



DESCENTTM

JOURNEYS IN THE DARK

THE ROAD TO LEGENDTM

EXPANSION

A GAME BY KEVIN WILSON

The Road to Legend

It was a time of epic clashes between the forces of light and dark. In generations to come, mothers would put their children to sleep with bedtime stories about the creatures that threatened the surface world and the brave heroes who struggled against them. Although it was a dangerous era, the land of Terrinoth was never richer with opportunity for the valiant men and women who dared to walk the road to legend.

Thank you for purchasing this expansion to **Descent: Journeys in the Dark**. It introduces a radically new style of play to the game and includes new game components, new rules, and dozens of new maps for your heroes to explore. Unlike previous expansions for **Descent: Journeys in the Dark**, **The Road to Legend** is focused almost entirely on adding a new play variant to the game – the Advanced Campaign. In this new variant, players create heroes and follow them throughout their entire careers, keeping their skills and equipment from one dungeon to the next.

Components

Below are summary descriptions of the various components included in **The Road to Legend**. They should help you identify the components, and introduce you to how they are used.

This Rulebook (the second part of which is a Quest Guide)

10 Dice (5 Silver Power Dice and 5 Gold Power Dice)

6 Avatar Sheets

6 Boxes (4 Hero Boxes, 1 Overlord Box, and 1 Graveyard Box)

1 Pad of Campaign Sheets

1 Terrinoth Map Board

220 Cards

40 Campaign Monster Reference Cards

40 Dungeon Level Cards

35 Avatar Upgrade Cards

21 Plot Cards

30 Incident Cards

15 Location Cards

15 Rumor Cards

10 Lieutenant Cards

5 Tamalir Upgrade Cards

4 Party Upgrade Cards

3 Campaign Skill Cards

1 Relic Card

1 City Shop Card

22 Double-sided Map Pieces

3 Room Pieces

7 Corridor Pieces

3 Intersection Pieces

8 Dead End Pieces

1 Portal Piece

23 Prop Markers

1 Camp/Lake Marker

1 Throne/Summoning Circle Marker

8 Table/Bed Markers

6 Villager Markers

4 Bone Heap/Mushroom Patch Markers

3 Fountain/Sarcophagus Markers

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43 Terrinoth Map Markers

1 Hero Party Marker

1 Overlord Keep Marker

10 Lieutenant Markers

14 Siege/Razed Markers

4 Elemental Temple Markers

3 Scroll Markers

1 Sunstone Marker

9 Comet Markers

3 Large Lieutenant Markers

6 Sleeping Effect Tokens

4 Money Tokens

18 Wound Tokens

95 Training Tokens

11 Silver Magic Upgrade Tokens

12 Silver Melee Upgrade Tokens

12 Silver Ranged Upgrade Tokens

12 Gold Magic Upgrade Tokens

12 Gold Melee Upgrade Tokens

12 Gold Ranged Upgrade Tokens

4 Copper Wound Upgrade Tokens

4 Copper Fatigue Upgrade Tokens

4 Silver Wound Upgrade Tokens

4 Silver Fatigue Upgrade Tokens

4 Gold Wound Upgrade Tokens

4 Gold Fatigue Upgrade Tokens

7 Miscellaneous Tokens

1 Reinforcement Marker

1 Rumor Token

1 Crown of the Elder Kings Marker

4 Shackle Tokens

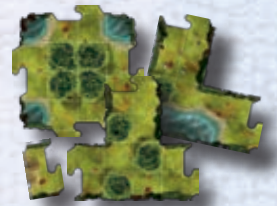
Gold and Silver Power Dice

These new power dice are included to allow the heroes and monsters to grow more powerful over time. The silver and gold dice have the same number of power enhancement, surge, and blank sides as the black power dice, but a silver die is twice as good as a black die, and a gold die is three times as good as a black die.



Map Pieces

Like the map pieces from the core game, the ones included in **The Road to Legend** link together to form the dungeon map. However, on the back of these map pieces are outdoor terrain pieces used for outdoor encounters. Outdoor pieces cannot be linked to dungeon pieces.



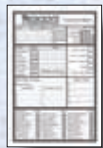
Avatar Sheets

The overlord player receives a sheet representing a physical Avatar of darkness. In the Advanced Campaign, this is the overlord's character. For a detailed Avatar sheet diagram, see page 7.

Boxes



These six boxes are used to store important game components between game sessions. Each hero is stored in one of the hero boxes, while the Avatar is stored in the overlord box. Finally, there is a graveyard box for storing cards that have been removed from the campaign for good.

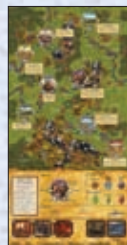


Campaign Sheets

These sheets allow the players to write down information about the campaign that can't be easily recorded in other ways. For a detailed campaign sheet diagram, see page 11.

Terrinoth Map Board

The game board represents the land of Terrinoth. The heroes journey around this map seeking out treasure and adventure while the overlord's lieutenants attempt to lay siege to and destroy the cities of Terrinoth. For a detailed game board diagram, see page 12.



Terrinoth Map Tokens

These tokens are used to track people and things on the Terrinoth map, as well as the current status of the cities. Some of these tokens represent Quest Items, important objects that both the overlord and the heroes want to possess.

Props

A variety of new props to populate dungeons and outdoor encounters are included in **The Road to Legend**. For more information, see "Collected Obstacles and Props" on page 26.



Large Lieutenant Markers

Most lieutenants are represented by their Terrinoth map marker when they appear in a dungeon or an encounter. However, three of the lieutenants would be too big to fit on the Terrinoth map when represented in scale, so additional markers are provided for use in dungeons and encounters.

Wound and Money Tokens

Additional wound and money tokens in larger denominations are included for use in the Advanced Campaign.



Effect Tokens

These tokens are used to track the new sleep lingering effect. See "Collected Lingering Effects" on page 31 for complete details.

Miscellaneous Tokens

The Crown of the Elder Kings token represents a powerful relic that the heroes can find in the Valley of Souls, while the reinforcement marker is used to track how often the overlord is allowed to play spawn cards. The Rumor token marks the location of the current Rumor, and the Shackle tokens are used with the "Brother Against Brother" card in the Obsidian Shackles Plot deck.



Monster Reference Cards

New monster reference cards are included for use in the Advanced Campaign. Each monster is presented with statistics for four different power levels. From weakest to most powerful, they are:



Copper



Silver



Gold



Diamond

Monsters begin the Advanced Campaign at Copper level and are upgraded from there by the overlord. For details on purchasing monster upgrades, see “Overlord Upgrades” on page 24.



Avatar Upgrade Cards

Avatar Upgrade cards allow the overlord to grow more powerful over the course of the Advanced Campaign. Some Avatar cards are available for any Avatar to purchase, in which case they read “Any Avatar” under the title, but some are specific to a particular Avatar, in which case the Avatar’s name is listed under the title. For details on purchasing Avatar Upgrades, see “Overlord Upgrades” on page 24.

Lieutenant Cards

Lieutenant cards allow the overlord to recruit powerful beings to assist him. Lieutenants move around on the Terrinoth map once recruited, and can be used to lay siege to, and even destroy, the cities of Terrinoth. Like Avatar Upgrade cards, some lieutenants are restricted to specific Avatars. For details on purchasing Lieutenant cards, see “Overlord Upgrades” on page 24.



Plot Cards

At the start of the Advanced Campaign, the overlord player selects one of three evil Plots with which to create havoc in Terrinoth. Plot cards are otherwise purchased in the same way as Avatar Upgrade cards, except that they may have special conditions the overlord needs to meet first.

Dungeon Level Cards

These cards are used to generate random dungeon levels as the heroes explore the depths of Terrinoth. For complete information on dungeons, see “Dungeons” on page 17.



Incident and Location Cards



Incident Card



Location Card

Incident and location cards are used to generate random outdoor encounters as the heroes explore the Terrinoth map. For complete information on encounters, see “Encounters” on page 13.

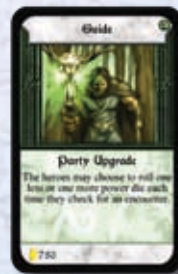
Rumor Cards

As the heroes move from city to city, they may decide to stop in the local Tavern and buy everyone a round of ale in hopes of hearing a juicy Rumor. Following up on them can provide the heroes with valuable rewards. For complete details on Rumors, see “Rumors” on page 18.



Party Upgrade Cards

The heroes may wish to purchase items that allow them to travel faster or more easily. These items do not take up space in any hero’s pack, and affect the entire party of heroes. Party Upgrade cards are added to the city shop deck when playing the Advanced Campaign. See “The Market” on page 22 for complete details on purchasing shop items.



Tamalir Upgrade Cards

Tamalir is the heroes’ hometown, and if it falls to the overlord’s forces, the overlord wins the game immediately. To help prevent this, the heroes may wish to spend some of their time and clout to encourage civic improvements to the city. See “Upgrading Tamalir” on page 21 for complete details on how to do so.



Other Cards

In addition to the cards listed above, there are also new versions of the “Parry,” “Deflect Arrow,” and “Willpower” skill cards. These cards replace their old versions when playing the Advanced Campaign. There is also a new Relic card (“The Crown of the Elder Kings”) and one new card that should be added to the city shop deck (“Remove Curse”).

An Overview of the Advanced Campaign

In the Advanced Campaign (or, simply, “campaign”), four heroes are pitted against the forces of an extremely powerful overlord. While the overlord’s lieutenants ravage Terrinoth, attempting to either carry out his evil Plot or destroy the city of Tamalir, the heroes must travel the land and grow powerful enough to enter the Overlord’s Keep and battle him in person, to put an end to his evil once and for all.

In game terms, the Advanced Campaign allows the players to create a group of heroes and play out their adventures over a series of game sessions. The heroes retain their skills and equipment from one dungeon to the next, moving across the map of Terrinoth and clashing with the overlord’s forces again and again.

The Basics

Most of the time – that is, when the heroes are exploring the dungeons of Terrinoth – the Advanced Campaign plays like a normal game of **Descent**. The heroes still choose one of four actions each turn, still place orders, still gain conquest tokens for activating glyphs, and so on.

The major differences between regular **Descent** and the Advanced Campaign come in the times when dungeons are not being explored, as the heroes travel across Terrinoth and receive advanced training. *But unless the basic rules of Descent are specifically overridden by the Advanced Campaign rules, they remain in effect.*

The Hero Party and Party Treasury

The Advanced Campaign is designed for a party of exactly four heroes. If there are fewer than four hero players, one or more must control an extra hero. To save time, extra heroes should be given to the most experienced players.

Collectively, the four heroes are known as the **party**. They travel together at all times except when momentarily split up by a member’s death.

In the Advanced Campaign, the heroes pool their wealth into a **party treasury**, from which any hero may spend. Heroes do not lose coins when they die in the Advanced Campaign.

The Avatar

The overlord, while still a powerful otherworldly creature capable of controlling his forces mentally, also has a physical form – his **Avatar** – in the Advanced Campaign. The heroes can seek out and kill this creature, and if they do, they win the campaign.

The Avatar’s form is variable; it might be that of a demon, a dragon, or several other options. Each option brings with it some basic abilities, as well as access to other, more powerful abilities, that can be purchased over the course of the Advanced Campaign. The overlord player chooses his Avatar’s form at the beginning of the Advanced Campaign, which is then fixed for its duration.

Other Descent Expansions

At the time of this expansion’s publication, there are two other expansions in print for **Descent: Journeys in the Dark**. They are **The Altar of Despair™** and **The Well of Darkness™**. Each introduces a variety of new rules, monsters, figures, cards, tokens, and other components. This rulebook occasionally discusses ways these two expansions can be incorporated into **The Road to Legend**, but they are not necessary to play the Advanced Campaign.

Lieutenants

Lieutenants are exceptionally powerful monsters that the overlord can move around the Terrinoth map to collect valuable items and lay siege to cities. Lieutenants can even attack the heroes directly, although this is dangerous, because a slain lieutenant is lost to the overlord forever.

Hero and Overlord Growth

Unlike in the normal game, in the Advanced Campaign, heroes retain their items and other upgrades between quests. Each hero’s information is stored in his hero box between games.

The overlord can also gain new abilities over the course of the Advanced Campaign. Treachery, Avatar Upgrades, and monster upgrades can all be purchased and retained. Overlord power cards, on the other hand, are discarded when the heroes complete or retreat from the dungeon they were acquired in.

Traveling Across Terrinoth

Heroes and lieutenants move between the dungeons and cities of Terrinoth by way of trails. There are normal, water, and secret trails. The party begins with the ability to travel along normal trails, but must purchase the “Magic Boat” card to travel on water trails, and the “Kerak’s Map” card to travel along secret trails. When the party moves along a trail, it must check for encounters. Lieutenants, conversely, can always move along all three types of trails, and never need to check for encounters.

Experience Points

Conquest tokens earned by the heroes and overlord are converted into **experience points** (XP) that they can use to purchase training and other upgrades. For each conquest token the overlord earns, he gains 1 XP. For each conquest token *any hero* earns, *every hero* gains 1 XP. The players keep running totals of XP earned and spent by both the heroes and the overlord on the campaign sheet.

Campaign Level

The overall power level of the campaign at any given time is called the **campaign level**. Most campaigns begin at Copper level, advance to Silver level, and end at Gold level. The campaign level increases when the total number of conquest tokens earned by the heroes and the overlord combined passes certain thresholds.

The Overlord's Plot

While the heroes journey and grow more powerful, the overlord doesn't remain idle. At the start of the Advanced Campaign, the overlord chooses one of three evil Plots he will pursue, to either destroy or conquer the world. If the overlord ever manages to complete his Plot, he immediately wins the game.

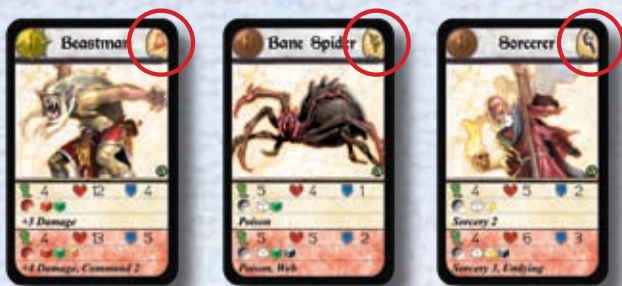
Besieging and Razing Cities

The overlord can strike at the cities of Terrinoth by using his faithful lieutenants to lay siege to them. By moving into a city and remaining there, a lieutenant can weaken and eventually raze it. The heroes can try to prevent a lieutenant from razing a besieged city by moving there and attacking him.

Razing cities accelerates the overlord's plans for conquest and severely hurts the heroes. If the overlord razes the city of Tamalir, he immediately wins the game.

