



Descent: Campaigns in the Dark is an unofficial expansion for Descent: Journeys in the Dark by Fantasy Flight Games. The focus of this expansion is to expand the Campaign Rules, for players who want to develop their Heroes over a series of Quests.

In Campaigns in the Dark, Heroes will keep everything that they can carry from one Quest to the next, including coins, weapons, armor, and potions, as well as keep all Skills and training they've received.

However, Heroes start with much less than they do in the normal game. This makes for slower character development, making it impossible for a Hero to 'max out' in their first games.

Using these rules, your game will have more of a feel of traditional RPGs, where you build up your character over time and try to survive from dungeon to dungeon. It is not recommended to play normal Quests with these rules, as they would probably prove to be too difficult for the Heroes.

Hero Creation

In Campaigns in the Dark, when you create a Hero, you only pick one Skill card. A Hero may only pick a Skill card from a Starting Skill that he has at least 1 point in. So, if a Hero has 0 points of Subterfuge, he may not pick a Subterfuge card for his starting Skill.

Heroes begin the game with 150 Coins, instead of 300. The Heroes also begin the game with 2 Healing Potions.

Spirit Tokens

Heroes start their careers with three Spirit Tokens. When a Hero dies, he discards one Spirit Token to be revived back in town. If a Hero has no Spirit Tokens to discard when he dies, he is permanently killed.

When a Hero gets permanently killed, he leaves any equipment he may have had in the space he died in. Any other Hero may pick up items from the dead Hero, at a cost of 2 Movement points. When these movement points are spent, the Hero may take as many items as he wants.

Treasure

When a Hero opens up a Treasure Chest, that Hero will gain the Treasure listed on the Quest. That Hero alone gets the treasure, not all Heroes in the game. Treasure Chests in

Campaigns in the Dark will generally contain less Treasure than the ones in the normal game.

When a Hero picks up a Coin pile, each Hero gains 25 coins, instead of the normal 100.

Master Monsters

Master Monsters only give a 25 coin bounty when killed, instead of the normal 50.

Shopping

Shopping is generally the same, but item costs are different. The table below shows all of the items that can be bought at the shop and how much they each cost.

Item	Cost
Healing Potion	25
Vitality Potion	25
Random Copper Treasure	500
Random Silver Treasure	1250
Random Gold Treasure	2000
Random Skill Card with 2 or 3 Ranks	1500
Random Skill Card with 1 or 0 Ranks	3000
Training Token	1500
Spirit Token	1000

