

# DESCENT:<sup>®</sup>

JOURNEYS IN THE DARK

SECOND EDITION



ROAD TO LEGEND  
RULES OF PLAY

## GAME OVERVIEW

*Road to Legend* provides a new way to play *Descent: Journeys in the Dark Second Edition* and its expansions. In *Road to Legend*, one to four hero players must work together to overcome the challenges presented to them by a companion app which takes the place of the overlord player.

Much of the gameplay for *Road to Legend* is the same as it is in the core game. Heroes undertake quests by venturing into dark and perilous locales, battling monsters and gaining riches along the way.



### DOWNLOAD THE APP

To download the *Road to Legend* app, search for *Road to Legend* on the Apple iOS AppStore™, Google Play™ store, or Amazon Appstore.

## MAJOR DIFFERENCES FROM THE CORE GAME

*Road to Legend* uses many of the rules from the core game of *Descent: Journeys in the Dark Second Edition*, in particular elements such as movement, actions, combat, and other aspects of the tactical game. Because of this similarity, it is necessary for players to be familiar with the core game rules before attempting to play *Road to Legend*.

However, there are many fundamental differences between the core game and *Road to Legend*, in particular the following:

- *Road to Legend* is a cooperative game with no overlord player. All players are on the hero side and win or lose the quests and campaign together.
- There is no basic game or Epic Play variant. Players only play *Road to Legend* as part of a campaign, which consists of a series of story quests.
- Setup for each quest (including quest rules, tiles, tokens, and monsters) is determined by the app, and quests do not start with the entirety of the map revealed. As players explore the map and open doors, additional quest rules, tiles, tokens, and monsters are revealed.
- Instead of resolving all hero turns followed by all monster activations, hero turns and monster activations alternate. Additionally, the actions that are performed by monsters when they activate are determined by the app.

### STOP!

If playing *Road to Legend* for the first time, players should launch the app and start a new campaign, choosing “Rise of All Goblins.”

The app first guides the players through campaign setup, having them choose their heroes and classes. Then, the initial portion of the “Rise of All Goblins” campaign contains a tutorial that teaches many of the new rules of *Road to Legend* as players play.

After resolving the tutorial, players should familiarize themselves with the remaining information in this rulebook.



# SETUP

When setting up *Road to Legend*, players do not use the setup rules from *Descent: Journeys in the Dark Second Edition*. Instead, players perform the following steps:

1. **Run App and Choose Campaign:** Run the *Road to Legend* app and select “New Campaign” or “Load Campaign.” Choose an available campaign to play or select the appropriate file if loading an existing campaign.



When starting a new campaign, players also select a difficulty level. For first time players, it is recommended that players select “Normal” difficulty.

2. **Prepare Hero Components:** If starting a new campaign, proceed through the hero and class selection screens. Each player gathers all components related to the corresponding hero and class and places these components in his play area.

- If loading a campaign, players should check the training and inventory screens, collecting the appropriate components.



TRAINING SCREEN



INVENTORY SCREEN



3. **Prepare Table Components:** Players collect the components that are frequently used during play, sort them by type, and place within reach of all players.

- These components include: dice, Condition and Search cards, and damage, fatigue, and condition tokens.
- When preparing the Search deck, remove the “Nothing,” “Treasure Chest,” and the “Secret Room” (if any) cards, and return them to the game box. Shuffle this deck.



4. **Prepare Set Aside Components:** Players collect the components that are called for occasionally by the app during various times of play. These components do not need to be kept within easy reach but should be organized so that they can be retrieved if needed.

- These components include: monster, lieutenant, and agent (if any) figures; lieutenant, villager, objective, and search tokens; Lieutenant, Monster, Shop Item, and Relic cards; map tiles; and doors.



5. **Remove Remaining Components:** Return all other cards and components to the game box. These will not be used.

- These components include: Overlord, Travel Event, and Reference cards (which are not used because they are missing aspects of *Road to Legend* play). Also return to the game box any unused hero components (Hero sheets, Class cards, familiar tokens, etc) as well as new component types from expansions not mentioned above (such as Rumor, Plot, or City Event cards).



## WHAT DOES THE APP DO?

In *Road to Legend*, the app takes the place of the overlord player and essentially serves as a live campaign guide. The app gives players the options for quests that they can choose, and during quests provides all details for setup, rules, and monster behaviors.

Players still play the tactical game, moving their figures on the map, fighting monsters, and completing objectives. In between quests, they still spend gold and XP to upgrade their heroes.

On occasion, players need to input information into the app regarding their progress, such as when a monster group is defeated, when a door opens, or which Class card a player purchases. The app uses this information to progress the campaign, revealing new tiles and monsters during a quest or saving information like Class card purchases for future sessions.

While the app automatically handles most campaign details, it **does not track** every detail of a quest in progress. It does not know monster and hero positioning on the map, it does not keep track of damage or conditions suffered, and it does not roll dice for the players. Players use the physical components for all of that per the rules of the core game.

## PHYSICAL COLLECTION

*Road to Legend* allows players to integrate their physical collection of *Descent: Journeys in the Dark Second Edition* and expansions into the game through the Collection Manager found on the main screen of the app. As players acquire more of the physical products, they should make sure to update the Collection Manager accordingly.