Monster Categories

In the Advanced Campaign, monsters are divided into three categories: **humanoid**, **beast**, and **eldritch**. Humanoids, such as Beastmen and Giants, are similar in form to humans. Beasts,



Humanoid

Beast

Eldritch

such as Dragons and Hell Hounds, come in many different sizes and shapes. Eldritch monsters, such as Sorcerers and Demons, have powerful magic. Each monster's category is indicated by the icon in the upper right corner of its monster reference card

Quest Types

The heroes will face a variety of different types of quests in the Advanced Campaign. Each is summarized below.

Encounters

Encounters are minor, random quests the heroes may have to deal with while traveling across the Terrinoth map.

Dungeons

Dungeons are quests of three levels each. Their levels are drawn randomly from the Dungeon Level deck, and joined to each other by portals. The monsters populating a given dungeon level are usually headed by a named leader.

Rumors

Rumors are quests the heroes can learn about by buying rounds of drinks in Taverns. Like dungeons, each Rumor has three levels. While the first two levels of each Rumor are drawn randomly, the final level is specific to the Rumor in question. Completing Rumor quests allows the heroes to earn powerful rewards.

Legendary Areas

Legendary Areas are quests where the heroes can seek fabled treasures. There are three Legendary Areas in The Road to Legend, and each can be undertaken only at one particular campaign level.

The Caverns of Thuul

A fabulous stash of jewels is hidden in the deepest depths of these caverns, and guarded by a powerful Gemstone Dragon. Accessible at the Copper campaign level only.

The Fool's Rapids

A whirlpool hides an underwater cavern that conceals the Oracle's Pool. Those who brave the Blind Giant to gaze into its depths learn ancient and powerful secrets. Accessible at the Silver campaign level only.

The Valley of Lost Souls

The oldest lore whispers of an ancient tower with no doors in the Valley of Souls. The Crown of the Elder Kings is said to be concealed there, guarded by a demon that can devour souls. Accessible at the Gold campaign level only.

The Overlord's Keep

Assuming that the heroes neither allow Tamalir to fall to the overlord's armies, nor let the overlord complete his evil Plot, their final challenge will be to storm the Overlord's Keep and face his Avatar.



Avatar Sheet Breakdown

The diagram shows an Avatar Sheet for 'The Titan' with the following sections and callouts:

- 1. Avatar Name:** Points to the title 'The Titan'.
- 2. Keep Location:** Points to the text 'Keep Location: Shadow Peaks'.
- 3. Avatar Attributes:** Points to the 'Attributes' section, which states: 'The Titan has the attributes and abilities of a Diamond Master Giant, in addition to any Avatar Upgrades you've purchased (including upgrades that affect Giants).'
- 4. Treachery Upgrade Costs:** Points to the 'Treachery Upgrades' section, which lists costs for Monster (10), Event (15), and Trap (20) treacheries, with maximum purchase limits of 4, 3, and 2 respectively.
- 5. Avatar's Special Ability:** Points to the 'Elite Forces' section, which states: 'Your unnamed master monsters all roll one extra power die of the best type they normally roll (to a maximum of five power dice).'
- 6. Monster Upgrade Costs:** Points to the 'Monster Upgrades' section, which lists costs of 25, 30, and 30 XP for upgrading Humanoid, Beast, and Eldritch monsters respectively.

1. Avatar Name

The unique name by which the Avatar is known.

2. Keep Location

The location of the Overlord's Keep on the Terrinoth map when this Avatar has been chosen.

3. Avatar Attributes

This section describes the Avatar's statistics. Most Avatars have the same traits as a master version of a particular monster at Diamond level. One exception is that the Sorcerer King lacks the **Undying** ability Master Sorcerers normally possess.

4. Treachery Upgrade Costs

Each colored hexagon in this section lists the XP cost for the overlord to buy one treachery of that type. Additionally, the space below each hexagon lists the maximum number of

treachery of that type that may be purchased. For example, the Titan can buy one event treachery for 15 XP, but may not do this more than three times. (Treachery was introduced in **The Well of Darkness** and **The Altar of Despair**. Groups that do not own either expansion should refer to "Simplified Treachery" on page 24.)

5. Avatar's Special Ability

Each Avatar possesses a unique special ability, which is described in this section.

6. Monster Upgrade Costs

This section lists the XP cost for the Avatar to upgrade each of the three monster categories to the next level. For example, it costs the Titan 25 XP to upgrade his humanoid monsters from Copper level to Silver level, or from Silver level to Gold level.

Beginning a New Advanced Campaign

Carry out the following steps, in order, to begin a new Advanced Campaign.

1. Each hero player draws three hero sheets at random and chooses one of them to play for the duration of the Advanced Campaign. The players may confer with each other while choosing. If there are fewer than four players, some players must control extra heroes to bring the total number to four. Such players separately draw three hero sheets and choose one for each hero they will control.

Some heroes' capabilities change in the Advanced Campaign. Players who choose Sir Valadir, Ronan of the Wild, Runewitch Astarra, Ispher, or Red Scorpion should refer to the "Advanced Campaign Hero Changes" box for more information.

2. The skills "Bardic Lore," "Brawny," "Ranger," and "Sharr the Brightwing" are not used in the Advanced Campaign, and should be set aside for its duration. Additionally, the new skill cards for "Parry," "Deflect Arrow," and "Willpower" replace the older versions of these cards, which should also be set aside.

Once these changes are made, each hero player draws the skill cards indicated on his hero sheet, plus one extra skill from the skill deck of his choice. Heroes begin the campaign with only one skill, however, so each hero player then chooses one of these skill cards to keep and discards the others back to their appropriate decks. The traits shown on the hero sheets are unchanged in the Advanced Campaign.

3. The hero players choose one of their number to be the party treasurer. This player is responsible for tracking the funds in the party treasury, and also makes any final decisions about how to spend the party's money in the event of a disagreement among the hero players.

The party treasury begins with 1,200 coins, with which the heroes buy their starting equipment. When beginning an Advanced Campaign, heroes may only purchase items available in the city store, and potions. However, Invulnerability potions (introduced in **The Altar of Despair**) are not used in the Advanced Campaign. They should be set aside for its duration.

Any unspent money remains in the party treasury.

4. Place the Terrinoth map board in a convenient location. Place the hero party marker in Tamalir, which is where the heroes begin the Advanced Campaign.

5. The overlord player either selects an Avatar, or randomly chooses one by shuffling the Avatar sheets and drawing one. In either case, the rest can be set aside for the duration of the Advanced Campaign. He places the Overlord's Keep token on the Terrinoth map as indicated on the Avatar sheet.



Hero Party Marker



Overlord's Keep Token

Advanced Campaign Hero Changes

The following heroes are modified as described while playing the Advanced Campaign.

Sir Valadir

Sir Valadir may use his ability to upgrade his power dice with fatigue as well. He receives 2 extra dice, 2 upgrades, or 1 extra die and 1 upgrade for each fatigue he spends in this fashion.

Ronan of the Wild

Pico adds a black power die when the campaign is Copper level. This grows to a silver power die when the campaign is Silver level, then to a gold power die when the campaign is Gold level.

Runewitch Astarra

Because the dungeon levels are so much smaller on average in the Advanced Campaign, Runewitch Astarra's ability only activates glyphs within 3 spaces of her.

Ispher and Red Scorpion

Although normally wounds remain when the party returns to the Terrinoth map after an encounter, dungeon, or the like, Ispher and Red Scorpion are instantly healed to full wounds whenever the party returns to the Terrinoth map.

Additionally, the overlord begins the Advanced Campaign in control of one free lieutenant, Sir Alric Farrow. He places the Sir Alric Farrow lieutenant marker in the same location as his Keep, and the Sir Alric Farrow lieutenant card faceup in front of him.

6. The overlord player begins the Advanced Campaign with 15 XP to spend on Avatar Upgrades. See "Overlord Upgrades" on page 24. Note that these XP do not affect the overlord's conquest token total. These XP cannot be saved for later, and any not spent at this time are wasted.

7. The overlord player chooses which of the three Plots (Ascension, Eternal Night, or Obsidian Shackles) he will pursue to conquer Terrinoth. The Eternal Night and Ascension Plots each add an extra victory condition for the overlord. Of the two, Ascension costs fewer experience points to pursue, but requires the overlord to raze several cities. Obsidian Shackles adds no new victory condition, but instead allows the overlord to harass the heroes more effectively.

Once the overlord player has chosen a Plot, he reads the flavor text on the zero-cost card associated with that Plot, and puts it into play (i.e., faceup on the table). The cards associated with the two Plots that were not chosen are placed in the graveyard box and removed from the campaign.

8. Search through the treasure decks and remove the following cards, which are not used in the Advanced Campaign.

- **Copper Deck:** "Minor Healing," and all "Treasure Cache" cards containing invulnerability potions (found in **The Altar of Despair**).

- **Silver Deck:** “Greater Healing,” and all “Treasure Cache” cards containing invulnerability potions (found in **The Altar of Despair**).
- **Gold Deck:** “Superior Healing,” and all “Treasure Cache” cards containing invulnerability potions (found in **The Altar of Despair**).

Additionally, if you do not possess **The Well of Darkness**, remove from the Incident and Dungeon Level decks any cards with a well icon (☪) on them. Similarly, remove any cards with a stone altar icon (⬛) if you do not own **The Altar of Despair**.

Once these steps are done, Advanced Campaign setup is complete! Players begin the campaign with the first game week (see “The Game Week” on page 10).

Advanced Campaign Stages

When a campaign begins, the heroes and monsters are weak, and only small treasures are available. Gradually, the strength of the heroes and monsters grows, and more potent treasures appear.

Copper Campaign Level

Most campaigns begin at this power level. At the Copper campaign level...

- All treasures found or bought are Copper treasures.
- No hero may upgrade more than three of his trait dice to silver power dice.
- The overlord cannot upgrade more than one of his monster categories to Silver.
- The overlord’s lieutenants use their Copper level statistics.
- The overlord cannot have more than two Power cards in play during a given dungeon at once.

Silver Campaign Level

A Copper campaign becomes a Silver campaign at the beginning of the game week when the heroes’ and the overlord’s combined conquest tokens equal or exceed 200 (e.g., if the heroes have earned 85 conquest tokens and the overlord has earned 115, together they have earned 200 conquest tokens). The heroes should need to explore approximately 4–5 dungeons to accomplish this.

At the Silver campaign level...

- All treasures found or bought are Silver treasures.
- The heroes may upgrade all of their trait dice to silver power dice, and up to three trait dice to gold power dice.
- The overlord may upgrade all of his monster categories to Silver, and one of them to Gold.
- The overlord’s lieutenants use their Silver level statistics.
- The overlord cannot have more than three Power cards in play during a given dungeon at once.

Gold Campaign Level

A Silver campaign becomes a Gold campaign at the beginning of the game week when the heroes’ and the overlord’s combined conquest tokens equal or exceed 400. This should

take the heroes approximately another 4–5 dungeons to accomplish.

At the Gold campaign level...

- All treasures found or bought are Gold treasures.
- The heroes may upgrade all of their trait dice to gold power dice.
- The overlord may upgrade all of his monster categories to Gold, and one of them to Diamond.
- The overlord’s lieutenants use their Gold level statistics.
- The overlord cannot have more than four Power cards in play during a given dungeon at once.

The Final Battle

At the beginning of the game week when the heroes’ and the overlord’s combined conquest tokens equal or exceed 600, the hero party discovers a way into the Overlord’s Keep and the Final Battle begins. **Prior to that point, the heroes cannot enter the Overlord’s Keep, nor move the party marker to its location on the Terrinoth map.** See “The Overlord’s Keep” on page 20 for further details.

Starting the Campaign at Higher Levels

If the players wish to start the Advanced Campaign at a higher level than Copper (usually in order to play a shorter campaign), they may.

Beginning At Silver Level

To begin the Advanced Campaign at Silver level, first conduct campaign setup normally. Then, the overlord and heroes each receive 100 conquest tokens, and 10,000 coins are added to the party treasury. After that, the heroes may look through the Copper treasure deck and purchase any Copper treasures they wish (other than “Treasure Caches”) for 250 coins each. Next, the heroes may purchase any training that they could receive in Tamalir. Finally, the hero players, as a group, choose two cities and/or secret masters, and may then purchase any training they could receive at those locations. The campaign then begins as normal.

Beginning at Gold Level

To begin the Advanced Campaign at Gold level, first conduct campaign setup normally. Then, the overlord and heroes each receive 200 conquest tokens, and 20,000 coins are added to the party treasury. After that, the heroes may look through the Copper and Silver treasure decks and purchase any Copper and Silver treasures they wish (other than “Treasure Caches”) for either 250 coins (Copper) or 500 coins (Silver) each. Next, the heroes may purchase any training that they could receive in Tamalir. Finally, the hero players, as a group, choose three cities and/or secret masters, and may then purchase any training they could receive at those locations. The campaign then begins as normal.



The Game Week

The Advanced Campaign is divided into game weeks. During each, four steps are carried out: time passes, sieges are resolved, the overlord carries out actions, and the party takes a party action. Each of these steps is described below.

1. Time Passes

First, the players evaluate the heroes' and overlord's combined conquest to see if the campaign level advances from Copper to Silver (at 200 combined XP), from Silver to Gold (400), or from Gold to the Final Battle (600). If the campaign advances, the new status takes effect immediately.

Then, the overlord gains one conquest token, plus an additional conquest token for each city he has razed. This represents his slowly growing power. Thus, even if the heroes do nothing, they will eventually be forced to face him – and at a significant disadvantage, since they won't have gained any skills or equipment!

2. Resolve Sieges

First, remove all siege tokens from cities where at least one of the overlord's lieutenants is not also present.

Then, for each city that has a number of siege tokens on it equal to its Defense rating, roll a black power die. On a surge, the city is razed. On any other result, simply leave the siege tokens in place.



Siege Token

Razed Cities

When a city has been razed, it is destroyed for good. Flip one of the siege tokens over to the razed side, and remove the others. The heroes can still move through the razed city's space on the map board, but the city no longer contains any services for them to use, such as the Market, Alchemist, and so on.



Razed Token

Exception: If Tamalir is razed, the overlord immediately wins the campaign.

3. Overlord Actions

When the overlord acts during the game week, he may do two different types of actions: issues order to his lieutenants, and purchase an upgrade. He may do these in any order, even purchasing an upgrade between issuing orders to different lieutenants.

Lieutenant Orders

The overlord may issue one order to each of his lieutenants per game week. Each order may be to either move or besiege a city.

- **Move:** When moving, a lieutenant moves its marker from its current location, along one trail (of any type), to a new location. He does not check for encounters. However, lieutenants cannot enter Legendary Areas or Secret Master Areas. If a lieutenant enters the party's location he may (but does not have to) attack the party (see "Encounters Involving Lieutenants" on page 16).

