



# DESCENT:

JOURNEYS IN THE DARK

SECOND EDITION

COMMUNITY EXPANSION

# SANDS OF THE PAST

RULES AND QUEST GUIDE

VI4



# COMPONENTS

7 PLASTIC FIGURES



2 HERO SHEETS



24 CLASS CARDS



4 MONSTER CARDS



3 RUMOR CARDS  
1 ADVANCED QUEST CARD



12 SEARCH CARDS



17 ITEM CARDS



4 CONDITION CARDS



1 FAMILIAR TOKEN



(with 5 condition tokens)

DICE BAG

31 PERIL CARDS



28 TRAP CARDS



36 AGENDA CARDS



(with 6-12 colored standard dice)

(optional)

64 MONSTER ACTIVATION CARDS



2 STATUS SHEETS



4 ROUND SUMMARY SHEETS





## SANDS OF THE PAST

Far to the south lies Al-Kalim, a vast desert continent known to many in Terrinoth only from myths, legends and obscure folktales. However, recently in the wake of the most daring traders and sailors, news from Al-Kalim has traveled to the north across the expanse of the Glittering Sea. Rumor has it that entire desert villages have been swallowed by terrible sandstorms and earthquakes, and overnight shifting sands have buried oases that had been revitalizing weary travelers for decades.

In other places, it seems that ancient ruins have been uncovered, said to be filled with all kinds of riches and abandoned artifacts of immense power. Together with these ruins terrifying creatures have been awakened, viciously guarding the unearthed treasures. Are the upheavals in the desert of natural origin or is a darker power at work? Whatever might be the cause, the promise of wealth and knowledge has driven a band of fearless adventurers to board a small merchant vessel bound for Rothhulk Seaport. Although their motives might be different, these heroes must stand together to survive the hardships of the desert and the nefarious dangers roaming the maze-like ruins. Will they be able to uncover the mysteries of these cursed and haunted places or will they lose their sight and reason trying to face what the Sands of the Past have revealed?

*Sands of the Past* is an expansion of *Descent: Journeys in the Dark Second Edition* created by members of the community. It makes use of components of the base game and the *Labyrinth of Ruin* expansion.

## INTEGRATION OF COMPONENTS

This *Descent: Journeys in the Dark Second Edition* expansion is designed to seamlessly integrate into your collection. Before using this expansion for the first time, perform the following steps:

- Incorporate Expansion Cards:** Take the new Class, Condition, Shop Item, Rumor and Monster cards and add them to the pool of available cards.
- Incorporate Other Components:** Add the Hero sheets, hero and monster figures, and all tokens from this expansion to their respective supplies.
- Road to Peril Components:** These components are needed for the new coop-variant *Road to Peril* only. In standard games against a human overlord store Agenda, Peril, Monster Activation, Trap cards, Status and Reference sheets in the game box.

Players should finish any campaigns they have started before incorporating the components from *Sands of the Past* into *Descent: Journeys in the Dark Second Edition*. Rules for new game components are described in this guide. Refer to rule books of other expansions for descriptions of additional cards and components.

## SANDS OF THE PAST QUESTS

The 4 quests of *Sands of the Past* are included in the latter half of this book. Players can utilize these new quests in 3 different ways:

- The quests can be strung together and be played as a mini campaign (see “Mini Campaign Rules” on page 13).
- The quests can be incorporated into any campaign through the use of Rumor cards (see “Rumors” on page 4).
- Each quest can be played as a single standalone quest following the basic game or Epic Play rules described in the *Descent: Journeys in the Dark Second Edition* rulebook. When playing a single quest outside of a campaign, players ignore the “Rewards” section for each quest.

## SANDS OF THE PAST EXPANSION ICON



All cards and sheets found in this expansion are marked with the *Sands of the Past* expansion icon to distinguish these components from those found in the base game and other expansions.

## SANDS OF THE PAST EXPANSION RULES

The following sections describe the rules associated with each of the new components found in *Sands of the Past*.

### NEW CLASSES

This expansion adds two new classes to those found in the base game. These classes include the Hierophant (Healer) and the Psychic (Mage). Hero players may choose these classes during the Choose Classes step during Hero Setup.

The Psychic Class deck includes a special “coop” version of the Clairvoyance Class card which replaces the standard Class card when playing *Road to Peril* or *Road to Legend*.

### BANDAGED SERVANT FAMILIAR

The Hierophant class has several skills that allow him to summon and control a Bandaged Servant familiar. This familiar follows all rules for familiars (see “Familiars” on page 17 of the *Descent: Journeys in the Dark Second Edition* rulebook), with exceptions described on the Bandaged Servant Class card.



### NEW MONSTERS

This expansion adds two new monster groups to the game:

**Sarcophagus Guards** - a group of 3 small monsters (1x1 base)

**Burrowing Horrors** - a group of 2 large monsters (2x2 base)





## NEW SEARCH DECK

This expansion adds 12 new Search cards to the game. These Search cards are identified by the *Sands of the Past* expansion icon. The alternative Search deck may replace the Search deck found in *Descent: Journeys in the Dark Second Edition* base game.

At the start of a campaign, players together may choose which Search deck they wish to use. Search cards cannot be mixed between different decks. After choosing a Search deck, simply return all cards belonging to the other Search deck to the game box, and shuffle all cards belonging to the chosen Search deck together.

When Secret Rooms are included in the game (from *Lair of the Wurm* or *The Trollfens* expansions), remove the “Blueprint” card from the Search deck and replace it with the “Secret Passage” Search card before shuffling the Search deck.



- Rumor cards that feature quests are played faceup by the overlord when instructed on the card. After he plays a Rumor card that features a quest, it is available as a quest.
- Advanced Quest cards enter play only when instructed by a game effect, usually as a reward during specific quests. When an Advanced Quest card enters play, the card is placed in play with the front side up.

Quest cards that have an act icon can only be chosen during the act designated on the card. When a quest shown on a quest card is chosen, players begin quest setup as normal, referring to the quest in the corresponding Quest Guide. Each time a player chooses a quest during the Choose Next Quest step of the Campaign phase, he can choose any available quest: either a quest on the campaign sheet or a quest shown on a quest card in the play area.

After choosing a quest on a quest card, players do not reference the quest map during the Travel step of the Campaign phase. Instead, players refer to the travel icons at the top of the corresponding quest card. Players resolve these icons from left to right as if they were on the path leading to the quest.

Quest cards remain in play until completed or discarded by a game effect. They are not automatically discarded at the start of the Campaign phase and instead persist from session to session until completed.

Between sessions, players should store any available Quest cards in a neutral area as a reminder that the quests have not been attempted yet. After either the heroes or the overlord wins a quest, the victor receives the rewards listed in the quest description under “Rumor Quest”; they do not receive the rewards listed under “Mini Campaign.” They may store the corresponding card with the rest of their materials as a reminder that they won that quest.

## NEW CONDITION (BLINDED)

This expansion includes Condition cards and tokens for the Blinded condition, which are added to the existing supply of Condition cards and tokens. Certain monster abilities, items, and effects inflict figures with Blinded. The rules for Blinded are described on the corresponding Condition card.



## RUMORS

Rumor cards provide the overlord special campaign level abilities and are the way that *Sands of the Past* quests are introduced into a full campaign.

## PLAYING RUMOR CARDS

When starting a new campaign, the overlord shuffles the Rumor deck and draws three cards into his hand. The overlord does not normally draw new Rumor cards, and therefore must carefully decide when to play these cards during the campaign.

The overlord can play Rumor cards from his hand at different times. Each Rumor card states when it can be played. When the overlord plays a Rumor card, the heroes must immediately resolve the text on the Rumor card before continuing. The overlord can play a maximum of 1 Rumor card during each Campaign phase.

Some Rumor cards are restricted to particular acts. This is designated by the act icon on the upper left of the Rumor card. The overlord can only play Rumor cards during the act that corresponds with this icon. At the start of Act II, the overlord must discard all Rumor cards that have the Act I restriction from his hand. Any Rumor cards that are in play that have the Act I restriction are also discarded. He does not draw additional Rumor cards to replace the discarded cards.

The overlord does not shuffle discarded Rumor cards back into the Rumor deck. If the Rumor deck runs out of cards, he does not shuffle it. If the overlord is instructed to draw a Rumor card and there are no Rumor cards in the deck, he does not draw a Rumor card.

## QUEST CARDS

All Advanced Quest cards and some Rumor cards feature quests. Collectively, these are referred to as quest cards. Quest cards enter play in two different ways:





# ROAD TO PERIL - RULES OF COOPERATIVE PLAY

*Road to Peril* provides a cooperative mode of play for *Descent: Journeys in the Dark Second Edition* and its expansions. In *Road to Peril 1* to 4 players must work together to overcome the challenges presented to them by a card-driven artificial intelligence. Details for setup, special rules, and monster behavior are provided by 4 individual decks of cards: an Agenda deck, a Monster Activation deck, a Peril deck and a Trap deck. No electronic device is needed when playing *Road to Peril*. *Sands of the Past* includes the components needed to cooperatively play the campaigns “Heirs of Blood” as well as “Sands of the Past.”

*Road to Peril* uses the general rule-set of *Road to Legend* available in the “Road to Legend - Rules of Play” rulebook. Notably, both play modes feature:

- Alternating hero turns and monster activations
- Identical monster activation instructions
- Identical penalties when attacking multiple monsters in a single attack
- Identical morale counter

In the following section of this guide, only differences between the rules for *Road to Peril* and *Road to Legend* are given. Please refer to the “Road to Legend - Rules of Play” rulebook for all other rules.

## ROAD TO PERIL SETUP

### 1. Prepare Supply

Gather the following components and place them in easy reach: dice, Condition cards, damage, fatigue and condition tokens.

### 2. Set Up Party

Each player selects 1 hero and 1 class and places the corresponding hero figure, Hero sheet, corresponding hero tokens, starting Class cards, other class-specific components, and Reference card in his play area.

### 3. Retrieve Status sheet and Round Summary Sheets

Choose a difficulty level and retrieve the corresponding Status sheet. Place a number of damage tokens equal to the number of heroes in the morale area of the Status sheet. Place 3 fatigue tokens in the trap test area of the Status sheet. When playing a campaign, players need to record the number of damage and fatigue tokens on the Status sheet between sessions (see “Status Sheets” on page 6). Each player may place a Round Summary sheet in front of them, for easy reference.

### 4. Prepare Search Deck

Choose a Search deck. The Search deck cannot be changed in the course of a campaign and cards from different Search decks cannot be mixed. If the Search Deck includes a “Secret Passage” remove it. Do not remove “Nothing,” “Blueprint” or “Treasure Chest.” Shuffle the search deck and place it facedown in the general play area.

### 5. Prepare Trap Deck

Retrieve all Trap cards associated with the base game and with expansions you own (see expansion symbol at the bottom of each Trap card). Set “Broken Trap” and “Vicious Trap” aside, shuffle all other Trap cards and place the deck facedown in the general play area.

### 6. Choose and Set Up Quest

Choose a quest, assemble the map, and place tokens according to the setup instructions for encounter 1 in the corresponding Quest Guide.

### 7. Retrieve Agenda card

Retrieve the Agenda card for the first encounter of the chosen quest and place it faceup in the general play area.

### 8. Prepare Peril Deck

Retrieve all Peril cards associated with the base game and with all expansions you own; then return all other Peril cards to the game box (see expansion symbol at the bottom of each Peril card). Shuffle Minor, Major and Quest Peril cards separately to create 3 supply decks. Assemble the Peril deck according to the “Peril Decks” section on the Agenda card and put all other Peril cards back into the game box (“Peril Deck” on page 6).

### 9. Set Up Monster Components

Retrieve figures, Monster cards, and Monster Activation cards for monsters noted in the “Monsters” section of the quest description and place them in the general play area. For open monster groups draw Monster cards from the bottom of the supply deck until a card with a matching trait is revealed. Assign a color to each monster group by placing a colored six-sided die (D6) or token on the Monster card. For each D6 or token on a Monster card, put a D6 of the same color into the dice bag.

### 10. Place Heroes

Each player places his hero figure on the map in the area indicated by the quest rules for hero setup. This is typically on an Entrance tile.

### 11. Place Monsters

Place monsters on the map according to the quest rules for monster placement and instructions on the Agenda card (if any). If no specific instructions are given on the Agenda card, standard placement is used (see “Placing Monsters” on page 8).

### 12. Perform Travel Step

If according to the Quest Book the heroes need to travel to the next quest location, players perform a travel step.

### 13. Start First Round of the Quest



## COMPONENTS

### STATUS SHEETS

Status sheets are used to record the current state of a campaign and provide important information during the course of an encounter. Status sheets display four main areas: Rules related to the difficulty level (upper left), Morale tracker for damage tokens (upper right), Trap test tracker for fatigue tokens (lower left) and a special area for tracking of various quest related events (lower right). As indicated at the bottom edge, Peril cards with persistent effects relevant for the entire encounter (Encounter Effects) are tucked under this area as a reminder.

When starting a new campaign or one-off quest, players have the option of 4 difficulty levels: easy, normal, heroic or legendary (see “Difficulty Setting” on page 11). After choosing the difficulty level, the corresponding side of a Status sheet is placed faceup in general play area and the other Status sheet is returned to the game box. Then players place a number of damage tokens equal to the number of heroes on the morale tracker and 3 fatigue tokens on the Trap test tracker.

### ROUND SUMMARY SHEETS






These cards list a summary of the steps the players resolve during a round (see “Round Structure” on page 9).

