

DESCENT:

JOURNEYS IN THE DARK

SECOND EDITION



COMMUNITY
RULES REFERENCE GUIDE

v.1.11

PREFACE

The Community Rules Reference Guide (CRRG) is a comprehensive resource for all *Descent: Journeys in the Dark Second Edition* rules. Unlike the Rules of Play booklet from the base game, it addresses complex and unusual game-play situations.

The CRRG includes:

- Rules from the base game and all released expansions except the print-on-demand expansions
- Relevant rules for *Road to Legend* including *The Delve* and *Trials for Frostgate* added in special text boxes
- Official errata and FAQs published by FFG (version 1.6)
- Approximately 400 FFG answers to specific player questions (unofficial FAQs) integrated into the text
- Visual examples for “Movement“, “Line of Sight” and “Special Situations in Combat”
- Tables with overviews on the content of Descent expansions
- An index with hyperlinked page numbers

Section 1 lists the rules of the game in alphabetical order. It should allow players to quickly find answers to questions during game-play by looking up the entry in question. Each entry includes the basic rules, with exceptions and additional details from official and unofficial FAQs integrated into the text. Related topics below each entry [hyperlink](#) to other entries that hold additional information.

Section 2 lists rules, errata and further explanations on specific game components such as Class cards, Overlord cards and quest descriptions. **Section 3** contains tables and visual examples of certain aspects of the game.

To facilitate easy reading, only the masculine form is used in this guide. If errata are relevant only for certain localizations of the game this is indicated in brackets, e.g. “Errata (GER)” for the German translation.

The CRRG is a fan-made guide. FFG generously allowed me to include text excerpts, images and artwork from the official rule books and the FFG website as well as scanned images of game components. This material is copyrighted by FFG.

Special thanks to Zaltyre and other people at the FFG board who supported me a lot during the creation of this guide. Zaltyre’s “Descent Glossary” and “Range and Line of Sight Guide” were especially helpful. I plan to update the CRRG on a regular basis. It is available for free at <http://crrg.descent-community.org>. For questions and comments use these threads at the [official FFG board](#) and [BoardGameGeek](#).

Enjoy the game that we all love,

Sadgit

GOLDEN RULES

- Some cards and abilities may come in direct conflict with the rules found in this guide. Cards and abilities take precedence over the rules in this rulebook.
- Many quest rules listed in the Quest Guides come in direct conflict with cards, abilities, and the rules found in this guide. The quest rules listed in the Quest Guides take precedence over cards, abilities, and this guide.
- Timing conflicts may arise when two or more players wish to use an ability with the same triggering condition. In these situations, the current player (the player who is currently taking his turn) decides the order in which the abilities are resolved.
- Players are not limited by the number of damage, fatigue, condition or threat tokens found in the game.

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I. RULES REFERENCE GUIDE

ABILITIES

- All text on cards and Hero sheets are referred to as abilities.
- Abilities usually have one or more requirements and special associated triggering conditions. If the requirements or triggering conditions cannot be met, the ability cannot be used.
- An ability can be triggered multiple times each round. Abilities including the phrase “each time” specify that the ability may be used once per triggering event.
- Some abilities have costs which must be paid to use the ability:
 - : These abilities are performed as an action.
 - : A surge () must be spent during an attack to use this ability.
 - : The hero must suffer the listed amount of to use this ability.
 - **Exhaust:** The player must exhaust the card to use this ability. Unless noted otherwise, any abilities or effects on exhausted cards cannot be used until the card is refreshed.
 - **Discard a token:** The player must discard a class-specific token (class token) from his hero sheet to use this ability.
 - **Spend a movement point:** The player must spend a movement point to use this ability.
- Notably, an ability that causes one or more figures to suffer is not considered to be an attack and does not count toward a figure's attack limitations.

Related Topics: [Hero Turn](#), [Exhaust](#), [Surges](#), [Turn](#), [Fatigue](#), [Movement](#), [Trigger](#)

ACTIONS

- During their activation, most figures are limited to two actions that may be performed. Unless otherwise noted, a figure may perform the same action multiple times during the same activation.

Heroes: Move, Attack, Use a Skill, Rest, Search, Stand Up, Revive a Hero, Open or Close a Door, and Special.

Monsters: Move, Attack, Monster Action, Open or Close a Door, and Special.

Allies: Move, Attack, Ally Action, Revive a Hero, Open or Close a Door, and Special.
- Heroes may use both actions to perform attacks; monsters and allies may use only **one action that includes an attack per activation**.
- Skill actions and Special actions are denoted on game components by the icon or “as an action”. When such an action contains multiple attacks, or a move and an attack, it still only requires one action to perform.
- **Familiars:** may perform one move action and one action printed on its Familiar card. In addition, familiars may use any of its actions to:
 - perform an action printed on a Condition card (Bleeding, Stunned or Burning)
 - climb out of a pit space
- Actions other than move actions cannot be voluntarily interrupted and must be resolved completely before the figure performs its next action.
- A figure is not required to perform both or any actions.

- Numerous game effects allow figures to attack, interact, or move without performing an action.

ROAD TO LEGEND

- The activation window lists potential actions for monsters.

Related Topics: [Activation](#), [Activation Window](#), [Hero Turn](#), [Interrupt](#), [Movement](#), [Rounds](#), [Turn](#)

ACTS

- certain game components (quests, Monster cards, Agent cards, Lieutenant cards, Rumor cards and Shop item cards) are associated with either Act I or Act II as indicated by a corresponding keyword on the campaign log (for quests) or a roman numeral (for cards).
- In campaign play, players start with Act I quests using Act I components and after the Interlude transition to Act II quests using Act II components.
- In single game sessions, quests can be either played with Act I or Act II components, however it is recommended to use Act II components for Act II quests. In Epic play mode at Expert level, Act II components should be used for all quests to ensure game balance.

ROAD TO LEGEND

- The app indicates when Act I components are replaced by the corresponding Act II components.

Related Topics: [Campaigns](#), [Epic Play](#)

ACTIVATION

- A figure or token must be activated in order to perform most actions. Unless specified otherwise, a figure or token is not activated during actions that take place outside of the normal turn order (see “Hero Turn” and “Overlord Turn” on page 40) such as actions which interrupt other figures' actions or certain quest-specific actions.
- Each figure may be activated only once per round.
 - For **heroes**, step 3. II. (Perform hero actions) of a hero's turn constitutes their activation (see ["Hero Turn" on page 41](#)).
 - For **monsters, allies and figures treated as heroes**, the time each individual figure performs their standard actions constitutes their activation.
 - **Familiars** are activated immediately before or after the step 3. II. of the hero that controls the familiar; unless noted otherwise, it may not activate between hero actions (see ["Familiars" on page 17](#)).
- Monsters are activated in groups; all monsters of a group must be activated before a monster of another group may be activated. This is sometimes referred to as “activating a monster group”, although each monster in a given group is activated individually (see ["Overlord Turn" on page 41](#)).
- The overlord player must activate all monster groups during his turn, even if the activated monsters perform no actions.
- The term “when activating” specifies any time during a figure's activation.
- In some quests, non-player characters are activated “at the beginning” or “at the end” of a hero turn, which is still part of the hero turn. In some quests, characters are activated “before” or “after” a hero turn, which is not part of any turn.

ROAD TO LEGEND

- Heroes and monster groups alternate turns and activations.
- Details on monster activation are given in the activation window (see below).
- After a hero or all monsters of a particular type have activated, players select "End turn" from the hero's portrait or the button at the bottom of the activation window.

Related Topics: [Actions](#), [Familiars](#), [Rounds](#), [Turn](#)

ACTIVATION WINDOW

- The activation window in *Road to Legend* is an area of the screen where details on monster activations are displayed.

Special effect

- The top part of the activation window shows effects that provide benefits or particular behaviors to monsters of the group.
- The listed effect takes precedence over any rules prohibiting it, e.g. monsters may perform two attacks (even without Ravage) and monsters with Shambling may move twice.

Action list

- The action list displays which type of monster (master or minion) is activating first, followed by a list of potential actions (each marked with the ➔ symbol).
- For each monster of the displayed type, players resolve the action list from top to bottom. Any actions that the monster cannot resolve are skipped (see below). If players get to the bottom of the list, they cycle back through it until the monster's activation ends. The monster's activation ends after it has resolved 2 actions or when it cannot resolve any actions in the list.
- The keyword "most" includes an amount of 0. For example, a monster instructed to engage the hero with the most Search cards would engage a hero with 0 Search cards if no hero has any Search card.

Skipping actions

- Most monsters cannot attack more than once per activation and any actions that contain attacks are skipped if the monster would exceed its attack limitations.
- Other actions are skipped
 - if an action instructs a monster to move in some fashion, but it is already in the space.
 - if an action instructs a monster to target heroes within a certain number of spaces and there are no heroes within that number of spaces.
 - if an action would cause a monster to be defeated before it could otherwise affect a hero.
 - if a hero has a skill or ability that stops an action from having an effect, and that skill or ability is already in effect, the monster skips that action. However, if a hero has to activate such a skill first, the monster still performs that action.
- Retreating is never required. If a monster cannot retreat, but another part of that activation can be resolved, the action is not skipped.

Related Topics: [Actions](#), [Modify results of rolls](#), [Retreat](#), [Turn](#)

ADD OR SUBTRACT X

See "[Modify results of rolls](#)" on page 23.

ADJACENT

- A space is adjacent to each other space that shares an edge or a corner with the space. However, two spaces that share an edge that is a map border, a closed door, a wall or an old wall are not considered to be adjacent.
- A space is not considered to be adjacent to itself. A large figure is not considered to be adjacent to itself.
- Adjacent spaces have a distance of exactly 1.
- An obstacle space is not adjacent to spaces it shares an edge or a corner with.
- Two figures that are in adjacent spaces are adjacent figures.



Related Topics: [Range](#), [Line of Sight](#), [Movement](#)

ADVANCED QUEST CARDS

See "[Rumor Cards](#)" on page 32.

AFFECTED

- A figure **targeted** by an attack is considered to be **affected** by the attack. In addition, certain abilities affect figures without targeting them.
- Figures are considered to be affected by an attack from step 1 (Declare weapon and target) until the attack is resolved, irrespective if the attacks misses in later steps. If ✨ abilities cause additional figures to be affected by the attack, these are considered to be affected from step 4 (Spend surges) until the attack is resolved. See "[Steps of Combat](#)" on page 6.
- Affected figures are not automatically targeted by the attack.
- Figures affected by an attack will be dealt damage and all other effects associated with the attack.
- Affected figures may roll their defense pool to mitigate damage and effects.

- In general, no figure may be affected more than once by a single attack.
- See "3.5. Special Situations in Combat" on page 87.

Related Topics: [Steps of Combat](#), [Target](#)

AGENTS

- Certain Plot cards allow the overlord to summon a lieutenant character as an agent into an open monster group.
- Agent cards list the agent's characteristics, abilities, and attack dice.
- Agents are considered to be master monsters.
- Summoning an agent usually requires the overlord to replace master and/or minion monsters of an open group after setup of an encounter.
- This reduces the **group limit** of the open group by the number of minion and/or master monsters as indicated on the Plot card. The agent counts as those monsters when considering group limits. Notably, the replaced monsters do not need to be on the map when replaced (e.g. minion kobolds with Small Beginnings).
- If the overlord cannot meet the replacement requirements due to insufficient group limit, he replaces the entire open group.
- While the agent is on the map, the overlord cannot use the monster figures it replaced as reinforcements.
- Agents are considered to be members of the open group for all purposes, including monster traits with the following exceptions:
 - An agent cannot be placed as a reinforcement, regardless of quest rules.
 - When an agent is defeated, the overlord must return the Plot card that summoned the agent back to his Plot deck. The card may be purchased again in the next Campaign phase.
- Agents cannot wield relics.
- The overlord cannot summon an agent during the Interlude or the Finale.
- The overlord cannot use an agent in any quest that features the lieutenant version of that agent. Additionally, the overlord cannot use certain agents in specific campaigns (with details given on the Agent card or in the quest description):
 - **Baron Zachareth** - *The Shadow Rune* (entire campaign) and *Heirs of Blood* (after the overlord sacrificed the lieutenant version of Zachareth)
 - **Eliza Farrow** - *Heirs of Blood* (entire campaign)
 - **Splig** - *Heirs of Blood* (after the Overlord sacrificed the lieutenant version of Splig)
 - **Belthir** - *Heirs of Blood* (after the Overlord sacrificed the lieutenant version of Bethir)

Related Topics: [Lieutenants](#), [Plot Cards](#), [Reinforce](#)

ALLIES

- Allies are special characters that are controlled by hero players.
- Hero players may receive an ally as a reward from certain quests.
- Allies are treated as hero figures for the purposes of hero abilities, monster abilities and attacks, and Overlord cards. Allies are not considered to be heroes for other effects.
- Ally cards list the ally's attributes, abilities, characteristics, and his attack and defense pool.

Ally skills

- Heroes may upgrade their allies through Ally Skill cards, usually gained as a reward from a quest.
- Ally Skill cards function similarly to Class cards and list special abilities and actions available to the ally.

Controlling allies

- The setup section of a quest states which ally is controlled by heroes. "The heroes control their ally" means that the heroes control the ally they received earlier in the campaign. If playing the quest outside of a campaign, the heroes may choose which ally they control.
- At the start of a quest the ally's token is placed adjacent to a hero after heroes have been placed.
- The ally must be activated either before or after a hero has completed his turn. The ally cannot be activated during a hero's turn.
- Allies may perform up to two of the following actions:
 - Move
 - Attack
 - Ally Action (denoted by a ➡ on the Ally card or on an Ally Skill card)
 - Revive a hero
 - Open or close a door
 - Special
- **Similar to monsters, only one of these actions may include an attack.**
- Allies can suffer damage and are affected by conditions.
- Allies recover all damage at the end of an encounter.
- When an ally is defeated, it is out of the game for the remainder of the encounter.
- If quest rules cause an ally to become possessed (e.g. in the *Labyrinth of Ruin* quest "Fountain of Insight"), it is considered a lieutenant for all purposes. As long as it is possessed, the corresponding Lieutenant card is used for that ally (Ally card and Ally Skill cards no longer apply).

Related Topics: [Actions](#), [Class Cards](#)

ARCHETYPES

Every hero has an archetype that is printed on his Hero sheet. This archetype defines what classes are available to that hero.



Warrior

Scout

Mage

Healer

Related Topics: [Classes](#), [Heroes](#)



STEPS OF COMBAT

1. Declare weapon and target

- Attack type and additional abilities are listed on Item cards, the Monster card or the Familiar card. Heroes may choose one equipped weapon for the attack. Alternatively, heroes may choose to attack with bare hands or use a weapon Search card.
- Abilities and effects on Weapon cards are unavailable and cannot be used unless the hero is performing an attack with that weapon.
- The attacker declares a target **space** occupied by an eligible target. Friendly figures or empty spaces cannot be targeted. Certain attacks may target multiple spaces.
- In special cases attacks do not have targets but affect a number of spaces, which have to be declared in this step.

2. Roll dice

- Attack and defense dice pools are rolled **simultaneously**. If an attack affects multiple figures each figure rolls its defense pool separately.
- “Before rolling dice” and “after rolling dice” abilities may trigger only in this step (e.g. rerolling dice). In addition, abilities that trigger “when attacking” have to be used after rolling dice in this step.
- The total numbers of range, ♥, and ♣ rolled are the attack results or attack roll. The total number of ♠ rolled are the defense results or defense roll.
- Rolling an X on the attack die causes the attack to miss and it is resolved without performing further steps.

3. Check range

- If an attack misses due to insufficient range, the attacker may use abilities to increase the range. Other ♣ abilities may not be used in this step.
- If an attack misses due to insufficient range, it is resolved without performing further steps.

4. Spend surges

- The attacker may spend any ♣ results to trigger ♣ abilities in whichever order he chooses. Each individual ♣ rolled may be spent once to trigger a ♣ ability.
- Each ♣ ability may be triggered only once per attack. However, two different ♣ abilities with identical effects, may both be triggered if enough ♣ were obtained.
- ♣ abilities modify the attack as a whole and are applied to all figures affected by the attack.
- Additional ♥ or ♠ from abilities are added to the attack and defense results, respectively.
- If due to ♣ abilities, additional spaces not declared in step 1 are affected by the attack, affected figures roll their defense pool and use “before” and “after rolling dice” abilities in this step.
- An attacking hero may spend up to one unused ♣ to recover 1 ♣ per attack. The recovered ♣ may be used to activate applicable abilities within the same attack.

5. Deal damage

- Each ♠ of the defense result cancels one ♥ from the attack result.
- “Damage dealt” specifies the attack result minus the defense result. Dealing no damage is **not** considered a miss.
- If an attack deals damage to multiple figures, the active player decides on the order in which damage is dealt.
- “Damage suffered” is determined **after** damage is dealt in this step. It specifies the number of ♥ a figure or token must place nearby or on its card. This is often equal to “damage dealt” but can be modified by certain skills (e.g. Jain Fairwood's Hero ability).
- Only ♥ dealt or suffered in this step is considered to be ♥ dealt or suffered from an attack.
- The attack is resolved after damage has been dealt to all affected figures and tokens and, if applicable, figures and tokens have been defeated. Abilities that may be used before a figure or token is defeated, trigger in this step of the attack.

ROAD TO LEGEND

Declare target

- The app usually provides priorities for the selection of targets for monster attacks (such as the hero with the highest ♣ or most ♥ suffered). If there is a tie when selecting the target, select the **closest** target. If there is still a tie, the players are free to choose as they wish.

Spend surges

- The order for monsters to spend ♣ is displayed in the info panel. If the monster has additional ♣ that it can spend, cycle to the top of the list of ♣ abilities.
- Only if a ♣ ability is both necessary and effective, the monster uses that ability.
- The figure always spends any ♣ that prevent the attack from being a miss or to defeat a hero, if possible.
- The figure will not spend a ♣ that has no effect.
- If a figure does not have an info panel for its ♣ order and is forced to perform an attack, it focuses upon dealing the maximum amount of damage, still following the other instructions provided in this box.

Deal damage


- For attacks affecting multiple monsters follow the steps below:
 - One targeted monster is chosen and ♥ is dealt as usual. In attacks that do not target monsters (e.g. *Carve a Path*) an affected monster is chosen.
 - Deal half of the ♥ (rounded up) of the attack result to all other affected figures (enemy or friendly), then subtract the defense results and resolve the step.
- This rule applies to all attacks affecting multiple monsters (*Blast*, *Whirlwind*, *Army of Death*, *Leoric of the Book* and *Widow Tarha's Heroic Feat*, etc.)

ATTACKS


General

- When a figure performs an attack, a number of specific steps are resolved in sequence (see box "[Steps of Combat](#)" on page 6).
- Dealing damage or rolling attack or defense dice does not constitute an attack by itself.
- If the attacker is defeated while performing an attack, all further steps are skipped and the attack is immediately resolved.
- If a figure gains an additional attack (e.g. *Advance*, *Rage*, *Flurry*) or attack action (e.g. *Frenzy*,) through a game effect, only a standard attack may be performed not an attack that is part of an ability.

Melee attacks

- Melee attacks can be executed by figures or tokens with the  icon displayed on Item, Ally, Familiar or Monster cards or in the quest description.
- A hero can perform a Melee attack with bare hands (See "[Bare Hands](#)" on page 7).
- A figure or token performing a Melee attack can only target an **adjacent space** unless an ability such as *Reach* or *Extend* specifically allows targeting other spaces.
- Melee attacks (even those with *Reach* or *Extend*) require no range and thus normally cannot miss due to insufficient range, e.g. if the target is moved away after a valid Melee attack has been declared. However certain effects may add a range requirement (e.g. *Stealthy*).
- See "[3.5. Special Situations in Combat](#)" on page 87 for visual examples.


Ranged attacks

- Ranged attacks can be executed by figures or tokens with the  icon displayed on Item, Ally, Familiar or Monster cards or in the quest description.
- A figure or token performing a ranged attack may target **any figure in its line of sight**, regardless of distance.
- After rolling dice the attacker's total range is determined by adding all numbers rolled and applying any range modifiers provided by abilities in step 3 (Check range) of the attack.
- The distance between attacker and target space is determined by **counting spaces**. If the total range does not equal or exceed the distance between the spaces, the attack is considered a miss. See "[Large Figures](#)" on page 21 for specific rules on ranged attacks for large monsters .
- While attacking an adjacent figure with a ranged attack, the attacker needs at least 1 range.
- If an effect moves the target figure during steps 1-3 of a ranged attack, the new range needs to be met in step 3. If the target is moved after step 3, the attack can no longer miss due to insufficient range.

Attacking objects





- If noted in the quest description, objects (e.g. doors, objective tokens, etc.) may be targeted and/or attacked as if they were enemy figures. These objects may not be attacked by figures treated as heroes unless noted otherwise.
- **When being targeted or affected by an attack, such an object is treated as an enemy figure until the attack is**

resolved after the step 5 (Deal damage) of the attack (see "[Steps of Combat](#)" on page 6).


- While being treated as an enemy figure, the object can be targeted or affected by any game effect as if it were an enemy figure. This includes hero abilities,  abilities, skills, Overlord cards, etc.
- Conditions the object received during the attack, are not automatically discarded after the attack is resolved.

Related Topics: [Actions](#), [Affected](#), [Conditions](#), [Counting Spaces](#), [Damage](#), [Dice](#), [Large Figures](#), [Line of Sight](#), [Miss](#), [Range](#), [Reach](#) and [Extend](#), [Surges](#), [Target](#)

ATTRIBUTES

- Attributes are properties of figures or tokens indicated on Hero sheets, Lieutenant cards and in quest descriptions.
- There are four attributes: Might () , Knowledge () , Willpower () , and Awareness () .
- For figures and tokens without an attribute value the corresponding value is undefined, it is not zero.

Attribute test

- To test an attribute, a player rolls one **gray defense die** and one **black defense die** together. He must roll a number of  equal to or less than his figure's attribute value to pass the test.
- A figure with no attribute values that is required to make an attribute test automatically fails.

ROAD TO LEGEND


- **For the purpose of targeting**, if a familiar or attackable token does not have the attribute a monster is targeting, that familiar or token is considered to have an attribute value of 0.

Related Topics: [Dice](#), [Hero Turn](#), [Lieutenants](#)

AWAY

See "[Direction](#)" on page 14.

BARE HANDS

- A hero may declare an attack with his bare hands in step 1 (Declare weapon and target) of an attack even if he has one or more weapons equipped.
- bare hands provide a blue attack die only, the attack is a Melee attack. Additional  from abilities (e.g. *Delver*, *Steelhorn's* Hero ability) and other effects are added to the attack results as usual.



BLAST

- Blast causes an attack to affect all spaces adjacent to a target space. It affects both friendly and enemy figures.
- The attacker must have line of sight and sufficient range to hit the target in order for any figures or tokens to be affected by Blast.
- For multi-target attacks, Blast affects every figure adjacent to every target space. However, figures may only be affected once per attack.
- Figures become affected by Blast either in step 1 (Declare weapon and target) for attacks with an innate Blast ability, or step 4 (Spend surges) for attacks with Blast added as a ⚡ effect. A figure remains targeted or affected even if a game effect moves the figure later during the attack.
- Only one attack is rolled for all figures targeted or affected by that attack. Each figure rolls defense separately. Unless otherwise specified, ⚡ effects apply to every figure targeted or affected by a Blast attack.
- Figures affected in step 4 of the attack roll defense dice immediately after a ⚡ is spent to add Blast to the attack. The active player may continue to spend additional ⚡ as usual.
- See "3.5. Special Situations in Combat" on page 87.

ROAD TO LEGEND

- If multiple monsters are affected by a Blast attack, one targeted monster is dealt ♥ as usual, other figures (enemy or friendly) are dealt half the ♥ (rounded up) before subtracting the defense results.

Related Topics: [Actions](#), [Affected](#), [Counting Spaces](#), [Target](#)

BLEEDING

See "Conditions" on page 10.

BLOCKED SPACES

- A blocked space is a space that blocks either line of sight or movement for any figure.
- Figures are allowed to move through blocked spaces occupied by friendly figures but may not end movement on those spaces.

Related Topics: [Figures](#), [Obstacle](#), [Movement](#)

BURNING

See "Conditions" on page 10.

CAMPAIGNS

- A campaign is a series of quests played in sequence. It usually starts with the Introduction, followed by three Act 1 quests, an Interlude, three Act 2 quests and a Finale.
- Depending on the publication date, the base game contains either the *Heirs of Blood* (from Jan 2016) or *The Shadow Rune* (Juli 2012 to Dec 2015) campaign. *Labyrinth of Ruin* and *Shadow of Nerekhall* contain their own campaigns. *Mist of Bilehall* and *The Chains that Rust* mini campaigns can be combined to form a full campaign.
- Mini campaigns provided with other expansion boxes are shorter and contain fewer quests (see "Mini campaign" below).

Starting a campaign

See "Setup" on page 35.

Quests in a campaign

- Quests in a campaign are played in a specific order with details given in the corresponding Quest Guide (or in the Rules of Play book for *Heirs of Blood* and *The Shadow Rune*).
- Quest Guides include a Quest map used to determine the type of travel events encountered when traveling to the next quest. Prior to the Introduction, no travel events take place.
- Quests on Quest cards do not count toward the number of quests required to complete the current act and the number of quests won by heroes or overlord (see "[Rumor Cards](#)" on page 32).
- As progression of *The Shadow Rune* and *Heirs of Blood* campaigns are included in various versions of the base game, details are given below. See the corresponding Quest Guides for progression of the other campaigns.

Progression in *The Shadow Rune*

- Players start with the introduction quest "First Blood".
- After completing the introduction, all Act I quests become available. The winner of a quest (heroes or overlord) may choose one available quest to play next.
- After introduction and 3 Act I quests have been completed and the heroes won at least 2 Act I quests "The Shadow Vault" is played as the Interlude quest. Otherwise, "The Overlord Revealed" is played as the Interlude.
- The outcome of the Act I quests determine which quests are available in Act II: The Act II quests listed on the left side of the Quest Log are quests available if the heroes won the corresponding quest in Act I. The Act II quests listed on the right side are available if the overlord won the Act I quest. All Act I quests not played during the campaign are considered to be won by the overlord **for purposes of choosing the corresponding Act II quest.**
- After 3 Act II quests have been completed and the heroes won 2 or more of those "Gryvorn Unleashed" is played as the Finale quest. Otherwise, "The Man Who Would be King" is played as the Finale quest.

Progression in *Heirs of Blood*

- Players start with the introduction quest "The Acolyte of Saradyn"
- The reward section of every quest designates which quests are available to be chosen next.
- After the introduction and 3 Act I quests have been completed, an Interlude quest is chosen by the heroes if they won 2 or more Act I quests or the overlord if he won 2 or more Act I quests.

Campaign phase

After each quest of a campaign, there is a Campaign phase during which the following steps are performed:

1. **Receive Gold from Search cards:** Record gold from every Search card the heroes acquired. Then, all Search cards are shuffled into the Search deck.
2. **Cleanup:** Heroes recover all ♥ and ♠, all Condition cards are discarded, all class tokens are returned to their supplies. The overlord combines his hand, draw pile and discard pile into one deck.
3. **Receive Rewards:** Players receive rewards as listed in the rewards section of the Quest Guide. If the overlord uses a Plot

deck, he receives one threat token if he lost, two threat tokens if he won the quest (see "Plot Cards" on page 29).

4. **Shopping:** Players may sell items and spend gold to purchase new items (see "Shop Items and Shopping" on page 35).
5. **Spend Experience Points and purchase Plot cards:** XP are spent on new Class cards for heroes and new Overlord cards for the overlord. In addition, the overlord may purchase Plot cards using threat tokens. (see "Experience Points" on page 16 and "Plot Cards" on page 29).
6. **Choose Next Quest:** Details on the choice of the next quest are specified in the Quest Guide and on the included campaign sheet.
7. **Set Up next Quest:** The next quest is set up following to the standard rules (See "Setup" on page 35). The overlord assembles and shuffles his Overlord deck.
8. **Travel:** Heroes travel to the next quest location and then start the next quest (See "Travel" on page 40).

ROAD TO LEGEND

- Steps 1, 2, 3, 7, and 8 of the Campaign phase are handled by the app.
- Shopping and city actions take place in a city, experience points may be spent when on the campaign map or in a city.
- Available quests and cities are displayed on the campaign map.

Mini campaigns

- Unlike full campaigns, mini campaigns consist of only four to five quests. Mini campaigns follow the standard rules for full campaigns, with the following exceptions:
 - Players cannot use Rumor cards.
 - Hero and overlord players may often spend certain amounts of experience points and gold during a Shopping Step and a Spend Experience Step **before starting the first quest**. Players may save any unspent gold and experience points to spend in future Campaign phases.
 - In *Lair of the Wyrms*, *The Trollfens* and *Manor of Ravens* mini campaigns, immediately before the Finale heroes perform **two shopping steps instead of one**. One during the step "8. Transition to Act II" (any Act I Shop card being available for purchase), and another one directly afterwards in step "9. Campaign phase" (5 Act II Shop cards being available for purchase).
 - **Additional quest rewards** not indicated in the rewards sections of mini campaign quests of *Lair of the Wyrms*, *The Trollfens* and *Manor of Ravens* are awarded at the end of each quest: Each player receives 1 XP. If the heroes won, they may receive one random Shop Item card of the corresponding act for free; if the overlord won, he receives 1 additional XP.
 - If a quest rewards a Relic card, and the side (heroes or overlord) that earned the reward already possesses that relic, each player of that side receives 1 XP instead. If a player on the opposing side possesses the relic, the player earning the relic takes it from the opposing side.
- Quests from *Mists of Bilehall* and *The Chains that Rust* may be played as standalone mini campaigns or as a full campaign when played in sequence. *Mists of Bilehall* contains Act I quests and a Finale that serves as Interlude in the full campaign. *The Chains that Rust* provides Act II quests and a Finale. See the corresponding Rule and Quest Guides for details. In contrast to other mini campaigns, quests from *Mists of Bilehall* and *The*

Chains that Rust cannot be integrated into other campaigns using Rumor Quest cards.

Related Topics: [Acts](#), [Experience Points](#), [Item Cards](#), [Overlord Cards](#), [Plot Cards](#), [Setup](#), [Search cards](#), [Shop Items and Shopping](#), [Travel](#)

CHALLENGE TOKENS

See "Secret Rooms" on page 33.

CHANGE RESULTS OF DICE

See "Modify results of rolls" on page 23.

CHARACTERISTICS

- Characteristics describe certain properties of a figure.
- Characteristics are listed on Hero sheets, Ally cards, Familiar cards, Monster cards or given in quest descriptions.
- Certain effects may alter the value of a characteristic. Effects that set a characteristic to a specific value are applied before modifiers to that characteristic are applied (e.g. first a figure's speed is set to X, then +/- Speed modifiers are applied).

Speed

- Speed (♣) determines how many movement points a figure receives when performing a move action.

Health

- Health (♥) denotes the total number of ♥ a figure may suffer before being defeated.
- No figure may have ♥ tokens greater than its Health.
- **Remaining Health** is defined as the Health of a figure minus the amount of damage it has suffered.

Stamina

- Stamina (♠) denotes the maximum amount of fatigue a figure may suffer.
- A figure cannot voluntarily suffer more ♠ than his Stamina value allows.
- If any other game effect forces a figure to suffer ♠ in excess of his Stamina, it instead suffers ♥ equal to the excess ♠ it would suffer.
- Figures that do not have a Stamina value suffer ♥ instead of ♠.

Defense

- The Defense value (♣) shows the basic defense pool that a figure rolls during combat.
- The defense pool may be modified by a number of game effects.

Related Topics: [Attacks](#), [Damage](#), [Movement](#), [Rest](#)

CITY ACTIONS

- City actions are only available in campaign play of *Road to Legend* and can be accessed when in a city.
- Each city has a unique city action.

Related Topics: [Experience Points](#), [Week](#)

CITY EVENT CARDS

City Event cards replace Travel Event cards in the *Shadow of Nerehall* campaign.

- City Event cards follow the same rules as Travel Event cards.
- When a quest on a Quest card is chosen while playing the *Shadow of Nerehall* campaign, Travel Event cards are used for the travel step.
- Do not shuffle City Event cards and Travel Event cards together.

Related Topics: [Campaigns](#), [Travel](#)

CLASSES

- When a player chooses a class for his hero, he takes the deck of cards for that class (Class deck).
- A player may not select a class that does not match the archetype icon shown on the Hero sheet. However, hybrid classes allow heroes to choose an additional Class deck from a different archetype (see below).
- A player may not select a class that has already been chosen by another player.
- Available classes are:
 - **Warrior:** Beastmaster, Berserker, Champion, Knight, Marshal, Skirmisher, Steelcaster
 - **Healer:** Apothecary, Bard, Disciple, Prophet, Spiritspeaker, Watchman
 - **Mage:** Battlemage, Conjurer, Geomancer, Hexer, Necromancer, Runemaster
 - **Scout:** Bounty Hunter, Monk, Shadow Walker, Stalker, Thief, Treasure Hunter, Wildlander
- See "[3.1. Overview on Available Expansions](#)" on page 81 to look up which class is provided in each expansion.

Hybrid Classes

- Hybrid classes have their own hybrid Class deck but allow players to choose an additional standard Class deck that belongs to a different archetype.
- The basic Skill card of a hybrid Class deck specifies which standard Class deck may be chosen. The player cannot choose another hybrid Class deck as his standard Class deck. The following class combinations are currently available:

Hybrid class	Archetype	Archetype of the standard Class deck
Steelcaster	Warrior	Mage
Watchman	Healer	Scout
Monk	Scout	Healer
Battlemage	Mage	Warrior

- After the standard Class deck is chosen, the player receives the basic skills and starting equipment of that class.
- When spending XP, the player may purchase Class cards from the hybrid Class deck or the standard Class deck. **However, he may not purchase cards from the standard Class deck that cost 3 XP.**
- Choosing a hybrid class does not change the hero's archetype as printed on the Hero sheet.

Related Topics: [Archetypes](#), [Class Cards](#)

CLASS CARDS

- Class cards display starting equipment and abilities specific for certain hero classes. These abilities are referred to as skills.
- All Class cards of a given class constitute a Class deck.
- The back of a Skill card displays an archetype icon and the name of the class, the face displays the name of the skill, the XP cost, rules, and often the ♣ cost of the skill.

Using Skills

- Many skills cost ♣ to be used. Skills without a ♣ cost symbol may be used without suffering ♣.
- In addition to the ♣ cost, some Skills cards require an action (denoted with a ➡) or need to be exhausted to be used.
- Skills are resolved by following the rules listed on the Skill card.

Purchasing Class Cards

- While starting Class skills are always free (no experience icon), advanced skills may be bought with XP.
- A player may purchase any number of skills during a Campaign phase, as long as he has sufficient XP. In contrast to Overlord cards, no additional restrictions limit the purchase of cards that cost 2 or 3 XP (See "[Spending experience points](#)" on page 16).

Related Topics: [Campaigns](#)

CLASS TOKENS

- Class tokens are tokens that are used in conjunction with certain Class skills.
- All class tokens are limited by supply. The following class tokens are available (number of available tokens and class in brackets):
 - Familiar tokens:** Summoned Stone (3; Geomancer), Reanimate (1; Necromancer), Shadow Soul (1; Shadow Walker), Wolf (1; Beastmaster)
 - Others:** Elixir (8; Apothecary), Hex (20; Hexer), Insight (1; Prophet), Mirror Image (4; Conjurer), Song (1 Melody & 1 Harmony; Bard), Tracking (1; Bounty Hunter), Trap (6; Stalker), Valor (12; Champion)

Related Topics: [Elixir Tokens](#), [Hero Turn](#), [Insight token](#), [Image Tokens](#), [Song Tokens](#), [Tracking Token](#), [Trap Tokens](#), [Valor Tokens](#)

CONDITIONS

A condition is a status corresponding to a Condition card.

