

# Enduring Evil F.A.Q.

## *Frequently Anticipated Questions*

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### General

#### **Why write a FAQ before *The Enduring Evil* is even released?**

I've tried to make everything as clear as possible, but there's only so much text that reasonably fits on the cards. There are also some things that people would probably ask about no matter how clear they were.

#### **Will there be an *Enduring Evil* extended campaign, similar to *Road to Legend*?**

Unlikely. In my opinion, the extended campaign takes too long to play for me to want to actually play it (let alone playtest it dozens of times to get it balanced). If someone else wants to try it, feel free.

### Abilities

#### **If a 2x2 or larger figure gains Leap (for example, from the *Death from Above* treachery card), can they attack all enemies in a 2-space-wide swathe they leap over?**

Yes.

#### **How exactly does Leap work for heroes?**

A Leap consumes all of the hero's remaining movement points (regardless of the distance covered), and the hero cannot move after performing a Leap even if he acquires more movement points. Otherwise the same as for monsters: move a number of spaces up to twice your remaining movement points horizontally or vertically, ignoring figures and obstacles and landing in an empty space; if you have an attack left on the current turn, you may immediately make one attack that affects every enemy figure you passed over and is considered to occur from a distance of zero. You do not have to make a Leap attack. You cannot make more than one Leap attack per turn. You can make normal attacks after performing a Leap.

#### **What happens if an attack has more than one area-affecting ability?**

Most area abilities don't make sense when used together.

- If the attack has two or more of: **Blast**, **Bolt**, **Breath**, **Leap**, or **Sweep**, the attacker must choose one to use; the others have no effect.
- **Penetrate** can be used in the same attack as **Blast** (penetrating a figure between the attacker at the center of the blast), but **Bolt**, **Breath**, **Leap**, and **Sweep** cannot be blocked by figures anyway and thus gain no benefit.

- **Arcing** works regardless of other abilities. If the attack hits multiple targets, you can arc from any of them (if you get multiple jumps, you can choose a different source for each jump).
- **Scatter** also works regardless of other abilities. Figures that are affected by the main attack for any reason cannot also be targeted by **Scatter**.

No figure can be hit more than once by a single attack, regardless of the figure's position or the abilities the attack possesses.

#### **What trait dice can a hero add to a Morph attack?**

An attack with the **Morph** ability must be declared as either a Melee, Ranged, or Magic attack, and adds dice corresponding to the hero's appropriate trait. You must include the red die in order to make a Melee attack, the blue die in order to make a Ranged attack, and the white die in order to make a Magic attack, though you can include more than one of those dice if you wish.

#### **Do Stunned figures receive movement points from Swift?**

Stunned normal monsters nominally receive movement points, but the Stun rules specifically forbid them from doing anything during their activation, so they cannot use them. In all other cases, the figure receives movement points from **Swift** and can use them normally; for example, a stunned master razorwing can choose to move two spaces and attack.

## **Item Cards**

#### **If a hero has a Bandolier equipped, can he drink a potion while Grappled or Webbed?**

Yes. Grapple and Web prevent you from spending movement points, but a hero with a Bandolier equipped does not spend movement points when drinking a potion.

#### **Can the Blood Charm be used to cancel wounds that ignore armor?**

Yes.

#### **Does that mean a hero with a Blood Charm can survive inside a monster's stomach indefinitely?**

The wounds from the Swallow ability should *probably* take effect no matter what, but it's not my ability and a hero with the Skull Shield can currently do the same thing in official Descent. There are no standard monsters or cards in *The Enduring Evil* with the Swallow ability, anyway.

#### **Can a hero move the Bottle Imp to his space by de-equipping and re-equipping the item as part of a single "re-equip" action, or does he need to "re-equip" twice?**

You can do it with a single re-equip action.

#### **Should the Destiny have a white die as part of its attack?**

No. The Destiny doesn't normally roll any die with an X on it, but any enemy attacked with it gains **Fear 1** against the attack, so it can usually still miss by rolling zero surges.

#### **Can a hero make magic attacks with the Dream Blade, or ranged attacks with the Morning Star?**

No. They're still melee weapons, they just let you add dice from an extra trait to your attack roll.

**Does the off-hand bonus from the Greatsword allow a hero to bypass the normal dice limits?**

No. You still cannot roll more than 2 yellow and 5 black dice on a single attack.

**Can a hero with the Mist be hurt by a Blast attack that originated from more than 3 spaces away?**

Yes, if the Blast is centered within 3 spaces of the hero.

**Can a hero with the Mist be hurt by a Breath or Bolt attack that originated from more than 3 spaces away?**

Yes, because Breath and Bolt attacks do not require line-of-sight.

