

Descent: Journeys in the Dark™ – Quick Reference

Town

Shop by spending 3 movement points, sell items for half of their value (rounded down to the nearest 25 coins).

Start Equipment

Heroes: 300 coins per hero; healing/vitality potion: 50 coins each
Overlord: 3 overlord cards, 0 threat tokens

Shopping

Vitality potion	25
Healing potion	50
Copper treasure	250
Silver treasure	500
Gold treasure	750
Training Token	500
New Skill Card	1,000

Hero player's turn

1. Refresh cards (only for exhausted cards)
2. Equip items*:
 - Items with total number of „hand“ icons equals two or less
 - 1 armor
 - 3 potions
 - 2 other
3. Take an action:
 - **Run:** move number of spaces twice his speed
 - **Battle:** two attacks, no movement
 - **Advance:** move, one attack (at any point of movement)
 - **Ready:** move **or** make one attack; place one order token

Overlord player's turn

1. Collect threat tokens and draw cards
1 token/player, draw 2 cards (max: 8)
2. Spawn monsters
play 1 spawn card
3. Activate monsters
Each monster: move, one attack (at any point of movement)

Movement

- Figures may pass though spaces occupied by friendly figures, they cannot attack while in the same space and must end their movement in an empty space.
- Figures cannot move though blocking obstacles or enemies

Glyphs of Transport

A hero may use a glyph only once per turn.

Movement Points

- | | |
|---|---|
| 1 | Move from a glyph to town (and vice versa)
Walk up/down a staircase
Give one item to an adjacent hero
Drink a potion |
| 2 | Open/close doors
Open chest
Re-equip
Climb out of a pit |
| 3 | Jump over a pit |

Attack

Unarmed attack

1 red die, no special abilities

Wielding two weapons (off-hand bonus)

For two equipped one-handed melee weapons add the off-hand bonus of the weapon not used to attack to the attacking weapon.

Staircases

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

Hero orders

Aim

Re-roll any number of dice after rolling for attack.

Aim is removed:

- Hero takes one or more wounds
- Hero moves one or more spaces
- Hero changes equipped items
- Hero uses the order to make an aimed attack.

Dodge

Force the attacker to re-roll any number of dice rolled for attack.

Dodge is removed on his next turn (he can dodge multiple attacks)

Guard

Interrupt attack.

Guard is removed:

- Hero takes one or more wounds
- At the beginning of the hero's next turn
- Hero uses the order to make an interrupt attack.

Rest

Returns fatigue to maximum at the beginning of hero's next turn.

Rest is removed:

- Hero takes one or more wounds
- At the beginning of the hero's next turn (restoring fatigue)

Power Enhancements, Power Surges and Fatigue

Power Enhancements (Heroes/Overlord):

Increase either range or damage by 1.

Power Surges (Heroes):

Trigger special effects of weapons, runes etc.

Power Surges (Overlord):

Spend 2 surges for one threat token.

Fatigue (Heroes only):

After the dice have been rolled for an attack, spend one or more fatigue for one power die (max: 5). Fatigue can also be used to gain one movement point (even in battle actions).

Conquest Tokens

+3	Activating a glyph (e.g. „Glyph of Transport“)
-2 to -4	Hero killed
-3	Overlord draws last Overlord card
varies	Opening a chest, triggering encounters, killing named monsters

* A hero can place up to three items in his pack (and any amount of money), unequipped item cards are placed face down.

Hero Death

- Loses Conquest Tokens; see hero's conquest rating (Game ends if no Conquest Tokens remain)
- Hero loses half of his money (rounded down)
- Hero is transported to town

Treasures: Money markers

All heroes immediately get 100 coins (including dead heroes).

Curses

For every curse the Overlord receives one Conquest Token per hero. They may be spent for trap cards triggered by the chest being opened.

„Curse of the Monkey God“ (Transformation)

The hero is transformed into a monkey, his turn ends immediately:

- 5 movement points (no movement actions)
- Cannot attack or use any items (including potions)
- No armor is applied
- Lasts two turns (**not** including the turn the hero is transformed)

Master Monsters

Removing one stun token: **either** move the monster up to his speed or attack once. When a master monster is killed, the hero dealing the killing blow receives 50 coins.

Named Monsters

Unique monsters described in the Quest Guide. On hero encounter, the Overlord player must explain any different/special stats, though he is not requested to reveal any special abilities. **Named monsters are immune to stun.**

Special Abilities

Aura

Enemies gain one wound each time they move to an adjacent field of the figure. If a figure with aura ability moves to a field adjacent of another figure, no damage is dealt.

Blast** (optional attack)

Affects every space within the rank of the blast ability, except for walls, closed doors or blocking obstacles (line of sight is required).

Breath** (optional attack)

All figures underneath the breath template are affected, placed against one side of the attacking figure. Deals full damage.

Burn

If this attack inflicts at least 1 damage (before applying armor), place a burn token next to the figure (multiple tokens possible).

Command

Adds 1 to damage and range to all friendly figures (including itself) within 3 spaces of a figure with this ability, if there is another figure in this range with command ability, the effect stacks.

Fear

Spend 1 power surge for every rank of fear to attack this figure.

Fly

Move through enemy figures and obstacles without damage. Movement must be ended on an empty space.

Grapple

Adjacent enemies cannot move until the figure is dead.

** If the attack is dodged by more than one figure, only one re-roll may be made. First dodging player to the attacker's left decides which dice, are to be re-rolled.

Knockback

After inflicting at least 1 damage (before applying armor), move each affected target figure up to three spaces away. Movement must end in an empty space.

Pierce

Reduce armor by pierce level, then apply damage.

Poison

Wound tokens lost due to a poison attack are replaced by poison tokens. When healing, remove one poison token instead of healing. If all poison tokens are removed, healing can be applied as normal.

Reach

Melee attacks reach two spaces around the figure (line of sight).

Quick Shot

Attack two times.

Sorcery

After making an attack roll, Add 1 to damage **or** range for each level of sorcery. On multiple ranks of sorcery, this bonus may be split.

Stun

After inflicting at least 1 damage (before applying armor), place a stun token next to the figure. A stunned monster's turn ends immediately, stunned heroes do not receive a full action: Move number of spaces up to his speed **or** make one attack **or** place an order. Named monsters cannot be stunned, master monsters suffer reduced penalties. Stun token is discarded on figure's next turn.

Sweep**

Affects all enemy figures within melee range, dealing full damage (line of sight required).

Undying

Roll one power die, monster is resurrected if one power surge is rolled and restored to full health (although any leftover damage from the killing blow is then applied to it).

Web

After inflicting at least 1 damage (before applying armor), place a web token next to the figure. At the start of each of that figure's turns, roll a power die for each web token. For each power surge rolled, one web token is removed. If any web tokens remain after rolling, the figure cannot spend any movement points that turn.

Familiars & Companions

- A familiar moves after his owner's turn has finished
- Familiars can move through enemy figures and can end their movement in the same space as another figure.

Boggs the Rat

Speed: 4; Overlord cannot spawn monsters within its line of sight.

Mata and Kata

Speed: 6; Each can carry one item, they can give to an adjacent hero for one movement point.

Skye

Speed: 5; Enemies adjacent to or in the same space as Skye cannot dodge or aim, armor is reduced by 1.

Pico

Any hero carrying Pico rolls one extra power die on all attacks, she can be given to an adjacent hero for 2 movement points. Pico cannot move on her own, but is not counted as an item.