Conditions can be inflicted:



1. Through ♣ abilities, if at least 1 ♥ is dealt in step 5 (Deal damage) of the attack (see "[Steps of Combat](#)" on page 6). Conditions are usually inflicted in this step. Note that figures **affected** (not necessarily **targeted**) by an attack may receive conditions, even though ♣ abilities on monster cards may contain the keyword "target".
 2. Other abilities and effects can inflict conditions independent of damage dealt in step 5 of an attack. The triggering condition and prerequisite to successfully inflict the condition (e.g. a failed attribute test) are specified with the ability or the effect.
- Abilities and effects that **inflict** conditions usually result in a condition being **applied** to a figure, indicated by corresponding condition cards and tokens for heroes or monsters, respectively. If an ability or effect inflicts a condition

to a figure that already has the corresponding condition card or token, a second instance of that condition cannot be applied and inflicting that condition has no effect.

Conditions can be removed:

1. When a figure is defeated all conditions are discarded.
 2. During the cleanup step of the Campaign phase all conditions are discarded.
 3. Actions on the Condition card, abilities (e.g. *Cleansing Touch*) and other game effects allow the removal of conditions. Prerequisites to successfully remove a condition are specified with the ability or the effect.
- Condition cards often specify effects related to a figure's turn. For monsters, familiars, allies and other figures that do not have their own turn, "turn" should be read as "activation" instead.
 - A figure that otherwise has restricted actions (e.g. familiars, figures treated as heroes) may use any of its actions to perform actions printed on Condition cards. Currently, actions of this kind are present on the Condition cards Bleeding, Burning, and Stunned.
 - Condition cards and tokens are not limited by supply.

Bleeding


Card text: : Discard this card or token. For each other action you resolve while you have this card or token, suffer 1 .



ROAD TO LEGEND

- If a Bleeding monster cannot perform any other action, it performs the special action to discard "Bleeding."

Burning

Card text: You or a figure adjacent to you may perform an action to discard this card or token. At the end of your turn, you and each friendly figure adjacent to you suffers 1 .





- If the Burning condition is discarded before the end of a figure's turn, the Burning figure does not suffer the damage.
- Figures treated as heroes may perform the special action to discard Burning from itself or an adjacent hero.


ROAD TO LEGEND

- If a Burning monster cannot perform any other action, it performs the special action to discard "Burning" from itself or an adjacent monster
- If a monster has multiple monsters from which it can discard "Burning", it discards "Burning" from the monster with the least Health remaining.

Cursed

Card text: You cannot use monster actions, hero skills, Ally actions or ally skills denoted with a . At the start of your turn, test . If you pass, discard this card or token. If you fail, keep this card or token.





- **Errata (GER):** Should read "You cannot use monster actions or skills denoted with a .

- Cursed heroes may still use Hero abilities or Heroic feats that require an action as hero skills are defined as abilities exclusive to Class cards.

ROAD TO LEGEND




- A Cursed monster skips all actions that requires it to perform a special action on its Monster card.

Diseased



Card text: At the start of your turn, test . If you pass, discard this card or token. If you fail, suffer 1  and keep this card or token.







Doomed

Card text: Each time you suffer 1 or more , suffer 1 additional . Each of your attacks gains: : Discard this card or token.




- Conditions are applied in step 5 of combat when damage is dealt. As Doom triggers when a figure suffers damage (which takes places after damage is dealt), it triggers during the attack in which it is applied (See "Steps of Combat" on page 6).
- Doom increases the  suffered by the attack by 1 . It does not create a separate instance of suffering damage.


ROAD TO LEGEND

- If a monster performs an attack and has 1 or more  remaining after spending all  it can (ignoring  that have no effect and are not needed), it spends 1  to discard "Doomed."

Immobilized

Card text: You cannot perform move actions or suffer  to gain movement points. Discard this card or token at the end of your turn.





- When a figure is immobilized all movement points regardless of its source are lost.
- Any ability that is not a move action may be used while a figure is Immobilized. This includes abilities that remove a figure from the map and place it in another space, abilities that allow a figure to move an amount of spaces based on its Speed, and abilities which allow a figure to gain movement points.
- **Errata (GER):** The current errata states that immobilized heroes may suffer  to gain movement points. This is wrong and will be changed in the next official errata.

ROAD TO LEGEND


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

Poisoned

Card text: At the start of your turn, test . If you pass, discard this card or token. If you fail, suffer 1  and keep this card or token.



Stunned


Card text:  Discard this card or token. This is the only action you may perform on your turn while you have this card or token.

- “Stunned” can be removed with a **single** action and the figure is free to perform its remaining actions.
- “Stunned” does not affect abilities that are not actions.
- Becoming “Stunned” does not interrupt or end a move action (or any other action) in progress.

ROAD TO LEGEND

- When a Stunned monster is starting its activation, it spends its first action to discard “Stunned” and then proceeds down the action list as normal.
- If a monster becomes Stunned in the middle of its activation, it finishes resolving its current action; then, if it has an action remaining, it discards “Stunned.”



Terrified

Card text: You cannot spend . If there are no enemy figures in your line of sight at the end of your turn, discard this card or token.

ROAD TO LEGEND

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

Weakened

Card text: Remove 1  from each of your defense rolls and 1  from each of your attack rolls. When you perform a rest action, discard this card.

- Figures treated as heroes or monsters cannot rest to remove Weakened unless explicitly noted otherwise.

Related Topics: [Abilities](#), [Activation](#), [Attacks](#), [Defeated](#)

CORRUPT CITIZENS

- Corrupt Citizens are characters that the overlord can control in *Shadow of Nerekhall*. Corrupt citizens enter play using changelings.

Gaining Corrupt Citizens

- The overlord receives Corrupt Citizen cards as rewards for winning certain quests.

Playing Corrupt Citizens cards

- When a master changeling is placed on the map (during setup or when reinforced), the overlord may play a Corrupt Citizen card and the master changeling gains all effects listed on the Corrupt Citizen card.
- Only one Corrupt Citizen card may be in play at any time.
- If a master changeling with a Corrupt Citizen card is not defeated during an encounter, the overlord returns that Corrupt Citizen card to his play area.

- If a master changeling with a Corrupt Citizen card is defeated, the overlord returns that Corrupt Citizen card to the game box and cannot use it again during the campaign.
- A Corrupt Citizen card cannot be played on an agent that replaced a master changeling.

Related Topics: [Defeated](#)

COUNTING SPACES

- Many effects require players to measure the distance between two spaces. Spaces are counted as follows:
 1. Choose the space to be counted **from** (starting space). For large monsters, the active player chooses one space that the monster occupies. Begin the counter at 0.
 2. Choose the space to be counted **to** (target space). As in step 1, if the space is occupied by a large monster, a single space is selected.
 3. From the starting space, select an adjacent space. Repeat this until the target space is selected. Then for each space selected, increase the counter by 1.
 4. Verify the path is as short as possible. The value of the counter is the distance between starting and target space.
- Note that counting spaces requires spaces to be adjacent. Thus, objects and terrain that interfere with adjacency also interfere with counting spaces. Objects which block adjacency, and therefore cannot be counted through are: **Closed doors, obstacles, map edges, walls and old walls.**

Related Topics: See ["Modify results of rolls" on page 38](#), [Doors and Door-like Objects](#), [Maps](#), [Obstacle](#), [Terrain](#)



CRUMBLING TERRAIN

See ["Terrain" on page 38](#).

CURSED



See ["Conditions" on page 10](#).

DAMAGE

- Damage is a unit of Health, represented by a  token. Attacks, skills, and abilities can deal damage to figures.
- The total amount of damage a figure can suffer is equal to its Health.
- When a figure's Health is reduced and the number of  tokens on its card equals or exceeds the new Health, that figure is immediately defeated. Damage tokens exceeding its Health are discarded.

Related Topics: [Defeated](#), [Health](#)

DEFEATED

- When a figure has  tokens equal its Health on its card, it is defeated. In this respect, suffering  and reducing a figure's total Health has the same effect.
- When a monster is defeated, it is removed from the map.
- When a hero is defeated, he is considered to be knocked out.



Knocking out a hero

- The following steps detail the sequence of knocking out a hero:
 1. The hero has damage tokens equal to his current Health on his Hero sheet.
 2. The hero is defeated as a consequence of step 1 or by a direct effect.
 3. The following steps are performed:
 - The hero suffers ♥ and ♣ up to his current Health and Stamina (including all bonuses from abilities), respectively.
 - His hero figure is replaced by his hero token. If a hero is knocked out in a secret room, his hero token is placed in the secret entrance token's space. The space with the hero token is considered to be empty.
 - He discards any Condition cards.
 - His turn immediately ends.
 - The overlord may draw one Overlord card or gain one threat token if playing with a Plot deck.
- Each step includes individual triggering conditions for certain game effects (such as *Death Siphon*, *Stalwart*, etc).
- By defeating heroes the Overlord can only gain threat tokens once per hero per quest. He does **not** receive Overlord cards or threat tokens when figures treated as heroes are defeated.
- If a knocked out hero recovers at least 1 ♥, he immediately replaces his hero token with his figure and may perform actions as normal in his next turn. If another figure occupies the space containing the hero token, the hero places his figure in the closest empty space to his hero token of that hero player's choice. The player is allowed to choose a space on the other side of an elevation line.
- For effects that trigger in step 2 (with triggers such as "when a hero recovers ♥"), spaces are counted to the hero token rather than to the space the hero figure is placed in step 3, if distinct.
- Other figures may benefit from passive abilities of knocked out heroes. These abilities must not require the knocked out hero to "use this card", "exhaust this card", pay ♣, and must not imply the hero to be on the map.

A knocked out hero may not

- use abilities or benefit from passive abilities unless explicitly allowed.
- trade with other heroes.
- receive Condition cards; he is immune to all attacks.
- suffer ♣ past his Stamina, nor ♥ past his Health.
- recover ♣ unless simultaneously recovering ♥.
- discard elixir tokens.
- be affected by abilities or effects (except healing effects, see below), as he is not on the map and spaces cannot be counted to him.

A knocked out hero may

- perform a stand up action on his next turn, however he is not required to stand up.
- perform a free stand up action after an encounter is finished and recover all ♣.
- equip items.

- activate his familiar (not in the turn after being defeated or after performing a stand up action).
- be targeted by abilities or effects whose primary consequence is the recovery of ♥ (e.g. *Prayer of Healing*). Notably, the Prophet's *Soothing Insight* cannot target a knocked out hero, as its primary effect is granting the Insight token and healing is a result of gaining the Insight token.
If a hero is affected by an effect whose primary consequence is the recovery of ♥, his player performs the following steps in sequence:
 1. Recover ♥ (and ♣ depending on the effect).
 2. Replace hero token with the corresponding hero figure.For effects that trigger in step 1 (with triggers such as "when a hero recovers ♥"), spaces are counted to the hero token (rather than to the space the hero figure is placed in step 2).

ROAD TO LEGEND

- When a hero becomes knocked out, players need to inform the app of this by selecting that hero's portrait and selecting the "KO" button.
- A hero becoming knocked out decreases morale by 1.

Related Topics: [Damage](#), [Health](#), [Morale](#), [Stand Up](#), [Tainted](#), [Trading](#)

DICE

- There are three different types of dice in the game: attack die (blue), power dice (yellow, red, green), and defense dice (gray, black, brown).
- Dice are mixed and rolled together as a single pool of dice. In combat, all dice rolled by the attacker constitute the attack pool, all dice rolled by the defender constitute the defense pool.
- On some game components "attack dice" is used instead of attack pool. In these cases "attack die" (singular) designates the blue die and "attack dice" (plural) designates the attack pool.
- For attribute tests 1 gray die and 1 black die are rolled (unless game effects change the dice rolled).

Related Topics: [Attacks](#), [Attributes](#), [Modify results of rolls](#)

DIFFICULTY

- Difficulty settings are only available during setup of campaign play for *Road to Legend* and *The Delve*, and cannot be changed later in the game.

Normal

- In campaign play, peril increases at a gradual rate and heroes start with 50 gold per hero.
- In *The Delve*, heroes start with 1 XP, receive a small amount of ♥ recovery and condition removal in between stages, and have the default amount of time to resolve each stage.

Hard

- In campaign play, Peril increases at a higher rate and heroes start with no gold.
- In *The Delve*, heroes do not receive any XP at the start of the game. Further, they do not receive any ♥ recovery or condition removal between stages, and the amount of time players have to resolve a stage is reduced.

Related Topics: [Conditions](#), [Perils](#)

DIRECTION

- Some abilities reference a direction that a figure must move relative to another figure.
- **Toward:** A figure is attempting to decrease the number of spaces between it and the target. During the movement, the figure can increase distance if by doing so, the end result allows it to be closer.
- **Away:** A figure is attempting to increase the number of spaces between it and the target. During the movement, the figure can decrease distance if by doing so the end result allows it to be farther away.

Furthest: The target that is the greatest number of spaces away from the figure.

Closest: The target that is the fewest number of spaces away from the figure.

Related Topics: [Counting Spaces](#), [Movement](#)

DISCARDING A GAME COMPONENT

- Text on game components sometimes instructs players to discard cards or tokens. Discarded tokens are returned to their supply; discarded cards are placed on the corresponding discard pile.
- Discarded components may enter the current game again at a later time point. In contrast, components returned to the game box will not be used again during the quest (in single sessions) or during the campaign (in campaign play) unless explicitly noted otherwise.

Related Topics: [Returning A Game Component](#)

DISEASED

See "[Conditions](#)" on page 10.

DOOMED

See "[Conditions](#)" on page 10.

DOORS AND DOOR-LIKE OBJECTS

Doors and door-like objects are represented by stand-up tokens placed on the map as indicated in the quest description.

Doors

- Normal doors are depicted in yellow on quest maps, locked doors in red.
- Figures cannot move, trace line of sight, or count spaces through doors. Spaces separated by a door are not considered to be adjacent.
- When a figure performs an open or close a door action, he may open or close one adjacent door.
- If a door is opened, its token is removed and placed close by. If later, the door is closed again, its token is returned to its original location.
- Some doors are locked or otherwise sealed and cannot be opened normally.
- If a large figure occupies spaces on both sides of an open door, it cannot be closed.
- If according to the quest description, an attribute test is needed to "open" a locked or sealed door and it is closed again afterwards, another attribute test is needed to reopen it.
- If according to the quest description, a door is "removed" from the map or destroyed, it cannot be closed again.



ROAD TO LEGEND

- Doors cannot be closed.

Old Walls

- Old walls are similar to map edges and are depicted in blue on quest maps.
- Spaces separated by an old wall are not adjacent and spaces cannot be counted through an old wall.
- Old walls block movement and line of sight.
- Old walls cannot be opened.



Overgrowth

- Overgrowth depicted in green in quest maps.
- Overgrowth does not block movement.
- Spaces separated by overgrowth are adjacent, and figures can count spaces through overgrowth.
- Overgrowth blocks line of sight and figures performing Melee attacks cannot target figures on the other site of overgrowth. Effects from e.g. Blast and Firebreath can still affect figures through overgrowth.
- Large figures cannot occupy spaces separated by overgrowth.
- Overgrowth can be removed from the map, when a figure performs an open door action. Once removed overgrowth cannot be closed again.



Portcullis

- Portcullis' are depicted in gray on quest maps.
- Figures cannot move through a portcullis, but figures may perform attacks, trace line of sight, and count spaces through a portcullis. Spaces separated by a portcullis are considered to be adjacent.
- A figure may perform an open or close a door action to open or close one adjacent portcullis. When a figure does this, it is considered to be opening a door.



Related Topics: See "[Modify results of rolls](#)" on page ., [Counting Spaces](#), [Line of Sight](#), [Movement](#), [Open or Close Door](#)

ELEVATION

See "[Terrain](#)" on page 38.

ELIXIR TOKENS

The apothecary has several Class cards that interact with elixir tokens.

- Elixir tokens are limited to 8 by supply.
- Each time a player gains one elixir token, he places it on his Hero sheet. Each time a player discards one elixir token, he removes one elixir token from his Hero sheet and places it back into the supply.
- Elixir tokens remain on Hero sheets between encounters but are discarded at the end of a quest.
- The number of elixir tokens a hero may have on his Hero sheet is limited only by the supply.
- Any hero with an elixir token has the option of discarding it during his turn to recover damage. This ability is printed on the *Brew Elixir* Apothecary Class card as a reminder. When a hero



discards an elixir token, he rolls one red power die and recovers damage equal to the ♥ rolled.

- Elixir tokens remain on the Hero sheet if a hero is knocked out. A knocked out hero, however, cannot discard an elixir token.
- Heroes may trade elixir tokens following the standard rules for trading items.
- Figures treated as heroes (including allies) may gain and discard elixir tokens to recover damage just like heroes. However, they discard all elixir tokens when they are defeated, when they are resummoned, and at the end of each encounter.

Related Topics: [Allies](#), [Class Tokens](#), [Familiars](#), [Trading](#)

EMPTY SPACES

- An empty space is a space that contains no figures and that blocks neither line of sight nor movement for any figure on the map.
- Unless noted otherwise, spaces containing tokens are still considered to be empty.

Related Topics: [Blocked Spaces](#), [Line of Sight](#), [Movement](#)

ENCOUNTERS

An encounter is a part of a quest with its own map layout, rules, and objectives. When players transition from one encounter of a quest to another, they perform the following steps:

- Heroes keep all damage, conditions, valor tokens, elixir tokens and the insight token they had at the end of the previous encounter.
- Heroes recover all fatigue suffered during the previous encounter.
- Any knocked out heroes may perform a free stand up action, and then recover all ♠.
- Heroes flip their Hero sheets faceup.
- Heroes keep all Search cards; flipped Search cards remain flipped.
- Heroes remove all song tokens from Class cards, the Overlord discards all Enchanter class OL cards in his play area.
- The overlord keeps his current hand of Overlord cards. During the transition from one encounter of a quest to the next, the overlord does **not** draw a number of Overlord cards equal to the number of heroes.

ROAD TO LEGEND

- In campaign mode, all quests have a single encounter only.

Related Topics: [Quests](#), [Setup](#)



ENGAGE

- Engage is a term used to describe movement of figures in *Road to Legend*.
- When engaging, a figure performs a move action and moves toward the target, stopping when it is adjacent or when it runs out of movement points.

ROAD TO LEGEND

- If a monster would not move when performing this action, this action is skipped.

Related Topics: [Actions](#), [Direction](#), [Movement](#)

ENTER A SPACE

See "[Movement](#)" on page 26.

ENTRANCE AND EXIT

- The Entrance and the Exit are special map tiles that often allow figures to enter or move off the map. Specific rules may be given in the quest description.
- To move off the map, the figure must move to one of the edge spaces (marked below in red) on the entrance or exit tile and then spend one movement point.



Edge spaces of entrance and exit tiles from the base game

- If a figure is instructed to be placed on the entrance or exit tile but there are not enough empty spaces available, that figure is instead placed in the closest empty space(s) on the map.
- If possible, large monsters are required to have their entire figure base placed on the tile designated in the quest description.

Related Topics: [Movement](#), [Reinforce](#), [Maps](#)

EPIC PLAY

- Epic Play offers game variants for players who wish to access high level Class cards, Shop Item cards, and Overlord cards outside of a campaign setting.
- The following variants (power levels) are available:

Basic level

- Follow normal setup.

Advanced level

- Each hero receives 3 XP and 150 gold worth of Act I Shop Item cards of their choice. Heroes may share gold.
- Heroes may sell starting equipment for 25 gold each before starting the game.
- The overlord receives 4 XP worth of Overlord cards.

Expert level

- Each hero receives 6 XP worth of Class cards and 250 gold worth of Act I or Act II Shop Item cards of their choice. Heroes may share gold.

- Heroes may sell starting equipment for 25 gold each before starting the game.
- The overlord receives 8 XP worth of Overlord cards.
- The overlord uses his Act II Monster and Lieutenant cards.
- XP have to be spent according to standard rules.
- If playing an Act II quest outside of a campaign, it is recommended that players use the Epic Play rules at the Expert level to ensure game balance.

ROAD TO LEGEND

- There is no basic level or Epic Play variant. Players play *Road to Legend* in campaign or adventure mode.

Related Topics: [Acts](#), [Campaigns](#), [Class Cards](#), [Experience Points](#), [Item Cards](#), [Overlord Cards](#)

EQUIPMENT

- Equipment includes starting equipment Class cards, shop items, relics and Search cards.
- Equipment Cards other than Search cards can only be used while the hero has the card equipped.
- Equip icons on cards represent certain equipping restrictions:



Hands



Armor



Other

- The combination of items a hero equips cannot have more than two Hands icons in total.
- A hero can equip only 1 Armor item.
- A hero can equip up to 2 Other items.
- Cards that do not contain at least one of these icons can be equipped without restriction. However, restrictions based on item traits might still apply (See "[Item Cards](#)" on page 21).
- Heroes may equip or unequip items only in step 2 (Equip items) of the hero turn (See "[Hero Turn](#)" on page 41).

Related Topics: [Item Cards](#), [Search cards](#), [Shop Items and Shopping](#), [Trait](#), [Turn](#)

EXHAUST

- When a player exhausts a card, he rotates it sideways to indicate that he has used its ability.
- During step 1. II. of a player's turn (1. Start of turn, II. Refresh cards; see box on page 41), he refreshes all of his exhausted cards by returning them to their upright position.
- Card abilities that are exhausted may not be triggered again until the corresponding card is refreshed.
- Notably, in certain situations Item cards may be exhausted more than once per round. For example, a hero may exhaust *Mana Weave* during an attack in his turn, then trade the item to another hero following the standard rules for trading items. During that hero's step 1 *Mana Weave* will be refreshed, it may be equipped in step 2 and then can be exhausted again in that hero's turn.

Related Topics: [Refresh](#), [Turn](#)

EXIT

See "[Entrance and Exit](#)" on page 15.

EXPERIENCE POINTS

- During a campaign and during setup of Epic Play players gain experience points (XP) that may be used to customize game-play.
- XP are not transferable between players and players are not required to spend all (or any) of their XP.

Obtaining experience points

- XP are usually awarded at the end of a quest, as detailed in the rewards section of the quest description. Note that rumor quests when played as part of a campaign do not award XP.
- Mini campaigns may offer additional quest rewards not included in the rewards section of the quest description. Details are given in the rule book of the expansion with the mini campaign (See "[Mini campaigns](#)" on page 9).

Spending experience points

- Players may spend XP during step 5 of the Campaign phase and during setup of Epic Play and mini campaigns.
- Heroes may spend XP to buy new Class cards from their Class deck. The XP cost is listed on the Class card in the upper right corner.
- The overlord may spend XP to purchase new Overlord cards to be added to his Overlord deck. Unlike heroes, the overlord may purchase cards from multiple classes.
- Universal cards and Overlord Class cards that cost 1 XP (Level 1) may be purchased without any further restrictions.
- The overlord may purchase higher level Overlord Class cards only if he already owns a certain number of Overlord cards **from the same class**:
 - To purchase a Level 2 card (2 XP), the overlord must first currently have two cards of that class in his deck.
 - To purchase a level 3 card, the overlord player must first currently have three cards of that class in his deck.
 - Overlord cards that summon servants (*Call of the Ravens*, *Ties that Bind*) do not count towards the ability to purchase higher level Overlord cards.
- If the Overlord uses a Plot deck during campaign play, he may also spend any number of XP to **gain three threat tokens per XP**.

ROAD TO LEGEND

- In campaign mode and *The Delve*, heroes may spend XP during the Campaign or Upgrade phase, respectively. In *Trials of Frostgrate*, heroes may spend XP whenever heroes receive XP.
- Though skill selection can be freely toggled on and off, heroes cannot decide to change which Class cards they have purchased unless a game effect allows it.

Related Topics: [Campaigns](#), [City Actions](#), [Class Cards](#), [Epic Play](#), [Overlord Cards](#), [Plot Cards](#), [Rumor Cards](#)

EXTEND

See "[Reach and Extend](#)" on page 30.

FAMILIARS

Familiars are creatures that are controlled by a hero.

Summoning

- Familiars are placed on the map when a hero uses specific abilities from Class cards or his Hero sheet.
- If a familiar cannot be placed because there is no valid empty space, it is instead placed in the closest empty space.
- If a familiar is summoned while it is already on the map, it is removed from the map and placed as instructed. It is not considered to be defeated or discarded.
- When a familiar is defeated or voluntarily removed from the map all conditions and tokens are discarded.
- Familiars are not placed on the map during the setup of an encounter, but have to be (re-)summoned, unless some game mechanic allows for it.

Activation

- A familiar is activated in steps 3.I. or 3.III. (Perform actions) of a hero's turn. It may not activate in between hero actions in step 3.II. For details see "[Hero Turn](#)" on [page 41](#).
- Unless otherwise noted, a familiar can only be activated once per round (even if the familiar is removed from the map and resummoned).
- Multiple familiars of the same sort controlled by one hero are activated as a group (e.g. multiple Summoned Stones)
- If a hero controls two sorts of familiars (e.g. Brightblaze and the Reanimate), he may activate them independently from each other.
- "At the start of your turn" and "at the end of your turn" effects (such as effects of conditions and losing all movement points) trigger at the start and end of each individual familiar's activation.
- Familiars are not automatically defeated when the controlling hero is defeated.

Types of Familiars

1. Familiars (not treated as figures, heroes or obstacles)

- cannot be targeted or affected by attacks or game effects unless specifically noted in the text associated with the effect.
- may perform a **single** move action per activation.
- treat any special terrain that is not an obstacle space as a water space.
- may perform a **single** additional action during their activation, if one is noted on the Familiar card.
- do not block movement or line of sight, may interrupt and end movement in spaces containing figures.
- familiars of this type: Skye, Pico, Shadow Soul.

2. Familiars treated as figures/heroes

- **are treated as heroes** for the purpose of attacks, Monster actions, Hero abilities and feats, hero skills, abilities of items, relics, Search cards, and Overlord cards.

- **are not treated as heroes** for the purpose of ally skills, quest rules, Plot cards, travel events, Rumor cards and all other game effects unless noted otherwise.
- may perform a **single** move action per activation.
- may not trade equipment with heroes.
- do block line of sight and movement and are considered friendly figures to heroes.
- follow the same movement rules as heroes concerning terrain.
- may perform a **single** additional action during their activation, if one is noted on the Familiar card.
- can be affected by conditions and automatically fail attribute tests.
- may use one of their available actions to perform an action on a Condition card (e.g. to remove Stunned, Bleeding, and Burning) or to climb out of a pit space.
- may receive insight, elixir, and valor tokens.
- familiars of this type: Brightblaze, Reanimate, Wolf

3. Familiars treated as obstacles

- are not considered to be heroes or figures.
- can be targeted or affected by monster and hero attacks.
- can be affected by conditions, automatically fail attribute tests and may use their action to perform an action printed on a Condition card (e.g. to remove Stunned, Bleeding, and Burning).
- cannot be counted through **except for the purposes of being targeted or affected by an attack**.
- cannot be moved through.
- may perform a **single** move action per activation.
- cannot move through blocked spaces (e.g. occupied by enemy figures), except through spaces occupied by friendly figures.
- treat any special terrain that is not an obstacle as a water space, are **not** affected by hazard/lava at the end of their activation, and can **freely move** out of a pit space.
- familiars of this type: Summoned Stone

ROAD TO LEGEND

- Familiars are not affected by peril effects.
- When a monster is instructed to target a hero, attackable tokens and familiars treated as heroes or obstacles are included as possible targets.
- **For the purpose of targeting**, if a familiar or attackable token does not have the statistic the monster is targeting, that familiar or token is considered to have a value of 0 for the corresponding statistic.
- Familiars are removed from the map in between stages of *The Delve*, except Brightblaze, who is positioned adjacent to Challara when heroes are placed on the map of a new stage.

Related Topics: [Activation](#), [Movement](#), [Stages](#), [Target](#), [Terrain](#), [Turn](#)

FAME

- Fame is a concept in *Road to Legend* that determines the level of notoriety that the party has achieved, displayed below the hero portraits on the log screen.
- Fame influences items that can be purchased in the city.
- Fame can unlock certain options during travel events or quests.

Related Topics: [Shop Items and Shopping](#)

FATIGUE

- Fatigue is a unit of a hero's Stamina, represented by a ♣ token.



Suffering fatigue

- Heroes have many abilities that have ♣ costs. These abilities require the hero to suffer ♣ in order to use the ability.
- During his turn (in step 3.II. Perform actions; see "Hero Turn" on page 41), a hero may suffer ♣ to add one movement point per ♣ suffered to his movement point pool. He may do this either **during a move action** or **before or after another action is resolved**.
- A hero cannot voluntarily **choose** to suffer ♣ if the amount of ♣ he has suffered would exceed his Stamina. If an effect **forces** a figure to suffer ♣ that exceeds his Stamina, he instead suffers 1 ♥ for each ♣ he cannot suffer.
- If a figure without a Stamina value (e.g. a monster or familiar) suffers ♣, it suffers an equal amount of ♥ instead.
- When suffering 1 ♥ instead of 1 ♣, effects with the triggering conditions "when suffering ♣" or "when suffering ♥" may trigger.
- If a Hero sheet ever has ♣ tokens in excess of that hero's Stamina (e.g. when a hero's Stamina is reduced by a game effect), the excess ♣ tokens remain on the Hero sheet until removed.
- When a game effect references the amount of ♣ a hero "has suffered," it refers to the total number of ♣ tokens currently on his Hero sheet.

Recovering fatigue

- When a figure recovers ♣, remove the listed amount of ♣ tokens from the figure or its Hero sheet.
- Heroes recover ♣ when performing a rest action or during combat when, once per attack, 1 ♣ can be used to recover 1 ♣. This may be performed even when the hero has no ♣ tokens on his Hero sheet (effectively wasting the ♣).
- ♣ recovered from a ♣ may be spent to activate applicable abilities within the **same attack**.
- Other game effects may also allow figures to recover ♣.

Related Topics: [Health](#), [Rest](#), [Stamina](#), [Surges](#)

FIGURES

- All heroes, allies, monsters, some familiars and some quest specific characters are figures. Most figures may perform actions.
- A figure blocks line of sight and movement.
- Figures may move into spaces containing friendly figures, but may interrupt or end movement only in an empty space.
- Heroes are friendly to other heroes, familiars treated as figures and quest specific characters (e.g. figures treated as heroes).
- Monsters are friendly to other monsters.

- Figures do not block counting spaces.
- Unless otherwise noted, figures may receive Condition cards and be targeted and affected by attacks from enemy figures.

Related Topics: [Familiars](#), [Line of Sight](#), [Movement](#)

FINALE

- The Finale is a special last quest at the end of a campaign.
- It is treated like an Act II quest and may consist of one or more encounters.
- Whoever wins the Finale wins the whole campaign.
- Finale (and Interlude) quests can only be played as part of a campaign and are not intended to be played as single game sessions.

Related Topics: [Acts](#), [Campaigns](#), [Interlude](#), [Quests](#)

FORTUNE

See "[Plot Cards](#)" on page 29.

HAZARD SPACE

See "[Terrain](#)" on page 38.

HEALTH

See "[Characteristics](#)" on page 9.

HEROES

- A hero is an antagonist of the Overlord. During setup, each hero player chooses at least one hero he or she controls.
- See "[3.1. Overview on Available Expansions](#)" on page 81 for a list of all available heroes.

Hero sheet

- The Hero sheet includes all information on a given hero:
 - Name and archetype
 - Characteristics: Speed (♣), Health (♥), Stamina (♣), and defense (♣)
 - Attributes: Might (♣), Knowledge (♣), Willpower (♣), Awareness (♣)
 - Hero ability and Heroic feat
 - expansion icon

Hero ability

- All heroes have a unique ability that is displayed on the Hero sheet (upper right) and is referred to as "Hero ability".
- A unique Hero ability are not considered to be a skill. However, it is often confused with the term "hero abilities" in a general sense, which refers to all abilities on Class cards, Search cards, or Item cards of a hero.

Heroic feat

- A Heroic feat is powerful ability listed on the Hero sheet (lower right) of each hero.
- Heroic feats can be used once per encounter. When a hero uses his Heroic feat, the hero player flips over his Hero sheet. After an encounter, the Hero sheet is flipped back faceup.
- Heroic feats are not considered to be skills.

ROAD TO LEGEND

Heroic feat

- In *Road to Legend* campaign mode Hero sheets are flipped faceup after each quest.
- In adventure mode Hero sheets are flipped faceup only when the app instructs players to do so.

Hero token

- Hero tokens have no inherent game effect. They are used for keeping track of important information as instructed by the rules or card effects (e.g. a hero token may represent the last position of a hero currently not on the map).



Hero turn

See "[Hero Turn](#)" on page 41.

Figures treated as heroes

- In addition to certain familiars, some characters included in quest descriptions are "treated as hero figures" or "treated as heroes".
- These figures:
 - **are affected** by attacks, Monster actions, Hero abilities and feats, hero skills, abilities of items, relics, Search cards, and Overlord cards that refer to heroes and all effects that refer to figures.
 - **are not affected** by ally skills, quest rules, Plot cards, travel events, Rumor cards and all other game effects that refer to heroes unless specifically noted otherwise.
 - may perform actions as noted in the quest description.
 - may not trade with heroes unless explicitly allowed.
 - are considered friendly figures to heroes and follow the same movement rules as hero figures concerning terrain.
 - can be affected by conditions and automatically fail attribute tests.
 - may use one of their available actions to remove certain conditions (e.g. Stunned, Bleeding, and Burning) or climb out of a pit space.
 - do block line of sight and movement. Friendly figures may move through spaces occupied by figures treated as heroes.
 - may receive insight, elixir, and valor tokens.
- Usually, additional rules are given in the respective quest description.

ROAD TO LEGEND

- Figures treated as heroes are not affected by peril effects.
- When a monster is instructed to target a hero, figures treated as heroes and attackable tokens are included as possible targets.
- **For the purpose of targeting**, if a figure treated as hero or attackable token does not have the statistic the monster is targeting, it is considered to have a value of 0 for the corresponding statistic.

Related Topics: [Attributes](#), [Encounters](#), [Turn](#)

HEX TOKENS

- The Hexer has several Class cards that interact with hex tokens.
- Hex tokens are limited to 20 by supply.
- When a monster is hexed through the use of a Hexer Class card, the hero player places one hex token near the monster as a reminder.
- A monster with at least one hex token is a hexed monster. Any time a monster gains a hex token (even if it already has one), it is becoming hexed.
- A hero may discard one or more hex tokens from a targeted monster after rolling dice. For each hex token discarded, the attack deals 1 additional ♥. Discarding a hex token from a monster modifies the attack as a whole. This ability is printed on the *Enfeebling Hex* Class card as a reminder.



Related Topics: [Attacks](#), [Class Cards](#)

IMAGE TOKENS

- The Conjurer has several Class cards that interact with image tokens. Image tokens are limited to 4 by supply.
- Image tokens are treated as hero figures with the Conjurer's attributes and 1 gray defense die. Image tokens have no attack pool (not even a blue attack die).
- If an image token suffers any amount of ♥ or ♠, it is discarded, and the Conjurer suffers both 1 ♥ and 1 ♠.
- Image tokens can receive conditions, however, as they do not have turns, actions, or attacks, the only condition currently affecting an image token is Weakened.
- The number of image tokens that can be on the map at any one time is limited only by the supply.
- During his turn, the Conjurer may return any number of image tokens on the map to his supply.
- Image tokens remain on the map even if the Conjurer is defeated.



Related Topics: [Class Cards](#), [Class Tokens](#), [Conditions](#)

IMMOBILIZED

See "[Conditions](#)" on page 10.

INACTIVE MONSTERS

- Some quests specify monster groups as inactive and the overlord places an inactive monster token on the corresponding Monster card.
- The overlord player cannot activate inactive monsters or affect them using Overlord cards or Plot cards unless specifically noted in the quest description.
- If a monster group is inactive, all figures of that monster group are inactive. Inactive monster figures block line of sight and movement.
- Inactive monsters may be targeted and affected by attacks from enemy figures - the overlord player rolls defense dice as normal.
- Unless otherwise noted, if an inactive monster suffers any amount of ♥, the overlord immediately discards the inactive monster token from the monster group's Monster card and that monster group is no longer inactive.



- Notably, the open group placed on the River's Edge in *The Shadow Vault* (*The Shadow Rune* campaign) is not defined as an inactive monster group as such and does not follow the rules described above.

Related Topics: [Conditions](#), [Movement](#)

INFECTION TOKENS

- Infection tokens have no inherent game effect. The Infector overlord class has several cards that interact with infection tokens.
- Infection tokens are limited to 16 by supply.
- Each time a figure is infected through an effect from an Infector Overlord card, an infection token is placed on the Hero sheet, Familiar card or close to that figure.
- A hero with at least one infection token is an infected hero. Any time a hero gains an infection token (even if he already has one), he is becoming infected.
- The number of infection tokens a hero may have is only limited by the supply.
- Heroes keep infection tokens when being knocked out and between encounters. Infection tokens are removed between quests.