COLLECTION MANAGER

Owning more physical products adds a large amount of variety to the *Road to Legend* experience. For example, many of the monster groups that spawn throughout a quest have multiple options that can be drawn from the player's collection. Additionally, new quests, travel events, and other effects can also occur if the player happens to own a certain product.

Because of the large variety of physical content available, players may encounter questions on how certain game effects interact with the new *Road to Legend* rules. Clarifications for these effects are found in the appendices at the end of this rulebook.

Note that the Conversion Kit is not supported by the app, and its cards and sheets should be set aside while playing *Road to Legend* to avoid confusion.

## SAVING AND LOADING

When players start a new campaign of *Road to Legend*, they select a save slot to which the app will automatically save as they play. *Road to Legend* can have up to five campaigns saved at one time.

Players do not manually save their campaigns as they play; the app automatically saves at several key points during play:

- At the start of each quest.
- At the start of each round of a quest.
- At the end of each quest.
- Each time you leave a city.

Players should keep in mind that *Road to Legend* does not save the state of their physical content: hero and monster position, damage suffered, and so on. If the players decide to stop playing in the middle of a quest, they need to record this information themselves.

## ROAD TO LEGEND QUESTS

During a quest in *Road to Legend*, players resolve a series of rounds, performing actions in an effort to explore the map, defeat monsters, and pursue the quest's objectives. Much of this is assisted by the app, including the monsters that spawn, the tiles that are used, and how the quest is won.

Though many of the rules are similar to those found in the core game, there are also a lot of differences, which are explained in the following sections.

## TURNS AND ACTIVATIONS

Instead of all heroes resolving their turns followed by all monsters resolving their activations, heroes and monster groups alternate turns and activations.

At the start of each round, players collectively choose one hero to take his turn. After that hero is finished, select his portrait on the hero tracker and select the "End Turn" button.



Monster activations occur automatically after a hero selects "End Turn." The app randomly selects a group and displays instructions for how that group activates (see "Monster Activations" on page 7). Note that monster activations are not an Overlord turn, and as such, hero abilities and skills that are used "once per turn" cannot be used during a monster activation.



ACTIVATED HERO



ACTIVATED MONSTER

Play passes back and forth in this manner until all heroes have taken their turns and all monsters have activated. If one side is finished already, the other will continue to resolve its turns or activations one after another until they are finished as well. After all heroes have taken their turns and all monster groups have activated, the next round begins.

## HEROES

Heroes are still controlled by players and still utilize their Hero sheets, Class cards, and Shop Item cards in the same way as the core game. However, there are a few differences in how heroes operate, described in the following sections.

### HERO TURNS AND ACTIONS

Heroes resolve their turns by the same core rules, and many of the actions that they can perform also feature no changes. However, there are a few important exceptions:

- Reference cards are not used to track turn completion (this is managed by the app).
- The “Open or Close a Door” action can now only open doors. In *Road to Legend*, doors that are opened cannot be closed again unless the app instructs otherwise.
- Quest and monster effects that force a hero to move or attack have special rules. See “App Effects” on page 8 for more details.

### INTERACTING WITH THE MAP

Heroes can examine any element of the map (like a door or token) at any time by selecting it in the app. Selecting these often provides information about the token as well as how the hero can interact with it on the game board.



A hero figure **does not need to be adjacent** to the particular element in order for a player to examine it.

### TWO-HERO GAME

Per the updated rules of the core game, when playing with two heroes, the heroes receive an additional advantage. Once during each hero’s turn, that hero may perform one attack that does not require an action.

This attack cannot be a special action that includes an attack (such as the Berserker’s “Rage” or the Rune Master’s “Exploding Rune” abilities). This attack can be performed before or after either of the heroes’ other actions.

At the end of each hero’s turn, if that hero did not or could not perform the free attack during his turn, he may instead recover 2 ♥.

### SOLO PLAY

Unlike the core game, *Road to Legend* can be played by a single player. When this occurs, that player controls all of the heroes.

## EXPLORING

Instead of setting up the entire map at the start of each quest, *Road to Legend* begins with only a portion of the map revealed. As heroes open doors, defeat monsters, and interact with tokens, the app automatically displays instructions for placing new tiles, tokens, and monsters.

While the positioning of tile and token placement is clearly shown by the app, monster placement has a couple of associated rules (see “Monster Placement” on page 6).



## MORALE

Morale is a new concept in *Road to Legend* that represents the heroes’ willingness to face overwhelming odds during a quest.

Morale usually starts at a value equal to the number of heroes and decreases by one each time a hero is knocked out. When a hero becomes knocked out, players need to inform the app of this by selecting that hero’s portrait and selecting the “KO” button. The same applies to when a hero is no longer knocked out; players select the portrait and select the “Recover” button.



MORALE



While recovering doesn’t replenish any morale, it does inform the app that the hero is no longer knocked out.

During a quest, if morale is at zero (indicated by a skull on the morale counter) and any hero becomes knocked out, the heroes automatically flee and lose the quest.

The primary way players can replenish their morale is by visiting a city during the campaign phase (see “Road to Legend Campaign” on page 11), though numerous other game effects can raise (or lower) the morale value.