**How does tracing line-of-sight with the Phantasm work?**

Start at your space and pretend you're moving a 1x1 figure with **Fly** to your desired target. You can move through figures and obstacles and around corners, similar to the "billow" effect for the Breath and Bolt templates. Required range is equal to the number of spaces you move (not the "straight line" distance, if different).

**When attacking with the Repeater, Sorcerous Orb, or Twin Bow, can the hero do anything between the two attacks allowed by the card?**

No.

**Doesn't the Ring of Energy do the same thing as a copper treasure from normal Descent?**

Yes. The Gauntlets of Power were only ever "broken" in combination with the Rapid Fire skill, and I think it's stupid that they nerfed them into oblivion instead of fixing the skill. I think that the current version of the Gauntlets of Power are perfectly reasonable as a 50-coin shop item, especially considering that you're less likely to have overkill surges on any given attack in *The Enduring Evil*. You can even purchase and equip two at once, if you want.

**Does the Ring of Skill actually increase your traits?**

No, it just lets you roll an extra black die on certain attacks. If you need the trait for some other purpose (such as for an encounter marker, or when adding dice from secondary traits with a card like the Ring of Might or the Dream Blade), it has no effect.

**Does the Ring of Skill help you if you already have 2 or more black dice on an attack due to other cards or abilities, such as the Ring of Might, Flying Death, Dream Blade, or Pico?**

Yes, as long as you have 1 or fewer dice in the actual trait associated with the type of attack being performed (if you purchase training so that you have 2 or more dice in that trait, it no longer applies).

Yes, this means that a hero with both the Ring of Skill and the Ring of Might rolls more dice with an out-of-specialty weapon than with an in-specialty weapon. If that's how you want to use up both of your "Other" equipment slots, I'm OK with that.

**How does the Silvered Staff's ability to change direction while tracing line-of-sight work?**

A hero attacking with the Silvered Staff may choose any unoccupied space within his line-of-sight, and target the attack at any space he could see from the chosen space. The required range for the attack is

equal to the distance from the attacker to the chosen space plus the distance from the chosen space to the targeted space.

**Can a hero with the Siphon or Warp attack an empty space to trigger surge effects?**

At the time of this writing, the latest official Descent FAQ includes a ruling that spent surges retroactively have no effect if the attack doesn't hit any figures. This is designed to prevent attacking nothing in order to generate or discard threat, and I agree with that goal. However, I don't see a problem with the Siphon or Warp being used when targeting empty spaces. Let's call that a recommended house rule.

**When a hero attacks with the Souldrinker, can he choose to suffer enough wounds to kill himself? If he does, does the attack still take effect?**

Yes, a hero can sacrifice himself to make a powerful attack with the Souldrinker. However, the hero cannot choose to suffer *more* wounds than he currently has, so no attacks dealing over nine thousand damage.

**When a hero attacks with the Souldrinker, can he choose to suffer wounds to improve the attack, and then cancel the wounds with a card like the Blood Charm or Ghost Charm?**

Any wound that is *canceled* has no effect, and thus does not improve the Souldrinker's attack or restore the wielder's fatigue, so that would not normally be desirable.

**Is the Spear of Light really supposed to have Blast? It's a melee weapon!**

Yes. It also has Reach, so you can use it without being caught in your own Blast. If you choose to attack an adjacent space, though, you are affected by your own attack. You can also center the attack on your own space, if you want.

**Can a hero use Tranquility to place a Rest order when that hero already has another order?**

No, unless the hero has the Planner skill.

## Skill Cards

**When a hero uses the Alchemy skill, does that trigger Intoxication, or allow the overlord to play a Trap (Potion) card?**

No. Alchemy duplicates all the normal effects of drinking a potion, such as recovering health or fatigue and removing any potion markers currently on you, but it does not satisfy the conditions of other cards that are triggered by drinking a potion.

**Can a hero with Burglar open a door or chest while Grappled or Webbed?**

Yes. Grapple and Web prevent you from spending movement points, but a hero with Burglar does not need to spend movement points to open a door or chest.

**Does the Channeling skill potentially allow Tahlia to activate her hero ability twice in one turn?**

Yes, if Tahlia chooses to buy a wizardry skill and manages to draw it.

**Why does Critical Shot require you to discard an aim token? Wouldn't you do that anyway?**

This restriction prevents you from using Critical Shot if the attack is aimed for some reason other than an actual aim order, such as the Helm of Suresight, the Bow of Fortune, or when under the effects of Dark Charm (if Trapmaster is in play, or the overlord plays an Aim card). The Critical Shot attack is still an aimed attack, with all the usual benefits.