Related Topics: [Overlord Cards](#)

INFLUENCE

- Influence effects and influence tokens are specific to the *Shadow of Nerekbhall* campaign.
- A quest may feature up to three different influence effects. The 3 influence tokens correspond to the influence effects listed in each quest's influence sidebar.
- The active influence effect depends on the influence token that is selected for that quest.

Influence tokens

- During setup, unless otherwise noted, the overlord secretly chooses one of the influence effects listed in the influence sidebar of the quest and places the corresponding influence token facedown in his play area.
- If a quest features only two influence effects, the token that does not have an effect is set aside.
- No hero player should know the color of any facedown or set-aside influence tokens.
- The overlord reveals the chosen facedown influence token and resolves the listed effects when instructed by the quest rules.



Related Topics: [Setup](#)

INSIGHT TOKEN

- The Prophet class has several skills that interact with the insight token.
- There is only one insight token. It is either placed in the Prophet player's play area or on a Hero sheet.
- Each time a player is instructed to gain the insight token, he takes the insight token from its current location and places it on his Hero sheet.



- Each time the insight token is discarded (normally to trigger an effect from one of the Prophet's skills), it is removed from its current location on the Hero sheet and placed in the Prophet player's play area.
- The insight token remains on a Hero sheet when the hero is knocked out and between encounters. It is removed between quests.
- Figures treated as heroes can gain the insight token. It is discarded when they are defeated, when they are resummoned, and at the end of each encounter.

Related Topics: [Class Tokens](#)

INTERLUDE

- The Interlude is a special quest that marks the transition from Act I to Act II in a campaign. The Interlude is treated like an Act I quest and may consist of one or more encounters.
- The Campaign phase after the Interlude includes two special steps (3a, 3b) which replace the normal shopping step (3):
 - 3a) Heroes may purchase any number of the remaining Act I Shop Item cards in the deck.
 - 3b) Act I Shop Item cards, Monster cards and Lieutenant cards are replaced by corresponding Act II cards. Act I item cards in possession of the heroes are unaffected.
- Act I Shop Item cards sold in later shopping steps are returned to the box.
- Interlude (and Finale) quests can only be played as part of a campaign and are not intended to be played as single game sessions.

Related Topics: [Acts](#), [Campaigns](#), [Quests](#)

INTERRUPT

- An interrupt is an effect that is triggered when another effect is in progress. Interrupts are listed on various game components such as Overlord cards, Class cards, Hero sheets, etc.
- Unfortunately, interrupts other than actions interrupting move actions are not well defined in the current rule set and FFG representatives tend to decide on rule questions on interrupts on a case-by-case basis. The following summarizes what is known on interrupts:

Interrupts by the active player

- In general, move actions and abilities that include a move action (such as Overpower) are the only actions that may be voluntarily interrupted.
- A figure must be in an empty space when interrupting its move action.
- In addition, other actions may be interrupted by abilities when a specific triggering condition is met during the action.

Examples:

- An attack may be interrupted by an effect that triggers before rolling attack dice or after suffering ♥ but not by an ability that triggers during your turn.
 - A Heroic feat may not be interrupted to spend movement points unless explicitly noted otherwise.
- When a move action of a large figure is interrupted by another action, the large figure expands and is placed on the map.

- When interrupting a large monster's move action to perform another action, the overlord must be able to declare the interrupting action **before** placing the monster's figure on the map.
- When the interrupting effect is resolved, the move action may be continued; the active player chooses a space to which a large figure shrinks and may spend remaining movement points.

Interrupts by another player or effect

- This type of interrupt can only be triggered if a specific triggering condition is fulfilled.
- Details of how the interrupt is resolved are usually included in the text associated with the effect.
- Movement of a large monster cannot be interrupted (e.g. by *Nimble*, *Caltraps*, or *Guard*) if there is no space for the monster to expand.
- In the case of timing conflicts, the active player decides the order in which the abilities are resolved.
- Effects considered to be interrupts for which an explicit ruling by FFG representatives exists have been included in section 2 of this guide.

ROAD TO LEGEND

- If a hero interrupts a monster's activation with a skill or ability, the monster's priority is reevaluated and has to be adjusted if necessary.

Related Topics: [Actions](#), [Large Figures](#), [Movement](#), [Trigger](#)

ITEM CARDS

- Item cards include weapons, armor, relics, and other equipment.
- Weapons are identified by an attack type icon on the Item card showing a ⚔ or ⚡ icon. Weapons are used to perform attacks, other Item cards are used as instructed on the card.
- Abilities and effects on a Weapon card are inactive and cannot be used outside of an attack with that weapon (e.g. line of sight of a hero is not affected by *Elm Greatbow* when not attacking with it).
- Class cards that are also Item cards are called starting equipment.
- "You" on Item cards refers to the hero that holds the item, not the player controlling that hero. Thus, abilities on hero Item cards cannot be used e.g. for re-rolling dice of familiars that the player controls.
- Heroes may trade Item cards (except starting equipment) with other heroes.

Item traits

- Item traits listed on Item cards specify the type of the item (e.g. *Potion*, *Rune*, *Belt*, *Magic*).
- Often Skill cards refer to item traits, allowing the use of certain skills only in combination with specific items (e.g. *Runic Knowledge* is restricted to *Magic* or *Rune* weapons).
- Heroes may be restricted to equip only a certain number of items with a specific trait (only one *Helmet*, *Belt*, *Boots*, etc.). These restrictions are listed on the Item card.

Related Topics: [Attacks](#), [Campaigns](#), [Quests](#), [Relics](#), [Search](#), [Shop Items and Shopping](#), [Trading](#)

INVENTORY



- The inventory screen is only available in *Road to Legend* and can be accessed by selecting the inventory button.
- It displays the equipment and the amount of gold that heroes currently have.
- It may be used by players when they load a saved campaign to retrieve the appropriate physical components. Players cannot use this screen to add or remove anything from their inventory; it is used for reference only.

Related Topics: [Equipment](#), [Item Cards](#)

KNOCKED OUT

See "[Defeated](#)" on page 12.

LAVA SPACE

See "[Terrain](#)" on page 38.

LARGE FIGURES

Figure size

- Small figures occupy one space.
Medium figures occupy two spaces.
Huge figures occupy four spaces.
Massive figures occupy six spaces.
- Figures that occupy more than one space on the map are large figures.

Performing an attack

- As any other figure, large figures need to fulfill both line of sight (checked in step 1 of combat) and range (checked in step 3 of combat) requirements **to the same target space** (See "[Steps of Combat](#)" on page 6).
- A large figure performing an attack can measure line of sight land range **from separate spaces**. Notably, whereas line of sight cannot be traced through blocked spaces, range has no such restriction. See "[3.5. Special Situations in Combat](#)" on page 87.

Performing movement

- The active player chooses one of the spaces the large figure occupies ("shrinking" it) and counts spaces for movement from the chosen space. A figure may perform two move actions consecutively receiving movement points equal to twice its Speed.
- If a large figure is moved by an game effect that targets a space (e.g. by an attack), the figure shrinks to the targeted space and the **active** player performs the movement.
- Large figures enter all spaces counted during movement.
- When a large figure enters a space containing terrain, it is affected just like a small figure. As an exception, a large figure is affected by pit spaces only if its movement ends or is interrupted and its entire base occupies pit spaces after being placed on the map.

Ending and interrupting movement

- When ending or interrupting movement, the active player places the figure so that one of the spaces that its base occupies includes the space where the figure ended its movement (“expanding” it). This often changes the orientation of the figure’s base relative to its starting position. This is possible even before spending the first movement point of the move action.
- When interrupting a large figure’s movement to perform an action (or a non-action considered to be an interrupt), the active player must be able to declare that action before expanding. This applies also when moving outside of a move action, e.g. when using movement points from *Blinding Speed*. When the movement is interrupted for an attack, the large figure may choose **additional targets** after expanding.
- A large figure expanding into a space is not considered to be entering or moving into that space.
- If the monster cannot expand to fit its entire base on the map, it cannot end or interrupt its movement in that space. Any game effect that would interrupt movement cannot be triggered in that space.
- When large monsters expand on terrain that they did not move through, refer to the individual terrain rules for what effects (if any) apply.
- Some of the above situations are shown in detail under [3.3. Movement Examples](#).

Related Topics: [Attacks](#), [Figures](#), [Interrupt](#), [Movement](#), [Target](#), [Terrain](#)

LIEUTENANTS

- Lieutenants are powerful characters controlled by the overlord player. The quest description specifies which, if any, lieutenants to use and any special rules concerning those lieutenants in a particular quest.
- Lieutenants are treated as monster figures for all purposes, unless specified otherwise. Each lieutenant is treated as its own monster group. Lieutenants are neither minion nor master monsters.
- Lieutenants may wield overlord versions of relics and this is the only way abilities of standard relic can be used by the overlord.
- Each lieutenant can wield only one relic (See ["Sun Stone Token"](#) on page 37 for special rules).

Lieutenant cards

- Information on a lieutenant is listed on the corresponding Lieutenant card. There are separate cards for lieutenants appearing in Act I and Act II quests.
- Lieutenant cards list attributes (see below) and dice used when lieutenants attack.



- A special area on the Lieutenant card lists the lieutenant’s characteristics (Speed, Health, and Defense) which may differ depending on the number of heroes (represented by gray silhouettes).



- In certain quests lieutenants are controlled by heroes. In these cases, the Lieutenant card of the current Act is used and the lieutenant’s characteristics are scaled based on the number of heroes.

Knocked out lieutenants

- Unless otherwise noted, if a lieutenant is defeated, he is removed from the map just like any other monster.
- Some quests specify that a lieutenant is knocked out similar to a hero. Under these circumstances, all conditions are discarded and the lieutenant is removed from the map. He may perform a stand up action in his next activation. Unlike with heroes, that stand up action does not immediately end the lieutenant’s activation and he is free to perform a second action.
- Other monsters cannot perform revive actions on a knocked out lieutenant. A knocked out lieutenant can be targeted by other monster’s abilities or Overlord cards that cause the lieutenant to recover damage.

Related Topics: [Acts](#), [Defeated](#), [Lieutenant Packs](#), [Stand Up](#), [Relics](#), [Revive](#)

LINE OF SIGHT

- For a figure to have line of sight to a space, a player must be able to trace an imaginary, **uninterrupted, straight line** from any corner of that figure’s space to any corner of the target space.
- A space is always in line of sight to itself and usually to all adjacent spaces (except through overgrowth).
- Line of sight has no restrictions concerning range.
- See ["3.4. Line of Sight Examples"](#) on page 86 for visual examples of line of sight determination.

Line of sight is fulfilled

- if the traced line **touches corners** of blocked spaces or map tile borders.

Line of sight is blocked

- if the line **passes through** a blocked space, a map tile border, a door, an old wall, or overgrowth.
- if the line **passes along** the edge of a blocked space or map border.
- Line of sight cannot be traced through spaces that the figures occupy **from or to which line of sight is traced**.

Line of sight is mutual

- Line of sight is mutual. If space A has line of sight to space B, space B also has line of sight to space A. However, certain abilities may violate this principle with details given on the game component with the ability. Examples are: *Eagle Eyes* (Wildlander skill), *Lithesome* (Bone Horror ability), and *Seer Kel’s Hero* ability.

Large figures

- Line of sight from and to large figures is determined in the same way as for small figures. Line of sight may be traced from and to any corner of any space that the large figure occupies, but **not through** a space occupied by that figure.

Pit spaces

- Figures on pit spaces only have line of sight to adjacent spaces (including adjacent pit spaces).
- Likewise, only figures on spaces adjacent to a pit space have line of sight to a figure in that pit space.
- Figures on pit spaces do not block line of sight for figures outside of pit spaces.

Related Topics: See "Modify results of rolls" on page 6, [Blocked Spaces](#), [Large Figures](#), [Maps](#), [Terrain](#)

MAPS

Quest Maps

- Quest maps represent the layout of a given quest and as such are integral parts of quest descriptions.
- Quest maps consist of a combination of large map tiles, end caps, extenders, transitions, tokens, doors and other game components.
- Map tiles are single large puzzle-cut cardboard pieces which can be put together and represent locations in a given quest.
- Large map tiles are labeled with a unique tile code for easy identification. Each tile code consists of a number and a letter, which specifies the side of the tile.
- A map tile consists of several square spaces. Some spaces may have special rules depending on their contents (see "Terrain" on page 38).
- Map borders or edges are solid black lines along the boundaries of a map tile. Walls are solid black lines between spaces of a map tile. Both block movement and line of sight.
- Entrance and exit tiles have special rules concerning map borders. (see "Entrance and Exit" on page 15)



- Quest descriptions may include names for certain map tiles to indicate locations of particular significance for the quest (e.g. *Fire Pit* or *Wild Garden*). End caps and extenders are **not** considered to be part of these locations (although e.g. German translations of *The Shadow Rune* and *Heirs of Blood* Quest Guides state otherwise).

ROAD TO LEGEND

- In campaign mode, quests do not start with the entire map revealed. As players explore the map and open doors, additional quest rules, tiles, tokens, and monsters are revealed.

Campaign maps

- The back page of a Quest Guide usually features a map of the land where the campaign or mini campaign takes place.
- Quest locations labeled on the map are connected by paths that the heroes use to travel. Each path has an icon representing what type of travel event might happen while traveling on that path (See "Travel" on page 40)

ROAD TO LEGEND

- After completing a quest of a campaign, players transition to the campaign map.
- While viewing the campaign map, players can choose to travel to a new quest, they can visit a city, and they can spend XP to purchase new Class cards.

Related Topics: [Campaigns](#), [Class Cards](#), [Entrance and Exit](#), [Quests](#), [Travel](#)

MELEE ATTACKS

See "Attacks" on page 7.

MINI CAMPAIGN

See "Campaigns" on page 8.

MISS

- An attack misses if
 - an X is rolled in step 2 (Roll dice) of the attack ("Steps of Combat" on page 6).
 - the attack result has insufficient range after step 3 (Check range).
 - the attack result has insufficient \blacklozenge when adjacent to a monster with Shadow in step 4 (Spend surges).
- When an attack misses it is immediately resolved without performing further steps.
- Not dealing damage in step 5 of an attack is not considered a miss.

Related Topics: [Attacks](#), [Counting Spaces](#), [Range](#)

MODIFY RESULTS OF ROLLS

- Abilities or other game effects may allow players to reroll, "change results", "replace results" of one or more dice. In addition, certain abilities and effects modify the result of a roll by adding or subtracting \blacklozenge , \heartsuit , or \blacklozenge .
- Unless the effect specifically states otherwise, the new result is kept.

- modifications of rolls are usually restricted to specific situations (e.g. rerolling “defense dice” applies only to defense dice rolled as part of an attack and cannot be used to reroll an attribute test).
- if a reroll or “change results” ability is used in response to another reroll or “change results” ability, effects are applied in the sequence the abilities are used (the active player **does not** decide on the sequence).

Reroll abilities

- Reroll dice abilities (e.g. “reroll 1 defense die” or “reroll an attribute test”) are the most common abilities modifying rolls. This group includes abilities like *Dark Fortune*, *Lucky Charm*, *Rehearsal* (Bard), and *Staff of Shadows*.
- Rerolling does not create a new instance of an attribute test. An attribute test that includes multiple rerolls or “change result” abilities is still a single test.
- Certain reroll abilities refer to attack dice instead of attack pool. In these cases “attack die” (singular) designates the blue die and “attack dice” (plural) designates the attack pool.

“Change result” abilities

- Abilities of this group can be used to change the result of one or more dice (e.g. “you may change the attack die to a different result” or “change each X to another result of your choice”). This allows players to choose the face of the die or dice. Abilities of this type are present on *Winged Blade*, Heroic feats (Lindel, Tatianna), *Vow of Freedom* (Monk), and *Make your own Luck* (Hybrid Loyalty).

“Add/subtract” abilities

- This group includes abilities that modify results of rolls by adding or subtracting ♠, ♥, or ♣ (e.g. “add 1 ♠ to the results”). Examples are *Ghost Armor*, *Mana Weave*, *Rune Mastery*, or *Nefarious Power* (Seeds of Betrayal). These abilities are applied to the results of the roll regardless of any rerolls or change result abilities played. If two or more abilities of this group are played, these are applied in sequence (e.g. *Heavy Cloak* can be used after the OL added a ♣ to a monster attack with *Dark Might*).

“Replace result” abilities

- This group includes abilities that replace the result of rolls (e.g. “replace the results with a number of ♠ equal to your ♣”). This group includes abilities from *Elven Cloak*, *Inscribed Robes* and Krutzbeck’s Heroic feat.
- “Add/subtract” abilities played in response of a “replace results” ability are applied as usual.
- In the current rule set it is not clear if rerolls and “change result” abilities can be played in response of “replace results” abilities. It is also not clear how “replace result” abilities played in response to “add/subtract” abilities would affect the result of a roll.

Related Topics: [Abilities](#), [Dice](#), [Item Cards](#).

MONSTERS

- A monster is a figure of a specific monster type (zombie, goblin archer, etc.) which is controlled by the overlord.
- Standard monsters are either minions (tan figures) or masters (red figures).

- Lieutenants and agents are considered to be monsters, with each lieutenant and agent having a separate monster type. Agents are master monsters; Lieutenants are neither minion nor master monsters.
- Monsters are friendly to all other monsters.

Monster card

- Each monster type has an associated Act I and Act II card.
- For standard monsters, details on minion monsters are given at the top of a Monster card, on master monsters at the bottom.
- Monster cards display the following information:
 - Monster name (monster type)
 - Monster characteristics: Speed, Health, and Defense
 - Monster abilities and rules (card back)
 - Attack dice pool and attack type icon: Melee (♣) or Ranged (♠).
 - Act icon, monster trait icons
 - Monster group limit (card back)
- Monster cards for lieutenants and agents list characteristics depending on the number of heroes. In addition, Lieutenant cards show the attributes of the lieutenant.

Monster traits

- Monster traits are properties referring to special icons displayed on Monster cards.
- Each standard monster has two out of ten available monster traits (see box).
- Lieutenants and servants do not have monster traits. Agents summoned into a monster group gain the monster traits of that group.



Monster group


- The size of a monster group (group limit) depends on the number of hero players and is given on the back of the monster card. If a game effect instructs players to ignore the group limit, the number of monsters is limited only by the number of plastic figures available for that monster type.



2-hero group limits 3-hero group limits 4-hero group limits

- Members of one monster group must activate one immediately after another.
- Each lieutenant is treated as its own monster group.
- Quest descriptions usually list monster types by name, known as **required groups** as well as a number of **open monster groups**.
- For each open monster group the overlord may choose any unused monster type that matches at least one monster trait listed at the top of the quest description page.

Monster action

- A Monster action is an ability on a Monster card denoted with a .
- Attacks that are part of a Monster action count towards the monster's limit of attacks per activation (one for most monsters, two for monsters with Ravage).
- If a game effect references an "attack action", it refers to a standard attack action and not a Monster action that includes an attack.

ROAD TO LEGEND

Unique Monsters

- Unique monsters often have additional Health (displayed in the lower-left of its portrait) and special rules (displayed during placement and in the monster's info panel).
- A unique monster can be placed as part of a group. It is activated with the group, but players may need to inform the app if the unique monster is defeated (even if other monsters of the group are still present) by selecting the "Defeat Unique" button from its portrait.
- Selecting the "Defeat Group" button for a group with a unique monster removes the entire group, unique monster included.

Related Topics: [Activation](#), [Acts](#), [Agents](#), [Attacks](#), [Attributes](#), [Lieutenants](#), [Servants](#)

MONSTER PLACEMENT

- Monsters are placed on the map during setup, as reinforcement or by other game effects according to following rules:
 - Individual monsters or monster groups have to be placed in such a way that the rules for its placement in the quest description are fulfilled to the greatest possible extent.
 - Large monsters are required to have their entire figure base placed on the tile designated in the quest description, if possible.
 - If monsters cannot be placed as indicated because there are not enough empty spaces available, they are placed in the closest empty spaces instead. If multiple monsters need to be placed in closest empty spaces, those monsters have to be

placed in such a way that all monsters are as close as possible to the tile designated in the quest description.


- If a monster may reinforce in two locations, but one of those locations is blocked, the overlord may still choose the blocked location and then place the monster in the closest empty space, unless noted otherwise.

ROAD TO LEGEND

- The app instructs players how to place monsters in two possible ways:
 - An icon or icons of the monsters are shown **on the map** in the exact spaces where master (red border) and minion monsters should be placed. If any of these spaces are not empty, place the monster as close as possible to the indicated space.
 - A specific space is highlighted with a pulsating circle. Monsters are placed in and as close as possible to the highlighted space; master monsters are placed first.
- When placing a unique monster, the app usually specifies if it is a master or minion monster. Otherwise a master monster is placed if the group limit allows for it.
- Always respect group limits unless the app specifies to ignore them.

Related Topics: [Entrance and Exit](#), [Reinforce](#)

MONSTER TRACKER

- The monster tracker is a component of *Road to Legend* that provides information regarding each monster group currently on the map.
- Selecting a monster portrait on the tracker provides the following options:
 - **Defeat Group:** As soon as the last monster in a group is defeated, players must select this to inform the app. This removes the group from the tracker.
 - **Force Activate:** This option can be selected when the app requires players to activate a group manually or if players accidentally forgot to activate a particular monster or group.
 - **Info:** Players select this to open the info panel, which provides clarifications on the abilities found on the monster's corresponding card as well as any necessary information regarding how that monster spends its  during an attack.

Related Topics: [Activation](#), [Defeated](#)

MORALE

- Morale is a concept in *Road to Legend* that represents the heroes' willingness to face overwhelming odds during a quest.
- Morale usually starts at a value equal to the number of heroes and decreases by one each time a hero is knocked out.
- When a hero is knocked out, players need to select the "KO" button from that hero's portrait. When the hero is no longer knocked out; players select the "Recover" button.



TYPES OF MOVEMENT

Move action

- A figure performing a move action adds a number of movement points equal to its Speed to its movement point pool.
- A move action may be interrupted on an **empty space** to perform another action. The move action may be continued after the interrupting action is resolved. Other actions cannot be voluntarily interrupted.
- A move action may be interrupted by another action or a move action, even before the first movement point of the original move action is spent.
- Phases of a move action (not officially confirmed yet)
 - A **move action starts** when a player declares a move action and receives movement points.
 - A **move action is interrupted** during the period of time another game effect is resolved or a figure spends a movement point from another source.
 - A **move action is continued** as soon as a movement point from this move action is spent after an interruption.
 - A **move action ends** when
 - a) an effect occurs which would interrupt the move action, but there are no movement points remaining
 - b) a game effect explicitly causes it to end.
 - c) the turn of the active player ends.
- If an effect ends a move action (such as an Overlord card) all movement points in the pool are immediately lost.

Fatigue movement

- During his turn (step 3.II.), a hero may suffer ♣ to add one movement point per ♣ suffered to his movement point pool. He may do this either as an interrupt **during a move action** or **before or after another action is resolved**.
- There is no restriction other than the hero's Stamina on how many ♣ he may suffer to gain additional movement points.

"Move up to your Speed" and "Move X spaces"

- The figure may move a number of spaces equal to its Speed or equal to X. The new position is determined by counting spaces, no movement points are gained or spent.
- This type of movement is not considered to be a move action. It cannot be voluntarily interrupted.
- As no movement points are involved, terrain that increases movement point costs has no effect, other rules unrelated to movement points still apply.

"Remove and place" and "Place"

- The figure is removed from its current space on the map and placed in another space. Eligible target spaces are defined by the effect itself (such as "within 3 spaces", or "in the closest empty space adjacent to the monster"). The new position is determined by counting spaces, no movement points are gained or spent.
- This type of movement is not considered to be a move action. It does not result in the figure moving into or out of any spaces and only the target space is entered. It cannot be interrupted.
- As no movement points are involved, terrain that increases movement point costs has no effect, other rules unrelated to movement points still apply.

- During a quest, if morale is at zero (indicated by a skull on the morale counter) and any hero is knocked out, the heroes lose the quest.
- In campaign play, morale is replenished when visiting a city during the Campaign phase. Numerous other game effects can raise (or lower) the morale value.

Related Topics: [Campaigns](#), [Quests](#)

MOVEMENT

Any time a figure or other object changes its position from one space to another space on the map, it is considered to have moved in a general sense.

- A figure may move through friendly figures but not through other blocked spaces (such as enemy figures or obstacles). A figure may not end its movement on a blocked space.
- Usually the active player decides on all aspects of movement. However, if a figure is moved by an ability, the player that used the ability decides on all aspects of the movement.
- There are several types of movement, each associated with specific keywords on game components. Each type of movement follows its own set of rules (See box "[Types of movement](#)" on page 26).

- The movement of large monsters follows additional rules and restrictions (See "[Large Figures](#)" on page 21).
- Visual examples for movement are shown in detail under "[3.3. Movement Examples](#)" on page 85.

Entering and Exiting a space

- When a figure changes its position from one space on the map to another space on the map, it is considered to be exiting its current space and entering another space.
- If a figure is being placed from **off the map**, it is **not entering** a space. This includes heroes being revived or standing up, reinforcing monsters, summoning familiars, etc.
- A large monster expanding into a space is not entering that space.

Moving into a space and Moving out of a space

- When a figure changes its position due to an effect explicitly including the keyword "move", it is moving out of its current space and moving into another space. A figure being "placed" is not moving into a space.
- A large monster expanding into a space is not moving into that space.

Movement points

- Figures may gain movement points through game effects such as move actions, suffering ♣, skills, items and others. The sum of the current movements points of a figure constitutes its movement point pool.
- Heroes may spend movement points in step 3.II (Perform hero actions) of their turn. Monsters may spend movement points in step 2.II (Activate monsters of a group) of their activation. See "Hero Turn" on page 41.
- If a figure may be moved or receives movement points during another player's turn (as an effect of an interrupt ability), the figure may be moved before the active player resumes his turn or not at all.
- Moving into an adjacent space usually costs one movement point, which is subsequently subtracted from the movement point pool. Terrain effects may increase the cost.
- If the pool contains movement points from different sources, the player has to specify the source when spending a movement point.
- At the end of the figure's activation all remaining movement points are lost.

ROAD TO LEGEND

- When resolving movement instructions from the app, the following rules apply:
 - A figure always takes the route that requires the least movement points to the target space.
 - When ending a large figure's movement, it expands in a direction that facilitates the instructed movement (either toward or away from the target).
 - Monsters always avoid pit spaces, and will not move through hazard or lava spaces if doing so will damage them.
 - Monsters only move through water and sludge spaces if doing so requires fewer movement points, and monsters always avoid ending their movement in sludge spaces if possible. Heroes being forced to move in this manner have no such restrictions.

Related Topics: [Actions](#), [Activation](#), [Fatigue](#), [Stamina](#), [Terrain](#)

OBJECTIVE TOKENS

- Objective tokens mark special objectives described in the quest text.
- Unless otherwise noted, the following rules apply:
 - Figures may pick up an objective token performing a special action while adjacent to or in the same space as the objective token ("Or in the same space" was lost in the German translation).
 - Each quest should state if more than one token can be picked up. If it is not stated, usually that means there is no limit.
 - Figures cannot pick up an objective token carried by other figures nor trade objective tokens.
 - Figures may drop an objective token by performing a special action, placing the token in an adjacent space.
 - If a figure carrying an objective token is defeated, the token is placed in that figure's space.
- Objective tokens are limited by supply. If a quest description instructs players to use objective tokens up to the supply or "all objective tokens", it refers to the number of objective tokens



from the base game plus the number from the expansion that includes the quest. Table of objective tokens per expansion:

Expansion	blue	green	red	white
Base game	4	1	4	1
Labyrinth of Ruin	1	3	0	3
Shadow of Nerekhall	0	3	0	3
Manor of Ravens	0	0	0	1
The Chains that Rust	0	1	0	0

Related Topics: [Actions](#), [Defeated](#), [Quests](#), [Trading](#)

OBSTACLE

See "[Terrain](#)" on page 38.

OFF THE MAP

- Certain effects, abilities or quest-specific rules may allow heroes to be moved off the map (e.g. heroes voluntarily moving off the map through the exit, heroes being defeated, or Tomble Burrowell's Heroic feat)
- Heroes being off the map may not use any abilities that require an active decision by the player usually indicated by "use this card", "exhaust this card" or have ♣ costs.
- Other figures may benefit from passive abilities of "off-map" heroes. These abilities must not require the "off-map" hero to "use this card", "exhaust this card", pay ♣, and must not imply the hero to be on the map.

Related Topics: [Defeated](#), [Entrance and Exit](#), [Maps](#)

OPEN OR CLOSE DOOR

- Figures may perform an open door action from an adjacent space to remove it from the map and place it close by.
- If a figure performs a close door action to close the door again, it is returned to its original position on the map.
- Doors block movement and line of sight.
- Spaces separated by a door are not adjacent and thus, spaces cannot be counted through a closed door.
- In addition, open door actions can be used to remove portcullis and overgrowth from the map.

ROAD TO LEGEND

- Doors cannot be closed.

Related Topics: [Actions](#), [Doors and Door-like Objects](#), [Counting Spaces](#), [Line of Sight](#).

OPEN GROUPS

See "[Modify results of rolls](#)" on page 23.



OVERLORD

- One player takes over the role of the overlord, an evil antagonist of the heroes.
- The overlord controls all monsters and the majority of his turn is spent activating them.
- He uses Overlord cards to perform various abilities, such as buffing monsters or springing traps. In addition, the overlord may use Plot and Rumor cards to further his plans and bring the heroes down.

ROAD TO LEGEND

- The app takes the place of the overlord player.

Related Topics: [Overlord Cards](#), [Plot Cards](#), [Rumor Cards](#), [Turn](#)

OVERLORD CARDS

- The Overlord deck consists of at least 15 Overlord cards. During setup of a single session or at the start of a campaign, the overlord player may choose the Basic I (included in the base game) or Basic II deck (included in the *Labyrinth of Ruin* expansion).
- Each Overlord card lists from top to bottom: name, type, effect and triggering condition, class (left) and XP cost (right).
- The type of the Overlord card (Event, Trap, or Magic) has no gameplay effect by itself, but may be referred to by other components (such as other Overlord cards).
- In Epic Play or in a campaign, the overlord player may modify his basic deck with upgraded cards (See "[Spending experience points](#)" on page 16). The XP cost is listed on the Overlord card on the lower-right. Basic Overlord cards have a cost of 0 XP.
- In addition to basic Overlord cards, there are three categories of Overlord cards: Universal Cards, Overlord Class cards, and Overlord Reward cards (see below).

Gaining Overlord cards

- During setup of a quest, the overlord player draws a number of Overlord cards equal to the number of heroes to his hand. Overlord cards are kept hidden from the hero players.
- At the beginning of each of his turns, the overlord player draws one additional Overlord card.
- Each time a hero is defeated the overlord may draw an additional Overlord card. Defeating figures treated as heroes such as familiars does not reward Overlord cards.

Playing Overlord cards

- There is no cost to play an Overlord card and no limit to how many cards the overlord player can play from his hand each turn.
- Each card specifies when it may be played, usually by listing explicit triggering conditions.
- Two Overlord cards with the same name
 - that do not have a clear, definite target cannot be played in response to the same triggering condition (e.g. such as "play this card at the start of your turn").
 - that do have a defined target (hero, monster, monster group, etc.) cannot be played on the **same target in response to the same triggering condition**. Each individual space a figure enters and each individual attack a figure performs is considered to be an individual triggering condition.

- After resolving the effects of an Overlord card, place it faceup on the discard pile.
- The overlord player has no hand limit for Overlord cards. When the overlord player draws the last card from his deck, he shuffles the discard pile to create a new deck.
- If the whole deck is on the overlord's hand, he cannot draw new Overlord cards. The first card the overlord plays in this situation immediately constitutes the new Overlord deck. It is therefore possible to play e.g. two *Dark Charms* (on different targets) at the start of a single overlord turn.

Universal cards

- Universal cards represent upgraded Overlord cards that may be purchased without any restrictions other than the XP cost (see "[Experience Points](#)" on page 16).

Currently available Universal cards:

- Base game: 2 x *Plan Ahead*, 1 x *Schemes*, 1 x *Dark Resilience*
- *Labyrinth of Ruin*: 2 x *Dark Remedy*
- *Shadow of Nerekbhall*: 1 x *Placebo*, 1 x *Solidarity*, 1 x *Upgrade*, 1 x *Refresh*, 1 x *Diverse Means*

Overlord Class cards

- Overlord Class cards are upgraded Overlord cards that compose a Overlord Class deck.
- Level 1 Overlord Class cards (1 XP) may be purchased without restrictions other than the XP cost.
- Higher level Overlord Class cards may be only purchased if the overlord already owns a certain number of Overlord cards **from the same class**:
 - To purchase a Level 2 card (2 XP), the overlord must currently own at least two cards of that class.
 - To purchase a Level 3 card, the overlord must currently own at least three cards of that class.
- Unlike heroes, the overlord may purchase cards from multiple classes.

Currently available Overlord Class decks:

- Warlord (base game)
- Saboteur (base game)
- Magus (base game)
- Punisher (*Lair of the Wyrms*)
- Infector (*The Trollfens*)
- Shadowmancer (*Shadow of Nerekbhall*)
- Enchanter (*Manor of Ravens*)
- Unkindness (*Manor of Ravens*)
- Soulbinder (*The Chains that Rust*)

Overlord Reward cards

- Overlord Reward cards are awarded by winning specific quests.
- Overlord Reward cards may be integrated into the Overlord deck as normal.

Related Topics: [Campaigns](#), [Experience Points](#), [Trigger](#), [Turn](#)

PERILS




Perils are encountered in *Road to Legend* only.

- Peril effects may occur at the end of a round after the heroes spent a certain amount of time in a quest or stage.
- Peril effects may cause monsters to spawn, deal damage, or generally inflict harm on the heroes.

- Peril effects only affect heroes and not figures treated as heroes (such as familiars and tokens).
- Peril effects may cause monster groups to spawn that are already on the map. If this happens, do not remove any monsters from the map and place as many monsters as possible in the indicated spaces respecting group limits.

Related Topics: [Familiars](#), [Monster Placement](#)

PIERCE

- Pierce allows a figure to ignore a number of  results while attacking. For example, "Pierce 2" allows an attacker to ignore up to 2 .
- If the number of  results is less than the Pierce value, the excess Pierce value has no effect.
- If multiple Pierce abilities are used during an attack, their values are added together.

Related Topics: [Attacks](#)

PIT

See "[Terrain](#)" on page 38.

PLOT CARDS

- At the start of a campaign, the overlord may choose a Plot deck. The overlord will use this Plot deck for the duration of the campaign. Outside of campaign play Plot decks cannot be used.
- After the overlord has chosen a Plot deck, he takes the basic card (the Plot card with no purchase cost) and places it faceup in his play area.
- The remaining Plot cards are upgrades the overlord player may purchase throughout the course of a campaign.
- Note that Plot cards are different from Overlord cards; the overlord does not add them to his Overlord deck, and he purchases them in a different way.
- See "[3.1. Overview on Available Expansions](#)" on page 81 for a list on all available Plot decks.

Threat

- During the course of a campaign the overlord gains threat represented by threat tokens.
- If a hero is defeated, the overlord may choose to gain one threat token **instead** of drawing an Overlord card. The overlord can only gain threat tokens in this way **once per hero per quest**.
- At the end of each quest, the overlord receives 1 threat token. If the overlord wins the quest, he receives 1 additional threat token.
- During step 5 (Spend Experience Points) of a Campaign phase, the overlord may spend any number of his XP to gain 3 threat tokens for each XP he spends.
- Each time the overlord plays a Rumor [Quest](#) card, he gains 1 threat token.
- Threat tokens are not limited by supply.



Purchasing Plot cards


- During step 5 (Spend Experience Points) of each Campaign phase the overlord may purchase any Plot card from his Plot deck for the number of threat tokens indicated on the Plot card (upper right).

- Purchased Plot cards are placed faceup in the overlord's play area and can be used in all future quests of the campaign.
- Plot cards which have been returned to the game box cannot be purchased again (e.g. *Deceitful Scribe* from the *Inner Corruption* Plot deck).