### AGENDA CARDS

Agenda cards provide encounter-specific information on Peril deck assembly, monster placement and behavior, reinforcements and special quest rules. There is one Agenda card for every individual encounter (see “Agenda Card Anatomy”). Printed Agenda cards are optional as the information found on Agenda cards is also available in the Quest Guide section of this booklet. Agenda cards can include the following sections:

#### Peril Deck

This section shows how to assemble the Peril deck for the encounter. Depending on the difficulty level that players have chosen at the start of the campaign, Peril deck 1, 2 or 3 is used (see “Status Sheets”). To assemble the Peril deck the indicated number of Peril cards is randomly drawn from the respective supplies. For the final encounter of each quest the Quest Peril card is included in the Peril deck.

- : Start Peril card
- : Quest Peril card
- : Minor Peril card
- : Major Peril card
- : Deadly Peril card

The Peril deck is assembled from top to bottom as shown from left to right on the Agenda card. While all other Peril cards are kept facedown during assembly of the Peril deck, the Start Peril card is placed faceup on top of the deck.

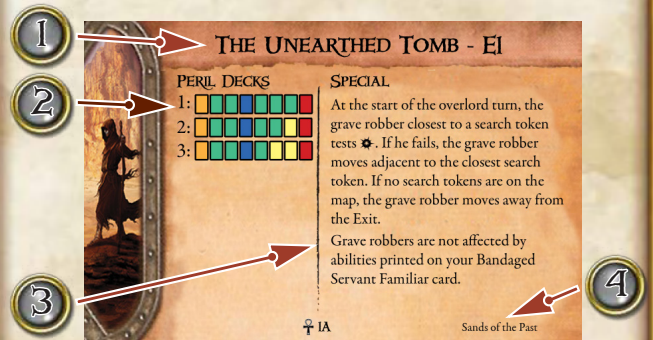
#### Setup and Reinforcements

These sections provide information relevant during setup of the encounter and rules for reinforcements of monsters (if any).

#### Special

This section provides information how special quest rules are resolved. In many cases existing quest rules are modified and new ones added to fulfill the requirements of *Road to Peril*. This section might also include information about how decision making processes are resolved.

### AGENDA CARD ANATOMY



1. **Quest and Encounter:** Name of the quest and number of the encounter that the Agenda card is associated with.
2. **Peril Deck:** This area shows how the Peril deck is assembled during setup of an encounter. Which of the Peril decks 1-3 is used depends on the chosen difficulty level.
3. **Encounter Rules:** Rules for setup, reinforcements, specials and commands are shown in this area and on the back of the card if there are any for this encounter.
4. **Card Information:** Expansion symbol, card number and campaign are shown in this area.

#### Commands

In *Road to Peril*, monsters perform actions from activation lists present on Monster Activation cards and Agenda cards. In contrast to Monster Activation cards which provide standard action lists, Agenda cards may provide encounter-specific command action lists for certain monster groups. Monsters with an action list on the current Agenda card resolve this action list first.

If an Agenda card shows more than 1 command action list for a monster group, specific triggering conditions are printed in green directly above each individual action list. If these conditions are not fulfilled when the monster is activated, the entire action list is skipped and the triggering condition of the next action list (from top to bottom) is checked. If a triggering condition is fulfilled, the monster resolves actions of this action list from top to bottom until the monster either

- has performed two actions.
- reaches a line with the focus symbol (◆).
- reaches the bottom of an action list.

When the monster reaches a ◆ symbol, it re-evaluates possible actions. If a hero is closer than an objective printed after the focus symbol, the action list on the Monster Activation card will be used for any remaining action(s) instead. Otherwise, continue to use the current command action list as usual.

When the monster reaches the bottom of the current command action list, check for valid triggering conditions of the next command action list. If the monster reaches the bottom of the last command action list, cycle back to the top command action list and check for valid triggering conditions.

For more details see “Monster Activation” on page 9.



## PERIL CARDS

Each Peril card shows 1 or more effects that provide deadly surprises for the heroes. There are 5 types of Peril cards: Start Peril, Minor Perils, Major Perils, Deadly Peril and Quest Peril. At the start of an encounter the Peril deck is assembled as displayed on the Agenda card for the encounter (see “Agenda Cards” on page 6) with the Start Peril card faceup on top.

At the start of each round perform one of the following to advance the Peril deck:

- If the top card of the Peril deck is facedown, turn it faceup and place it on top of the Peril deck. Resolve any immediate effects. **Round Effects** and **Encounter Effects** are active as long as this Peril card remains faceup. When the quest Peril card is revealed, players are instructed to refer to the corresponding quest description or “Heirs of Blood - Road to Peril” section of this guide and roll a D6 to determine which quest peril takes effect. Resolve any peril effects as usual.
- If the top card of the Peril deck is faceup, it is removed. Peril cards without **Encounter Effect** are discarded and **Round Effects** end. Peril cards with an **Encounter Effect** remain active until the end of the encounter and are tucked under the Status sheet as a reminder.

This means, unless noted otherwise, **1 Peril card is turned faceup and resolved every two rounds.**

Peril effects only affect heroes and not figures treated as heroes (such as familiars and tokens).

Some peril effects can cause certain monster groups to spawn, which can, in rare cases, be a group already on the map. If this happens, do not remove any of the other monsters; place as many as possible in the indicated places while still respecting group limits.

## TRAP CARDS

The heroes must be careful when exploring uncharted territory. Trap cards represent carefully laid-out traps of the overlord.

Whenever a hero **reveals a search token, opens a door or portcullis, or removes an overgrowth** he must test for traps.

A trap test is a special attribute test against a trap value between 1 and 6. The current trap value is indicated by the number of fatigue tokens in the trap test area of the Status sheet. At the start of the campaign or one-off quest the trap value is set to 3.

Each time the heroes win a quest, the trap value is decreased by 1; each time the overlord wins a quest the trap value is increased by 1.

If the hero fails a trap test, a Trap card from the Trap deck is revealed, its effects are resolved and the Trap card is discarded. If the hero passes the trap test nothing happens and he can continue his turn or activation as usual.

“Broken Trap” and “Vicious Trap” are special Trap cards that are added to the Trap deck only by special game effects; they are not discarded but set aside after resolving associated effects (if any). When the last Trap card is drawn or when a quest ends, the Trap deck is shuffled together with the discarded Trap cards to form the Trap deck for the next quest.

## MONSTER ACTIVATION CARDS

Monster Activation cards instruct the players how to activate all monsters of a certain type.

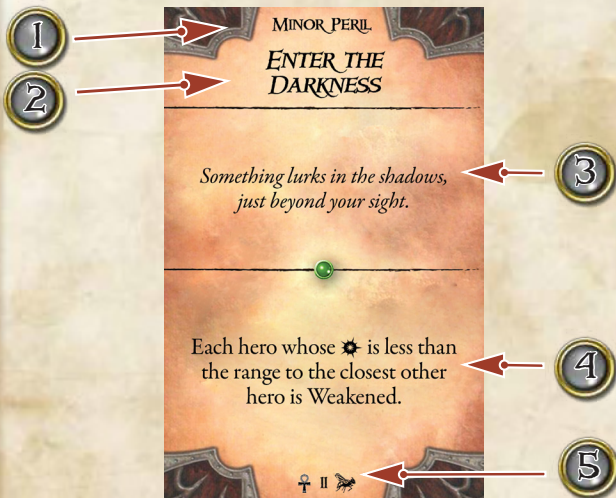
Monsters will spend  $\blacklozenge$  to activate surge abilities of **relics** they wield and **active Peril cards** first. After that, rules on how monsters spend  $\blacklozenge$  to activate surge abilities are identical to *Road to Legend*. Please refer to the *Road to Legend* rulebook for details. As a reminder, the left area of the front side of a Monster Activation card shows the priority in which monsters spend  $\blacklozenge$  (see “Monster Activation Card Anatomy” on page 8). This area may also display additional information on how to use special abilities that monsters of that group might have access to.

The right half and the back of a Monster Activation card show 3-6 individual monster activation boxes. A monster activation box consists of a special effect and an action list. Each time a monster group activates, players roll a standard six-sided die (D6) to determine which monster activation box is used. Then the special effect is resolved and each monster performs 2 actions from the activation list from top to bottom. If the player reaches the bottom of the action list, he cycles back through it until the monster's activation ends.

Activation lists of master and minion monsters are marked in red and tan, respectively.

Note that monster groups with command action lists on the Agenda card resolve these first (if possible) before using an action list on a Monster Activation card (see “Monster Activation” on page 9).

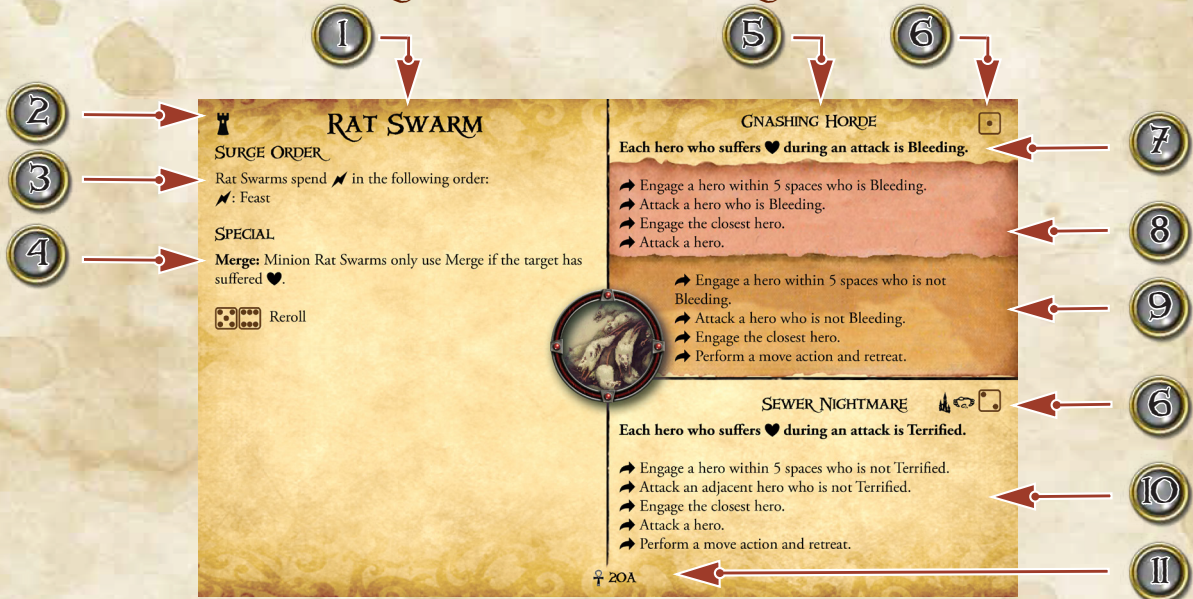
### PERIL CARD ANATOMY



1. **Peril Type:** Start, Minor, Quest, Major or Deadly Peril.
2. **Name:** Name of the Peril card.
3. **Flavor:** This italicized text describes the peril that has arisen.
4. **Peril Effect:** This text describes the effects of the Peril card.
5. **Card Information:** *Sands of the Past* expansion symbol (left), card number (center), and symbols for required expansions (right) are shown in this area.



# MONSTER ACTIVATION CARD ANATOMY



Monster Activation Card Front

- Monster Group Name**
- Expansion Symbol:** Symbol of the expansion that the monster is found in.
- Surge Order:** When a monster has access to multiple surge (⚔) abilities, it uses surge abilities of relics first, then of active Peril cards and then follows the order given in this area.
- Special:** Additional rules on monster abilities and monster behavior. D6 roll results that need to be rerolled during determination of the Activation box.
- Activation Box:** Activation box with name, roll result, special effect and activation list(s). Additional activation boxes are on the back of the Monster Activation card.
- Trigger and Expansion Symbol:** D6 roll results that trigger the associated activation box. An expansion symbol might indicate which expansion is needed for this activation box. If players do not own that expansion, reroll the D6 for another activation box.
- Special Effect:** Special effect that provides benefits or particular behaviors to monsters of the group.
- Master Monster Activation List:** List of potential actions (each marked with the ➔ symbol) that master monsters may perform during their activation.
- Minion Monster Activation List:** List of potential actions that minion 5 monsters may perform during their activation.
- General Monster Activation List:** List of potential actions that all monsters may perform during their activation.
- Card Information:** *Sands of the Past* expansion symbol and card number.

## PLAYING THE GAME

### PLACING MONSTERS

When monsters are placed on the map during setup, reinforced or placed based upon specific circumstances during an encounter, the following rules for placement apply:

- Always respect group limits unless a game component specifies to ignore them.
- Always place master monsters first.
- If no further details for the placement of monsters are given on the Agenda card, the following rules apply:
  - On Entrance or Exit tiles monsters are placed in spaces as close as possible to the connected map tile.
  - On all other map tiles, the first monster is placed in the space closest to the printed map tile number.
  - Each additional monster is placed in spaces at the edges of the map tile oriented as shown in the quest description. Place additional monsters closest to the leftmost space of the top row, rightmost space of the top row, rightmost space of the bottom row, and leftmost space of the bottom

row. Start with the space the first monster was placed in and continue placing monsters clockwise until all monsters are placed.



### Placing monsters on map tiles

- Space closest to map tile number
  - Rightmost space of the bottom row
  - Leftmost space of the bottom row
  - Leftmost space of the top row
- Open monster groups are numbered according to the order they are listed in the quest description (first open group, etc.).
  - If according to the quest description there are multiple options of monster groups to place, a random group is selected and then placed.



## MONSTER ACTIVATION

Each time a hero ends his turn and there are monsters on the map that have not been activated this round, perform the following steps:

### Activating a monster group

1. Draw a D6 from the dice bag. Activate the monster group with the corresponding color.
2. Refresh exhausted Relic cards that the monster or monster group wields (if any). Monsters use surge abilities on Relic cards first and then on Peril cards before spending remaining  $\blacklozenge$  on other surge abilities.
3. Roll the D6 to determine which activation box on the Monster Activation card is used during this round and place the D6 nearby. Resolve the special effects of this activation box.
4. Activate individual monsters of that group starting with a master monster. Players may choose the order in which minion monsters activate. Perform the steps under “Performing actions from action lists” for each individual monster until all monsters of the group have activated.

