DESCENT
LEGENDS OF THE DARK

FAQ Version 1.0

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This document contains errata and rules clarifications for ***Descent: Legends of the Dark***.

Errata

This section contains changes to the game's printed components.

- Any changed or added text is *italicized*.
- Removed text is ~~struck-through~~.

The Betrayer's War: Rule Booklet

- **p3, Components:** The text under the figures should read "26 Plastic Figures (1 Companion, 19 Enemies, 6 Heroes) ~~and 1 Riser~~." There is no plastic riser included in this product.

Frequently Asked Questions

This section addresses questions that are frequently submitted by players via our Rules Question Form at fantasyflightgames.com/contact/rules/.

"What happens when a hero gains a consumable during a quest?"

When a hero gains a consumable during a quest, they place the card in their play area, even if they already have three (or more) consumables. They may use that consumable during the quest. All equipped consumables are lost at the end of each quest, although heroes can re-equip those for which they have crafted recipes when they choose their equipment at the start of each quest.

"When a hero receives a new weapon or armor card during a quest, can they equip it immediately?"

No. Only consumables can be equipped during a quest; all other card types can only be equipped during setup, before the quest starts. Generally, when the app says that a card is "added to the party inventory" (for example, a weapon or a trinket), it is added to the heroes' unlocked card pool and can be equipped the next time the heroes prepare for a quest. When a hero "gains" a card (for example, a consumable), they add it directly to their play area.

"How exactly does the Undying Skull work? Does each hero gain different recipes the first time they defeat a new enemy type?"

Each enemy type has exactly two associated recipes that heroes can unlock by using the Undying Skull: one that is unlocked from the non-upgraded trinket and another that can be unlocked once the Skull is upgraded. The first time any hero with the Undying Skull defeats a given enemy type, they learn the associated recipe. If another hero equips the Skull and defeats the same enemy type, they do not gain the same recipe again. After the Skull is upgraded, the second recipe becomes available, and any hero can defeat that enemy type again to gain the new recipe. Those recipes are described as "unique" in the text on the Undying Skull because they cannot be gained any other way and can each only be gained one time.

For example, Galaden equips the Undying Skull, then defeats a Berserker and receives the recipe for the Spiked Grip. In the next quest, Kehli equips the Skull and defeats another Berserker, but because the heroes have already learned that recipe, she receives no reward from the Skull. Then the heroes upgrade the Skull and Kehli equips it for another quest, where she defeats another Berserker and receives the recipe for the upgraded Triumphant Hilt.

All enemies that use the same figure are the same enemy "type," regardless of the enemy's name in the app. For example, the Blood-Soaked Bandit and the Runeblade Bandit are the same enemy type. They are both Bandits, and the Skull will award the Bandit enemy type's recipe the first time either of them is defeated by a hero with the trinket equipped.

"Can a hero discard a prepare token to flip their attack card during an attack?"

No. Effects that occur "during" a timing event can't be resolved while another game effect is being resolved. In this instance, the attack roll is a game effect being resolved (by spending the results rolled) and so a hero cannot trigger abilities that occur "during their turn" until they have finished resolving the effect of the roll (including dealing damage).

"What happens when a hero flips a card that has multiple condition tokens on it, including a stress token? Do they suffer fatigue for each condition token they discard?"

When multiple effects would happen simultaneously, the heroes may choose the order in which to resolve them. So, when they discard multiple conditions, including a stress token, they can choose to resolve the effect of discarding the stress token first and suffer only 1 fatigue. That fatigue can be suffered on the card that is about to flip (assuming that card is not at its fatigue limit), in which case it will be discarded immediately, or they can suffer that fatigue on another card. As always, if they have no card that can hold another fatigue without exceeding the card's fatigue limit, they must suffer damage instead.

"What happens when a hero has to gain a condition, but all of their cards already have that condition? For example, what happens when they move into an ember space when all of their cards are already scarred?"

Each card can only have up to one condition token of each type, so a hero cannot gain that condition if all of their cards already have that token. In the case of embers, that means that a hero can ignore the penalty for moving into an ember space if all of their cards are already scarred. (Of course, being unable to flip any cards without suffering damage carries its own risks!)

"An ability lets a hero remove fatigue from any card. Can they choose another hero's card?"

No. When a hero uses an ability, they can only affect their own cards unless that ability explicitly says otherwise. For a clear example of this distinction, compare the similar effects of the skills Shared Energy (Syrus) and Battle Cry (Brynn). Shared Energy allows Syrus to focus multiple cards, but he can only choose his own cards because the skill does not say otherwise. Battle Cry, on the other hand, explicitly states that two different heroes each choose and focus 1 of their own cards. (Brynn chooses the target heroes, who in turn choose which cards to focus.)

"Can Brynn choose herself when she uses the unique action on Rallying Cry?"

A hero's own space is zero spaces away from that hero. So, when an ability lets a hero choose any hero within 3 spaces, they can choose themselves (assuming the ability does not specify "another hero," like Vaerix's Encourage skill).

"If there is a tall ladder adjacent to tiles at multiple elevations, can a figure use the ladder to move to the middle level?"

Yes. When a figure spends movement points (or shifts) to use a ladder, they can move into any other space that is adjacent to that ladder. Per the rules reference, any two spaces that share an edge or corner are adjacent, even if they are at different levels of elevation. So, a figure can move onto space that shares a border or a corner with the ladder's space, regardless of that space's elevation or the height of the ladder.