Triggering Plot cards

- Each time the overlord triggers an ability on a faceup Plot card that requires him to "exhaust this card" or "use this card", he must spend a number of threat tokens equal to the Plot card's trigger cost (lower right).
- Each time the overlord spends a threat token as above, he **immediately** flips the token to its fortune side and places it on the Hero sheet which currently possesses the lowest number of fortune tokens. If there is a tie, the heroes choose which hero among the tied heroes gains the fortune token. If the overlord spends more than 1 threat token, he follows this process once for each token spent.
- Plot cards may not target allies, familiars and figures treated as heroes.

Fortune

- Heroes may spend fortune tokens to trigger any of the following abilities:
 - 1 fortune token: During his turn, a hero may recover 1 .
 - 1 fortune token: After dice are rolled, a hero may reroll 1 of his dice. Notably, a hero may use the fortune token he just received to re-roll a failed test triggered by the Plot card the overlord paid for with the corresponding threat token.
 - 2 fortune tokens: After performing his two normal actions, a hero may immediately perform one additional action. Limit once per round per hero.
 - 2 fortune tokens: During the step 4 (Shopping) of a Campaign phase, heroes may collectively spend their fortune tokens to draw 1 additional Shop Item card.
- When a hero spends a fortune token, it is returned to the threat and fortune supply.
- Heroes cannot trade fortune tokens with other heroes.
- After step 4 (Shopping) of each Campaign phase, heroes return all fortune tokens on their Hero sheets to the threat and fortune supply.



Related Topics: [Campaigns](#), [Overlord Cards](#)

POISONED

See "[Conditions](#)" on page 10.

PORTALS

- Portals represented by white objective tokens are encountered in *The Delve* mode of *Road to Legend* only.
- Each stage contains a portal that heroes can use to exit the stage and enter the next one.
- Portals may be open (white side faceup) or closed (question mark side faceup).
- Closed portals must be opened for heroes to be able to exit a stage. This is usually accomplished by securing an objective. Players can always check the log to view the current objective.



- At the end of any round, when the portal is open, messages may display in the app asking if all heroes are on or adjacent to the portal and if they wish to depart.
- After the heroes use a portal to leave a stage, the entire map is cleared and all heroes, familiars, monsters, tiles, and tokens are removed. Valor, insight, and elixir tokens stay on Hero sheets, Search cards are not reshuffled into the Search deck. As an exception, Brightblaze is positioned adjacent to Challara when heroes are placed on the map of a new stage.
- If not explicitly instructed by the app, heroes do not recover ♥ or ♣ or discard conditions between stages. Skill cards are not refreshed and face-down Hero sheets are not automatically flipped faceup.

Related Topics: See ["Modify results of rolls" on page .](#), [Objective Tokens](#), [Rounds](#), [Stages](#)

QUESTS

- A quest is a game of tactical combat played on a modular game map and features unique rules and objectives.
- Quest descriptions contain setup information including a quest map, special rules, and the objectives for each quest.
- Quests consist of one or more parts called encounters. The side (heroes or overlord) that fulfills the victory conditions of the last encounter of a quest wins the entire quest.
- In campaign play multiple quests are linked to form an epic story.

Quest Guide

- A Quest Guide is a booklet describing a number of quests that can be played as a single standalone quest or strung together as a campaign or mini campaign.
- Certain quests may be incorporated into full campaigns in form of Rumor quests (See ["Mini campaigns" on page 9](#) and ["Quest Cards" on page 32](#)).


Quest setup

See ["Setup" on page 35](#).

ROAD TO LEGEND


Story Quests

- Story quests advance the campaign and are displayed with a banner that states, "Begin in X weeks."



Side Quests

- Side quests do not reward XP but provide income and fame for the heroes.
- Attempting a side quest advances the campaign by one week.
- Which side quests are available is randomly determined by the app and depends on the collection of physical products and in-app content that players have purchased.



Related Topics: [Campaigns](#), [Encounters](#), [Rumor Cards](#), [Setup](#)

RANGE

- Range is defined as the smallest number of adjacent spaces between two objects. It is determined by **counting spaces**.
- During combat, the attacker's total range is determined by adding all numbers rolled on dice of the attack pool and applying any range modifiers provided by abilities.
- See ["3.5. Special Situations in Combat" on page 87](#).

Keywords Associated with Range

- "Within X spaces" or "Up to X spaces away" means a range of less than or equal to X.
- "X or more spaces away" means to a range of greater than or equal to X.

Related Topics: [Attacks](#), [Counting Spaces](#), [Line of Sight](#), [Miss](#)

RANGED ATTACKS

See ["Attacks" on page 7](#).

REACH AND EXTEND

- The abilities Reach and Extend modify Melee attacks.
- While standard Melee attacks allow figures to target only adjacent spaces, Reach and Extend allow a figure to target a space at a distance of up to 2 and 3 spaces, respectively. The target space needs to be in line of sight.
- The attacker needs to be able to fulfill both distance and line of sight requirements to the target space.
- Like standard Melee attacks, Reach and Extend attacks require no range and thus cannot miss due to rolling insufficient range. If the target is moved away after a valid Melee attack was declared, it is still hit. However, certain effects may add a range requirement to Melee attacks (e.g. *Stealthy*).
- In the case of a large monster, distance and line of sight can be measured **from separate** spaces, as long as they are both measured **to the same** target space (see ["3.5. Special Situations in Combat" on page 87](#)).

ROAD TO LEGEND

- When a monster with Reach or Extend is instructed to engage a hero, it attempts to move into a space adjacent to that hero.

Related Topics: [Attacks](#), [Counting Spaces](#), [Line of Sight](#), [Range](#)

REFRESH

- When an exhausted card is refreshed, it is returned to its upright position and normal function.
- Cards are refreshed during step 1.II. (Refresh cards, see ["Turn Overview" on page 41](#)) of the **active player's** turn or by other game effects.
- Flipped cards (e.g. Search cards or Hero sheets) are not refreshed.

Related Topics: [Exhaust](#), [Turn](#)

REINFORCE

- Reinforcements are additional monsters that the overlord may receive during a quest. Rules for reinforcements are given in the quest description.
- The overlord may choose to reinforce master or minion monsters.

- Unless specifically noted otherwise, the overlord has to respect group limits when reinforcing monsters. If a game effect instructs players to ignore the group limit, the number of monsters is limited by the number of plastic figures available for that monster type (which equals the group limit for a 4-hero game).
- For additional rules on placing monsters see "[Monster Placement](#)" on page 25.

Related Topics: [Entrance and Exit](#), [Large Figures](#), [Maps](#), [Modify results of rolls](#), [Monster Placement](#), [Quests](#), [Setup](#)

RELICS

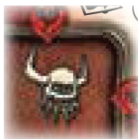
- Relics are a special, powerful items that players can obtain.
- Relics are often received as quest rewards and may not be purchased or sold.

Standard Relics

- Standard Relic cards are double-sided with a hero version on one side and an overlord version on the other.
- The hero version of a relic functions like any other Item card (except that it may not be sold).
- The overlord version of a standard relic may only be wielded by a lieutenant and cannot be used otherwise.
- During the setup step of an encounter, the overlord may choose which relic (if any) each of his lieutenants wields. However, lieutenants cannot switch relics between encounters of a quest. Unless otherwise noted each lieutenant may wield only one relic (the Sun's Fury relic is an exception in this respect).
- The overlord may assign a relic to be wielded by a lieutenant, if the corresponding Lieutenant card is present in the encounter (as noted in the setup section of the quest description), even if the lieutenant is not placed on the map during setup or will not be placed on the map at all (e.g. Eliza Farrow in "Blood and Betrayal", encounter 2B).
- If a lieutenant wielding a relic is defeated, the abilities of that relic are ignored for the remainder of the quest (even if this lieutenant is reinforced as per quest rules or appears in another encounter of that quest). However, the overlord keeps the Relic card in his play area. That lieutenant cannot wield another relic in this quest. If the quest rules explicitly state that a lieutenant is not defeated when he suffers ♥ equal to his Health, the relic remains available.
- A relic that is not wielded by a lieutenant is kept in the overlord's play area but it is ignored during the encounter.

Monster Relics

- Monster relics are a special relics with an unique icon on the lower left of the Relic card.
- Monster relics are wielded by monster groups instead of lieutenants. Each monster group can wield only one monster relic. Monster relics have no effect when not wielded by a monster group.
- During setup of each encounter, the overlord chooses which monster relic (if any) each of his monster groups will wield.
- The monster relic is in play until the end of the encounter, even if all monsters in that group are defeated.



Universal Relics

- Universal relics are a special relics with an unique icon on the lower left of the Relic card.
- Universal relics are not wielded. Instead, each time the overlord acquires an universal relic, he places it in his play area, where it remains for the rest of the campaign.
- The overlord can use universal relics by following the instructions on the Relic card.



Related Topics: [Item Cards](#), [Lieutenants](#), [Setup](#)

REPLACE RESULTS OF DICE

See "[Modify results of rolls](#)" on page 23.

REROLL DICE

See "[Modify results of rolls](#)" on page 23.

REST

- During a quest, hero can perform an action to rest.
- After a hero performs a rest action, all ♣ tokens are removed from his Hero sheet **in step 5 (End of turn) of his turn** (See "[Hero Turn](#)" on page 41). Heroes do not automatically recover any ♥ when resting.

Related Topics: [Actions](#), [Fatigue](#), [Stamina](#)

RETREAT

- Retreat is a term used to describe movement of figures in *Road to Legend*.
- When retreating, a figure spends all of its remaining movement points to move as far away from the closest enemy figure as possible.
- If a figure has no movement points, it does not retreat. Retreating does not cause the figure to perform a move action to gain movement points.
- During the movement, the figure can decrease distance to the closest enemy figure if by doing so the end result allows it to be farther away.

Related Topics: [Away](#), [Engage](#), [Movement](#), [Spot](#), [Direction](#)

RETURNING A GAME COMPONENT

- Text on game components sometimes instructs players to return cards or tokens to a specific location.
- Components **returned to their corresponding supply or deck** may enter the current game again at a later time point. In contrast, components **returned to the game box** will not be used again during the quest (in single game sessions) or during the campaign (in campaign play) unless explicitly noted otherwise.

Related Topics: [Discarding A Game Component](#)

REVIVE

- Hero figures can perform a revive action on an **adjacent** knocked out hero (represented by a hero token). Notably, a revive action cannot be performed while being in the **same space** as the hero token.
- If a hero is revived, his player performs the following steps in sequence:
 1. Roll two red power dice and recover damage equal to the ♥ rolled, recover ♣ equal to the ♠ rolled.

2. Replace hero token with the corresponding hero figure. If another figure occupies the space containing the hero token, the hero places his figure in the closest empty space to his hero token of that hero player's choice. The player is allowed to choose a space on the other side of an elevation line.

- For effects that trigger in step 1 (with triggers such as "when a hero recovers ♥"), spaces are counted to the hero token (rather than to the space the hero figure is placed in step 2).
- Heroes recovering ♥ by means (*Healing Potion, Prayer of Healing, etc.*) other than by a revive action are not considered to be revived.
- Monsters cannot perform revive actions (e.g. on knocked out lieutenants).

Related Topics: Actions, Damage, Elevation, Fatigue, Tainted

ROUNDS

- A round consists of each player taking one turn, beginning with one of the heroes. Each player completes his entire turn before another player begins his turn.
- Each round, the hero players decide as a group on the order in which they wish to take turns. This order may be changed during the course of a round and may be different each round.
- After all heroes have completed their turns, the overlord's turn begins.
- After the overlord player completes his turn, the round ends and a new round begins with the turn of the first hero.

ROAD TO LEGEND

- Turns of heroes and activations of monster groups alternate.
- After a hero completes his turn, the app randomly selects a monster group and displays activation instructions.
- After all heroes have taken their turns and all monster groups have activated, the next round begins.

Related Topics: Activation, Heroes, Turn



RUMOR CARDS

- Rumor cards provide the overlord special abilities in **campaign play** and are the way additional quests are introduced into a full campaign.

Rumor deck

- The Rumor deck combines all Rumor cards from expansions that players have access to. Note that Advanced Quest cards are not part of the Rumor deck.
- When starting a campaign, the overlord shuffles the Rumor deck and draws three Rumor cards.
- If the overlord is instructed to draw a Rumor card and there are no Rumor cards left in the deck, he does not draw a Rumor card. If the Rumor deck runs out of cards, the overlord **does not** shuffle discarded Rumor cards to create a new Rumor deck.

Playing Rumor cards

- Each Rumor card lists when it can be played together with its effect. Some Rumor cards are restricted to a particular Act of a campaign (see Act icon on the upper left).
- Only a **single** Rumor card may be played during each Campaign phase.
- Usually heroes must immediately resolve the effect of a played Rumor card, however Rumor cards may also feature quests that become available when played.
- At the start of Act II, all Rumor cards restricted to Act I are discarded **from the overlord hand or the play area (including any Quest cards)**. Discarded cards are not replaced or put back into the Rumor deck.

Quest Cards

- Quest cards include Rumor Quest cards and Advanced Quest cards (see below).
- Quest cards may be restricted to a particular Act of a campaign (see Act icon on the upper left).
- If the overlord plays a Quest card it is placed in the play area and he gains 1 threat token.
- Each time a player chooses a quest during step 6 (Choose Next Quest) of a Campaign phase (see "Campaigns" on page 8), he may choose a quest from a Quest card in the play area or from the campaign sheet.
- During the travel step, players refer to the travel icons on the top of the Quest card and resolve these icons from left to right.
- Quest cards remain in play until completed or discarded by a game effect.
- **Errata:** Heroes **do not** have to attempt a quest from a Quest card in play before proceeding to the Interlude. The corresponding rule included in the *Lair of the Wyrms* and *The Trollfens* expansions has been revoked.

Completing Quest cards

- The quest description corresponding to the Quest card lists all rewards for winning each quest.
- The "Additional Quest Rewards" section in Quest Guides is only relevant for mini campaigns and not for quests played from Quest cards.
- Quests on Quest cards do not count toward the number of quests required to complete the current Act and players ignore all quests from Quest cards when determining how many

quests were won by the overlord or by the heroes during any given Act.

Advanced Quest cards

- Advanced Quest cards are special Quest cards for Act II. They enter play when instructed by a game effect, usually by the reward section of an Act I rumor quest.
- Advanced Quest cards may be played during the Campaign phase after completing the Interlude or any Act II quest.
- Advanced Quest cards are double-sided and both sides are public knowledge at all times.
- The back of an Advanced Quest card lists special rewards that heroes or the overlord can acquire by winning this quest and how players can use this reward.
- Players receive the reward only when instructed by the rewards section of the corresponding quest description.

Related Topics: [Acts](#), [Campaigns](#), [Quests](#)

SAVING AND LOADING

- In *Road to Legend* the app automatically saves at several key points during play:
 - at the start of each quest
 - at the start of each round of a quest
 - at the end of each quest
 - each time you leave a city
- The app does not save the state of the physical components; if players decide to stop playing in the middle of a quest, they need to record this information.

Related Topics: [Quests](#), [Rounds](#)

SEARCH

- Heroes use search actions to investigate search tokens, challenge tokens or trigger additional game effects as specified in the quest description.

Search tokens

- Search tokens mark spaces on the quest map where heroes can search for items, potions, and quest specific articles.
- If the unique search token (see image to the right) is used in a quest, unless otherwise noted, **the overlord** secretly places it facedown on one of the positions marked with an “*” on the quest map.
- A search token is flipped and discarded after a successful search action. If the token is not unique, the player draws the top Search card from the Search deck.
- If the hero reveals the unique search token, he **does not draw** a Search card but follows instructions specified in the quest description.
- Notably, challenge tokens (see ["Secret Rooms" on page 33](#)) are not considered to be search tokens.



Search action

- A hero can perform a search action if he is adjacent to or in the same space as an object that can be searched.
- If a hero is defeated while performing a search action, the search action is still completed and the hero receives the Search card after being defeated.

- Effects from skills that allow a hero to “search” are considered to be search actions even if the effect can be triggered without performing an action (e.g. *Trail of Riches*, Thaiden Mistpeak's Hero ability).

Search cards

- The Search card deck is assembled during **quest setup**. If secret rooms are included in the game, the “Nothing” Search card is replaced with **one copy** of the “Secret Passage” Search card.
- The Search card deck is **not reshuffled** between encounters of a quest or when it is depleted.
- Search cards displaying items may be used for a **one-time effect** only, but follow other rules for items. These Search cards may be used as indicated on the card, then the player flips it facedown and keeps it in his play area.
- Search cards do not need to be equipped to be used.
- In campaign play, the heroes will be rewarded an amount of gold equal to the number on the lower right of the Search card (regardless of whether the Search card is faceup or facedown). For details see ["Shop Items and Shopping" on page 35](#).

ROAD TO LEGEND

- During setup, the “Nothing,” “Treasure Chest,” and the “Secret Passage” Search cards are removed from the Search deck.
- The app informs players on the outcome of a Search action.

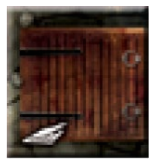
Related Topics: [Actions](#), See ["Modify results of rolls" on page .](#), [Campaigns](#), [Encounters](#), [Item Cards](#), [Quests](#), [Secret Rooms](#)

SECRET ROOMS

- Secret rooms are included in the *Lair of the Wyrms* and *The Trollfens* expansions and allow heroes to explore unknown chambers with valuable rewards.
- If secret rooms are included in the game, the “Nothing” Search card is replaced with one copy of the “Secret Passage” Search card.

Setup

- When a hero draws a “Secret Passage” Search card, a secret room entrance token is placed **in the hero's space**. The hero may immediately explore the secret room **without spending a movement point**.
- If the “Secret Passage” Search card is drawn when hero figures are not on the map (e.g. during the travel step of the Campaign phase), players draw a replacement card, and shuffle the “Secret Passage” Search card back into the Search deck.
- If the hero that drew the “Secret Passage” did not immediately explore the secret room, any hero in the same space with a secret room entrance token may spend 1 movement point to explore the secret room.
- When a hero explores a secret room the following steps are resolved:
 1. The hero draws a Secret Room card and resolves the special rules on the card.
 2. If instructed, a secret room tile is placed near the map. For game effects the secret room tile is considered to be part of the map and heroes on that tile are considered to be on the map.



3. The hero's figure is placed on the secret room's tile entrance space.
 4. The overlord draws a number of challenge tokens equal to the number of heroes and places them facedown on the secret room tile as shown in the corresponding rule book. The back sides of the challenge tokens are unknown for the heroes and for the overlord.
- A hero cannot explore a secret room if there is already a Secret Room card in play.

Entering and leaving a secret room

- If a hero figure is in a **secret room entrance space**, it may spend one movement point to place it in any other secret room entrance space. These spaces are not adjacent.
- If a player moves his figure from one secret room entrance space to another secret room entrance space that is occupied, it is placed in the closest available empty space of that player's choice.
- Monsters cannot use secret room entrances.

Challenge tokens

- A hero figure adjacent to or in the same space containing a facedown challenge token may perform a search action to flip the token faceup and reveal a monster or an attribute icon.
- If a **monster** was revealed, the challenge token is placed in the closest possible space from where it was revealed. It is treated as a minion monster of the shown monster type using the corresponding Monster card of the current Act. It does not count towards that monster's group limit. If that monster group is already on the map, the token becomes part of that group and is activated with that group. It is considered to be a monster regarding all game effects including quest rules and plot cards.
- If an **attribute icon** was revealed, the hero must immediately test that attribute and discards the challenge token. If he passes he draws a Search card.
- Challenge tokens are not considered to be search tokens.
- If a secret room card instructs a hero to "search any 1 challenge token", (such as in *Place of Peace* or *The Armory*) the hero does not need to be adjacent to or in the same space containing it.
- At the start of each overlord turn in which there is a hero or ally on the secret room tile, the overlord player may choose to discard one Challenge token or monster figure from the secret room tile. This choice must be made before the overlord player draws his Overlord card. The discarded token is not revealed.



Completing a secret room

- As soon as there are zero challenge tokens and zero monsters in the secret room, the following steps are resolved:
 1. The active player pauses his turn.
 2. Resolve any reward effects listed on the Secret Room card. If multiple hero figures are on the secret room tile, the heroes choose one to resolve the reward effect.
 3. Hero players remove all hero figures from the secret room tile and place them on the secret room entrance token and closest empty spaces. If there are multiple spaces equidistant from the secret room entrance space, the hero

players choose the order and the space(s) in which to place hero figures.

4. The secret room tile and the secret room entrance token are discarded.
 5. The active player resumes his turn.
- The overlord can use game effects that place additional monster figures on the secret room (e.g. by *The Wyrms Queen's Favor*). The reward is not given until all monsters and challenge tokens are removed.
 - Heroes may keep claimed secret room rewards unless otherwise indicated.
 - At the end of each encounter, discard all Secret Room cards in play that have not been claimed as rewards.
 - At the end of each quest, shuffle all discarded Secret Room cards back into the Secret Room deck.

Knocked out in a secret room

- if a hero is knocked out while in a secret room, all normal rules for being knocked out are followed with one exception: the hero player places his hero token in the secret entrance token's space, even if that space is not empty.

Allies and secret rooms

- Allies are treated as heroes in respect to secret rooms and may explore, enter, leave and perform attribute tests as instructed on Secret Room cards.
- If there is an ally on the secret room tile but no heroes when a secret room is completed, the ally is placed on the secret room entrance token and the secret room reward is transferred to the closest hero.

Related Topics: [Allies](#), [Movement](#), [Search](#), [Travel](#)

SERVANTS

- Servants are a special monsters that the overlord may place on the map using Summon cards.

Summon Cards

- Summon cards are part of Overlord Class decks and may be purchased normally during step 5 (Spend Experience Points) of a Campaign phase (see "[Campaign phase](#)" on [page 8](#).)
- Summon cards are placed in the overlord's play area instead of being added to the Overlord deck.
- Summon cards do not count towards the Overlord's deck size or towards his ability to purchase higher level Overlord Class cards.
- If a Summon card is used, a servant token is placed on the map with details given by the Summon card. Each time the Summon card is used a new servant is placed (all ♥ and conditions are discarded).
- If the servant token is already on the map, it is removed and a new servant is placed in the target space. The former servant is not considered to be defeated. This affects Overlord cards such as *Ill Omen*, *Feast*, etc.).
- The servant token is treated as a minion monster in its own group and follows the same rules as other monsters.

Raven Flock

- The Raven Flock is summoned using the *Call of the Ravens* Summon card.
- *Call of the Ravens* cannot target a Raven Flock, that is already on the map.
- *Call of the Ravens* may target monsters that are immune to suffering ♥.



Scourge

- The Scourge is summoned using the *Ties that Bind* Summon card.



SETUP

General Setup

1. **Choose Quest:** Players choose an available quest from a Quest Guide or Quest sheet.
2. **Assemble Map:** Players assemble the map for encounter 1 of the chosen quest according to the quest description.
3. **Choose Player Roles:** One player takes the role of the overlord, all other players one (or more) hero each.
4. **Prepare tokens:** Sort all damage, fatigue, hero, and condition tokens into piles by type.
5. **Assemble Search Deck and Condition cards:** Shuffle the 12 Search cards of the basic game. If secret rooms are included in the game, the “Nothing” Search card is replaced with one “Secret Passage” Search card. Place all available Condition cards in separate piles based on their type.
6. **Heroes each take a Reference card and corresponding Hero tokens.**
7. **Choose Hero:** Each hero player chooses one (or more) hero(es).
8. **Choose Class:** Each hero player chooses one Class deck matching his chosen hero’s archetype icon.
9. **Choose Skills:** In Epic Play, heroes are granted XP that can be used to purchase additional skills at this stage.
10. **Place Heroes:** Each hero player places his figure on the map as indicated in the quest description. Heroes are placed before Allies.
11. **Choose Overlord Deck:** The overlord may choose the basic I or basic II Overlord deck. The overlord player cannot mix cards of both basic decks.
12. **Choose Monsters:** The quest description lists the monster group options and lieutenants available to the overlord for the chosen quest. Act I Monster cards for Basic play and Epic Play (Advanced level); Act II Monster cards for Epic Play (Expert level).
13. **Perform Quest Setup:** The overlord refers to the setup section of the chosen quest and follows the instructions listed.
14. **Create Overlord Deck:** The overlord player shuffles at least 15 of his available Overlord cards to create his Overlord deck. This is done in secret so the hero players do not know which cards the overlord player has removed.
15. **Draw Overlord Cards:** The overlord player draws a number of Overlord cards equal to the number of heroes.

Setup for campaign play

The setup for campaign play is identical to the general setup described above with the following exceptions:

- Player roles, heroes and hero classes are permanent for the duration of the campaign.
- New campaigns always begin at Basic level.
- The overlord may choose a Plot deck to use during the campaign.
- Travel Event deck or City Event deck, Shop item deck, and Rumor deck include all cards from any expansion available to the players.
- Monster cards, Lieutenant cards, and Shop Item cards are separated in Act I and Act II piles.

ROAD TO LEGEND

1. **Prepare Supply:** Dice, Condition and Search cards, and damage, fatigue, and condition tokens. Remove the “Nothing,” “Treasure Chest,” and the “Secret Room” from the Search Deck.
2. **Prepare Set-Aside Components:** Monster and agent (if any) figures; lieutenant, villager, objective, and search tokens; Agent (if any), Lieutenant, Monster, Shop Item, and Relic cards; map tiles; and doors.
3. **Run App and Choose Game Mode**
4. **Set Up Party:** Choose heroes and classes (see general setup 7 & 8).

Related Topics: [Acts](#), [Campaigns](#), [Class Cards](#), [Conditions](#), [Encounters](#), [Heroes](#), [Overlord Cards](#), [Plot Cards](#), [Quests](#), [Search cards](#), [Rumor Cards](#), [Shop Items and Shopping](#), [Travel](#)



SHOP ITEMS AND SHOPPING

Shop Items

- Shop items can be obtained by heroes either during step 4 (Shopping) of a Campaign phase, during setup of Epic Play or through other game effects. Shop items are assigned to two Act-specific Shop Item decks:
 - The Act I Shop Item deck is used during Campaign phases after the Introduction, all Act I quests and the Interlude.

- The Act II Shop Item deck is used during Campaign phases after all Act II quests. Act II Shop Item cards cannot be purchased until at least one Act II quest has been completed.

Shopping Step

- Heroes earn gold from Search cards, quest rewards, or by selling items. All gold is put into a collective pool from which new equipment may be purchased.
- **Five random cards from the current shop deck** are revealed. When playing with a Plot deck heroes may collectively spend 2 fortune tokens to draw 1 additional Shop Item card. Then, heroes may purchase as many of these cards as they can afford.
- Previously obtained shop items may be sold back for half the value of any individual Shop Item card, rounding down to the closest multiple of 25 gold. Starting equipment can be sold for 25 gold each. Relics may not be sold.
- Heroes may keep any remaining amount of gold and may spend it in future Campaign phases.
- Unpurchased Shop cards are shuffled back into the Shop deck.

ROAD TO LEGEND

- In campaign mode, the shopping step is performed in the city.
- Players can buy items from the selection and sell items from their inventory, both for the displayed prices. Gold values on physical cards may be different from those on the screen.
- Available items are randomized each time players visit a city, depending upon certain factors such as the city players are visiting, fame, and their progress in the campaign.
- Both Act I and Act II shop items can be available, often at the same time.
- Unlike in the core game, players may sell items at their full value. Search cards, however, cannot be sold and are discarded at the end of each quest.

Related Topics: [Acts](#), [Campaigns](#), [Item Cards](#)

SKILL

See "[Class Cards](#)" on page 10.

SLUDGE SPACE

See "[Terrain](#)" on page 38.

SONG TOKENS

- The Bard class has several skills that interact with song tokens. There are two song tokens: one melody token and one harmony token.
- Certain abilities allow the Bard to place a song token on Class cards. Usually the bard has to suffer ♣ to do this.
- Only when a song token is on a Class card with a matching song effect, that effect triggers as described on the card. There are no additional costs involved.
- Song tokens remain on Class cards when the Bard is knocked out, but the tokens and any matching song effects are not active.



Melody token



Harmony token

- At the end of an encounter, the Bard returns all song tokens to the supply.

Related Topics: [Class Cards](#), [Class Tokens](#)

SPOT

- Spot is a term used to describe movement of figures in *Road to Legend*.
- When spotting, a figure performs a move action and moves toward the closest space that is **within 3 spaces** and line of sight of the target. It stops when it arrives in that space or when it runs out of movement points.
- If a monster does not have enough movement points to get to a space within 3 spaces and line of sight, it stops in a space that is as close as possible to the target but still within line of sight (if possible).

Related Topics: [Engage](#), [Line of Sight](#), [Movement](#), [Direction](#)

STAGES

- *The Delve* consists of a series of variable stages. Each stage is a small, self-contained set of map tiles with monsters, special rules, and objectives.
- After the heroes use a portal to leave a stage, the entire map is cleared, and all heroes, familiars, monsters, tiles, and tokens are removed. Valor, insight, and elixir tokens stay on Hero sheets, Search cards are not reshuffled into the Search deck.
- If not explicitly told by the app, heroes do not recover ♥ or ♣ or discard conditions between stages; cards are not refreshed and face-down Hero sheets are not automatically flipped faceup.
- After each stage, there is an upgrade phase; after heroes resolve the **third stage**, they transition into Act II.
- If the heroes progress through six of these stages, they win *The Delve*.

Upgrade phase

- Heroes receive XP which they may immediately spend or keep.
- Heroes draw a number of Shop Item cards and keep a specified number of those cards.
- The actual number of cards revealed depends upon how well the heroes have done in the previous stage:
 - As a base draw, heroes receive 7 cards.
 - Heroes draw 1 card less for each round after round 1 that passes before the stage is completed.
 - Heroes draw 1 additional card for each search token checked.
 - Heroes draw 1 additional card if the monster tracker is empty, when the stage is completed.
- Heroes may also freely distribute equipment (other than starting equipment).
- Spending XP and choosing which items to keep can be done in any order.

Transition into Act II

- The heroes replace Act I Shop Item deck, Monster cards and Lieutenant cards by the corresponding Act II variants.
- Heroes return facedown Search cards to the deck and shuffle it.
- Heroes flip their Hero sheets faceup
- Heroes gain 1 morale.

Related Topics: [Acts](#), [Equipment](#), [Experience Points](#), [Lieutenants](#), [Morale](#), [Portals](#), [Search](#), [Shop Items](#) and [Shopping](#)

STAMINA

See "[Characteristics](#)" on page 9.

STAND UP

- When a hero is knocked out, the only action he may perform is a stand up action. This action may only be performed by a hero who is knocked out.
- To stand up, the player rolls two red power dice, recovers damage equal to the ♥ rolled, recovers ♣ equal to the ♠ rolled, replaces his hero token with his hero figure, and then **immediately ends his turn**.
- If another figure occupies the space containing the hero token, the standing up hero figure is placed in the closest empty space to his hero token of that hero player's choice. The player is allowed to choose a space on the other side of an elevation line.
- A knocked down-hero (represented by his hero token) is considered to be on the map as soon as he performs a stand up action. For abilities or effects that trigger when a figure recovers ♥ or ♣, spaces are counted to hero token, before the corresponding figure is placed on the map.
- Between encounters of a quest, a knocked out hero may stand up for free, in addition he recovers all ♣.

Related Topics: [Actions](#), [Defeated](#), [Revive](#)

STUNNED

See "[Conditions](#)" on page 10.

SUN STONE TOKEN



- The Sun Stone is a powerful relic unique to the *Labyrinth of Ruin* expansion. Along with its Relic card, the Sun Stone is also represented by the Sun Stone token.
- If a hero equipped with the Sun Stone relic is defeated, he must place the Sun Stone token in his space and set the Sun Stone Relic card aside.
- As an action, a hero or monster **in the same space or adjacent** to the Sun Stone token may pick it up.
 - In the case of a hero, place the token on his Hero sheet and that hero gains the Sun Stone Relic card.
 - In the case of a monster, place the token on the monster's base. If the monster carrying the Sun Stone token is defeated, place the token in the monster's space.
- If a monster is carrying the Sun Stone token at the end of any encounter, the token is returned to the game box and the overlord receives the Sun's Fury Relic card.
- If the Sun Stone token is dropped and the encounter ends with neither a hero nor monster carrying the token, the heroes reclaim the relic.
- Any lieutenant may wield the Sun's Fury relic **in addition** to any other relic. This is an exception to the normal relic rules that limit lieutenants to wielding only one relic at a time.
- When a lieutenant wielding the Sun's Fury relic is defeated, he does not drop the Sun Stone token.

Related Topics: [Defeated](#), [Lieutenants](#), [Relics](#)

SURGES

- Surges are results represented by ♠ icons. They are gained during an attack and can be spent to trigger certain abilities.
- Any ability that costs at least 1 ♠ is a ♠ ability.
- ♠ abilities may be used during step 4 (Spend surges) of an attack; only ♠ abilities that increase range may be used in step 3 (Check Range) of an attack (see "[Steps of Combat](#)" on page 6).
- The active player may spend ♠s in whichever order he chooses.
- Each ♠ ability can be triggered only once per attack.
- ♠ abilities that list two or more effects add all listed effects to the attack.
- Any ♠ not spent during an attack is lost. Any ♠ rolled during an attack that is a miss is lost.
- A hero performing an attack may spend 1 ♠ to recover 1 ♣ once per attack. This can be done regardless of whether or not the hero had suffered any ♣ (effectively wasting the ♠). As the ♣ is recovered during step 4 (Spend surges), the hero can use a recovered ♣ to trigger other abilities **within the same attack** (see "[Steps of Combat](#)" on page 6).

ROAD TO LEGEND

- See "[Steps of Combat](#)" on page 6 for details on how monsters spend ♠ during an attack.

Related Topics: [Abilities](#), [Attacks](#), [Fatigue](#), [Range](#), [Trigger](#)

TAINED

- Tainted cards are a unique type of cards specific to quests from *Mists of Bilehall* and *The Chains that Rust* expansions.
- During quest setup, the overlord shuffles all Tainted cards and deals 1 card to each hero. No player should know which card has been dealt to any hero.
- While a hero has a Tainted card in his play area, apply +2 to that hero's Health.
- When a hero with a facedown Tainted card is defeated, he flips that card faceup and becomes Tainted. That hero is affected by the effects on that card until the end of the quest.
- All Tainted cards include the generic effect: "You are tainted. While knocked out, you can only recover ♥ from untainted heroes or heroic feats." This prevents:
 - a tainted hero to perform a stand up action.
 - a tainted hero to perform a revive action on a tainted hero.
 - a tainted hero to use any ability that would cause a knocked out, tainted hero to recover ♥. This includes the use of health potions.

Related Topics: [Defeated](#), [Quests](#), [Revive](#)

TARGET

- A target specifies a space, a figure or an object that may be affected by an attack or effect.

Targets of attacks

- An attack always targets or affects one or more **individual spaces** that contain enemy figures. When the target is a large monster, there is only a single space targeted or affected.
- A figure targeted by an attack is considered to be **affected** by the attack. However, figures affected by an attack are not automatically targeted..

- In general, during an attack affecting multiple figures, **no figure may be affected more than once**. The only exception of this rule occurs when a figure redirects such an attack to himself, while also being affected by the same attack. In those rare cases, the figure must defend against the attack roll for each instance of being affected. Abilities leading to such a situation are *Defend* and *Protect*.
- An effect that causes the target or the attacker to move during an attack may influence the outcome of the attack:
 - Melee attacks (even those with *Reach* or *Extend*) cannot miss due to an increased distance between attacker and target(s) after a valid target has been declared in step 1 of combat.
 - Ranged may miss if the distance between attacker and target space is altered during steps 1-3; as the new range needs to be met in step 3 of combat. If the target or the attacker is moved after step 3, the altered distance has no effect and the attack cannot miss due to insufficient range.
- See "3.5. Special Situations in Combat" on page 87 for visual examples.

Targets of effects

- The choice of targets for non-attack related effects is less restricted.
- Similar to attacks, effects usually target one or more individual spaces. However, effects referencing only "target" refer to a figure as a whole and as such to all spaces that the figure occupies (e.g. the second effect on *Plague Cloud* or the effect on *Incendiary Arrows*). In this respect, the terms "target monster" or "target figure" are more explicit.
- Specific rules and details associated with these effects are listed on corresponding game components.

