformed hero may not declare any action. He may still use any skills that are appropriate (e.g., Acrobatic, Telekinesis) and may spend fatigue for extra movement points. A transformed hero who is stunned may only move (i.e., he must choose the “only move” option for being stunned, not the “only attack” option), which in most cases has no effects beyond those of being transformed. A transformed hero who has an order token placed on him by means of another hero with Leadership may still use the order, except that he may not make an attack with a Guard order. (Note that while Guard and Aim orders are useless to a transformed hero, they may still be placed on him by a hero with Leadership.)

General Hero Questions

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

A: No, unless he is in the attack radius when originating the attack from a different space via Spiritwalker.

Q: Do heroes have a 360 degree line of sight?

A: Yes, as the rules state on page 4, “The direction a figure is facing has no effect in the game. Heroes and monsters are assumed to be constantly looking around and can therefore see in all directions.”

Q: Can a hero rest in town?

A: Yes.

Q: What is the proper timing of events that occur “at the beginning of a player’s turn”?

A: When multiple events may occur “at the beginning of a player’s turn,” such as with a hero affected by multiple different status effects like burn and bleed, that player may decide in which order to resolve them. The player must resolve all “start of turn” effects before proceeding with the rest of his turn.

Q: Can heroes willingly target and hit other heroes?

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

Q: Can a hero target his own square?

A: No. (Except via Dark Charm.)
Q: Can heroes attack an empty square? For example, could a blast effect be centered in an empty square or could a hero fire his Staff of Knowledge off into a corner to burn the overlord’s threat?

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

Q: Can a hero making a melee attack choose not to do damage with power enhancement results by claiming he is taking the range result (which then has no effect)?

A: Yes. He is not even obligated to spend his surges.

Q: When a chest explodes because of the “Explosive Rune” card, does the hero standing on the chest suffer wounds, or just the heroes adjacent to the chest?

A: The hero standing on the chest suffers wounds.

Q: Can the heroes shut a runelocked door that they do not have the key to?

A: No. Opening and shutting doors is always reciprocal, so a hero can only do one when he can do the other.

Character Specific Questions

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

A: Yes.

Q: How does Grey Ker’s ability work? Can I declare a Battle action to activate my Battle Cry power and then declare an Advance action to activate my Relentless power?

A: Grey Ker may still only declare one action per turn. His ability allows him to change what action he is taking mid-turn (provided that the new action is legal), but changing his action is not the same as declaring a new one. For example, Grey Ker could declare a Battle action (potentially triggering Battle Cry or a similar skill), spend some fatigue to move, make an attack roll, and then change to an Advance action to move his speed or to a Ready action to place an order token.

Q: In what situation may One Fist get his additional attack?

A: One Fist always receives an additional attack on his turn. That does not mean he will necessarily be able to use the attack on a monster if there are no suitable targets, but he always gets the attack.

Q: What is the precise definition of One Fist’s additional attack, with respect to attack bonuses, dice, skills etc.?

A: One Fist’s attack is a special melee attack made with a Hook weapon. It includes his melee trait dice and any melee-related skills, abilities, or bonuses. It can include an off-hand bonus if he wields a second one-handed melee weapon.

The Overlord Player’s Turn

Monster Movement

Q: If a flying monster passes through a hero that has Holy Aura, does the monster suffer a wound for the space it “shares” with the hero?

A: No.

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

A: Monsters can end their movement on or be spawned onto unactivated glyphs, but cannot end their movement on or be spawned onto activated glyphs. If a monster is on an activated glyph, the overlord must move it off the glyph on his next turn, if possible. Monsters can always move through or attack into spaces containing glyphs.

Q: Can a figure’s movement be halted by a Guard interrupt while it is in the space of another figure? If so, are both figures now legal targets for a single target (non-area of effect) attack? And how would damage be dealt?

A: If the overlord is foolish enough to have more than one monster in the same space in front of a hero with a Guard order, then yes, the hero can attack both monsters in that space at once with a single attack, with both figures suffering the full damage of the attack. This is a pretty rare case, however, in that it only applies during the overlord’s turn when he’s moving monsters through each other (or through Zyla). After all, monsters cannot end their movement on the same space as another monster.

Q: Which moves are possible for an oddly (non-square) shaped monster, and which moves are not possible?

A: A non-square figure may move one space in any diagonal direction, or along its long axis (“forward” or “backward” but not “sideways”). It may also rotate 90 degrees while continuing to occupy as many of the same spaces as possible (one space for a 1x2 figure, four spaces for a 2x3 figure).

Monster Abilities

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

A: The overlord.

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

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

Overlord Cards

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

A: The rules summary in the Well of Darkness rulebook is in error; refer to the main rulebook instead. The overlord may play a power card at the beginning of his turn. Remember that when a player has multiple effects that occur at the beginning of his turn (such as spawning and playing a power card, for example), he may resolve them in any order. Thus, an overlord may draw cards, discard down to his maximum hand size, and then play a power card, spawn card, and/or any other cards that are played “at the beginning of turn” in any order. He must resolve all these effects before proceeding with activating monsters.

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

A: No.

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

A: Each monster is placed individually next to a revealed monster. Each monster must be placed next to a monster that was on the game board before the overlord used the Hordes of the Things effect on the newly revealed area. The newly placed monsters may not be placed outside the newly revealed area.

Q: When a chest contains curses, can the overlord use the threat generated by the curses to play a trap on that chest? Does the trap go off before or after the rest of the chest contents are distributed?

A: Curses are always the first thing distributed from a chest, and threat from curses may be used to play a trap card in response to opening the chest. The rest of the chest contents are only distributed after the trap card (if any) resolves. In the case of a Mimic or similar card, this could be several turns later!

Q: Is the effect of the overlord’s “Dodge” card that the hero’s attack completely misses or that the overlord can force the hero to reroll dice rolled for the attack, as with the hero Dodge orders?

A: The “Dodge” card allows the overlord to force rerolls. Dice cannot be added after the reroll. After the dice are rolled the first time, fatigue may be spent to add power dice. After all dice are done being added and rolled, the overlord may play the “Dodge” card. Once the card is played, no more dice may be added.

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

A: No.

Q: If the overlord Dark Charms a hero who has Rapid Fire, Cleaving, or Quick Casting and makes an attack, can the hero use that attack as a trigger to make an additional attack after the Dark Charm is completed?

A: Yes. However, the hero must make the attack immediately after the Dark Charm is finished.

Q: When the overlord is controlling a hero through Dark Charm, who decides how to spend the surges and power dice? Can the overlord move the character and attack, or just make a single attack without moving?

A: The overlord controls the hero for that attack, including the hero’s use of surges and power dice. The hero is considered an enemy figure with respect to the other heroes and a friendly figure with respect to the overlord’s figures while under the overlord’s control. The overlord may also play cards such as “Aim” with the attack. However, the overlord player cannot move the character or force the hero to spend fatigue to add to the attack. Also, the hero player, not the overlord, decides which if any of the hero’s skills are used (including skills whose benefits are usually applied automatically, such as Blessing). The hero no longer benefits from any other heroes with Command, but does receive a bonus from any of the overlord’s figures with Command. If the hero himself has Command, the hero player can choose whether or not to use it.

Q: When the overlord plays Dark Charm on a hero, can he spend surges to gain threat with the hero’s attack surges?

A: No, the overlord can choose how to spend surges through the weapon the hero attacks with, but he cannot gain threat with this attack the way he does with monster attacks because it is done by a hero character, not a monster.

Q: When the overlord is controlling a hero through Dark Charm, what if the Dark Charmed character has an Aim or Dodge order? Who decides whether defensive abilities such as shields and Ghost Armor are used?

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

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

A: Guard orders can interrupt the overlord at any time during the overlord’s turn. A monster with a Guard order...
(avatar or lieutenant) can interrupt at any time during a hero’s turn. However, each action must be resolved in its entirety once it has begun.

For example, although a hero can interrupt the overlord if the overlord declares an attack, if the hero chooses not to, the attack is resolved in its entirety before the hero has another chance to use his Guard order. He cannot wait to see if the attack missed or not before deciding to use Guard.) So, for Dark Charm, once the overlord has played the card, the hero must immediately decide whether to interrupt it with a Guard order. If the hero chooses not to do so, the overlord proceeds to roll dice and the hero must wait for the card (and its attack, if any) to be completely resolved. If a hero interrupts the Dark Charm and kills the target hero, then the “Dark Charm” card is canceled without further effect (which means the overlord loses both the card and the threat).

Q: If both Hordes of the Things and Brilliant Commander are in play, can one of the extra monsters placed by resolving Hordes of the Things be upgraded using Brilliant Commander?
A: Yes. Both of these effects are controlled by the overlord, so he can choose the order they resolve in even if it is not his turn.

Q: Gust of Wind makes the hero’s line of sight five spaces. Does this count for Boggs as well? Does it count for the Eyes of Thara?
A: Gust of Wind only affects heroes. Boggs is a familiar, not a hero, and thus is not affected. The Eyes are also not a hero and thus not affected.

Q: Can the overlord discard a power card that is already in play (e.g., if he is already at the current limit in an Advanced Campaign)?
A: Yes.