NO MORALE  
REMAINING

## MONSTERS

Monsters in *Road to Legend* are controlled by the app; players follow the app's instructions in order to handle everything monster-related.

As players activate the monsters on the map (moving, attacking, and using special abilities), they often have to make basic decisions regarding what a monster does based on the current situation in the quest.

### MONSTER TRACKER

As monster groups are spawned during a quest, they are automatically added to the monster tracker in the app. The monster tracker provides information regarding each monster **group**: ability clarifications (if any), if the group has activated, and if it is still in play.

The app **does not** know the status of individual monster figures. After initial placement, players have to use the corresponding physical components to move figures on the map and track their damage, conditions, and other effects.

Selecting a monster portrait on the tracker provides a few options:

- **Defeat Group:** As soon as the last monster in a group is defeated, players **must** select this to inform the app. This removes the group from the tracker, which means it no longer activates, and it can also trigger important events in the quest.
- **Force Activate:** Although the app automatically activates monster groups during the game round, players can select this option to display a monster's activation. This can occur when the app requires players to activate a group manually or if players accidentally forgot to activate a particular monster or group.
- **Info:** Players select this to open the info panel, which provides clarifications on the abilities found on the monster's corresponding card as well as any necessary information regarding how that monster spends its surges during an attack. The clarifications for each monster group are the same across all of its activations, so players only need to check the panel until they are familiar with that monster group's information.



MONSTER TRACKER



## MONSTER PLACEMENT

During a quest, monsters spawn based upon specific circumstances in the quest, such as when a door opens.

The app always provides a message telling players which monsters are to be placed but indicates this placement in two possible ways:

- The icon or icons of the monsters are shown on the map in the exact spaces where they should be placed. If any of the spaces are not empty, place the monster as close as possible to the indicated space.



### DIRECT MONSTER PLACEMENT

- A specific space is highlighted. When this happens, the monsters are placed as close as possible to the highlighted space. Generally, this involves placing one monster in the space and other monsters (if any) adjacent to that space.



HIGHLIGHTED SPACE

When placing monsters (either directly or in a highlighted space), players need to keep in mind the following:

- **Always respect group limits** unless the app specifies to ignore them.
- Always try to place master monsters first if they aren't already at their group limit. If masters are at their group limit, place minions instead.

## UNIQUE MONSTERS

Certain quests feature unique monsters that often have special rules associated with them. In addition, a unique monster can have additional Health, which is displayed in the lower-left of its portrait.



UNIQUE MONSTER WITH +4 HEALTH

The special rules for a unique monster are displayed in a message when that monster is placed, and players can reference those rules at any time by opening that monster's info panel.

Additionally, a unique monster can be placed as part of a group. Its activation is still dictated by the app, but players may need to inform the app that the unique monster is defeated even if the rest of its group is still present.

When this happens, players select the monster portrait and select the "Defeat Unique" button. This removes the unique monster (and informs the app that it was defeated) but leaves the rest of the group on the tracker.



Keep in mind that selecting the "Defeat Group" button for a group with a unique monster still removes the entire group, unique monster included.

## MONSTER ACTIVATIONS

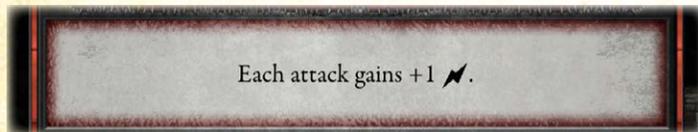
When a monster group activates, an activation window is displayed on the screen. Players activate monsters in the displayed group one by one, with each monster performing two actions.

Each activation window has two parts, the Special Effect (1), and the Activation List (2).



### SPECIAL EFFECT

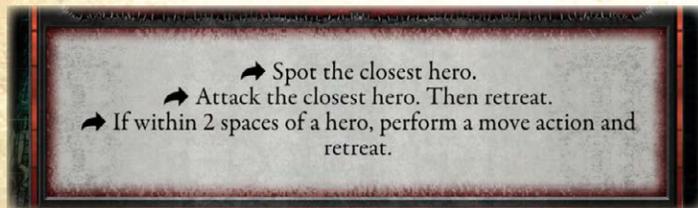
Each activation features a special effect that provides benefits or particular behaviors to the monsters of the group.



### ACTION LIST

The activation window displays which type of monster (master or minion) is activating first, followed by a list of potential actions (each marked with the ➡️ symbol).

For each monster of the displayed type, players resolve the displayed actions from top to bottom until the monster has **performed 2 actions**. Any actions that the monster cannot resolve are skipped (see “Skipping Actions” to the right).



If players get to the bottom of the list, they cycle back through it until the monster’s activation ends. The monster’s activation ends after it has resolved 2 actions or when it cannot resolve any actions in the list.

Normal restrictions and special abilities still apply. For example, most monsters cannot attack more than once per activation, so any actions that contain attacks are skipped if the monster already attacked.

The app uses new keywords and information in regard to the monsters’ attacks and movements (see “App Effects” on page 8).



## INFO PANEL

In addition, players should check the info panel when a monster group they are unfamiliar with activates. Players can open the info panel directly from the monster activation window by selecting the skull icon at the top of the window. The clarifications for each monster group are the same across all of its activations, so players only need to check the panel until they are familiar with that monster group’s information.



