

# DESCENT:

JOURNEYS IN THE DARK

SECOND EDITION



## MONSTER MODS

ROAD TO LEGEND COMMUNITY EXPANSION

RULES GUIDE

# INTRODUCTION

Monster Mod cards expands *Descent: Journeys in the Dark Second Edition - Road to Legend* by providing small decks of cards that are used to empower each monster group with varying properties.

This card pack introduces a way for players increase the challenge as they grow stronger throughout a campaign. The heroes may also track their performance by logging played quests and the power of which Mod decks they've used. These mod cards require the base game and a **green power die**. The cards are balanced with a 4-hero party in mind.

# MONSTER MOD DECKS

Before starting each quest, the heroes may choose to set aside a set of monster Mod decks. A set of monster Mod decks consists of a **Minion** deck which is applied to only **minion** monsters of a monster group and a **Master** deck which is applied to only the **master** monsters of that monster group.

Each time a new monster group comes into play, players draw 1 **Minion** Mod card and 1 **Master** Mod card. These cards are placed above and below the the **Monster card** in a particular way as shown on the Goblin Archer **Monster card** to the right.

How to interpret the information on these cards and more in-depth rules are written further in this rulebook.



## DOWNLOAD THE APP

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



MINION  
MOD CARD

MONSTER  
CARD

MASTER  
MOD CARD

# COMPONENTS



**8 ONE-STAR MINION  
MOD CARDS**



**8 TWO-STAR MINION  
MOD CARDS**



**8 THREE-STAR MINION  
MOD CARDS**



**8 FOUR-STAR MINION  
MOD CARDS**



**10 ONE-STAR MASTER  
MOD CARDS**



**10 TWO-STAR MASTER  
MOD CARDS**



**10 THREE-STAR MASTER  
MOD CARDS**



**10 FOUR-STAR MASTER  
MOD CARDS**



**2 MINION- , 3 MASTER- AND  
3 LIEUTENANT  
MOD CARDS**



# SETUP EXAMPLE FOR QUESTS WITH MOD DECKS



CHOSEN DECK

CHOSEN DECK

**1 SET OF MOD DECKS WITH AN EQUAL AMOUNT OF STARS IS CHOSEN. THE OTHER DECKS ARE NOT USED.**

See choosing and upgrading Mod cards on page 7.

## REFERENCE

1. Minion Mod card deck (draw pile).....Page 4.
2. Master Mod card deck (draw pile).....Page 5.
3. Unique/Lieutenant Mod card (draw pile)....Page 6.
4. Regular monster group..... Page 4 & 5.
5. Lieutenant monster.....Page 6.
6. Monster group with a Unique monster.....Page 6.
7. Play area.....See Road to Legend Rulebook.

# HOW TO PLAY

Before starting a new quest, the heroes may choose to set aside a set of Monster Mod decks to use during that quest.

The players pick:

- A **Minion** Mod deck, containing 8 small cards
- A **Master** Mod deck, containing 10 small cards

Both of these Mod decks must have **an equal amount** of stars indicated on the bottom right corner of their cardbacks. Each deck is shuffled and placed next to each other, facedown close to the area where Monster cards will be placed.



## DRAWING MOD CARDS

Each time a new monster group is spawned, they are automatically added to the monster tracker in the app. When this happens and that monster group's card is drawn and placed on the board, the players draw 1 **Minion** Mod card and 1 **Master** Mod card from the top of each deck.



## MONSTER TRACKER

### MINION MOD CARD

When a **Minion** Mod card is drawn, it is rotated depending on the minion count of the "group limits" on that monster's Monster card. This is a way to balance the added characteristics between smaller and larger monster groups.



Applied to a monster card with a group limit of 3-4 **minion** monsters (e.g. Goblin Archers and Barghests).

Applied to a monster card with a group limit of 1-2 **minion** monsters (e.g. Ettins and Hybrid Sentinels).

The players look at the backside of the Monster card. The amount of **minion** monsters limited by the monster **group limit** in a 4-Hero game is what determines which side of the card is applied.



Note that monster groups with an amount of minions greater than 4 are not affected by minion Mod cards (e.g. Kobolds).

When the correct half of the minion Mod card is chosen, it is placed so the Monster card is overlapping the inactive half of the Minion Mod Card, like the image below.

The characteristics on the minion Mod card and the top part of the Monster Card are then added together to determine the power of **every Minion monster** in that monster group, even potential reinforcements (Page 5).



MINION MOD CARD

MONSTER CARD

### Example:

Each minion Goblin Archer has 6 Speed, 5 Health and a gray defense die.