### Performing actions from action lists

- A. Check the Commands section of the current Agenda card from top to bottom for a command action list with a valid triggering condition (printed in green). If no such condition is met or the monster group does not have a command action list, the action list of the activation box on the Monster Activation card is used (see step 3).
- B. Perform actions from the command action list from top to bottom. When you reach the last action and the monster still has actions remaining, check the triggering conditions of the next command action list. Cycle back to the top command action list if needed.
- C. The focus symbol ( $\blacklozenge$ ) causes the monster to re-evaluate possible actions. If the monster is **closer** to a hero (or figure treated as a hero) than to the objective printed after the focus symbol, **the action list on the Monster Activation card will be used** for any remaining action(s) instead. Otherwise, continue to use the current command action list as usual.

## ROUND STRUCTURE

In *Road to Peril* each round is subdivided into the following phases:

1. **Start of round**
  - I. Peril phase
  - II. Start of round effects
2. **Start of overlord turn effects**
3. **Hero and monster activations**
  - I. Hero turn
  - II. Monster group activation
  - III. Repeat 3.I. and 3.II. until all heroes have taken their turns and all monsters have activated.
4. **End of overlord turn effects**
5. **End of round effects**

### Start of Round

Each round starts with a peril phase.

- If the top Peril card is facedown, it is flipped faceup, placed back on the Peril deck and peril effects are resolved.
- If the top peril card is faceup, it is discarded. Peril cards with Encounter Effects are placed under the Status sheet instead to remind players that these effects are still in play.

After the peril phase is completed, other start of round effects are resolved.

### Start of Overlord Turn Effects

In this phase all start of overlord turn effects are resolved. This may include the reinforcement of monsters and other quest specific effects.

### Hero and Monster Activations

After the start of overlord turn phase is completed, players collectively choose one hero to take his turn. Hero turns follow the internal substructure of the base game, including the standard start

of turn, equip item, perform actions and end of turn steps as given on the Hero Reference card.

After a hero's turn ends, a random monster group is activated. Monster activations are resolved by the player who performed the last hero's turn. This player is considered to be the active player and may decide on the order in which conflicting abilities are resolved. Refer to box “Monster Activation” for a detailed sequence of steps to be resolved when activating a monster group.

Players alternate hero turns and monster activations until all heroes and monsters have activated.

### End of Overlord Turn Effects

In this phase all end of overlord turn effects are resolved. This may include the reinforcement of monsters and other quest specific effects.

### End of Round Effects

In this phase any end of the round effects are resolved. Then, for each monster group in play, a D6 of the corresponding color is placed into the dice bag.

## DICE BAG

In *Road to Peril* the dice bag is used to randomize which monster group activates and which activation box of the Monster Activation card is used during the round (see box “Monster Activation”).

Players need to ensure that:

- a **unique color** is assigned to all monster groups currently in play, e.g. by a colored D6 or token placed near the Monster card.
- the dice bag always contains 1 D6 of the corresponding color for each monster group in play that has not been activated this round: If a new monster group is placed on the map, immediately add a D6 to the dice bag. If the last monster of a monster group is defeated, the D6 assigned to that monster group must be immediately removed from the dice bag.



# ADDITIONAL RULES

## COUNTING SPACES

In contrast to *Road to Legend*, monsters in *Road to Peril* often activate in isolated map sections with no direct access to the rest of the map. These sections may be separated by closed or locked doors or other means such as objective tokens serving as tunnels or teleporters. To allow monsters to efficiently interact with heroes and further their objectives, they may count spaces differently than heroes:

1. Monsters may count spaces through closed doors during their activation. In addition, monsters may count spaces through locked doors if quest rules specify that this monster may open or move through locked doors.
2. Monsters instructed to “move off the map” count spaces to the closest space that allows them to move off the map.
3. If quest rules allow monsters to move from a space to a non-adjacent space, monsters may count spaces as if the start and destination spaces were adjacent. This is relevant for quest rules that allow monsters to move between non-adjacent spaces as if they were adjacent and to spend movement points to be placed in another, non-adjacent space.

## MONSTER MOVEMENT

In *Road to Peril*, heroes enter places inhabited by horrid creatures who have been roaming freely for months, years, or sometimes even decades. To account for hidden paths, shortcuts, and ancient mechanisms monsters might have discovered, they may move through closed doors by spending movement points. Monsters do not spend actions to open doors if not explicitly stated.

**While adjacent to a closed door, a monster may spend 2 movement points to place its figure in an empty space on the other side of the door that shares a corner or edge with a space the monster occupies.** If there is no such empty space, the monster cannot move through the door. Spending 2 movement points this way is not considered to interrupt movement, it does not cause large figures to “shrink” and “expand” and large figures cannot “expand” across closed doors. Note, that these rules do not affect line of sight in any way.

In *Road to Peril*, figures can engage or spot heroes, tokens, spaces, and map tiles. When engaging a token or marker, a figure is trying to get adjacent to or into the same space of the target. When engaging a space, a figure is trying to move into that space. When engaging a map tile, the figure is trying to move into the closest empty space of that map tile.

When a monster performs an “engage/spot” action, *Melee* monsters engage the target and *Ranged* monsters spot the target.

## ATTACKS AFFECTING MULTIPLE FIGURES

For **attacks by heroes** affecting multiple figures follow the steps below:

- One **targeted** monster is chosen and ♥ is dealt as usual. For attacks that do not target monsters (e.g. Carve a Path) 1 affected monster must be chosen.
- Deal half of the ♥ (rounded up) of the attack result to all other affected figures (enemy or friendly), then subtract the defense results and resolve the step.

For **attacks by monsters** affecting multiple figures full damage is dealt to all affected figures as usual.

This rule applies to all attacks targeting and/or affecting multiple figures (Blast, Whirlwind, Army of Death, Leoric of the Book and Widow Tarha’s Heroic Feat, etc.).

## MORALE

In general, morale functions as described in the *Road to Legend* rulebook. At the beginning of a campaign or one-off quest, morale starts at a value equal to the number of heroes. The corresponding number of damage tokens are placed on the morale tracker of the Status sheet. Each time a hero is knocked out, 1 damage token is discarded from the morale tracker. When a hero is knocked out and no damage tokens can be removed from the morale tracker, the heroes immediately lose the quest.

Usually morale is replenished automatically during the Shopping step of the Campaign phase. Morale cannot exceed a value equal to the number of heroes. At higher difficulty levels, morale is not automatically replenished and the heroes need to pay a certain amount of gold per point of morale during the Shopping step of the Campaign phase as specified on the Status sheet. If the heroes cannot increase their morale to a value of at least 1 before starting the next quest, they immediately lose the entire campaign.



## SHOPPING

As in a standard game against a human overlord, during the campaign phase, 5 Shop Item cards are randomly drawn from the Shop Item deck of the current act. Individual items can be sold for half their price rounded down to the next 25-gold-step. Starting equipment may be sold back as well for the price of 25 gold each. Shop Item cards that have not been bought at the end of the shopping phase are shuffled into the Shop Item deck again.





## TRAVEL EVENTS

When heroes travel to new locations in order to undertake quests, Travel Event cards are drawn as usual. Then the event matching the current travel icon is resolved applying the following rules:

- If a travel event instructs the overlord to make a choice, players select a random option.
- For travel events that refer to the number of Overlord cards in the overlord hand, the overlord is considered to have Overlord cards equal to the number of heroes.
- If a travel event instructs the overlord to reveal or discard Overlord cards, the following rules apply:
  - For each Overlord card that the overlord would reveal, flip faceup the top facedown card of the Trap deck without resolving its effects.
  - For each Overlord card that the overlord would draw, place 1 fatigue token in the Special area of the Status sheet. For each Overlord card that the overlord would discard, place 1 damage token in the Special area of the Status sheet.
- At end of the travel step, players count and then discard fatigue and damage tokens in the Special area of the Status sheet.
  - If the number of damage tokens is higher than the number of fatigue tokens: Place the Broken Trap card faceup on top of the Trap deck.
  - If the number of damage tokens equals the number of fatigue tokens: No effect.
  - If the number of fatigue tokens is higher than the number of damage tokens: Place the Vicious Trap card faceup on top of the Trap deck.
- Text on Travel Event cards referring to infection tokens is ignored.

## DIFFICULTY SETTING

*Road to Peril* can be played at 4 difficulty levels:

- **Easy:** For players new to *Descent: Journeys in the Dark*. Heroes will encounter minor perils only (Peril deck 1).
- **Normal:** For players with some *Descent: Journeys in the Dark* experience. Heroes will encounter minor and a moderate amount of major perils (Peril deck 2).
- **Heroic:** For players with a large amount of *Descent: Journeys in the Dark* experience. Players should consider their hero and class combinations carefully. Heroes will encounter a roughly equal amount of minor and major Perils (Peril deck 3). Monsters add a moderate amount of ♥ and ♠ to their attack and defense results, respectively. Morale is replenished at 25 gold per point.
- **Legendary:** For the most daring expert players only. A thorough understanding of strengths and weaknesses of heroes and classes is crucial to overcome the dangers that players will have to face. Heroes will encounter a roughly equal amount of minor and major Perils (Peril deck 3). Monsters add a larger amount of ♥ and ♠ to their attack and defense results, respectively. Morale is replenished at 50 gold per point.

## DECISION MAKING

When resolving instructions on *Road to Peril* components, players frequently have multiple options. When this happens, it is up to the players to decide how to resolve it within the confines of the provided instructions. New players or players looking for a easier experience are free to steer the monsters toward choices that favor the heroes. Players looking for a true test of skill should steer the monsters toward the tactical maneuvers that a skilled overlord would employ.

## OVERLORD RELICS

If not otherwise noted on the Agenda card, available Overlord Relics cards are randomly assigned to lieutenants during the setup of an encounter following standard rules. **Special actions printed on Relic cards that a lieutenant has are performed as if they were the first action on their Monster Activation card action list.** Actions from action lists on Agenda cards always have priority over special actions on Relic cards. In general, monsters use abilities on Relic cards whenever possible. Abilities of certain relics are modified to be used in *Road to Peril*:

**Band of Foresight:** At the start of each overlord turn, roll the blue attack die. On a ⚡, a random hero tests for traps.

**Bones of Woe:** At the start of each overlord turn, roll the blue attack die. On a ⚡, the hero closest to this lieutenant tests for traps.

**Gauntlets of Spite:** Exhaust this card during the first attack targeting this lieutenant that rolls a ⚡, even if it is a miss. Use this card only if the lieutenant can spend the additional ⚡.

**Shadow Plotter:** At the start of each overlord turn a random hero within 3 spaces of this lieutenant must test for traps.

**Shards of Ithyndrus:** Use this card only if the monster may spend the additional ⚡.

**Staff of Shadows:** Exhaust this card to reroll the blue attack die when a hero's attack would defeat a monster or when a monster rolls an X on the blue attack die, whichever comes first.

**Tome of Five Lies:** Use this card at the start of the first encounter of a quest. Replace the last Minor Peril card in the deck with a random Major Peril card.

## OBTAINING THE COMPONENTS

*Sands of the Past* is essentially free. As we cannot provide a box with all components due to copyright and logistics, I put together two convenient options for obtaining *Sands of the Past*:

1. Package I with everything set up for professional printing and instructions on how to obtain high-quality components.
2. Package II as a budget option. All cards are printed manually. Agenda cards are not printed and the corresponding sections in this Rules and Quest Guide are used instead. Available dice and minis are used as proxies for heroes and monsters.

For detailed instructions go to:

<https://descent-community.org/index.php/obtaining-sands-of-the-past/>



## HERO DESCRIPTIONS



### RUNEMAKER TARA

Tara thought her dream had come true when she was allowed to study the art of rune crafting in Greyhaven. However, her reckless experimentation with all forms of destructive electrical energies quickly led to the incineration of her old mentor's laboratory along with neighboring buildings, and consequently to her timely departure. Even if Tara does not care too much about who gets hurt when she releases the powerful magic she captured, it is usually good to have her around in desperate situations.



### ELGA THE PILGRIM

After helplessly watching her family succumb to a terrible wasting disease, Elga journeyed Terrinoth and beyond in the search for redemption. On her pilgrimage, she has been honing her skills to restore health and confidence alike - and punish anyone who means harm to those under her protection. Rumors of ancient places of immense power being uncovered have led her to face unknown dangers once more.

## MONSTER DESCRIPTIONS



### BURROWING HORROR

Thought to have died out generations ago, Burrowing Horrors have recently reappeared in the deserts of Al-Kalim. These terrifying arthropods are covered in a thick chitinous exoskeleton, protecting them against heat and dehydration. Being able to burrow through sand, earth and rock alike, they can easily ambush the unwary from below. Besides mandibles capable of snapping small trees, Burrowing Horrors possess the ability to spit acid into the eyes of their prey.



### SARCOPHAGUS GUARD

Sarcophagus Guards are former guards of influential noblemen that were sealed within tombs to guard valuable burial objects. Ancient magic not only increased their size and strength but also renders Sarcophagus Guards far sturdier than many other undead creatures. These monsters do not care who disturbed the peace of the burial place that they were meant to protect, and will not cease until whoever is defiling it is put to rest.



## QUEST GUIDE

This guide functions similarly to the Quest Guide found in the **Descent: Journeys in the Dark Second Edition** base game. Players follow all normal quest setup rules found in that guide, adhering to any exceptions noted in this guide.