OPENS INFO  
PANEL

## SKIPPING ACTIONS

Generally, a monster skips over any action that it cannot resolve or will cause no change to the game state, such as the following:

- If an action instructs a monster to move in some fashion, but it is already in the space that the action would move it to, skip that action.
- If an action instructs a monster to target a hero within a certain number of spaces and there are no heroes within that number of spaces, skip that action.
- If an action would cause a monster to be defeated before it could otherwise affect a hero, skip that action.
- Retreating (see “Retreat” on page 9) is never required. If a monster cannot retreat, but another part of that activation can be resolved, the action is not skipped.
- If a hero can use a skill or ability to interrupt an action, and in doing so stops that action from having an effect, the monster still performs that action. For example, if a monster is instructed to engage as many heroes as possible, but each time it moves adjacent to the Wildlander, that hero can use “Nimble” to move away, the monster still continues to move.
- If a hero has a skill or ability that stops an action from having an effect, but that skill or ability is already in effect, the monster skips that action. For example, if a terrified monster (cannot spend ⚔️) is instructed to attack an adjacent hero, but the only adjacent hero is a Thief who has used “Unseen” (must spend ⚔️ or miss), then that action is not attempted.

## FINISHING ACTIVATIONS

After all monsters of a particular type have activated, players select the button at the bottom of the activation window. The displayed text for the button depends on the current game situation. For example, it shows “All Minions Activated” if the flesh moulder minions activated first, and pressing it will display the master activation. Conversely, if the flesh moulder minions activated already, it reads “All Flesh Moulders Activated” instead.



Note that the app always displays both master and minion activations regardless of the situation on the map. For example, if all minion zombies have been defeated, the minion zombie activation still displays. In cases like this, players should continue as if they resolved the activation.

## APP EFFECTS

In the core game, a large number of decisions and game effects are resolved by an overlord player. In *Road to Legend*, these effects are provided as instructions in the app. A large number of these are resolved by players within monster activations, but there are also a number of game effects that can force heroes or other figures to resolve certain effects, like moving and attacking.

Because the app does not track precise elements of the game situation (like figure positions on the map), players need to interpret the instructions when they arise and make decisions in a manner that best fits the current situation. Actions that require a target often provide the priority used to select that target (such as the hero with the highest ♠ or most ♥ suffered). If there is a tie when selecting the target, select the closest target. If there is still a tie, the players are free to choose as they wish (see “Decision-Making” on page 10).

The following sections contain rules and guidelines regarding how players make these decisions.

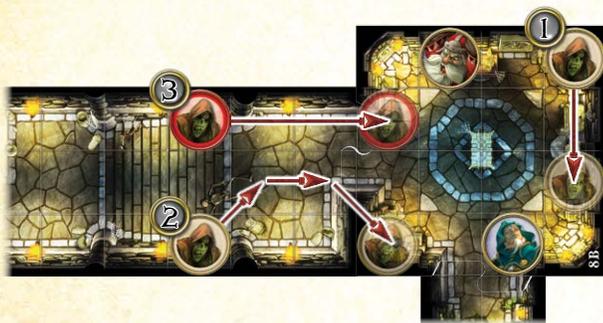
## MOVEMENT

Numerous game effects include some form of movement. When a figure is instructed to move, it always has a target in mind, which is the figure or space that it moves in relation to.

The following terms are used in *Road to Legend* for movement effects.

## ENGAGE

When engaging, a figure is trying to get adjacent to a target. It performs a move action and moves toward the target (see “Toward” on page 9), stopping when it is adjacent or when it runs out of movement points.



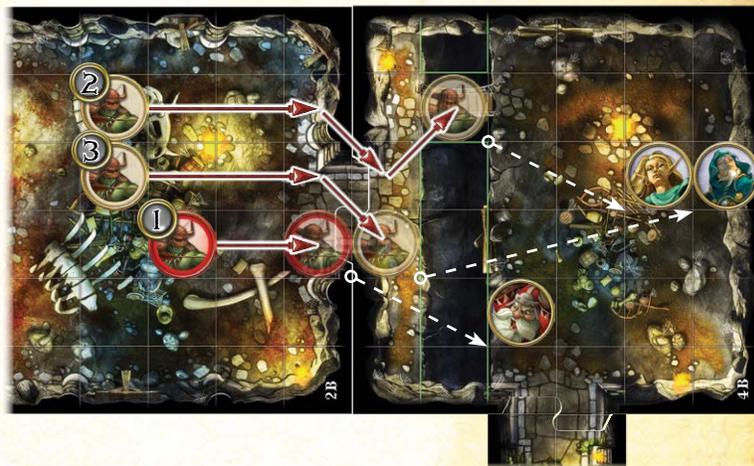
### MONSTERS ENGAGING HEROES

1. The minion zombies are instructed to engage the hero with the highest ♠, who is Leoric of the Book. The first minion zombie performs a move action (gaining 3 movement points) and moves toward Leoric. After spending 2 movement points, it enters a space adjacent to Leoric, and ends the action.
2. The next minion zombie follows the same instruction and moves toward Leoric. After moving 3 spaces, it is not adjacent, but it has spent all of its movement points, so the action ends.
3. The master zombie is instructed to engage the closest hero. It performs a move action and moves toward Grisban the Thirsty, the closest hero. It spends all of its movement points and it ends adjacent to Grisban, so the action ends.