Buying Skills

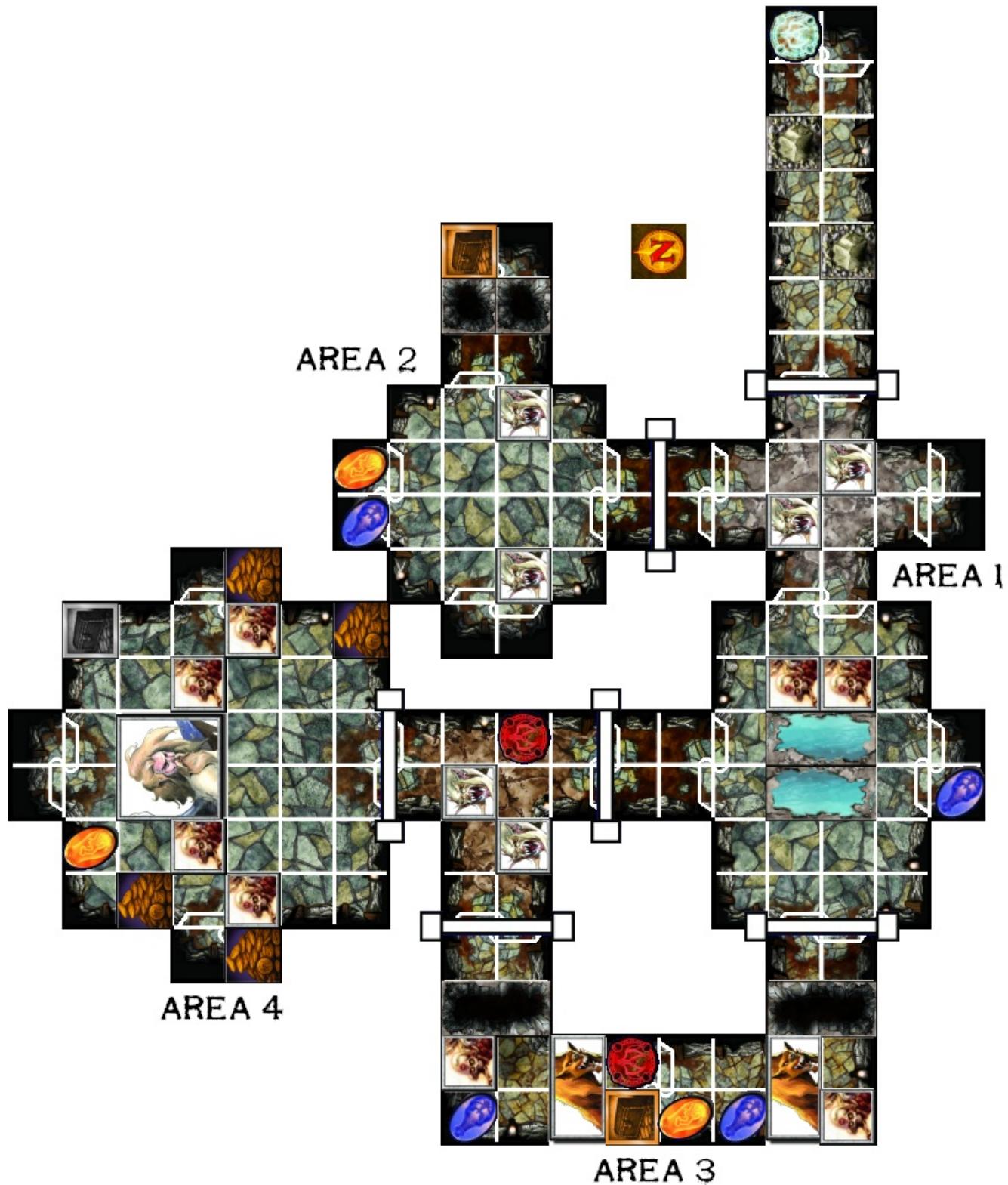
As seen in the Town Shop table, buying a Skill costs different amounts depending on how many points a Hero has in his Starting Skills.

A Hero with a score of 2 or 3 ranks in his Starting Skills pays only 1500 coins to gain a Skill of that category. A Hero with 1 or 0 ranks in a Starting Skill pays 3000 for a Skill in that category.

Quests

Quests in Campaigns in the Dark will have a Spawn Limit area that describes what monsters can be spawned by the Overlord in that Quest. For instance, in a starting Quest, the Overlord might be limited to spawning only Beastmen and Skeletons.

The Overlord may substitute monsters on a card with an available monster by spending an extra two Threat Tokens.



Gorfank's Raid

By Biff

Important: These scenarios are for use only with Descent: Campaigns in the Dark. Playing these scenarios with normal Descent rules will prove to be a cakewalk for the Heroes.

The Overlord is limited to spawning only Skeletons and Beastmen.

Quest Background

You and your companions have traveled from your hometown of Pomodoro after it was destroyed by a Beastman raid. You arrived only hours ago to Cipolla, to collect any information you could about the Beastman raid that has destroyed your home.

After a few more hours of scouting the town and gathering information, you make your way to the traveler's hub in any town: the pub. You see several folks sitting about, obviously recuperating from some sort of attack. After a few conversations, you learn that their town, Serrucho, has also been attacked by Beastmen. You hear, however, that the Beastmen that attacked Serrucho were led by a Manticore named Gorfank.

Having never been on any sort of adventure before, you consult your companions on what should be done about this matter. Though you are poor, having lost most of your possessions in the attack, you decide to go to the town shop and pick up some weapons. Though you may be outmatched, you can't stand idly by and watch your homeland be destroyed by Beastmen.

After collecting some more information, you learn that the Manticore led his Beastmen south to the Gullivan Rock Quarry. You hurriedly visit the shop, then set out to the rock quarry.

Quest Goals

The goal of this Quest is for the Heroes to confront and destroy Gorfank the Manticore. The Heroes begin with 3 Conquest Tokens.

Area 1

As you push open the heavy door, the first thing you notice is the bright sunlight emanating from a large opening in the dungeon ceiling. The light shines down onto some puddles of water in the room ahead.

Just as you're about to take another step, you see two Beastmen slowly turn the corner and advance toward you.

Area 2

You open the door to find two Beastmen picking on some

bones scattered about the floor. You hear some rustling sounds above you, but it's too dark to see the ceiling.