**General Game Questions**

**Line of Sight**

Q: Do any figures block the heroes’ line of sight for the purposes of spawning?
A: No, figures never block line of sight for spawning purposes.

Q: Do things that block line of sight when traced through block line of sight into (or out of) their own spaces?
A: Line of sight is only checked between the originating space and the target space. Things that block line of sight in either the originating space or the target space do not count. A figure with Fly or Acrobat on a rubble space may both attack and be targeted. Special rules (such as fog) may change this general rule.

Q: Can abilities with a radius that do not require line of sight (Command, Word of Vaal, Spiritwalker, Kirga’s hero ability from Altar of Despair, etc.) go through walls and/or doors? When checking the distance for these abilities, must the target space or figure be reachable by moving a number spaces less than or equal to the radius, or do these abilities work like the Breath example (fly to anywhere within a template, in this case a square of edge length 2x radius + 1 centered on the figure)?
A: Abilities, not attacks, with a radius may go through doors, but not through walls. These abilities work like the Breath example. Note that attacks cannot go through closed doors.

Q: Can line of sight be traced through a staircase for any purpose other than attacks? If the other end of a staircase has not been revealed, is it revealed when a hero moves adjacent to the staircase (from which he could attack the other end), when a hero moves onto the staircase, or not until the hero actually uses the staircase to move into the unrevealed area?
A: No. The other end of a staircase is only revealed when a figure travels through the staircase.

Q: Can a figure that is not in line of sight of an attacker block that attacker’s line of sight to another figure?
A: No. For the purposes of determining line of sight for an attack, ignore figures that are not in line of sight themselves.

**Skills and Abilities**

Q: Do the effects of abilities such as Aura, Spiritwalker, Command, and Kirga’s hero ability (from Altar of Despair) extend through staircases?
A: Only non–area of effect attacks may go through staircases.

Q: Do the abilities of Boggs, Eyes of Thara, or Kirga interfere with monster placement that is not triggered by the overlord playing a spawn card?
A: No, this monster placement is always possible, regardless of any of the named three circumstances or effects.
Q: Can an attacker using Knockback move the target in any direction or just straight back? Also, can the target be knocked back into a pit?

A: The attacker with Knockback can move the target in any direction, including into a pit or other trap.

Q: Do special abilities stack?

A: Special abilities that require you to spend surges are designed to stack. So if you have an ability such as “+1 Damage and Pierce 1” and you pay 3 surges, you gain +3 Damage and Pierce 3. Some items may explicitly limit your surge spending/stacking, but those are the exception to the rule.

Q: Does Sweep affect friendly figures? When a figure has both Sweep and Reach, does it strike every creature in range or only those to which it has line of sight?

A: Sweep affects only enemy figures, never friendly figures. For the purposes of a Sweep attack, figures do not block line of sight – that is, a figure which is completely behind another figure (friendly or enemy) may still be affected by the Sweep attack. A figure that is completely obscured by rubble, a closed door, or some other effect that blocks line of sight would be immune to the Sweep attack, however.

Q: When making an attack with the Guard order, can a hero use abilities such as Cleave that grant extra attacks? What about other special abilities?

A: When making a Guard attack, a hero retains access to all appropriate special abilities unless otherwise indicated. This includes abilities such as Cleave, Quick Casting, and Rapid Fire that may grant an extra attack.

Movement

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

A: Yes.

Q: What kinds of spaces can be jumped over?

A: Any terrain can be jumped over unless it blocks movement or explicitly prohibits jumping. Up through the Sea of Blood expansion, the only traps that can be moved through but not jumped over are scything blades and dart fields.

Q: Where can a figure land after jumping?

A: A figure’s landing space must be in a straight line from his starting space, following one of the eight main compass directions and crossing only jumpable spaces. Movement point cost = 3 (per space crossed).

All effects active in jumped spaces that do not stem from the jumped spaces themselves are applied as normal, e.g., Grapple, Aura, Alertness, and the like. If the figure is interrupted mid-air and is unable to continue the jump (e.g., while being grappled or after receiving a web token from an interrupt attack), the figure suffers the effect of the space it came to a halt in. The landing space is subject to the overlord playing a trap (space) card as usual (i.e., the landing space is treated as if the figure moved into it normally).

Q: How many movement points does it cost to move from inside a pit onto a mud space?

A: Three movement points. Adding costs like this can be applied to similar cases as well (pit/tree, pit/bed, etc.), the guideline being +1 MP for moving from a pit space to a non-pit space, added up with any costs associated with the space to be entered. This extra cost is not applicable for figures with Fly, Acrobat, Runemaster Thorn’s teleport, or Nimble.

Environmental Hazards and Obstacles

Q: What happens when a figure in a pit space moves to an adjacent pit space?

A: Pit spaces that are adjacent are considered to be part of the same pit. Moving from one pit space to another does not require any extra movement points and does not inflict damage in the same way that entering or leaving a pit does. Furthermore, if multiple figures are in the same large pit, all may trace line of sight to each other as if they were on normal floor spaces. All normal line of sight restrictions still apply, of course.

Q: If the overlord plays a trap card creating a pit adjacent to an existing pit space that has a special effect (e.g., instant death when a figure moves into it, as in Road to Legend dungeon level 33), does the newly created pit also gain the same special effect, since all adjacent pit spaces are considered to be part of the same pit?

A: No, the newly created pit space is a standard pit space with no special effects.

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

A: No.

Q: What happens when a rolling boulder or crushing wall moves across potions/chests/glyphs/runekeys/other tokens?

A: Any token not specifically mentioned, either individually or as a class, in the rolling boulder or crushing wall rules is completely ignored by the boulder or wall. This includes familiars, potions, coins, chests, runekeys, and many others.
Q: Do the props sarcophagus, table, bed, fountain, throne, bone heap, giant mushrooms, tree, and ice count as obstacles (for the effects of Acrobat and others)?
A: Yes.

Miscellaneous
Q: What tokens are limited in the game and what tokens can players use substitutes for when the tokens run out?
A: The following tokens are limited, and when there are no more in stock players cannot acquire them until more are in stock: fatigue tokens, potion tokens, training tokens (including both additional trait dice and dice upgrades), and cannon tokens.

The following tokens are not limited, and when there are no more in stock players can use substitutes: wound tokens, conquest tokens, money tokens, threat tokens, and effect tokens.

Q: Are monkeys figures? What defines a figure?
A: Yes. Anything that can move and has wounds counts as a figure.

Q: What do walls block?
A. Walls block everything. Walls block line of sight. Walls block attacks. Walls block effects. Walls block adjacency (two spaces with a wall between them are not considered adjacent). Walls may not be moved through under any circumstances. Walls may not be measured through for any purpose.

Q: What do closed doors block?
A. Closed doors may be treated as walls, except with respect to certain radius abilities (e.g., Kirga’s ability). Joints between walls and doors are treated as part of the door.

Q: Can a space be adjacent to another space if there is a wall between them?
A. No. To count as adjacent, two spaces must be able to have a line drawn between their center points that is not blocked by a wall or closed door.

Q: Do effects like burn and web affect figures at the start of their activation or the start of their controller’s turn (for example, the start of the overlord’s turn for his monsters)? Can the overlord choose to not activate a monster and thus have it not suffer from lingering effects or must all effects be resolved before the overlord activates monsters?
A: Burn and most effects affect figures at the start of their activations. Web affects figures at all times, although it is only rolled for at the start of a figure’s activation. All monsters must be activated on every turn.

Q: How is range calculated when attacking through a staircase?
A: Just like moving through the staircase (one space to get to the other end of the staircase).

Q: Does the radius of a Blast attack or other area attacks (such as Word of Vaal, Sweep, etc.) extend through a staircase?
A: No.

Q: Can Guard interrupts be taken before the overlord draws cards/collects threat, before the playing of spawn/event/power cards, before the first activation of a monster, and/or before any of the overlord’s “start of turn” actions?
A: Yes.

Q: Timing of “before applying the effects of armor”: At what step of the attack sequence does this occur? This becomes an important interaction during Guard orders and in the case of Knockback and Divine Retribution. For example, if a lingering effect token such as web is given out during a Guard order and the monster figure survives the attack, does the web token immediately take effect and therefore prevent the monster from spending movement points?
A: Other effects take place after wounds are dealt. In the example given, the lingering effect token would immediately take effect.

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

Q: An area attack is made on a group of characters. The attack dice are rolled and one figure (hero or monster) uses dodge. Does the original roll take effect on the other targets, or does the newly rolled attack affect all targets?
A: The new roll affects all the targets.

Q: If a master monster is killed via some indirect means, such as being knocked back into a pit, a hero’s Aura ability, a lingering effect, or a familiar, who gets the bounty of coins?
A: No one. A “killing blow” must be the product of an attack roll.

Q: Can extra power dice be added (with fatigue or threat in an outdoor encounter) to an attack after an Aim reroll?
A: No. Once the dice have been rerolled with Aim, no more power dice may be added. This is a general rule pertaining to all rerolls, even single die rerolls.

Q: What does “damage that ignores armor” actually ignore?
A: It ignores a figure’s armor stat, including all bonuses from all sources. It does not ignore other effects of a hero’s equipped armor item, such as wound-cancellation on a Cloak of Displacement or immunities from Dragon Scale Mail.
Rule Changes and Clarifications
The following rules have been changed or clarified to improve gameplay.