Targeting objects

In some quests doors or other objects can be targeted by attacks as if they were monsters. See "Attacks" on page 7 for details.

ROAD TO LEGEND

- The app usually provides priorities for the selection of targets for attacks and effects (such as the hero with the highest ⚔ or most ♥ suffered). If there is a tie when selecting the target, select the **closest** target. If there is still a tie, the players are free to choose as they wish.

Related Topics: [Attacks](#), [Abilities](#), [Affected](#), [Attacks](#), [Large Figures](#)

TERRAIN

- Some spaces on map tiles have a terrain type specified by the color-coded outlines. In addition, certain tokens on the map may specify special types of terrain.
- Terrain spaces have effects on game play as listed below.

Crumbling Terrain

- A space that contains crumbling terrain loses all other terrain types (even those applied by certain monsters) except for obstacles.
- A hero entering a space that contains crumbling terrain may test 🎲 or 🎲, his choice. If he fails or chooses not to test, he removes that crumbling terrain token from the map and suffers the effects of the other terrain in that space as normal.



- If the revealed terrain requires 1 additional movement point to enter, that hero suffers 1 ♣ instead.
- Figures may not enter crumbling terrain spaces occupied by other figures.

Elevation

- Elevation is represented by a dotted red line along the edge of a space.
- Elevation blocks movement but not line of sight.
- Adjacent spaces separated by an elevation line are still considered to be adjacent. However, as an exception when a figure climbs out of a pit it cannot be placed on the opposite side of an elevation line.
- A figure cannot move diagonally across elevation through a shared corner of an elevation line and a map edge or wall.
- Elevation blocks movement of large monsters. However, when ending or interrupting movement, a large monster may be placed on spaces separated by elevation lines.
- A figure with the *Fly* ability may move through elevation lines.
- When a figure declares a *Melee* attack targeting a space on the opposite side of an elevation line, the defending figure **adds one additional black defense die** to its defense pool. If the attacking figure has the *Reach* or the *Extend* ability, the target does not add the additional black defense die to its defense pool.
- If a figure performs a *Melee* attack (without *Reach* or *Extend*) targeting a space that shares a corner with two elevation lines or an elevation line and a map edge or wall, the defending figure adds a black die to its defense pool. If the targeted space shares a corner with one elevation only, the defending figure does not get any benefits.

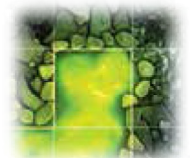


ROAD TO LEGEND

- *Melee* monsters attack heroes across elevation lines, even though they have a disadvantage.
- A monster engaging a target that is on the other side of an elevation line does not move around or away from that hero in order to move into a space that is not across an elevation line. It stops its movement as normal after having moved into an adjacent space.

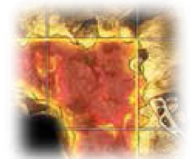
Hazard

- Hazard spaces are indicated by a yellow line surrounding them.
- Hazard spaces follow the same rules as lava spaces (see below).



Lava

- Lava spaces are indicated by a yellow line surrounding them.
- A figure entering a lava space immediately suffers one ♥.
- Heroes or monsters that end their turn or activation, respectively, in a lava space are immediately defeated. Heroes that are defeated in this way place their hero token in the nearest empty space (from where they were defeated) that does not contain lava.
- A large monster is immediately defeated only if all spaces it occupies are lava spaces and its turn ends.



ROAD TO LEGEND

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

Obstacle

- Obstacle spaces are indicated by a red line surrounding them.
- Obstacles are considered to be blocked spaces, they block movement and line of sight.
- Obstacles cannot be counted through.
- Flying figures may ignore obstacle spaces when counting spaces for movement.



Pit

- Pit spaces are indicated by a green line surrounding them.
- Each time a figure enters a pit space, it suffers 2 ♥.
- A figure in a pit space cannot spend movement points. Other game effects that move a figure a number of spaces or place a figure in a different space without spending movement points can be used to exit a pit space.
- A figure in a pit space only has line of sight to adjacent figures, and only figures adjacent to a pit space have line of sight to a figure in that pit space.
- A figure in a pit does not block line of sight of figures outside the pit. See "3.4. Line of Sight Examples" on page 86 for visual examples for line of sight determination and pits.
- As a special action, a figure may climb out of a pit:
 - The figure is removed from the map and placed in an adjacent empty space. If there is no adjacent empty space, the figure cannot perform this action.
 - When a figure climbs out of a pit it cannot be placed on the opposite side of an elevation line.
 - Figures treated as heroes may spend any of their available actions to climb out of a pit.
- A large figure is affected by pit spaces only if its movement ends or is interrupted and its entire base occupies pit spaces after being placed on the map.
- Familiars treated as obstacles treat pits like water spaces and may freely move out of pit spaces

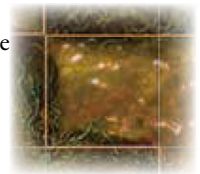


ROAD TO LEGEND

- Monsters always avoid moving into pit spaces. A large monster will move into and through a pit space if it does not end its movement in a way it would be affected by the pit spaces.
- If the heroes manage to force a monster into a pit space, it will spend its next action to climb out, placing its figure on the closest empty space that is not a pit space.

Sludge

- Sludge spaces are indicated by an orange line surrounding them.
- A figure moving into a sludge space must spend one additional movement point to enter that space.
- When a figure starts its turn or activation and each space it occupies is a sludge space, its Speed is 1 and cannot be increased above 1 until the end of that turn or activation.

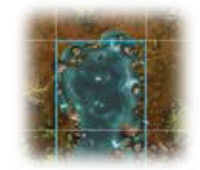


ROAD TO LEGEND

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

Water

- Water spaces are indicated by a blue line surrounding them.
- A figure moving into a water space must spend one additional movement point to enter that space.



ROAD TO LEGEND

- Monsters only move through water if doing so requires fewer movement points than any other path.

Related Topics: [Attacks](#), [See "Modify results of rolls" on page .](#), [Attributes](#), [Conditions](#), [Large Figures](#), [Line of Sight](#), [Movement](#), [Reach and Extend](#)

TERRIFIED

See "[Conditions](#)" on page 10.

THREAT

See "[Plot Cards](#)" on page 29.

TILES

See "[Maps](#)" on page 23.

TOWARD

See "[Direction](#)" on page 14.

TRACKING TOKEN

- The Bounty Hunter class has several skills that interact with the tracking token. It is limited to 1 by supply.
- Each time the Bounty Hunter tracks a monster, he takes the tracking token from its current location and places it on the base of the tracked figure.
- Each time a tracked monster is defeated, the tracking token is placed back in the Bounty Hunter's play area.
- The tracking token remains on the tracked monster even if the Bounty Hunter is defeated.



Related Topics: [Class Tokens](#), [Defeated](#)

TRADING

Heroes may give or receive any number of Shop Item cards, Relic cards, and Search cards to or from each other following these rules:

- At any time during the Campaign phase before the travel step, heroes may freely exchange any eligible card.
- After a hero performs a move action during his turn, at any time during that turn he can trade equipment with a hero in an adjacent space. Trading does not require an additional action.
- Heroes cannot trade starting equipment.
- Heroes may trade exhausted cards and flipped Search cards.
- A hero must still wait to equip any cards he receives until step 2 (Equip items) of his next turn.

Related Topics: [Campaigns](#), [Item Cards](#), [Movement](#), [Relics](#), [Search cards](#), [Shop Items and Shopping](#)

TRAINING

- Training is unique to *Road to Legend* and replaces step 4 (Spend Experience Points) of the Campaign phase in standard play.
- At any time during the Campaign phase, players can select the training icon to open the training screen and spend their XP to purchase new Class cards.
- To spend XP, the hero chooses one (or more) of the displayed Class cards, retrieves the corresponding card from his deck, and selects it on the screen. This automatically deducts the XP value from his total.
- The training screen can also be used by players to retrieve appropriate Hero sheets and Class cards when loading a saved game.
- Heroes cannot decide to change which Class cards they have purchased unless a game effect allows it.

Related Topics: [Campaigns](#), [Class Cards](#), [Experience Points](#)

TRAIT

See ["Modify results of rolls" on page 23](#) and ["Item Cards" on page 21](#) for details on monster traits and item traits, respectively.

TRAP TOKENS

- The Stalker class has several skills that interact with trap tokens. Trap tokens are limited to 6 by supply.
- Each time the Stalker uses an ability that places a trap token, he takes one trap token from the supply and places it on the map as instructed.
- Trap tokens do not block movement or line of sight, and only one trap token may occupy any one space.

Related Topics: [Class Tokens](#)

TRAVEL

- In campaign play, heroes must travel to new locations in order to undertake quests. Travel is done by referencing the campaign map included in the [Quest Guide](#) or the travel icons at the top of a [Quest](#) card.
- Although counter-intuitive, the travel step is performed **after quest setup**, at a time when heroes are already on the quest map.
- There is no travel step before the Introduction or between encounters of a quest.

- Heroes always start from the same starting location (e.g. from *Arhynn* in *The Shadow Rune*, from *Kethiri Ruins* in *Heirs of Blood*) and follow a continuous path to the chosen quest location shown on the campaign map. Travel icons on [Quest](#) cards are resolved from left to right.
- For each travel icon the overlord player must draw one Travel Event card (or City Event card in *Shadow of Nerekhall*). He checks for the matching event icon and resolves the event.
- The Travel Event deck consist of all Travel Event cards from all expansions available to the players. The City Event deck consist of all City Event cards from all expansions available to the players (currently from *Shadow of Nerekhall* only).
- Any damage, fatigue, or conditions the heroes suffer from travel or city events are carried over to the quest.
- Travel or City Event cards are shuffled back into the respective deck at the end of each Campaign phase unless otherwise noted (e.g. the "Lone Knight Challenge" card).

ROAD TO LEGEND

- Traveling and travel events in campaign mode are handled by the app.

Related Topics: [Campaigns](#), [Encounters](#), [Overlord Cards](#), [Quests](#), [Maps](#), [Setup](#)

TRIGGER

- A trigger or triggering condition specifies a prerequisite for an ability to be activated or used.
- If an ability has no explicit trigger, the implied default triggering condition is always **"during your turn"**.
- Triggers include but are not limited to:
 - an active player's turn phase, e.g. "at the start of your turn"
 - resolving another ability or action
 - an amount of damage or fatigue suffered
 - being inflicted with a condition, or other status in relation to another object.
- Some effects triggering other effects would form infinite loops. In these situations both effects may be triggered only once by the other effect per timing instance, e. g. a quest rule causing 1 ♥ for 1 (or more) ♣ suffered, may trigger *Word of Misery* only once.

Related Topics: [Abilities](#)

TURN

- A turn is the period of time when the active player performs most of his game moves.
- A turn consists of all steps listed on the Hero Turn Summary or Overlord Turn Summary cards.
- A player cannot voluntarily skip his turn.
- "Before a turn" or "after a turn" is not part of any turn (e.g. the activation of an ally is not part of any hero's turn).
- See box on page 41 for details on steps of hero and overlord turns.
 - In this box the term "trigger" means that a triggering condition is fulfilled and an effect is automatically resolved or may be resolved by a player (depending on the description of the effect).



HERO TURN

1. Start of turn

I. Start of turn abilities

- Any effects affecting the active hero that last “until the start of your next turn” end.
- “At the start of your turn” effects can be triggered.

II. Refresh cards

- The hero player must refresh his exhausted cards.

2. Equip items

- The hero may equip and unequip any number of items; unequipped items are flipped facedown.

3. Perform actions

I. Activate familiar(s) (optional)

- Each familiar may be activated (familiars of the same type activate as a group).
- Each familiar may perform 1 move action and 1 action listed on its card (if any; for details see “Familiars” on page 17).
- Actions other than move actions cannot be voluntarily interrupted by abilities without a specific trigger.
- “At the start of your turn” and “at the end of your turn” effects of **conditions applied to the familiar** trigger at the start and end of each individual familiar's activation.

II. Perform hero actions

- The hero may perform up to two standard actions.
- “During your turn” effects and **abilities without a specific timing** can trigger.
- Actions other than move actions cannot be voluntarily interrupted by abilities without a specific trigger.

III. Activate familiar(s) (optional)

- as in 3.I. but only possible for familiars that have not been activated this turn.

4. End of turn

- “At the end of turn” effects can trigger.
- The hero flips his reference card.

ROAD TO LEGEND

- Heroes select the “End Turn” button instead of flipping their reference card at the end of their turn.



OVERLORD TURN

1. Start of turn

I. Draw 1 Overlord card and start of turn abilities

- The Overlord draws 1 Overlord cards from his deck.
- “At the start of your turn” effects can trigger.

II. Refresh cards

- The overlord must refresh his exhausted cards.

2. Activate monsters

I. Choose monster group

II. Activate monsters of a group

- Each monster is activated and may perform up to two actions. Monsters are usually restricted to one attack per activation.
- Actions other than move actions cannot be voluntarily interrupted by abilities without a specific trigger.
- “When activating a monster group” effects trigger.
- “During your turn” and “when activating a monster” effects can trigger before or after an action or during a move action of a monster.
- “At the start of your turn” and “at the end of your turn” effects of **conditions applied to the monster** trigger at the start and end of each individual monster's activation.

III. Repeat steps I. and II. for each remaining monster group

3. End of round

- “At the end of turn” and “at the end of round” effects can trigger.
- The overlord player flips his reference card.

ROAD TO LEGEND

- In *Road to Legend* monster activations replace the overlord turn.

Monster activations

I. Activate monsters of a group

- The app determines which monster is activated.
- Monsters may perform up to two actions from the action list. Most monsters are restricted to one action that includes an attack per activation.
- “At the start of your turn” and “at the end of your turn” effects of **conditions applied to the monster** trigger at the start and end of each individual monster's activation.
- “Once per turn” effects **cannot** trigger, as a monster activation is not an overlord turn.

II. Repeat step I for each remaining monster of that group.

III. Select the button at the bottom of the activation window.

- Note that hero turn steps 3.I., 3.II., and 3.III. are not included in the official rules and have been introduced to clarify the timing of the activation of familiars.

Related Topics: [Rounds](#)

TWO-PLAYER GAME

- When playing with two heroes only, the heroes receive an additional advantage:
 - During the “3. Perform Actions” step of the hero turn (see “[Hero Turn](#)” on page 41), each hero may perform one attack that does not require an action.
 - This attack must be a regular attack action, no special action that includes an attack.
 - It can be performed before or after either of his actions.
 - At the end of each hero’s turn, if that hero did not or could not perform the free attack during his turn, he may instead recover 2 ♥.

UPGRADE PHASE

See “[Stages](#)” on page 36.

VALOR TOKENS

- The Champion class has several skills that interact with valor tokens. Valor tokens are limited to 12 by supply.
- Each time a player is instructed to gain one valor token, he takes one valor token from the supply and places the token on his hero's Hero sheet.
- Each time a player spends a valor token (normally to trigger an effect from one of the Champion’s Class cards), he removes it from his Hero sheet and places it back in the supply.
- Valor tokens remain on Hero sheets if a hero is defeated and between encounters but are discarded at the end of a quest.
- Figures treated as heroes (including allies) may gain and discard valor tokens to trigger effects from the Champion’s Class cards just like heroes. However, they discard all valor tokens when they are defeated, when they are voluntarily removed from the map, and at the end of each encounter.
- An image token may gain and discard valor tokens. When discarding valor tokens it may activate Champion skills, e.g. *Glory of Battle* (to add 1 ♣ when defending) or *No Mercy* (to perform an attack). However, as image tokens do not have an attack pool, the attack result would be 0 if no ♥ or die would be added by another effect.



Related Topics: [Class Tokens](#), [Defeated](#)

VILLAGER TOKENS

- Villager tokens represent different characters that heroes can encounter in quests, such as villagers, guards, or other characters important to a particular quest.
- Quest descriptions list any special rules regarding these tokens.



WATER SPACE

See “[Terrain](#)” on page 38.

WEAKENED

See “[Conditions](#)” on page 10.

WEEK

- During campaign play in *Road to Legend* certain activities advance the campaign by one or more weeks. When players resolve these activities, it decreases the number of weeks remaining until an available story quests must be started.
- When a story quest has no weeks remaining, players must resolve it next; they cannot resolve anything that requires one or more weeks.

Related Topics: [Quests](#)

2. ERRATA AND FAQ

2.1. HEROES AND ALLIES

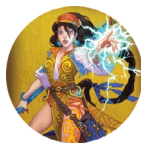
ANDIRA RUNEHAND

- Andira Runehand's Hero ability triggers only from ♥ suffered in step 5 (Deal damage) of an attack ("Steps of Combat" on page 6).
- If Andira's Hero ability is triggered from an attack affecting multiple figures, the active player decides on the order of figures to suffer ♥. The attacking monster suffers 1 ♥ for each figure that suffers at least 1 ♥ from the attack. If the attacking monster is defeated, the attack is immediately resolved and additional affected figures do not suffer ♥ from the attack.
- Using her Heroic feat Andira cannot heal more than twice the remaining Health of the attacked monster as figures can only suffer ♥ up to their remaining Health.



ASTARRA

- When Astarra uses her Hero ability and there is no empty space adjacent to the chosen hero, Astarra is placed in the closest empty space, instead.
- Astarra can use her Hero ability in other player's turns if she has movement points to spend (e.g. through Syndreal's Heroic feat).
- Figures moved with Astarra's Heroic feat are unable to switch places as one figure needs to completely resolve its movement before the other is moved.
- Astarra needs to move all eligible figures when using her Heroic feat. She cannot voluntarily skip certain figures.



AUGUR GRISOM

- As every space has line of sight to itself, Augur Grisom's Heroic feat also affects himself.
- Augur Grisom's Heroic feat affects knocked out heroes.



AURIM (CK)

- Heroes adjacent to Aurim gain no additional benefit when Aurim uses a *Power Potion*.



ELDER MOK

- Elder Mok may use his Hero ability once during each player's turn. When another hero within 3 spaces recovers 1 or more ♥ or ♣, Elder Mok recovers either 1 ♥ or 1 ♣, his choice.
- Elder Mok recovers only 1 ♥ or ♣, even if multiple other heroes within 3 spaces would trigger his Hero ability simultaneously.
- Mok's Hero ability is also triggered if a knocked out hero stands up, is revived, or recovers Health in any other way. Spaces are counted to the hero token of the knocked-out hero.



ROAD TO LEGEND

- Elder Mok's Heroic feat has no effect.

GREY KER

- When Grey Ker suspends his turn using his Hero ability, the general structure of his turn remains intact. As such, unused movement points remain in the movement point pool and may be used when Grey Ker resumes his turn.



ROAD TO LEGEND

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

GRISBAN THE THIRSTY

- **Errata:** Grisban The Thirsty's Hero ability should read, "Each time you perform a rest action, you may immediately discard 1 Condition card from yourself."
- Grisban The Thirsty may use his Heroic feat when he is stunned as it does not require an action.



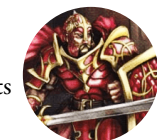
HIGHMAGE QUELLEN

- When Highmage Quellen uses his Hero ability and chooses a hero who has suffered ♣ equal to his Stamina, he recovers 2 ♣ (not 3 ♣).



HUGO THE GLORIOUS (CK)

- Hugo The Glorious's Heroic feat doubles the ♥ rolled on the attack dice before other effects modify the attack result.



ISPHER

- Ispher's Hero ability does not trigger when he is knocked out, as knocked out heroes cannot use abilities or benefit from passive abilities unless explicitly allowed.



JAIN FAIRWOOD

- Jain Fairwood's Hero ability cannot be used to prevent conditions to be applied. Conditions are applied in step 5 (Deal damage) of combat (if the sum of all ♥ is higher than the sum of all ♣). Jain Fairwood's Hero ability triggers in the "Suffer Damage" step (at a time when conditions are already applied).



KRUTZBECK

- Krutzbeck's Hero ability may be used in combination with his Heroic feat. If Krutzbeck has suffered at least 6 ♥ after rolling the 3 red die for his Heroic feat, the rolled ♥ from the red dice and 2 ♥ from his Hero ability constitute the attack result.



LAUGHIN BULDAR (CK)

- As Laughin Buldar's Heroic feat does not require an action, he gets all 3 attacks even when he is stunned.
- A two handed melee weapon equipped by Laughin Buldar's is considered one handed for purposes of other card interactions (e.g. *Dual Strike*).



LAUREL OF BLOODWOOD

- Laurel of Bloodwood's Hero ability does not increase the minimum damage dealt by *Black Arrow* from 3 ♥ to 4 ♥.



LEORIC OF THE BOOK

- The effect of Leoric of the Book's Hero ability is applied after step 2 (Roll dice) of the attack ("Hero Turn" on page 41) before any modifications are applied to the attack result (although the German translation states otherwise).
- Leoric of the Book's Hero ability is in effect even when he is charmed (e.g. *Dark Charm*, *Treacherous Shadows*, etc.) and may reduce ♥ dealt by him if he is forced to attack himself.



LINDEL

- Lindel's Heroic feat allows you to change the attack die (blue die) to a result of your choice.



LOGAN LASHLEY

- Logan Lashley can use his Hero ability even if the attack triggering it is a miss.



LORD HAWTHORNE

- If Lord Hawthorne as a Knight defeats a monster with his Heroic feat and uses *Advance* afterwards, he may only move up to his Speed. Movement from his Heroic feat and *Advance* are not additive.



MAD CARTHOS (CK)

- Mad Carthos' Hero ability can be triggered in other player's turns as long as the target Skill card may be used.



OKALUK AND RAKASH

- Okaluk and Rakash's Heroic feat heals Okaluk and Rakash whether they are knocked out or not.
- The Heroic feat heals other heroes that are knocked out and has no effect on heroes who are not knocked out.



PATHFINDER DURIK

- His Heroic feat allows Pathfinder Durik to attack a single monster from an empty space immediately after moving out of that monster's space.



RAYTHEN (ALLY)

- Raythen's *Investigate* may be used to trigger a Treasure Hunter's *Gold Rush* if the Treasure Hunter is the closest hero.
- When Raythen uses *Investigate* and reveals a "Secret Passage" card, the secret room entrance token is placed in the space of the closest hero.
- Raythen cannot perform *Investigate* on a challenge token.



ROGANNA THE SHADE

ROAD TO LEGEND

- When a monster is instructed to spot a hero who is protected by Roganna the Shade's Heroic feat, it engages that hero instead.



RONAN OF THE WILD

- Ronan of the Wild's Heroic feat cannot be used to trade items that have the restriction "This card cannot be traded between heroes" (e.g. *Immunity Elixir*).



SAHLA

- Sahla may use his Hero ability once per turn.
- The "then, choose 1 figure within 3 spaces of you to gain that condition" part is obligatory. If Sahla chooses a figure already affected by the same condition, no additional instance of that condition is applied.
- Sahla's Heroic feat does not allow him to use an exhausted Skill card of another hero.
- Using his Heroic feat Sahla can summon a familiar using another hero's Class card. This does not affect other familiars summoned from this Class card in any way. The summoned familiar is a separate entity belonging to Sahla. Once Sahla's turn is over, he loses access to the Class card and the familiar is discarded. As familiars belong to a single hero, Class cards that refer to "your" familiar (such as *Vampiric Blood*, *Undead Might*, *Vampiric Blood* or *Changing Skins*) have no effect on familiars of other heroes.
- Using Stalker Class cards, Sahla can summon traps with her Heroic feat. The traps stay on the map after Sahla's turn. As long as Sahla and the Stalker have access to the *Set Trap* Class card, they can make use of the bonus damage when adjacent to any trap on the map.



SEER KEL

ROAD TO LEGEND

- Seer Kel's Heroic feat has no effect.



SERENA (ALLY)

- Serena's *Soothing Spirit* does not affect familiars or herself as they are not considered to be heroes for purposes of ally skills.



SYNDRRAEL

- Syndrael may use her Hero ability to recover 2 ♥ after standing up.
- Syndrael is considered to have moved and cannot use her Hero ability if she exits the space she started her turn in.



TETHERYS

- Tetherys may use her Hero ability to roll her attack pool before declaring a target in step 1 (Declare weapon and target) of an attack (see "Steps of Combat" on page 6). Then, the defender rolls his defense pool in step 2. "Before rolling dice" and "after rolling dice" abilities of Tetherys and the defender may be used in step 2 as usual.



THAIDEN MISTPEAK

- **Errata:** Thaiden Mistpeak's Hero ability should read, "Each time you perform an attack, after dice are rolled, you may cancel the attack and immediately search a search token within 3 spaces of you."
- Thaiden Mistpeak may use his Hero ability when an attack would miss.
- Searching a search token with Thaiden Mistpeak's Hero ability is considered to be a search action.



TOMBLE BURROWELL

- If Tomble Burrowell uses his Heroic feat while carrying an objective token, that token leaves the map with him and is returned to the map with him.



WIDOW TARHA

- When Widow Tarha attacks with her Heroic feat, range (and distance for melee attacks) is counted as usual. If range to **any** target is not sufficient, the entire attack is a miss.
- Widow Tarha's Heroic feat can be combined with Blast, and as such it would target the two figures chosen for the attack and affect each other figure adjacent to them.



VYRAH THE FALCONER

- The additional range provided by Skye is added in step 3 (Check range) of the attack.
- Skye may be discarded after rolling dice in step 2 (Check range) of an attack to add 1 ♥.
- If Skye is adjacent to a monster in step 3 (Spend surges) of a Ranged attack the attack gains +2 range.



ZYLA

- Zyla's Hero ability allows her to freely move through figures, obstacles and across elevation lines. She ignores any terrain effects that trigger when figures enters a terrain space (e.g. lava, pit, water, sludge, crumbling terrain).
- Terrain effects that trigger while being in a terrain space still affect Zyla. For example, ending her turn on the respective terrain would defeat her (lava, hazard), reduce her Speed to 1 (sludge), or force her to spend an action to climb out of a pit.



2.2. CLASS CARDS

APOTHECARY

Potent Remedies

- **Errata:** This card should read: “When a hero discards an elixir token from his Hero sheet, he may roll 1 additional green power die and recover ♣ equal to the ♣ rolled, in addition to any ♥ recovered (even if this card is exhausted). You may exhaust this card to revive an adjacent hero without using an action.”



Protective Tonic

- Hero tokens remain on the *Protective Tonic* card between encounters but are discarded at the end of a quest.



BARD

Concentration

- The first effect of *Concentration* may be used even when the card is exhausted.
- The additional ♥ recovered with the second effect of *Concentration* are added to the original effect. *Concentration* does not create a second instance of recovering ♥.



Dissonance

- The harmony effect triggers for each monster individually, not when a group of monsters is activated.



Understudy

- The additional ♥ or ♣ recovered with *Understudy* are added to the original effect. *Understudy* does not create a second instance of recovering ♥ or ♣.
- When *Understudy* and other effects (such as *Lifethirst*) simultaneously trigger when a hero recovers ♥ or ♣, the active player chooses the order the effects resolve.



BATLEMAGE

Death Siphon

- As *Death Siphon* triggers before the Battlemage is defeated, any effect that leads to the recovery of ♥ during the attack prevents the Battlemage from being defeated.
- While *Death Siphon* is exhausted, the effect in the first sentence of the card is inactive and cannot be used.



BEASTMASTER

Changing Skins

- *Changing Skins* may be exhausted without a possible target in range of the Wolf to gain the benefit of the card being exhausted.
- A Beastmaster performing an attack with *Changing Skins* may add a green die from *Savagery* if the target is adjacent to his Wolf.
- A charmed Beastmaster still gains the benefits of an exhausted *Changing Skins* card.



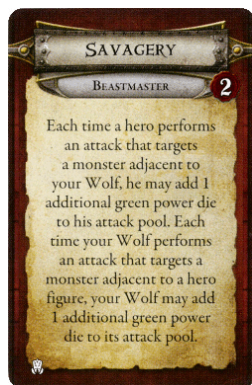
Feral Frenzy

- The Wolf is considered to be a hero figure and rolls 1 extra green die when it attacks a monster adjacent to itself (even when there is no other hero adjacent to the monster) if *Feral Frenzy* is exhausted.



Savagery

- As the Wolf is considered to be a hero figure, it rolls 1 extra green die when it attacks a monster adjacent to itself (even when there is no other hero adjacent to the monster).



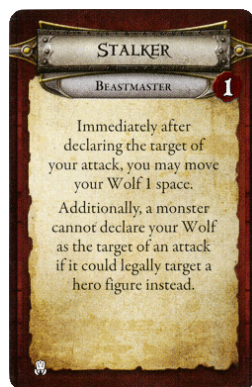
Shadow Hunter

- *Shadow Hunter* may only be used immediately before step 3.I. or immediately before step 3.III. of the hero turn (see "[Hero Turn](#)" on page 41). It may not be used after the Wolf has been activated in the same turn.
- During a turn, the Wolf may be summoned as normal after *Shadow Hunter* is used, and may activate as normal after the Beastmaster finishes step 3.II.
- The *Shadow Hunter* attack gains the bonuses from *Savagery* and/or an exhausted *Changing Skins* card.



Stalker

- If a multi-target attack has a specific number of targets (e.g. Flail) and that number can be fulfilled by heroes instead of the Wolf, then it must target heroes.
- If the attack "runs out" of heroes to target and may still target other figures, then the Wolf can be targeted as well.
- If an attack targets as many targets as possible (e.g. *Fire* or *Cursed Blast*), the Wolf is also targeted.



Predator

- **Errata (GER):** The last ability should read "↗: You recover 1♥."



BERSERKER

Weapon Mastery

- *Weapon Mastery* may be used after rolling dice in step 2 (Roll dice) of an attack (see "[Steps of Combat](#)" on page 6).



BOUNTY HUNTER

ROAD TO LEGEND

Payday

- Instead of the overlord choosing the search token, choose the search token closest to the Bounty Hunter's figure.



CHAMPION

Glory of Battle

- Heroes may discard a valor token to gain 1 ♠ even when the Champion is knocked out.



Valorous Strike

- Damage tokens from *Valorous Strike* remain on the card between encounters, but are discarded at the end of a quest.



Valor of Heroes

- Heroes may discard a valor token to gain 1 ♥ even when the Champion is knocked out.



CONJURER

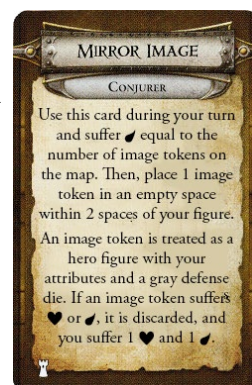
Illusory Path

- The movement penalty from *Illusory Path* is not cumulative: A monster entering a space adjacent to two (or more) image tokens must still spend only 1 additional movement point.
- However, it is cumulative with movement penalties from other abilities, e.g. a monster entering a space adjacent to an image token and adjacent to Shiver has to spend 2 additional movement points.



Mirror Image

- **Errata:** This card should read: "Use this card during your turn and suffer ♣ equal to the number of image tokens on the map. [...]"
- An image token is not immune to conditions. However, the only condition that currently affects it is Weakened.
- Image tokens do not have turns, actions or attacks.



DISCIPLE

ROAD TO LEGEND

Prayer of Peace

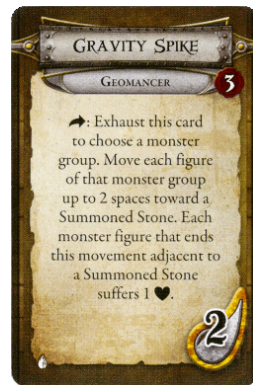
- While *Prayer of Peace* is exhausted, monsters only engage spaces that are not adjacent to the Disciple's figure. In other words, if possible, monsters choose their targets and move so that they are not affected by *Prayer of Peace*.



GEOMANCER

Gravity Spike

- The Geomancer must move the monster in a manner that does **not increase** the number of spaces between the monster and the Summoned Stone.
- Affected monsters may be moved to different Summoned Stones. Monsters adjacent to a Summoned Stone may be moved towards another Summoned Stone.



Quaking Word

- Errata:** This card should read, "↗: Perform an attack with a *Magic* weapon. This attack gains: ♣: Each monster within 2 spaces of a Summoned Stone tests ♣. Each figure that fails is Stunned."



ROAD TO LEGEND

Summoned Stone

- Although Summoned Stones are not heroes or treated as heroes, they are still targeted by monster actions as if they were.



Terracall

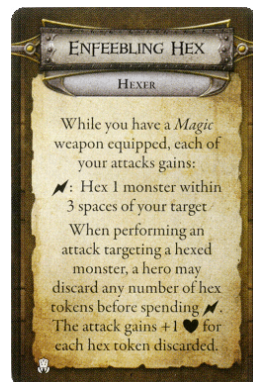
- The Geomancer may exhaust *Terracall* to attack with a Summoned Stone without placing a Summoned Stone.



HEXER

Enfeebling Hex

- Enfeebling Hex* does not require damage to be dealt to hex a target.
- The Hexer can hex the target of the attack itself.
- When used in combination with a multi-target attack, a hex token may be placed on 1 monster within 3 spaces of one of the targets.
- Discarding a hex token from a targeted monster during a multi-target attack increases the damage dealt to each target.



Plague Cloud

- Plague Cloud* targets monsters recursively before dice are rolled:
1) Hexed monsters in line of sight are targeted. 2) Monsters adjacent to targets are hexed (if not already hexed). 3) Repeat steps 1 and 2 until no new monsters are hexed.
- Enfeebling Hex* may be used to discard hex tokens from any targets.
- In combination with Blast, all monsters adjacent to all targets are affected by Blast.
- Plague Cloud* triggers *Internal Rot*.
- See "3.5. Special Situations in Combat" on page 87.



Advance

- The Knight first moves then performs a standard attack.
- The Knight may skip the move or the attack when using *Advance*.
- Advance is considered to be an interrupt.
- The movement cannot be interrupted by an action without a specific trigger as it is not a move action.
- ["3.5. Special Situations in Combat" on page 87](#)



Challenge

- Challenge can only be exhausted during the knight's turn.
- If a monster has a hero token due to *Challenge* and the Knight uses *Challenge* on another monster, he takes the hero token from the first monster and places it on the second monster.



Defend

- When the Knight uses *Defend* against an attack that targets multiple adjacent heroes, he may choose **one** targeted figure and declare himself as a new target.
- If the Knight uses *Defend* and was targeted himself as part of a multi-target attack, the attacks affects him twice and he rolls his defense dice once each instance.



Defense Training

- The Knight may exhaust *Defense Training* and then exhaust his shield during the same attack.



Oath of Honor

- The Knight performs the following:
 1. Choose another hero within 3 spaces that is adjacent to a monster. Choose a monster adjacent to the hero.
 2. Place the Knight in the closest empty space from **his current position** that is adjacent to the chosen monster. If there is no adjacent empty space, place the Knight in an empty space within 2 spaces of the chosen monster which is closest to the Knight's current position.
 3. If possible perform an attack against the chosen monster.
- See ["3.5. Special Situations in Combat" on page 87](#).



Guard

- **Errata:** This card should read: "When a monster moves into an **empty** space adjacent to you, exhaust this card to interrupt that monster's activation and perform an attack with a *Melee* weapon. After this attack is resolved, if the monster was not defeated, it may continue its activation."




Stalwart

- *Stalwart* may be interrupted by *Advance* before the Knight is knocked out by *Stalwart*.



Shield Slam

- The  ability of *Shield Slam* does not require the Knight to deal damage to the chosen monster. The chosen monster is stunned in step 4 (Spend surges) of the attack (see ["Steps of Combat" on page 6](#)).



MARSHAL

ROAD TO LEGEND

By the Book

- This card has no effect.



ROAD TO LEGEND

Just Reward

- This card has no effect.



I Am The Law

- A Marshal may use *I Am The Law* even when he suffered 1 up to his Stamina and suffer a 1 instead. Exhausting the card is the cost to use the ability, suffering is a consequence and not part of the cost.



Last Stand

- If the space with the hero token of the knocked-out hero is not empty, the Marshal is placed in the closest empty space and may perform the attack. However, he may only revive a knocked-out hero using *Last Stand* if he is in the same space as the knocked-out hero when *Last Stand* refreshes.



Retribution

- Errata (GER):** The distance to trigger *Retribution* is counted to the attacking monster not to the affected hero.