## SPOT

When spotting, a figure is trying to get to a good vantage in relation to the target. It performs a move action and moves toward the closest space that is within 3 spaces and line of sight of the target. It stops when it arrives in that space or when it runs out of movement points.

If a monster doesn't have enough movement points to get to the space within 3 spaces and line of sight, it stops in a space that is as close as possible to the target but still within line of sight (if possible). This facilitates attack actions further down the monster's action list.



### MONSTERS SPOTTING HEROES

1. The master goblin archer is instructed to spot the closest hero. The goblin archer performs a move action and moves toward Grisban the Thirsty, the closest hero. After moving 2 spaces, it enters a space that is both within 3 spaces and line of sight of Grisban, so it stops. It is then instructed to attack the closest hero, so it does.
2. The minion goblin archers are instructed to spot the closest hero who has not been attacked this activation. The first goblin archer performs a move action and moves toward Syndrael. With its last movement point, it enters a space within 3 spaces and line of sight of Syndrael. It is then instructed to attack the closest hero who has not been attacked this activation, so it does.
3. The other minion goblin archer follows the same instructions. It performs a move action, but cannot move into a space that is within 3 spaces of Leoric of the Book (who is the only one who has not been attacked this activation).

Additionally, it cannot even spend its full 5 movement points, as doing so would either end its movement in the same space as the other goblin archer or in a pit. The goblin archer moves as far as it can, 4 spaces, and ends its movement so that it still has line of sight of Leoric, even if it cannot get within 3 spaces. It then attacks Leoric, given that he is the closest hero who has not been attacked this activation.

## RETREAT

When retreating, a figure is trying to get away from the closest enemy, but retreating is only resolved if the figure has unspent movement points. In order to retreat, a figure spends all of its remaining movement points to move away from the closest enemy figure. If a figure has no movement points, it does not retreat.



### MONSTER RETREATING FROM HEROES

Each barghest is given the following activation:

- ➔ Engage the hero with the most Health remaining.
- ➔ Attack an adjacent hero. Then retreat.
- ➔ If within 2 spaces of a hero, perform a move action and retreat.

1. The hero with the most Health remaining is Grisban the Thirsty. The barghest performs a move action, gaining 4 movement points, and moves 2 spaces toward Grisban. It attacks, and is then instructed to retreat; it spends its 2 remaining movement points to move away from the closest hero, Grisban.
2. Grisban still has the most Health remaining, so the next barghest does not need to engage. It attacks as its first action, but cannot retreat—it has 0 movement points. However, because it has an action remaining and is within 2 spaces of a hero, it performs the last listed action; it performs a move action and retreats away from Grisban.
3. Grisban has taken a large amount of damage by this time, so Leoric of the Book is now the hero with the most Health remaining. The last barghest performs a move action and engages Leoric, spending all 4 movement points, and then attacks him. The barghest has 0 movement points remaining, so it does not retreat after attacking. Having spent both actions, its activation ends.

## TOWARD

When moving toward a target, a figure is attempting to decrease the number of spaces between it and the target. During the movement, the figure can **increase distance** if by doing so, the end result allows it to be closer.

## AWAY

When moving away from a target, a figure is attempting to increase the number of spaces between it and the target. During the movement, the figure can **decrease distance** if by doing so the end result allows it to be farther away.

## ADDITIONAL RULES REGARDING MOVEMENT

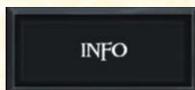
When players are resolving movement instructions from the app, they should keep the following in mind:

- A monster that is Immobilized cannot perform actions with spot or engage and skips those actions.
- When moving, a figure always takes the route to the target space that requires the fewest number of movement points.
- When ending a large figure's movement, it "expands" in a direction that facilitates the instructed movement (either toward or away from the target).
- Monsters always avoid pit spaces and will not move through hazard or lava spaces if doing so will damage them. Monsters only move through water and sludge spaces if doing so requires fewer movement points, and monsters always avoid ending their movement in sludge spaces if possible. Heroes being forced to move in this manner have no such restrictions.
- If a hero interrupts a monster's activation with a skill or ability, take a moment to reevaluate the monster's priority if necessary. For example, if the Wildlander is the closest hero, but he then uses "Nimble" so that another hero is the closest hero, a monster that is engaging the closest hero should target the new closest hero instead.



## ATTACKING

*Road to Legend* uses the core game rules for resolving attacks with one major exception: how surges are spent. If a monster has multiple different types of surge abilities, the order in which it spends surges is displayed in its info panel. To display the info panel, either select the monster's portrait and select "Info" or select the skull icon in that monster's activation window.



### OPENS INFO PANEL

When a monster has multiple surge abilities, it follows the order in its info panel. For each surge ability, if that ability is not necessary or has no effect, skip it. If the surge ability is both necessary and effective, spend the necessary surges to trigger that ability. Then, if the monster has additional surges that it can spend, start at the top of the list of surge abilities and repeat. Remember that each surge ability can only be triggered once per attack. Monsters spend as many surges as is necessary and possible, and stops spending surges when there are no surges left to spend or no abilities to spend surges on.