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

Quests

Quest 1: Buried Alive
If a familiar or the Haunt is killed due to being on one of the map pieces that is removed because of the mine collapse, the figure is immediately placed back on the game board in one of the remaining map spaces that is closest to the figure’s previous location (if there are multiple closest spaces, the overlord player chooses).

Quest 2: Spider’s Web
Heroes may only use glyphs that they themselves have activated until the glyph in Area 4 is activated.

Quest 4: A Small Problem
The contents of the gold chests in this quest were inadvertently left out of the rulebook. They should be:
Gold 1: 2 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2: 1 Conquest Token, 1 Healing Potion, 1 Gold Treasure

Quest 8: The Spiral of Death
The 2-space water obstacle in Area 1 should be a 1-space water obstacle, occupying only the southern half of the corridor.

The Hero Player’s Turn

Items, Treasure, and Equipment
Q: When attacking with the Spirit Spear, do all three affected spaces need to be adjacent to each other (forming an “L” shape), or could they form a line or crescent? Which space is used for determining the required range?
A: The affected spaces may be arranged in any shape, as long as the spaces are adjacent. Use the closest space to determine the required range.

Q: The Trueshot relic says it “only misses if you roll a miss result, regardless of range.” Does this grant the relic the ability to ignore Fear and any other effects (other than an X on a rolled die) that could cause an attack to miss?
A: No. The Trueshot relic gives the hero no other ability besides the ability to ignore range.

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

Q: If a hero with Earth Pact spends movement points in town to shop, has he “moved” during the turn and is thus ineligible for the ability’s health bonus?
A: Yes, shopping in town counts as moving for purposes of this ability.

The Overlord Player’s Turn

Overlord Cards
Q: Does Trapmaster add wounds to attacks resulting from traps like Dark Charm and Mimic, which activate creatures instead of dealing wounds?
A: No.

Q: If the overlord plays a trap that does some amount of wounds of poison damage, do the extra wounds from the Trapmaster power also count as poison damage?
A: No. For example, a poison pit trap would deal 6 wounds, but only 4 of those wounds would be poison damage.

Q: Spell of Binding (also Spell of Burning, Spell of Frost from Altar of Despair, and Spell of Thunder from Tomb of Ice): Do these cards ignore figures when determining line of sight, like a Blast attack?
A: Yes.
General Game Questions

Movement

Q: What happens if a figure is on a lava space at the beginning of the figure’s turn and it does not move?
A: If the figure begins its turn on a damaging effect, such as lava or a monster’s aura, and does not move out of the effect, the figure is damaged by the effect at the end of its turn.

Daze

Q: Does a daze token (when applied to a power die in an Advanced Campaign) effectively work like a downgrade of a die, or does it remove a power die regardless of its color?
A: A daze token works like a downgrade of a power die. For example, a black die would be removed, and a silver or gold die would be downgraded to black or silver, respectively. It is possible to apply the effect of several daze tokens to a silver or gold power die. After the roll, power dice can be added via fatigue or threat (in an outdoor encounter) as usual.

Q: What is the timing and interaction of effects that add power dice and the effect of daze?
A: All bonus dice from whatever source applicable before the roll are applied first. Any excess bonus dice (more than five black dice in standard Descent: Journeys in the Dark or five gold dice in an Advanced Campaign) are wasted for this attack. Then daze comes into effect and removes dice according to the choice of the attacker. After the roll, power dice can be added via fatigue or threat (in an outdoor encounter) as usual.

Daze

Q: What happens if a hero uses a power potion or fatigue to boost an attack while he has one or more daze tokens on him?
A: Firstly, the power potion takes effect. Then the daze tokens remove dice from that modified pool. Finally, the hero adds his dice from spending fatigue.

Q: Do daze tokens have any effect on the maximum number of power dice of an attack?
A: There is no change in the maximum number of power dice or upgrades the attacker can have.

Q: Do excess daze tokens have any effect on power dice that are added to an attack roll after the daze tokens have been resolved?
A: No, after the daze tokens have been resolved, the attacker can freely add power dice or benefit from any applicable bonus dice.

Q: What happens if the overlord plays Weakness on a hero who has one or more daze tokens?
A: Weakness removes all power dice (including any bonus dice from whatever source) from the attack first; then daze removes yellow or green dice (if any). Subsequently, after the roll, power dice can be added via fatigue as usual.

Q: When an “Alarm” or similar card interrupts and ends a hero turn and starts an overlord turn, how does that affect the round sequence?
A: This may cause some heroes to miss out on having a turn during that round. The round will still end after the overlord turn even if not all players have had a turn. Then the next round will begin with the first hero turn.

Q: Is a Killer Chest treated as a large monster or a single space monster?
A: A Killer Chest is treated as an Ogre for most purposes, but is still a single space figure. All movement or size related rules will treat it as a single space figure. For example, if it suffers knockback, it counts as a single space figure, it suffers the effects of terrain it enters as a single space figure, and it can use stairs.

Q: Can a Killer Chest or Mimic be upgraded to a Master monster using the “Dark Servant” card?
A: Yes, the overlord may upgrade the Chest/Mimic to a Master. This may result in an Undying Master Killer Chest!

Q: What happens if all spaces adjacent to a chest are occupied? Where does the Killer Chest/Mimic get moved to?
A: The overlord places the chest marker in a free space as close as possible to a space adjacent to the chest.

Q: In Well of Darkness quest 9, if a Rage card is played on Death, does it give him a second special attack as well?
A: No, the Rage card only gives a second normal attack.
Relics
Q: Can a hero wielding the Staff of Light relic heal himself and one or more adjacent heroes with the same attack roll provided he has enough surges?
A: Yes.

Q: Would the Trueshot relic card miss if the attacker does not spend enough surges to overcome a target’s Fear ability?
A: Yes.

The Altar of Despair Expansion FAQ

The Hero Player’s Turn
Items, Treasure, and Equipment
Q: Regarding the Falcon’s Claw Copper Item, if a hero interrupts a monster’s activation and hits the monster with a web token, is the monster then able to continue spending movement points?
A: No.

Q: If a hero has the Bottle Imp equipped and wants to re-equip it to move the familiar to his current space, does this require a single re-equip action or two?
A: Two. First the Imp must be unequipped, then it must be re-equipped.

Q: Can a hero equipped with The Black Ring use surges to overcome the Fear ability or does she automatically miss any figure with Fear?
A: No. The hero would automatically miss.

Skills and Abilities
Q: Does a hero using Spiritwalker to attack benefit from Command if his actual space is in range of the commander or if the hero through whom he is spiritwalking is in range of the commander?
A: The attack is made as if the attacker were in the space occupied by his ally, so he only receives the benefit from Command and similar effects if the ally’s square is in range of them. However, the hero is always in range of himself, if he has the Command ability.

Q: Can a hero use the swap ability of his Shadow Soul familiar while he is in town?
A: No.

Q: “Leadership” skill card text: Does the “In addition,...” part allow a hero to place an order on another hero when doing a normal Ready action without spending fatigue?
A: No. To use Leadership at all, the hero must spend one fatigue.

Q: How do the Appraiser and Bardic Lore skills interact? If one player has both skills, does he draw double the number of cards? If two different players have these skills, do they cancel each other out because if one player draws the cards the other is not drawing the cards?
A: The Appraiser skill affects the draws made for the hero with the skill. If one treasure is drawn per hero, the Appraiser skill gives one extra draw total (for example, if there were three heroes, the hero with Bardic Lore would draw four treasure cards instead of three). The hero with the Appraiser skill then returns one of the treasure cards drawn to the bottom of the deck. Then, the hero with the Bardic Lore skill divies the remaining treasures up as normal.

Familiars
Q: When a hero switches spaces with the Shadow Soul familiar, can the overlord play a trap (space) card on said hero?
A: Yes.

Character Specific Questions
Q: Can Tahlia drink a potion or use a glyph on the overlord’s turn when she Guard interrupts if she already drank/used one on her turn?
A: No.

Q: Is another hero with Guard allowed to interrupt Tahlia’s Guard interrupt movement (e.g., possibly using a more favorable attack position for Spiritwalker)?
A: No.

Q: Could Tahlia move one space, attack, and move two more spaces later? Her description says “she may move a number of spaces equal to her speed before or after attacking.”
A: When using her special ability, she may not split movement like that; she may only move before or after attacking.

Q: Tahlia has a melee weapon equipped. She can use her Guard order without any monster being adjacent to her and without being able to legally attack, just because her special ability allows her to possibly move into range of a monster before attacking. Is the attack mandatory for her to get the movement? Can she just discard her Guard order and move to town without attacking anything?
A: Anyone can “use” his Guard order anytime he wants to on the overlord’s turn. He does not have to have a legal attack to do so; he can just waste the Guard order. Tahlia is only different in that it actually matters for her. The attack is not mandatory, merely the expenditure of the Guard order.

