

# RedJak's Automated Monster Variant V1.2.5

## Introduction

RAMV is a less complicated version of RedJak's Automated Overlord Variant. It combines elements from both RAOV and the DelvenDeep expansion to create an experience similar to games like Temple of Elemental Evil.

While RedJak's Automated Monster Variant (RAMV) is designed to be used with existing Descent campaigns, it is not meant to simulate a real Overlord. Instead, the focus is on simulating how the monsters react to their surroundings. For those that may have found RAOV cumbersome, RAMV will provide a more streamlined experience for solo or cooperative play.

If you come across a situation where the rules are not clear, don't fret over what to do. Just make a decision based on your best judgment.

Unless otherwise stated, normal Descent Second Edition rules apply.

RAMV supports the core set, as well as the following campaigns:

- Heirs of Blood
- Labyrinth of Ruin
- Lair of the Wyrms
- Manor of Ravens
- Shadow of Nerekhall
- The Trollfens
- Mists of Bilehall

RAMV also supports the following hero and monster packs:

- Bonds of the Wild
- Crown of Destiny
- Crusade of the Forgotten
- Guardians of Deephall
- Oath of the Outcast
- Visions of Dawn
- Treaty of Champions
- Stewards of the Secret

Monster AI cards for the Conversion Kit are also included.

Card background images and icons are property of Fantasy Flight Games.

Team card design by Urukwai.

## Necessary Components

You will need a copy of the RAMV rules, as well as a printed set of cards. The cards are available in lo-res sheets for printing at home, and individual hi-res cards for professional printing. Be sure to choose the bridge-sized card option when creating a professional print job.

The rules and cards for RAMV can be on my Google Drive at:

<https://drive.google.com/open?id=0Bzpr1-5sN2wAflhzeHNvaGxmQnFabjhFNWc2SzdvZGM3bnVPQldqSHBQQ0xNOXJqOC1sMUJ>

The Overlord and Plot decks are not used in RAMV. However, the Agent cards from the lieutenants packs may be used.

## Game Setup Event Deck



Remove all Dark Intervention cards from the Event card deck and set them aside. Then, shuffle one Dark Intervention card into the Event deck.

## Dark Influence Deck



If not playing with Agents (see Appendix A), remove all Dark Presence cards from the Dark Influence deck.

## Condition Deck

The Condition Deck is used when applying random conditions. Shuffle together one of each type of condition card to create the Condition Deck.

## Monster Deck

Create two Monster Decks by shuffling all monster cards of the same Act together. You will pull monster cards from these decks during setup of an encounter.

## Choosing Quests

The heroes will always choose the next quest, regardless of which side won the previous quest.

If a Rumor quest is available, the heroes must choose one after completing a standard campaign quest.

## Encounter Setup Choosing Open Groups

Shuffle the Monster Deck for the current Act. Draw cards off the bottom until you draw one that matches a monster trait listed for the encounter. Do this for each open monster group.

There should be only 1 Huge and 1 Massive monster total in the encounter, not counting Lieutenants and Agents (some encounter requirements may break this rule). When drawing cards for open groups, ignore any Huge or Massive monsters drawn if there is already a Huge or Massive monster chosen for the encounter.

## Assigning Monster Teams

During an encounter, monster groups and lieutenants will activate in a specific order. This order is determined by how the monsters are listed in the encounter setup, and by the number of heroes.



Start by placing a number of Team cards in a row, in order, equal to the number of heroes. Then, place monster cards under each Team card in the order listed in the encounter setup. The first monster listed will be placed in the first Team, the second monster listed will be placed in the second Team, etc.

If you have placed one monster group in each Team, and still have monsters left to place, place the remaining monsters starting again at the first Team.

In the event that a new monster group is brought into play, it will be assigned to the first Team in the row with the least amount of monster cards.

## Placing Monster Groups

Follow any encounter-specific rules for placing monster figures first. Figures are placed on their designated map tile in whichever manner the players wish.

## AI Cards



AI cards are used to determine the actions a monster will take during an encounter. For each monster in the encounter, find the corresponding AI card.

## Encounter Objective Cards



The Encounter Objective cards will list monster objectives for each encounter. These cards will also indicate which campaign they belong to. Before beginning a campaign, gather all Encounter Objective cards for that campaign.

If there are no Encounter Objective cards for the campaign or quest being played, use your best judgment in determining Encounter Objectives for the monsters.

## Turn Order

In RAMV, the heroes and monster groups will take alternating turns. One sequence of turns is called a round.