If a Hero opens the Copper Chest, read the following text.

As you open the rusty chest, the hinges make a horribly loud screech. From the darkness above, you hear loud squealing and flapping.

Place two Razorwings anywhere in Area 2. Play continues normally.

Area 3

As you enter the room, you are awash with a wavering heat. Ahead of you is a pit, and behind that pit you can see a Hell Hound, low to the ground, ready to attack.

Area 4

The door opens to a large circular room. In the center of the room, you see a large Manticore flanked by some Skeletons. The Manticore slowly rises and spreads its wings. Across its chest is a large scar, just as the townfolk had described. You've found Gorfank the Manticore.

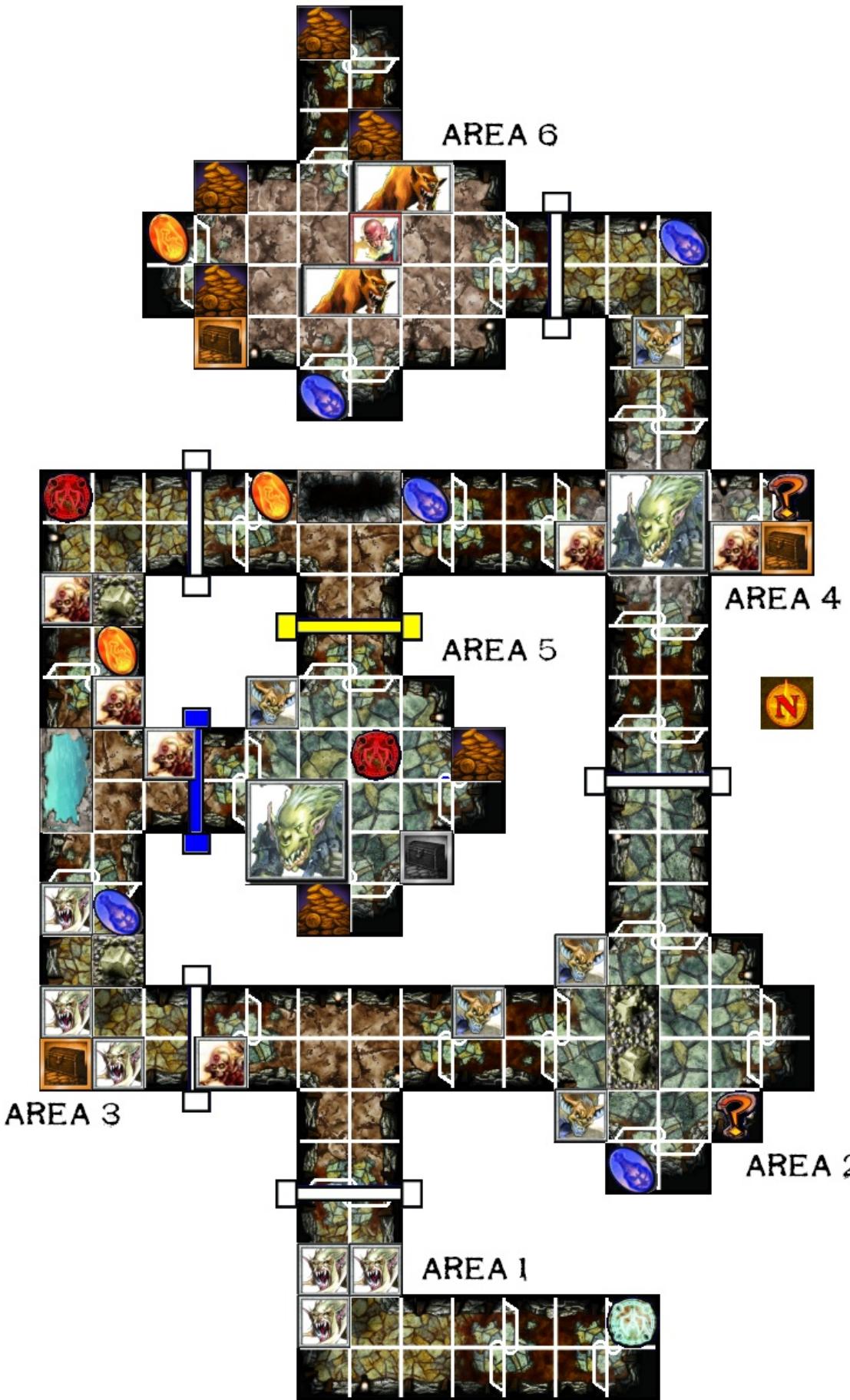
If the Heroes defeat Gorfank, read the following:

Gorfank lay dead in his lair. After looking around and picking up any treasure that's left, you remove Gorfank's head, and head back to Cipolla.