ROAD TO LEGEND

Zealous Fire

- This card has no effect.



NECROMANCER

Dying Command

- Errata:** This card should read: "Exhaust this card after you or your Reanimate resolves an attack. Choose 1 monster defeated by that attack and test. If you fail, recover 1. If you pass, perform the following in order: return that monster to the map, move it up to its Speed, perform 1 attack with it, and remove it from the map."
- When multiple monsters are simultaneously defeated, 1 monster is chosen to be affected by *Dying Command*.



Raise Dead

- Errata:** This card should read: "Place your Reanimate familiar token in an empty space adjacent to you. [...]"
- If the Necromancer has no empty space adjacent to him, the Reanimate is placed in the closest empty space.



Vampiric Blood

- If the Necromancer or his Reanimate defeats multiple monsters in one attack, the Necromancer recovers 1 ♣ for each monster defeated.
- The Reanimate does not gain an additional yellow die while the Necromancer is knocked out.



PROPHET

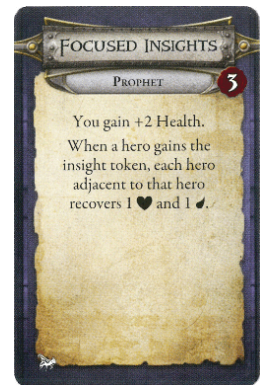
All-Seeing

- Using *All-Seeing* the Prophet places the insight token on any hero of his choice except the hero who discarded the insight token.



Focused Insights

- A knocked out hero recovers 1 ♣ along with 1 ♥ if adjacent to the hero that gains the insight token.



ROAD TO LEGEND

Grim Fate

- This card has no effect.



Soothing Insight

- *Soothing Insight* may be used to give the insight token to a hero who currently has the insight token.
- *Soothing Insight* may be used on and by a hero who has not suffered ♥.
- *Soothing Insight* cannot be used to place the insight token on a knocked out hero as the card's effect is **not primarily healing but placing the token**. Knocked out heroes can only be affected by abilities that primarily restore ♥.



Victory Foretold

- If a hero can target or affect multiple monsters with the attack, the hero selects one of those monsters to be affected by *Victory Foretold*, before rolling dice.



RUNEMASTER

Break the Rune

- **Errata:** This card should read: "Perform an attack with a *Rune* weapon. This attack ignores range and targets each other figure within 3 spaces and in your line of sight. Each figure rolls defense dice separately."
- As the last sentence of the original card has been deleted in the errata, *Break the Rune* may now be combined with Blast.



Ghost Armor

- *Ghost Armor* may be used multiple times during step 2 (Roll dice) of an attack ("Steps of Combat" on page 6).



Inscribe Rune

- If a hero has equipped an item that prohibits *Runes*, *Inscribe Rune* would prevent the hero to equip any weapon.



Quick Casting

- Using *Quick Casting* the Runemaster may perform an additional standard attack, it cannot be used for skills that include attacks.
- *Quick Casting* may be used even if the first attack was a miss.



Rune Mastery

- *Rune Mastery* may be used after rolling dice in step 2 (Roll dice) of an attack (see "Steps of Combat" on page 6).



Runic Knowledge

- A Runemaster may use *Runic Knowledge* even when he suffered ♣ up to his Stamina and suffer a ♥ instead. In this special case, the ♣ is the cost to use the ability, and the suffering of a ♣ is an **involuntary result**, not part of the cost.



Runic Sorcery

- The chosen condition from *Runic Sorcery* is applied to the target of the attack only. In contrast to conditions from ♣ abilities, conditions from *Runic Sorcery* are not propagated to additional figures affected by the attack (e.g. by Blast).



SHADOW WALKER

Faithful Friend

- If the Shadow Soul is already on the map, it is removed from its current location and placed within 3 spaces of the Shadow Walker.



Shadow Soul

- Errata (GER):** The first sentence should read: "The Shadow Soul may occupy any space containing figures or terrain."
- The Shadow Soul increases the ♥ suffered by the attack in step 5 by 1 ♥. It does not create a separate instance of suffering damage.



Soul Bound

- If the Shadow Soul is already on the map, it is removed from its current location and placed adjacent to a targeted monster.
- The Shadow Soul affects the attack used to place it. It is placed immediately after resolving the last step of an attack that may cause the attack to miss.



SKIRMISHER

Carve A Path

- Carve A Path* does not target any monster. It affects only monsters in spaces the Skirmisher moved through.
- The attack occurs from the space the Skirmisher ends his movement.
- If the Skirmisher is defeated before the attack is performed, *Carve A Path* immediately ends (with no attack roll being made).
- Errata (GER):** The last sentence should read: "This attack affects each monster you moved through during this action."



Deep Wounds

- If an attack targets or affects multiple monsters *Deep Wounds* affects only one of those monsters, hero's choice.



Dual Strike

- If *Dual Strike* is used with only one or no equipped Melee weapons, no ♣ is added to the attack.
- Dual strike may be used in attacks with bare hands. If two Melee weapons are equipped during an attack with bare hands, a ♣ is added to the attack.
- Only ♣ abilities from both weapons may be used, additional abilities can only be used from the weapon declared during step 1 (Declare weapon and target) of the attack ("Steps of Combat" on page 6). Prerequisites for all abilities still need to be met.



Unrelenting

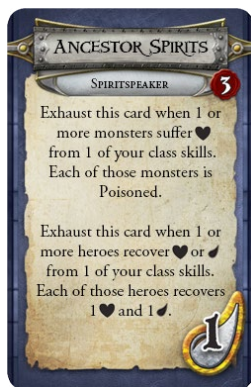
- The monster targeted with *Unrelenting* must have been a target of the attack used to trigger *Unrelenting*.



SPIRITSPEAKER

Ancestor Spirits

- **Errata:** This card should read: "Exhaust this card when 1 or more monsters suffer ♥ from 1 of your class skills. Each of those monsters is Poisoned. Exhaust this card when 1 or more heroes recover ♥ or ♣ from 1 of your class skills. Each of those heroes recovers 1 ♥ and 1 ♣."
- An attack that damages multiple monsters used in combination with *Ancestor Spirits* will Poison of those monsters, and any ability that allows ♥ or ♣ recovery for multiple heroes will recover an additional 1 ♥ and 1 ♣.



ROAD TO LEGEND

Cloud of Mist

- While *Cloud of Mist* is exhausted, a monster that attacks a hero within 3 spaces of the Spiritspeaker spends its first ♣ to prevent a miss.



Stoneskin

- The gray die may be added once during a single attack.
- The hero which receives the additional gray die must be a target of the attack in step 1 (Declare weapon and target) of the attack (see "Steps of Combat" on page 6).



STALKER

Ambush

- If a monster moves adjacent to a trap when *Ambush* is used, both *Ambush* and the trap trigger simultaneously.



Exploit

- As Weakened can be inflicted even if no damage is dealt, it is applied in step 4 (Spend Surges) of the attack (see "Steps of Combat" on page 6) and thus reduces the defense result rolled for the *Exploit* attack by 1 ♥.



Hunters Mark

- The hero token is removed from the monster's base after a hero performed an attack affecting the marked monster



Makeshift Trap

- *Makeshift Trap* may also be triggered by *Lay of the Land* or Thaiden Mistpeak's Hero ability.



Set Trap

- Traps provide the +1 ♥ bonus and may be discarded even when *Set Trap* is exhausted. Attacks of a Stalker adjacent to multiple trap tokens still gain only +1 ♥.
- The trap does not trigger if a monster enters the space with a trap.
- Triggering a trap is not considered to be an interrupt. Large monsters do not expand when they suffer damage from *Set Trap*.



THIEF

Appraisal

- The Thief may use *Appraisal* when a Plot card (such as *Melitious Planning*, *Foiled Again*) instructs him to draw a new Search card.



ROAD TO LEGEND

Unseen

- While *Unseen* is exhausted, a monster that attacks the Thief spends its first ⚡ to prevent a miss.



Sneaky

- *Sneaky* may be used to open doors with special quest rules if those doors require heroes to spend an action. Using *Sneaky*, the Thief can open the door without spending an action but still needs to fulfill all other requirements of the quest rules (pass attribute tests, etc.).



TREASURE HUNTER

Delver

- Familiars treated as figures adjacent to the Treasure Hunter negate the +1 ♥ bonus from *Delver*.



Sleight of Hand

- Pierce 2 is applied to **all attacks** as long as an *Exotic* or *Bow* weapon is equipped, even when the attack is performed with another equipped weapon.



Trail of Riches

- *Trail of Riches* is considered to be a search action.



WATCHMAN

Quick Recovery

- *Quick Recovery* may only be used once per turn. The first sentence will be replaced by “Use this card each time a hero in your line of sight starts his turn.” in the next errata.



WILDLANDER

Black Arrow

- *Black Arrow* is resolved in step 5 (Deal damage) of the attack. It takes into account the current attack and defense results including any ⚡ abilities.



ROAD TO LEGEND

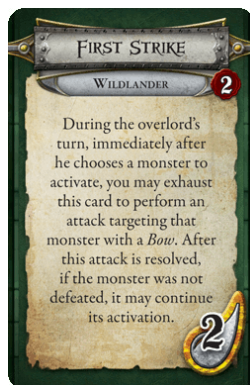
Danger Sense

- This card has no effect.



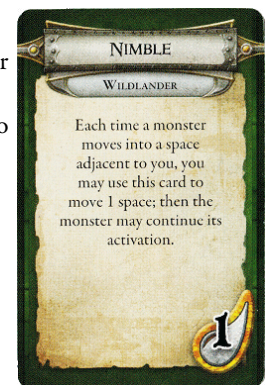
First Strike

- *First Strike* can be used in combination with *Running Shot* (see below).



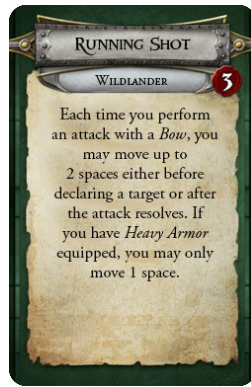
Nimble

- *Nimble* can only be used if a monster moves into an **empty** space adjacent to the Wildlander. It is considered to be an interrupt.
- *Nimble* can only be used once per triggering condition.
- A large monster moving into an empty space adjacent to the Wildlander needs to expand before the Wildlander moves 1 space. *Nimble* cannot be used when the large monster cannot expand.



Running Shot

- **Errata:** This card should read: “Each time you perform an attack with a *Bow*, you may move up to 2 spaces either before declaring a target or after the attack resolves. If you have *Heavy Armor* equipped, you may only move 1 space.”
- *Running Shot* may be used after an attack with *First Strike*. The Wildlander must move his figure before the overlord resumes his turn.



2.3. ITEM AND RELIC CARDS

BLOODY DAGGER

- A hero cannot use the ability of *Bloody Dagger* to become bleeding during an attack.



DEFLECTING SHIELD

- An adjacent figure suffers ♥ due to *Deflecting Shield* in step 2 (Roll dice) of the attack. It is not targeted or affected by the deflected attack.



CHAINMAIL

- **Errata (GER):** Replace “Movement” with “Speed”.



GLAIVE

- The attack must **target** at least one non-adjacent figure to add the additional red power die to the attack pool.



CROSSBOW

- Using the ♣ ability “+1 ♥ and move the target 1 space”, the hero has to move the monster unless this is not possible. Only if the monster is surrounded or unmovable the damage component can be used without moving the monster.
- Large monsters are moved according to their movement rules.
- The monster is moved even if no damage is dealt in the attack.



LUCKY CHARM

- *Lucky Charm* may be used during the travel step. In this case, it would exhaust and be refreshed in step 1.II. (Refresh cards) of the hero's turn in the next encounter.



HEART SEEKER

- As *Heart Seeker* does not have a line of sight requirement and range is determined by counting spaces, it may shoot **through** other figures. It may not target enemy figures through spaces or objects that block counting spaces (such as obstacles, doors, old walls).



JINN'S LAMP

- A hero may use the *Jinn's Lamp* in Act II although the Act I Shop deck has been returned to the game box at this point. The text on the card takes precedent over the text of the rulebook.



INCENDIARY ARROWS

- Figures adjacent to any **target figure** (not target space) suffer 1 heart. In multi-target attacks, targets adjacent to other targets suffer 1 heart. Each figure may be affected only once by *Incendiary Arrows*.
- Damage from *Incendiary Arrows* is suffered as soon as the attack is determined not to miss; usually in step 3 (Check Range) of a Ranged attack (see "Steps of Combat" on page 6).
- Damage suffered from *Incendiary Arrows* is not considered to be damage suffered by the attack and does not cause monsters to be targeted or affected by the attack.
- See "3.5. Special Situations in Combat" on page 87 for a visual example.



MAGIC STAFF

- The ability should read: "Another monster within 3 spaces of the target **suffers** 1 heart".
- Damage from the ability of *Magic Staff* is suffered in step 4 (Spend surges) of the attack (see "Steps of Combat" on page 6).
- Damage suffered from the ability of *Magic Staff* is not considered to be damage suffered by the attack and does not cause monsters to be targeted or affected by the attack.



IRONBOUND RUNE

- Ironbound Rune* may be exhausted in step 2 (Roll dice) of an attack (see "Steps of Combat" on page 6) although abilities on Weapon cards are usually inactive outside of a declared attack with that weapon.



PLATEMAIL

- Errata (GER):** Replace "Movement" with "Speed".



IRONBOUND SHIELD

- Errata (GER):** Replace "Movement" with "Speed".



SHIELD OF LIGHT

- A hero may exhaust *Shield of Light* to recover 1 heart during a attack that misses as the shield has the timing trigger "after rolling defense dice" and thus, it may be used before the attack is resolved due to a miss.



SHIELD OF THE DARK GOD

- The entire defense result in step 2 (Roll dice) of the attack is used to determine if the result of the reroll is better than the original roll.



THE SHADOW RUNE

- The hero recovers 1 ♣ for each monster defeated with this weapon.
- Only Baron Zachareth may wield the lieutenant version of *The Shadow Rune*. The text "your attacks" should be replaced by "this lieutenant's attacks".



SUN'S FURY

- As an exception, a lieutenant may wield the *Sun's Fury* relic in **addition** to any other relic he wields.



UNDYING SKULL

- Undying Skull* does prevent heroes to use the general ability to recover 1 ♣ for 1 ♣ once per attack. It does not affect other abilities such as *Vigor*.



SERPENT DAGGER

- The ability "If the target is Poisoned this attack gains +2 ♥" is applied in step 1 (Declare weapon and target) of an attack (see "[Steps of Combat](#)" on page 6). If the target is not poisoned in this step the bonus damage is not added to the attack results.



WINGED BLADE

- The *Winged Blade* allows a hero to change the result of exactly **1 defense die per attack**, even if multiple monsters are targeted or affected and defense dice are rolled separately.



STONE ARMOR

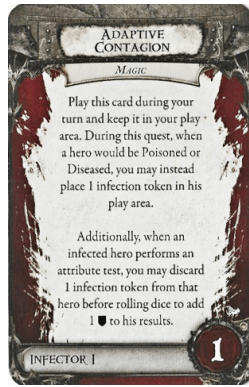
- Errata (GER):** Replace "Movement" with "Speed".



2.4. OVERLORD CARDS

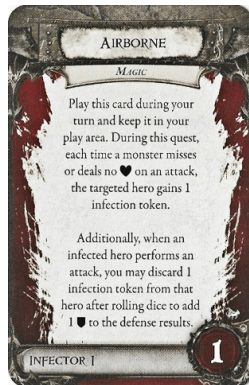
ADAPTIVE CONTAGION

- Adaptive Contagion* may be used to put an infection token on a figure that is already Poisoned or Diseased or a figure that is immune to the inflicted condition.



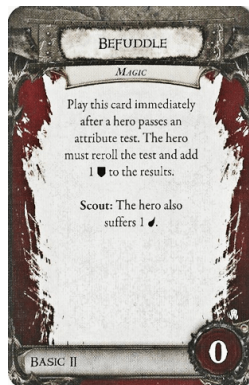
AIRBORNE

- Airborne* can be played on a monster group set aside but currently not on the map.
- Infection tokens can only be placed on heroes **targeted** by an attack.
- If *Airborne* is used to discard an infection token from a hero that performs an attack targeting or affecting multiple figures, each affected figure gains 1 ♣



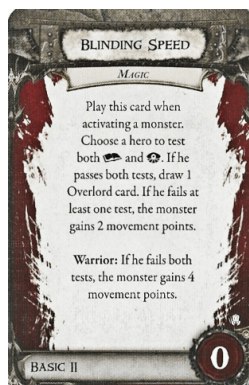
BEFUZZLE

- The 1 ♣ is added to all rerolls of that attribute test.



BLINDING SPEED

- When a warrior fails both attribute tests, the monster gains 6 movement points.



BLOODLUST

- Errata:** The card should read: “Play this card when a hero is **knocked out**. Draw 2 Overlord cards. This is in addition to your normal 1 Overlord card (or treat token) drawn for defeating a hero.”
- Bloodlust* cannot be played after a figure treated as a hero is defeated as these figures are not “knocked out”.
- If the overlord draws *Bloodlust* because a hero was knocked out, he may immediately play *Bloodlust* on that hero in order to draw two Overlord cards.



BLOOD RAGE

- The overlord can play *Blood Rage* on a monster after it was reinforced at the end the overlord turn.
- The overlord can play *Blood Rage* on a monster before reinforcing a monster from the same monster group at the end of the overlord turn.
- The two attacks generate separate triggering conditions (e.g. *Dirty Fighting* may be played twice, one on each attack).
- Flurry* may be used after either attack granted by *Blood Rage* before the monster is defeated.



CALL OF THE RAVENS

- When the overlord exhausts *Call of the Ravens* he cannot choose a Raven Flock on the map to suffer the ♥ and then place it adjacent to its original space.
- The Raven Flock may be summoned from a monster that would not suffer ♥ in the process
- See “Servants” on page 34



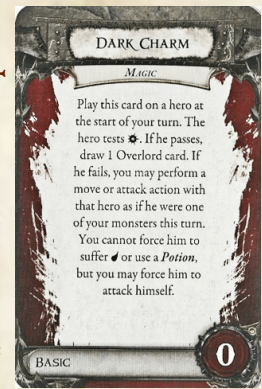
CONTAMINATED

- When *Contaminated* is used to discard an infection token from a hero during a multi-target attack, the whole attack gains +1 ♥.
- As the attack is the triggering condition, only 1 infection token can be discarded per attack, even if the attack targets multiple infected heroes.



DARK CHARM, DARK HOST, OUT OF DARKNESS, ONE OF US, TREACHEROUS SHADOWS, POSSESSIVE AND ENTHRALL

- Dark Charm, Dark Host, Out of Darkness, Treacherous Shadows, and the Enthral ability of Kyndrithul (lieutenant and agent) share similar mechanics. Heroes under the effect of one of those effects will hereafter be referred to as being charmed.
- Only heroes currently on the map can be charmed. Unless noted otherwise, the effect on the card used to charm the hero has to be resolved immediately. For Dark Host the effect is resolved in step 2 ("Activate monsters") of the overlord turn.
- For the duration of the effect, the hero is considered to be a monster and no longer a hero. For Dark Host the hero is considered to be a monster only during the move and attack action. For One of Us and Possessive the hero is considered to be a monster only during the attack. Performing an action with a charmed hero is not considered to be an activation.



Overlord Player

Overlord cards

- Overlord and Plot cards that target a **hero** cannot be played on a charmed hero as he is considered to be a monster while charmed.
- Overlord and Plot cards that refer to a monster's activation cannot be used.

Movement

- A charmed hero follows the same movement rules as monsters, therefore he cannot move through spaces with hero figures but can move through spaces with monster figures.

Combat

- The overlord cannot force a charmed hero to spend ♠ or exhaust cards, equip or unequip items or use Search cards.
- If the overlord forces a charmed hero to attack, he may declare an equipped weapon for the attack. The overlord may use any ability of that weapon that does not cost ♠ or exhausts the card.
- The overlord may use any ♠ ability of the charmed hero.
- The overlord cannot force a charmed hero to use Skills, Hero abilities or Heroic feats which include an element of choice (indicated by "may", "use this card" etc.). Passive effects of these abilities that do not include an element of choice are still in effect.

Special cases

- *Runic Knowledge* can still be used during an attack with a charmed hero as the overlord is not forcing the hero to suffer ♠. Instead, he is spending a ♠ on an ability that happens to cause the hero to suffer 1 ♠.
- Bleeding causes a charmed hero to suffer 1 ♠ for each action he performs. A charmed, stunned hero can still perform actions in another player's (e.g. the Overlord's) turn.
- A charmed familiar does not benefit from hero Class cards that refer to "your" familiar (such as *Vampiric Blood*) as it is one of the overlord's monsters when charmed.

Hero Player

Combat

- A charmed hero forced to attack himself may use effects that trigger "before" or "after rolling dice" in step 2 (Roll dice) of the attack, e.g. to reroll his attack dice to modify the attack result.
- A charmed hero may use items, abilities, Heroic feats and Skills that modify defense results (e.g. granting additional defense dice or adding ♠ to defense results) as long as these do not specify that they can only be used by a "hero" (e.g. *Glory of Battle*).

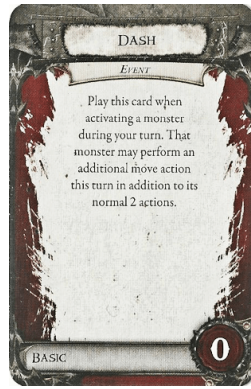
Special cases

- The Hero ability of a charmed Leoric is still active, reducing the damage of his own attack by one ♥.
- When a charmed hero defeats himself, effects that trigger when defeating a monster trigger (e.g. *Reaper's Scythe*). The active player decides which happens first: resolution of the attack or the effect.



DASH

- *Dash* can be played on monsters that may only perform **one move action per activation**, such as monsters with Shambling.
- *Dash* does not grant an additional move action to monsters that may only perform **one action per activation**.



EXPLOSIVE RUNES

- Figures without attribute values, such as familiars suffer no damage from *Explosive Runes*, as no attribute test is rolled.



DIVERSE MEANS

- **Errata:** This card should read: "Play this card when a monster is attacked, after dice are rolled. Reveal any number of Overlord cards from your hand. That monster recovers 1 ♥ and adds 1 ♠ to his defense results for each non-Basic Overlord card you reveal."



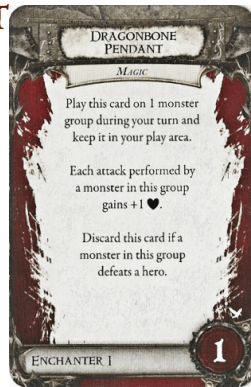
FORGOTTEN SORCERY (Overlord Reward card)

- Sorcery abilities are additive when Forgotten Sorcery affects monsters with this ability.
- If a Melee monster (e.g. an agent) is part of the chosen monster group, it also gains Sorcery 2.



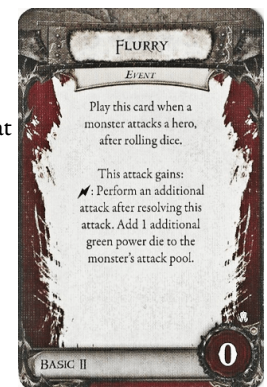
DRAGONBONE PENDANT

- *Dragonbone Pendant* can be played on a monster group set aside but currently not on the map.



FLURRY

- Flurry grants an additional **attack action** and cannot be used to perform a special Monster action that includes an attack (e.g. *Skirmish* or *Sweep*).
- The additional attack action does not count towards the monster's limitation on the number of attacks per activation.
- *Flurry* does have no effect on monsters that may only perform **one action per activation**.



ELIXIR OF STONE

- *Elixir of Stone* can be played on a monster group set aside but currently not on the map.



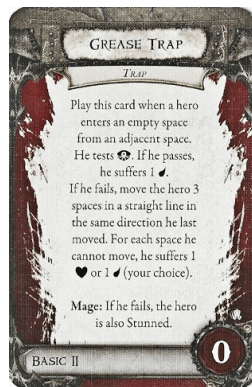
FRENZY

- *Frenzy* grants an additional **attack action** and cannot be used to perform a Monster action that includes an attack (e.g. *Skirmish* or *Sweep*).
- The additional attack action does not count towards the monster's limitation on the number of attacks per activation.
- *Frenzy* does not grant an additional attack action to monsters that may only perform **one action per activation**.



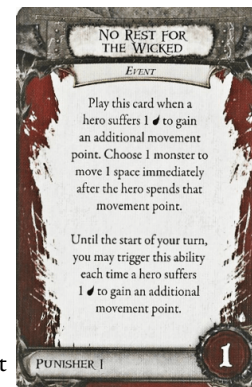
GREASE TRAP

- *Grease Trap* can be used to move a hero through friendly figures as long as the movement ends in an empty space.
- If the hero would end his movement in a space occupied by a friendly figure, he cannot move into that space and suffers 1 ♥ or ♠ instead.
- *Grease Trap* is considered to be an interrupt and the interrupted action or ability is continued (if possible) **after** *Grease Trap* is resolved.



NO REST FOR THE WICKED

- Play this card when a hero suffers 1 ♠ to gain an additional movement point and choose 1 monster. After the hero spends that movement point, immediately move the chosen monster 1 space. Until the start of your turn, that monster gains 1 additional movement point each time a hero spends a movement point gained from suffering ♠.
- In combination with *Fleet of Foot*, the overlord still moves only 1 monster one space per ♠ spent. The overlord may move the monster after the hero spends the first movement point, or the second movement point the hero received from *Fleet of Foot*.



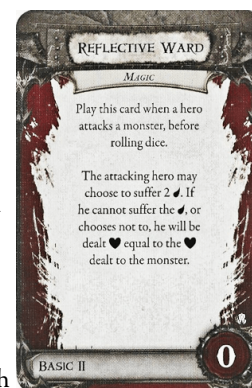
MENTAL ERROR

- When *Mental Error* is played in an attack targeting or affecting multiple heroes, each hero has to perform the ♠ test and the entire attack gains +2 ♥ for each hero that failed. The attack also gains 1 ♠ for each warrior that fails the ♠ test.



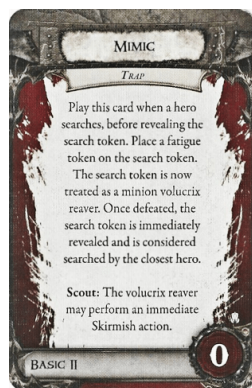
REFLECTIVE WARD

- If the attacking hero does not suffer 2 ♠, *Reflective Ward* is resolved following these steps:
 1. The hero adds up all ♥ of his attack results after step 4 (Spend surges).
 2. The hero rolls his defense pool, canceling 1 ♥ for each ♠ result and suffering the rest of the ♥.
- No other effects from the attack, such as conditions, will apply to the hero.
- If the attack is a miss, *Reflective Ward* has no effect.



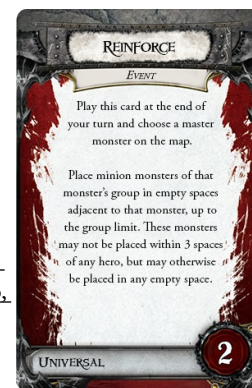
MIMIC

- *Mimic* can only be played when a hero searches to reveal a **search token**, not when revealing a challenge token etc.



REINFORCE

- **Errata:** The card should read, "Play this card at the end of your turn and choose a master monster on the map. Place minion monsters of that monster's group in empty spaces adjacent to that monster, up to the group limit. These monsters may not be placed within 3 spaces of any hero, but may otherwise be placed in any empty space."



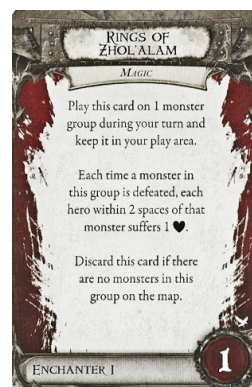
MISTRUST

- A hero entering a space adjacent to more than one hero still suffers 1 ♠, as the triggering condition of *Mistrust* is fulfilled only once.



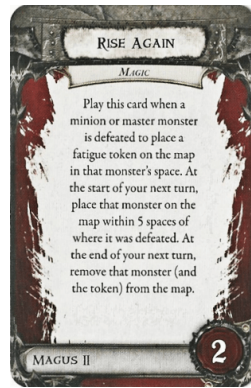
RINGS OF ZHOL'ALAM

- *Rings of Zho'lalam* can be played on a monster group set aside but currently not on the map.



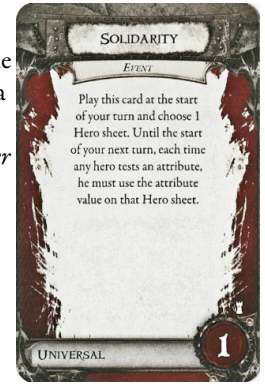
RISE AGAIN

- A large monster must be placed in such a way that as many occupied spaces as possible are within 5 spaces of where it was defeated.



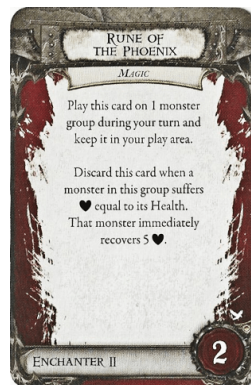
SOLIDARITY

- Solidarity* instructs the hero to use the value on the chosen Hero sheet, not a modified value caused by other game effects. As such, e.g. *Hideous Laughter* has no effect of attribute tests when *Solidarity* is in effect.



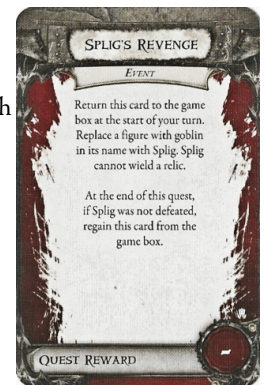
RUNE OF THE PHOENIX

- Rune of the Phoenix* can be played on a monster group set aside but currently not on the map.
- If the amount of ♥ dealt to a figure equals or exceeds its Health, the figure suffers ♥ equal to its Health Excess ♥ dealt is ignored. *Rune of the Phoenix* may be discarded if a monster has ♥ tokens equal to its Health to recover 5 ♥.



SPLIG'S REVENGE (Overlord Reward card)

- When Splig is placed on the map with no tokens or conditions carried over from the monster he replaced.



SIGN OF THE LAST ZENITH

- Sign of the Last Zenith* can be played on a monster group set aside but currently not on the map.
- Even if the last monster of the chosen monster group has been defeated, the effect of *Sign of the Last Zenith* continues to pull other Enchanter cards to that group and allows the overlord to draw a card each time that happens.



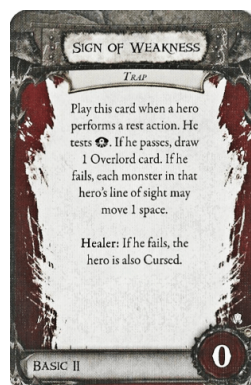
TRADING PAINS

- Trading Pains* may be played on a knocked out hero recovering ♥.
- If *Trading Pains* is triggered when a knocked-down hero recovers ♥, spaces are counted to the hero token, before the corresponding hero figure is placed on the map.



SIGN OF WEAKNESS

- Errata (GER):** This card should read: "Healer: If he fails, the hero is also Cursed."



TRIPWIRE

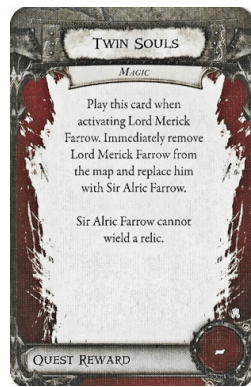
- If *Tripwire* is played and the targeted hero fails his ☠ test, his move action ends. All movement points in his movement point pool (regardless of the source) are lost.



TWIN SOULS

(Overlord Reward card)

- Sir Alric Farrow is placed on the map with no tokens or conditions carried over from Lord Merick Farrow.



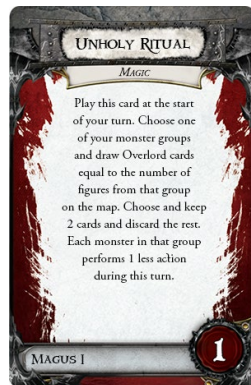
WICKED LAUGHTER

- The hero's attribute is treated as if it were 1 lower for all subsequent rerolls of this attribute test due to *Lucky Charm*, *Dissonance*, *Befuddle* etc.
- The effect of *Wicket Laughter* is not considered a reroll, instead it creates a new instance of the attribute test.



UNHOLY RITUAL

- Errata:** This card should read: "Play this card at the start of your turn. Choose one of your monster groups and draw Overlord cards equal to the number of figures from that group on the map. Choose and keep 2 cards and discard the rest. Each monster in that group performs 1 less action during this turn."



WORD OF MISERY

- Word of Misery* causes a hero to suffer 1 ♣ each time he suffers **any amount** of damage.
- Word of Misery* does not trigger again if a hero suffers ♣ from *Word of Misery* as ♥.
- Word of Misery* is discarded during step 3 (End of round) of the overlord turn (see "Overlord Turn" on page 41).



UNCONTROLLED POWER

- The overlord decides which ♣ abilities are used and the order in which they are resolved. However, he **must** use ♣ abilities to prevent a miss first (e.g. on a monster's Shadow ability or to increase range).
- Spending 1 ♣ to recover 1 ♣ is considered to be an intrinsic ♣ ability in this respect. It may be used even if the hero has no ♣ tokens on his Hero sheet.



WRISTLET OF WIND

- Wristlet of Wind* can be played on a monster group set aside but currently not on the map.



WARD OF PEACE

- Ward of Peace* can be played on a monster group set aside but currently not on the map.

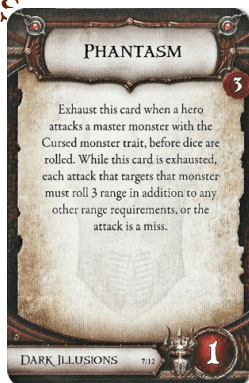


2.5. PLOT CARDS

ARIAD - DARK ILLUSIONS

Phantasm

- Multiple effects that increase the range requirements affecting the same figure are additive (e.g. *Phantasm* and *Stealthy*).



Misdirection

- The monster that performed the attack may move 1 space if it deals at least 1♥ in step 5 (Deal damage) of the attack.



BARON ZACHARETH - SEEDS OF BETRAYAL

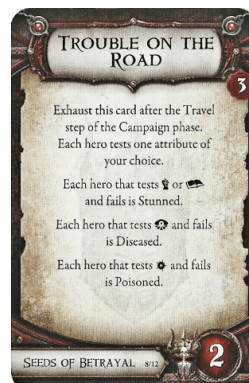
False Friends

- “First encounter” refers to the first encounter of any quest.



Trouble on the Road

- The overlord may choose a different attribute for each hero.



Two-Pronged Gambit

- “First encounter” refers to the first encounter of any quest.



ELIZA FARROW - ENDLESS THIRST

Bloodline

- A monster with a remaining Health of less than 2 cannot be chosen to suffer 2♥.



Nighttime Hunt

- Nighttime Hunt* adds a die only to the attack or defense pool for the attack that was used to trigger *Nighttime Hunt*.



GARGAN MIRKLACE - BURNING AMBITION

Shifting Earth

- The overlord may choose a different attribute for each affected hero.



MERRICK FARROW - CURSED BY POWER

Cabal

- When a monster uses the Overseer ability during an attack targeting or affecting multiple figures, other monsters within 3 spaces of any affected figure count towards the total ♥ added to the attack results.



Mystic Might

- The overlord may use this card multiple times in step 2 (Roll dice) of an attack.



RAYTHEN - SKULDUGGERY

Petty Theft

- If a game effect causes a monster carrying search tokens to be no longer considered a monster, the search tokens are placed in the space the monster occupied before it stopped being considered a monster.



RYLAN OLLIVEN - INNER CORRUPTION

One of Us

- One of Us* is considered to be an interrupt when used after a failed ✨ test during an attack. It may cause the hero to increase the distance to the target of the attack. However, a Melee attack does not miss as the target was valid in step 1 (Declare weapon and target) of the attack. Range required for a ranged attack is only affected when *One of Us* is played before step 3 (Check Range) of the attack (see "Steps of Combat" on page 6).



SERENA - SILENT PROTECTOR

Brethren

- Brethren* does not allow a monster to perform an additional attack if that would exceed the monster's limitation on the number of attacks per activation.