At the start of a round, the players decide which hero will take their turn first. Once this hero has completed their turn, the player for that hero then activates any monster groups in Team 1. Then, the players decide which hero will take their turn next. After the second hero takes their turn, that hero will activate any monster groups in Team 2, etc.

The end of a round occurs when all heroes and monster groups have taken a turn.

Any game effects that apply at the start of the Overlord turn or at the start of the hero turn will instead both apply at the start of a round.

Any game effects that apply at the end of the Overlord turn or at the end of the hero turn will instead both apply at the end of a round.

## Sequence Of Play

The steps that occur in a single round are as follows:

1. Start of Overlord/Hero turn effects
2. Draw and resolve an Event card
3. Hero 1 activates
4. The player of Hero 1 activates the monster groups in Team 1
5. Repeat steps 3 and 4 for each other hero and Team
6. End of Overlord/Hero turn effects

Some encounters will state that the Overlord takes their turn first (or that the heroes skip their first turn). For these encounters, the heroes do not activate during the first round. After the first round, turn order resumes as normal.

## Event Cards

At the start of each round, after the start of round effects are resolved, draw an Event card.

If there is ever a conflict between the rules and an Event card, the Event card overrides the rules.

If an Event card is drawn that cannot be played, then it is discarded. A replacement Event card is not drawn.

There are two types of Event cards:

**Instant:** These Event cards are one-time effects that are resolved immediately. Once the effects of an Instant Event card are resolved, it is discarded.

**Global:** These Event cards are an ongoing effect that apply to the whole map. When a Global Event card is drawn, place it into play near the map and apply its effects.

During Act I, there may only be one standard Global Event card in play at a time. When a new Global Event card is played, discard the current Global Event card in play.

During Act II, there may only be two standard Global Event cards in play at a time. If there are two Global Event cards in play when a new one is played, then discard the oldest Global Event card.

## Dark Influence Cards

Dark Influence cards are a special type of Global that represent the influence of a particular lieutenant.

Dark Influence cards will remain in play for the duration of the current encounter. Dark Influence cards are not played as standard Global Event cards, and do not trigger the discard of existing Global Event cards. Playing a standard Global Event card will also not trigger the discard of a Dark Influence card.

A Dark Influence card may be discarded by the effects of other Event cards or abilities. There is no limit to the number of Dark Influence cards in play at one time.

If there is a lieutenant on the map that matches a Dark Influence card in play, then that lieutenant gains and recovers +2 maximum health per hero.

If there is an Agent on the map that matches a Dark Influence card in play, then that Agent gains and recovers +1 maximum health per hero.

If a Dark Influence card is drawn that cannot be played, then it is discarded. A replacement Dark Influence card is not drawn.

## Activating Monster Groups And Monsters

After a hero ends their turn, that player will then activate any monster groups assigned to them by turn order. The first hero to take their turn during a round will activate Team 1. The second hero to take their turn during a round will activate Team 2, etc.

The player places the AI cards for the monster groups they will activate in front of them. Lieutenants and Agents on a Team will activate before other monster groups.

When a hero activates a monster group, any master monsters in the group will be activated first. After activating master monsters, the player decides which order to activate the minions in the group.

Once all monster groups in a Team have activated, flip the Team card over to indicate that Team is done with their turn.

A Team containing no monster groups, or monster groups that are not currently in play, will still activate on its turn. Because there are no monster group activations for an inactive Team, simply flip the Team card over to show that the Team has completed its turn.

A player with AI cards in their play area is responsible for resolving reactive triggers for those monster groups.

## AI Response Actions

The AI cards lists monster responses to certain triggers. These triggers and responses are formatted in an "If this occurs, then do this" manner.

When a monster is activated, check the Monster AI card to determine which actions the monster will take. Check against each trigger listed on the card in order from the top.

If the trigger in bold text exists, then the monster will respond by taking the action or actions listed after that trigger. If the trigger does not exist, then skip to the next trigger.

If the end of the trigger list is reached, and the monster still has actions remaining, start again at the top.

If a response to a trigger does not apply, due to previous actions or other effects, then it is skipped.

Some responses will have multiple parts in a "do this, then that" format. If a monster has only one action remaining when resolving this kind of response, resolve whichever response applies first.


For example: A Skeleton Archer has already used an action to attack. For its next action, it is attempting to resolve the *If adjacent to a target* trigger. The response is *Attack a target, then Withdraw*. Since the Skeleton Archer has already attacked, it cannot attack again, so the first part of the response is ignored. The second part of the response, *then Withdraw*, is a valid action. The Skeleton Archer performs a Withdraw action.