After a short ride, you reach Cipolla with the head of Gorfank in tow. You are met by Bira Riso, the mayor of Cipolla. She congratulates you on your conquest, and thanks you profusely. She offers a reward of 75 gold coins to all of the Heroes, apologizing that there is not more to give. Most of the gold is being donated to the destroyed towns.

The Heroes are offered a free stay at the Red Horse inn for as long as they like.

The Heroes gain 2 Conquest Tokens for completing this Quest.



Denco's Army

By Biff

Quest Background

After only a short stay at Cipolla, you hear word of an evil sorceror, Denco, who has been resurrecting dead monsters to build an undead army. Such a thing would prove to be fatal to the surrounding lands, since the undead don't always stay dead. He must be taken care of before he either teaches his techniques to other sorcerors, or finishes creating his undead army.

That night, you gather your things and head west to the Lightless Marsh, ready to enter the sorceror's crypt.

All monsters in this scenario, except for those placed with Spawn cards, have the Minor Undying skill. Minor Undying works the same as Undying, except the Overlord must roll a BLANK result on a black die for the monster to stay alive.

The Overlord is limited to spawning only Skeletons in this Quest. Any Master Skeletons placed will have their normal Undying skill.

Denco the Sorceror has the normal Undying skill as well.

Quest Goals

The goal of this Quest is for the Heroes to confront and kill Denco the Sorceror. The Heroes begin with 4 Conquest Tokens.

Area 1

As soon as you open the door to the crypt, you see a few undead Beastmen stumbling around aimlessly. You notice that the walls are lined with bodies on stone shelves, undoubtedly candidates for Denco's army.

One beastman turns his head and sees you, and begins shambling forward, groaning in hunger.

Area 2

As you open the door, you are overcome with the smell of rot. Everything in this place is either dying or dead or being eaten. There are flies everywhere, and rot worms cover the floor.

The Encounter in this Area is a blue runestone stuck in the rock wall.

If a Hero steps on this Encounter Token, he can attempt to knock it free with a weapon. If the Hero can cause 5 damage to the wall in one attack, he has knocked the runestone loose and can now unlock a blue door. If he fails to cause 5 damage or rolls a miss, the runestone is destroyed.

A Hero that steps on the Encounter Token can choose not to try to

knock the runestone free.

It doesn't cost anything to attempt to knock the runestone free.

Area 3

The smell of rot somewhat dissipates in this area, as there are not as many rotting monster corpses lining the walls. There is, however, plenty of dead walking around, ready to consume any living flesh they see.

Area 4

As soon as you open the door, one thing catches your eye. There is a huge, undead Ogre in the far end of the corridor.

The Encounter in this Area is a blue runestone stuck in the rock wall.

If a Hero steps on this Encounter Token, he can attempt to knock it free with a weapon. If the Hero can cause 6 damage to the wall in one attack, he has knocked the runestone loose and can now unlock a yellow door. If he fails to cause 6 damage or rolls a miss, the runestone is destroyed.

A Hero that steps on the Encounter Token can choose not to try to knock the runestone free.

It doesn't cost anything to attempt to knock the runestone free.

Area 5

Aside from the undead Ogre and Razorwing in this room, it is bare of any other dead bodies. This room seems to be a safe storage for Denco's valuables.

Area 6

You open the door to see Denco sitting on his throne made of various parts of corpses. Two decayed Hell Hounds sit at his side.

"You may have gotten this far, wretches, but this is not the only army of the undead. Even if you defeat me, there are other sorcerors who know my secrets, and are collecting bodies for their own armies as we speak. You are doomed!" He cackles for a bit, and then coughs horribly, eventually spitting up blood. He then orders his hounds to attack.

If the Heroes kill Denco, read the following:

As Denco lay dying, he repeats "You're doomed," cackling every so often and spitting more blood. As you exit the crypt, you light any bodies on fire, to make sure that they're never used for an undead army. You know it's just a small step, but definitely worth taking.

When you reach Cipolla, you inform the mayor that this threat has been eliminated, but there are others who are raising an undead army, at least according to Denco.

Each Hero is rewarded with 100 coins.