

Decent: Journeys In The Dark

Rules for **Extra Heroes**

About This Variant

Descent:JitD normally only supports 2-5 players total, including the Overlord. But sometimes you have an extra-large group -- what then? Given that there are so many extra hero cards and figures, a game can easily support 5-6 heroes (6-7 total players), and can even support up to 8 heroes (9 total players).

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The Rules

Monster Health With four heroes, you should already be playing with the monster stats cards labeled 5. With more than four heroes, the following extra rules apply:

5-6 heroes: All monsters receive 3 extra wounds.

7-8 heroes: All monsters receive 5 extra wounds and 1 extra armor.

Allowed Extra Tokens Turn tokens and hero order tokens should be fashioned for all extra heroes before play. Also, for all the following kinds of tokens, extras should be fashioned (or coins or stones used as substitutes) for however many extras are required by all players:

- Fatigue Tokens
- Wound Tokens (Most likely, x5 are all you need)
- Money Tokens (Most likely, 100s are all you need)

Disallowed Extra Tokens All other tokens not mentioned above are limited to the base game stock. No extra potions, threat, conquest tokens, monkey markers, or effect tokens should be fashioned. This can make for a bit more limited resources for the heroes, especially when it comes to potions -- and this is good, considering the advantage in numbers that the heroes are exercising.

Threat The Overlord continues to draw per-turn threat equal to the number of heroes. In an 8-hero game, this means the Overlord receives 8 threat per turn!

Game Speed In order to keep the game from bogging down from all the extra players, consider using the Fast Tactics variant rules to keep things moving.

Overlord Cards If playing with 7-8 heroes, the Overlord should continue to draw 2 Overlord cards every turn even if you are playing with the Fast Tactics rules.