Some triggers and responses will only be resolved for a specific rank of monster. These will be noted by an **M** prefix as follows:

**M**: This trigger or response is only resolved for a master monster.

**m**: This trigger or response is only resolved for a minion monster.

Some monsters will have special triggers and responses that can occur outside of its normal activation. This is a reactive trigger, and will be noted by an **R**. Responses to reactive triggers only occur when the trigger is met, they are not checked as a possible trigger during normal monster activation.

Some triggers on Lieutenant AI cards may be preceded by a  symbol. These triggers will only apply for the Act II version of the lieutenant.

There may be cases where a monster has actions remaining, but is unable to resolve any of the possible responses in the trigger list. If this occurs, simply end the monster's turn.

For example: A monster has used one action to attack. The monster is also already engaged with its target. Attack responses are skipped because the monster has already used its one attack action. Engage responses are skipped because the monster is already engaged with its appropriate target. There are no more responses that the monster can resolve, so its turn ends.

## Monsters With An Encounter Objective

A monster with an Encounter Objective will always attempt to resolve an Engage action as their first action. Once this Engage action is resolved, then follow the triggers on the Monster AI card as normal.

There are four terms that are used to define what type of actions a monster can take during its activation.

### Attack

The monster will attack a target within its max attack range and line of sight, following these rules:

- If the monster has an Encounter Objective, then the closest Encounter Objective will be attacked.
- If the monster does not have an Encounter Objective, or there is no Encounter Objective within max attack range, then the target with the least amount of remaining health will be attacked.

Max attack range is determined by the activated figure's attack type as follows:

- Melee:** Adjacent space
- Reach:** Two spaces
- Ranged:** Four spaces

If there are no targets in range for an attack, then the Attack action is skipped.

If the Encounter Objective is not an attack-able object, then whatever action is necessary to interact with the objective will be completed. In this case, the Attack action becomes an Interact action.

For example: If the Encounter Objective is a token that needs to be picked up, then the monster will use the Attack action as an Interact action to pick up the token.

If an AI card response indicates a specific target for an attack, then that response will override these attack rules.

For the purpose of opening doors, the Attack action will become an Interact action.

Standard Descent rules for the number of allowable attacks will apply.

### Engage

The monster will use a move action to gain movement points equal to its speed. The monster will then attempt to move within max attack range of a target, following the shortest route, as follows:

- If the monster has an Encounter Objective, then it will move towards the closest Encounter Objective, regardless of how far away it is. If movement towards the Encounter Objective is blocked, then the monster will move as close as possible towards the Encounter Objective.
- If the monster does not have an Encounter Objective, then it will move towards the closest target with the least amount of remaining health that is within movement range.
- If there are no targets within movement range, then the monster will move towards the closest target.

If an Encounter Objective is not attack-able, then the engage range to the target will be whatever range is necessary to Interact with the target.

For example: If the Encounter Objective for the figure is to exit off the map, then the engage range will be whatever movement is necessary to move off the map through the exit.

A figure already at engage range with its target will skip the Engage action.

For example: A monster with no Encounter Objective has used one action to attack. The next response on the Monster AI card is to Engage a target. The monster is already at engage range with the closest target with the least amount of health, so it skips the Engage action.

### Use Ability

The figure will activate the indicated ability. Choose targets using the Attack action targeting rules unless otherwise indicated by the response text.

When resolving an ability that moves a hero, move the hero in a straight line away from the monster and any hero objectives.

### Withdraw

A Withdraw action is a means for a monster to attempt to move out of range of hero attacks.

Like an Engage action, a monster performing a Withdraw action will use a move action to gain movement points equal to its speed.

The monster will then move away from any nearby heroes, attempting to move out of attack range of melee and reach heroes.

Many Withdraw actions will indicate a specific number of spaces to withdraw. This is intended to keep the monster in the fight, but make it more difficult for heroes to counterattack. Other Withdraw actions will indicate that the monster should Withdraw towards a specific target.

A monster with an Encounter Objective will always Withdraw towards the encounter objective, regardless of any target indicated in the response text of the Monster AI card.

A monster that is within max attack/interact range of an Encounter Objective will ignore a Withdraw response.

### Surges

If any surges are rolled during a monster's attack, spend surges on a valid option in the following order:

1. If a ranged unit would miss an attack due to rolling insufficient range, then spend a surge on +range if it would make the attack hit.
2. Surges gained from Event cards.
3. Double-surges.
4. Apply other surges as listed on monster card from left to right, starting in the top row.