## MINI CAMPAIGN RULES

*Sands of the Past* can be played as a mini campaign using only the quests found in the *Sands of the Past* Quest Guide. This mini campaign contains fewer quests than a full campaign and requires only 6–8 hours to complete.

## PLAYING THIS MINI CAMPAIGN

Players play the “Sands of the Past” mini campaign following the normal campaign rules described in the *Descent: Journeys in the Dark Second Edition* base game rulebook in addition to the changes noted in this section.

Unlike a full campaign, this mini campaign consists of only 4 quests played in a specific order. Players cannot use Rumor cards when playing a mini campaign. Players play the entire campaign using the following steps:

**Setup:** Perform all normal rules for game setup. Each hero receives 4 experience points and 100 gold, and the overlord receives 4 experience points. Then, players perform a Spend Experience Points step and a Shopping step. Players may save any unspent gold and experience points to spend in future Campaign phases. Players can record their gold and experience points on “Campaign Log” on page 26.

## CAMPAIGN PROGRESSION

1. **Travel:** Perform a travel step beginning at the “Caravansary” (see the campaign map on the back of this guide).
2. **Quest #1:** Play the “The Unearthed Tomb” quest.
3. **Campaign phase:** Perform a Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the “The Unearthed Tomb” quest.
4. **Quest #2:** Play the “Halls of Toil” quest.
5. **Campaign phase:** Perform a Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the “Halls of Toil” quest.
6. **Quest #3:** Play the “Valley of the Dead” quest.
7. **Transition to Act II:** Follow the instructions for “Act II” described on page 22 of *Descent: Journeys in the Dark Second Edition* rulebook. This step includes a Campaign phase.
8. **Campaign phase:** Perform an additional standard Campaign phase, skipping the Choose Next Quest step. Heroes begin travel from the “Valley of the Dead” quest.
9. **Finale:** Play the “The Sunken Temple” quest.

## REWARDS

Unlike in other mini campaigns published previously, **players do not receive any additional rewards** for winning or losing a quest. All rewards that players receive are described in the “Rewards” section following each quest.





# THE UNEARTHED TOMB

INTRODUCTION



*Following the trail of grave robbers for days, you have finally arrived in a promising area that was formerly covered by immense sand dunes. Before you lies the entrance to a large crypt still half buried in the sand. As you descend the steep staircase into the lower rooms of the structure, the roof suddenly begins to crumble - you make it inside just as the entry collapses, sealing you inside.*

*As the dust settles, you become aware of the thick stench of rotting flesh. Between coughs you hear muted, distressed voices coming from within the crypt. It seems that someone else is already down here ...*

## MONSTERS

Zombies. Sarcophagus Guards. 1 open group of non-large monsters.

## SETUP

Place the zombies in the unique spaces marked with an "X." Place the sarcophagus guards on the West Room. Place the open group on the Hallway. Place 4 villager tokens on the Vault as indicated. These are grave robbers.

Collect 1 red and 3 green objective tokens and shuffle them together. Place them facedown on the map as indicated. No player should know the color of any objective token. These are corpses.

Place search tokens based on the number of heroes.

## SPECIAL RULES

### GRAVE ROBBERS

Grave robbers are treated as hero figures, but cannot recover ♥ by any means and are immune to all conditions except Diseased. Grave robbers activate after the last hero's turn and may each perform a single move action. At the start of each round, if the Vault door is on the map, each grave robber is Diseased.

GRAVE ROBBERS	
Health: 8	Speed: 4
Defense:	
☀: 3	

At the start of the overlord turn, he may choose a single grave robber to test ☀. If the grave robber fails, the overlord may move him up to 1 space for each grave robber on the map, as if he were a monster. If the robber moves adjacent to a search token during this movement, he picks it up; place the search token under that grave robbers villager token. This search token cannot be searched. Each grave robber may only carry 1 search token.

Grave robbers may move off the map through the Exit. If a grave robber is defeated, his token and any search token he was carrying is placed in the overlord's play area.

## ROTTING CORPSES

Corpses block movement but not line of sight. As an action, a hero adjacent to a corpse may reveal it.

If it is a red objective token, remove it from the map. The heroes have found the Vault Key, and can open the locked door. Once the Vault door is opened, remove it from the map. If it is a green objective token, it is treated as a minion zombie, ignoring group limits. It may immediately attack that hero, then that hero's turn resumes.

## REINFORCEMENTS

At the start of each overlord turn, he may place 1 sarcophagus guard or 1 monster from the open group on the Entrance and 1 zombie on the Bone Yard, respecting group limits. Revealed corpses do not count toward the group limit.

## VICTORY

The quest ends when there are no grave robbers on the map, or all heroes are knocked out. In the latter case, consider any grave robbers remaining on the map as defeated. If at least 1 grave robber has moved off the map through the exit, read the following aloud:

*"Wearied and bruised, you flee the damned crypt and make for the caravan track, with the robbers close behind. One of them signals the party, and wheezes, 'I think we've lost them! We had no idea the dead were guarding that crypt - we just wanted some gold! Those cursed things seemed mighty upset when we found this.' He reveals a bag containing a strange, glowing orb, 'Take it - I'd prefer the zombies follow you rather than me."*

The heroes win!

If all grave robbers were defeated, read the following aloud:

*"Coughing and choking, the last of the robbers falls to the floor. The undead converge on his corpse, and retrieve a bag. One of the zombies emits a satisfied groan, and the monsters turn their gaze to you. You flee the crypt, and the zombies don't pursue - they must have recovered something they value more than your blood."*

The overlord wins!

## REWARDS

### Mini Campaign

Win or lose, each player receives 1 XP.

If the heroes win, they receive the "Living Heart" relic and 150 gold. The heroes receive 25 fewer gold for each search token or villager token in the overlord's play area.

If the overlord wins, he receives the "Fallen Heart" relic.

### Rumor Quest

If the overlord wins, he receives 1 XP, draws 1 Rumor card, and the heroes reveal 2 fewer Act I Shop Item cards during the next Shopping step of the Campaign phase.

Regardless of the winner, place the "The Sunken Temple" Advanced Quest into play.





# THE UNEARTHED TOMB

INTRODUCTION

ENTRANCE



GRAVE ROBBER

ZOMBIE

CORPSE



## COMPONENTS

### Map tiles and doors

3B, 8B, 10B, 14A, 24B, 40B, 43B, 1 Entrance, 1 Exit, 1 transition (2x2), 2 end caps, 1 extender (1x2), 2 closed doors, 1 locked door.

### Tokens

4 villager tokens, 1 red and 3 green objective tokens, 3-5 search tokens





# THE UNEARTHED TOMB

INTRODUCTION



## AGENDA

### PERIL DECKS

1:	
2:	
3:	

### SPECIAL

At the start of the overlord turn, the grave robber closest to a search token tests . If he fails, the grave robber moves adjacent to the closest search token. If no search tokens are on the map, the grave robber moves away from the exit.

### COMMANDS

#### ALL MONSTERS

- ➔ Engage/spot the closest grave robber.
- ➔ Attack the closest grave robber.
- 👁 Grave robber

## QUEST PERILS



### RUN, JUST RUN!

*Panic takes over greed and the scoundrels drop everything they hold while stumbling away.*

If a grave robber carries 1 search token, discard it and place it in the overlord's play area. Otherwise, the grave robber with the least remaining Health suffers 1 ♥.



### WOO! SHINY!

*This tomb has a vile influence on the mind of the weak, and greed is promoted to a primal need.*

All grave robbers engage the closest corpse, search token, or hero with a Search card. Then, each grave robber resolves 1 effect from the following list from top to bottom, whichever effect applies first.

- Pick up a search token and place it under that grave robbers villager token.
- An adjacent corpse is replaced with a minion zombie. The zombie immediately attacks the grave robber.
- An adjacent hero discards a random Search card, place a search token from the supply under that grave robbers villager token.



### WORST TIME TO ARGUE

*Instead of running for safety, these stupid tomb robbers start bickering among themselves about who could and should take the ill-gotten treasure.*

If no grave robber has a search token, all robbers are Immobilized. Otherwise, each grave robber without a search token engages the closest grave robber with a search token and attacks him with a *Melee* attack, rolling a blue and a yellow dice.





## HALLS OF TOIL

ENCOUNTER I

*Rumors have reached your ears that a vast underground complex has been discovered not too far away. It seems clear by now that somebody else has a keen interest in the ancient relics hidden in this area. If the Overlord's agents have heard these rumors as well, they will surely try to secure anything of value for themselves. As you navigate the labyrinthine hallways of the ancient structure that might have once served as a workshop, your suspicions are confirmed by the sounds of furious searching - the treasure must be well hidden.*

### MONSTERS

Sir Alric Farrow. Goblin witchers. Goblin archers. 1 open group.

### SETUP

Place goblin archers on the North Stairs and goblin witchers on the South Hall. Do not place the open group during setup. Place the white, green, and blue objective tokens and Sir Alric Farrow as indicated. Collect 3 search tokens, replace 1 with the unique search token and place them in the Sealed Rooms. No player should know which search token is the unique search token. The unique search token is the Sword of Prophecy. Place the remaining search tokens based on the number of heroes.

### SPECIAL RULES

#### MAGIC PORTALS

Objective tokens are portals. A hero in the same space as a portal may spend 1 movement point to test an attribute based on the color of the objective token:

- Green: 🍀
- White: 📖
- Blue: ⚙️

If he passes, place his figure on the other portal of the same color. If that portal is occupied, the figure is placed in the closest empty space. If he fails, there is no effect.

#### UNSTOPPABLE

Sir Alric Farrow may also use portals, however he always tests 🍀. As an action while adjacent to or in the same space as a search token in a Sealed Room, Sir Alric may reveal it. Unless it is the unique search token, it is discarded. Do not draw a search card. The first time Sir Alric Farrow is defeated, place a fatigue token on his Lieutenant card.

#### THE SWORD

Each time a hero reveals a search token (whether unique or not) Sir Alric Farrow gains 3 movement points, that he must immediately use. If a hero or Sir Alric Farrow reveals the Sword of Prophecy, put the unique search token under that figure's base. If a hero revealed the unique search token, he draws a search card and the overlord

may then place the open group on the Entrance or Exit.

If a figure is defeated while carrying the Sword of Prophecy, place the unique token in its space. As an action, while adjacent to or in the same space as the Sword of Prophecy, a hero or Sir Alric Farrow may pick it up.

A hero carrying the Sword of Prophecy may move off the map through the Exit. Sir Alric Farrow carrying the Sword of Prophecy may move off the map through the Entrance.

### REINFORCEMENTS

At the start of each overlord turn, he may place 1 goblin witcher and 1 goblin archer on the Entrance, respecting group limits. At the start of the overlord turn, if Sir Alric Farrow is not on the map, he may place him on the Exit.

### VICTORY

If a hero moves off the map through the Exit carrying the Sword of Prophecy, read the following aloud:

*The monsters chase after you, but you feel relief as their howls fade in the distance. No doubt the spoils of your victory will aid you in the fight ahead!*

The heroes win!

If Sir Alric Farrow moves off the map through the Entrance while carrying the Sword of Prophecy, read the following aloud:

*"Your efforts matter not! My master will succeed in gathering the ancient power to him, and all of Terrinoth will fall! You'd best hope this is our last meeting, heroes!"*

The overlord wins!

### REWARDS

#### Mini Campaign

Win or lose, each player receives 1 XP.

If Sir Alric Farrow has a fatigue token on his Lieutenant card, the heroes receive 25 gold per hero. If the heroes win, they receive the "Dawnblade" relic.

If the overlord wins, he receives the "Duskblade" relic.

#### Rumor Quest

If the overlord wins, he receives 1 XP, draws 1 Rumor card, and may return 1 Act I Shop Item card in the heroes' play area to the game box. If he does, the heroes receive an amount of gold equal to the value of item, and that item can never return to the Shop deck.

Regardless of the winner, place the "The Sunken Temple" Advanced Quest into play.



# HALLS OF TOIL

ENCOUNTER I

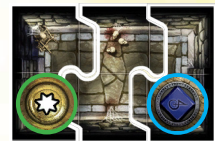
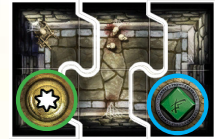


## PORTALS



## 39B NORTH STAIRS

## SEALED ROOMS



## ENTRANCE

## EXIT

## 40B SOUTH HALL



## COMPONENTS

### Map tiles and doors

3B, 8B, 18B, 27B, 28B, 39B, 40B, 41B, 42B, 43B (3), 1 Entrance, 1 Exit, 8 end caps, 5 extenders (1x2), 1 closed door

### Tokens

2 white, 2 green, and 2 blue objective tokens, 2-5 search tokens, 1 unique search token.





# HALLS OF TOIL

ENCOUNTER I

## AGENDA

### PERIL DECKS

1:	
2:	
3:	

### SPECIAL

When a hero reveals a search token, Sir Alric Farrow spends movement points as follows:

- While not carrying the Sword of Prophecy: Move to a space adjacent to the closest search token in a Sealed Room.
- When a hero carries the Sword of Prophecy: Engage the hero carrying the Sword of Prophecy.
- While carrying the Sword of Prophecy: Move off the map through the Entrance.

### COMMANDS

#### SIR ALRIC FARROW

##### While not carrying the Sword of Prophecy

- ➔ Engage the closest search token in a Sealed Room.
- ➔ Reveal a search token in a Sealed Room.

##### If a hero carries the Sword of Prophecy

- ➔ Engage the hero holding the unique search token.
- ➔ Attack the hero holding the unique search token.

##### While carrying the Sword of Prophecy

- ➔ Move off the map through the Entrance.

