



DESCENT

COMMUNITY RULES REFERENCE GUIDE

DESCENT: JOURNEYS IN THE DARK

SECOND EDITION



COMMUNITY
RULES REFERENCE GUIDE
v.1.15

PREFACE

The Community Rules Reference Guide (CRRG) is a comprehensive resource for all *Descent: Journeys in the Dark* *Second Edition* rules. Unlike the Rules of Play booklet from the base game, it addresses complex and unusual game-play situations.

The CRRG includes:

- Rules from the base game and all released expansions except the print-on-demand expansions
- Relevant rules for *Road to Legend* including *The Delve* and *Trials for Frostgate* added in special text boxes
- Official errata and FAQs published by FFG (version 1.6)
- Approximately 400 FFG answers to specific player questions (unofficial FAQs) integrated into the text
- Visual examples for “Movement”, “Line of Sight” and “Special Situations in Combat”
- Tables with overviews on the content of *Descent* expansions
- An index with hyperlinked page numbers

Section 1 lists the rules of the game in alphabetical order. It should allow players to quickly find answers to questions during game-play by looking up the entry in question. Each entry includes the basic rules, with exceptions and additional details from official and unofficial FAQs integrated into the text. Related topics below each entry [hyperlink](#) to other entries that hold additional information.

Section 2 lists rules, errata and further explanations on specific game components such as Class cards, Overlord cards and quest descriptions. **Section 3** contains tables and visual examples of certain aspects of the game.

To facilitate easy reading, only the masculine form is used in this guide. If errata are relevant only for certain localizations of the game this is indicated in brackets, e.g. “Errata (GER)” for the German translation.

The CRRG is a fan-made guide. FFG generously allowed me to include text excerpts, images and artwork from the official rule books and the FFG website as well as scanned images of game components. This material is copyrighted by FFG.

Special thanks to Zaltyre and other people at the FFG board who supported me a lot during the creation of this guide. Zaltyre’s “Descent Glossary” and “Range and Line of Sight Guide” were especially helpful. I plan to update the CRRG on a regular basis. It is available for free at <http://crrg.descent-community.org>. For questions and comments use these threads at the [official FFG board](#) and [BoardGameGeek](#).

Enjoy the game that we all love,
Sadgit

GOLDEN RULES

- Some cards and abilities may come in direct conflict with the rules found in this guide. Cards and abilities take precedence over the rules in this rulebook.
- Many quest rules listed in the *Quest Guides* come in direct conflict with cards, abilities, and the rules found in this guide. The quest rules listed in the *Quest Guides* take precedence over cards, abilities, and this guide.
- Timing conflicts may arise when two or more players wish to use an ability with the same triggering condition. In these situations, the current player (the player who is currently taking his turn) decides the order in which the abilities are resolved.
- Players are not limited by the number of damage, fatigue, condition or threat tokens found in the game.

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CREDITS

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