Do not attempt to resolve useless surges. For example: If a monster has a surge option to apply a Condition, and the monster has not rolled enough damage to damage the target, then there is no need to attempt to apply the Condition.

### Condition Deck

Whenever a random condition is to be applied to a hero, shuffle the Condition deck and draw the bottom card. Apply the condition to the hero and return the condition card to the Condition deck.

### Placing Reinforcements

When placing reinforcement, always place available master monsters first.

## Random Hero Selection

If the Overlord needs to choose a hero, and there is no clear option for which hero to choose, then a hero may be chosen randomly using hero tokens.

Collect a hero token from each hero. Shuffle the tokens together, either in a bag or out of sight. Then choose a hero token at random.

## Terminology

To clarify some terms used on Event cards:

**All figures:** Or just 'figure', includes all hero and monster figures.

**All monsters:** Or just 'monster', includes all minion and master monsters, lieutenants, and agents.

**Master monster:** Includes master monsters and agents.

**Any target (Monster AI cards):** Or just 'target', includes all opposing figures and objects that are target-able for an attack or interaction. This is not limited to, but does include, any encounter objective targets.

## Completing A Quest Or Encounter

The Overlord does not gain or spend XP during the campaign.

If the Overlord would gain a special Overlord card as a reward for winning a quest or encounter, add a Dark Intervention card to the Event deck instead.

During the Shopping step, deal out the top six shop item cards for the current Act. Any items not purchased are returned to the bottom of the shop item deck.

If the Overlord lost the quest, add one Dark Intervention card to the Event Deck.

All Event and Dark Influence cards are returned to their respective decks and shuffled after each encounter.

## Travel Phase

Follow these guidelines when resolving effects of Travel cards:

- Any effect that would cause the discard of an Overlord card instead prevents an Event card from being played at the start of the first round.
- Any effect that would cause the Overlord to gain any number of Overlord cards instead puts one Dark Influence card into play. The limit on the number of Dark Influence cards in play will apply.
- When the Overlord chooses a hero for an effect, use the Random Hero Selection method above.
- Any effect that would cause the Overlord to reveal his hand, instead allows the players to look at the top four cards of the Event deck.
- If the Overlord would choose a hero attribute to test against, choose the attribute with the lowest value.
- Any effect that would cause the Overlord to play a rumor card is ignored. All rumor cards are already in play.
- Any effect that would allow the heroes look at or manipulate the Overlord card deck instead applies to the Event deck.

## Appendix A: Optional Rules

### Agents (+Difficulty)

If you have lieutenant packs, you may play RAMV using Agents. Agents use the Agent AI cards to determine their actions.

During game setup, remove all Dark Presence cards from the Dark Influence deck. Take any Dark Presence cards for which you do not have lieutenant packs and remove them from the game. Also, remove any Dark Presence cards for lieutenants as indicated on the Lieutenants Encounter Objective card for the campaign.

Place the remaining Dark Presence cards back into the Dark Influence deck.

Drawing a Dark Presence card from the Dark Influence deck will summon the Agent indicated on the card.

If a Dark Presence card is drawn for an Agent that has a corresponding lieutenant present in the current quest, then discard the Dark Presence card without placing the Agent.

The Agent will replace a monster figure in the first open monster group without an Agent. If there is a master monster in the group, remove the master monster and place the Agent in its place. If there is no master monster, remove one of the minion monsters that is closest to the heroes and place the Agent in its place.

A summoned Agent is assigned to the same Team as the monster group it spawned for.

There may only be one Agent assigned to each open monster group. If a Dark Presence card is drawn, and there are no open monster groups to place the Agent in, then the card is discarded.

### Rumors (+Difficulty)

Playing Rumor quests has the possibility of adding Dark Intervention cards to the Event deck earlier in the campaign.

If playing with Rumors, remove these three Rumor cards from the game first:

- A Dangerous Path
- Famine and Strife
- Scarce Goods

During campaign setup, shuffle the remaining Rumor cards together. Draw three cards from the Rumor deck and place them face up in the play area.

### Secret Rooms

Do not check for traps when revealing a secret room challenge token.

Any monsters that spawn due to revealing a challenge token are assigned to their own separate Secret Room Team. The Secret Room Team is activated after all other heroes and monster Teams have activated.

If there is a hero in the secret room at the start of a round, as a start of round effect discard one challenge token from the secret room.

### Trapped Search Tokens (+Difficulty)

When a hero reveals a search token, there is the possibility that it will be trapped. Roll a blue die and consult the following table to determine the trap type:

- X: No trap
- 2: Awareness Trap
- 3: Knowledge Trap
- 4: Might Trap
- 5: Willpower Trap
- 6: No trap

On a roll of 2-5, the hero revealing the search token must test against the indicated attribute. Failing the test results in the hero suffering a random Condition.