**Exactly when does Exuberance trigger?**

Exuberance triggers when a monster (not a hero) makes an attack targeting you (that is, you are within the area targeted by the attack, or the attack arcs to you), and you do not suffer wounds. This could be because the attack missed, or because it did not penetrate your armor, or because you canceled the wounds with cards like shields or a ghost charm.

**Did you intentionally remove the range limit on Furr the Spirit Wolf?**

Yes. I think it's a pain to keep track of and doesn't really accomplish anything, especially in *The Enduring Evil* where most monsters have way too much health for Furr to kill them unaided. Furr's owner still has to be in the dungeon, however, so the whole party can't wait in town while Furr whittles away at the boss's health.

**Does Heraldry allow a hero to equip two shields and a rune weapon all at the same time?**

Yes, that's pretty much the point. Though not Tower Shields, of course.

**Can a hero use Illusory Haste to go to town, shop, and then come back to the dungeon at the end of his turn?**

Yes. However, you can't do the reverse, because you can't activate Illusory Haste while you're in town.

**When you "transfer" health to another hero with the Martyr skill, does that count as being wounded, or count as healing for the recipient?**

No. It does not trigger abilities that are triggered when you receive wounds (such as Modrog's hero ability), and cards that cancel wounds do not allow you to give health to allies without losing your own health. The transfer also bypasses Poison tokens.

**If a hero uses Mimicry to copy Stamina or Toughness, does the hero immediately recover health or fatigue for having their maximum raised?**

No.

**How exactly does Overdrive work?**

As your turn is about to end, you can use Overdrive to declare and perform another full action (an Advance, Battle, Ready, or Run). This allows you to activate skills that activate when you declare your action. You cannot carry over any movement points, attacks, etc. from your first action, and you cannot drink a second potion (though you can drink a potion during your Overdrive action if you haven't already drunk one on the current turn).

When you use Overdrive, you gain two Stun tokens (even if normally immune). You can't refresh the Overdrive skill until they're gone, and you can't remove more than one Stun token per turn until you

refresh the skill. This means you will always be stunned for at least two turns (even if you die), and may be stunned longer if you receive Stun tokens from other sources. This prevents a hero from “buying” extra actions by using Salves to remove the Stun tokens, and it also prevents the hero from using Overdrive every turn of the game to take one and a half actions and just ignoring the mounting pile of Stun tokens. Basically, Overdrive lets you take more actions *right now*, but doesn’t let you take more actions over the long term.

**Does Planner allow a hero to have two orders at once, even when he doesn’t use the first part of the skill?**

Yes. You can save an Aim order from a previous turn, or use another skill to get an extra order, and it will still allow you to have two orders at once, without necessarily declaring a Ready action or spending fatigue.

**Can a hero with Prestidigitation really equip dual shields and heavy armor at the end of each turn, then de-equip them at the start of the next turn?**

Yes, but a trap card (such as Paralyzing Gas) that causes your turn to end immediately will leave you stuck with whatever you have currently equipped until your next turn. Also, remember you’re limited to 5 items in your backpack.

**Can a hero use Shadow Weaponry even if his hands are full?**

Yes. And yes, this means you can walk around with two shields all the time if you always use allies’ weapons to attack.

**Can a hero with Shield Master equip three shields at once?**

Yes.

**Does Treasure Hunter apply to treasures purchased from the town shop?**

No. That’s why it says “from a chest” in the skill text.

## Overlord Cards

**Can I use Brilliant Commander to replace master monsters with masters of other types, or promote a normal to a master after I’ve replaced it with a normal of a different type?**

Yes and yes.

**Can I use Brilliant Commander to turn a normal named monster into a master named monster?**

No; named monsters are not considered to be either “normal” or “masters,” regardless of which color figure they use.

**Can I use Brilliant Commander to replace a named monster with a named monster of another type, using the swap rules printed on the card?**

No.

**If a monster targeted by a Charge or Dash card has the Swift ability, do they gain extra movement points?**

No. The extra movement granted by Charge and Dash is based only on the monster's speed; other effects that grant movement points are not triggered.

**Can I play Distraction to stop a hero resting in town?**

Heroes in town cannot be targeted by overlord cards, as per the note on page 18 of the *Descent: Journeys in the Dark* rulebook. You can use it to stop a hero resting in the dungeon, however.

**What exactly can the overlord do to a hero after playing Elixir of Enchantment?**

The hero has a number of movement points equal to his speed, and can make one attack (regardless of what action he declared or what he has already done this turn).