### QUEST PERILS



#### GATHERING GLOOM

*The torches flicker and dim as darkness seeps up from the floor. You fumble and something falls at your feet. A laugh in the dark unsettles your nerves.*

All heroes are Blinded and suffer 1 ♠.

If a hero is carrying the Sword of Prophecy, put it in the empty space closest to that hero.

Remove all fatigue tokens from Sir Alric's Monster card.



#### MASTER OF THE MAZE

*Sir Alric seems to be at home in this labyrinthine dungeon, and the structure itself seems to bend to his will; but maybe it's just a trick of the mind.*

If Sir Alric is not carrying the Sword of Prophecy and is not in a sealed room, place the portal furthest away from Alric into the empty space closest to Alric; then Alric suffers 1 ♥ per hero. Otherwise, place the hero closest to Alric on the Entrance.



#### SPURS OF DARKNESS

*A wicked sense of duty presses on Sir Alric's corrupted mind harder than ever.*

Sir Alric performs the first valid action from the Command action list on the Agenda card. Then, if Sir Alric is adjacent to a hero, he attacks the hero with the highest ♠.





# VALLEY OF THE DEAD

ENCOUNTER I



*You are almost relieved to apprehend from a strange and angry scholar that your next destination is a remote valley high in the mountains. As you climb, the temperature drops to a comfortable level and you also start seeing green vegetation among the rocky slopes. Higher above your heads, rivulets from the perennial snowcaps converge into a steady stream of crystalline water that had carved a secluded vale.*

*As you enter the area, the sounds of incantations can be heard on the breeze - a ritual is in progress, and this certainly spells doom. No sooner do you decide to investigate than hungry mouths leap out of the water - merriods!*

## MONSTERS

Lord Merick Farrow. Merriods. Zombies. Burrowing horrors. 1 open group.

## SETUP

Place Lord Merick Farrow as indicated, he wields the “Gauntlets of Spite” relic. Place merriods on the Stream. Place burrowing horrors on the Gravesite, and the open group on the Glade. Zombies are not placed during setup.

Place 1 blue objective token faceup as indicated. This is the altar. Place 1 objective token facedown as indicated. This is the tomb. Place search tokens based on the number of heroes.

## SPECIAL RULES

### OFFERING

The altar and the tomb block movement and line of sight. Once during each overlord turn while adjacent to the altar, Lord Merick may suffer 1 ♥ to place 1 ♥ on the altar. If there are 4 ♥ on the altar, discard the altar from the map and read the following aloud:

*With a deafening crack, the altar shatters apart. From the dust, Lord Merick Farrow retrieves an ancient shield, glowing with dark magic. It flies across the field into the outstretched hand of a skeletal knight protruding from the ground.*

Replace the tomb with a villager token. This is the cursed warrior. Place zombies on the Gravesite, respecting group limits.

### THE CURSED WARRIOR

Treat the cursed warrior as a lieutenant wielding the “Shield of Zorek’s Favor” relic. He has the Shambling ability, cannot recover ♥ by any means, and may move off the map through the Exit.

### CURSED WARRIOR

Health: 10 (+2 per hero) ♣: 1 (+1 per hero) Speed: 3

Defense: Attack:

- ♣ Curse: If this attack deals at least 1 ♥, the target is Cursed.
- ♣ Dark Spell: Lord Merick Farrow recovers ♥ equal to the ♥ dealt by this attack.

## UNDER THE BRIDGE

As an action, while in a red unique space, a monster with the Water trait may be removed from the map and placed on the other unique red space. If that space is occupied, the figure is placed in the closest empty space.

## REINFORCEMENTS

At the start of each overlord turn, he may place 1 merriod on the Entrance, respecting group limits. At start of each overlord turn, if the altar is not on the map, the overlord may no longer reinforce merriods, but may place 1 zombie in an empty space adjacent to the Cursed Warrior, respecting group limits.

## VICTORY

If Lord Merick Farrow is defeated, read the following aloud:

*“No! How is this possible? We’ll meet again, heroes, of that you can be certain!” In a flash of red light, Lord Merick vanishes, the only trace of his presence are his gauntlets, lying on the ground. The Cursed Warrior is gone as well, but there is no trace of his dark shield.*

Or, if the Cursed Warrior is defeated, read the following aloud:

*Your attack fells the undead knight, but as his form crumbles, you hear Lord Merick shriek, “Fools! You may have defeated this warrior, but you cannot hope to stop our plans! It is too late!” Lord Merick speeds off into the night.*

The heroes win!

If the cursed warrior moves off the map through the Exit, read the following aloud:

*The undead knight disappears into the forest, and when you turn back to look, Lord Merick has vanished as well. Exhausted, you set off after them. Perhaps there is still hope of catching them before they return their prizes to their master.*

The overlord wins!

## REWARDS

### Mini Campaign

Win or lose, each player receives 1 XP.

If Lord Merick Farrow was defeated, the heroes receive the “Gauntlets of Power” relic. Otherwise, the overlord receives the “Gauntlets of Spite” relic. If the Cursed Warrior was defeated, the heroes receive the “Shield of the Dark God” relic. Otherwise, the overlord receives the “Shield of Zorek’s Favor” relic.

If the overlord wins, he receives 1 additional XP.

### Rumor Quest

If the overlord wins, he receives 1 XP, draws 1 Rumor card, and at the start of the next quest, all heroes unequip all their items and skip their first turn.

Regardless of the winner, place the “The Sunken Temple” Advanced Quest into play.





# VALLEY OF THE DEAD

ENCOUNTER I

6A RITUAL SITE

26A GLADE

EXIT

ENTRANCE

2A STREAM

TOMB

CURSED WARRIOR

ALTAR

37A GRAVE SITE

## COMPONENTS

### Map tiles and doors

2A, 6A, 19A, 23A, 26A, 27A, 28A, 37A, 43A, 1 Entrance, 1 Exit, 2 end caps, 1 extender (1x2), 3 overgrowth

### Tokens

1 blue objective tokens, 3-6 search tokens






# VALLEY OF THE DEAD

ENCOUNTER I



## AGENDA

### PERIL DECKS

- 1:   
2:   
3: 

### SPECIAL

Lord Merick Farrow cannot enter water spaces. He must stay adjacent to the altar while it is on the map. Each time Lord Merick Farrow activates, he suffers 1 ♥ to place 1 ♥ on the altar unless this would defeat him.

Instead of spending an action, a monster with the water trait on a unique space may spend 2 movement points to move to another unique space (or the closest empty space) as if they were adjacent. Treat the Cursed Warrior as a lieutenant in his own monster group.

### COMMANDS

#### THE CURSED WARRIOR

- ➔ Move off the map through the Exit ending movement adjacent to a hero (excluding familiars), if possible.
- ➔ Attack the hero (excluding familiars) with the least Health remaining.

## QUEST PERILS



### LORDLY ANGST

*Lord Merick's eyes blaze with profane fire as he maledicts you for interfering with his ritual.*

Each hero in Lord Merick Farrow's line of sight is Cursed. Lord Merick attacks each hero with at least 1 Condition card, this attack ignores range and line of sight.



### SHAPES IN THE WATER

*Evil spirits in the water stir the corpses of the drowned and spur the hunger of the predators.*

Place 1 zombie and 1 merriod in a water space on the Ritual Site; then place 1 zombie and 1 merriod in a water space on the Stream, ignoring group limits.



### HUNGRY HAZE

*A pearly mist seeps from the altar and the tomb, bringing necromantic power that bolsters the wicked and saps the living.*

Lord Merick Farrow recovers ♥ equal to the number of heroes. Then, if Lord Merick Farrow has not suffered any ♥, all heroes suffer 1 ♣ and 2 ♥.





# THE SUNKEN TEMPLE

ENCOUNTER I

*Before the descent of god A'tar on the continent of Al-Kalim, the proto-cult of Kellos started to take hold on these shores, brought here by merchants from across the sea. Since then, shrines and temples have been ravaged, forgotten and destroyed by time, but at least one chapel survived under the sands.*

*Now that a dark force stirred the earth itself, the entrance to the temple is accessible once again after centuries. As you enter, you see that the stone structure is on the verge of collapse, with a gaping chasm and salt water that seeps from the depths. But through the stale air the smell of fresh blood is unmistakable. The third member of the Farrow family calls as you enter the nave. "Your meddling ends here, heroes! Our master will wield the power of these relics, and that power will be feared throughout all of Terrinoth. You will have the privilege of being the first to die!"*

*If the Overlord's officers are allowed to control the weapons, there is no hope for survival.*

## MONSTERS

Sir Alric Farrow. Lord Merick Farrow. Lady Eliza Farrow. 2 open groups (ignoring monster traits).

## SETUP

Place Sir Alric Farrow, Lord Merick Farrow, and Lady Eliza Farrow as indicated. Place 1 open group on the Nave and the other open group on the Narthex. Monsters may not be placed on the unique spaces.

Collect 1 red, 1 green, 1 white, and 1 blue objective token and shuffle them together. Place them facedown on the map as indicated. No player should know the color of any objective token. These are tomes.

Place search tokens based on the number of heroes.

## SPECIAL RULES

The locked door cannot be opened.

## RELICS

In this quest, lieutenants may wield more than 1 relic. After a lieutenant performs a move action during his activation, at any time during that activation he may trade relics with a lieutenant in an adjacent space. Relics traded to another lieutenant cannot be used or wielded until the start of the next overlord turn.

If a figure holding a relic is defeated, the relic is dropped in its space. The space is marked with a fatigue token. As an action, while in or adjacent to a space with fatigue token, a lieutenant or a hero may pick up the relic.

## POWER HUNGRY

Each lieutenant gains +2 Health per hero.

## ANCIENT TOMES

Each tome is linked to a relic:

Red: Living Heart, Fallen Heart

Blue: Shield of the Dark God, Shield of Zorek's Favor

Green: Gauntlets of Power, Gauntlets of Spite

White: The Dawnblade, The Duskblade

Tomes are treated as obstacles. Tomes may be attacked by heroes and lieutenants as if they were enemy figures. Tomes have a defense pool of 2 gray dice. If the attack is not a miss but deals no ♥, discard the token from the map without revealing it. If the attack deals at least 1 ♥, reveal the token. The figure holding the linked relic suffers ♥ equal to the ♥ dealt to the tome and drops the relic in the figure's space. The space is marked with a fatigue token. Then, the tome is discarded.

## FINAL STAND

During this quest, each time a hero is placed on the map after being knocked out, place a fatigue token in the overlord's play area. If there are fatigue tokens equal to the number of heroes in the overlord's play area, knocked out heroes may no longer recover ♥. The "Living Heart" relic may be used regardless of this.

## REINFORCEMENTS

None.

## VICTORY

### Mini campaign

If all lieutenants are defeated, read the following aloud:

*As the last of the Farrow's collapses on the wet stone, a sense of determination wells up in your heart. The very weapons intended to crush the peoples of Terrinoth will be used to defend them against the approaching darkness. You won't rest until the shadow has been beaten back!*

The heroes win the campaign!

If all heroes are defeated, read the following aloud:

*Lady Eliza was right - it is over. The last hope for peace in Terrinoth dies with the heroes. The weapons are ferried to their new owner, but the heroes bodies are left to rot with the rest of the forsaken chapel. In the following months, the people of the region can't help but sense a looming atmosphere of malice...*

The overlord wins the campaign!

## REWARDS

### Rumor Quest

Regardless of the winner, return all Relic cards named in this quest to the place they were before the quest (heroes' play area, overlord play area, supply or game box).

If the heroes win, they receive the hero reward listed on the back of the "The Sunken Temple" Advanced Quest card.

If the overlord wins, he receives the overlord reward listed on the back of the "The Sunken Temple" Advanced Quest card.



# THE SUNKEN TEMPLE

ENCOUNTER I



ANCIENT  
TOME



37B  
SANCTUARY

36B  
NAVE

ENTRANCE

38B  
NARTHEX

## COMPONENTS

### Map tiles and doors

8B, 21B, 25B, 36B, 37B, 38B, 43B, 1 Entrance, 6 end caps, 1 extender (1x2), 1 locked door, 2 closed doors

### Tokens

1 blue, 1 green, 1 white, and 1 red objective token, 2-4 search tokens

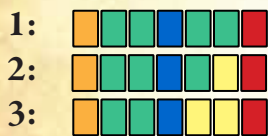


# THE SUNKEN TEMPLE

ENCOUNTER I

## AGENDA

### PERIL DECKS



### SPECIAL

If available, Sir Alric Farrow wields the “Shield of Zorek’s Favor” relic, Lord Merick Farrow “The Duskblade” and “Gauntlets of Spite” relics, and Lady Eliza Farrow the “Fallen Heart” relic.

### COMMANDS

#### ALL LIEUTENANTS

#### While a fatigue token is on the map

- ➔ Engage the closest fatigue token.
- ➔ Pick up a relic.
- ⊙ Fatigue token

#### If the number of relics that the heroes have is equal to or higher than the number that the lieutenants wield

- ➔ Engage/spot the closest tome with no lieutenant within 4 spaces.
- ➔ Attack the closest tome.
- ⊙ Tome

### QUEST PERILS



#### DEATH TOLL

*The rusty bell of the chapel strikes a single, scraping toll.*

Each hero must drop 1 relic of his choice in his space.

**Encounter Effect:** Each lieutenant applies +1 to his Speed for each relic he or she wields.



#### FROM THE ABYSS

*The murky chasm below the bridge regurgitates corrupted creatures.*

Reinforce monsters from the first open group (placed on the Narthex during setup) in spaces adjacent to pit spaces on the Nave.

If the monster group consists of small monsters, place 2 monsters for 2 or 3 heroes and 3 monsters for 4 heroes.

Otherwise, place 1 monster.