- **Besiege a City:** If the lieutenant begins his turn in a city, he can besiege it. If he does, the overlord places a siege token on that city's space, as long as it currently has fewer siege tokens than the city's Defense rating. (If it currently has siege tokens equal to the city's Defense rating, the overlord does not add additional siege tokens.)

Upgrades

The overlord may purchase one upgrade per game week with his XP. Upgrade examples include Avatar Upgrades, Plot cards, treachery upgrades, and monster upgrades. For a full list, see "Overlord Upgrades" on page 24.

4. Party Actions

When it is the party's turn to act during the game week, the hero players collectively choose either the Move action or the Recuperate/Train action.

Move Action

When moving, the party moves the hero party marker from its current location on the Terrinoth map, along one trail, to a new location. The heroes cannot split up and go to different locations. They also cannot enter the location where the Overlord's Keep is located until the Final Battle begins (see "The Overlord's Keep" on page 20). The party can always move along normal trails, but may not move along river trails unless it has the "Magic Boat," and may not move along secret trails unless it has "Kerak's Map." Moving along a trail of any type requires a check for an encounter according to the rules under "Checking for Encounters" on page 13.

If the heroes end their movement in a dungeon area, they receive one conquest token if they've never been to that area before. They may then may enter the dungeon according to the rules under "Dungeons" on page 17. If the heroes end their movement in a city, they may each go to a building in that city and follow the instructions for that building's "visit" circumstance. (Note, however, that heroes may not visit a Training Ground upon ending a move action.) Different heroes are allowed to go to different buildings. If the heroes end their movement in the same area as a lieutenant, they may (but do not have to) attack that lieutenant (see "Encounters Involving Lieutenants" on page 16).

Recuperate/Train Action

When the party chooses the Recuperate/Train action, each individual hero must decide whether to recuperate or train.

If a hero recuperates, he spends 50 coins and is restored to full wounds and fatigue.

If a hero trains while the party is in a city, he visits one of the buildings available in that city and follows the instructions for that building's "train" circumstance. If a hero trains while the party is at a Secret Master Area, refer to the instructions under "Secret Training" on page 23. If a hero trains while the party is not at a city or Secret Master Area, he receives no benefit.

End of the Week

Once the players complete all of the encounters and/or dungeons arising from the game week's events, a new game week begins.

Example: Using the Campaign Sheet

Total Hero Conquest Tokens *Unspent/Total Overlord Conquest*

Hero Names and Unspent XP

City Status

Hero and Rumor Locations

Lieutenant Locations

Exploration Record

Total Combined Conquest Tokens

Current Campaign Level

Current Monster Levels

Current Treachery

Overlord Status Information (Only used if the heroes end a game session in a dungeon)

DESCENT CAMPAIGN SHEET

Heroes	110	Overlord	5/105	Total Conquest	215
1 Sir valadir	XP 15			Campaign	(S) (G) (D)
2 Silhouette	XP 10			Humanoids	(S) (G) (D)
3 Mordrog	XP 12			Eldritch	(S) (G) (D)
4 Bogran the Shad.	XP 8				

Cities	Siege	Vault
Dawnsmoor	<input type="checkbox"/>	
Forge	<input type="checkbox"/>	
Frostgate	<input type="checkbox"/>	
Greyhaven	<input type="checkbox"/>	
Nerekhall	X	
Riverwatch	<input type="checkbox"/>	First Scroll
Tamalir	1	Obelisk of Journeys
Vynelvale	<input type="checkbox"/>	

Trap Treachery	1
Event Treachery	0
Monster Treachery	0
Threat	18
Cards in Discard	22
Power Cards	
1 DOOM	
2	
3	
4	

Hero Party Location: Velvet Plains

Rumor Location: Velvet Plains

Lieutenants	Lieutenant Location
1 Sir Farrow	Tamalir
2	
3	
4	
5	

Dungeons	Explored	Explored	Explored
Applewood Forest	<input checked="" type="checkbox"/>	Gardens of Tarn	<input type="checkbox"/>
Ashen Hills	<input type="checkbox"/>	Gate to the North	<input type="checkbox"/>
Bitter Dooms	<input type="checkbox"/>	Guardian Hills	<input type="checkbox"/>
Blackthorn Grove	<input type="checkbox"/>	Hanging Woods	<input type="checkbox"/>
Blackwing Swamp	<input checked="" type="checkbox"/>	Howling Giant Hills	<input type="checkbox"/>
Blind Mar Forest	<input type="checkbox"/>	Korina's Tears	<input type="checkbox"/>
Broken Crags	<input type="checkbox"/>	Misty Plains	<input type="checkbox"/>
Crimson Forest	<input type="checkbox"/>	Moonglow Marsh	<input type="checkbox"/>
Flamefall River	<input type="checkbox"/>	Monahan River	<input type="checkbox"/>
Gaping Abyss, The	<input type="checkbox"/>	Mountains of Despair	<input type="checkbox"/>
		Plains of the Ruby Gate	<input checked="" type="checkbox"/>
		Red Echo River	<input checked="" type="checkbox"/>
		River of Sleep	<input type="checkbox"/>
		Sacred Bog of Bator	<input type="checkbox"/>
		Shadow Peaks	<input type="checkbox"/>
		Smokeblue Hills	<input type="checkbox"/>
		Starfall Forest	<input checked="" type="checkbox"/>
		Theivan Highway	<input checked="" type="checkbox"/>
		Velvet Plains	<input checked="" type="checkbox"/>
		Whispering Forest	<input type="checkbox"/>

This example demonstrates what a campaign sheet might look like part way through an Advanced Campaign. Here, the campaign has been going on for some time and has advanced to Silver level (A). The heroes have earned 110 conquest tokens so far (B), while the overlord has earned 105 (and spent 100 of them) (C). The total conquest is thus 215 (D).

Notably, Nerekhall has been razed (noted by the "X" in the "Siege" column of the city status box) (E), and Sir Farrow is currently besieging Tamalir (F), which has one siege token (G).

Additionally, the heroes have stored a Quest Item, the First Scroll, in Riverwatch (H), and have assigned the current Rumor to Velvet Plains (I).

So far, the overlord has upgraded his humanoids to Silver level (J), and has bought one trap treachery (K).

At the end of the most recent game session, before the players packed up the game, the heroes completed the first level of the dungeon at Velvet Plains, and are now ready to begin the second (L). The overlord had the "DOOM!" Power card in play (M), with 18 unspent threat (N). He also had 22 cards in his discard pile (O). His hand of cards didn't need to be recorded, as it was placed in his overlord box. (For further details on recording campaign information between sessions, see "Storing the Game" on page 19.)

Terrinoth Map Breakdown



1. Terrinoth Map Area

2. Game Week Summary

3. Terrinoth Map Key

4. City Buildings

1. Terrinoth Map Area

This area of the board depicts the land of Terrinoth. The hero party and the overlord's lieutenants move around this area, traveling from city to city.

2. Game Week Summary

The sequence of events that take place each game week.

3. Terrinoth Map Key

An explanation of the various symbols that appear on the Terrinoth map area.

4. City Buildings

Areas where hero figures are placed to indicate which buildings they are currently located in.

Quest Types

The heroes will match their power and skill against several different types of quests during their journeys in an Advanced Campaign. Each is described in detail below.

Encounters

Encounters are incidents that occur while the heroes are traveling on the Terrinoth map. Each trail the party travels along has the potential for an encounter, even secret trails and water trails. (In the latter cases, the heroes are assumed to be attacked while resting, restocking their supplies, or the like.)

Checking for Encounters

To determine whether an encounter takes place when the party travels using a game week move action, the overlord looks at the trail being traversed. Each trail is marked with a colored shield and a number. The color of the shield indicates the danger level of the trail, while the number represents the amount of traffic on it. The overlord rolls a number of black power dice equal to the number on the shield. If the shield is green (a safe trail) then any blanks rolled indicate an encounter. If the shield is yellow (an unsafe trail), then any surges rolled indicate an encounter. If the shield is red (a dangerous trail), then any power enhancements rolled indicate an encounter.

Determining the Encounter

When an encounter occurs, the overlord shuffles the Incident deck and draws cards until he draws one that has a shield in the lower right corner matching the shield color of the trail that the heroes are on. For example, if the heroes were on a trail with a red shield, the overlord might draw until he draws “Nova the Dragon,” which has a red shield in its lower right corner.

Non-combat Encounters

Some incidents cards describe **non-combat** encounters, and have prominent text that indicates this. When these cards are drawn, the overlord simply reads them aloud in their entirety and executes them as described, after which the party continues traveling to its destination.

Combat Encounters

Incident cards without a prominent “non-combat” designation generate combat encounters. When these cards are drawn, the overlord shuffles all of the Location cards and draws one. The Location card shows the map on which the battle will take place, and describes a special rule that applies to the battleground. Once a Location card has been drawn, the overlord assembles the map as shown on it, and leaves the card out for easy reference.

Anatomy of an Incident Card

Each Incident card (other than non-combat incidents) describes a named leader, a force of minions, and a set of abilities.

The leader is always a named monster of a particular type. The Incident card explains any special abilities the leader may possess.

The leader’s force of minions is a group of unnamed monsters that assist him. Standard rules apply to these monsters.

Example: A Party Move Action With a Check for Encounters



The party moves from Tamalir to the Thelsvan Highway. This is a normal trail (indicated by its light brown color), so the heroes don’t need any special items to travel along it.

The trail is marked with a green shield with a “3” inside it. This means that the party must check for an encounter. The green shield indicates a “safe” trail, meaning that encounters only happen on the roll of a blank, while the “3” indicates how many black power dice must be rolled. So, in this instance, three black power dice are rolled, and if any blanks show up, the hero party has an encounter.

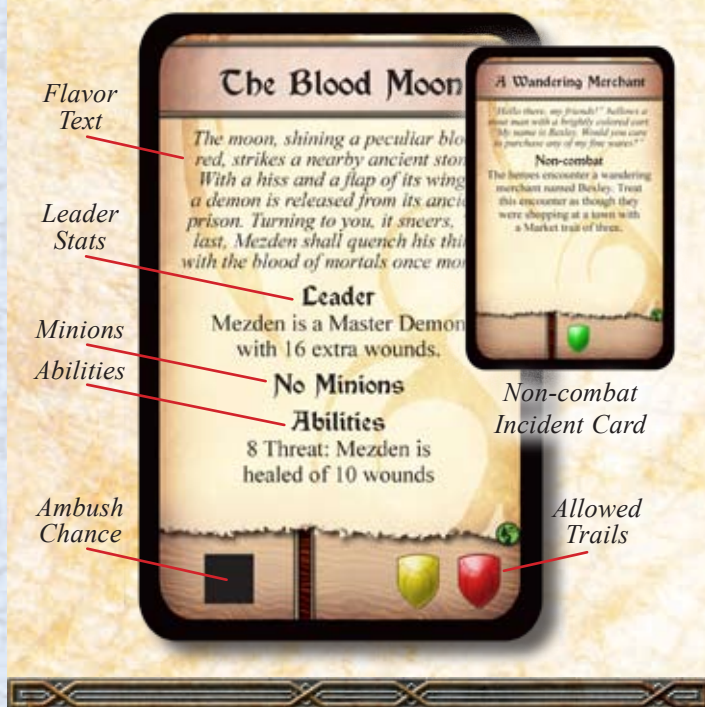
Assuming that at least one blank is rolled, the overlord draws cards from the Incident deck until he draws a card that has a green shield in its lower right corner, because green matches the danger level of the trail the heroes are on.

Once the encounter is resolved (or if no encounter had occurred) the party resumes its journey to the Thelsvan Highway, arriving without further incident.

Upon arrival, if the party has not entered this location before, the heroes each receive one conquest token as a reward for exploration.

Finally, the party can immediately begin to explore the dungeon at the Thelsvan Highway, assuming they haven’t explored it in the past.

Incident Card Breakdown



The set of abilities is a list of abilities that the overlord can activate with the threat he gains during this encounter.

Overlord Cards and Threat in Encounters

The overlord begins a combat encounter with zero threat and no Overlord cards. *In fact, the Overlord deck isn't normally used during outdoor encounters.*

The overlord receives one threat per hero per turn, in addition to gaining his usual one threat for every two surges he spends when making attacks. This threat may only be used to activate the encounter's abilities as listed on its Incident card. Most of these are also described directly on the Incident card, but in addition, there are two abilities that are always available to the overlord during an encounter:

Ability	Threat Cost
Move a monster one extra space (like a hero spending a fatigue for speed).	2
Add a black power die to a monster's attack roll, or upgrade a power die by one step (like a hero spending a fatigue on an attack).	2

The Reinforce Ability in Encounters

The **Reinforce** ability (a common ability on many Incident cards) allows the overlord to place a new monster (or monsters) of the listed type off the board, but next to one of the exit spaces of the map (see "Exit Pieces" on page 32).

Reinforcements are not considered to have been spawned, so hero lines of sight, and abilities that prevent or interfere with spawning, do not affect them.

Reinforcements are purchased and placed at the end of the overlord's turn, and may not be activated that turn. However, since they aren't on the map yet, heroes can't attack them,

either. On the overlord's next turn, he may move the reinforcements onto the map as though they were one space away from the exit spaces they were placed next to. Large monsters may not move onto the board unless they can move fully onto the board, and monsters may not end their movement on top of other figures when moving onto the board.

If the leader in an encounter has been killed, the **Reinforce** abilities of that encounter cannot be used any longer.

Hero Figure Placement and Ambushes

After the encounter location has been assembled on the game table, the overlord must establish whether the heroes have been ambushed, because this determines how the hero players place their figures on the map.

Each Incident shows one or more die faces in the lower left corner (a surge, power enhancement, and/or blank). To check for an ambush, roll one black power die. If the roll matches any of the die faces shown on the card, the encounter is an ambush.

Example: "The Blood Moon" shows a blank in its lower left corner, so the overlord rolls one black power die. If the result is a blank, the encounter is an ambush. If the result is a surge or power enhancement, the encounter is not an ambush.

If an ambush occurs, place the camp tile in the center of the large starting map piece tile so that the watch stump is oriented as shown on the "Hero Placement for Encounters" diagram. The hero players then choose one hero to be on watch. That hero is placed on the watch stump space. All other heroes are placed on different bedroll spaces, and each has one sleeping token placed on him (see "Sleep" on page 31).

If the encounter is not an ambush, the heroes place their figures directly on the large starting tile. Each figure must be placed in one of the four "dead end" spaces on the starting tile (shown by red Xs on the diagram in the sidebar).

Note: The spaces on the camp tile have no special effects. The campfire isn't big enough to burn figures in its space, nor is the watch stump large enough to block line of sight or movement.

Monster Setup

After the heroes are placed on the map, the overlord places the leader and his minions anywhere on the map except for the starting tile. Although it can be tempting for the overlord to set up close to the heroes, he should remember that the heroes get to attack first and can decimate his forces if they are too close to start.