- The attack works like Dark Charm: the overlord chooses which weapon to use (of those equipped), who to attack (possibly the hero himself), and how to spend surges. The attack receives any automatic bonuses the hero would normally be entitled to, such as trait dice and skills like Duelist or Bloodletter.
- The movement points can be spent on normal movement or movement actions, including opening doors, opening chests, and using glyphs (but you may not attack while in town). The overlord can move the hero through hazardous areas, such as pits, lava, traps, and Auras.
- The overlord may play additional cards in response to actions he forces the hero to take; for example, he can play Trap (Space) cards when he forces the hero to move into an empty space.
- The overlord cannot force the hero to spend fatigue, drink additional potions, re-equip, trade or drop items, shop, or exhaust cards. Basically, he can't consume or discard any resources other than the movement points and attack specifically granted by the card.
- The overlord cannot force the hero to use orders, though may cause the hero to lose an Aim order by moving, or lose a Guard or Rest by suffering wounds.
- The hero retains control of defensive options, including dodge orders, armor, shields, blood charms, ghost charms, etc. The hero cannot use a Guard order, however, because it is not the overlord's turn (unless you found a way to drink a potion during the overlord's turn).

**If the overlord plays Forbidding Omen, and the door is opened by a hero other than the one against whom the card was played, does the hero that opened the door still receive Curse tokens?**

Yes. The only way to avoid the Curse tokens is to wait for the door to open on its own (or roll all surges and reduce the number of Curse tokens you receive to zero).

**If the overlord plays Forbidding Omen, and no hero opens the door, when the door opens automatically, is the area beyond revealed even if no hero has line-of-sight to it?**

Yes.

**When the overlord plays Glyph of Calamity, Glyph of Despair, or Glyph of Spawn, can the resulting dark glyph still be used for visiting town, like a normal glyph?**

Yes.

**Can the dark glyphs created by Glyph of Calamity, Glyph of Despair, and Glyph of Spawn still be targeted by further Trap (Glyph) cards?**

Yes, but if you play another dark glyph trap, you replace the previous dark glyph, and only the most recently-played one has any effect.

**How does spawning two monster groups with the Hordes of the Things power work?**

Spawn cards in *The Enduring Evil* list several monster groups, each corresponding to a particular chest level. Normally, the overlord chooses one group to spawn, and may not choose a group whose level is higher than the highest chest that has been opened. If Hordes of the Things is in play, the overlord may instead choose to spawn any two groups (or spawn the same group twice) if he reduces the maximum level by one—for example, he can spawn two copper groups if a silver chest has been opened, instead of spawning a single silver group.

**If Net is played on a hero and they are webbed, can they continue moving? Do they get a roll to remove the Web token immediately?**

Heroes with one or more Web tokens on them cannot spend movement points, regardless of when or how they received them. The hero can roll to be unaffected by the trap, as indicated on the card, but if he is affected, he receives a Web token. Heroes only roll to remove Web tokens at the start of their turn, but the hero could remove the Web token immediately with a Salve (shop item).

**Exactly when does the reroll from Trapmaster apply?**

It applies to any rolls that a trap card instructs you (or other players) to make, directly or indirectly. For example:

- Crushing Block says to roll 4 black dice, so you can reroll those.
- Dark Charm says to make an attack, so the attack is considered aimed. (The roll to see whether the hero is affected in the first place can also be rerolled.)
- Scything Blades says that figures are affected as if they had just entered the space, so you can reroll the die used to see whether they get hit by the blades immediately. However, after that, the card ends, and the scything blades marker left behind is just a normal scything blades. You can't reroll the white die when the hero rolls for Bleed inflicted by the trap, either.
- Mimic says to immediately activate the monster, so any roll you make as part of that activation (such as its attack roll) can be rerolled. However, any future activations are part of the normal game rules, not part of the card, so they are not rerolled.
- You do **not** get to reroll any die rolls caused by other cards, even if they happen during the resolution of the trap. For example, if a hero plays a feat card in response to the trap, Trapmaster has no effect on the feat.

## Quests

**In quest 6 “Life Eternal,” can a hero avoid being damaged by the Halfforged Armlet by unequipping it?**

Yes, but you do not gain any of its positive effects while it’s not equipped, either.

**In quest 8 “Race the Dark,” a hero can gain the Undying ability from a relic. How does that work?**

The same as for monsters. When the hero’s wounds are reduced to zero, roll a black die; if you roll a surge, the hero gains health equal to his maximum wounds (instead of dying), and then any remaining damage carries over. The heroes don’t lose conquest, and the affected hero does not restore fatigue, remove effect tokens, lose coins, move to town, or do any of the other stuff you normally do when you die unless he actually dies.