#### UNHOLY WATER

*The water in this chapel, once blessed by the holy power of Kellos, has been fouled by the vile presence of the Farrows' blood.*

Each hero in or adjacent to a water space suffers 2 ♥ and is Diseased.







# DESCENT:

JOURNEYS IN THE DARK

SECOND EDITION



HEIRS OF BLOOD




ROAD TO PERIL



# ACOLYTE OF SARADYN

## AGENDA

### PERIL DECKS

- 1:   
2:   
3: 

### SETUP

Wounded clergy are placed in corners of the Firepit.

### SPECIAL

Do not place fatigue tokens in the overlord play area, instead, if a goblin archer is on the Caravan Site at the start of the overlord turn, advance the Peril deck.

The master barghest cannot move off the Lair; goblin archers cannot move off the Caravan Site.

### REINFORCEMENTS

Goblin archers are placed in empty spaces closest to the Caravan Site.

### COMMANDS

#### GOBLIN ARCHERS

**While not on the Caravan Site**

- ➔ Engage the closest empty space on the Caravan Site.
- ⦿ Empty space on the Caravan Site.

## QUEST PERILS



### SOMETHING ON THE WIND

*You hear faint incantations on the wind. You watch in horror as the barghests grow in size and ferocity.*

#### Encounter Effect:

Each barghest applies +3 to its Health.



### HIDDEN SNIPER

*A goblin archer managed to sneak past your line of defense unnoticed and shoots arrows from a hidden position before you can bring him down.*

The hero closest to the Entrance is attacked as if by a goblin archer at range 3 and then again as if by a goblin archer at range 5.



### SILENT ASSASSINS

*Silent as night snakes a squad of goblins clad in black managed to get into your back. Before you can react, the monks you are trying to protect are dead on the floor.*




Immediately discard all villager tokens in the heroes' play area.



# RELLEGAR'S REST

## AGENDA ENCOUNTER 1

### PERIL DECKS

- 1:   
2:   
3: 

### SPECIAL




Do not place a fatigue token in the overlord's play area in the first round.

When attacking or performing special monster actions, all monsters target the hero carrying the key first.

When the overlord reveals the red objective token, it is placed in the water space on the Pond farthest away from any hero.

## AGENDA ENCOUNTER 2

### PERIL DECKS

- 1:   
2:   
3: 

### SPECIAL

At the start of the turn, place a fatigue token on the pillar closest to Lord Merick Farrow. When attacking or performing special monster actions, all monsters target the hero carrying the stolen treasure first.

### COMMANDS

#### LORD MERICK FARROW

- ➔ Engage the closest pillar.
- ➔ Use **Ignite** if adjacent to at least 2 heroes.
- ➔ Attack the hero within 3 spaces with the least Health remaining.

### QUEST PERILS



#### CURSED STAFF

*Tendrils of hideous spells have stuck to the relic's magical core and an impious will moves the staff away from you.*

Collect all objective tokens on the Waterway, shuffle them together, and place them back facedown. If a hero is carrying the white objective token, he immediately places it faceup in the closest empty space. If a monster is carrying the white objective token it immediately gains 5 movement points and retreats from the closest hero.

**Round Effect:** Heroes cannot pick up the white objective token.



#### HEAVY BURDEN

*You expected gold coins, but found a collection of valuable but cumbersome statues.*

**Encounter Effect:** At the start of his turn, the hero carrying the stolen treasure suffers an amount of ♣ equal to 5 minus his ♣.



#### STRUCTURAL SHOCK

*The entire structure trembles under an intense quake. You use muscles and spells, trying to dissipate part of the vibrations.*




Each hero within 3 spaces of a pillar tests ♣. Each hero adjacent to a pillar may choose to test ♣ instead. For each hero who fails or is not within 3 spaces of a pillar, place 1 fatigue token on a pillar.



# SIEGE OF SKYTOWER

## AGENDA

### PERIL DECKS

- 1:   
2:   
3: 

### REINFORCEMENTS

Reinforce the invading force up to the group limit before reinforcing goblin archers.

### SPECIAL

When determining the closest hero or space, all monsters take the route to the target that requires the fewest amount of movement points. Monsters with the Shambling ability cannot be included in the invading force.

### COMMANDS

#### BELTHIR

##### If Belthir is on the Waterfall

- ➔ Engage the closest small monster.
- ➔ Take flight, carry an adjacent monster to a random unique space on map tile 20 or 24.

##### If Belthir is not on the Waterfall

- ➔ Attack the closest hero.
- ➔ Take flight to the unique space on the Waterfall.

#### SIR ALRIC FARROW, GOBLIN ARCHERS, INVADING FORCE

- ➔ Move off the map through the Exit.
- ⊙ Edge space on the Exit.

## QUEST PERILS



### TRAITORS!

*Someone inside the monastery must be collaborating with the enemy. All doors have been unbarred.*

Immediately open all doors.



### NESTING SPIDERS

*Spiders have been nesting in this section of the monastery. Suddenly, young spiderlings emerge from several cocoons with the adult beasts fiercely protecting their offspring.*

Place 2 cave spiders on the Exit. For each cave spider that cannot be placed due to group limits all heroes suffer 1 ♥.



### HERE COMES THE PAIN

*You hear the shattering of doors and cries of pain echoing through the hallways of the monastery. The golden knight is coming for you!*

Sir Alric Farrow immediately performs 1 action using a random activation box on his Monster Activation card.

He may activate again during this round as usual.








# BLOOD WILL TELL

## AGENDA

### PERIL DECKS

- 1:   
2:   
3: 

### SPECIAL

Lady Eliza Farrow activates before the first hero each round. She cannot move off the chapel by any means. She skips actions and effects that would cause her to move off the chapel or a space adjacent to the altar.

Place fatigue tokens in the closest empty space adjacent to the hero with the least remaining Health.

When Lady Eliza Farrow suffers damage from an attack, place damage tokens individually on the adjacent flesh moulder with the highest Health remaining.

### COMMANDS

#### LADY ELIZA FARROW

**If Lady Eliza Farrow has 6 or more remaining Health**

- ➔ Engage the altar.
- ➔ Perform incantation.
- ➔ Attack the closest hero.

**If Lady Eliza Farrow has 5 or less remaining Health**

- ➔ Perform offering.

#### FLESH MOULDERS


- ➔ Engage Lady Eliza Farrow.
- ➔ Heal Lady Eliza Farrow.
- ➔ Heal Lady Eliza Farrow.
- ➔ Attack the closest hero.

## QUEST PERILS

### WALL OF FLESH

*Blood and flesh coagulate into grotesque forms that rise from the floor and meld together bodies and stones alike.*



**Round Effect:** If the locked door is on the map, heroes must spend 2 additional movement points to move from a space on one tile to a space on a different tile.

Otherwise, monsters on the Chapel add +1  to their defense pool for each monster adjacent to them.



### PROFANE POTENCY

*Lady Eliza's words resound in all the cave as another, deeper voice repeats after her as an otherworldly thunder.*

Lady Eliza Farrow immediately performs an incantation. If she would be defeated she recovers 1  instead. All flesh moulders suffer 2 . If any figure on the Chapel would be Stunned by the incantation, all figures on the map are Stunned instead.



### CRADLE OF FILTH

*The pools of blood on the floor bubble and gurgle, releasing a disgusting stench of rot and filth.*

Each hero within 2 spaces of a fatigue token is Diseased. Each hero within 2 spaces of 2 or more fatigue tokens is Stunned.



# THE BARON RETURNS

## AGENDA ENCOUNTER 1

### PERIL DECKS

- 1: 
- 2: 
- 3: 

### COMMANDS

#### LADY ELIZA FARROW

**While not carrying a bubbling vial**

- ➔ Engage the closest bubbling vial.
- ➔ Retrieve a bubbling vial.
- ⊙ Bubbling vial

#### GOBLIN ARCHERS

**While not carrying a bubbling vial**




- ➔ Retrieve a bubbling vial.
- ➔ Engage the bubbling vial closest to Lady Eliza.
- ➔ Retrieve a bubbling vial.
- ⊙ Bubbling vial

**While carrying a bubbling vial**



- ➔ Move off the map through the Exit.

## AGENDA ENCOUNTER 2

### PERIL DECKS

- 1: 
- 2: 
- 3: 

### SPECIAL

If Baron Zachareth rolls 0 or 1  during an attack targeting a hero (not a familiar), he discards an enchanted vial from the overlord's play area. Baron Zachareth spends  on Subdue first, choosing a random condition that the hero does not have.

At the start of the overlord turn, for each condition near the cauldron, the hero closest to Baron Zachareth suffers that condition.

At the end of the overlord turn, if Baron Zachareth is not in the Great Hall, place him in the closest empty space of the Great Hall.

### COMMANDS

#### BARON ZACHARETH

**If there is at least 1 condition token in the overlord's play area:**




- ➔ Engage the cauldron.
- ➔ Add afflictions.

### QUEST PERILS



#### VITRIOLIC BLOOD

*The fumes from the reddish liquid are burning your lungs.*

**Round Effect:** Each time a hero tips a vat he must test . If he fails, he suffers 2 , or 3  instead if he suffers from a condition.



#### LORDLY EGO

*"Please, be my guests and die."*

Baron Zachareth activates using a random activation box on his Monster Activation card. At the end of the activation, if Baron Zachareth is not in the Great Hall, place him in the closest empty space of the Great Hall. Baron Zachareth may activate again during this round as usual.



#### BLINDING VAPORS

*The halls and corridors are pervaded by noxious red clouds. You barely manage to keep your eyes open, but you feel like you are weeping blood.*

**Encounter Effect:** Each time a hero receives a Condition card from **Subdue** or from a condition token near the cauldron, he is also Blinded.





















# ARCHIVE OF ARRIZON

## AGENDA ENCOUNTER 1

### PERIL DECKS

1:	    
2:	    
3:	     

### REINFORCEMENTS

Reinforce the open monster group with the monster with the highest Health first.

### SPECIAL

Rolok cannot move the boulder into a space with a monster.

### COMMANDS

#### ROLOK

#### If the boulder is adjacent to a hero

➔ Engage the boulder. Then spend 2 movement points to move the boulder into the space with the hero with the most Health remaining. Then move adjacent to the boulder.




















◆ Boulder

#### If the boulder is not adjacent to a hero

➔ Engage the boulder. Then spend 2 movement points to move the boulder towards the Exit. Then move adjacent to the boulder.  
➔ Attack the hero within 2 spaces with the least Health remaining.

## AGENDA ENCOUNTER 2

### PERIL DECKS

1:	     
2:	     
3:	      

### SETUP

Place the group with the highest monster group limit on the Lair.

### SPECIAL

When attacking or performing special monster actions, all monsters target Arrizon first.

The ettins' **Throw** ability places Arrizon as far as possible away from the closest document.

When a red or white objective token is revealed, place a monster on the Entrance, respecting group limits.

White: place a burrowing horror.

Red: place a sarcophagus guard.

### COMMANDS

#### ALL MONSTERS

➔ Engage/spot Arrizon.

◆ Arrizon

### QUEST PERILS



#### CURSE BACKFIRE

*In the frantic effort to destroy the documents, Arrizon failed to take appropriate countermeasures against a cursed scroll.*

Arrizon suffers 1 ♥ for each red objective token in the heroes' play area. If an adjacent hero decides to choose to suffer 1 ♥ to prevent 1 ♥ to Arrizon, that hero also suffers a random condition.



#### ARCHIVE MESS

*The library and the study are in a state of utter disarray. You wonder if anything important could have been lost in this chaos.*

Take the 2 documents closest to Arrizon and put them on the Ettin's Lair, in the 2 spaces furthest from Arrizon.

**Encounter Effect:** Documents on the Ettin's Lair are not moved when a red objective token is placed in the heroes' play area.



#### VAMPIRIC RECALL

*Lady Eliza's bloody mist form closes her wounds and calls vile creatures of the night.*




If Lady Eliza Farrow is on the map she recovers 2 ♥. Place 1 minion monster of the first open group on the Entrance. Otherwise, place Lady Eliza Farrow on the Entrance with 4 remaining Health.



# RISE OF URTHKO

## AGENDA ENCOUNTER 1

### PERIL DECKS

- 1: 
- 2: 
- 3: 

### SPECIAL

Lord Merick Farrow uses movement points using the following instructions from top to bottom:

- Engage the closest captive and pick him up (if not carrying a captive).
- Engage the closest empty space adjacent to a pit.
- Drop a captive into the pit.

If Lord Merick Farrow has movement points left, he cycles through this sequence again.




### COMMANDS

#### LORD MERICK FARROW

- ➔ Perform a move action and spend movement points (see Special).

## AGENDA ENCOUNTER 2

### PERIL DECKS

- 1: 
- 2: 
- 3: 

### SPECIAL

Urthko cannot move onto tiles 9 or 18. When a non-adjacent hero attacks Urthko while the hero is not on tile 9 or 18, the attack is considered a miss unless the hero spends 1 ⚡.

When Urthko activates, randomly reveal 1 objective token from the mutation pool and place it next to the barghest Monster card. When the unique search token is revealed, look at 4 random tokens in the mutation pool and remove 2 of them from the pool.

### QUEST PERILS



#### MAD HUNGER

*Urthko gnashes and growls looking for flesh, any flesh, to tear and devour.*

Any hero adjacent to Urthko may choose to suffer 4 ♥ and be Immobilized to immediately cancel this peril effect.

If Urthko has suffered at least 4 ♥, he immediately engages the closest figure. That figure suffers 4 ♥ and Urthko recovers an equal amount of ♥.



#### CRUEL MASTER

*The cruel methods of Sir Alric scarred this monster's very soul. Urthko howls his pain and flies into a blind rage.*

**Encounter Effect:** Urthko adds 1 ⚡ to each of his attack rolls. After the attack is resolved, Urthko suffers 1 ♥ for each ⚡ that he was not able to spend.