Q: Can Tahlia use her ability to perform movement actions, rather than simply moving? Can she spend fatigue to get extra movement?
A: Tahlia receives movement points as a result of her ability (it is the same wording as always), so she can perform movement actions with them. Note that if she opens a chest
or a door or whatever, that is okay. The action simply gets
resolved, and then (once her interrupt action is done) the
overlord’s turn continues as normal. Think of it sort of as
her getting an Advance instead of just an interrupt attack
(but she doesn’t actually get an Advance, so she cannot
trigger effects that require an Advance). She cannot spend
fatigue on extra movement, as it is not her turn. Items like
the Ring of Quickness do not give her extra movement
because, again, it is not her turn. She can use her interrupt
movement to go through a glyph to town or even lurk in
town with a Guard order, only to pop back through into the
dungeon on the overlord’s turn (remember, only one trip
through the glyph per turn, though).

The Overlord Player’s Turn

Monster Abilities
Q: If a Black Curse monster is killed via some indirect
means such as Aura, a pit, burn, or a familiar, who gets
the curse?
A: No one. A “killing blow” must be the product of an at-
tack roll.

Overlord Cards
Q: When the overlord plays the “Weakness” card to
remove power dice from a hero’s attack, can a hero still
spend fatigue after his attack roll to add power dice?
A: Yes.

Q: Dark Relic: Is the overlord allowed to see the treasure
card a hero draws before deciding whether to play this
card?
A: No.

Q: Dark Relic: Can this card be played when a hero
receives a treasure card via trade or only when a new card
is drawn from the deck?
A: No. This card may only be played when a hero receives
a treasure card drawn from the deck.

Q: Does the “Urgency” power card generate threat?
A: Urgency’s discarded cards do not generate threat.

General Game Questions

Skills and Abilities
Q: If a hero is moved onto a corrupted space via
Knockback, does the overlord gain the benefit from the
hero losing wounds?
A: No. Damage is dealt before other abilities take effect.

Q: How does Shadowcloak interact with Blast? Is the
origin of the attack considered to be the attacker or the
space from which the Blast originates?
A: The origin of the attack is still considered to be the at-
tacker. If a hero with a Blast attack wishes to hit a Shad-

dowcloaked monster without hitting himself, he should

move adjacent to the monster and target the attack in a
potentially empty) square such that the monster, and not
the hero, is hit.

Q: Is a Shadowcloaked figure affected by attacks
originating from its own space (e.g., Dark Charm, Blast)?
A: Yes. Although a figure is not technically adjacent to its
own space, it may still be affected by attacks originating in
its own space.

Q: May a hero with the Taunt skill force a creature with
the Morph ability to select ranged or magic as its attack
type? Basically, if a monster with the Morph ability is in
range of a hero with the Taunt skill but not adjacent to
said hero, can the Morph monster make a melee attack
even if said hero uses the Taunt skill on it?
A: The morph goes off first, and then taunt can only be used
if the taunting hero is a legal target for that attack type.

Environmental Hazards and Obstacles
Q: What happens when a crushing wall pushes one figure
into another figure?
A: The second figure’s controller may move it to any adja-
cent available space. An available space is any space that
does not contain a figure or an obstacle that blocks move-
ment such as rubble. If there are no such spaces, or insuffi-
cient spaces to hold the figure if it is large, then the figure’s
controller moves it to a space containing another figure, re-
sulting in another “push-back” which uses the same rules.
Figures may never push the figure that pushed them or any
other figure that has been pushed during this turn. In other
words, each figure may only be pushed once during a turn.
If a figure ever has absolutely no legal spaces to move into,
it is eliminated as if it had been trapped between a crushing
wall and a wall.

Q: What happens when a crushing wall pushes a figure
into rubble, water, or another obstacle that blocks
movement?
A: The figure is eliminated as if it had been pushed into a
wall or closed door. If the space was a water space, then
the bloodsquids have obviously claimed another victim.

Q: Is corrupted terrain an obstacle? Can the overlord play
trap cards on it?
A: Corrupted terrain is treated as an empty space. Once a
trap has been played on it, it no longer counts as corrupted.

Q: Do figures more than one space away (in otherwise
unobstructed line of sight) from a fog space have line of
sight to the fog space?
A: No, they do not. The fog rules are missing a word. They
should read “Only figures adjacent to a fog space have line
of sight to that space.”
Leap

Q: The leap rule states that a leap must end on an empty space. Does “empty space” only mean a space not occupied by another figure? Is a space with an obstacle or other terrain that may normally be entered an “empty space”? The same questions apply to Runemaster Thorn’s “teleport” special ability.

A: A leap or teleport must end on a space or spaces that the leaping or teleporting figure would normally be able to end its move on. Thus, the spaces must be empty of any figures or other tokens that prevent ending a move there, such as Villagers, Shadow Soul, or impassable terrain. A leap or teleport move may end on an obstacle or effect such as lava, Aura, or pits, and the figure will suffer any usual effects of entering that space (subject to the large monsters rules if it is a large monster, of course) even though it ignores these effects during the leap or teleport.

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

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

Q: When making a leap attack, can a Blood Ape leap “sideways” so that it affects twice as much area?

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

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

A: Yes. Leap is optional.

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

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

Q: Does Leap affect a figure with Ghost?

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

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

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

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

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

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

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

With the Addition of Well of Darkness

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

A: Yes.

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

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

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

A: Multiple sources.

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

Examples:

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

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

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

Miscellaneous

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

A: Yes, if the new target can be legally targeted, the attack must be repositioned.
The Road to Legend Errata

Rule Changes and Clarifications

Avatars and Lieutenants
Avatars and lieutenants may make a Ready action, placing a Guard, Dodge, or Aim order on themselves. However, they may not use a Guard token to interrupt an opposing player’s Guard token.

Regardless of other effects, heroes are never immune to an Avatar’s or Lieutenant’s attack (i.e., Zyla is never immune to the Beastman Lord’s attack). However, heroes can be immune to abilities of Avatars and lieutenants. For example, a hero with the Ox Tattoo is immune to the Spider Queen’s web ability on her attack. However, heroes cannot nullify the attack dice themselves.

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

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

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

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

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

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

Power Potions
In the Advanced Campaign, power potions work differently from the way they are described in Well of Darkness. Instead of allowing the hero to roll all five black power dice on a single attack, power potions now give the hero five free “boosts” to his power dice, exactly as if the hero had spent five fatigue before rolling his attack dice. In all other respects, power potions are unchanged.

Overlord’s Final Turn
The overlord is allowed to purchase one last upgrade when the campaign proceeds to the final battle.

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

Dungeon Level 6: The Gauntlet
The glyph in the lower-right (SE) corner should be inactive to start. The glyph by the yellow rune door is the starting glyph.

Dungeon Level 9: The Prison
Treat the cells as unrevealed areas for the purposes of spawning.

Dungeon Level 14: The Fountain of Life
If an invulnerable monster blocks a path, the heroes may move through that monster.

Dungeon Level 15: The Crypt
The sarcophagi on this level may not be searched.

Dungeon Level 27: The Monastery
Lord Aktar may be summoned regardless of whether or not the sarcophagus has been searched. If the sarcophagus is missing, simply place Lord Aktar adjacent to its original location.

Rumor 1: The Twins
The two runedoors on this level should be normal doors.

Rumor 11: Down a Hole
The red runekey in Area 2 should be a Master Sorcerer.

The Keep of the Spider Queen
In the second to last paragraph of Area 3, in the sentence “She may move her webbing strands into spaces containing figures,” delete the clause “but she cannot move them into pits” from the end of the sentence.

Card Revisions
After careful consideration, we feel that the following cards should be removed from the Advanced Campaign.

Skills - Telekinesis, Bear Tattoo
Overlord - Poltergeist, Rolling Stone

Crushing Blow is now restricted to only one copy in the overlord’s deck. Yes, this may go in the lieutenant’s hand during a lieutenant encounter.

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

Outdoor Encounter: Ancient Grove
Trees are impassable only to single space figures.
The Road to Legend FAQ

The Hero Player’s Turn

Items, Treasure, and Equipment

Q: How many treasures are given out per treasure roll?
A: One treasure is given out per blank rolled, not per hero. Campaign mode is more about making the most of the players’ resources than normal mode is.

Q: How much gold does the party get from a coin pile: 100 total or 100 each (400 total in a party of four)?
A: 400 coins total in a party of four.

Q: If one hero has the Lodestone Dark Relic, does that affect how much money the party gets as a reward for winning encounters, collecting gold piles, or getting money results when rolling power dice for Treasure Chests?
A: No.

Q: Are items destroyed by Crushing Blow placed in the graveyard?
A: No. Those items are discarded, and the next time the treasure deck is shuffled they will be shuffled back into the deck.

General Hero Questions

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

Q: Can a hero place a Rest order before entering a portal and receive full fatigue when the next dungeon level begins?
A: Yes. Although technically, he would not be restored to full fatigue until his individual turn began and would still lose his Rest order if he somehow took damage before then.

Q: When a hero’s maximum fatigue or wounds increases, either by means of Secret Master training or the final battle, do his current wounds and fatigue stay the same?
A: Any time a hero’s maximum wounds or fatigue increases, the hero gains a number of wounds and/or fatigue equal to the increase.

Q: Can the party land on or move through a dungeon location that has been explored using a week’s move action?
A: They may end on or move through the location. They may not re-enter an already explored dungeon.

Q: If a party chooses not to enter a dungeon, is it still crossed off, or can they visit it later?
A: They can visit it later. Only if the heroes flee from a dungeon or finish it does it get crossed off.

