

DESCENT:

JOURNEYS IN THE DARK

SECOND EDITION



SHADOW OF NEREKHALL

RULES AND QUEST GUIDE

COMPONENTS

16 PLASTIC FIGURES

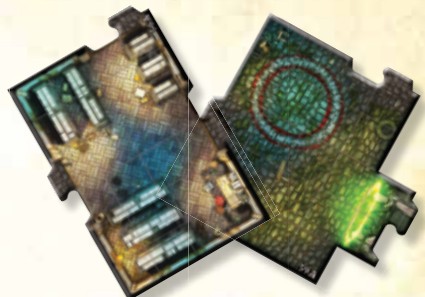


(4 heroes, 12 monsters)

2 CUSTOM DICE



46 MAP TILES



45 CLASS CARDS



21 SHOP ITEM CARDS



4 HERO SHEETS



9 CORRUPT CITIZEN CARDS



4 CONDITION CARDS



3 RELIC CARDS



8 MONSTER CARDS



8 LIEUTENANT CARDS



2 SONG TOKENS



4 IMAGE TOKENS



12 OVERLORD CARDS



10 CITY EVENT CARDS



3 INFLUENCE TOKENS



1 SHADOW SOUL FAMILIAR TOKEN



4 PORTCULLIS TOKENS



(with 4 Plastic Stands)

4 LIEUTENANT TOKENS



6 OBJECTIVE TOKENS



5 CONDITION TOKENS



4 HERO TOKENS



DESCENT™

JOURNEYS IN THE DARK

SECOND EDITION

EXPANSION SETUP

Before playing with this expansion, carefully punch out all tokens and map tiles from the cardboard frames. Then, perform the following:

- Incorporate New Cards:** Add all Shop Item cards from this expansion to their respective decks.
Take the new Class, Condition, Overlord, and Monster cards and add them to the pool of available cards. These function like their counterparts found in the base game.
Note: This expansion includes City Event cards that function similarly to the Travel Event cards found in the *Descent: Journeys in the Dark Second Edition* base game and other expansions. Shuffle these City Event cards together with any City Event cards from other expansions. Do not shuffle City Event cards and Travel Event cards together.
- Set Aside Campaign Cards:** Place the Lieutenant, Relic, and Corrupt Citizen cards from this expansion aside. They are used only when playing the “Shadow of Nerekhall” campaign.
- Incorporate Other Components:** Add the green power dice, Hero sheets, hero and monster figures, all tokens, and map tiles from this expansion to their respective supplies.

SHADOW OF NEREKHALL

Recovered from its times of trouble and under heavy threat from the Daqan Lords, the city of Nerekhall stands firm in its declaration: “The corruption has passed.” Yet sinister forces continue to build strength within the hidden corners of the city. They prepare for the day soon to come when Nerekhall, the baronies, and all of Terrinoth will tremble before their might.

Shadow of Nerekhall is an expansion for *Descent: Journeys in the Dark Second Edition*, introducing a new campaign for players to experience. Included in this expansion are new heroes, monsters, classes, and more.

USING THIS EXPANSION

This section describes how to incorporate *Shadow of Nerekhall* components into the *Descent: Journeys in the Dark Second Edition* base game.

Before starting a game, all players must agree upon which expansions to include. When including this expansion, players use all *Shadow of Nerekhall* components unless instructed otherwise. This means that players have access to the new heroes, classes, items, monsters, and Overlord cards when using the *Shadow of Nerekhall* expansion. Simply mix all components found in this expansion with their corresponding components found in the base game (see “Expansion Setup” on the right).

The new *Shadow of Nerekhall* Lieutenant, Relic, and Corrupt Citizen cards are used **only** when specified in the quests included in this expansion.

When using multiple expansions, simply mix together the respective components. For example, players mix together the Shop Item cards from this expansion with the Shop Item cards from the base game, as well as the Shop Item cards from all other expansions being used.

The *Shadow of Nerekhall* expansion includes a new campaign that can be played instead of the “The Shadow Rune” campaign found in the *Descent: Journeys in the Dark Second Edition* base game. Before starting a campaign, players must agree upon a single campaign to play, as well as which expansions to include. All components from the chosen expansions are available for the duration of this campaign.

SHADOW OF NEREKHALL EXPANSION ICON

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



SHADOW OF NEREKHALL

EXPANSION RULES

This section describes how to incorporate the rules and components from this expansion into *Descent: Journeys in the Dark Second Edition*. It is important to note that all rules in this section should always be used when playing with the *Shadow of Nerekhall* expansion.