## MINION MOD CARD ANATOMY



MOD CARD BACK



MOD CARD FRONT

1. **Name:** This area displays the name of the Mod card.
2. **Star level:** This area displays which minion Mod deck this card belongs to.
3. **Monster group minion amount:** This area displays which part of the Mod card that should be added to the Monster card, depending on the group limits.
4. **Extra attack dice:** This area displays the power dice added to the minion monster's attack pool.
5. **Extra Characteristics:** This area displays the amount of Speed, Health and Defense added to the minions of that monster group.

## MASTER MOD CARD

Unlike minion Mod cards with different halves depending on group limits, all information on a *master* Mod card is applied to the master monsters of a monster group, *no matter the group size* (even in cases where a monster group has multiple master monsters e.g. Fire Imps and Reanimates).

The Master Mod card consists of characteristics that are added *only to the master monsters* of a Monster group. In addition, the Master Mod cards have a section for additional abilities and effects.



### Example:

This master Ettin has 3 Speed, 11 Health and a defense pool of 1 black, 2 red and 1 gray die. An attack pool of 1 blue, 2 red and 1 green die. In addition, when the master Ettin is defeated, each hero is moved 1 space. then, the master Ettin performs a multi target attack before it is removed from the map.

## MASTER MOD CARD ABILITIES

Master Mod cards have different abilities and effects that may change the way a hero would deal with a specific master monster. The abilities described on the Mod card works the same as the original abilities shown on the front of the monster card. Mod cards usually only provide 1 fully described ability, but may provide multiple abilities.



MASTER MOD CARD WITH MULTIPLE ABILITIES

If any official cards or rules come in direct conflict with the abilities shown on a master Mod card, the official cards and effects take precedence over the abilities on that Mod card.

When resolving these abilities players frequently have multiple options. When this happens, it is up to the players to decide how to resolve it within the confines of the provided instructions. How the decision-making is approached is largely up to the play group and should match the decision making when it comes to the app's instructions.

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

## MASTER MOD CARD ANATOMY



MOD CARD BACK



MOD CARD FRONT

1. **Name:** This area displays the name of the Mod card.
2. **Star level:** This area displays which master Mod deck this card belongs to. The more stars, stronger the monsters.
3. **Extra characteristics:** This area displays the amount of Speed, Health and Defense added to the *master* monster's original characteristics.
4. **Extra attack dice:** This area displays the power dice added to the master monster's attack pool.
5. **Extra Ability:** This area displays any extra abilities the master monster gains.

## DISCARDING MOD CARDS

The active *minion* Mod Card is discarded when each monster of a monster group is defeated and the players select "Defeat group" on the app's monster tracker.

As soon as the first *Master* monster of a monster group is defeated.

The active *master* Mod card is discarded.

In groups that contain more than 1 master monster, the remaining master monsters lose their added bonuses (e.g. Fire Imps, Reanimates and Kobolds). When the last card is drawn from a Mod deck's *draw pile*, the players shuffle each *discarded* Mod card back into new draw piles.



## REINFORCEMENTS

The app often instructs players to reinforce monsters groups already on the map by respawning one or more recently defeated monsters. In this case, the new minion monsters are affected by a potentially active *minion* Mod card.

If a master monster is reinforced, it will not cause a new *master* Mod card to be drawn since it has been discarded when the first master monster was defeated. This can lead to a reinforced master being weaker than a minion if a strong minion Mod card is in use.

If the Reinforcements mechanic causes a defeated group that was just removed from the app's monster tracker to reappear on the monster tracker, *do not* draw and apply new Mod cards to that group of reinforcements. In this case it is treated as the same group that has been defeated earlier.

However if a group of the same monsters reappears later in a quest as a completely new group and obviously not due to Reinforcements mechanics, draw and apply new Mod cards to that group as usual.

# UNIQUE MOD CARDS

When a unique monster is featured in a quest and added to the monster tracker, **do not draw** and apply a regular Mod card to that unique monster. Instead, apply 1 of the **unique** Mod cards to that monster. There is a unique card for either **unique master** monster, which is most common, and there is also a card for **unique minion** monsters.

The app usually provides the unique monster with additional Health, which is displayed in the lower-left of its portrait. The additional Health added by the app, **and** unique Mod cards are **added together**.

There is no deck of different unique Mod cards. Each copy of these cards provide the same characteristics.