Hero and Overlord Turns

Once the overlord's figures have been placed, the overlord reads the entire text of the Incident card to the hero players, including all abilities and special rules. Then heroes and overlord then alternate turns according to the normal **Descent** rules, until the encounter ends in one of the way described under "Possible Encounter Outcomes," below.

One special rule that applies to encounters, however, is that when a hero deals the killing blow to an encounter's leader, the heroes receive 100 coins and 2 conquest points.

Hero Placement for Encounters

If there is an ambush:



When placing heroes at the start of an encounter that is an ambush, first place the camp tile on top of the starting tile as shown above. The watch stump should be oriented away from the two dead ends.

After the camp tile is in place, the hero players must choose one hero to be on watch. That hero is placed in the space with the watch stump. The other heroes are placed on different bedroll spaces and given one sleeping token each.

If there is not an ambush:



When placing heroes at the start of an encounter that isn't an ambush, place them in the four dead-end spaces on the large starting tile, as shown above.

Hero Death and Fleeing

Since there are no glyphs of transport on the encounter maps, hero death during encounters does not follow the normal procedure (see "Hero Death" on page 24). If a hero is killed in an encounter, the overlord simply receives the hero's conquest value in conquest tokens and the hero is removed from the board until the end of the encounter (see "Party Recovery," below).

A hero may flee an encounter by spending one movement point while standing on an exit piece. His figure is simply removed from the board. Such a hero cannot return later in the encounter.



Possible Encounter Outcomes

There are three ways an encounter can end, and each is described below.

Party Victory

If the heroes kill all of the monsters on the board, they win the encounter and may loot the bodies. To do this, the party rolls four black power dice and consults the chart below for each one to see how many coins they find:

Encounter Loot			
Die Result	Copper Campaign	Silver Campaign	Gold Campaign
Enhancement	50 coins	75 coins	100 coins
Surge	75 coins	100 coins	125 coins
Blank	100 coins	125 coins	150 coins

Add up the total coins generated and add it to the party treasury. The only conquest tokens the heroes can receive are the two awarded for killing the leader. The heroes continue their game week move action.

Total Party Kill

If all heroes are killed during an encounter, the encounter ends and the hero party marker is moved to Tamalir on the Terrinoth map board. The party's game week action is over, and the overlord has scored a resounding blow!

Party Flight

If at any point during the encounter there are no heroes on the map, but at least one hero fled the encounter (as in "Hero Death and Fleeing," above), then the party escapes. The heroes receive no loot, but continue their game week action.

Party Recovery

At the end of every encounter, regardless of the outcome, the following occurs:

1. Any heroes who fled or were killed during the encounter rejoin the party.
2. Heroes who were killed return with full wounds. Heroes who were not killed are not automatically healed.
3. All heroes are restored to full fatigue.
4. All heroes may drink any number of potions and use any healing items they wish.

Note that, as described in the "Advanced Campaign Hero Changes" box on page 8, Ispher and Red Scorpion immediately heal fully at the end of any encounter.

Encounters Involving Lieutenants

When the heroes attack, or are attacked by, a lieutenant, an encounter ensues that is similar – although not identical to – a normal encounter.

First, rather than drawing an Incident card, the overlord uses the lieutenant's card as the encounter's Incident card. There is no ambush check for encounters involving lieutenants; such encounters are always set up in non-ambush circumstances.

Second, the overlord gains access to a small number of cards in an encounter when a lieutenant is involved. He automatically puts into play, for free, at the start of the encounter, the Power card named on the lieutenant card under the portrait (for example, "DOOM!" for Sir Alric Farrow). In addition, if the overlord has any treachery, he may spend it on a hand of cards. Each card added to his hand in this way costs its normal treachery cost. Additionally, two cards without a treachery cost can be added to his hand for one treachery of the correct type (although Power cards can't be added to his hand at all). Cards in the overlord's hand may be used normally during the encounter, either played or discarded for threat. However, each card is a one-shot opportunity: once a card has been played during an encounter, it's gone for the rest of the encounter.

Third, a lieutenant in an encounter may "Battle" (attack twice without moving) and "Run" (move up to twice its speed with attacking) as heroes do.

Fourth, a lieutenant can **Reinforce** any kind of normal monster listed as one of its legal minions on its lieutenant card. For example, Sir Alric Farrow can **Reinforce** Beastmen, Razorwings, Hell Hounds, and Sorcerers. The threat cost to **Reinforce** one monster of a given type is listed below.

Monster Type	Threat Cost for one Reinforcement	Monster Type	Threat Cost for one Reinforcement
Bane Spider	3	Golem	6
Beastman	4	Hell Hound	3
Blood Ape	5	Kobold	2
Chaos Beast	7	Manticore	5
Dark Priest	4	Naga	4
Demon	7	Ogre	6
Deep Elf	4	Razorwing	4
Dragon	7	Skeleton	3
Ferrox	4	Sorcerer	4
Giant	7	Troll	6

Fifth, a lieutenant may flee off of the board through an exit space just like a hero. Doing so ends the encounter in a party victory, and moves the lieutenant to the Overlord's Keep. Any Quest Item the lieutenant was carrying is left behind for the heroes to take.

Sixth, if a hero kills the lieutenant, the heroes gain 250 coins and 4 conquest tokens (instead of the usual 100 coins and 2 conquest they get for killing an encounter's leader). This also ends the encounter in a party victory immediately, as the other monsters on the map flee in terror. The lieutenant card is placed in the graveyard box, and is no longer available to the overlord.

Summary: Lieutenants



When purchased as an upgrade, a lieutenant begins play on the Terrinoth map at the Overlord's Keep.

If a lieutenant begins a game week in a city, he can besiege it. To do so, the overlord places a siege token on the city, unless there are already siege tokens equal to the city's Defense rating there. If there are siege tokens equal to the city's Defense rating, the overlord rolls a power die. On a surge, the city is razed. Otherwise, the siege tokens simply remain in place.

A lieutenant may move along one trail of any type each week during the Overlord Actions step. Lieutenants can't move into Legendary Areas or Secret Master Areas.

If a lieutenant ends its movement on the hero party's current location, he can attack the heroes.

A lieutenant's statistics vary with the campaign level; each lieutenant card lists statistics for Copper, Silver, and Gold campaign levels.

When involved in an encounter with a lieutenant, the overlord is allowed a small hand of cards, even though the overlord doesn't normally use Overlord cards during encounters.

Lieutenants, unlike most monsters, can "Battle" and "Run" like heroes. Lieutenants can also flee from encounters the same way heroes can.

When a lieutenant's position on the Terrinoth map is at, or within one trail's length of, a dungeon the hero party is exploring, that lieutenant can fortify that dungeon, which allows the overlord to put the Power card listed under the lieutenant's portrait into play for free. (Or, in the case of Lord Merick Farrow, to gain an extra 15 threat.)

When a lieutenant is killed in combat, his card is placed in the graveyard box, which means he is permanently dead and can never be re-introduced to that campaign.

Dungeons

When the party ends their game-week at a dungeon location they haven't explored yet, they can enter and explore it.

Each dungeon consists of three levels, which are linked together by portals. Each level is generated separately from the others, when the heroes enter it, and each dungeon's levels are explored sequentially, one at a time.

Dungeon Level Setup

When the heroes enter a new dungeon level, the overlord draws a Dungeon Level card. The card describes the level's leader and any special rules associated with that level. The number on the card, and its title, refer the overlord to the map and associated minion list in the "Dungeon Levels" section of the Quest Guide at the end of this book (see pages 34–53).

Once the overlord has set up the dungeon level board according to the map, the hero players place their figures on or adjacent to the activated glyph as normal.

Next, the overlord places the level's leader figure as indicated on the map and chooses his minions. Unlike encounters, most dungeon levels have different minion options. Where options are given, the overlord may choose among them, but note that group C usually requires **The Well of Darkness**, while group D normally requires **The Altar of Despair**. Once the overlord has chosen his minions, he deploys them on the board. He may place his minions anywhere except in the red-shaded portions indicated in the Quest Guide map. As when revealing a new area, the overlord may ignore hero lines of sight, and abilities that interfere with spawning.

The overlord also shuffles his Overlord deck and draws a hand of three cards. However, if he has bought any treachery, he may adjust his Overlord deck first. (This assumes you have **The Well of Darkness** or **The Altar of Despair**. If not, see "Simplified Treachery" on page 24.)

Finally, the overlord reads aloud the dungeon level description (found in the Quest Guide, next to the map), as well as the entire Dungeon Level card, including all "special" and "leader" text.

Lieutenants Fortifying Dungeons

If there are any lieutenants on the Terrinoth map in the same location as the current dungeon, or in a location removed from the current dungeon location by only one trail, any or all of those lieutenants may **fortify** the current dungeon. Although this does not move any lieutenants or their minions physically to the current dungeon, it provides a different – and powerful – benefit to the overlord: Before play begins in the dungeon, the overlord looks through his Overlord deck and places the cards listed beneath the portraits on the fortifying lieutenants' cards into play for free. Furthermore, these cards do not count against the number of Power cards in play (see "Advanced Campaign Stages" on page 9). (There is one exception: Lord Merick Farrow provides the overlord with an extra 15 threat at the start of the dungeon, instead of providing an additional faceup Power card.)

Running the Dungeon Level

Once all setup is complete, play begins normally, starting with the heroes.

The overlord uses his Overlord deck as usual in dungeons, drawing two cards per turn, and so on. He also gains threat at the usual rate.

Unless otherwise stated, the leader on each dungeon level carries a red runekey. Upon killing the leader, the heroes immediately receive it and can open the corresponding red rune-locked door. *Additionally, the heroes receive 100 coins and 2 conquest tokens for killing a dungeon level leader.*

The Reinforcement Marker

In the Advanced Campaign, the overlord player is limited as to how often he may play spawn cards. At the start of every dungeon level, the overlord places the reinforcement marker in front of him faceup (the side with the red eyes). When the overlord plays a spawn card, he must flip the reinforcement marker facedown. While this marker is facedown, the overlord player may not play spawn cards. The overlord player may spend 15 threat on his turn to flip the reinforcement marker faceup. Otherwise, the reinforcement marker stays facedown until the end of the dungeon level.

Areas in Dungeons

Normally, an entire dungeon level is revealed as soon as the heroes enter it, even if there are closed doors blocking off parts of it. Only special levels, such as Rumor levels and Overlord's Keep levels, have multiple areas. If no areas are indicated on a given dungeon level's map, it has only one area.

Chests in Dungeons

When a hero opens a chest in a dungeon, the party rolls four black power dice and consults the chart below for each one to see what is discovered.

Chest Loot			
Die Result	Copper Campaign	Silver Campaign	Gold Campaign
Enhancement	100 coins	200 coins	300 coins
Surge	50 coins and any 1 potion	100 coins and any 1 potion	150 coins and any 1 potion
Blank	1 Copper Treasure	1 Silver Treasure	1 Gold Treasure

Coins are added to the party treasury. Potions are selected by the hero players as a group; for example, a party that discovered two potions could choose one healing and one vitality potion. Treasures are drawn from the listed treasure deck as normal.

Potions and items discovered in chests are divided among the heroes as the hero players wish. Heroes may immediately equip any items they discover in chests, as usual.

If a chest is opened and no treasures are found, the heroes receive one extra conquest token.

Glyphs of Transport in Dungeons

In the Advanced Campaign, glyphs of transport work differently than in a standard game of **Descent**. When a hero

activates a glyph of transport, the heroes receive 3 conquest tokens as normal. However, to move through an activated glyph, *a hero must begin his turn on or adjacent to it*. Then, rather than being placed on the town marker (which is not used at all in the Advanced Campaign), the hero returns to Tamalir. A hero returning in this way is placed in the building of his choice, and may immediately claim the benefits of “restocking” there. See “Cities and Buildings” and “Using Buildings” on page 21 for more information. On the hero’s following turn, he may either return to any activated glyph of transport for one movement point (as normal), or restock in Tamalir again, in the same building or another one.

The Portal

Beyond the red rune-locked door on each level is a portal leading to the next level. Once a hero steps onto the portal map piece, he is removed from the board and becomes invulnerable to harm. Heroes remain thusly in transit until all of them either enter the portal or move to town, at which point all of the heroes are moved to the next level.



The Portal Map Piece

The Third Level

The master of each dungeon location’s third level is the dungeon leader. The dungeon leader has the same stats as a normal leader, but *when the dungeon leader is killed the heroes receive 250 coins and 4 conquest tokens (rather than 100 and 2, respectively)*.

Additionally, when the heroes go through the portal on the third level, they do not emerge at a deeper dungeon level, but instead return to the surface. When they do this, they must mark that dungeon location as explored on the campaign sheet, and may then may either place the party marker in Tamalir, or leave it on the Terrinoth map space where the just-defeated dungeon is located.

The party may not re-enter a dungeon location they have explored for the remainder of the campaign.

Fleeing a Dungeon

If the heroes decide that things are too grim for them to continue on inside a dungeon, they can decide to leave a dungeon and not come back. To do this, they must simply all return to Tamalir at the same time (via glyphs of transport – see “Using Buildings” on page 21) and announce that they’re fleeing the dungeon. At such time the dungeon ends, the players must mark that dungeon location as explored on the campaign sheet (meaning that they may not re-enter it for the duration of the campaign), and the party marker is moved to the Tamalir space on the Terrinoth map.

Rumors

Heroes visiting Taverns can learn about Rumors, which are special quests they can undertake to earn special rewards.

When a hero visits or trains in a Tavern (see “Using Buildings” on page 21 and “The Tavern” on page 22) and pays for a round of drinks, the overlord shuffles the Rumor deck and then draws the top Rumor card.

If a drawn Rumor card has any instructions at the top (see “Rumor Card Breakdown” on the next page), they are followed immediately. Once that’s done – or if the card has no instructions, which is true of most Rumor cards – the overlord reads aloud the italicized rumor text and the reward, which together describe the rumor the hero hears, the quest that can be undertaken, and the bounty the heroes will win if they do so.

Next, if there is currently no active Rumor in the campaign, the drawn card becomes the active Rumor. However, if there *is* already an active Rumor, the players must decide together whether to keep the old active Rumor and discard the new Rumor, or vice versa, as there may never be more than one active Rumor at a time. Rumors discarded in this way are returned to the bottom of the Rumor deck.

If the new Rumor card becomes the active Rumor, the hero players must next decide to which dungeon location on the Terrinoth map they must travel to face the Rumor’s dangers and – if they are successful – claim the Rumor’s reward. The location they choose cannot be closer (along the shortest possible route) to the party marker than the distance in trail-lengths listed in the upper right corner of the Rumor card. Otherwise, the hero players may choose any unexplored dungeon location on the Terrinoth map, which they should mark on the map with the Rumor token, and record on the campaign sheet.