Q: Can a party pay to recuperate when in the wilderness?
A: Heroes have to be in town to heal (or in Sea of Blood, they could also be at a Secret Master location).

Q: Can a hero train a Secret Master stat upgrade during the same week that he trains a skill or a dice upgrade at a Secret Master Training Ground?
A: No. Heroes may only choose one option to train each week. Each week they can train one of the following: a skill, a Secret Master upgrade, or up to two trait dice upgrades.

Q: Since there are only four training tokens of each type, are the heroes limited in the amount of training they can purchase?
A: The heroes are limited to the training tokens included in the game. If one hero hogs them all, that’s going to be trouble for the party.

Q: Which upgrades continue to work on monsters that are now under a hero’s control as a result of using the Necromancy skill.
A: Nothing counts. The newly animated monster does not get any benefits from the overlord’s powers, the overlord’s special abilities, or upgrades of any kind. It is a monster of its type of the current upgrade level (i.e., Copper, Silver, Gold). A necromancy-controlled Gold Beastman has the exact stats on the “Gold Beastman” card and nothing else, regardless of what upgrades the overlord has purchased.

Q: Can a monster affected by Necromancy open a door to an unrevealed area, open a runelocked door if the heroes have the runekey, or move through a staircase into an unrevealed area?
A: No. A monster under the effects of Necromancy is not allowed to perform any of those actions.
Q: Does a Dark Priest under the effects of Necromancy generate threat for the overlord if the controlling hero spends rolled surges for damage and range via Dark Prayer?
A: No. The hero’s control over the monster prevents the overlord from gaining the threat, but the hero may still use the extra range and damage part of the Dark Prayer ability.

The Overlord Player’s Turn

Overlord Cards

Q: Does the overlord gain conquest when he cycles through his deck in Road to Legend, similar to what is stated in the Sea of Blood rules?
A: When the overlord cycles his deck in Road to Legend, he does indeed gain 3 conquest.

Q: Can the “Dance of the Monkey God” card and similar cards that affect figures “in the dungeon” affect figures during outdoor encounters or island levels?
A: Yes. Treat “in the dungeon” as meaning “in play currently” for outdoor encounters and island levels.

Q: Does the overlord’s normal hand-size limit (8 in most cases) apply when selecting cards with Treachery? Is he strictly limited to selecting only his hand-limit worth of cards?
A: Yes. He may only draw up to his hand-limit. The overlord may not draw over his hand limit of cards and then immediately discard any additional cards.

Q: Dark Charm says the attack may target heroes: can the overlord use Dark Charm to force a hero to attack a Villager figure if no hero is in the affected spaces?
A: Yes.

Q: The plot card “Brother against Brother” and the enslaved lingering effect say that the overlord gains control of the hero’s turn. What does this mean exactly? Does this include declaring actions, re-equipping/un-equipping items, moving, and spending fatigue – in addition to attacking?
A: Most of the restrictions that apply with Dark Charm also apply here. The overlord may declare an action for the hero. He may move the hero and make attacks as allowed by that action. The enslaved hero is friendly to himself and to monsters and enemy to other heroes while under the overlord’s control. (The overlord may even place and spend order tokens such as Aim!) He may not force the hero to do any of the following: spend fatigue, spend health, drink potions, and drop items. He may also not force the hero to make an attack that includes himself in the area of effect. The hero player, not the overlord, chooses which if any of the hero’s skills are used (even skills whose effects are usually applied automatically). The overlord may, however, re-equip the character following normal rules provided he does not violate any of these restrictions.

Q: When exactly is the overlord allowed to play and execute the “Transport Gem” card, and what consequences does this have on the associated game mechanics (lieutenant orders, lieutenant reinforcing a nearby dungeon, lieutenant being on a city with sufficient siege tokens to grant a raze roll at the start of the overlord’s game week)?
A: The overlord may play this card when he issues a Move order to a lieutenant, thus enhancing and replacing that order. The transported lieutenant may not be issued another order in the same game week, but he can attack a hero party on his new location as normal.

Q: What happens if the overlord has eight comets in play as a result of the Ascension plot and a party with a hero with 8 wounds maximum moves into the influence area of all eight comets?
A: The hero’s maximum wounds are reduced to 1 as long as the party is in the influence area of all eight comets.

Q: What happens to power cards in play during the final battle in the overlord’s keep? Does the overlord still gain threat during the final battle in the overlord’s keep, and if so, what is the purpose of it?
A: All overlord cards – including power cards in play – are discarded as soon as the Avatar appears. The time for tricks and schemes has passed!

Technically, the overlord still gains threat, but it no longer serves any purpose (so feel free to skip that phase of the turn).

Q: What happens to lingering effects (bleed, burn, curse, poison, etc.) when an encounter ends?
A: At the end of an encounter or dungeon (but not a dungeon level), all lingering effect tokens are removed from all heroes with the following exceptions: poison and curse tokens stay. (Note, however, that Red Scorpion’s healing power means that she will heal all her poison tokens and then continue to heal until she is at her maximum wounds.)

Q: If the overlord plays the “Rage” card on a lieutenant during a Battle action, how many attacks does he receive: three or four?
A: Two, actually. The “Rage” card reads: “Play when you activate a monster. That monster may attack twice during this activation (four times if it has Quick Shot).”

A lieutenant who has declared a Battle action may attack twice during his activation. The “Rage” card has no further effect; it is essentially granting the lieutenant an ability it already has. A much stronger play is to declare a Run action and then play the “Rage” card, which would allow the lieutenant to move twice his speed and attack twice, while Run and a “Charge” card would allow him to move four times his base speed.
**Lieutenants**

Q: The rulebook states that a lieutenant or hero must end his movement in the same location to attack each other. What if they are already in the same location?

A: Heroes and lieutenants must declare a move action if they are in the same location and wish to attack each other, but they do not have to move a trail away from their current location during the move action.

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

A: Each lieutenant is an entire encounter unto himself. If the heroes choose to attack a lieutenant when there are two or more lieutenants in the same space, they may fight all the lieutenants in a single turn. However, they must choose one lieutenant at a time to encounter and must fight that encounter before choosing the next lieutenant to encounter. The overlord may attack the hero party with all his lieutenants, but must attack with only one lieutenant at a time, resolving each lieutenant encounter before moving on to the next one. Only if the heroes are still in the same location at the end of the encounter (if the heroes win or the lieutenant flees or if the space in question is Tamalir) can the next lieutenant attack during the same turn.

Q: Do lieutenants regenerate wounds and minions between encounters?

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

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

A: Avatar upgrade cards only. No lieutenants.

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

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

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

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

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

A: Yes.

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

A: No.

**General Overlord Questions**

Q: Once the last of the heroes have entered the portal in a dungeon, does the overlord receive a turn, or does he immediately begin constructing the next dungeon level?

A: The overlord immediately begins constructing the next dungeon level.

Q: Can spawned monsters in outdoor encounters be activated the same turn they are spawned or are they treated as reinforcements?

A: They are treated as reinforcements in all respects. The normal limit of one spawn card per turn still applies. They do not get to move until the next turn.

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

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

Q: Is the reinforcement marker used in outdoor encounters?

A: The reinforcement marker is not used in outdoor encounters, but monsters should be brought in from off the game board as per the reinforcement rule. Note: The spawned monsters may be freely divided between any number of possible exits or ship holds.

Q: The condition for turning the reinforcement marker in Road to Legend is “new dungeon level.” In Sea of Blood, the condition is “new dungeon level or area.” Are these intended to be different?

A: No. Use the Sea of Blood rules for both Road to Legend and Sea of Blood. That means that in all Advanced Campaigns the marker can be flipped back whenever a new area is revealed.
Q: Sorcerer King Overlord Upgrade – Snipers: Can skeletons be forced to use this ability (ignore one obstacle/figure blocking line of sight) to target a hero using the Taunt skill that they couldn’t otherwise target?

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

Q: In a campaign that starts at Silver or Gold level (using the rules on page 9 of Road to Legend or page 12/14 of Sea of Blood), is the overlord allowed to purchase upgrades using his additional 100–200 XP?

A: Yes. The overlord still gets his 15 XP “initial” purchase (with normal restrictions), and while the heroes finish their purchases (both sides buy in secret simultaneously), he may spend any or all of his additional 100–200 XP on any upgrades he could normally purchase (at Copper level if a Silver start and Copper or Silver level if a Gold start).

Q: If the overlord is allowed to spend his 100–200 XP, is he allowed to “save” any of it?

A: Yes. The overlord may save some of his XP and spend it during the campaign. This may mean the heroes face diamond monsters on the first week of a Gold level campaign, for example.

Q: How do large figures interact with Magic Gateways?

A: Large figures use Magic Gateways like small figures; they spend one movement point while on a gateway space and completely emerge on the corresponding exit gateway spaces (if more than one orientation is possible while emerging, e.g., for 2x1 figures, the overlord chooses the orientation).

Q: What happens if one or more emerging spaces are blocked by other figures or obstacles?

A: If any emerging spaces necessary to place the figure are blocked, the emerging figure must normally be able to move through the blocking figure and have enough movement points left to end its movement on legal spaces. Otherwise (i.e., if it does not have enough movement points left or an enemy figure is blocking), it may not use the Magic Gateway.