NEW POWER DIE

The green power die included in this expansion follows the same rules as red and yellow power dice. Some weapons and abilities will specifically call for the use of the green power die.

QUESTS

This expansion adds 19 new quests, found in the Quest Guide at the back of this rulebook. During step 1 of General Setup, these quests are added to the available selection of quests. These quests have either one or two encounters and may be linked together to form a campaign (see “Shadow of Nerekhall Campaign Rules” on page 5).

NEW CLASSES

This expansion adds four new classes to those found in the base game (one for each archetype). These classes include the Bard (Healer), Skirmisher (Warrior), Conjurer (Mage), and Shadow Walker (Scout). Hero players may choose these classes during the Choose Classes step during Hero Setup.

SONG TOKENS

The Bard class has several skills that interact with song tokens. These tokens are used specifically with the Bard class. When a player chooses the Bard class during Hero Setup, he places the song tokens in a supply near his play area.

There are two song tokens: a melody song token and a harmony song token. During a game, these tokens are either near the Bard’s play area or on one of his Class cards. Each time an effect allows the Bard to place a song token, he takes either the melody or harmony song token from its current location and places it as indicated by the effect. Each token can be on only one Class card at a time.

Many of the Bard’s Class cards have effects that may trigger when a song token is present on that card. These cards contain symbols that match the symbol on the token, either melody (♫) or harmony (♮). When a song token is on a Class card with a matching song effect, that effect triggers as described on the card. Class cards with song effects trigger **only** if the corresponding token is on that card. Song tokens remain on Class cards when the Bard is knocked out, but the tokens and any matching song effects are **not active**. At the end of an encounter, the Bard returns all song tokens to the supply.

SHADOW SOUL FAMILIAR

The Shadow Walker class has several skills that allow him to summon and control a Shadow Soul 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 Shadow Soul Class card.



IMAGE TOKENS

The Conjurer class has several skills that interact with image tokens. These tokens are used specifically with the Conjurer class. When a player chooses the Conjurer class during Hero Setup, he places the image tokens in a supply near his play area.



When an effect allows the Conjurer to place an image token, he places the token on the map in a space indicated by the effect. Each image token is treated as a hero figure with the Conjurer’s attributes and 1 gray defense die.

If an image token suffers any amount of ♥ or ♠, it is discarded, and the Conjurer suffers 1 ♥ and 1 ♠. At any time during his turn, the Conjurer may return any number of image tokens on the map to his supply. The number of image tokens that can be on the map at any one time is limited only by the supply.

OVERLORD CARDS

The Overlord cards include seven new cards belonging to the Shadowmancer Overlord class, which follows the same rules as the Overlord classes from the base game. Five new Universal Overlord cards are also included in this expansion.

ELEVATION

Elevation is represented by a dotted red line along the edge of certain spaces. These lines, also known as elevation lines, block movement but not line of sight. A figure cannot move across an elevation line, but it can trace line of sight over one.



Adjacent spaces separated by an elevation line are still considered to be adjacent. However, when a figure declares a *Melee* attack targeting a figure on the opposite side of an elevation line, the **target figure adds one additional black defense die to its defense pool**. If the attacking figure’s attack has the Reach keyword, the target does not add the additional black defense die to its defense pool.

When determining movement for large monsters, elevation lines block movement. However, when ending or interrupting movement for large monsters, the monster figure may be placed on spaces containing elevation lines, as long as those spaces are empty. For example, a large monster may occupy two empty spaces separated by an elevation line. A figure with the “Fly” ability may move through elevation lines.

Note: A figure cannot move diagonally across elevation through a shared corner of an elevation line and a wall (the black edge of a map tile).

PORTCULLIS

This expansion includes a new feature called a PORTCULLIS. A portcullis is set up similar to doors in a quest and are shown as gray doors in the *Shadow of Nerekhall* Quest Guide. Figures cannot move through a portcullis, but figures may perform attacks, trace line of sight, and count spaces through a portcullis. Spaces separated by a portcullis are considered to be adjacent.

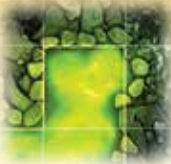


A figure may perform an open or close a door action to open or close one adjacent portcullis. When a figure does this, it is considered to be opening a door.