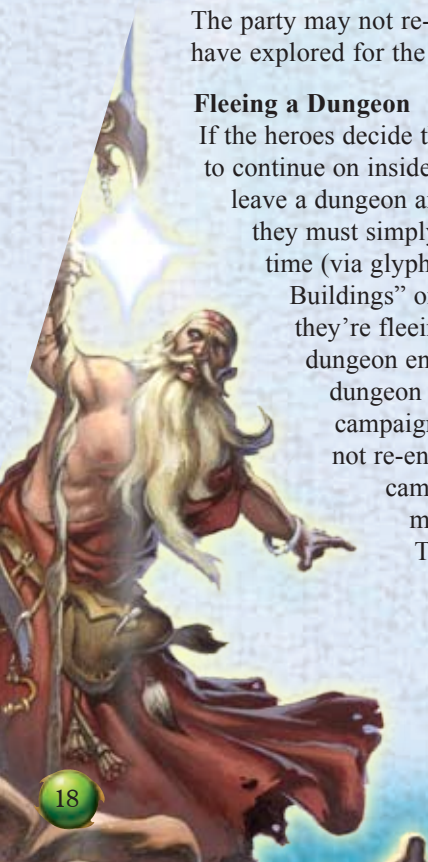


Rumor Token

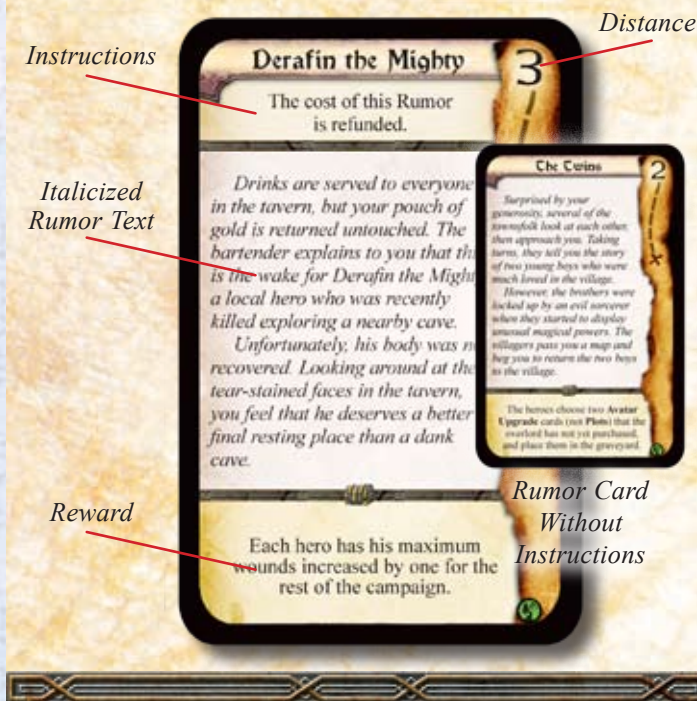
Example: The party marker is in Tamalir and the heroes draw a new Rumor card with a distance of two, which they decide to make their new active Rumor. They could choose to locate the Rumor at any unexplored dungeon location other than Starfall Forest, Blackwing Swamp, Thelsvan Highway, or Red Echo River. Those four locations are only one trail-length from the party’s current location, so they’re illegal, but all other locations meet the minimum distance requirement. They decide to locate the new Rumor at Hanging Woods, and record that choice on the campaign sheet.

Once a Rumor’s location has been determined, campaign play continues. The active Rumor remains faceup in a convenient location, and is stored with the heroes’ cards between sessions.

To overcome the active Rumor and try to claim its reward, the party must first travel to the Rumor’s location. Then, they proceed to explore it in the same way they would a regular dungeon (see “Dungeons” on page 17). The first and second levels are played as normal dungeon levels are (i.e., Dungeon Level cards are drawn, and so on). The third level, however, is specific to the active Rumor. When beginning the third level, rather than drawing a Dungeon Level card, the overlord turns to the corresponding section of the Quest Guide (pages 34–83



Rumor Card Breakdown



of this book) and sets up the level according to the map and instructions there.

The Rumor level is played according to the Quest Guide description and rules, which also specify the conditions the heroes must meet to receive the Rumor reward. The reward is granted immediately when the conditions are met. The Rumor card is also then removed from the campaign (being placed in the graveyard box), unless the card instructs the heroes to keep it. Whether removed from the game or kept by the heroes, however, that Rumor card is no longer considered to be the active Rumor.

The Rumor level (and therefore the entire dungeon) ends as a dungeon does, when the heroes either all travel through its portal, or flee by simultaneously returning to Tamalir and declaring that they have fled. In both cases, that dungeon location is marked as explored on the campaign sheet, and the heroes may not explore it again.

Example: A hero in Tamalir visits the Tavern there and learns the “The Twins” Rumor. The party has no active Rumor, so “The Twins” becomes their active Rumor. Its distance is 2, so the heroes decide that its location will be the Gardens of Tarn.

Later, the hero party goes to the Gardens of Tarn and explores it. The first two levels are explored like normal dungeon levels (the overlord draws Dungeon Level cards, and so forth), but the third level is unique to the “The Twins” Rumor. When the heroes descend to that level, the overlord refers to the Quest Guide (in this case, page 54). Upon fulfilling the reward requirement (which also, in this case, corresponds to their leaving the map via the portal) they receive the reward described on the “The Twins” Rumor card (sending two of the overlord’s unpurchased Avatar Upgrade cards to the graveyard

Storing the Game

The Road to Legend is not intended to be played in a single sitting. Far from it. But given that, how do the players recall from session to session where the hero party was on the Terrinoth map, record what items the heroes were carrying, or remember anything else about the campaign for what could be a week or more?

Don’t panic. **The Road to Legend** was designed to conveniently save every piece of information you might need. But even so, players should only end a game session just after finishing a week of game time or completing a dungeon level. Otherwise, some information is likely to be lost.

Follow these steps when storing **The Road to Legend** in mid-campaign:

1. **Update the Campaign Sheet:** Take a fresh campaign sheet from the pad (or find the one you were using last session) and make sure it reflects the current state of the campaign. For an example of a filled-out campaign sheet, see page 11. Once you’ve updated the sheet, place it and any Terrinoth map tokens from the board in the overlord box.
2. **Store the Overlord:** Place the Avatar sheet, any Avatar Upgrades that have been bought, and (if the heroes ended the session inside a dungeon) the overlord’s hand of cards in the overlord box. Remember also to count the cards in the overlord’s discard pile and note that number on the campaign sheet if the session ended while the heroes were inside a dungeon.
3. **Store the Heroes:** Each hero player should place his hero sheet, item and skill cards, potions, order tokens, upgrade tokens, and tokens equal to his current wounds and fatigue in his hero box.

After taking these steps, the players can safely stow the game away until the next session.

When the next session begins, the players can retrieve the pieces from their boxes and place them where the campaign sheet says they should go. If the heroes were inside a dungeon, the overlord first has the chance to upgrade his Overlord deck using his current treachery. He then shuffles his deck (making sure not to shuffle in his hand) and discards the number of cards indicated on the campaign sheet. This is a relatively fair way of tracking the overlord’s progress through the deck without having to do anything too complex.

box), mark the Gardens of Tarn dungeon location as explored on the campaign sheet, and may either leave the party marker at the Gardens of Tarn location or move it to Tamalir.

Legendary Areas

There are three Legendary Areas on the Terrinoth map: the Caverns of Thuul, the Fool's Rapids, and the Valley of Souls. Each is a special dungeon that can only be explored only at a specific campaign level, and then only if the heroes have fewer total conquest tokens than the overlord.

- **The Caverns of Thuul:** Open to the party only during the Copper level of the campaign, the Caverns of Thuul contain a horde of gems guarded by the terrible Gemstone Dragon.
- **The Fool's Rapids:** Open to the heroes only during the Silver level of the campaign, the Fool's Rapids conceals the Oracle's Pool, said to grant magical insight to those who gaze into it, but an immortal Blind Giant bars the path.
- **The Valley of Souls:** A featureless tower in the valley allows access only during the Gold level of the campaign. Inside lies the powerful Crown of the Elder Kings, but the heroes must face a terrible Horned Demon to retrieve it.

Rumors cannot be located at Legendary Areas, nor can lieutenants enter or fortify them.

When explored, a Legendary Area is treated as a normal dungeon, except that upon passing through the portal on the third dungeon level, the heroes enter a special fourth level where a fearsome creature guards a legendary treasure.

Legendary Areas end as normal dungeons do: they are marked as explored when the heroes flee or leave via portal, and may not be revisited afterwards.

Secret Master Areas

The Secret Master Areas, Shika's Tree and Olmric's Hut, are the homes of two of the greatest legends of the last age, and heroes who seek them out can learn invaluable capabilities from them.

If the hero party ends their game-week movement in a Secret Master Area, nothing happens immediately. However, if the heroes choose a Recuperate/Train action while at a Secret Master Area, they have the option to improve their maximum wounds or maximum fatigue. See "Secret Training" on page 23 for detailed information. Heroes can also opt to learn skills or improve their traits at Secret Master Areas, in similar fashion to training at a city's Training Ground. See "Hero Upgrades" on page 23.

Rumors cannot be located at Secret Master Areas, nor can lieutenants enter or fortify them.



Legendary Area Map Icon



Secret Master Area Map Icon

The Overlord's Keep

Once the overlord and the heroes pass a combined total of 600 conquest tokens, the Final Battle begins whether the heroes are ready for it or not. *Remember, though, that the heroes can't enter the Overlord's Keep – or even move to that location on the Terrinoth map – before the Final Battle begins.*



Overlord's Keep Token

When the Final Battle is determined to have begun at the beginning of a game week (see "1. Time Passes" on page 10), the players immediately stop carrying out the normal game week steps and instead do the following, in order:

1. The party marker is moved to Tamalir, and each hero may train once, in one of the buildings there.
2. The party marker is moved to the location of the Overlord's Keep.
3. The players reduce both the heroes' and the overlord's conquest token totals to zero, with any unspent XP being lost.
4. The heroes explore the Overlord's Keep.

Exploring the Overlord's Keep

The Overlord's Keep is explored like a normal dungeon (see "Dungeons" on page 17), save that it has five levels rather than three. The first four levels are explored like normal dungeon levels, with each level's portal leading to the next level.

Track new conquest token totals for the heroes and overlord as they explore the Overlord's Keep. Also, while the heroes are in the Overlord's Keep, all buildings in Tamalir are closed (i.e., unavailable for restock actions). The exception is that heroes who are killed re-appear at the Temple as usual, from where they can return normally to the dungeon via a glyph of transport.

The fifth level of the dungeon is special. Its nature, layout, and special rules depend on which Avatar the overlord chose at the beginning of the campaign. When it comes time to set up the fifth level, the overlord refers to the appropriate Overlord's Keep section of the Quest Guide (on pages 72–83 of this rulebook) rather than drawing a Dungeon Level card.

As the heroes explore the fifth level of the Overlord's Keep, the Avatar will appear at some point, according to the level's description. When that happens, the players do the following, in order:

1. The overlord removes all monsters other than the Avatar from the board, discards all of his Overlord cards, and puts the Overlord deck away.
2. Each hero's maximum wounds are increased by +1 for every 2 conquest tokens the heroes collected since entering the Overlord's Keep.
3. The Avatar's maximum wounds are increased by +2 for every conquest token the overlord scored since the heroes entered the Overlord's Keep.

Then begins a final, climactic duel to the death between the heroes and Avatar.

The Avatar, like a lieutenant, can “Battle” (attack twice without moving) or “Run” (move up to twice its speed but not attack) instead of using the more normal “Advance.”

Furthermore, any hero killed by the Avatar is dead and gone forever (i.e., does not re-appear at the Temple). Each time the overlord kills a hero, the Avatar is healed of 2 wounds for every conquest token that hero was worth.

The battle continues until either the Avatar kills all of the heroes, or the heroes kill the Avatar. Once the battle is resolved, the overlord reads aloud either the “Victory is Mine!” Plot card (if the Avatar won) or the “Curses, Foiled Again!” Plot card (if the heroes prevailed).

The end of the Final Battle marks the end of the Advanced Campaign. But with six different Avatars and three different Plots, it’s possible to replay the campaign many times and have a different experience each time.

Cities and Buildings

Cities are centers where heroes can resupply, recover from their wounds, improve their capabilities, and more.

Every city in Terrinoth contains a variety of different buildings, each of which gives heroes who visit them different options. There are five different types of buildings: Alchemists, Markets, Taverns, Temples, and Training Grounds. Note, however, that some buildings cannot be found in certain cities. For example, Vynelvale doesn’t have an Alchemist. The Alchemist, Market, and Temple buildings in each city have ratings, which are listed on the Terrinoth map (see the City Key on the Terrinoth map). For example, Riverwatch’s Temple rating is 2.

Whenever the party Moves to a city location on the Terrinoth map, each hero must choose one of the buildings there to visit. To indicate which building a hero is at, place his figure on the appropriate building area at the bottom of the Terrinoth map. Different heroes may visit different buildings, if they wish.

If a party already in a city chooses to Recuperate/Train there, each hero must choose whether to recuperate or train. Recuperating heroes’ figures are removed from the Terrinoth map board; they are not considered to be at any particular building. Training heroes, however, choose one of the available building areas in that city and move their figures there.

Heroes also go to buildings – in Tamalir – when they use glyphs of transport that would normally send them to the town marker. They go to Tamalir because the Obelisk of Journeys is hidden there, and its magic anchors all glyphs of transport throughout the land. A hero going to Tamalir via glyph chooses a building and places his figure on the corresponding area of the Terrinoth map. He then restocks; see “Using Buildings,” below. A hero who *begins* a game turn in Tamalir can either spend a movement point to return to the game board via an activated glyph, or remain in Tamalir to restock again at any legal building, including the one he was at last turn.

City Special Abilities

Each city has a unique special ability, described on the Terrinoth map. Most of these affect how a particular building in that city functions. Tamalir, however, is a special case.

Upgrading Tamalir

If the heroes end a given week’s party action in Tamalir, they can use their growing notoriety to convince its rulers to improve the city.

Each possible improvement for Tamalir is represented by a Tamalir Upgrade card, each of which lists an XP cost in its upper left corner. To upgrade Tamalir, the party chooses one of the remaining (i.e., not yet purchased) Tamalir Upgrade cards. Then, *each hero* pays the listed cost, in full. The upgrade then takes effect, with the purchased card being placed near the Terrinoth map, and stored in one of the hero boxes between game sessions.

The party may only purchase one Tamalir Upgrade card per game week, which takes effect only after all other elements of the party action have been completed. Purchasing a Tamalir Upgrade does not interfere with or prevent the heroes from doing other things in Tamalir that game week (e.g., visiting the Alchemist, training at the Training Ground, etc.), but the effect of the newly purchased card does not benefit them that week.