If the hero would suffer a Condition that they already have, then the hero suffers 2 ♥ instead.

A hero with an ability to search tokens from a distance must still make an attribute test for trapped tokens, and can be affected by the trap.

The hero draws a Search Item card regardless of whether or not the trap test fails.

Special search tokens are never trapped.

### Random Monster Group Activation (+Difficulty):

When activating a monster group at the start of an Overlord AI turn, gather the Monster AI cards for all monster groups that have not yet activated this round and shuffle them together.

Draw one card to determine which monster group will activate that turn. If there are multiple monster groups assigned to the team of the monster group that is drawn, then all monster groups on that team activate.

### Darker Influences (+Difficulty):

Dark Influence cards remain in play through the current quest. This means that for quests with 2 encounters, any Dark Influence cards drawn during the first encounter will remain in play for the second encounter.

### Darkest Influences (+Difficulty):

Dark Influence cards remain in play through all quests of the current Act. After the Act I Interlude quest is complete, shuffle any Dark Influence cards in play back into the Dark Influence deck.

### Dark Influence Cards As Global Events (-Difficulty)

When playing a Dark Influence card, treat it as a standard Global Event card. Dark Influence cards are played in the same manner as standard Global Event cards and can be discarded as the oldest Global Event card.

### Remove Travel Step (-Difficulty)

Ignore The Travel step of the campaign phase.

### Remove Event Cards (-Difficulty)

Play without the Event and Dark Influence decks. This will create a much easier game that completely focuses on the tactical aspect. Good for first time players or children.

### Traditional Turn Order (-Difficulty)

Use the standard Descent 2E turn order (all heroes, then all Overlord forces).

## Appendix B: Relics

Some effects on Relics may not apply due to the mechanics of this variant. The following are adjustments to those Relics to make them compatible with RAMV.

**Bones of Woe:** Instead of drawing an Overlord card, the Overlord draws one Dark Influence card.

**Omen of Blight:** Choose a random condition from the Condition deck.

**Shadow Plotter (Good):** Instead of revealing the Overlord hand, look at the top three cards of the Event deck. Return the cards in the same order.

**Shadow Plotter (Evil):** Exhaust this card at the start of a round. Instead of drawing Overlord cards and discarding, the Overlord draws one Dark Influence card. This card does not refresh until the start of another quest.

**Shards of Ithyndrus:** The effect of this Relic only applies to the lieutenant or monster wielding it.

**Staff of Shadows:** Exhaust this card to reroll either an X result on a blue attack die, or a blank result on the highest defense die of the lieutenant.

**Stone of Wayward Means:** While a lieutenant is carrying this Relic, its effects apply to all monsters on the map.

**The Manor's Heart (Good):** Recover wounds or fatigue equal to the number of Dark Influence cards in play.

**The Manor's Heart (Evil):** While a lieutenant is carrying this Relic, its effects apply to all master monsters on the map.

**The Shadow Rune (Evil):** Ignore the surge option to draw 1 Overlord card.

**Tome of the Five Lies:** Exhaust this card at the start of a round. Draw a Dark Influence card. This card does not refresh until the start of another quest.

**Valyndra's Gift:** The lieutenant will always use this relic for itself when it is first attacked.

## Appendix C: Hero Skill Modifications

A handful of hero skills do not function within the mechanics of this variant. Mainly, those skills that affect the Overlord hand. Use these suggested modifications to the text of hero skill cards to make them work within RAMV.


### Marshall

**By The Book:** Exhaust this card when an Event card is drawn. Test 🎲. If you pass, you may shuffle the drawn Event card into the Event deck and draw a new Event card. If you fail, suffer 1 ♠ and the Event card is played.

**Just Reward:** Exhaust this card when a monster group is activated. While this card is exhausted, each time a monster that is in your line of sight and in that group resolves an attack that targets another hero within 3 spaces of you, you may discard a Global card in play.

**Zealous Fire:** Exhaust this card when an Event card is played. Recover 1 ♠. When you refresh this card, choose 1 monster within 2 spaces of you. That monster suffers 1 ♥.

**Prophet**

**Grim Fate:** A hero with the insight token may suffer 2  and exhaust this card during their turn to reveal the top card of the Event deck. Place the revealed card on the top or bottom of the Event deck.

**Wildlander**

**Danger Sense:** Exhaust this card to discard a Global card in play.