HAZARD

Any space defined by a yellow line surrounding it is a hazard space. Hazard spaces follow the same rules as lava spaces as described on page 18 of the *Descent: Journeys in the Dark Second Edition* rulebook. Any effect or ability that applies to lava spaces applies to hazard spaces, and any effect or ability that applies to hazard spaces applies to lava spaces.



SHADOW OF NEREKHALL CAMPAIGN RULES

Shadow of Nerekhall introduces a new campaign to *Descent: Journeys in the Dark Second Edition* entitled “Shadow of Nerekhall.” This new campaign follows many of the same rules for “The Shadow Rune” found in the base game. The following rules list any changes to the campaign rules found on pages 19-22 of the *Descent: Journeys in the Dark Second Edition* rulebook.

TRAVEL

“Shadow of Nerekhall” campaign uses a new campaign map. All travel is done by referencing the campaign map on the back page of this rulebook. When playing the “Shadow of Nerekhall” campaign, heroes **begin the travel step** at Ironbrick Inn and follow a continuous path to the chosen quest location shown on the campaign map.



CITY EVENT CARD

Additionally, players **do not use** Travel Event cards when playing this campaign. Instead, players use City Event cards. These City Event cards follow the same rules as Travel Event cards. For each travel icon players stop at, they draw a City Event card and resolve the event based on the matching icon.

CHOOSING QUESTS

Players play a total of nine quests throughout the “Shadow of Nerekhall” campaign. The campaign begins with the Introduction quest entitled “A Demonstration.” This quest is treated as an Act I quest. Remaining quests are chosen using the campaign log on page 10 of this rulebook. Players can photocopy the campaign log or download and print a copy from the Fantasy Flight Games official website (www.fantasyflightgames.com).

ACT I

When choosing Act I quests, players can choose any Act I quest they have not played during the campaign. After completing an Act I quest, the winner of that quest chooses the next quest.

After completing three Act I quests (excluding the Introduction), it is time for the Interlude. Players resolve one Campaign phase as normal, and then the heroes travel to the Interlude quest.

INTERLUDE

The interlude is a special quest that marks the transition from Act I to Act II of the campaign. There are two different Interlude quests. If the heroes won **at least two** of the Act I quests (excluding the Introduction), then the players must choose “The True Enemy” as the Interlude quest. If the overlord won **at least two** of the Act I quests (excluding the Introduction), then the players must choose “Traitors Among Us” as the Interlude quest. Each Interlude is treated as an Act I quest. Refer to the Quest Guide for detailed instructions.

CHOOSING ACT II QUESTS



After winning the Interlude quest, the hero players may choose which Act II quest will be played next. Looking at the quests connected to the Act II symbol by an arrow, they see that they can choose between “Overdue Demise” or “Arise My Friends” as the next quest to be played in the campaign.

The heroes choose “Overdue Demise” as the next quest. After completing it, the winner of the quest may choose between “Into the Dark” and “Widespread Panic” as the next quest to be played. These quests are available because they are connected by an arrow to the completed quest.

ACT II

After completing the Interlude, the campaign transitions to Act II. Immediately perform the Act II steps listed on page 22 of the *Descent: Journeys in the Dark* rulebook.

Players are restricted when choosing quests during Act II of the “Shadow of Nerekhall” campaign. After completing the Act II steps listed on page 22 of the *Descent: Journeys in the Dark* rulebook, the winner of the Interlude chooses either “Overdue Demise” or “Arise My Friends” as the next quest. This is indicated by the arrows connecting those quests to the Act II symbol. After completing an Act II quest, the winner of that quest chooses between the two available quests listed beneath it on the campaign log. Available quests are connected to the completed quest by an arrow.

After completing three Act II quests, it is time for the Finale. Players resolve one Campaign phase as normal, and then the heroes travel to the Finale quest to determine the ultimate winner of the campaign.

FINALE

The campaign ends in an exciting quest known as the Finale. Similar to the Interlude, there are two different Finale quests. If the heroes won **at least two** of the Act II quests, the players must choose “The Black Realm” as the Finale quest. If the overlord won **at least two** of the Act II quests, the players must choose “The City Falls” as the Finale quest. The Finale is treated as an Act II quest.

INFLUENCE EFFECTS

Shadow of Nerekhall includes a new quest rule called INFLUENCE. Influence effects and the corresponding influence tokens are specific to the “Shadow of Nerekhall” campaign and are used only during certain quests. At the start of a “Shadow of Nerekhall” campaign, during Overlord setup, the overlord places the three influence tokens in his play area.