Using Buildings

When a hero’s figure is placed on a building area, that hero immediately gains some benefit. The specific benefit depends on which building it is and what circumstance – visiting, training, or restocking – brought him there.

- A hero **visits** a building when the party ends a game-week Move action on a city location on the Terrinoth map.
- A hero **trains** in a building when the party takes a game-week Recuperate/Train action in a city, and that hero chooses to train rather than recuperate.
- A hero **restocks** in a building when he uses an activated glyph of transport and would normally be placed on the town marker.

Each building’s benefits are listed below by circumstance. In some cases, the order in which heroes go to the same building matters. For example, the number of items available for sale at a given Market diminishes as the heroes purchase them. If the players can’t agree on the order in which heroes to go to buildings, use a random method to decide.

The Alchemist

The Alchemist buys and sells potions.

Visit, Train, or Restock

A hero may buy potions for 50 coins each, or sell potions for 25 coins each. A city’s Alchemist rating is a limit on the total number of potions that all heroes collectively may purchase there in a given game week. Remember that invulnerability potions (introduced in **The Altar of Despair**) are not used in the Advanced Campaign, and cannot be purchased at the Alchemist.

The Market

Treasure and shop items are bought and sold at the Market.

Visit, Train, or Restock

When the first hero visits a given Market in a given game week, a number of cards equal to the city's Market rating are drawn from the treasure deck that corresponds to the current campaign level. "Treasure Cache" cards are discarded (and are not replaced, instead representing a market shortage that week).

All heroes who visit that Market that week may purchase items from among the drawn cards. Of course, once particular cards are purchased, they are not available to heroes who visit the Market later the same week. Copper items cost 250 coins to purchase, Silver items cost 500 coins, and Gold items cost 750 coins. Any shop item can also be purchased at the Market for its listed cost; these are not drawn as above, but are always available. A hero must be able to carry a given item in order to purchase it.

Items can also be sold at the Market, for half their purchase price. Sold items are re-shuffled into the decks they came from.

At the end of a given week, any treasure items that were not purchased from the Market are re-shuffled into the decks they came from.

The Temple

The Temple is a place where heroes can find quick and ready healing.

Visit or Restock

A hero visiting a Temple in one of these circumstances may spend 25 coins to heal a number of wounds equal to the Temple's rating.

Train

A hero visiting a Temple in the train circumstance may spend 50 coins to heal himself to full wounds and fatigue.

The Tavern

At Taverns, heroes can overhear promising rumors and embark on corresponding quests.

Visit or Train

A hero visiting a Tavern in one of these circumstances can buy a round of drinks for the regulars. This costs 50 coins if the campaign is at Copper level, 100 coins at Silver level, or 150 coins at Gold level. After the price has been paid, the overlord shuffles the Rumor deck and draws a Rumor card. See "Rumors" on page 18 for more information.

Restock

Heroes may not visit Taverns in the restock circumstance.

The Training Ground

Heroes visit the Training Ground to improve their fighting abilities and to learn new skills.

Visit or Restock

Heroes may not visit Training Ground in either of these circumstances.

Skill Availability by Location

Dawnsmoor

Wizardry: None

Subterfuge: Acrobat, Appraiser, Burglar, Pickpocket

Fighting: Battle Cry, Berserker, Brawler, Taunt

Forge

Wizardry: None

Subterfuge: Ambidextrous, Cautious, Master Archer, Skilled

Fighting: Enduring, Relentless, Tough, Unmovable

Frostgate

Wizardry: Divine Retribution, Wild Talent

Subterfuge: Eagle Eye, Lucky, Swift

Fighting: Bear Tattoo, Ox Tattoo, Tiger Tattoo

Greyhaven

Wizardry: Prodigy, Telekinesis, Water Pact, Wind Pact

Subterfuge: None

Fighting: None

Nerekhall

Wizardry: Earth Pact, Fire Pact, Necromancy, Vampiric Blood

Subterfuge: None

Fighting: None

Olmric's Hut

Wizardry: Quick Casting

Subterfuge: Rapid Fire

Fighting: Cleaving

Riverwatch

Wizardry: Boggs the Rat, Mata and Kata

Subterfuge: Shadow Soul

Fighting: Furr the Spirit Wolf

Shika's Tree

Wizardry: Spiritwalker

Subterfuge: Alertness

Fighting: Able Warrior, Knight

Tamalir

Wizardry: Inner Fire, Willpower

Subterfuge: Deflect Arrows, Marksman

Fighting: Mighty, Parry

Vynelvale

Wizardry: Blessing, Holy Aura

Subterfuge: Born to the Bow, Crack Shot, Precision

Fighting: Weapon Mastery, Leadership

Unavailable Skills

Wizardry: Bardic Lore, Sharr the Brightwing

Subterfuge: Ranger

Fighting: Brawny

Train

A hero who visits a Training Ground in the train circumstance may purchase one skill upgrade, or up to two trait upgrades, by spending coins and XP as described under “Hero Upgrades” on page 23.

Each city’s Training Ground can only help heroes learn particular traits and skills. The icons beneath the city’s name banner on the Terrinoth map represent the traits that can be learned at its Training Ground. The skills that can be learned at a given city’s Training Ground are listed in the “Skill Availability by Location” box.

Hero Upgrades

Heroes can improve their capabilities in a variety of ways over the course of an Advanced Campaign. The sections that follow detail the ways they can be upgraded.

Trait Upgrades

Heroes can improve their traits when they go to a Training Ground in the training circumstance (see “The Training Ground” on page 22), or when the party takes a game week Recuperate/Train action on a Secret Master Area (see “Secret Training” on page 23).

In these cases, a hero can add an extra black power die to one of his traits, upgrade one of his black power dice to a silver power die, or upgrade one of his silver power dice to a gold power die. *As always, no hero may ever have more than five power dice in any trait.* Whenever a player upgrades a trait, he takes the appropriate upgrade token and keeps it with his hero sheet. These tokens are placed in his hero box at the end of each game session to track of his current traits.



Gold Ranged, Melee, and Magic Upgrade Tokens



Silver Ranged, Melee, and Magic Upgrade Tokens

It costs 500 coins and 15 XP to add a new black power die, 750 coins and 20 XP to upgrade a black power die to a silver power die, or 1,000 coins and 25 XP to upgrade a silver power die to a gold power die.

There are two restrictions on trait upgrades:

First, in order to add or upgrade a power die, the relevant trait (Melee, Ranged, or Magic) must be taught at the hero’s current location. The Terrinoth map indicates which traits can be improved in which cities, while all traits can be trained at any Secret Master Area.

Second, trait upgrades are limited based on the current campaign level. In a Copper campaign, a hero can upgrade a maximum of three of his black dice to silver dice, and may not upgrade silver dice at all. In a Silver campaign, a hero can upgrade as many of his black dice to silver dice as he wants, but only a maximum of three of his silver dice to gold dice. In a Gold campaign, a hero can upgrade as many of his black and

silver dice as he wants, but only a maximum of one silver die to a gold die.

Skill Upgrades

Heroes can learn new skills when they go to a Training Ground in the training circumstance (see “The Training Ground” on page 22), or when the party takes a game week Recuperate/Train action on a Secret Master Area (see “Secret Training” on page 23).

A new skill’s cost in coins and XP depends on the number of skills the hero had before, according to the table below. Once the appropriate cost is paid, the hero player takes the appropriate skill card, as normal.

Skills Previously Known	New Skill’s Coin Cost	New Skill’s XP Cost
1	1,000	20
2	1,500	30
3	2,000	40
4	2,500	50
5	No further skills may be learned.	

A hero cannot learn more than five skills total. Remember, also, that heroes can only learn skills that are available in their current location – see the “Skill Availability by Location” box.

Secret Training

When the party takes a game week Recuperate/Train action at a Secret Master Area, a hero can increase either his maximum wounds by four, or his maximum fatigue by two (see “Secret Training” on page 23). This may be done only once at each campaign level, and each hero may increase *either* his wounds *or* his fatigue – *but not both* – at each campaign level. At Copper level, a wound or fatigue upgrade costs 500 coins and 20 XP. At Silver level, this training costs 750 coins and 25 XP. Finally, at Gold level, it costs 1,000 coins and 30 XP. Once the appropriate cost is paid, the hero player takes the wound or fatigue upgrade token that corresponds to the current campaign level.



Copper, Silver, and Gold Wound and Fatigue Upgrade Tokens



Overlord Upgrades

The overlord may buy one (*and only one*) of the upgrades described below each game week using his XP. This occurs in the Overlord Actions game week step, after lieutenant actions have been carried out. Note that spending XP only affects the overlord's current XP total, not his conquest token total.

Avatar Upgrades

Avatar Upgrades are represented by Avatar Upgrade cards.

There are 15 generic Avatar Upgrades that any Avatar can be upgraded with. (These say "Any Avatar" on them.) There are also five Avatar Upgrades specific to each Avatar, which can only be purchased when the overlord has chosen that Avatar for the current campaign.

Avatar Upgrades can improve the Avatar itself, upgrade a specific type of monster, or bring into play a lieutenant for the overlord to command.

The XP cost of each individual Avatar Upgrade card is listed on the card itself, in the upper left corner. Once the cost is paid, the overlord takes the card in question and keeps it faceup on the table during play.

Treachery Upgrades

The overlord can use XP to increase his treachery. The cost to purchase one point of treachery of a given type, as well as the maximum number of points of each type the overlord can have, vary based on which Avatar the overlord has chosen. Both values are listed on the Avatar sheet.

Treachery works best with the rules presented in **The Well of Darkness** and **The Altar of Despair**. Players without either of those expansions, however, can use the rules found under "Simplified Treachery," on this page.

Monster Upgrades

Each monster has a Copper, Silver, Gold, and Diamond form. At the start of the campaign, all monsters begin in their Copper form. The overlord can upgrade all of the monsters in one category (humanoid, beast, or eldritch) by spending the XP shown on his Avatar sheet, according to the following rules.

- In a Copper level campaign, the overlord can only upgrade one monster category to Silver form. (He can't have any Gold-form or Diamond-form form categories.)
- In a Silver level campaign, the overlord can have any number of Silver-form monster categories, but only one Gold-form monster category. (He can't have any Diamond-form categories.)
- In a Gold level campaign, the overlord can have any number of Silver-form and Gold-form monster categories, but only one Diamond-form monster category.

The category of each monster is shown in the upper right corner of its reference cards. The categories include the following monsters:



Humanoid: Beastman, Deep Elf, Ferrox, Giant, Kobold, Ogre, and Troll



Beast: Bane Spider, Blood Ape, Dragon, Hell Hound, Manticore, Naga, and Razorwing



Eldritch: Chaos Beast, Dark Priest, Demon, Golem, Skeleton, and Sorcerer

Upgrading Power Dice With Fatigue During Play

While playing out an encounter or dungeon level – or in similar circumstances throughout the Advanced Campaign – in addition to spending 1 fatigue to add a black power die to an attack, a hero can spend 1 fatigue to upgrade a black power die to a silver power die, or a silver power die to a gold power die. A hero can do this as often as he likes, as long as a given power die is upgraded before being rolled. For example, after making an attack roll, a hero could spend 3 fatigue to add an extra gold die to the attack, but he couldn't spend 1 fatigue to roll an extra black die, then spend an additional 2 fatigue after rolling that die to upgrade it to a gold die.

Hero Death

Hero death in the Advanced Campaign is slightly different than in a normal game of **Descent**. When a hero dies in the Advanced Campaign, his figure is simply placed in the Temple building in Tamalir, and the overlord gains conquest tokens equal to the hero's conquest value. Neither the hero nor the party loses any conquest tokens, and no coins are sacrificed. The hero can return from the Temple to the game board normally, via glyph of transport, either at the beginning of his next turn, or after spending one or more turns restocking in Tamalir's buildings.

Simplified Treachery

The Well of Darkness and **The Altar of Despair** introduced the concept of treachery, and provided cards that allowed the overlord to customize his Overlord deck. Players who do not own either of these expansions should use the following rules for treachery. Note that treachery comes in three different types (events, traps, and monsters), but that all three types function exactly the same when using the simplified treachery rules.

At the start of each dungeon, the overlord player may spend treachery to receive extra threat to spend in that dungeon. For every point of treachery spent, place four threat on the appropriate treachery section of the Avatar sheet (monster, trap, or event). This threat may only be spent on cards of the appropriate type (spawn, trap, or event). Power cards may not be paid for with this threat. For every point of treachery not spent on threat, the overlord draws one extra card at the start of the dungeon.

Plots

The overlord's Plot is his ultimate evil scheme, which the heroes are trying to stop. He may be trying to become a god, blot out the sun, or enslave all of Terrinoth.

Each Plot consists of seven cards. One card in each Plot has a cost of 0 XP, and serves to introduce the campaign. It begins the campaign in play, right from the start. Five of the cards in each Plot are various things the overlord can do to further his evil plans, or interfere with the heroes. This might involve moving items around the Terrinoth map, razing cities, etc. The seventh card is the finale card. It is read at the end of the campaign, and provides some closure to the players, wrapping up the story.

The overlord selects his Plot at the start of the Advanced Campaign and puts all of the Plot cards corresponding to other Plots in the graveyard box. He cannot change Plots during the campaign – he has to stick with the same Plot for the duration.

Quest Items

Some Plot cards create Quest Items on the Terrinoth map. A lieutenant on the same map location space as a Quest Item can pick it up, and carry it as he moves around the map. (Cities are an exception. A Quest Item on a city is considered to be in that city's City Vault, and a lieutenant may not pick it up unless the city is razed. See "City Vaults," below.) Each lieutenant can only carry one Quest Items at a time; a lieutenant carrying a Quest Items must drop it (leaving it behind in his current location) in order to pick up another one.

The party, collectively, can pick up and carry a Quest Item in exactly the same way, with one additional restriction: If the heroes want to pick up a Quest Item from a map location that contains an unexplored dungeon, they have to explore the entire dungeon – and remain in that location afterwards, rather than returning to Tamalir – in order to pick it up.

Heroes and lieutenants can squabble over Quest Items, as well.

In an encounter involving a lieutenant, if the lieutenant is defeated or forced to flee the encounter, the party takes any Quest Item the lieutenant had. If the party already had a Quest Item, it must drop one of the two in the current location on the Terrinoth map, where it remains until someone picks it up.

If the party is defeated in an encounter involving a lieutenant, or flees from one, they lose any Quest Item they may have had, and the lieutenant may take it. If the lieutenant already had a Quest Item, he must drop one of the two in the current location, where it remains until someone picks it up.