Note that surge abilities with a numerical value associated with their effect are shown with an X in place of the value (such as +X ♥ or Pierce X). The value of X is determined by the value displayed on the Monster card corresponding with the current Act.

Generally, a monster attempts to use surges on special abilities (such as inflicting a condition), followed by additional damage. However, the following rules take priority over the order provided in the info panel:

- The figure always spends any surges that prevent the attack from being a miss. This includes gaining additional Range when necessary but also game effects that require surges to be spent in order to not miss.
- The figure always spends surges to defeat a hero, if possible. This can cause it to ignore surges with special abilities in favor of those that cause additional damage.
- The figure will not spend a surge that has no effect. For example, a monster will not inflict a condition upon a hero who already has that condition.
- If a figure, such as a hero, doesn't have an info panel for its surge order and is forced to perform an attack, it focuses upon dealing the maximum amount of damage, still following the other instructions in this list.

## LINE OF SIGHT

When selecting a target for an action that requires line of sight, do not select targets that are not in line of sight—they are ignored and a different target is chosen. For example, if an action instructs a monster to attack the closest hero, but the closest hero is not in line of sight, the target that should be selected would be the next closest hero who is in line of sight. If no target is in line of sight that meets the requirements of that action, skip it and continue down the list.

## ATTACKING MULTIPLE MONSTERS

When a hero performs an attack that targets or affects multiple monsters, the monsters gain an additional advantage during the "Deal Damage" step. Choose 1 monster to which you will deal damage first and resolve the step as normal. Then halve the ♥ results (rounded up), and apply that value to each of the additional monsters, before applying ♣. This rule applies to attacks with Blast but also actions such as "Whirlwind," "Army of Death," and Leoric of the Book's Heroic Feat.



## DECISION-MAKING

When resolving app instructions, players frequently have multiple options. When this happens, it is up to the players to decide how to resolve it within the confines of the provided instructions.

How the decision-making is approached is largely up to the play group. New players or players looking for a easier experience are free to steer the monsters toward choices that favor the heroes. Players looking for a true test of skill should steer the monsters toward the tactical maneuvers that a skilled overlord would employ.

Regardless of how players approach them, these decisions need to be made as quickly as possible without excess deliberation.

## PERIL EFFECTS

Peril represents the building threat of entering into the enemy's domain. A group of heroes that moves quickly and efficiently through each quest has little to worry about in the way of peril. A group that lingers too long and does not bring the fight to their foes may find themselves facing peril effects of increasing severity.

Peril effects occur at the end of various rounds, causing monsters to spawn, dealing damage, or generally inflicting harm on the heroes.



### PERIL EFFECT

Players should keep in mind the following in regard to peril effects:

- Peril effects only affect the heroes themselves and not figures treated as heroes (such as some familiars and tokens).
- Some peril effects can cause certain monster groups to spawn, which can, in rare cases, be a group already on the map. If this happens, do not remove any of the other monsters; place as many as possible in the indicated places while still following group limits.

## END OF QUEST

A quest most often ends when players resolve their objective or when morale is at 0 and a hero is knocked out. After a quest ends, players transition to a view of the campaign map and resolve a campaign phase, but first there are a couple of cleanup steps.

Heroes recover all ♥ and ♠, flip their Hero sheets face up, and discard all Condition cards. All table components and set aside components (see "Setup" on page 3) are returned to their respective supplies.



## ROAD TO LEGEND CAMPAIGN

After a quest is resolved, the app will automatically transition back to a view of the campaign map. From this view, players resolve the campaign phase, which allows them to spend XP, visit cities, purchase new shop items, and examine options for their next quest.



THE CAMPAIGN MAP

Though the campaign phase is very similar in concept to the core game, the rules for resolving the campaign phase are very different.

While viewing the campaign map, players can choose to travel to a new quest and resolve it, they can visit a city, and they can spend XP to purchase new Class cards.

## STORY QUESTS

Each campaign consists of a series of narrative-driven story quests culminating in a finale that determines whether the heroes win or lose the campaign. Each story quest is displayed with a banner that states, "Begin in X weeks." Selecting a story quest on the map opens a description, which further allows players to attempt that quest or to close the description and return to the campaign map.



STORY QUEST

## WEEKS

During a campaign, there are a number of activities that advance the campaign by one or more weeks. When players resolve these activities, it decreases the number of weeks remaining for available story quests.

When a story quest has no weeks remaining, players must resolve that story quest next; they cannot travel to any other location, resolve any other quests, or resolve anything that requires one or more weeks.

## SIDE QUESTS

Side quests provide an alternate source of income and fame for the heroes, and they come and go as the campaign progresses. Similar to story quests, players can select side quests on the map for more information.



SIDE QUEST

Choosing not to attempt a side quest has no direct effect on the campaign's progress, though attempting one (regardless of heroes winning or losing it) advances the campaign by one week.

Which side quests are available is randomly determined by the app. The quests are drawn from the pool of side quests that players have unlocked, both through their collection of physical products and in-app content that they have purchased.

## CITIES

After resolving a quest, heroes often travel to a city to shop for equipment and refresh their morale. Visiting a city requires one week, and players do so by selecting the city on the screen.