A quest may feature up to three different influence effects. The three influence tokens correspond to the influence effects listed in each quest’s influence sidebar. The active influence effect for a quest depends on the influence token that is selected for that quest.

INFLUENCE TOKENS

During Setup, when quest rules instruct the overlord to choose his influence effect, he secretly chooses one of the influence effects listed in the influence sidebar of that quest.

After the influence effect is chosen, the overlord places the corresponding influence token facedown in his play area and sets aside any unused influence tokens facedown. No hero player should know the color of any facedown or set-aside influence tokens. If a quest features only two influence effects, the token that does not have a corresponding effect is set aside.

Some quests instruct the overlord to shuffle the influence tokens listed in the influence sidebar, place one token facedown in his play area, and set aside the remaining tokens. In these quests, no player, including the overlord, should know the color of any facedown or set-aside influence tokens.

When the quest rules instruct the overlord to reveal his influence effect, he reveals the chosen facedown token and resolves the listed effects.



INFLUENCE SIDEBAR



CORRUPT CITIZENS

Shadow of Nerekhall introduces a new type of character that the overlord can use against the heroes called a CORRUPT CITIZEN. Throughout the course of a campaign, the overlord has the opportunity to corrupt various characters that the heroes meet. These corrupt citizens enter play using one of the monsters included in this expansion: the changeling.

GAINING CORRUPT CITIZENS

The overlord player receives a corrupt citizen as a reward for winning certain quests. When the overlord receives a corrupt citizen, he takes the corresponding Corrupt Citizen card and places it in his play area. Between sessions of a campaign, the overlord player stores Corrupt Citizen cards with the rest of his components as a reminder of which corrupt citizens he possesses.

PLAYING CORRUPT CITIZEN CARDS

During quests in the “Shadow of Nerekhall” campaign, the overlord has the opportunity to play any Corrupt Citizen cards in his possession.

Changeling monsters **must** be present in the quest in order for the overlord to play a Corrupt Citizen card.

When a master changeling is placed on the map, the overlord may play a Corrupt Citizen card, placing it faceup near the changeling Monster card. In addition to everything listed on the changeling Monster card, the master changeling gains all effects listed on the Corrupt Citizen card. **Only one** Corrupt Citizen card may be in play at any time.

If a master changeling with a Corrupt Citizen card is not defeated during an encounter, the overlord returns that Corrupt Citizen card to his play area and may play it again during another encounter in the campaign.

If a master changeling with a Corrupt Citizen card is defeated, the overlord returns that Corrupt Citizen card to the game box and cannot use it again during the campaign.

CORRUPT CITIZEN CARD ANATOMY



CORRUPT CITIZEN CARD

1. **Name:** This area lists the name of the corrupt citizen.
2. **Placement Rules:** This area explains when the card can be played.
3. **Ability Rules:** This area explains the full details of the corrupt citizen’s abilities.
4. **Flavor Text:** This area explains the story of the corrupt citizen.

CONCERNING NEREKHALL

To even the most educated minds, the dangers in the practice of forbidden magic have not always outweighed the allure. In the darkest corners of the free city of Nerekhall, many such doomed scholars could not resist the urge to push the boundaries of mystic knowledge. Before the demonic uprising unleashed by the powerful mage Gargan Mirklace, the majority of these attempts ended in the brutal failure and demise of those involved.

What was once considered a mild annoyance, a clean-up of the scattered remains of foolish novices, became a plague of devastation across Terrinoth. Mirklace opened a doorway into the Black Realm, a plane of existence beyond the known world, within the Aenlong but edging very near to the Ynfernaël. Countless hideous creatures spilled out of these rifts, and only the desperate efforts of the baronies and free cities allowed this madness to be contained.

Repairing the damage from this incident took years, and many officials across the baronies expressed no shortage of fury toward the city that spawned it. In efforts to avoid any such situation again, a proposition filtered upward. It claimed that grinding the half-ruined remains of Nerekhall to dust and sealing off its lands for all eternity would be the best solution. Though extreme, the proposal gained significant traction. Only by a single vote did the Council of Thirteen decide that Nerekhall would be spared, rebuilt, and watched very closely.

Though Nerekhall survived, and though its behavior over several dozen years has been nothing short of impeccable, there are few in the realm who will forget what sprang forth from the cursed halls and wicked minds in the hidden corners of the city.

It is important to note that certain sources are all too eager to mention that the body of Gargan Mirklace was never recovered. Though this may be true, the implication that Mirklace could have survived the brutality of that battle—in addition to besting old age for the better part of a century—is nothing short of absurd.