City Vaults

Each city in Terrinoth has a Vault that will hold one Quest Item. (The Vault in Tamalir is already holding the Obelisk of Journeys, though, so it's always full.) While in a city, the heroes may leave a Quest Item in that city's City Vault for safekeeping. This lets them store it, and protects it somewhat from the overlord's forces. However, if a city is razed, any Quest Item in its Vault is free for the taking. Tokens

The Land of Terrinoth

The land of Terrinoth is a loose affiliation of city-states rather than a true nation, and each of its cities has its own culture and ruling body.

Dawnsmoor

Famous for its so-called "Orc Market" and underground battle arenas, Dawnsmoor has a shady reputation as a place where anything can be bought for a price. Travelers are advised to watch their gold pouches when visiting.

Forge

More a fortress than a city, Forge is home to many skilled dwarven warriors and smiths. On more than one occasion, Forge has hosted refugees from the other cities when armies marched across the land.

Frostgate

Although considered primitive by some of the other cities, Frostgate has a strong connection to nature and the spirit world. Warriors are sometimes able to receive magical tattoos here that allow them to channel the strength of their totem animal.

Greyhaven

Greyhaven is the center of magical learning in Terrinoth. Greyhaven's university has taught generations of runecasters their trade.

Nerekhall

Although neither as famous nor as well-respected as Greyhaven, Nerekhall nonetheless represents a significant source of magical lore. However, where Greyhaven skirts the darker edges of magic, the wizards of Nerekhall plunge straight in, sometimes with unfortunate results.

Riverwatch

Riverwatch is the center of trade in Terrinoth. Goods from near and far are sold in Riverwatch's famous marketplace, including exotic animals from far-off places.

Tamalir

Although Tamalir does not rule the other cities, it is by far the greatest of them. Its fantastic artworks and scientific marvels have awed generations. More than any other city, Tamalir is the heart and soul of Terrinoth.

Vynelvale

The city of Vynelvale is home to the main cathedral of the Order of Kellos, the largest organized religion in Terrinoth. Devout men and women come from near and far to study at the feet of the greatest priests in the land.

representing Quest Items stored in City Vaults are simply placed on the appropriate city's map location space, and recorded on the campaign sheet.

Collected Obstacles and Props

This section contains a collected description of all obstacles and props that have appeared in **Descent** and its expansions to date, including a number that are new to this expansion.

Altar

Block Movement? No
Block Line of Sight? No



There are two types of altars: good and evil. Each is activated to perform various quest-specific functions, but the method of activation is different. To activate a good altar, a hero must stand on the altar, spend two movement points, and sacrifice 250 coins. To activate an evil altar, the overlord must move a monster onto it, have the monster spend two movement points, and sacrifice the monster.

Bed and Table

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a bed or table space. Figures in these spaces are elevated. An elevated figure attacking a non-elevated figure (i.e., attacking down) gains +1 range and +1 damage. A non-elevated figure attacking an elevated figure (i.e., attacking up) loses -1 range and -1 damage. Remember that melee attacks ignore rolled range.

Bone Heap

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a bone heap space. In addition, for two movement points, a hero in a bone heap space may search it. To do so, he rolls a black power die, consults the chart below, and then removes the bone heap. Searching a bone heap allows the overlord to play a trap (space) card if he wants to, and can afford to pay for it.

Die Roll	Result
Enhancement	Empty! Nothing inside.
Power Surge	Treasure! Treat the bone heap as a chest.
Blank	Surprise! A Master Skeleton is placed on the board adjacent to the bone heap and immediately activates.

Boulder

Block Movement? Yes
Block Line of Sight? Yes

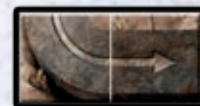


Boulders are treated as walls for purposes of line of sight, attacks, and movement. At the start of the overlord's turn, he rolls one red and one yellow die for each boulder in play, moving that boulder forward a number of spaces equal to the rolled range. Any figure rolled over by a boulder is instantly killed. Boulders destroy rubble tokens, but are destroyed by walls, closed doors, and other boulders.

Boulders can roll over the tops of pits, leaving those in them unharmed. However, if a boulder moves completely into a pit, it falls in, killing anyone beneath it before being destroyed.

Boulder Ramp

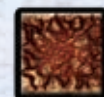
Block Movement? No
Block Line of Sight? No



If a boulder moves into a boulder ramp space, it turns in the direction indicated by the ramp.

Corrupted Space

Block Movement? No
Block Line of Sight? No



Each time a hero in a corrupted space spends 1 fatigue, the overlord gains one threat. Each time a hero in a corrupted space suffers 1 wound, the overlord gains two threat.

Crushing Wall

Block Movement? Yes
Block Line of Sight? Yes



Crushing walls are treated as walls for purposes of line of sight, attacks, and movement. At the start of the overlord's turn, he moves each crushing wall one space in the direction indicated by the quest. Any figure caught between a crushing wall and a closed door, a wall, or another crushing wall is instantly killed. Crushing walls destroy rubble tokens, but are destroyed by walls or closed doors.

Crushing walls can move over the tops of pits, leaving those in them unharmed. A figure moving from one pit space to another may move through a crushing wall as if it were not there.

Dart Field

Block Movement? No
Block Line of Sight? No



When a figure enters a dart field space, roll a black power die. On a surge, nothing happens. On any other result, the figure suffers 1 wound (ignoring armor) and must take one daze token.

A dart field cannot be jumped.

Fog

Block Movement? No
Block Line of Sight? Yes



Figures adjacent to a fog space have line of sight to that space. A figure in a fog space has line of sight to all adjacent spaces, but not to any other spaces.

Fountain

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a fountain space. A figure that ends its movement in a fountain can heal 2 wounds.

Giant Mushrooms

Block Movement? No
Block Line of Sight? No



A figure in a giant mushroom space is considered to have the **Shadowcloak** ability. Large monsters only need to occupy one giant mushroom space to benefit from this ability. However, any attacks that injure a figure in a giant mushroom space gain the **Poison** ability.

Lava

Block Movement? No
Block Line of Sight? No



If a figure enters a lava space, it suffers 2 wounds (ignoring armor) and must take two burn tokens.

Mud

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a mud space.

Pit

Block Movement? No
Block Line of Sight? No



When a figure moves into a pit, it suffers 1 wound (ignoring armor). While in a pit, a figure only has line of sight to the spaces in the pit, and to those spaces adjacent to the pit. It costs two movement points to move out of a pit.

Rubble

Block Movement? Yes
Block Line of Sight? Yes



Rubble has no special rules.

Sarcophagus

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter a sarcophagus space. These spaces are elevated (i.e., they act like a table or bed). In addition, for two movement points, a hero in a sarcophagus space may search it, in which case his player rolls a power die, consults the chart below, and then removes the sarcophagus. Searching a sarcophagus allows the overlord to play a trap (chest) card if he wants to (and can pay for it).

Die Roll	Result
Enhancement	Empty! Nothing inside.
Power Surge	Treasure! Treat the sarcophagus as a chest.
Blank	Surprise! A Master Sorcerer is placed on the board adjacent to the sarcophagus and immediately activates.

Scything Blade

Block Movement? No
Block Line of Sight? No

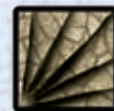


When a figure enters a scything blade space, roll a black power die. On a surge, nothing happens. On any other result, the figure suffers 2 wounds (ignoring armor) and must take one bleed token.

A scything blade cannot be jumped.

Staircases

Block Movement? No
Block Line of Sight? No



For one movement point, a figure in a staircase space can move to the matching staircase space as though it were adjacent. Attacks may be made across matching staircase spaces as though the two ends were adjacent. A figure on a staircase has a line of sight to the other side of the staircase and all spaces adjacent to it. A figure adjacent to a staircase has line of sight to the other side of the staircase.

Summoning Circle

Block Movement? No
Block Line of Sight? No



A summoning circle has no special rules, although the quests they appear in often assign them special rules.

Throne

Block Movement? No
Block Line of Sight? No



It costs two movement points to enter throne space. Throne spaces are elevated. See "Bed and Table."

Tree

Block Movement? No
Block Line of Sight? Yes



It costs two movement points to enter a tree space. A figure in a tree space is considered to have the **Shadowcloak** ability. Large monsters only need to occupy one tree space to benefit from this ability.

Villager

Block Movement? Yes
Block Line of Sight? Yes



Villagers represent people in heroes must protect and/or rescue. Villagers have 1 armor and 6 wounds, and are immune to traps, but can be attacked by monsters. They cannot attack, perform movement actions other than moving through glyphs, or carry items. Villagers move up to four spaces a turn, moving after all of the heroes have moved, and are controlled by the hero players.

Water

Block Movement? Yes
Block Line of Sight? No



Water cannot be jumped.

Advanced Campaign

Special Abilities

This section contains a collected list of all special abilities that have appeared in **Descent** and its expansions to date. There are some new abilities listed here, as well as changes to existing abilities for the Advanced Campaign, so please take note.

Aura

Each time an enemy figure moves into a space adjacent to a figure with the **Aura** ability, it immediately suffers 1 wound (ignoring armor) for each rank of **Aura** possessed. **Aura** inflicts no damage when the figure that possesses the ability moves adjacent to an enemy figure, however.

Bash

When making an attack with the **Bash** ability, a figure may roll up to five black power dice with the attack. If any of the power dice roll a blank, it is treated as though the figure had rolled a miss result. Otherwise, the attack proceeds as normal and has the following ability: “**☠☠☠**: +5 damage and **Pierce 2**.” The figure is never forced to roll any power dice when making a **Bash** attack, regardless of other effects.

Berserk

If a figure with the **Berserk** ability is wounded (i.e., currently has one or more wound tokens on it), it either receives one extra black power die or upgrades one of its power dice by one level for each rank in **Berserk** it has. It still cannot roll more than five power dice in a single attack.

Black Curse

All enemy figures within three spaces of a figure with the **Black Curse** ability suffer –1 range and –1 damage to all attacks they make (melee attacks still ignore range).

In addition, any enemy figure that deals the killing blow to a figure with **Black Curse** receives one curse token, as long as the figure with **Black Curse** actually dies (i.e., isn't saved by **Undying** or a similar ability).

Blast

Attacks with the **Blast** ability affect every space within X spaces of the target space, where X is equal to the rank of the **Blast** ability. However, a space is only affected by the attack if it has line of sight to the target space (ignoring figures for this purpose). **Blast** attacks cannot pass through walls, closed doors, or blocking obstacles. The **Blast** attack deals its full damage to each figure affected by it (friendly and enemy). If a **Blast** attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled).

Bleed

After inflicting at least one damage (before applying armor) on a figure with a **Bleed** attack, the target begins bleeding from numerous small wounds. After applying any wounds from that attack, place a bleed token next to that figure. Figures are not prevented from accumulating multiple bleed tokens.

Bolt

Attacks with the **Bolt** ability use the **Bolt** template to determine which spaces they affect. The template is placed against one side of the attacking figure, and all figures underneath the template (friendly and enemy) are affected by the attack. A **Bolt** attack only misses on a miss result, and ignores rolled range. **Bolt** attacks cannot pass through walls or closed doors. If it does not miss, a **Bolt** attack deals its full damage to each figure affected by it (friendly and enemy). If a **Bolt** attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled).

Breath

Attacks with the **Breath** ability use the **Breath** template to determine which spaces they affect. The template is placed against one side of the attacking figure, and all figures underneath the template (friendly and enemy) are affected by the attack. A **Breath** attack only misses on a miss result, and ignores rolled range. **Breath** attacks cannot pass through walls or closed doors. If it does not miss, the **Breath** attack deals its full damage to each figure affected by it (friendly and enemy). If a **Breath** attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled).

Burn

If an attack by a monster or weapon with the **Burn** ability inflicts at least 1 damage on the target (before applying armor), the target catches fire. After applying any wounds that result from the attack, place a burn token next to the affected figure. Figures are not prevented from accumulating multiple burn tokens.

Command

A figure with **Command** adds +1 damage and +1 range to all attacks made by friendly figures within three spaces of it (including itself, and ignoring line of sight) for each rank in **Command** it has. If there are multiple figures with **Command** within three spaces of a figure, the effects are cumulative.

Dark Prayer

A monster with the **Dark Prayer** ability generates one threat for the overlord for every surge it spends when attacking, instead of for every two surges. In addition, the figure gains +1 range and +1 damage for each surge rolled when attacking.

Daze

When a figure with the **Daze** ability inflicts at least 1 damage (before applying armor), the target is temporarily weakened. After applying any wounds from that attack, place a daze token next to that figure. Figures are not prevented from accumulating multiple daze tokens.

Fear

When an attack affects a space containing a figure with the **Fear** ability, the attacker must spend one power surge for every rank of **Fear** that figure possesses. If the attacker cannot spend enough surges to overcome the **Fear** ability, the attack

automatically misses. Surges spent to overcome this ability cannot be used for other purposes.

Flying

Figures with the **Flying** ability may move through enemy figures and obstacles as if they weren't there. However, flying figures cannot end their movement in a space containing another figure, or an obstacle that blocks movement. A flying figure may end its turn in a space containing an obstacle that inflicts damage without effect.

All monsters with the **Flying** ability automatically have the **Soar** ability as well. Heroes cannot have **Soar**.

Frost

If an attack by a weapon with the **Frost** ability inflicts at least 1 damage on a hero (before applying armor), he is temporarily covered in a thin sheet of ice, weakening his items. After applying wounds from that attack, place a frost token next to the affected hero. Heroes are not prevented from accumulating multiple frost tokens. Monsters are unaffected by **Frost**.

Grapple

Enemies adjacent to a figure with the **Grapple** ability cannot spend movement points until that figure is dead or moves away. They may still attack as normal.

Ironskin

A figure with Ironskin is immune to the effects of **Aura**, **Bleed**, **Burn**, **Pierce**, **Poison**, and **Sorcery**. In addition, all damage dealt to figures with **Ironskin** by attacks that affect more than one space (such as **Blast**, **Burn**, and **Breath**) is reduced to zero.

Knockback

If an attack by a monster or weapon with **Knockback** inflicts at least 1 damage (before applying armor), the attacker may immediately move each affected target figure up to three spaces away from its current location. This is reduced by one space of movement for each space the target occupies beyond the first. The figures must be moved to spaces that do not contain other figures or obstacles that block movement. The figure does not

actually move through the intervening spaces. As such, **Knockback** movement is not blocked by intervening figures or obstacles (though a figure cannot be moved through a closed door or wall).

Leap

A figure with the **Leap** ability can make a leap attack. To do so, the figure moves in a straight (i.e., not diagonal) line up to twice its remaining movement, ignoring obstacles and enemy figures. This portion of the figure's movement cannot pass through walls or closed doors, and must end on an empty space. The figure may then make one attack roll against all enemy figures in the spaces it just moved through. A leap attack ignores rolled range, only missing on a miss result. If the attack does not miss, it deals full damage to each figure affected by it. If a leap attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the attacking player's left decides which dice, if any, are to be re-rolled). A figure is limited to one leap attack per turn, and the figure cannot move any further after making the attack.