#### FRUITS OF CARNAGE

*The fear and screams of those eaten alive have attracted ynfernael spirits. The dead prisoners rise and break their chains.*

Place zombies on the Holding Cells, up to the group limit.








# CALADEN'S CROSSING

## AGENDA ENCOUNTER 1

### PERIL DECKS

- 1:   
 2:   
 3: 

### SPECIAL

When attacking, goblin archers and *Ranged* monsters of the first open group target heroes within 3 spaces carrying a water bucket first. When attacking, *Melee* monsters of the first open group attack adjacent heroes carrying a water bucket first.

When placing fatigue tokens, choose the tile with the most fatigue tokens. Goblin archers cannot move off unique red spaces. When a hero enters an empty space on the Cabin or House, place the second open group and immediately activate it. It does not activate again this round.

### COMMANDS




#### GOBLIN ARCHERS

If fewer than 2 goblin archers are in unique red spaces

- ➔ Move into the closest empty unique red space.
- ⦿ Unique red space
- ➔ Move into the closest empty unique red space.

## AGENDA ENCOUNTER 2

### PERIL DECKS

- 1:   
 2:   
 3: 

### SETUP

Place the open group with the highest speed on the Warpath in spaces closest to the Exit. This is the assault team.

### SPECIAL

If the gatehouse is not on the map, place a random lieutenant when the third open monster group is placed. Otherwise, place a random lieutenant when the fourth open group is placed. The lieutenant is placed on the Warpath in spaces closest to the Entrance.

### COMMANDS

#### MONSTERS OF THE ASSAULT TEAM

If the gatehouse is on the map

- ➔ Move off the map through the Exit on a path furthest from the vantage point.
- ⦿ Exit

#### OTHER OPEN GROUPS

If the gatehouse is on the map

- ➔ Engage/spot the closest space adjacent to the gatehouse, ending movement adjacent to a hero, if possible.
- ➔ If adjacent (*Melee* monster) or within 3 spaces (*Ranged* monster) of the Gatehouse, attack the Gatehouse.
- ⦿ Gatehouse

#### BELTHIR, SPLIG, BARON ZACHARETH

If the gatehouse is not on the map

- ➔ Move off the map through the Entrance.
- ⦿ Entrance

### QUEST PERILS



#### BAIT AND SWITCH

*You intercept a strange order in the army's line of command. A squad of monsters breaks a spell stone and immediately withdraws; but you have no time to rejoice because another, fresh reinforcement is being teleported there.*

Choose a random non-lieutenant monster group not yet placed on the map; this is the reserve. Remove all figures of the non-lieutenant monster group with the least combined remaining Health from the map. Place the reserve on the map tile closest to the Exit that a monster was removed from.

If no monsters were removed, place the reserve on the Battlefield.



#### SIEGE ARMOR

*The commanders of this legion have donned ancient elaborate armors covered with vicious magical spikes.*

**Encounter Effect:** All lieutenants add 1 gray defense die to their defense pool and any figure that performs a *Melee* attack against a lieutenant suffers 1 ♥.

If one or more lieutenants were defeated, the heroes receive 25 extra gold at the end of the quest.



#### TREBUCHET STRIKE

*With a loud whistle a small but fast boulder traces an arc directed at the gatehouse. Are you willing and fast enough to climb the ramparts and deflect the projectile?*

Make a *Melee* attack with 1 blue and 1 red die.

This attack affects the gatehouse and each figure within 2 spaces of it. The attack gains:

➔: +1 ♥

➔: +1 ♥.

One hero adjacent to the gatehouse may choose to test ☼. If he passes, the gatehouse is not affected by the attack and that hero is attacked instead.



# FROM THE WRECKAGE

## AGENDA

### PERIL DECKS

1:	■	■	■	■	■	■
2:	■	■	■	■	■	■
3:	■	■	■	■	■	■

### SPECIAL

After the ruse is over and Eliza teleports, she is placed according to the following priorities:

1. As far as possible from any heroes.
2. No line of sight to as many heroes as possible.

### COMMANDS

#### LADY ELIZA FARROW

##### Before the ruse is over

- ➔ Engage the decoy.
- ⦿ Decoy
- ➔ Scorpion's Kiss.

### QUEST PERILS

#### ■ ■ VANGUARD OF THE LEGION

*One of the dark army's scout squads managed to circle the Skytower's defenders and arrived here before you had time to notice.*

Place goblin archers up to the group limit on the Hillside.

#### ■ ■ BLOODY WIND

*A foul wind blows from the depths of the chasm and carries the metallic stench of dead blood.*

**Encounter Effect:** When the ruse is over Lady Eliza Farrow rolls a grey die to determine the teleport distance instead of a brown die when she is affected by an attack.

#### ■ ■ SUSPICIOUS MIND

*Lady Eliza's diabolic way of thinking keeps her constantly on her toes.*

If the ruse is not over, Lady Eliza Farrow immediately performs an attack targeting the decoy. The decoy rolls a brown defense die. If she deals at least 1 ♥, the decoy is uncovered.

**Round Effect:** If the ruse is over, monsters from all open groups apply +2 to their Speed and +1 ♣ to their defense results.








# SARADYN IN FLAMES

## AGENDA

### PERIL DECKS

- 1:   
2:   
3: 

### SPECIAL

When attacking or performing special monster actions, all monsters target a hero with an objective token, if possible. Lieutenants spend  $\blacklozenge$  on “ $\blacklozenge$ : Reveal 1 objective token on the target's Hero sheet” first. Monsters on the Depths do not activate if no hero is on the Depths or a connected tile.

### COMMANDS

#### ALL MONSTERS

##### If a hero token is on the map

- ➔ Engage hero token.
- ➔ Choose 1 adjacent knocked-out hero and reveal 1 objective token on his Hero sheet.
- ◆ Hero token

#### SIR ALRIC FARROW

##### If Sir Alric Farrow is on the Depths

- ➔ Climb up. Place Sir Alric Farrow adjacent to the puzzle-cut edge closest to a hero.
- ◆ Hero token

##### If all heroes are on the Depths

- ➔ Engage the closest puzzle-cut edge and spend 1 movement point to fall off the edge.

##### Otherwise

- ➔ Engage a map tile connected to the tile with the most heroes. End movement adjacent to a hero if possible.
- ➔ Attack a hero.

## QUEST PERILS



### VERTIGO

*While sections of the battlements crumble and fall, your depth perception wobbles and weaves, and you stagger in place with stiff muscles.*

**Round Effect:** When a hero ends his turn within 3 spaces of a puzzle-cut edge he tests  $\star$ . If he fails, he is Immobilized.



### STUMBLING CLERGYMEN

*Not accustomed to the violence, your wards panic and drag you in all directions.*

Each hero suffers  $\blacklozenge$  equal to the number of objective tokens on his Hero sheet. Move each objective token on the map 2 spaces away from the closest hero.



### BLOODY SPELLTRAP

*Lady Eliza had a contingency plan for you: all the lockets and doors are bound with a blood magic alarm spell tied to the key.*

If the key has been revealed, Lady Eliza Farrow heals 2  $\heartsuit$  per hero and attacks the closest hero.

**Encounter Effect:** Heroes add 1  $\spadesuit$  to every trap test until the end of the encounter.





# ARMY OF DAL'ZUNM

## AGENDA

### PERIL DECKS

1:	
2:	
3:	

### SPECIAL

When attacking or performing special Monster actions, all monsters target a hero carrying a stake, if possible. Lieutenants always possess an adjacent zombie, if possible. Ignore the “All Knowing” paragraph.

### COMMANDS

#### ZOMBIES

➔ Engage the Open Field.

#### ALL LIEUTENANTS

- ➔ Engage the closest zombie that is not possessed.
- ➔ Engage the closest zombie that is not possessed.
- ⊙ Zombie that is not possessed

### QUEST PERILS



#### ENRAGED SPIRITS

*The long wait exacerbated the spirit of the dead. Now that they see a chance to roam the world again, they'll do anything to linger.*

Place a villager token under all zombies' bases.

**Encounter Effect:** When a zombie with 2 villager tokens suffers any amount of ♥, remove only 1 of the villager tokens.



#### BLACK WOOD

*The deathly power of these arrow fragments is still baleful after so many years. It seeps through the wood, deadening the flesh and dampening the life force.*

Each hero suffers 1 ♥ and 1 ♠ for each blue objective tokens on his Hero sheet. Then he places those tokens on adjacent spaces, 1 per space.

**Round Effect:** When a hero picks up a blue objective token he suffers 1 ♥ and 1 ♠.



#### CORRUPTED SWAMP

*Over time, the evil of this place took over the once pristine waters of this lake, transforming it into a purulent swamp.*

All heroes in or adjacent to a water space test ☠. Each hero who fails is Diseased. Then, all heroes in or adjacent to a water space test ☠. Each hero who fails is Poisoned. Then, all monsters in or adjacent to a water space recover 2 ♥ and discard all conditions.



# PRISON OF KHINN

## AGENDA ENCOUNTER 1

### PERIL DECKS

1:	
2:	
3:	

### SPECIAL

At the start of the first round, do not place a fatigue token in the overlord's play area.

### COMMANDS

#### ZOMBIES

If no hero has entered a space on map tile 23 yet

- ➔ Climb up.
- ⦿ Exit
- ➔ Engage Exit.

## AGENDA ENCOUNTER 2

### PERIL DECKS

1:	
2:	
3:	

### REINFORCEMENTS

Zombies are reinforced on the map tile and in spaces closest to a hero.

### SPECIAL

All heroes sum up their attribute values of each attribute. The 2 attributes with the lowest total value are the overlord's defenses. Objective tokens are shuffled and placed at random. When raising the alarm, open groups are placed in the order the respective Monster cards were drawn. Lieutenants are chosen at random.

When attacking or performing special monster actions, all monsters target the hero with the missive first, if possible.

### QUEST PERILS



#### DEAD SILENCE

*The chittering of rats, creaking of old boards and wailing of the prisoners stops in unison.*

**Round Effect:** When a hero tests the overlord's defenses he adds 1 to the results.



#### CHANGE OF GUARD

*A low trumpet sound signals the end of a shift. Your enemy retreats into the shadows using some secret passage, but you sense that fresh reinforcements are on their way.*

Choose a random monster group in play. Remove all figures of that group from the map and set them aside. Choose a random open monster group not in play and place it on the Entrance (the replacing monster group may be the same group that was removed).



#### TRAPPED STASHES

*Lockets, drawers, chests ... even unsuspected mounds of bones are protected by magical means in this prison.*




**Encounter Effect:** Each time a hero reveals a blue, white or red objective token he must also test for traps.



# LORD OF FLAME

## AGENDA ENCOUNTER 1

### PERIL DECKS

- 1:   
2:   
3: 

### SPECIAL

Lord Merrick Farrow cannot move further away from the Exit. Skip all Engage actions if Lord Merrick Farrow is within 3 spaces of a hero. When channeling fire or water, flesh moulders place the new flood or fire marker in the space furthest away from any hero.

### COMMANDS

#### LORD MERICK FARROW

- ➔ Move off the map through the Exit.
- ⊙ Exit

#### FLESH MOULDERS

If fewer than 4 fire markers or fewer than 4 flood markers are on the map

- ➔ Engage the closest faceup flood or fire marker with fewer than 4 markers of that type on the map.
- ⊙ Faceup flood or fire marker with fewer than 4 markers of that type on the map.
- ➔ Channel fire or water.

## AGENDA ENCOUNTER 2

### PERIL DECKS

- 1:   
2:   
3: 

### REINFORCEMENTS

Place elementals in the lava or water spaces closest to the most heroes.

### SPECIAL

Place no token near the monolith in round 1.

### COMMANDS

#### ELEMENTALS

If the overlord has damage tokens in his play area

- ➔ Engage as many heroes within 5 spaces as possible.
  - ➔ Use **Fire** on 2 or more heroes.
- Use the Monster Activation card action list for any remaining actions.

If the overlord has fatigue tokens and no damage token has been discarded by this monster this round

- ➔ Engage as many heroes within 5 spaces as possible.
  - ➔ Use **Water** on 2 or more heroes.
- Use the Monster Activation card action list for any remaining actions.

### QUEST PERILS



#### ELEMENTAL ADMIXTURE

*The very presence of compound elementals alters and empowers the essence of natural elements.*

**Encounter Effect:** Spaces with an objective token are considered both lava and water spaces. Spaces adjacent to the master elemental are considered lava spaces. Spaces adjacent to the minion elemental are considered water spaces.



#### CRYSTAL GUARDIANS





*The very surface of the monolith produces half a dozen spider-like crystal creatures.*

Place cave spiders up to the group limit in spaces closest to the monolith.



#### GUST OF WIND

*The monolith expels a howling wind that pushes you back. After a moment of confusion you try to regain your footing.*

Each hero tests . Pass or fail, each hero moves 1 space west (to the left, looking at the map in the quest description), +1 additional space for each  rolled in excess of his . For each space a hero did not move, he suffers 1 .



# DEAD OR DROWNING

## AGENDA

### PERIL DECKS

1:	
2:	
3:	

### SETUP

Place coffins in spaces farthest away from the heroes.

### REINFORCEMENTS

Reinforce zombies on an infected or on the Chamber, whichever is closest to a refugee.

### SPECIAL

The cave spiders and monsters of the open group treat the locked door as if it were a closed door. Zombies activate after all heroes and all other monsters have activated. At the end of the overlord turn, infected move towards the closest refugee. Heroes may move refugees after infected are moved. Instead of on a tile with 1 or more monsters, a refugee within 5 spaces of a monster cannot move.