- Autorius of Greyhaven, Revised Chronicles, Vol. 4.

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THE STORY

Decades ago, the inclination of Nerekhall scholars toward forbidden magical study extended beyond the realm's capacity for tolerance. Driven mad by his experiments with the Aenlong and the Ynfernaël, noted mage and scholar, Gargan Mirklace, unleashed demonic forces that sent much of Terrinoth spiraling into chaos.

Nerekhall's recovery from these troubled times has been remarkable, and its officials insist, to the disbelief of many, that all is well within its gates. The Daqan Lords are not so trusting, keeping a close eye on the city and threatening swift retribution should Nerekhall ever allow such darkness to rise again.

Recently, grim rumors speak of ill tidings within Nerekhall, perhaps the start of renewed corruption. You have been sent by Citadel officials to investigate the city, in particular an individual of high standing. Rylan Olliven, a scholar, nobleman, and practitioner of advanced magic, is suspected of following in the footsteps of Mirklace, and the Council of Thirteen has set you to the task of discovering if any truth lies behind these rumors.

The initial weeks of your stay are quite dull. At first, you marvel at the cleanliness and refinement, at the plate-clad constructs on every street corner: defenders against planar magic called "ironbound." However, they quickly become commonplace. As for your investigations, it seems someone, perhaps Olliven himself, is aware of your intentions. Your efforts are hindered at every step with the polite rejection of bureaucracy. You consider engaging in a more direct method until one morning, when a note is slid under your door. The refined stationery and careful hand provides a location, date, time, and the phrase, "A demonstration for the Thirteen."

The invitation leads to a public execution, presided over by the man you've been sent to investigate: Rylan Olliven. You arrive in time to hear the list of charges, precisely the sort of profane magical study that led to Nerekhall's prior corruption. Rylan holds a somber yet firm attitude, and you can't help but assume it was he who invited you in some attempt to prove his loyalty; more than once, his eyes hover toward where you stand. As you watch the grisly proceedings, the only surprise arrives when the victim's name is read: Tristayne Olliven. Their family resemblance now appears quite obvious to you. From his behavior, you decide that Rylan is an amazing liar or the scorn for which he holds the victim is genuine and potent. You wonder briefly if indeed Rylan is guilty of what he is suspected or if the corruption within the Olliven family ends with the younger brother. Perhaps, once this event concludes, you'll receive the opportunity to find out.



LIEUTENANT DESCRIPTIONS

RYLAN OLLIVEN

The eldest son of Count Galayne Olliven, Rylan is an important figure in Nerekhall. As a gifted mage and scholar, he returned from his study at the University in Greyhaven and devoted himself to the magical defenses of the city, holding the post of Chief Artificer and serving as one of Nerekhall's magistrates. With Rylan being so respected and well-liked, as well as escaping scrutiny, the other cities are becoming wary of his increasing influence.

TRISTAYNE OLLIVEN

The second son of Count Galayne Olliven, Tristayne had none of his brother's reserve, poise, or good reputation. Rejected by the University, dabbling in forbidden magic was the first thing that Tristayne Olliven was ever good at, and soon he had devoted himself completely to the dark arts and the secrets of the Black Realm. His illegal practices soon caught up with him and he was put to death—but to a necromancer death need not be the end!

MIRKLACE


Many years ago, a mortal wizard named Gargan Mirklace almost plunged all of Nerekhall into the Black Realm, a portion of the Aenlong bordering the Ynfernaël. Adventurers under the aegis of the Citadel vanquished Mirklace and saved the city, but Mirklace did not die. Trapped in the dark realm between the world and the Ynfernaël, his body warped and twisted over the decades. More powerful than ever before, he now reaches out, ready to finish the task he began so many years ago.

VERMINOUS, THE RAT-THING KING

The Rat-Thing King is only a story, they say. The sly and dangerous creature that haunts the sewers and alleys of Nerekhall is a phantasm, a bogeyman invented by mothers to make their children behave. Thieves and rat-catchers sometimes claim they've seen the creature, a dark, powerful figure flitting from shadow to shadow. Whatever the truth, Nerekhall's rats have been behaving oddly of late.


HERO DESCRIPTIONS

ORKELL THE SWIFT

A circular illustration of Orkell the Swift, a bandit with a white beard and a dark, ornate tunic, riding a dark horse. He is holding a sword and looking back over his shoulder.