Oath of Silence

- A monster under the effect of *Oath of Silence* may perform only move actions. It cannot perform other actions (including actions on Condition cards, climb out of pit spaces, special actions from quest rules, etc.).



Shared Burdens

- If a monster would suffer X ♥, *Shared Burdens* may be used to reduce that damage by an amount between 1 ♥ and X-1 ♥.



SKARN - TWISTED SOUL

Thunderous Fall

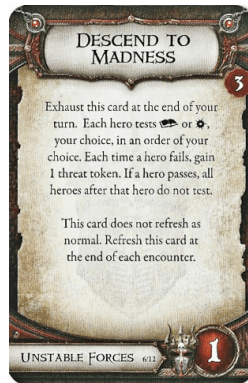
- This card may be used when a huge or massive monster has ♥ tokens equal to its Health and is defeated.



TRISTAYNE OLLIVEN - UNSTABLE FORCES

Descent to Madness

- The overlord may choose a different attribute for each hero.



Soul Ensnare

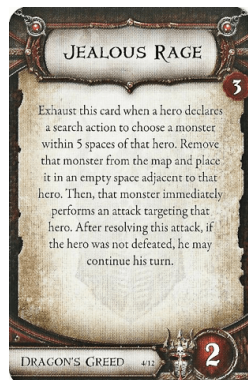
- The knocked out hero recovering ♥ also suffers 1 ♥ from *Soul Ensnare*.



VALYNDRA - DRAGON'S GREED

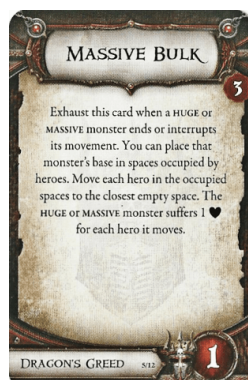
Jealous Rage

- If the chosen monster performs a multi-target attack, additional targets may be declared in step 1 (Declare weapon and target) of the attack.



Massive Bulk

- Massive Bulk cannot be exhausted when a monster is moved by a hero ability (e.g. Crossbow, Leather Whip).



Punish the Weak

- When a monster uses Crush in a multi-target attack, each target hero adds damage to the entire attack, based on his ♠.



VERMINOUS - UNSEEN LEGIONS

Ignoble Sacrifice

- The overlord may use this card when the attacker declares that multiple monsters of a monster group will be affected by the attack. This is usually done in step (Declare weapon and target) but additional affected figures may also be declared in step 4 (Spend surges) of an attack.
- Errata (GER):** Last sentence should read: "The monster suffers all damage all other monsters in its group would suffer from the attack."



Into the Shadows

- Monsters placed on *Into the Shadows* are discarded at the end of the encounter if a hero has not taken a rest action by then.



ZARHELL - ETERNAL AGONY

Branded

- Threat tokens on Hero sheets are kept between encounters and are discarded between quests.



2.6. MONSTERS

BANDIT

- **Errata (GER):** "Pillage", second sentence should read: "If that hero is knocked out by this attack, choose 1 of his Search cards and shuffle it into the Search deck."



BOL'GORETH

- **Errata (GER):** Act II, the \blackleftarrow ability should read: " \blackleftarrow +2 \heartsuit ."



CHANGELING

- **Errata (GER):** Act II "Hideous Laughter" should read: "(to a minimum of 1)."



CROW HAG

- **Errata (GER):** "Death Omen" should read: "That hero may choose to suffer 2 \heartsuit . If he does not, he suffers 1 condition of your choice."



ELEMENTAL

- **Errata:** "Air" should read, "Until the start of your next turn, this monster can only be affected by attacks from adjacent figures."



GIANT

- **Errata:** "Sweep", first sentence should read: "Perform an attack. This attack affects each other figure within 2 spaces and line of sight of this monster."
- **Errata (GER):** "Sweep" requires a \blackrightarrow instead of a \blackleftarrow .



GOBLIN WITCHER

- **Errata (GER):** "Bewitch" should read: "Move each adjacent Cursed hero up to 2 spaces in any direction of your choice."



KOBOLD

- Small Beginnings prevents the placement of minion monsters only during setup of an encounter. If a monster group is reinforced during an encounter, minion and master monsters are placed.

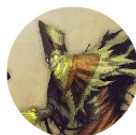


ROAD TO LEGEND

- "Spawner" places minions at the start of the Kobolds' activation. Place the minion Kobold in an adjacent space that is the closest to the closest hero.
- Small Beginnings: Minions are not placed when setting up a new area of the map. However, if a group is placed outside of setup (such as at the end of a round or after interacting with an element on the map) place the minions.

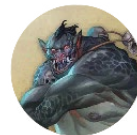
TRISTAYNE OLLIVEN (AGENT)

- **Errata:** Act II: The attack type icon should be a Ranged icon, not a Melee icon.



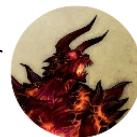
TROLL

- **Errata:** "Sweep", first sentence should read: "Perform an attack. This attack affects each other figure within 2 spaces and line of sight of this monster."



YNFERNAEL HULK

- Charge: "Start of the turn" should read "Start of its activation" instead.



2.7. MONSTER ABILITIES

AIR

Errata: Card text: " \blackrightarrow Air: Until the start of your next turn, this monster can only be affected by attacks from adjacent figures."

AURA

Card text: "Aura X: Each time a hero enters a space adjacent to this monster, that hero suffers X \heartsuit ."

- Aura abilities from different monsters affecting the same space are additive.

BEWITCH

Card text: " \blackrightarrow Bewitch: Move each adjacent Cursed hero up to 2 spaces in any direction of your choice."

- The direction may be switched after the hero was moved 1 space.

CAUSE FEAR

Card text: " \blackrightarrow Cause Fear: Choose a hero adjacent to this monster. That hero must test \star . If he fails, he moves 2 spaces directly away from this monster and is Immobilized."

- The active player moves the hero. He may switch the direction after the hero was moved 1 space. However, the distance to the monster must increase with each space if possible.

CRY HAVOC

Card text: " \blackrightarrow Cry Havoc: Belthir performs a move action and then attack action. The attack targets every figure he moves through."

- Cry Havoc is considered to be a move action as well as an attack action. The attack targets enemy and friendly figures Belthir moved through.
- Belthir cannot interrupt Cry Havoc to perform another action.
- If Belthir has unspent movement points when performing Cry Havoc, he must spend the movement points from Cry Havoc first. Only figures moved through with these movement points are targeted by Cry Havoc. After resolving Cry Havoc, Belthir may spend any remaining movement points.

DEATH OMEN

- **Card text:** " \blackrightarrow Death Omen: Choose 1 hero in this monster's line of sight. That hero may choose to suffer 2 \heartsuit . If he does not, he suffers 1 condition of your choice."
- **Errata (GER):** The hero may choose to suffer 2 \heartsuit .

DOMINION

- **Card text:** “➔ Baron Zachareth tests ☀. If he passes, he may move a hero within his line of sight 2 spaces in any direction. After the movement, the hero tests . If he fails, the hero is Immobilized.
- **Errata (GER):** In the last sentence, "afterwards" should be replaced by "after the movement."

ENTHRALL

Card text: “At the start of Kyndrithul's activation, you may choose any number of heroes in his line of sight to test ☀. If none of the heroes pass, perform an attack with each chosen hero as if it were a monster.

- Enthral causes heroes to be charmed (See "[Dark Charm, Dark Host, Out of Darkness, One of Us, Treacherous Shadows, Possessive and Enthral](#)" on page 62.

FIRE BREATH

Card text: “↗ Fire Breath: Starting with the target space, trace a path of 4 spaces in any direction. All figures on this path are affected by this attack. Each figure rolls defense dice separately.”

- Fire Breath affects a total of 4 spaces: the target space and 3 additional spaces.
- The path for Fire Breath is traced by counting spaces. These spaces do not have to be in a straight line.
- The same space may be counted twice, however each figure can be affected only once by Fire Breath.
- See "[3.5. Special Situations in Combat](#)" on page 87 for a visual example.

FLY

Card text: “Fly: This monster may ignore enemy figures and the effects of terrain while moving. It must end its movement in an empty space following normal movement rules.”

- “May ignore enemy figures” means “may move through enemy figures” in this context.
- During movement a flying figure enters spaces as usual. Thus, movement can be interrupted by effects such as *Nimble*, *Caltraps*, or *Guard*.
- A flying figure does not have to spend extra movement points or suffer ♥ for moving into or entering special terrain spaces (including pits).
- Secondary effects that trigger based upon other factors that are unrelated to movement still affect a flying monster (e.g. ending its activation in a lava space or ending its activation in a pit).
- Obstacles are considered terrain for the purposes of movement. As flying monsters ignore terrain effects when moving, they can count spaces through obstacles during movement. Flying monsters cannot end their movement on obstacle spaces, though.

FREEZING

Card text: “Freezing: Each time a hero enters a space adjacent to this monster, that hero suffers 1 ♠.”

- Freezing abilities from different monsters affecting the same space are additive.

HOARDER

Card text: “Hoarder: When a hero performs a search action, Valyndra may test ☁. If she passes, she may immediately move up to 2 spaces. Then the hero's turn resumes.”

- Hoarder triggers when a hero performs a search action to reveal a challenge token.

LEAP ATTACK

Card text: “➔ Leap Attack: This monster moves up to its Speed. During this movement, it may move through spaces containing enemy figures. Then, perform an attack that affects each figure this monster moved through during this action.”

- The overlord may also move the monster without attacking any figures.

LIFETHIRST

Card text: “Lifethirst: Each time a hero within 5 spaces of this monster recovers 1 or more ♥, that hero reduces the amount of ♥ recovered by X (to a minimum of 0).”

- Lifethirst affects any ability that allows heroes to recover any amount of ♥. If an effect causes a hero to recover all ♥, Lifethirst reduces the amount recovered by X.
- Lifethirst reduces the amount of damage a knocked out hero recovers by X. Spaces are counted to the hero token of the knocked out hero.
- Lifethirst abilities from different monsters affecting the same hero are additive.

MANEUVER

Card text: “➔ Maneuver: Choose 1 minion monster adjacent to this monster. That monster gains 2 movement points.

- As the chosen minion monster gains movement points during another monster's activation, it needs to spend those movement points immediately as an interrupt before the reanimate that used Maneuver resumes its activation. Movement points not immediately used are lost.

MORPH

Card text: “Morph: When this monster attacks, it uses the dice of a figure (overlord's choice) in its line of sight. If a hero is chosen, the overlord may choose which of the hero's equipped weapon to use. The monster cannot use any of the figure's other abilities, just the dice.”





- The Morph ability only uses the dice printed on the chosen figure's card or weapon. Any game effect that adds dice to the chosen figure's attack pool does not add dice to the attack pool of the monster with the Morph ability.

OVERPOWER/ OVERRUN


Card text: “➔ Overpower: Sir Alric Farrow performs a move action. Each time he moves into a space adjacent to a hero, Alric may test ☁. If he passes, he may trade spaces with that hero and the hero suffers 1 ♠.”


- As Overpower is a move action, it can be voluntarily interrupted. The overlord needs to specify when he is spending movement points from Overpower/Overrun. Only those movement points have the special effect attached to them.
- If Alric enters a pit space, he can swap spaces with an adjacent hero, dropping him into the pit. As the overlord is the active player, he can decide the order in which the effects resolve. Assuming he chooses to resolve the effects of Overpower/

Overrun before resolving the effects of the pit space, the following happens:



1. Alric tests , if he passes, he swaps spaces with the hero, and the hero suffers 1 .
2. The hero suffers 2  for falling into the pit.
3. Alric suffers 2  as he needs to resolve the effects of entering the pit space (even though he is no longer in the pit space).
4. Alric may continue his Overpower/Overrun action.


PIERCE

Card text: “This attack ignores X  rolled on the defense dice.”



- If the number of  results is less than the Pierce value, the excess Pierce value has no effect.
- Multiple Pierce effects affecting the same attack are additive.

PREY ON THE WEAK

Card text: “Prey on the Weak: Each of this monster's attacks targeting a hero with 2 or less  gains +1 .


- Prey on the Weak modifies the attack as a whole. Additional  are applied to all figures affected by the attack.
- Prey on the Weak has no effect on figures without attributes (e.g. familiars treated as heroes).

PROMOTION

Card text: “ Promotion: Splig tests . If he passes, you may replace an adjacent minion monster with a master monster of that type. This may not exceed that monster's group limit.”


- The target monster is replaced by a master monster without any tokens, conditions, etc.

PROTECT

Card text: “Each time a figure in this monster's line of sight performs an attack targeting a figure adjacent to this monster, before dice are rolled, this monster may suffer 1  to become the target of the attack. Range and line of sight are still measured to the original target's space.”

- If a monster with a remaining Health of 1 uses Protect, that monster is defeated in step 1 (Declare weapon and target) of the attack and the attack is immediately resolved.

RAMPAGE

Card text: “ Rampage: Bol'Goreth performs a move action followed by an attack action. This attack affects each figure within 2 spaces of each space he entered during this movement. After this attack, Bol'Goreth is stunned and weakened.”




- The attack that is part of Rampage does not affect Bol'Goreth himself.



RAVAGE

Card text: “Ravage: Both of this monster's actions on a turn may be attack actions.”

- Ravage increases the limitation on the numbers of attacks per activation by 1. Monsters with Ravage may perform up to 2 standard attack actions or up to 2 Monster actions including an attack (e.g. Skirmish).

SACRIFICE

Card text: “ Sacrifice: Deal up to 5  to an adjacent monster to allow Lady Eliza Farrow to recover an equal amount of .


- Eliza Farrow cannot deal and recover more  than the remaining Health of the monster.
- Eliza Farrow does not need to have suffered any  to use Sacrifice.







SHAMBLING

Card text: “Shambling: This monster may not perform more than 1 move action during a single turn.”


- Monsters with Shambling may perform move actions granted by other game effects (e.g. by *Dash*) in addition to the single move action allowed by Shambling.

SHADOW

Errata (GER): Card text: “Shadow: A hero adjacent to this monster that declares an attack must spend 1  or the attack is considered a miss.”

- The attacker may spend a  on Shadow in step 4 (Spend surges) of the attack. The attacker cannot use any other  abilities (or recover 1  for 1 ) before spending a  on Shadow.
- Heroes adjacent to monsters with Shadow are affected by Shadow even if they target other monsters (without Shadow).
- Shadow abilities from different monsters affecting the same space are not additive (e.g. a hero adjacent to two shadow dragons needs to spend only 1  to prevent a miss).
- Shadow does not affect figures treated as obstacles (Summoned Stones attacking with *Terracall*).
- Abilities that allow a hero to attack as if he occupied another figure's or token's space (*Cataclysm*, *Molten Fury*, *Earthen Anguish*, *Changing Skins*) are not affected by Shadow if the hero performing the attack himself is not adjacent to a monster with Shadow.

SKIRMISH

Card text: “ Skirmish: This monster may move 3 spaces, then perform an attack.”

- As no movement points are involved, terrain spaces that increases movement point costs have no effect on Skirmish.

SPAWNER

Card text: “Spawner: At the start of each overlord turn, place 1 minion kobold adjacent to this monster, respecting group limits.”

- Because there is no overlord turn, “Spawner” places minions at the start of the Kobolds' activation instead. Place the minion Kobold in an adjacent space that is the closest to the closest hero.

ROAD TO LEGEND

- Minions are placed at the start of the Kobolds' activation. Place the minion Kobold in an adjacent space that is the closest to the closest hero.

SMALL BEGINNINGS

Card text: “Small Beginnings: Do not place this monster during Setup.”

- Small Beginnings prevents the placement of minion monsters only during setup of an encounter. If a monster group is reinforced during an encounter, minion and master monsters are placed.

ROAD TO LEGEND

- Minions are not placed when setting up a new area of the map. However, if a group is placed outside of setup (such as at the end of a round or after interacting with an element on the map) place the minions.

STEALTHY

Card text: “Stealthy: Each attack that targets this monster must roll 3 additional range beyond the normally required amount or the attack is a miss.”

- Stealthy has no effect if the monster is not targeted but merely affected by an attack.
- Stealthy requires Melee attacks to roll at least 3 range to hit.
- If a multi-target attack targets a monster with Stealthy as well as other monsters, the entire attack is affected by Stealthy.
- Multiple effects that increase the range requirement affecting the same figure are additive (e.g. Stealthy and the Plot card *Phantasm*).

SWALLOW (CK)

Card text: “Swallow: If a hero is defeated by this monster, remove his hero token from the map and place it on this monster’s base. The hero cannot be revived until this monster is defeated, at which point his hero token is placed in one of this monster’s spaces.”

- Swallow only prevents revive actions, the hero may still perform a stand up action. A swallowed hero performing a stand up action is placed in empty space adjacent to the monster with Swallow.

SWEEP

Errata: Card text: “➡ Sweep: Perform an attack. This attack affects each other figure within two spaces and line of sight of this monster. Each figure rolls defense dice separately.”

- If “Sweep” is used in combination with the “Stun” ⚔ ability, figures affected by the “Sweep” attack are stunned if at least 1 ♥ was dealt.

WEB

Card text: “Web: Each hero adjacent to this monster must suffer 1 ♠ to move out of his current space; this is in addition to any other ♠ suffered to move.”

- A hero at full ♠ suffers ♥ if he moves (or is moved) out of a space adjacent to a monster with Web.

WITHER

Card text: “⚔ Wither: The target suffers 1 ♠.”

- The defender suffers 1 ♠ in step 4 (Spend surges) of the attack. If the defender as already suffered ♠ to his Stamina, he suffers 1 ♥ instead in this step.

2.8. QUESTS

THE SHADOW RUNE

CASTLE DAERJON

Encounter 1

- **Errata:** Special Rules: Villager Health should be 8 instead of 6.

Encounter 2

- **Errata:** Setup, should read: “Any surviving villagers from encounter 1 are placed on the entrance tile or the closest available empty spaces at the end of the last hero’s first turn.”
- Villagers in encounter 1 and militiamen in encounter 2 are different sets of figures. Tokens, conditions etc. are not carried over from villagers to militiamen.
- Militiamen may be activated after being placed at the end of the last hero’s first turn.
- **Errata:** Special Rules, add: “After testing to marshal defenders, Sir Palamon may perform 1 move action.”
- **Errata:** Special Rules: The brown defense die listed for Sir Palamon’s defense should be a gray defense die instead (giving him a defense pool of two gray dice). Sir Palamon’s Speed should be 4 instead of 0.

THE CARDINAL'S PLIGHT

Encounter 1

- **Errata (GER):** Special Rules: “Once per turn, if Lord Merick Farrow is adjacent to a gravestone, he may attempt to raise a zombie as an action.”

Encounter 2

- **Errata:** Special Rules: “When a hero ends his turn adjacent to Cardinal Koth,” should be changed to “When a hero first opens the door to the Library”.
- Cardinal Koth may suffer ♥ only from zombie attacks and from other effects that are not attacks.
- Koth is not activated before the door to the Library is opened.
- Koth can suffer conditions and resulting attribute tests are resolved during his activation.

THE MASQUERADE BALL

Encounter 1

- **Errata:** Victory, change first line to: “The encounter cannot end before all guests are unmasked. After all guests are unmasked, if there are no guests or monsters remaining, the encounter ends.”
- **Errata:** Victory, change fourth line to: “The heroes roll a die (depending on the number of heroes) to determine whether Lord Theodir is among the guests they have rescued; roll a brown defense die for a 2-hero game, a gray defense die for a 3-hero game, or a black defense die for a 4-hero game. If the number of ♠ rolled is equal to or less than the guests they successfully rescued, then the heroes managed to save Lord Theodir. If the heroes did not rescue at least 1 guest, they did not rescue Lord Theodir regardless of the result. If the heroes rescued Lord Theodir read the following aloud:[...]”
- **Errata (GER):** Unmasking a guest: “That guest is then escorted by the hero or monster that unmasked him.”
- The overlord may use the *Staff of Shadows* relic to force a reroll of the hero die roll that determines if Lord Theodir is rescued or not. He may not use *Dark Fortune* as it only applies to the overlord’s dice.

Encounter 2

- Each figure may attempt to open any door only once per turn. A figure may not use two actions to test two separate doors in one turn.

- For the heroes to win the quest, each hero needs to move off the map through the Exit.

DEATH ON THE WING

Encounter 1

- The overlord wins the encounter if all **10 objective tokens** from the base game are on the map at the same time.

THE SHADOW VAULT

- If a figure is blocking the water space on the Stream closest to the River's Edge, a figure swimming from the Stream to the River's Edge is placed in the closest empty space.
- When Baron Zachareth is defeated, he discards all tokens and conditions and is placed on the Entrance.
- Baron Zachareth blocks heroes from using the Staircase if he stands on the red objective token on tile 30B.

THE MONSTER'S HOARD

Encounter 1

- The reinforcement rule prohibits the use of monsters occupying more than 4 spaces (massive monsters) as an open group in this encounter.
- If the Entrance is occupied by other figures that prevent the placement of reinforcements on spaces of the Entrance, reinforced monsters are placed in the closest empty space(s) instead.

Encounter 2

- Figures are allowed to move from one Glyph to another Glyph in line of sight, even if a friendly figure is in the space with the starting Glyph and/or the target Glyph. However, figures may not end their movement on a blocked space (e.g. a Glyph space with a friendly figure).
- Figures are allowed to move from Glyph A to B to C (spending 2 movement points in the process) if B is occupied by a friendly figure.

A FAT GOBLIN

Encounter 2

- Splig can pick up and carry prisoners just like goblin archers. Splig must be in the Torture Chamber to interrogate prisoners.

THE FROZEN SPIRE

Encounter 1

- Ruin may attack heroes.
- Ruin does not follow the movement rules for large monsters; he does not shrink and expand but moves 1 space at a time, sliding along the Stone Bridge.
- Ruin can suffer conditions.

Encounter 2

- When the door to the Prison is opened, Frederick is treated as a monster under the overlord's control. The overlord may move Frederick up to his Speed and perform an attack.

THE DAWNBLADE

Encounter 1

- The overlord is allowed draw an Overlord card and use abilities that trigger at the start of the overlord's turn before the Ray of Sunlight is moved.

Encounter 2

- Carrying the blue objective token representing the *Dawnblade/Duskblade* does not give access to the Relic card. The token only functions as an item objective within the confines of the quest. It does not count toward Sir Alric Farrow's relic limit.

THE DESECRATED TOMB

Encounter 1

- The **tile** restriction when reinforcing zombies is in regards to the zombies being placed, not the zombies already on the map. The **distance** restriction takes all zombies on the map into account. If the distance restriction cannot be fulfilled, it may be ignored.

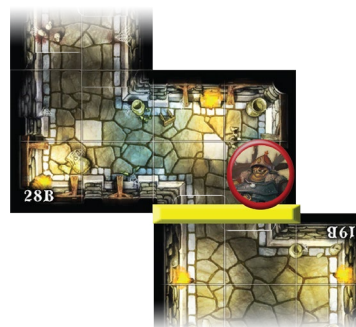
Encounter 2

- Carrying the blue objective token representing the *Dawnblade/Duskblade* does not give access to the Relic card. The token only functions as an item objective within the confines of the quest. It does not count toward Sir Alric Farrow's relic limit.
- Khorayt is controlled by the overlord but cannot be targeted or affected by Overlord cards or Plot cards.
- When Khorayt attacks, the overlord decides how **▲** are spent. If, however, Khorayt is using Fire Breath, the figure carrying *Dawnblade/Duskblade* must be affected. The overlord needs to spend as many **▲** as possible.
- Khorayt cannot be dealt **♥** by heroes. Khorayt cannot be dealt **♥** by Sir Alric Farrow, if he does not carry the *Duskblade*. Sir Alric Farrow may deal **♥** to Khorayt while he carries the *Duskblade* and may not be defeated in any other way.

THE MAN WHO WOULD BE KING

Encounter 1

- **Errata:** During setup, Splig should be placed on tile 28B as indicated on this image:



THE RITUAL OF SHADOWS

Encounter 1

- The overlord may use the *Staff of Shadows* relic during this encounter.

Encounter 2

- **Errata:** Victory should read: "If Lord Merick Farrow suffers any amount of damage or is defeated, read the following aloud: [...]."
- **Errata (GER):** The door between tile 17B and the extender below should be a red door. At the start of the encounter the first door (the yellow door closest to the Exit) is open, the two other doors are closed.

- Flesh moulders are not reinforced in encounter 2, flesh moulders from encounter 1 stay on the map; markers, tokens, and conditions are discarded.
- All markers, tokens, and conditions are discarded on Merick are discarded during setup of encounter 2.
- If Lord Merick is surrounded by heroes on the exit tile, he may move through enemy figures during set up.
- The overlord may use the *Staff of Shadows* during this encounter, however he does not receive the corresponding Relic card for winning.
- The heroes receive the *Staff of Shadows* Relic card for winning the quest even if it was in the possession of the overlord prior to this quest (if the overlord won the quest “The Cardinal’s Plight”).
- After winning the quest the overlord may return lower level Overlord cards to the pool of available cards while keeping higher level cards of the same Overlord Class deck. The requirement of having a certain number of lower level Overlord cards is only relevant for the **purchase** of higher level Overlord cards, not for keeping them.

THE TWIN IDOLS

Encounter 1

- If a monster carrying the Idol of Skulls is stunned, it needs to use its action to remove the stun (and end its activation) before performing an action in the next turn.
- The monster carrying the Idol of Skulls cannot gain additional actions through Overlord or Plot cards (e.g. *Dash*, *Frenzy*).
- The victory condition for the overlord requires a monster to place the Idol of Skulls on a unique space. This victory condition is not fulfilled if the idol is placed on the unique space when the monster carrying it is defeated.

THE WYRM TURNS

Encounter 1

- Although Belthir is considered to be a hero in this encounter, he is restricted to actions that he may perform as a monster, e.g. he cannot search or revive heroes. Belthir is restricted to 1 move action per activation, but he may attack twice per activation. As Cry Havoc includes a move action he may use it only once per activation.

GRYVORN UNLEASHED

Encounter 2

- If Dragonlord Gryvorn swallows Baron Zachareth, he recovers 3 ♥ per hero in the campaign, alive or slain.
- If *Blood Rage* is used on Dragonlord Gryvorn to defeat the last hero, the overlord wins the quest.

HEIRS OF BLOOD

ACOLYTE OF SARADYN

- The objective token representing the acolyte remains on the Hero sheet even when the hero is knocked out. It cannot be dropped.

THE SIEGE OF SKYTOWER

Encounter 1

- If Bethir is not carrying a monster, he does not become stunned after taking flight and being placed on a unique space.

RISE OF URTHKO

Encounter 1

- Lord Merick may not drop captives into the pit from the other side of the locked door.

FROM THE WRECKAGE

Encounter 1

- The overlord may choose the sequence of resolution of end of turn effects (e.g. reinforce 1 Merriod before ending the ruse).

SARADYN IN FLAMES

Encounter 1

- If a tile with the entrance to a secret passage is destroyed by Sir Alric Farrow, set aside each hero figure and discard all tokens on the destroyed tile and the secret room tile. Heroes set aside are falling. Then discard the secret room tile; the secret room is not considered to be completed and the heroes do not receive the reward.

ARMY OF DAL'ZUNM

Encounter 1

- **Errata:** Special Rules, second paragraph, last sentence should read: "The zombies' activation immediately ends." Thus, the activation of the whole zombie group ends, not the activation of an individual zombie figure.

SHADOWFALL MOUNTAIN

Encounter 2

- Servants transition to encounter 2 like any other monster.

PIERCING DARKNESS

Encounter 1

- Servants and familiars may be summoned on the unique green spaces. If all unique green spaces are blocked, goblin archers cannot be reinforced.

BLOOD AND BETRAYAL

Encounter 1

- The special rule on cursed ground is not unambiguously translated in the German localization (and maybe in others, too). It should read: “Each time a hero enters a space that is cursed ground, his turn immediately ends.”

LAIR OF THE WYRM

AT THE FORGE

Encounter 1

- The shadow dragons cannot be moved by any game effect which would allow them to move additional steps. This includes effects of the *Crossbow*, *Leather Whip* and the relic *Trueshot*.

Encounter 2

- The Overlord may choose shadow dragons as an open group if no shadow dragon moved off the map in encounter 1.
- The Overlord card *Reinforce* cannot be played on shadow dragons which are present on the map because they moved off the map in encounter 1.

WHAT'S YOURS IS MINE

- Jorem Tolk is not affected by abilities or effects that target heroes or monsters. However, he is affected by abilities that target figures in general (e.g. by the plague worm's Burrow ability).
- Jorem Tolk can be affected by conditions; poison and disease would give the overlord control over him at the start of each overlord turn.

ARMED TO THE TEETH

Encounter 2

- Each hybrid sentinel may perform the special action to equip the troops with Aurim Wargear once per activation.

LABYRINTH OF RUIN

RUINOUS WHISPERS

Encounter 1

- **Errata (GER):** Widespread Panic: "When activating a traveler, the activating player chooses a direction and moves the traveler 2 spaces in that direction."
- Travelers cannot move into spaces with figures.

GATHERING FORETOLD

Encounter 1

- The overlord may choose to trigger the effect "collect two damage tokens" before Serena is rescued by heroes at the end of the same overlord turn.

HONOR AMONG THIEVES

Encounter 1

- Cracking the Code should read: "Once per round, one hero may attempt to guess the correct order of tokens [...]" In addition, the heroes have a final guess (even if a hero already guessed this round) when the overlord has 6 ♣ tokens in his play area.

Encounter 2

- ♣ tokens do not carry over from encounter 1.
- If a green objective token is revealed, the overlord may play the Overlord card *Mimic*. The green objective token is then treated as a volucrix reaver. A hero defeating the volucrix reaver discards the green objective token and draws a Search card.
- If Raythen reveals the green token, the hero closest to Raythen draws a Search card.
- If Raythen reveals an objective token, the overlord cannot discard a card to "upgrade" the die.
- If there are fewer objective tokens than the group limit for volucrix reavers when the alarm sounds, the overlord places the remaining volucrix reavers up to the group limit in the closest empty spaces to facedown objective tokens of his choice.

FURY OF THE TEMPEST

Encounter 1

- Splig's activation does not end after he stands up. He may perform a second action during this activation.

RECLAMATION

Encounter 1

- **Errata:** Special Rules, first sentence, should read: "The overgrowth in this encounter is extremely dense and difficult to move through."

Encounter 2

- Defeating monsters from challenge tokens counts towards the quest objective.

THROUGH THE MIST

Encounter 1

- **Errata:** Special Rules, second paragraph, should read: "If a lost hero or ally ever has line of sight to the wisp or is within 3 spaces of a hero or ally that has line of sight to the wisp, the lost hero or ally is no longer lost."

BARROW OF BARRIS

Encounter 2

- **Errata (GER):** Setup: Add "Place the ettins on the Lava Pit."

SECRETS OF STONE

Encounter 2

- A cursed condition from Persistent Curse cannot be removed by any means until the end of the hero's turn. After the end of the hero's turn the hero is still cursed, but is now able to discard it through normal means.
- If a cursed hero is affected by Persistent Curse, the earlier curse is now persistent. The hero does not gain a new Cursed condition; that hero's current Cursed condition is instead modified.

BACK FROM THE DEAD

Encounter 2

- **Errata:** Special Rules, first paragraph, add: "Figures cannot remove overgrowth as normal."
- If the overlord forces a hero to move through one of the dense overgrowths, the dense overgrowths are treated as normal overgrowths.
- The effects of the tokens in the overlord's play area are additive.
- Hulldyr is not considered to be a figure, he does not block movement or line of sight.

FORTUNE AND GLORY

Encounter 1

- **Errata:** Victory, first sentence, should read: "If the hero carrying the prisoner moves off the map through the Exit, read the following aloud: [...]"

Encounter 2

- **Errata:** The Hidden Passage, add: “Doors cannot be opened or closed normally.”
- The Hidden Passage can be attacked as if it were a monster. See “Attacking objects” on page 7.
- As an action, while adjacent to or on the villager token, a hero can pick up the prisoner.

HEART OF THE WILDS

Encounter 1

- Zombies may use both actions to climb each activation.
- Zombies do not respect group limits.

Encounter 2

- **Errata:** Defiled Ground, first sentence, should read: “As an action, while on the Wild Garden, a monster with the Cursed monster trait may sacrifice itself.”
- Figures treated as heroes provoke the flailing tendrils and can be targeted by them.

LET THE TRUTH BE BURIED

Encounter 1

- **Errata:** Special Rules, The Chain, first sentence of the second paragraph, should read, “Chain links do not block line of sight; each time a figure other than Splig enters a space containing a chain link, that figure’s turn immediately ends.”

Encounter 2

- **Errata:** Special Rules, add: “While Splig is under the overlord’s control, he cannot suffer ♥ or be defeated.”
- **Errata:** Special Rules, last sentence of the third paragraph, should read: “While controlled by the heroes, Splig may move off the map through the Exit at any time. While controlled by the overlord, Splig may move off the map through the Exit if he has 3 objective tokens on his Lieutenant card.”
- If Splig is under the control of the heroes and performs a move action, he gains 3 movement points.
- Familiars, allies and Splig cannot fall in this encounter.

FOUNTAIN OF INSIGHT

Encounter 1

- **Errata:** Possessing Allies, last sentence of second paragraph, should read: “The overlord can only possess 1 ally and cannot possess an ally that has been cleansed.”

TIPPING THE SCALES

Encounter 1

- **Errata:** Special Rules, should read: “As an action, while adjacent to a faceup objective token, a hero may pick it up. Each hero can only carry 1 weight at a time. As an action, a hero carrying a weight may [...]”
- **Errata:** Reinforcements, last sentence of third paragraph, should read: “The overlord may reinforce up to 2 monsters, respecting group limits.”
- The number of objective tokens included in the base game and the *Labyrinth of Ruin* expansion should be used in this quest: 5 blue, 4 green, 4 white and 4 red.

WEB OF POWER

Encounter 1

- **Errata:** Special Rules, first sentence of third paragraph, should read: “While Ariad has at least 1 ♣ token on her Lieutenant card, she cannot move, be moved, or be activated.”
- **Errata (GER):** Special rules, last sentence, add: “[...] and Ariad cannot suffer conditions.”

A GLIMMER OF HOPE

- **Errata:** Monsters, should read: “Ariad. Lord Merick Farrow. Splig. Serena or Raythen. Zombies. 4 open groups.”
- **Errata:** Setup, fourth paragraph, should read: “Gather 1 red, 1 blue, 1 green, and 1 white objective token. Place 1 objective token faceup on each open monster group’s Monster card.”
- **Errata:** Magical Wards, third paragraph, should read: “At the end of each overlord turn, if there are no objective tokens on the map, place 1 ♣ token in the overlord’s play area.”
- During setup of a 4-hero game, the ally is placed in the closest empty space to the Entrance, on the other side of the door.

PILGRIMAGE

- The special rest action adjacent to the guardian still triggers all effects that trigger on standard rest actions.
- Active guardians will remain active until inactivated (white and green) or destroyed (red and blue) even if they have 5 or more ♥ tokens.

MANOR OF RAVENS

FINDERS AND KEEPERS

- **Errata:** Replace both occurrences of “hero’s play area” with “heroes’ play area.”

MY HOUSE, MY RULES

- **Errata:** Rewards, third paragraph, should read: “If Skarn was not knocked unconscious, the overlord receives the “Endless Supply” Overlord card.”
- If a hero passes the attribute test for an enchanted door (yellow), he may choose a side of any enchanted door. He then places his figure in a space as close as possible to that side of the chosen enchanted door.

WHERE THE HEART IS

- **Errata:** Reinforcements, second paragraph, should read: “At the end of each overlord turn, if Skarn is not on the map and 1 or more master monsters are on the Basement [...]”

BENEATH THE MANOR

- **Errata:** Victory, first paragraph, replace “[...] if Skarn moves off the map and there are no objective tokens [...]” with “[...] if Skarn moves off the map and there are no blue objective tokens [...]”

SPREAD YOUR WINGS

- Skarn can only perform 1 move action during his activation. *Dash* cannot be used to provide a second move action for him in this quest as, according to the Golden Rules, quest rules take precedence over cards.

MISTS OF BILEHALL

HALLOWING FIRE

Encounter 2B

- **Errata:** The map tile Sanctum should be labeled 8B (not 82B).