Q: When the overlord is given the capability to affect an attack by spending threat, must the threat be spent before or after the roll?

A: The threat must be spent before the roll, unless adding dice in an outdoor encounter.

Q: The Sorcerer King’s Soul Ward upgrade cancels all surges rolled in an attack targeting the Avatar. Does this include surges that are not rolled?

A: Yes. All surges for this attack are cancelled, whether they were rolled on the dice or acquired through a skill, ability, or item.

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General Game Questions

**Soar**

Q: Do creatures with Soar also have Fly abilities?

A: Yes. While outdoors (not while in a dungeon), creatures with the Soar ability have all the benefits of Fly in addition to Soar. Likewise, creatures with Fly retain all those benefits while outdoors, in addition to gaining the benefits of Soar.

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

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

Q: Do soaring creatures benefit from terrain?

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

Q: Do soaring creatures block line of sight and movement?

A: Yes.

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

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

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

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

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

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

**Glyphs and Town**

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

A: A hero who begins his turn adjacent to or on top of an activated glyph has two options: take a normal turn or go to town. If he goes to town, he is immediately moved to the building of his choice and gets to Restock there. He does not spend movement points or declare actions; he just Restocks.
A hero who begins his turn in town has two options: Restock again (at the same or a different building) or return to the dungeon. If he returns to the dungeon, he declares a normal action (Battle, Ready, Advance, or Run) and then must spend one movement point to move from town to the dungeon, just like normal. If he somehow cannot do so (i.e., he Battled and had no fatigue left), then the entire action is canceled and the hero Restocks instead.

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

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

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

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

A: No.

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

A: No.

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

A: No.

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

A: No.

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

A: Only after battles have ended.

Environmental Hazards and Obstacles

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

A: Crushing Block may never be played in a space adjacent to a pit or any token (or built-in map element) that blocks movement. The reason for this is to prevent the overlord from sealing a hallway completely (preventing the heroes from ever progressing) and to avoid the heroes being pushed into pits that cause instant death in some scenarios. All pits are included to keep things simpler. This is a list of all relevant props that block movement, current through the Sea of Blood: boulder, cage, crushing wall, monster egg, rubble, statue, and water. (Villagers are figures, not map elements.)

Orc Market

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

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

Q: The Dawnsmoor “Orc Market” ability was noted to not work on town deck items, only “market items.” Are market items explicitly the treasure items that are drawn when visiting the market? Do treasure items in the party’s possession also count as “market items”?

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

Q: The Rumor reward Prince of Thieves grants a 20% discount to “Market Items”; how does it interact with Dawnsmoor’s “Orc Market”? Which discount goes first?

A: The Prince of Thieves discount is applied first.

Q: Does the discount from the Orc Market affect sell values as well (i.e., sell value at Orc Market is 25 coins less than at any other market)?

A: No.

Dungeons

Ancient Library (Dungeon 10)

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

A: He reappears in his space, pushing aside any figure in that space. The overlord chooses where the pushed figure is placed, up to one space away. No, this cannot trigger movement traps.

Two by Two (Dungeon 20)

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

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

Pit Fiend (Dungeon 23)

Q: Is the overlord allowed to move pits resulting from trap cards in the same way as the initial pits?

A: Yes.
Q: Does Trapmaster affect the damage of the initial pits in any manner?
A: No.

Q: Does Tahlia move when she Guard interrupts? Is it dependent on or independent from her movement during her actual turn?
A: Tahlia’s movement is dependent on her movement during her actual turn.

Q: Down the Drain (Road to Legend dungeon 33) says: “Entering a water space immediately ends a hero’s turn.” How does this interact with Tahlia’s Guard interrupt movement and attack?
A: If Tahlia moves into a water space, this immediately ends her Guard action.

Q: How does Appraisal (from Altar of Despair) interact with the new market and treasure rules?
A: When visiting the market, Appraisal may be used only if the hero visiting the market has the skill. Appraisal may be used on any chest that produces one or more treasures, regardless of whether or not the hero with Appraisal is the one who opened the chest.

The Pull of the Depths (Dungeon 35)
Q: When a map or scenario effect moves figures at the start of a turn, who decides which is the nearest pit space if more than one have the same distance to the figure to be moved?
A: The controlling player chooses which space a figure is “pulled” to if more than one space is equally closer to the pit. If there is more than one pit and some pits are equally the closest pit to the figure, then the controlling player decides which pit the figure is “pulled” to.

Q: Who decides the order of individual movements within a group of monsters and heroes (e.g., this level and also Sea of Blood level 50)?
A: The controlling players decide in which order their own figures are to be pulled.

Throwing Stones (Dungeon 38)
Q: Is Gorg, the leader, allowed to throw the stones diagonally and/or along an uninterrupted line of sight? Can he pick up a rubble token from a certain adjacent space and use a different one of his adjacent (or even one of his occupied) spaces as a starting point for his throwing attack?
A: The rubble token moves from its space of origin. The stones may be thrown diagonally.

A Mother’s Lament (Rumor 8)
Q: Can the cub leave through a glyph, fulfilling the victory condition?
A: The cub must leave through the portal, as the cub cannot take movement actions.

Expansion Specific Questions

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

With the Addition of Altar of Despair
Q: The Snowy Woods Location says that no figure may move more spaces than its speed during its turn. How far can Tahlia move when she Guard interrupts? Is it dependent on or independent from her movement during her actual turn?
A: Tahlia’s movement is dependent on her movement during her actual turn.

Q: Down the Drain (Road to Legend dungeon 33) says: “Entering a water space immediately ends a hero’s turn.” How does this interact with Tahlia’s Guard interrupt movement and attack?
A: If Tahlia moves into a water space, this immediately ends her Guard action.

Q: How does Appraisal (from Altar of Despair) interact with the new market and treasure rules?
A: When visiting the market, Appraisal may be used only if the hero visiting the market has the skill. Appraisal may be used on any chest that produces one or more treasures, regardless of whether or not the hero with Appraisal is the one who opened the chest.

With the Addition of Tomb of Ice
Q: If a spawn card is canceled by the Feat card “Preventing Evil,” is the Reinforcement Marker still flipped to its blank side?
A: No.

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

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

Q: If the leader of a level dies without any hero landing the killing blow, does the party still receive the reward (conquest, gold, red runekey)? What about lieutenants: if a lieutenant dies without any hero landing the killing blow, does the party still receive the reward for “killing” the lieutenant?
A: Yes they do.

Q: When effects from “vanilla” Descent: Journeys in the Dark refer to black dice, how do they relate to silver and gold dice? Does Doom! still add black dice at Gold campaign level? Can Trenloe the Strong and Lyssa reroll silver and gold dice?
A: For Road to Legend, when an effect refers to a black die, read it as referring to power dice in general. If an effect adds a black die to a roll (such as Doom! or a power potion), it instead adds one “boost” as if the subject had spent one fatigue to enhance its attack. For example, a Copper level Master Beastman, which ordinarily rolls one black die, could roll either two black dice or one silver die with Doom! in play. Lyssa and Trenloe the Strong may reroll power dice of any color.

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

Q: The “Silent as the Grave” encounter card has a Deep Elf leader known as Silence. Her ability is “2 Threat: Move one extra space during her activation”; is this a misprint, since all monsters in encounters already have that ability?
A: It should read, “1 Threat: Move one extra space during her activation.”

Q: Does the Great Wyrm Avatar receive 1 CT if a “treat it like a chest” result is rolled on a sarcophagus or bone heap?
A: Yes.

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

Q: Can “The Guide” reduce the number of dice rolled to check for an encounter to zero?
A: Yes.

Q: Can sleep tokens be resisted or removed through effects such as the silver item Mirror Shield?
A: Sleep tokens are treated just like any other lingering effect token except as expressly noted. Mirror Shield would prevent a sleep token from being placed on a hero, and Sahla may spend fatigue at the start of his turn to “wake up.”

Q: In a dungeon with more than three levels, do the heroes still receive bonus XP and treasure on the third dungeon level?
A: The bonus XP and treasure should be conferred on the last dungeon level, which is not necessarily the third dungeon level in all cases.

Q: When upgrading dice with fatigue, or with threat during an outdoor encounter, can power dice be upgraded before the original combat roll (step 3 of the attack sequence)?
A: Yes. Any power die may be upgraded with fatigue by a hero, or with threat by a monster during outdoor encounters, before it is rolled, including before the combat roll in step 3 of the attack sequence.

Tomb of Ice Expansion FAQ

The Hero Player’s Turn

Items, Treasure, and Equipment

Q: How do the items that allow one die to be rerolled (Ripper, Bow of the Hawk, Beastman Fetish) work when an attack is aimed or dodged?
A: If a 1-die reroll is used, then that’s the only reroll the player gets. However, the player may instead use Aim to upgrade it to a full normal reroll. A 1-die reroll, however, will cancel out an opposing reroll just like normal (as in the case of Aim vs. Dodge).

Skills and Abilities

Q: “Killing Blow” Feat card: How does this work when the attack involves a reroll, such as an Aim or Dodge?
A: Killing Blow works on the first roll. A reroll negates Killing Blow’s effect.