## SHOPPING

After traveling to a city, the party's inventory is displayed above the city's selection of shop items.



SHOPPING SCREEN

Players can buy items from the selection and sell items from their inventory, both for the displayed prices. What the shop has in stock is randomized each time players visit a city, depending upon certain factors such as which city players are visiting and their progress in the campaign.

To purchase or sell an item, players select the item on the screen. After confirming, the amount of gold is automatically added to or removed from the party's gold total, shown at the bottom of the screen. If purchasing, players should retrieve the corresponding card and give it to a hero of their choice. If selling, players should return the card to its corresponding deck.



When shopping, keep in mind the following:

- The gold values on the screen may be different than those found on the cards. Players ignore the values shown on the cards.
- Both Act I and Act II items can be available, often at the same time. Shop Item cards do not follow the act transition from the core game and can be purchased if available in a city, even if the Act II transition has not yet occurred.
- Unlike in the core game, players sell items at their full value.

## OTHER OPTIONS

Aside from shopping, players have a few other options while visiting a city.

**Wait 1 Week:** This advances the campaign by one week but refreshes the list of items that the shop has available.

**Leave:** This returns players to the campaign map. Provided they don't immediately travel anywhere, the campaign does not advance by one week, and the selection of shop items remains the same. Note that players can still return to the city by selecting it on the campaign map.

**City Action:** Each city has a unique action that players can resolve. For example, in Tamalir, players can advance the campaign by one week and select any number of their heroes, spending 50 gold per and giving 1 XP to each selected hero.

## TRAVEL EVENTS

Terrinoth is a living, breathing world, filled with struggling hamlets, wandering monsters, and ambitious individuals.

While traveling to cities and quests, the party will frequently encounter members of the world and be asked to interact with them. These events are displayed as messages on the screen, often with multiple options for how they are resolved; these events often have far-reaching repercussions.

Some options can only be selected if certain prerequisites are met; these prerequisites are displayed in brackets after the button text. If the prerequisites are unmet, the button is grayed out and cannot be selected.

## TRAINING

At any time during the campaign phase, players can spend their XP to purchase new Class cards, which does not advance the campaign by any number of weeks. Players do so by selecting the training icon, which opens the training screen.

While viewing the training screen, players select one of the heroes, which provides a list of the Class cards available for that hero and displays the amount of XP that hero has to spend.



TRAINING  
ICON



TRAINING SCREEN

To spend XP, the hero chooses one (or more) of the Class cards in his class deck to purchase, retrieves the corresponding card from his deck, and selects it on the screen. This automatically deducts the XP value from his total and highlights it on the screen.

The training screen is also used by players when they load a saved campaign so that they can retrieve the appropriate Hero sheets and Class card components.

Though the training screen does not lock the selections (players can freely toggle them on and off), heroes cannot decide to change which Class cards they have purchased unless a game effect allows it.

## INVENTORY

Players can select the inventory icon on the campaign map to display the equipment that they currently have as well as the amount of gold in their possession.

This screen is primarily used by players when they load a saved campaign to retrieve the appropriate physical components. Players cannot use this screen to add or remove anything from their inventory; it is used for reference only.



INVENTORY  
ICON



INVENTORY SCREEN

## LOG

The log provides the history of the heroes' adventures and can be opened by selecting the log icon. Players can reference the log to see messages that have been displayed during quests or on the campaign map. The log also displays the current fame level that the party has.



LOG ICON



LOG SCREEN

## FAME

Fame is a new concept in *Road to Legend* that determines the level of notoriety that the party has achieved, displayed below the hero portraits on the log screen.

A large variety of effects increase or decrease the party's fame. Fame itself correlates to the items that can be purchased when the party visits a city, but it can also unlock certain options during travel events or quests.

## APPENDIX I HERO AND CLASS EFFECTS

When playing *Road to Legend*, some Hero Abilities, Heroic Feats, and class abilities do not function as written. This section lists all of those abilities and clarifies how they should be resolved.

### HEROES

**Elder Mok – Heroic Feat:** This Heroic Feat has no effect.

**Grey Ker – Hero Ability:** After suspending Grey Ker's turn, another hero immediately begins their turn; do not select Grey Ker's "End Turn" button. Grey Ker resumes his turn after another hero ends their turn, selects the "End Turn" button, and resolves the subsequent monster activation (if any). Grey Ker then completes the rest of his turn and selects the "End Turn" button as normal.

**Roganna the Shade – Heroic Feat:** When a monster is instructed to spot a hero who is protected by Roganna the Shade's Heroic Feat, it engages that hero instead.

**Seer Kel – Heroic Feat:** This Heroic Feat has no effect.

### CLASS SKILLS

**By the Book (Marshal):** This card has no effect.

**Cloud of Mist (Spiritspeaker):** While Cloud of Mist is exhausted, a monster that attacks a hero within 3 spaces of the Spiritspeaker spends its first  $\blacklozenge$  to not miss.

**Danger Sense (Wildlander):** This card has no effect.

**Grim Fate (Prophet):** This card has no effect.

**Just Reward (Marshal):** This card has no effect.

**Payday (Bounty Hunter):** Instead of the overlord choosing the search token, choose the search token closest to the Bounty Hunter's figure.