When a monster engaging or spotting can reach the closest shortcut, it moves on that shortcut if the additional movement points gained would allow the monster to end its movement closer to the target.

When a hero is defeated within 3 spaces of a coffin, the overlord moves him to the empty space farthest away from any coffin.

When attacking or performing special monster actions, all monsters target Tyrus first, if possible.

### COMMANDS

#### ZOMBIES

- ➔ Engage refugee and contaminate refugee.
- ➔ Perform a move action and contaminate an adjacent refugee.  
Then move towards the closest refugee.
- ➔ Attack the closest hero.

### QUEST PERILS



#### NATURE'S GRIP

*With a deep rumble, the underbrush animates and twists under a vile influence and water lashes out from the pools as if animated by hate. The paths are a solid wall of thorns for you.*

Heroes within 2 spaces of a shortcut or a water space suffer 2 ♥.

**Round Effect:** Heroes and refugees cannot use shortcuts. Water spaces are also hazard spaces for heroes.



#### FOOL'S GOLD

*Treasure in this area is tainted. Probably cursed by mischievous feys.*

One hero must flip facedown 1 Search card in his play area. If no hero can flip 1 Search card, each hero suffers 1 ♥.

Remove the 2 search tokens closest to any hero. If no hero is within 3 spaces of the Entrance tile, place the 2 removed search tokens on the Entrance tile.



#### ROTTING PLAGUE

*The undead bodies of the villagers swell and explode in a putrescent fountain of rotten flesh and black blood.*

**Encounter Effect:** When a hero defeats a zombie, each hero within 3 spaces of the zombie is Diseased.

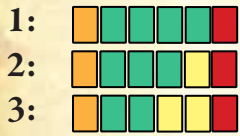




# EDGE OF DAWN

## AGENDA ENCOUNTER 1

### PERIL DECKS



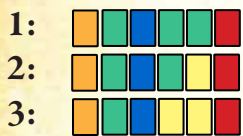
### COMMANDS

#### SIR ALRIC FARROW

- ➔ Attack a hero with 3 or less Health remaining. Use movement points to move to an empty space adjacent to Arcite's sword.
- ➔ Engage Arcite's sword.
- ➔ Claim Arcite's sword.

## AGENDA ENCOUNTER 2

### PERIL DECKS



### REINFORCEMENTS

Do not reinforce barghests in round 1.

### SPECIAL

Sir Alric Farrow does not benefit from additional at Heroic and Legendary difficulty levels. All monsters engage, spot, attack and perform special Monster actions targeting a hero that has not had their hero token collected.

Lord Merick Farrow cannot leave tile 1.

### COMMANDS

#### LORD MERICK FARROW

##### If the ritual has not been finished

- ➔ Attempt to advance the ritual.
- Use the Monster Activation card action list for any remaining actions.

##### If a hero is within 4 spaces and at least 3 fatigue tokens are on Lord Merick Farrow's Lieutenant card

- ➔ Attempt to advance the ritual.
- ➔ Finish the ritual.

### QUEST PERILS



#### HATE THE LIGHT

*The holy blade is a beacon of hope that vile monsters want to shut down.*

**Encounter Effect:** Attacks affecting a hero carrying the "Dawnblade" relic gain +1 .



#### HEEL!

*Lord Merick commands and spurs his foul pets.*

All barghests immediately use Howl affecting heroes within 5 spaces instead of 3 spaces. Then, place 1 barghest on the Entrance.



#### CONSUMING INFERNO

*Lord Merick gathers his magical power to ignite the very air of the room.*




All heroes on the map tile with the most heroes suffer 1 and suffer up to their Stamina.



# RITE OF THE RED DAWN

## AGENDA

### PERIL DECKS

- 1:   
2:   
3: 

### SETUP

Randomly choose if goblin archers or zombies are placed on the Gully. Then place the other group on the Rocky Path.

### SPECIAL

When Lady Eliza Farrow is defeated, she replaces a random lord, and a random reserved open group is removed from play. When a hero disrupts the chant, a random reserved open group is placed on the map. When a hero endures the ritual, monsters perform their attacks as if adjacent to the hero.

## QUEST PERILS



### POTENT VENOM

*The black, thorny vines you used to climb atop this mesa might have a long onset poison. Or, maybe, the antidote you took after your climb was not the right one.*

Each Poisoned hero is Stunned. Then all heroes are Poisoned.



### ILLUSIONARY IMAGE


*As you approach the closest robed figure, his image weaves and dissolves. A moment later you hear a mocking laughter far away.*

The lord closest to any hero retreats 10 spaces moving away from all heroes, if possible.



### BLOODMIST FORM

*The vampire reverts to a whirling shape of red mist with a fast-orbiting heart at its center.*

**Encounter Effect:** A hero attacking Lady Eliza Farrow while not adjacent to her must spend 1  or the attack is considered a miss.







# SHADOWFALL MOUNTAIN

## AGENDA ENCOUNTER 1

### PERIL DECKS

- 1:   
 2:   
 3: 

### SPECIAL

Heroes on burning tiles do not suffer ♥ or ♣ in round 1. Do not place a fatigue token at the start of the overlord turn in round 1. In subsequent rounds fatigue tokens are placed on map tiles 27, 28, 7, 12, 6, 5, Exit.

When a hero enters a tile for the first time place monsters on the corresponding tile as follows:




Spiders and barghests: adjacent to the hero

Goblin archers and flesh moulders: 3 spaces away from the hero

After being placed on the map, instead of performing 1 action, monsters immediately activate. Monsters activated this way, do not activate again this round.

## AGENDA ENCOUNTER 2

### PERIL DECKS

- 1:   
 2:   
 3: 

### SETUP

If all heroes moved off the map in encounter 1, choose and discard 1 random facedown objective token in the overlord's play area. This is not Kadlasar's lair. For each hero set aside in encounter 1, remove one stone slab from tile 2 and place it adjacent to 1 door.

### SPECIAL

Kadlasar is not placed on the map at the start of the overlord turn. Instead when Kadlasar is activated while not on the map, he is placed adjacent to a hero whose hero token is not in the overlord's play area yet, and performs his actions attacking this hero, if possible. If Kadlasar is on the map when he activates, he is removed.

Each time a door is destroyed reveal 1 facedown objective token. If the colors of the token and the door match, Kadlasar's lair is exposed. If the colors do not match, reveal all tokens, discard the one with the matching color, and flip and shuffle all remaining tokens.

## COMMANDS

### CHAMPIONS

**If not carrying a stone slab and the lair has not been exposed**

- ➔ Engage and pickup the closest stone slab.
- ⊙ Stone slab

**If carrying a stone slab and the lair has not been exposed**

- ➔ Engage closest closed door.
- ⊙ Space adjacent to a closed door
- ➔ Reinforce door.

## QUEST PERILS



### HURLED STONE

*This subordinate takes initiative and decides that a good offense is the best defense.*

Choose a champion adjacent to a stone slab or a champion carrying a stone slab. It discards the stone slab and performs a *Ranged* attack targeting the hero within 6 spaces adjacent to the most heroes rolling the dice shown below:



The attack gains ⚡: Blast



### DRACONIC GEOMANCY

*Kadlasar recites an ancient spell, and the very rock of the mountain increases your own weight, pulling you apart.*

Each hero suffers 2 ♣ for each stone slab on the map within 3 spaces of him and for each monster carrying a stone slab within 3 spaces of him.



### DEEP SHADOWS

*The dragon roars, and the cloud of shadow that surrounds it becomes as black as the void itself.*




**Encounter Effect:** Heroes subtract 1 ⚡ from all attack results that affect Kadlasar, unless the attacking hero is adjacent to at least 1 other hero.



# PIERCING DARKNESS

## AGENDA ENCOUNTER 1

### PERIL DECKS




- 1:   
2:   
3: 

### SPECIAL

If the red door is open, close it at the end of each round.

## AGENDA ENCOUNTER 2

### PERIL DECKS

- 1:   
2:   
3: 

### SPECIAL

At the end of each round, if there are fatigue tokens in the overlord's play area, discard 1 fatigue token to cause the darkness to grow.

If no fatigue token can be discarded, place a fatigue token in the overlord's play area instead.






Dark champions move into spaces with a hero figure, if possible.

## QUEST PERILS



### GLOOM TOLL

*The growing darkness clenches your hearts and crushes your will.*

**Round Effect:** Each time a hero tests ,  or  he must also test . If he fails the  test, the original test fails, too.



### CONGEALED SOULSHADES

*The souls of the departed linger in the darkness and cannot find their final rest. Eventually, they congeal into a corporeal form made of shadow stuff.*


All figures on the Entrance are moved to the closest empty space not on the Entrance.

Place 1 minion monster from the first open group on the Entrance and 1 minion monster from the second open group on the Entrance. Repeat until it is no longer possible to place a figure on the Entrance.



### BROTHERS' ULTIMATUM

*The combined tactical acumen and magical power of Sir Alric and Lord Merick put you before a tough choice.*

Sir Alric Farrow immediately activates unless each hero chooses to suffer 2 .

Lord Merick Farrow activates unless each hero chooses to receive a random condition.

If they activate, each applies +5 to his Speed for this activation and uses the following activation list:

- ➔ Engage/spot the closest hero.
- ➔ Attack the closest hero. Then retreat.



# BLOOD AND BETRAYAL

## AGENDA ENCOUNTER 1

### PERIL DECKS

1:	
2:	
3:	

### SPECIAL

At the end of the overlord turn, place a fell spirit as close to the Lair as possible while adjacent to the hero closest to the Lair.

Randomly assign relics in the overlord's possession to lieutenants in the following order: Lady Eliza Farrow, Lord Merick Farrow, Sir Alric Farrow, Belthir, Splig. Lieutenants wield the assigned relics during the entire quest.

## AGENDA ENCOUNTER 2A

### PERIL DECKS

1:	
2:	
3:	

### REINFORCEMENTS

When an open group is reinforced on an Exit, choose the Exit closest to Tyrus. When an open group is reinforced, choose the legacy closest to a hero and place monsters adjacent to that hero, if possible.

### SPECIAL

Tyrus may move through closed doors as if he were a monster.

### COMMANDS

#### TYRUS

- ➔ Attack the hero with the least remaining Health.
- ➔ Move off the map through the closest Exit ending movement adjacent to a hero, if possible.

## AGENDA ENCOUNTER 2B

### PERIL DECKS

1:	
2:	
3:	

### SETUP

Distribute monsters of the first open group as equally as possible on Flooded Hall, Overgrowth and Chasm (in this order).

### REINFORCEMENTS

When reinforcing open groups within 3 spaces of a legacy, place monsters in the spaces closest to Tyrus.

### SPECIAL

All monsters attack and perform special monster actions targeting Tyrus, if possible.

Lower Level: Monsters do not need to spend an action to move between the Stairway and the Chasm. Instead, monsters adjacent to a pit space may spend 1 movement point to move to an empty space of the Stairway as if they were adjacent. Likewise, monsters on the Stairway may spend 1 movement point to move to an empty space adjacent to a pit space as if they were adjacent. In addition, monster treat these spaces as if they were adjacent when counting spaces.



# BLOOD AND BETRAYAL

## AGENDA ENCOUNTER 3

### PERIL DECKS

1:	
2:	
3:	

### SPECIAL

If Lady Eliza vies for dominion and passes, choose the map tile with the most heroes (ties are resolved by players). Heroes on that tile sum up their attribute values for each attribute. The overlord chooses the attribute with the lowest total value.

### COMMANDS

#### LADY ELIZA FARROW

##### After the bond is broken

- ➔ If within 2 spaces of a hero, perform a move action and move to the closest space not within 2 spaces of any hero.
- ➔ Spot the closest hero.
- ➔ Attack the hero within 3 spaces with the most ♥ suffered.



### QUEST PERILS

#### TAINED RELICS

*The vampiric powers of Lady Eliza corrupt the regal legacy, bending it to her will.*

Flip all legacies facedown and shuffle them. Then flip faceup 1 legacy at a time until all but 1 of them are faceup, applying the following **Round Effect**:

The remaining facedown legacy cannot be used this round. Turn it faceup at the beginning of the next round.



#### SHADOWY HATRED

*The spirits of the dragons you slew and maimed linger on this plane of existence with the force of their hate.*

If there is no shadow dragon on the map, all heroes are attacked as if by an adjacent master shadow dragon. Only 1 attack roll is made for this attack, but each hero rolls defense dice separately.

Otherwise, activate the shadow dragon monster group. Shadow dragons may activate again during this round as usual.



#### FLESH OUT OF THE WALLS

*Flesh oozes from the interstices between the old stone blocks, falls to the ground and bounces up taking a quasi-humanoid shape.*

Place flesh moulders up to the group limit on the following tiles in sequence: Throne Room, Reliquary, Cavern, Armory, Cave.



# SANDS OF THE PAST



## CREDITS

Sands of the Past is an expansion of *Descent: Journeys in the Dark Second Edition* created by members of the community. I am really grateful to everyone who contributed.

**Guido Hansen (Sadgit):** Coordination of the project, layout of cards and rule book, design of *Road to Peril*, Sarcophagus Guards, Item cards, Blinded condition, and playtesting.

**Erik Burigo (Painkeeper):** Design of the Hierophant class, Quest Perils, Trap cards and help with a lot more. Special thanks for the nit-picking and balancing discussions on all other components.

**Zaltyre:** Design of the Psychic class, Burrowing Horrors and all quests which were originally published under the name "Weapons of War."

**Marcel Cwertetschka (Morthai):** Design of the alternative search deck.

**rdh174:** Design ideas for Elga the Pilgrim and Runemaker Tara

**Pompompidou37:** Lots of play testing.

**David Binkley (Ren6175):** Fantastic proofreading

Many thanks to all members of the Descent community for ideas, discussions, and encouragement.