

Changes in Descent: The Enduring Evil

General

- Attacks that used to **ignore range** now require **at least zero range** to hit.

Heroes

- **Hero Backpack** holds 5 items instead of 3.
- **Healing Potions** heal 6/4/3/2 health (in a game with 2/3/4/5 heroes).
- **Power Potions** cost 25 coins and let you ignore Daze tokens. They don't count against a hero's one-potion-per-turn limit.
- **Feats** can be purchased from the shop for 75 coins. This is the only way to obtain feats.
- **Hero Abilities:**
 - **Arvel Worldwalker:** *"Arvel Worldwalker may purchase feats from the town shop for 50 coins each, instead of 75. Her maximum feat hand size is increased by 2."*
 - **Lord Hawthorne:** *"Lord Hawthorne may choose to gain the **Reach** ability when making a melee attack. If he does, then the attack does not have the **Sweep** ability, regardless of all other effects."*
 - **Zyla:** Has **Disruption** instead of **Ghost** (recommended).

Overlord

- **Threat per turn** depends on the quest, but not on the number of heroes.
- **Spawn cards** scale to the highest level of chest the heroes have opened.
- **Dark Glyphs** are different, and only usable with special treachery cards.
- **Hexes** can be put in play with treachery cards; they last until the heroes activate a glyph.

New and Changed Abilities

Arcing: After attack, roll 1 black die per rank. For each surge, attack jumps to one extra target, at a max distance of one plus the number of power enhancements rolled.

Bleed, Burn, Daze, Stun, Web: Inflict 1 effect token per rank.

Cold-Immune: Immune to **Freeze** and to ice obstacles.

Deflection: Figure ignores any attack unless it has extra range equal to ranks of **Deflection**.

Disruption: Attacks by adjacent enemies are dodged, even if they don't target you.

Entrap: Adjacent enemies pay 1 extra movement point per rank per space moved.

Freeze: Attacks that inflict at least 1 damage add 1 Freeze token per rank (uses the Frost tokens from AoD). Each Freeze token reduces the figure's armor by 1 (min 0). Roll 1 black die per Freeze token at turn start, remove one for each surge.

Heat-Immune: Immune to **Burn** and to lava obstacles.

Impenetrable: Figure blocks LOS as if it were a rubble obstacle.

Ironskin: Immune to **Freeze**, in addition to other effects.

Knockback: Moves the target one space per rank, minus one

for each space the target occupies beyond the first.

Penetrate: Can attack *through* one figure per rank, damaging them as if they were in the target space.

Resilience: Remove Burn, Daze, Freeze, and Web tokens on a power enhancement instead of a surge.

Scatter: One figure not affected by attack but adjacent to the affected area suffers 1 wound per rank (ignoring armor).

Swift: Gain 1 extra movement point per rank each turn.

Unstoppable: Immune to **Entrap**, in addition to other effect