**Prayer of Peace (Disciple):** While Prayer of Peace is exhausted, monsters only engage spaces that are not adjacent to the Disciple's figure. In other words, if possible, monsters choose their targets and move so that they are not affected by Prayer of Peace.

**Summoned Stone (Geomancer):** Although Summoned Stones are not heroes or treated as hero figures, they are still targeted by monster actions as if they were.

**Unseen (Thief):** While Unseen is exhausted, a monster that attacks the Thief spends its first  $\blacklozenge$  to not miss.

**Zealous Fire (Marshal):** This card has no effect.

## APPENDIX II FIGURES TREATED AS HEROES

Figures treated as heroes, such as familiars, follow the same rules as a normal game of *Descent*, with the following additions.

Familiars treated as figures are not affected by quest rules or perils.

When a monster is instructed to target a hero, tokens that can be targeted by attacks and figures treated as heroes are included as possible targets. For the purpose of targeting, if a familiar or attackable token does not have the statistic the monster is targeting, that familiar or token is considered to have a value of 0 for the corresponding statistic.

*Example: A barghest is instructed to attack the hero with the lowest  $\blacklozenge$ . Widow Tarba and her reanimate are both adjacent. The reanimate does not have a  $\blacklozenge$  value listed, so it is considered to be 0. Because Widow Tarba's 2  $\blacklozenge$  is greater than the reanimate's 0, the barghest attacks the reanimate.*

## APPENDIX III ADDITIONAL TILES

*Road to Legend* frequently instructs players to place auxiliary tiles that were not previously defined. The following are the names and corresponding images for these tiles.



EXTENDERS



END CAPS



TRANSITION

## APPENDIX IV MONSTERS AND CONDITIONS

Some conditions require additional instructions when determining how a monster with that condition behaves.

**Bleeding:** If a Bleeding monster cannot perform any action in the current activation and has at least 1 action remaining, it performs the special action to discard “Bleeding.”

**Burning:** If a monster cannot perform any action in the current activation and has at least 1 action remaining, it performs the special action to discard “Burning” from itself or an adjacent monster. If a monster has multiple monsters from which it can discard “Burning,” it discards “Burning” from the monster with the least Health remaining.

**Cursed:** A Cursed monster skips all actions that require it to perform a special action on its Monster card.

**Doomed:** If a monster performs an attack and has 1 or more surges remaining after spending all of the surges it can (ignoring surges that have no effect and are not needed), it spends 1 surge to discard “Doomed.”

**Immobilized:** An Immobilized monster skips all actions that require it to perform a move action. At the end of each Immobilized monster’s activation, discard this condition.

**Stun:** When a monster is Stunned, the next action it performs must be to discard “Stun.” If that monster is starting its activation, it discards “Stun” and then proceeds down the list of actions as normal. If a monster becomes stunned in the middle of its activation, it finishes resolving its current action; then, if it has an action remaining, it discards “Stun.”

**Terrified:** When a Terrified monster retreats, it ends its movement so that it is not in line of sight of all enemy figures if possible. This direction overrides the monster’s behavior to move as far as possible from the closest hero if doing so finishes the movement out of line of sight of all enemy figures.

## APPENDIX V MONSTERS AND TERRAIN

Some terrain requires additional instruction when a monster is on or near that terrain.

**Pit:** Monsters always avoid moving into pit spaces. A large monster will move into and through a pit space if it does not end its movement so that all of the spaces it occupies are pit spaces, and so it is not affected by the pit spaces. If the heroes manage to force a monster into a pit space, it will spend its next action to move 1 space, placing its figure on the closest empty space that is not a pit space.

**Elevation:** Melee monsters attack heroes across elevation lines, even though they have a disadvantage. If a monster is adjacent to its target and the target is across an elevation, the monster does not move around or away from that hero in order to move into a space that is not across an elevation line—it stops its movement as normal, having moved into an adjacent space.

**Hazard and Lava:** A monster always avoids hazard (and lava) spaces, unless that monster will not suffer ♥ for entering that space; if a monster has movement points remaining, but cannot move any further toward the target space without moving through hazard terrain, the monster does not move.

**Water and Sludge:** Monsters only move through water and sludge spaces if doing so requires fewer movement points than any other path. A monster avoids sludge whenever possible, but will end its movement in a sludge space when necessary.

## APPENDIX VI DIFFICULTY SETTINGS

When starting a new campaign, players have the option of two difficulty settings: normal and hard.

### NORMAL

Normal difficulty is for players relatively new to *Descent: Journeys in the Dark* and *Road to Legend*. Peril increases at a gradual rate, and the heroes start with a modest amount of gold: 50 per hero.

When playing on normal difficulty, players can effectively play most hero and class combinations, not needing to be excessively concerned with filling niches and ensuring synergy across their heroes.

### HARD

Hard difficulty is for players with a large amount of *Descent: Journeys in the Dark* and *Road to Legend* experience. Peril increases at a higher rate, requiring players to progress more quickly through quests. Additionally, players start with no gold.

When playing on hard difficulty, players should consider their hero and class combinations carefully, understanding the strengths and weaknesses of the heroes in their party to best face the dangers in their path.