SHADOW OF NEREKHALL

A DEMONSTRATION

- At the end of the quest, heroes receive 25 gold for each villager token on the map, regardless if those villager tokens represent citizen or corrupted citizen.

CIVIL WAR

Encounter 1

- **Errata:** When placing villager tokens and search tokens during setup, one villager token and one search token should be placed on tile 61A as indicated on this image:



TRAITORS AMONG US

Encounter 1

- Tristayne may suffer 3 ♥ to summon an ynfernael hulk even if doing so would defeat him. Tristayne may not use his ability Soul Siphon to redirect the suffered ♥ to the ynfernael hulk as it is not on the map at this point.

ARISE, MY FRIENDS

Encounter 1

- **Errata:** Quest map, "Rocky Passage" should be identified as tile 20A, not tile 6A.

RAT-THING KING

Encounter 1

- When a large figure (such as a rat) enters a pit space on tile 4B it suffer 2 ♥ and is placed on tile 26B. Any remaining movement points may be spend as usual.

Encounter 2

- Ixzhod is considered to be an object that may be attacked by monsters (see "Attacking objects" on page 7.)

RESPECTED CITIZEN

Encounter 1

- Abilities that add ♥ to attacks (e.g. *Delver*, *Dual Strike*, Steelhorn's Hero ability) may be used when attacking Bertram with bare hands.
- As Bertram is immune to all other game effects, Ironbound cannot use Protect to become the target of an attack targeting Bertram.

WIDESPREAD PANIC

Encounter 2

- **Errata(GER):** Setup: replace "6 villager tokens" with "5 villager tokens".
- **Errata (GER):** Victory, should read: "When the heroes have 5 fatigue tokens ..."

THE TROLLFENS

GHOST TOWN

- Heroes can investigate a corrupted slain villager token, potentially preventing the placement of flesh moulders.

SOURCE OF SICKNESS

- In 2- and 3-hero campaigns the reinforcements of plague worms do not respect group limits.
- The overlord only gains fatigue tokens for discarding villager tokens as described in the Infestation section. Converting infested villagers into plague worms does not give the overlord fatigue tokens.

CROWN OF DESTINY

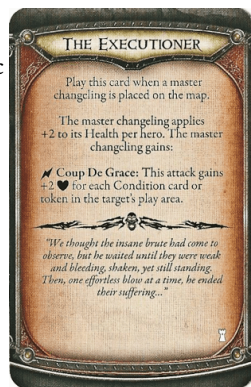
BURNING HARVEST

- **Errata (GER):** Greed is Shameful, second paragraph, should read: "If he has 4 objective tokens, Mughin can move off the map through the Entrance or the Exit.",

2.9. CORRUPT CITIZEN CARDS

THE EXECUTIONER

- **Coup De Grace:** The +2 ♥ is specific to condition cards or condition tokens. Other tokens do not affect this ability.



2.10. RUMOR CARDS

FAMINE AND STRIFE

- When played while traveling to the Interlude quest, the last sentence of *Famine and Strife* does not override the restriction "You cannot play this card, if the Interlude is an available quest." of certain Rumor Quest Cards.



UNKNOWN TREASURES

- *Unknown Treasures* may not be played during the special shopping step in between acts (after the Interlude).



2.II. SEARCH CARDS

STAMINA POTION

- **Errata (ITA):** Flipping this card does not require an action.



2.12. SECRET ROOM CARDS

HIDDEN STASH

- **Errata:** The last sentence of the card should read: "Then discard this Secret Room card and the secret room entrance token."



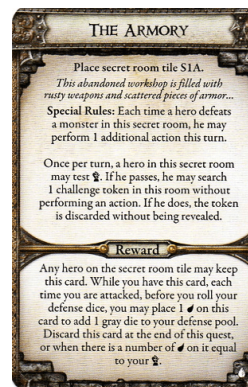
TAINED SPRING

- **Errata:** Reward, second sentence should read: "You may discard this card during your turn to roll 2 red power dice."



THE ARMORY

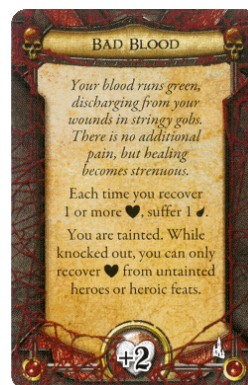
- If a hero searches a challenge token using the special effect on this card, the token is discarded and no search card is drawn.



2.13. TAINED CARDS

BAD BLOOD

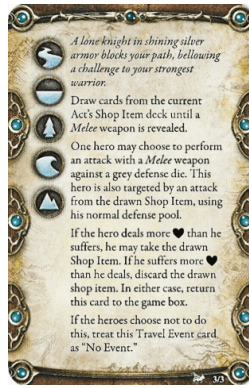
- *Bad Blood* also affects knocked out heroes recovering ♥.



2.14. TRAVEL AND CITY EVENT CARDS

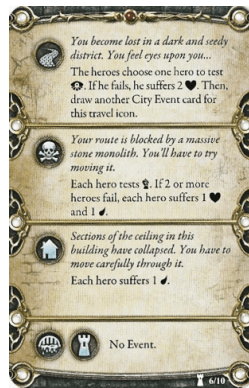
LONE KNIGHT CHALLENGE

- The hero actually suffers the ♥ received during the attack.



SEEDY DISTRICT

- Road:** Another City Event card is drawn regardless of the outcome of the ☠️ test.



2.15. OTHERS CARDS

OVERLORD TURN SUMMARY








- Errata:** "1. Start of turn": Should read: "I. Draw 1 Overlord card and start of turn abilities. II. Refresh cards."



3. APPENDIX

3.1. OVERVIEW ON AVAILABLE EXPANSIONS

EXPANSION BOXES










Box	Icon	Size	Heroes	Hero classes	Monsters	Shop items	Relic cards	Overlord cards	Map tiles	The Delve stages	Road to Legend side quests
Descent - Second Edition		large	Ashrian Avric Grisban Jain Leoric Syndrael Tomble Tarha	Knight Berserker Wildlander Thief Runemaster Necromancer Disciple Spiritcaller	Zombies Goblin Archers Cave Spiders Flesh Moulders Barghests Ettins Elementals Merriods Shadow Dragons	I : 20 II : 14	6	Basic I (15) Warlord (7) Saboteur (7) Magus (7) Universal (4)	1-30	S : 15 B : 5	<ul style="list-style-type: none"> • Soul To Save • Hook, Line, and Tentacle • Pest Control • Dragon Hunting • Arachnophilia • Lair of Tekaris • Enemy of my Enemy • Tombs of Kayladorn • The Treasure of Davin Throm
Lair of the Wyrms		small	Quellen Reynhart	Champion Geomancer	Fire Imps Hybrid Sentinels	I : 4 II : 5	2	Punisher (7) Reward (1)	31-35 S1	S : 2 B : 1	<ul style="list-style-type: none"> • Temple of the Elemental Dragon
Labyrinth of Ruin		big	Dezra Logan Durik Ulma	Apothecary Beastmaster Hexer Treasure Hunter	Goblin Witches Volucrix Reavers Carrion Drakes Arachyura	I : 11 II : 10	3	Basic II (15) Universal (2) Reward (2)	36-43	S : 4 B : 3	<ul style="list-style-type: none"> • The Demon Hive
The Trollfens		small	Augur Roganna	Prophet Stalker	Harpys Plague Worms	I : 8 II : 5	3	Infector (7) Reward (3)	43-49 S2	S : 2 B : 1	<ul style="list-style-type: none"> • The Troll's Treasure
Shadow of Nerekhall		big	Orkell Ravaella Rendiel Tinashi	Bard Conjurer Shadow Walker Skirmisher	Changelings Ironbounds Rat Swarms Ynfernaal Hulks	I : 11 II : 10	3	Shadow-mancer (7) Universal (5)	50-69	S : 4 B : 3	<ul style="list-style-type: none"> • The Worst Exotic Merriod Inn
Manor of Ravens		small	Alys Thaiden	Bounty Hunter Marshal	Bandits Wraiths	I : 5 II : 4	4	Enchanter (7) Unkindness (8) Reward (3)	70-77	S : 2 B : 1	<ul style="list-style-type: none"> • Smash and Grab
Mists of Bilehall		small	-	-	Bone Horrors Broodwalkers Reanimates	I : 8	3	-	78-87	S : 2 B : 3	<ul style="list-style-type: none"> • Mad Moriden's Tower
The Chains that Rust		small	-	Monk Watchman Steelcaster Battlemage	Marrow Priests Shambling Colossi The Dispossessed	II : 9	3	Soulbinder (8)	78-79 88-98	S : 2 B : 3	<ul style="list-style-type: none"> • Names of Nightfall

Shop items: **I** (Act I) and **II** (Act II).

The Delve stages: **S** (standard stages unlocked) and **B** (boss stages unlocked).

Road to Legend side quests: Side quests unlocked.

HERO AND MONSTER COLLECTIONS

Box	Icon	Size	Heroes	Hero classes	Monsters	Shop items	Relic cards	Overlord cards	The Delve stages	Road to Legend side quests
Oath of the Outcast		H&M	Trenloe Laurel Elder Mok Shiver	-	Bane Spiders Beastmen Razorwings	-	-	Reward (1)	-	• Bound by Fear
Crown of Destiny		H&M	Corbin Lindel Jaes Gherinn	-	Giants Chaos Beasts Lava Beetles	-	-	Reward (1)	-	• Time Trials
Crusade of the Forgotten		H&M	Andira Astarra Tahlia Tetherys	-	Golems Medusae Sorcerers	-	-	Reward (1)	-	• Gather No Moss
Guardians of Deephall		H&M	Hawthorne Mordrog Sahla Silhouette	-	Crypt Dragons Dark Priests Wendigos	-	-	Reward (1)	-	• Stand at Thaurgrim's Rest
Visions of Dawn		H&M	Ispher Thorn Nara Valadir	-	Manticores Ogres Trolls	-	-	Reward (1)	-	• What Brings Us Together
Bonds of the Wild		H&M	Lyssa Challara Ronan Vyrah	-	Kobolds Hellhounds Deep Elves	-	-	Reward (1)	-	• Tooth and Blade
Shards of Everdark		H&M	Arvel One Fist Karnon Steelhorns	-	Ice Wyrms Dark Minotaurs Shades	-	-	Reward (1)	-	• Let Them Go
Treaty of Champions		H&M	Jonas Grey Ker Kruzbeck Zyla	-	Crow Hags Skeleton Archers Demon Lords	-	-	Reward (1)	-	• Prisoner of Icespire
Stewards of the Secret		H&M	Nanok Seer Kel Okaluk and Rakash Tatianna	-	Blood Apes Ferrox Naga	-	-	Reward (1)	-	• Choose Your Poison

LIEUTENANT PACKS

Lieutenant packs provide a plastic figure of a lieutenant together with a Plot deck and Act I and Act II Agent cards. In addition, Lieutenant packs of Raythen and Serena provide Hero sheets and plastic figures to play the respective character as a hero. Further, in campaign play of *Road to Legend* Lieutenant packs allow the app to summon the agent version of the lieutenant through major perils.

Lieutenant packs do not include heroes or Overlord cards, monsters, items, or relics and do not unlock stages for *The Delve* or side quests in campaign play of *Road to Legend*.

Baron Zachareth: *Seeds of Betrayal*

Belthir: *Hybrid Loyalty*

Lady Eliza Farrow: *Endless Thirst*

Lord Merick Farrow: *Cursed by Power*

Sir Alric Farrow: *The Fallen Elite*

Splig: *Goblin Uprising*

Bol'Goreth: *Raging Infection*

Valyndra: *Dragon's Greed*

Ariad: *Dark Illusions*

Queen Ariad: *Tangled Web*

Raythen: *Skulduggery*

Serena: *Silent Protector*

Gargan Mirklace: *Burning Ambition*

Rylan Olliven: *Inner Corruption*

Tristayne Olliven: *Unstable Forces*

Verminous: *Unseen Legions*

Skarn: *Twisted Soul*

Ardus Ix'Erebus: *First Legion*

Kyndrithul: *Vital Essence*

Zarihell: *Eternal Agony*

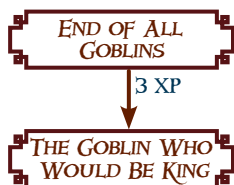
3.2. ROAD TO LEGEND QUEST LAYOUT

STORY QUESTS

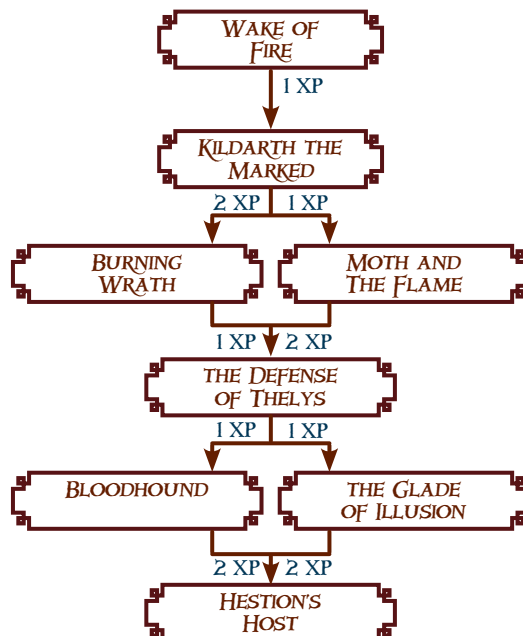
Quest	Campaign	Exp. needed	Map tiles
End of all Goblins	Rise of All Goblins		2, 5, and 9
The Goblin Who Would Be King	Rise of All Goblins		1, 3, 4, 7, 8, 9, 12, 16, and 25
Wake of Fire	Kindred Fire		2, 5, 8, 9, 12, 14, 16, 23, 24, and 26
Kildarth the Marked	Kindred Fire		1, 4, 5, 8, 9, 12, 15, 16, 23, 27, 28, and 29
Burning Wrath	Kindred Fire		1, 4, 5, 20, 25, and 27
Moth and Flame	Kindred Fire		2, 4, and 12
The Defense of Thelys	Kindred Fire		3, 4, 5, 6, 7, 8, 9, 12, 13, 15, 26, and 27
		SoN	3, 4, 5, 6, 7, 8, 9, 12, 13, 15, 26, 27, and 53
Bloodhound	Kindred Fire		1, 2, 3, 8, 9, 15, 20, 23, 24, 26, and 27
The Glade of Illusion	Kindred Fire		2, 4, 6, 7, 12, 14, 15, 19, 21, and 26
Hestion's Host	Kindred Fire		1, 2, 3, 4, 5, 7, 8, 16, 22, 24, 27, and 28
From the Shadows	Seeds of Corruption	SoN	3, 8, 11, 16, 20, 21, 23, 52, 53, 55, 61, 62, 63, 65, 66, and 68
		SoN & MoB	3, 11, 20, 52, 53, 55, 61, 62, 63, 65, 66, 68, 80, 81, 82, 83, and 85
In a Manor of Speaking	Seeds of Corruption	SoN	3, 7, 23, 26, 51, 52, 53, 54, 55, 56, 57, 59, 60, and 62
		SoN & MoR	23, 26, 51, 52, 53, 55, 59, 60, 62, 71, 72, 73, 74, 76, and 77
Servants of the King	Seeds of Corruption	SoN	8, 19, 23, 27, 50, 52, 53, 56, 57, 62, 63, and 65
		SoN & LoR	8, 26, 39, 41, 43 (x2), 50, 52, 53, 56, 57, 62, 63, and 65
The Archive	Seeds of Corruption	SoN	2, 21, 26, 50, 51, 55, 56, 57, 59, 60, 62, 63, 65, 66, and 67
		SoN & TT	S2, 43, 44, 47, 49, 50, 51, 55, 56, 57, 59, 60, 62, 63, 65, 66, and 67
Missing in Action	Seeds of Corruption	SoN	4, 5, 50, 51, 54, 55, 56, 60, 62, and 65
		SoN & LotW	31, 35, 50, 51, 54, 55, 56, 60, 62, and 65
Liar, Liar	Seeds of Corruption	SoN	21, 52, 53, 54, 57, 58, 60, 62, 68 (x2), and 69
		SoN & TCtR	21, 52, 53, 54, 57, 58, 60, 68 (x2), 69, 78, 88, 90, 94, 95, and 96
Unstable Forces	Seeds of Corruption	SoN	50, 52, 54, 55, 56, 57, 59, 60, 63, and 68 (x2)

CAMPAIGN STRUCTURE

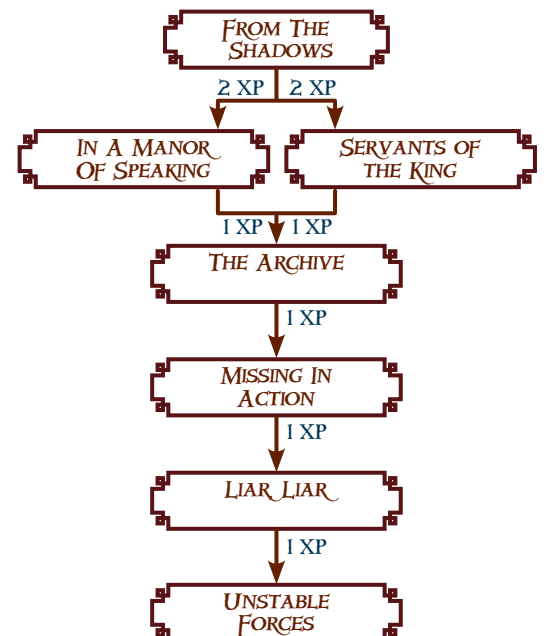
RISE OF ALL GOBLINS



KINDRED FIRE



SEEDS OF CORRUPTION



SIDE QUESTS

Quest	Campaign	Exp. needed	Map tiles
Arachnophilia	Side quest		3, 4, 6, 9, 15, and 16.
Bound by Fear	Side quest	OotO	2, 4, 9, 24, and 26
Dragon Hunting	Side quest		5, 6, 7, 8, 11, 12, 15, 19, 20, 24, and 26.
Choose your Poison	Side quest	BotW	3, 5, 6, 9, 21, and 24.
		BotW & LoR	9, 36, 38, 39, 40, 42, and 43 (x2)
Enemy of my Enemy	Side quest		4, 6, 7, 9, 13, 14, and 23.
Hook, Line, and Tentacle	Side quest		3, 5, 8, 20, 21, and 27
Gather No Moss	Side quest	CotF	2, 5, 8, 9, 10, 12, 14, 16, 19, 21, and 26
Lair of Tekaris	Side quest		1, 3, 7, 8, 13, 14, 16, and 23
Let Them Go	Side quest	SoE	1, 4, 5, and 7
Pest Control	Side quest		3, 4, 5, 6, 9, 15, 21, and 25
Prison Break	Side quest		5, 8, 9, 11, 14, 15, 16, 20, 21, 23, 25, and 26
Prisoner of Icespire	Side quest	ToC	5, 7, 8, 9, 16, 19, 22, 25, 27, and 28
Names of Nightfall	Side quest	TCtR	21, 78 (x2), 88, 89, 90, 92, 93, 94, 95, and 96
Mad Moriden's Tower	Side quest	MoB	78 (x2), 81, 82, 83, 85, 86, and 87
Smash and Grab	Side quest	MoR	8, 27, 28, 70, 71, 72, 73, 74, 75, and 76
Soul to Save	Side quest		8, 14, 20, 23, 24, 26, 27, and 28
Stand at Thaurgrim's Rest	Side quest	GoD	3, 6, 10, 19, 21, 22, 24, 25, 27, and 28
Temple of the Elemental Dragon	Side quest	LotW	8, 9, 12, 31, 32, 34, and 35
The Demon Hive	Side quest	LoR	7, 13, 38, and 39
The Treasure of Davin Throm	Side quest		2, 3, 4, 5, 8, 9, 12, 16, 21, 23, and 28
The Troll's Treasure	Side quest	TT	8, 29, 30, 43, 44, 46, and 48
The Worst Exotic Merriod Inn	Side quest	SoN	7, 50, 51, 55, 56, 59, 60, and 62
Time Trials	Side quest	CoD	1, 5, 12, 14, 16, 17, and 26,
Tombs of Kayladorn	Side quest		1, 3, 5, 8, 14, 15, 16, and 23
Tooth and Blade	Side quest	SotS	3, 4, 5, 8, 9, 12, 21, 26, and 27
		SotS & SoN	50, 54, 55, 56, 57, 59, 60, 62, 63, 66, and 68.
What Brings Us Together	Side quest	VoD	1, 3, 5, 7, 11, and 13

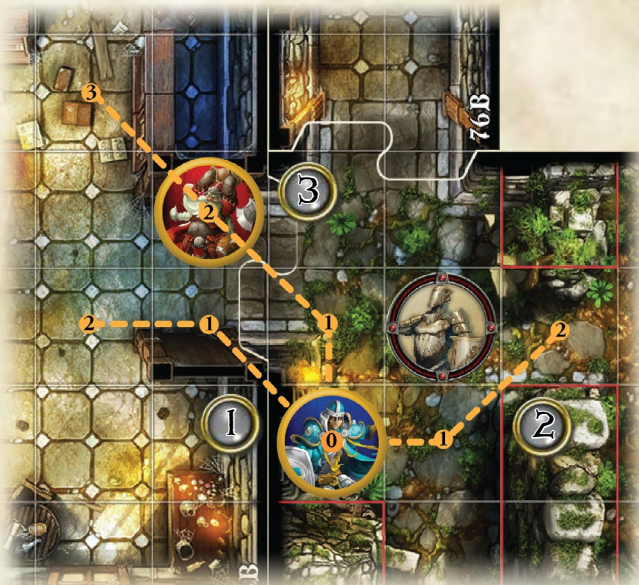
Expansions

Labyrinth of Ruin (LoR)
 Lair of the Wyrms (LotW)
 Mists of Bilehall (MoB)
 Shadow of Nerekhall (SoN)
 The Chains that Rust (TCtR)
 The Trollfens (TT)

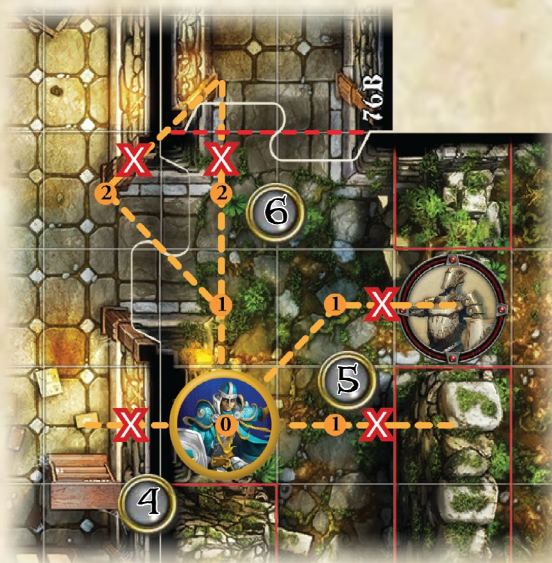
Hero & Monster Collections

Oath of the Outcast (OotO)
 Crown of Destiny (CoD)
 Crusade of the Forgotten (CotF)
 Guardians of Deephall (GoD)
 Visions of Dawn (VoD)
 Bonds of the Wild (BotW)
 Shards of Everdark (SoE)
 Treaty of Champions (ToC)
 Stewards of the Secret (SotS)

3.3. MOVEMENT EXAMPLES



- ① Figures may move diagonally around corners of map borders or walls (solid black lines).
- ② Figures may move diagonally between two blocked spaces (occupied by any combination of obstacles or figures) or between a corner of a map border or wall and a blocked space.
- ③ Figures may move through friendly figures.



- ④ Figures cannot move through map borders or walls, even if two spaces separated by a wall or map border share a corner (those spaces are not considered to be adjacent).
- ⑤ Figures cannot move through blocked spaces occupied by obstacles or enemy figures.
- ⑥ Figures cannot move across elevation lines or through doors, portcullis' and old walls. This includes diagonal movement through a shared corner with a wall or map border.



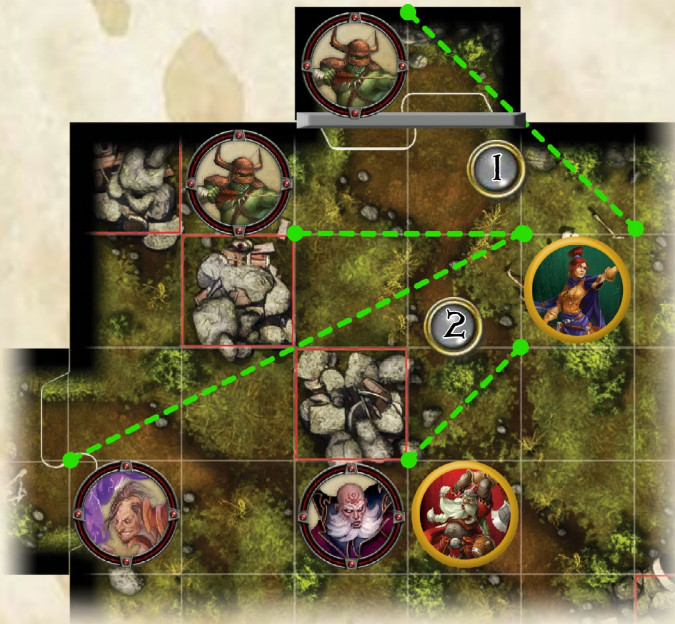
Figure Legend

- ① — ② Counting spaces
- X Movement blocked

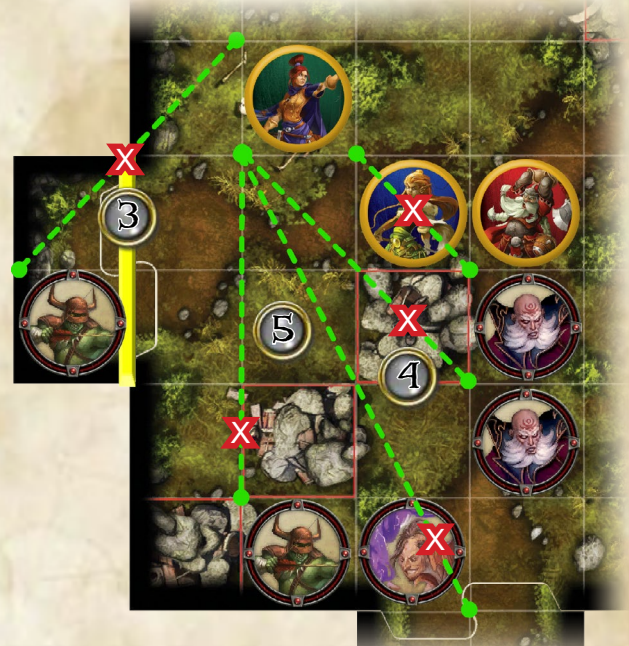
- ⑦ When the shadow dragon performs a move action it receives movement points equal to its Speed (3) and shrinks to any space it occupies (here to 0).
- ⑧ Then it spends two movement points (0 → 1 → 2) and chooses to interrupt the move action with a second move action which causes it to expand. It ends up with 4 movement points in its movement point pool.
- ⑨ To continue the movement, again it shrinks to a space it occupies, moves (3 → 4 → 5 → 6), and expands.
- ⑩ As the shadow dragon was adjacent to Ashrian on 2, it could have interrupted the first move action to perform an attack instead. After resolving the attack, it may spend its last movement point to move to 3 and expand from there.

Notably, the move action of the shadow dragon cannot be interrupted on 1 (neither voluntarily nor by another game effect such as *Nimble*, *Caltnops* or *Guard*) as the shadow dragon cannot expand from this space.

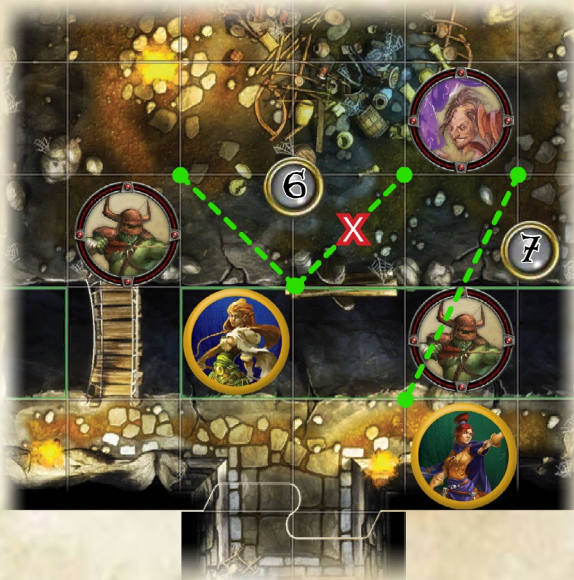
3.4. LINE OF SIGHT EXAMPLES



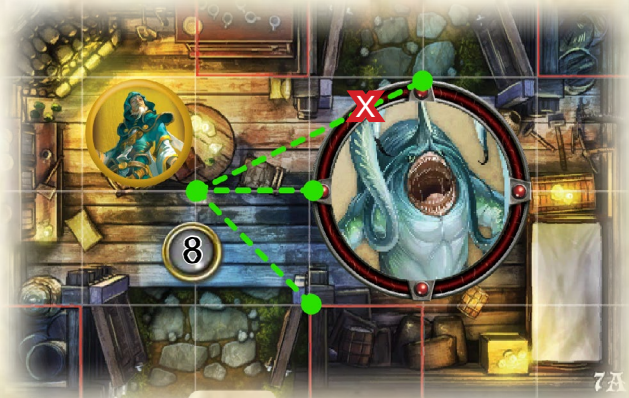
- ① Line of sight may be traced through a portcullis or an elevation line. The traced line may touch corners of map borders or walls.
- ② Line of sight may touch corners of blocked spaces (obstacles or figures).



- ③ Doors, overgrowth and old walls block line of sight.
- ④ Obstacles, map borders or walls block line of sight.
- ⑤ Line of sight is blocked by figures (including the figures from and to line of sight is traced) or along edges of spaces with obstacles and figures or along map borders and walls.



- ⑥ A figure in a pit space has only line of sight to adjacent figures, and only figures adjacent to a pit space have line of sight to a figure in that pit space.
- ⑦ A figure in a pit space do not block line of sight of figures outside of the pit.



- ⑧ Line of sight may be traced from and to a corner of any space that a large figure occupies. However, it may not be traced through a blocked space.
- ⑨ Line of sight may be traced touching a corner of a wall or map border.
- ⑩ As an exception, figures on spaces separated by a wall or map border do not have line of sight to each other even if they share a corner.



Figure Legend

- Line of sight
- ✗ Line of sight blocked

3.5. SPECIAL SITUATIONS IN COMBAT



① For a **REACH** attack both line of sight and a distance of 1 or 2 spaces have to be fulfilled. Both have to be measured to the same space, but in case of a large figure not from the same space. The ettin can attack Ashrian here.



② As obstacles cannot be counted through, the ettin cannot target Ashrian with Reach in this example.



③ Line of sight and range for a **RANGED ATTACK** are counted to the same target space but not necessarily from the same space. The crypt dragon only needs a range of 2 or more (not 3 or more) to successfully hit Tomble.



④ A **BLAST** attack targets a specified number of spaces (space 2 in this example). In addition, all figures on spaces adjacent to targeted spaces (across elevation lines, through portcullis' and overgrowth) are also affected by the attack (O).



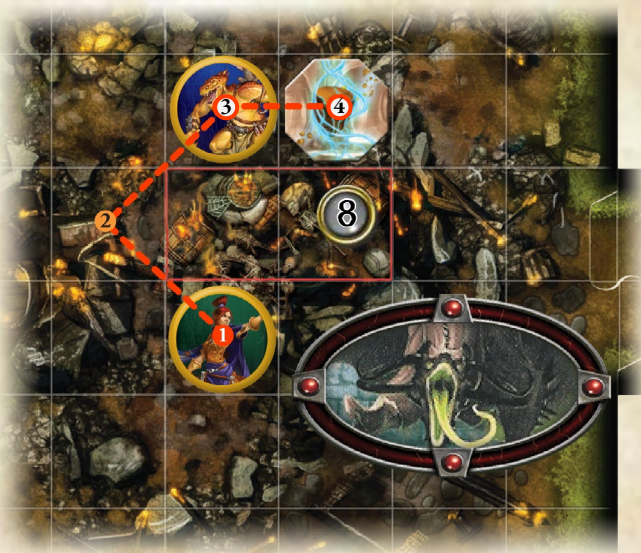
⑦ Grisban may use **ADVANCE** after defeating the goblin archer to move up to his Speed (3) and attack the zombie. As the distance moved is determined by counting spaces not by spending movement points, entering water spaces has no additional cost.



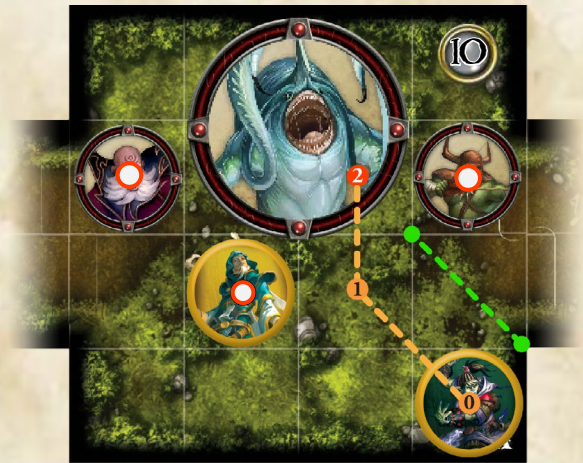
⑤ When using **OATH OF HONOR** the Knight chooses a hero (or figure treated as a hero) within 3 spaces who is adjacent to a monster. Then, the Knight is placed in the empty space which is closest to the Knight and adjacent to the monster and attacks that monster.



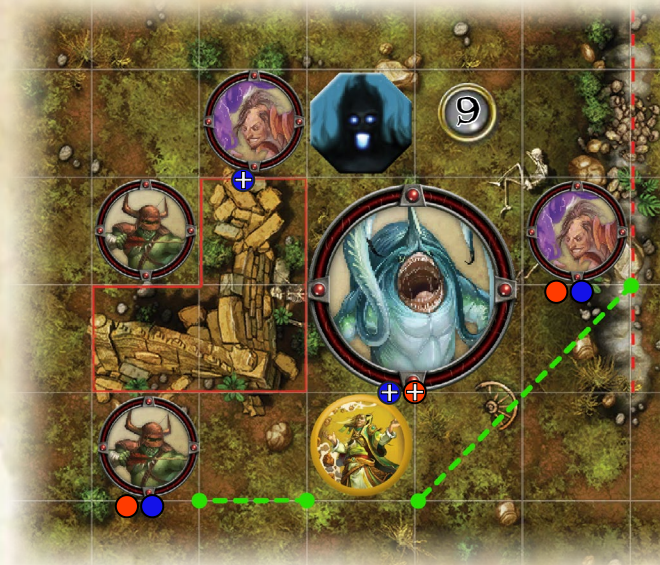
⑥ When the targeted hero is adjacent to more than one monsters, one of those monsters is chosen (the yfernael hulk here).



8 A FIRE BREATH attack targets one space (1), then 3 additional spaces are counted from the targeted space (2, 3, 4). Figures on any of these spaces are affected by the attack (1, 3, 4).



10 The INCENDIARY ARROWS affect all figures (O) adjacent to the figures targeted by the attack (2). Targeted figures are only affected by Incendiary Arrows if adjacent to another targeted figures.



9 First, PLAGUE CLOUD targets (●) each hexed monster (●) in line of sight. Second, each monster adjacent to a targeted monster figure is hexed (+) (if not already hexed) and targeted (+) (if in line of sight). Repeat these two steps until no new monsters to be hexed are available. Then, the Hexer rolls his attack dice and all targets roll their defense dice separately.

Using *Enfeebling Hex*, the Hexer may discard any number of hex tokens from targets and the whole attack gains +1 ♥ for each hex token discarded.

Any other attack bonus such as provided by the Shadow Soul (e.g. by *Otherworldly*) or the Wolf (e.g. by *Savagery*) affect the attack as a whole.

Figure Legend

- 0-1 Counting spaces
- Line of sight
- Figure targeted by an attack
- Figure affected by an effect.
- Hexed monster.
- ✗ Counting spaces or line of sight blocked

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CREDITS

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