Q: “Protect Thyself” Feat card: Does this card work like the Command skill, or does a hero have to be within three spaces when the card is first played to receive the benefit?
A: Protect Thyself works like the Command skill.

Q: “Blocked” Feat card: Does the attack miss all of its targets or only the hero who played the card (the card says the “attack against you becomes a miss”)?
A: Because the hero is changing the attack to a miss result, all heroes targeted by the attack would evade the attack.
Q: “Disarm” Feat card: If a hero plays this card against an “Animate Weapons” trap card (or any other trap card that affects more than one hero) and succeeds with the necessary die roll, does the Feat card cancel the trap card completely for all heroes, or just for the hero who played the “Disarm” card?
A: It cancels the entire effect of the trap card.

Q. “Hustle” Feat card: Does this card give three movement points or allow the hero to move three spaces?
A: Hustle should read “Play at the start of your turn. Your hero gains 3 extra Movement Points this turn.” Note that this change from “allowing to move X spaces” to “gain X movement points” also applies to all other similar wordings (e.g., Tahlia).

Q: “Riposte” Feat card: After a soaring melee monster swoops down and attacks, what is the range/status of the monster at the time the card is playable?
A: The soaring monster’s extra range is not yet in force again when the card is played. Using Riposte, the hero may attack the monster while it is still adjacent and swooping.

Q: Can a hero use the swap ability of his Shadow Soul familiar while he is in the stomach tile? Subsequently, if the Shadow Soul ends up in the stomach tile, may another hero be swallowed?
A: No.

The Overlord Player’s Turn

Overlord Cards
Q: Can the Beastman Fetish be used to reroll a die that was originally rolled by another player during your turn, such as another hero using the Tunic to reduce collateral damage?
A: It can be used to reroll a single die rolled by any player on the owner’s turn.

General Overlord Questions
Q: “Preventing Evil” Feat card: If the overlord has played a spawn/power/event/trap card and the card was successfully cancelled via said Feat card, is the overlord allowed to play another spawn/power/event/trap card in the same turn or off of the same trigger?
A: Yes and Yes.

General Game Questions

Environmental Hazards and Obstacles
Q: Do the props sarcophagus, table, bed, fountain, throne, bone heap, giant mushrooms, tree, and ice count as obstacles (for the effects of Acrobat and other similar abilities)?
A: Yes.

Swallowed Heroes
Q: When a swallowed hero attacks the monster that swallowed him, can that monster benefit from Stealth (e.g., from the “Sneak Up On The Prey” treachery card) or other defensive abilities, such as Fear, Ghost, Ironskin, etc.?
A: No.

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

Q: Swallowed heroes are limited to one attack per turn; does this only apply to attacks received from the hero’s action, or does it also restrict the use of extra attacks from other sources, such as the “Hurry” Feat card?
A: Heroes may have only one attack per turn. Heroes may not use extra attacks.

Q: Can swallowed heroes declare actions (and thus declare a Ready action to attack and place an order), even if they would not be able to gain skill benefits from doing so?
A: Swallowed heroes get one half of an action (as though they were stunned). This action may only be used for an attack. They may not declare actions.

Miscellaneous
Q: Are there any general rules for resolving what happens if the overlord wants to play a card and a hero wants to play aFeat card both in response to the same triggering event? Which card is resolved first?
A: The active side has priority.

Q: Does the activation of a dark glyph (especially the green sundered glyphs, which negate most glyph benefits) trigger the drawing of a Feat card?
A: Yes.

Q: How do Feat cards from Tomb of Ice interact with the Advanced Campaign?
A: Start with the normal mix, and draw one per hero per glyph activated. Feats stay around between dungeons/encounters. They are present for the lieutenant encounters, but are discarded at the start of the final battle with the Avatar.

Q: If there are multiple creatures with Swallow, can multiple heroes be placed on the stomach tile, one for each monster?
A: Currently there is only one figure with swallow. If a quest were to somehow contain multiple figures with swallow, players would use a stomach tile for each creature.
The Sea of Blood Errata
Rule Changes and Clarifications

Fleeing Encounters
Players and lieutenants may only flee off of the opposite side of the map they appeared on. They can no longer move off the “sides” of the map, only the edge opposite from their starting edge. Lieutenants who flee from an encounter are now moved to their starting space on the overland map.

Divine Favor
Divine Favor is now reversed, in that it adds to the trailing side’s conquest gains, rather than diminishing that of the leading side. So, for every full 25 conquest tokens the heroes’ conquest total is below the overlord’s total, the heroes gain 1 additional conquest each time they earn conquest. So, for example, if the heroes have 25 conquest, and the overlord has 57 (a difference of 32), when they enter a new location or find a chest without treasures, they earn 2 conquest instead of 1 conquest. When they kill a leader, they earn 3 conquest instead of 2 conquest (5 conquest instead of 4 conquest for a lieutenant or final level leader), and when they trigger a glyph, they earn 4 conquest instead of 3 conquest.

On the other hand, for every full 25 conquest tokens the heroes’ total is above the overlord’s total, the overlord’s conquest value is increased by 1. So, in the example above (25 conquest vs. 57), Mad Carthos, whose conquest value is 2, would have his conquest value increased to 3.

Check for bonus conquest tokens at the instant the heroes gain conquest. If the heroes gain 3 conquest tokens, 1 at a time, then check to see if they receive any bonus conquest tokens after each hero gains his conquest token.

Tobin Farslayer
Tobin Farslayer is banned from use in the Sea of Blood campaign.

Sea of Blood FAQ

The Hero Player’s Turn
Skills and Abilities
Q: Skills that exhaust when used (example, Piercing Shot): Are these refreshed between game weeks? Do these skills refresh when a hero dies?
A: Yes and Yes.

Q: The Nimble skill states that it never costs the hero more than one movement point to enter a space. What effects does this include? Exiting a pit? Jumping? Teleporting? Or does it just nullify “additional cost to enter” type effects (e.g., trees, mud, water (shallow or deep))? A: The Nimble skill only acts to reduce the entry cost of spaces the figure enters. So it will reduce the cost of entering tree, mud, and similar space types, but it does not affect the cost paid to perform other actions such as jumping, teleporting, using a rope, etc.

General Hero Questions
Q: Can Dallak be used as a Home Port?
A: No. The Home Port must be a port, and Dallak has no port facilities.

The Overlord Player’s Turn

Monster Abilities
Q: If monsters steer the Revenge off the map, do the heroes flee as well, just as if they steered it off themselves?
A: Monsters may not operate the Revenge during island levels.

Lieutenants
Q: The lieutenant the Void has no starting location listed on his card. Where does he start? If he starts in the Overlord’s Keep (specifically for the Count, who has a land-based Keep location), he is unable to move off the Keep because he cannot move on overland trails.
A: Start the Void in the Bright Sea.

Q: Two of the lieutenants in Sea of Blood call for more monster figures than are supplied with the game: Soriss has two Nagas and two Master Nagas. The base game only comes with one Master Naga. Additionally, Darkwind has four Razorwings and three Master Razorwings. The base game only comes with two Master Razorwings.
A: Use a Master Demon for the Naga and a Master Skeleton for the Master Razorwing. The Naga and Skeleton should function as stand-ins rather than replacements.

Q: If a hero who is Running towards the Siren due to the Siren’s Call ability has spare movement points left over at the end of his movement, can he use those movement points for anything?
A: No. The hero is only supposed to Run towards the Siren unthinkingly, totally under the power of the Siren’s Call. The hero may not spend movement points on anything other than this movement.

General Overlord Questions
Q: If a monster is hit by an attack with the Leech ability, does it automatically take double damage since it does not have fatigue to lose or does it ignore the fatigue loss similar to how monsters ignore deep water fatigue costs?
A: Ignore the fatigue loss.

Q: When the overlord plays the treachery card “Ambush” before the start of any hero’s turn, or if the power card “Dire Warnings” is in play and its effect activated, how do the granted activations of up to three monsters fall into the turn sequence?
A: The extra activation is treated as a separate part of the overlord’s turn (the activated monsters can still be activated in the overlord’s regular turn as well). Placed hero Guard orders may be used during these extra activations.
General Game Questions

Skills and Abilities
Q: Descriptions of Swim and fatigue penalty: There are two different fatigue penalties for Swim in the Sea of Blood rulebook. Page 30 says one fatigue for every two points of armor, while page 38 (in the description of deep water) says one fatigue for every point of armor. Which is correct?
A: One fatigue for every two points of armor.

Q: Can shallow water and deep water penalties be ignored by figures with Fly or heroes with Acrobat?
A: Figures with Fly may ignore these penalties. Figures with the Acrobat skill still suffer the water penalties.

Ships and Cannons
Q: Are the Ghost Ship's cannons manned by the Ghost Ship or do they man themselves independently? This is important because if the Ghost Ship mans them, it seems that they can aim every shot. Can they?
A: The Ghost Ship's cannons man themselves. They cannot aim every shot.

Q: In island levels, spawning works similar to inside dungeons (monsters can spawn anywhere out of line of sight of the heroes). Since masts block line of sight, it is quite possible for monsters to spawn on the Revenge unless one hero stays behind on the ship, essentially out of action. Is this intentional? Monsters spawned on the Revenge can easily man its stations and crash it or sail it off the map to result in the party being forced to flee, and the easy solution leaves the heroes a man down when facing the perils onshore.
A: Monsters may not spawn on the Revenge during island levels. They may only spawn on the island itself.