Orkell the Swift was once a bandit, exulting in the excitement of his daring raids and the glory of battle and bloodshed. One fateful day, a child's cry caused Orkell to look over the devastation he left behind, and he saw what he had refused to see before in the suffering of his victims. Since that day, Orkell has been a changed man. Ever ready to hurl himself into the fray, he now does so to defend the helpless, bringing swift brutality to any meaning them harm.

TINASHI THE WANDERER

A circular illustration of Tinashi the Wanderer, a woman with long, flowing purple and blue hair, wearing a dark, ornate dress. She is holding a staff and looking forward with a determined expression.


Every seven years, for seven days, the hidden monastery of the Serpent's Shadow appears atop a remote mountain in Terrinoth. During that time, they take new students and dispatch their disciples to attend to their business in the realm. Years ago, at dawn on the eighth day, Tinashi returned late to find the mountain empty. Trapped with no place to call home, Tinashi now wanders throughout Terrinoth, using the skills and moral code taught by her order.

RAVAELLA LIGHTFOOT

A circular illustration of Ravaella Lightfoot, a woman with red hair, wearing a blue and black dress. She is holding a staff and looking up, with blue magical energy swirling around her.

"Whoever heard of a gnomish wizard?" they said. To the big folk, gnomes are hardly worthy of notice, never to be respected and certainly never trusted. Ravaella Lightfoot saw no reason to be stopped by this, managing to gain access to the University. Despite efforts of the faculty and staff, she acquired many skills in the mystic arts. Now, she plies her trade to prove that gnomes can do anything the smelly giants can do, and better at that!


RENDIEL

A circular illustration of Rendiel, a man with a beard, wearing a red and white tunic. He is holding a sword and looking forward with a determined expression.

Rendiel's wanderlust began when he heard a snippet of a song hummed by a human merchant on the edges of the Aymhelin. When Rendiel pressed the merchant for more of his song, the man apologized, explaining he didn't know where he'd heard it and could only remember that one phrase. Reasoning that a human must have heard the song in human lands, Rendiel has set out on a journey throughout Terrinoth, a quest to find the song that haunts him.


MONSTER DESCRIPTIONS

CHANGELING

A circular illustration of a Changeling, a demonic creature with a dark, scaly body and a human-like face. It is holding a sword and looking forward with a menacing expression.


As the corruption that slumbers beneath Nerekhall stirs, it seems to spread among the populace. Whether the changelings, as they are called, are demonic creatures that duplicate and replace innocent civilians, or those civilians are somehow transformed into these awful beings, is unknown. Either way, something must be done before all of Nerekhall falls under their sway.

IRONBOUND

A circular illustration of an Ironbound, a metallic, humanoid figure with a blue and silver body. It is holding a sword and looking forward with a determined expression.


Although they appear as mere statues of metal, the ironbound of Nerekhall are in truth powerful magical constructs forged from black iron. They act as defenders of the city, detecting, absorbing, and dissipating malign magical energy. Lately, their behavior has become erratic, and the Chief Artificer, Rylan Olliven, assures those in the city that this is all quite normal and will soon be resolved.

RAT SWARM

A circular illustration of a Rat Swarm, a large group of white rats with black markings, swarming together.

Rats are common throughout Terrinoth, and although they have been known to spread disease and spoil stores of food, they are otherwise quite harmless. At times, however, they swarm together, as if controlled by a malevolent force. In such great numbers, rats are no longer benign, and many a hero has vanished beneath a horde of these ravenous beasts, never to be seen again.

YNFERNAEL HULK

A circular illustration of an Ynfernael Hulk, a large, fiery, demonic creature with a red and orange body. It is holding a sword and looking forward with a menacing expression.

The demons of the Ynfernael are highly varied in appearance and ability. This particular breed is large and surprisingly fast, their bodies rippling with heat and power. Called "ynfernael hulks" for want of a better name, these creatures rip through the fabric of reality in search of the blood and agony that gives them sustenance.

DESCENT: JOURNEYS IN THE DARK

SECOND EDITION

SHADOW OF NEREKHALL

CAMPAIGN LOG

INTRODUCTION

A Demonstration



Civil War

Without Mercy

Local Politics

Prey

Price of Power

The Incident

Rat-Thing King

Respected Citizen

INTERLUDE 1

The True Enemy

INTERLUDE 2

Traitors Among Us



Overdue Demise

Arise My Friends

Into the Dark

Widespread Panic

Nightmares

Lost

FINALE 1

The Black Realm

FINALE 2

The City Falls

Hero XP



Hero Gold



Overlord XP