Leech

For every wound token lost due to a **Leech** attack, the target also loses 1 fatigue (or suffers 1 additional wound, ignoring armor, if the target is out of fatigue), and the attacker is healed of 1 wound.

Morph

A monster with the **Morph** ability can choose which dice it attacks with. For each morph die (indicated by a die icon with a question mark) the monster has on its reference card, its player may choose a red, white, blue, yellow, or green die to roll, limited only by the dice that came with the game. The attack must include at least one red, white, or blue die, but can include more than one of those dice if so desired. The overlord also chooses what kind of attack the creature makes (melee, ranged, or magic), save that the attack must include a red die to be a melee attack, a blue die to be a ranged attack, or a white die to be a magic attack.

Necromancy

When a hero with the **Necromancy** ability deals the killing blow to a small (no bigger than one space), normal, unnamed monster (and it stays dead, in the event of **Undying** or other such effects) he may choose to animate the monster. The monster stays on the board and is returned to full health, but falls under the control of the hero. A hero cannot control more than one monster at a time, but may choose to let a monster under his control die in order to animate a new one.

An animated monster moves just after the controlling hero's turn ends. The monster activates just like it does for the overlord player, save that it is under the direction of the controlling hero. However, after the monster completes its activation, the controlling hero must roll one power die. If he rolls anything other than a power enhancement, the animated monster falls apart and is killed.



Pierce

An attack with the **Pierce** ability ignores one point of armor for each rank of **Pierce** it has. Thus, an attack with **Pierce 3** ignores three points of armor. Shields are not affected by the **Pierce** ability.

Poison

Wound tokens lost due to a **Poison** attack are replaced by poison tokens.

Quick Shot

A monster with the **Quick Shot** ability can attack up to two times each time it is activated.

Reach

The **Reach** ability allows a figure to make melee attacks targeting spaces one space further away from it than normal for each rank of **Reach** it has. As with other melee attacks, rolled range does not affect the attack – it only misses on a miss result. The attacker is required to have a line of sight to the target space.

Regeneration

A figure with **Regeneration** is healed of 1 wound at the start of its activation for every rank of **Regeneration** it has. Thus, a figure with **Regeneration 5** heals five wounds at the start of its activation each turn.

Reinforce

Reinforce allows leaders and lieutenants to bring new monsters onto the game board during encounters. See “The Reinforce Ability in Encounters” on page 14 and “Encounters Involving Lieutenants” on page 16 for full details.

Shadowcloak

A figure with the **Shadowcloak** ability is only affected by attacks made by adjacent figures. The figure does not suffer any wounds or effects from attacks originating farther than one space away.

Soar

This ability is only used during outdoor encounters. Any figure with **Soar** is considered to be flying above the ground, and the range both to and from it is increased by four spaces.

A soaring monster cannot normally be the target of a melee attack. However, monsters with **Soar** can choose to swoop down before attacking. If they do so, the extra range is negated until after the attack goes off, at which point the monster flies back up. Heroes may use interrupt attacks (even melee attacks, if in range) to attack a monster while it is swooping.

Note that all monsters with the **Flying** ability also automatically have the **Soar** ability.

Sorcery

After making an attack roll, a figure with **Sorcery** may add +1 to either its range or damage for each rank of **Sorcery** it has. A figure with multiple ranks of **Sorcery** may split this bonus between range and damage. Heroes cannot have **Soar**.

Stun

After inflicting at least 1 damage (before applying armor) to a figure with a **Stun** attack, place a stun token next to the figure. Figures are not prevented from accumulating multiple stun tokens. **Named monsters are immune to stun, and master monsters suffer reduced penalties when stunned.**

Swarm

When attacking, a figure with the **Swarm** ability may roll one extra black power die or upgrade one of its power dice by one level for every other friendly figure adjacent to its target (up to the normal maximum of five total power dice).

Sweep

Sweep attacks affect all enemy figures within melee range of the attacker. A figure with the **Sweep** ability deals its full damage to each figure affected by it, as long as it doesn't miss. If such an attack is dodged by more than one figure, only one re-roll may be made (the first dodging player to the left of the attacking player's left decides which dice, if any, are to be re-rolled).

Trickster

The overlord's cost to play trap cards is reduced by one threat for each rank of **Trickster** a figure has, while it remains in play. If more than one figure in play has **Trickster**, the effects are cumulative.

Undying

When an **Undying** figure is killed, roll one power die. If a power surge is rolled, the figure is instantly restored to full health, and any lingering effects are removed. An **Undying** figure must stay dead in order for effects that take place when it is “killed” to actually occur.

Unstoppable

A figure with the **Unstoppable** ability is immune to **Daze**, **Grapple**, **Knockback**, **Stun**, and **Web**.

Web

After inflicting at least 1 damage (before applying armor) to a figure with a **Web** attack, place a web token next to that figure. Figures are not prevented from accumulating multiple web tokens.

Collected Lingerin g Effects

This section contains a collected list of all lingering effects that have appeared in **Descent** and its expansion to date. There are some new effects listed here, as well as changes to existing ones, so please take note.

Bleed

A figure that is bleeding is marked with a bleed token. At the start of that figure's next turn, its owner must roll the white die one time for each bleed token on the figure, suffering wounds equal to the damage indicated by the die results. These wounds are not reduced by armor. After suffering this damage, all bleed tokens are discarded from the figure.

Burn

A figure that has caught fire is marked with a burn token. At the start of each of that figure's turns, its owner must roll a black power die for each burn token on the figure. For each power surge rolled, one burn token is discarded. The figure then suffers 1 wound (ignoring armor) for each remaining burn token.

Curse

A hero with a curse token has his conquest value is increased by +1 for each curse token on him. Curse tokens are generally only discarded from a hero when he is killed.

Daze

Daze tokens indicate that a figure has been temporarily weakened or distracted by an injury. At the start of each of that figure's turns, its owner must roll a power die for each daze token on the figure. For each power surge rolled, one daze token is discarded. Otherwise, the tokens remain.

Each time a figure attacks while it has one or more daze tokens on it, it loses one die (either yellow, black, or green) from its attack for each daze token on it. The dice lost are chosen by the figure's owner. If there are more daze tokens on the figure than the number of yellow, green, and black dice used in its attacks, it loses all such dice.

Enslaved

The Plot card "Brother Against Brother" is the only way to enslave a hero. Once a hero has been enslaved, the effect is permanent. From then on, at the start of the hero's turn, the hero player must roll a black power die. On anything but a power surge, he may take his turn as normal. On a power surge, the Avatar's mental powers take over the hero and he is controlled by the overlord player this turn. This effect is similar to the "Dark Charm" card, except that the overlord cannot force the hero to attack himself.

Frost

Frost tokens indicate that a hero has been temporarily covered in a thin sheet of ice, which weakens his items. At the start of each of his turns, the hero must roll one black power die for each frost token on him. For each power surge rolled, one frost token is discarded. Otherwise, the tokens remain. Each time a hero attacks with a weapon when he has one or more frost tokens on him, he must afterwards roll one black power die each frost

token on him. If any power die rolls a blank, the weapon used to make the attack shatters and is discarded.

This procedure also applies to the hero's shield each time it is exhausted to absorb damage, as well as to the hero's armor each time an attack deals 5 or more damage to him (before armor).

Poison

When a hero suffers one or more wounds from a **Poison** attack, the player first removes the appropriate number of wound tokens from his hero sheet, then places an equal number of poison tokens on his sheet. If the hero later receives healing, these poison tokens are removed first, one token per wound that would otherwise be healed. Once all of the poison tokens are removed, the hero's wounds can be treated normally.

Sleep

A sleeping figure cannot spend movement points or attack. In addition, when attacked, a sleeping figure's armor is ignored (treated as 0). A figure that suffers at least 1 wound discards all sleeping tokens. At the start of that figure's turn, its owner may roll a number of black power dice equal to the number of sleep tokens on the figure. For each surge result rolled, he may remove one sleep token.

Stun

Stun tokens indicate that a figure is confused and disoriented. On that figure's next turn (or the next time the overlord activates the figure, in the case of monsters), one stun token is discarded. If the figure was a normal, unnamed monster, its action immediately ends – it can do nothing else until the overlord's next turn. If it was a master monster, it may either attack or move up to its speed this turn. If it was a named monster, it is unaffected by the stun token. Finally, if it was a hero, the hero does not receive a full action that turn. Instead, the hero may only either move a number of spaces up to his speed, or make one attack, or place one order. A stunned hero cannot use any ability that requires advancing, running, battling, or readying (except for placing a hero order). A figure may have several stun tokens on it at once. Since only one stun token is removed each turn, such figures remain stunned for multiple rounds.

Web

A hero who is caught in a web is marked with a web token. At the start of each of that hero's turns, its owner must roll a black power die for each web token on it, plus one additional black power die for each die of Melee trait the hero has (the number of bonus power dice rolled when the hero makes a melee attack). For each power surge rolled, remove one web token. If any web tokens remain on the figure after rolling, the figure cannot spend any movement points that turn.

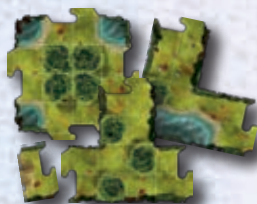
Monsters caught in a web remove tokens the same way, except that they roll one black power die for each web token, plus one extra black power die for each space they occupy beyond the first.

New Map Pieces

This section describes the new kinds of map pieces included in **The Road to Legend**.

Outdoor Map Pieces

All of the map pieces included in **The Road to Legend** have familiar, dungeon-style imagery on one side. These are considered standard **Descent** map pieces in every way.



On the other side of each map piece in **The Road To Legend**, however, is a new kind of map piece: the outdoor map piece. Outdoor map pieces are similar to dungeon map pieces in that they are linked together to form game boards, are divided into square spaces, and so on. Their edges interrupt hero movement, line of sight, and so on, just as the edges of dungeon map pieces do. (Players can think of them as tall hedge walls.) Their squares can be occupied by props and obstacles, just as dungeon maps pieces can.

The only substantive difference between dungeon map pieces and outdoor map pieces is that they can't be joined to each other as part of the same game board.

Exit Pieces

Exit pieces are outdoor map pieces with special rules allowing hero figures and some enemy figures – lieutenants, for example – to flee from outdoor encounters and enter the game board.



Magic Gateways

Magic gateways allow figures to move on the game board in ways that would normally not be possible, entering one gateway space and emerging in another gateway space in an entirely different portion of the game board.

Each magic gateway has two ends, which usually appear on different map tiles. The linkage between a given gateway's ends is indicated by color. **The Road to Legend** includes magic gateways in five colors: red, orange, yellow, blue, and purple.

Magic gateways are color-exclusive; that is, a figure can't enter a red gateway and emerge from a blue one.



Each end of a given magic gateway is composed of two adjacent squares, as indicated by the glowing, colored area on the map piece. Both squares at one end of a gateway are considered adjacent to both squares at the other end of the gateway for purposes of movement, and *only* for the purposes of movement. Thus, for example, it costs one movement point to move from either square at one end to either square on the other end, but it is not possible to make a ranged attack or trace a breath template's attack between a gateway's two ends.

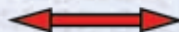
Map Notes

The remainder of this rulebook consists of a Quest Guide that describes, fully or along with cards, the dungeon and other levels of **The Road to Legend**. The maps that make up the Quest Guide follow the same general format found in the **Descent** core game and its existing expansions, with a few exceptions detailed here.

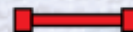
Area Divisions

Many of the maps in this book's Quest Guide do not have multiple areas. Some, however, do. Rather than indicating the divisions between areas with different intensities of grey (as previous Quest Guides have done), divisions between areas in this book are indicated by doors with triangular – rather than rectangular – endcaps.

There is otherwise no difference between doors that divide areas and those that do not. Both indicate doors that are placed on the game board and used in play in exactly the same way. The new, triangle-ended doors simply also indicate where areas begin and end.



*Red Rune-locked Door
Also Marking an Area
Division*



*Red Rune-locked Door
Not Marking an Area
Division*

Omitted Direction Markers

To save space, direction markers have been omitted from the maps in this book's Quest Guide wherever the top of the page is north. That is, when a given map has no direction marker, the top of the page is the north-ward direction.

Map Legend

												
Potion of Vitality	Potion of Healing	Potion of Power	Potion of Invulnerability	Encounter Marker	Encounter Markers		Scything Blades					
												
Unactivated Glyph	Activated Glyph	Yellow Runekey	Blue Runekey	Red Runekey	Secret Event	Direction Marker	Dart Field					
												
Copper Chest	Silver Chest	Gold Chest	Gold Pile	Evil Altar	Good Altar							
				<i>Doors symbols with triangular endcaps mark the divisions between dungeon areas, but are otherwise identical to standard door symbols (i.e., those with rectangular endcaps).</i>								
Red Rune-locked Doors		Blue Rune-locked Doors				Large Crushing Wall						
												
Unlocked Doors		Yellow Rune-locked Doors				Crushing Wall						
												
Gray Stairs	Red Stairs	Blue Stairs	Green Stairs	Bone Heap	Giant Mushrooms	Villagers	Boulder					
												
Rubble	Pit	Lava	Water	Fog	Mud	Boulder Ramp						
												
Table	Sarcophagus											
												
Table	Bed											
												
Table	Fountain											
				Large Pool		Large Pit						

Campaign Level Reference

Copper Campaign Level

Heroes

- All treasures found or bought are Copper treasures
- Each hero may upgrade up to three trait dice to Silver power dice
- Rumors cost 50 coins each

Overlord

- One monster category may be upgraded to Silver
- Up to two Power cards may be in play during a dungeon
- Lieutenants use their Copper statistics

Silver Campaign Level

200 total conquest tokens

Heroes

- All treasures found or bought are Silver treasures
- All trait dice may be upgraded to Silver power dice
- Each hero may upgrade up to three trait dice to Gold power dice
- Rumors cost 100 coins each

Overlord

- All monster categories may be upgraded to Silver
- One monster category may be upgraded to Gold
- Up to three Power cards may be in play during a dungeon
- Lieutenants use their Silver statistics

Gold Campaign Level

400 total conquest tokens

Heroes

- All treasure found or bought are Gold treasures
- All trait dice may be upgraded to Gold power dice
- Rumors cost 150 coins each

Overlord

- All monster categories may be upgraded to Gold
- One monster category may be upgraded to Diamond
- Up to four Power cards may be in play at once during a dungeon
- Lieutenants use their Gold statistics

The Final Battle

600 total conquest tokens

- Heroes have one last week to shop and/or train in Tamalir before they are moved directly to the Overlord's Keep

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