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

Q: Conversely, do monster abilities work with cannons?
A: No.

Q: Ship Upgrades and the Shipyard: For ship upgrades such as Elven Sails that have an experience cost, is this experience cost paid by the entire party (similar to the Tamalir upgrades in Road to Legend) or does only the hero who purchased the upgrade pay the experience cost?
A: The hero party pays for ship upgrades collectively, so each hero must pay the XP cost for a ship upgrade that any one of them trains.

Q: May the hero party purchase more than one figurehead during a Sea of Blood campaign?
A: No, they cannot. Once they have made their decision for one figurehead, they will have to use it for the rest of the campaign.

Q: May the hero party sell any ship upgrades they have purchased?
A: No, any ship upgrades purchased are permanent (some cannons may still explode, of course).

Q: May the hero party purchase more cannons than the current number of weapon mounts on the Revenge during a Sea of Blood campaign?
A: No, they may never have more cannons than they can place on the available weapon mounts. If they have reached the maximum number, they have to upgrade the ship type or discard cannons before buying new ones.

Q: What happens if an Ocean Encounter requires more cannon markers of a given type than are available in the game?
A: The Revenge is always fully equipped first. Then, use substitute cannon markers to proxy the required cannon type for the other ship.

Q: If an encounter ends with all heroes dying and the Revenge is not yet sunk, is the Revenge considered sunk by the monsters and thus next appears fully healed?
A: Yes, the Revenge is sunk by monsters who board it after the heroes are gone, and it reappears fully healed at the next encounter.

Q: If an encounter gets to the situation where some or all heroes have fled and none remain in the encounter, what happens?
A: The encounter ends immediately in a Party Flight result.

Q: If a vessel is being moved by both wind and current, which happens first? This can matter both in the case of hitting obstructions and moving off the map.
A: The heroes choose whether wind or current will be activated first. Each space of the first type of movement is accounted for, and then each space of the second type of movement is accounted for.
Q: When two vessels are being moved in different directions by wind, how is the “simultaneous” movement adjudicated?
A: One vessel moves its entire movement first, and then the other vessel moves. In an ambush, the overlord’s vessel moves first; otherwise, the heroes’ vessel moves first.

Q: What happens when a figure is pushed into a rock/rubble space by vessel movement?
A: The figure suffers ramming damage, and the vessel does not move.

Q: What happens if a figure with the tentacle ability (the controlling figure) moves three or more spaces away from a tentacle?
A: The tentacle stays in position until its activation immediately following the controlling figure’s activation. During its activation, the tentacle must move so that it ends its turn within three spaces of the controlling figure. If the tentacle is grappling a hero, it must move back within three spaces of its controlling figure and release the hero it has grappled.

Environmental Hazards and Obstacles

Q: The Whirlpool piece and the Cave Entrance piece both use the same single, unique tile of cardboard but show up together on a few maps (Cerridor Sea, Wimnowing Straights). How do I recreate these levels?
A: Use an encounter marker where the mouth of the cave entrance piece would be.

Q: Can small figures move inside a cage since it blocks movement?
A: Figures may not enter or exit the cage prop unless they fulfill scenario rules. Figures (of any size) inside a cage may move around inside the cage freely. The cage is not an obstacle.

Q: Are scrub spaces counted as empty for any purposes? Can space traps be played on scrub spaces? Can a leaping figure (or a teleporting Thorn) end its movement on a scrub space? Can a figure using normal movement end its movement on a scrub space? Can a monster be spawned on a scrub space?
A: Scrub spaces may be treated like corrupted terrain. Scrub is treated as an empty space for the purposes of playing traps and spawning monsters. Once a trap has been played on the space and left a token, the space no longer counts as scrub.

Q: Do magic attacks ignore scrub effects?
A: No. Any attack that has a range component is affected by scrub. That means both magic and ranged attacks are affected, while melee attacks are not.

Q: What are the outer spaces of the whirlpool prop counted as?
A: The eight outer spaces of the whirlpool prop count as water (deep) but still damage ships and move non-swimming figures. Figures moved by the whirlpool do not pay entry costs for the spaces they are moved into or through. They do still die if they enter the center space, though!

Q: Do armor bonuses from skills, abilities, and non-armor sources count for deep water?
A: No. Only natural armor and “armor” items count for deep water.

Q: How do variable armors (e.g., the various Robes) work in deep water?
A: The variable armors like Wizard’s Robes count as their lowest value for deep water. For example, the Mage Robes (Copper treasure, +0 vs Melee, +3 vs Range/Magic) would add 0 to the hero’s armor total.

Cities

Q: Cities of Dallak and Orris: If the heroes return to these cities via fleeing from a dungeon through glyphs or the portal at the end of the dungeon, does this count as “entering” for the purposes of those cities’ abilities?
A: No.

Q: The city of Dallak is an overland city. Is it possible for the overlord to move one of his lieutenants onto Dallak using the Transport Gem to siege the city?
A: It is not possible to transport to the city. No lieutenants may be on land spaces.

Miscellaneous

Q: For Advanced Campaigns, in the FAQ, Rolling Stone and Poltergeist were removed, while Crushing Blow was restricted. This gets no mention in the rulebook for Sea of Blood, while many other changes from the FAQ made it into the same rulebook. Are these treachery cards still removed from the Sea of Blood Advanced Campaign? Do all FAQ rulings that refer to the “Advanced Campaign” apply to Sea of Blood as well as Road to Legend?
A: Yes.

Q: In the final battle with the Master of the Hunt, all he has to do is declare a Run action, use seven movement points to go past the heroes, turn sideways (blocking the corridor off), and wait for the Wild Hunt to kill off all the heroes: there is no way for the heroes to avoid this fate. Should the Master of the Hunt and his Wild Hunt be edited to start farther away from the heroes, or are the heroes supposed to be able to move through the Master or destroy the Wild Hunt somehow?
A: Heroes may move through the Master of the Hunt and vice-versa.
Q: In the non-combat encounters A Wandering Merchant (Road to Legend) and Merchant Ship (Sea of Blood), heroes may shop as if in a city with a Market or Alchemist rating of 3. Are these encounters affected by the plot cards “Greed and Hatred” (Market rating of all cities decreased by 1) or “A New Law” (all Alchemists closed) or affected by the Rumor reward A Mother’s Lament (Market rating of all cities increased by 1) or any other similar effects?

A: The Market/Alchemist rating of 3 is a starting value. Any other effects that make a general change to ratings are applied to this number. The heroes may end up with a Wandering Merchant or Merchant Ship that has more or less “slots” than the three he/it normally has.

Q: When the heroes flee from an island level by leaving the map with the ship, do the heroes get back to their Home Port, or do they remain on the island location?

A: They remain on the island location, which is marked as explored. The game week ends.

Q: Should there be a threat shield (for encounters) on the trail between the Bright Sea and Midnight Cove locations, between the Narrows of Gracor and Cerridor Sea, or on the routes to and from the Maelstrom?

A: No. Those trails are safe and encounter free.

Q: In some scenarios (particularly Advanced Campaign ambushes), the overlord actually has his turn before the heroes. In such a case, when does the “round” end? Is it at the end of the overlord’s turn or when every player has had a turn?

A: A round is defined by all players having had a turn, so in ambushes, the round ends after the last hero player turn.

Q: On the Location card “Sea King’s Crown,” the red area indicating the placement for the overlord ship in an ambush would require the ship to be placed onto a rock space. What should happen in this case?

A: Remove the rock from the map.

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**Island and Dungeon Levels**

**Burning Sea/Bay**

Q: Are Burning Sea and Burning Bay the same location?

A: Yes

Q: How is the red runekey obtained (the cavern entrance unlocked) at the Burning Sea/Bay level?

A: By killing both leaders.

Q: Are the (Master Spider) leaders at the Burning Sea/Bay supposed to have both Shadowcloak and Swim abilities?

A: No. Remove the Swim ability from these two leaders as they are too heavy for swimming.

**The Hideout (Dungeon 60)**

Q: In this dungeon, the heroes must roll to exit the cage and if they roll a surge they are placed in one of two empty spaces adjacent to the cage. What happens if the spaces are not empty?

A: The exiting hero is placed in an adjacent space and other figures (but not obstacles) are moved one space away as necessary to fit (similar to the crushing wall “chain push” method where each figure pushed pushes another figure until finally a figure has room or cannot be pushed at all).

Q: Can Runemaster Thorn (or heroes using similar teleportation movement methods such as Shadow Soul swapping, etc.) enter or exit the cage?

A: Yes. The cage only blocks normal space to space movement (including jumping, using the Acrobat skill, and flying), not teleportation-type movement.

**House of the Unholy (Dungeon 67)**

Q: If Coffer swaps places with a hero, can the overlord play trap (space) cards on the space the hero enters if it is otherwise empty?

A: Yes, this movement is similar to the Shadow Soul effect.

**Maze of Madness (Dungeon 68)**

Q: Can monsters shut the special doors on this level?

A: No. All references to the ability to open doors also refer to the ability to close doors. Since the monsters cannot open special doors on this level, they also cannot close them.

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**Promotional Character Questions**

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

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