MASTER UNIQUE MOD CARD

### Example:

During a game where a set of 3-star Mod decks are used, a unique Flesh Moulder appears. Instead of drawing a card from the master Mod deck, players instead apply the master **unique** Mod card to this monster. That monster's total Health is:

$$7 + 6 + 4 = 17$$

Monster card (7) + Unique Mod card (6) + extra Health on the app's monster tracker (4)



UNIQUE MONSTER WITH +4 HEALTH

### DISCARDING UNIQUE MOD CARDS

When a Unique/Lieutenant monster is defeated and the players select the "Defeat Unique" button, the Unique/Lieutenant Mod card is discarded.



If you have purchased any Lieutenant pack and added it to your collection, an **Agent** can appear as a random Major Peril in Road to Legend. This agent uses the figure of a Lieutenant and have a very similar monster card.

However, a Lieutenant Mod card should **not** be applied to an Agent card. When an Agent card is drawn and put into play, **no kind of Mod card is applied to that Agent card.**



AGENT CARD LIEUTENANT CARD

## UNIQUE/LIEUTENANT MOD CARD ANATOMY



MINION UNIQUE MOD CARD MASTER UNIQUE MOD CARD LIEUTENANT UNIQUE MOD CARD

1. **Name:** This area displays the name of the Mod card.
2. **Star level:** This area displays which part of the card that belongs to which Mod deck. Apply the part of the Lieutenant/Unique Mod card with the same amount of stars as the active master and minion Mod decks.
3. **Extra characteristics:** This area displays the amount of Speed, Health and Defense added to the Lieutenant/Unique monster's original characteristics.
4. **Extra attack dice:** This area displays the power dice added to the unique monster's attack pool.



## LIEUTENANT MOD CARDS

When a Lieutenant Monster is featured in a quest, the Lieutenant unique Mod card is applied to that monster. The layout of this side matches the Lieutenant card and has slightly different characteristics.



LIEUTENANT ON THE MONSTER TRACKER

# CHOOSING AND UNLOCKING MOD DECKS

Before starting any quest, players can decide to increase the challenge by setting aside a set of Mod decks. The first Mod deck ever used by the heroes during a campaign is always the set of 1-star Mod decks.

1-STAR MOD ICON (STARTING DECK)



From this view, when players choose to travel to a new quest, is when the players may choose to put a set of Mod decks into play.

If players want to apply Mod decks on the introduction quest of a campaign, they may place the 1-Star decks in their play area when they have chosen heroes, and are about to start the new campaign.

However, it is **not recommended** to use mod decks before each hero has received at least 2 XP to spend.

If a quest with active Mod decks is completed, without failure. The Heroes unlock the option to choose a monster deck with 1 additional star on further quests.

Once a set of decks is unlocked, the players may still choose to use mod decks with fewer stars or no mod decks at all.

1-STAR MOD DECK



Players start with this deck available

2-STAR MOD DECK



Complete a quest with a 1-Star Mod Deck

3-STAR MOD DECK



Complete a quest with a 2-Star Mod Deck

4-STAR MOD DECK



Complete a quest with a 3-Star Mod Deck

**Example:** Unlocking Mod Decks

The heroes choose to start a quest using the 1-Star Mod decks. The quest is completed.

On their next quest, the heroes may now choose to either:

- Not use any set of Mod decks
- Use the 1-star mod decks again
- Use the 2-star mod decks

If the heroes choose the 2-Star Mod decks and complete it, the 3-star Mod decks are unlocked. Once a quest with a set of 3-Star decks is completed, the 4th and final Deck is unlocked.



# STAR TRACKER

As the players complete quests throughout the campaign, they can write down their results in the tracking table at the end of this rulebook.

Separate printable tracking sheets can be found on the forum thread for this expansion.

Here, players will fill out which set of Mod decks was during each quest. This helps keeping track of which decks have been unlocked.

At the end of the campaign, the heroes add the total stars of all quests they have won and get a final score (Star score). Quests where the heroes lost, are not added to this score.

**Example:** Filled out tracking table

QUEST NUMBER	WIN	LOSS	MOD DECK			
			★	★★	★★★	★★★★
#1	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
#2	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
#3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>
#4	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
#5	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>		
#6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
#7	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>		
#8	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>		
<b>Total Star Score:</b>			1+2+2+2 = 7			

# XP REFUND POINTS

Each hero gains 1 XP Refund point the first time a quest is completed using a Mod deck with a new amount of stars. This means that a hero has gained 4 XP Refund points if quests have been completed using all 4 levels of Mod decks.

In between quests, a hero may spend XP Refund points equal to any of his Class cards to return a chosen card to the game box and regain XP equal to the XP cost of that card.

**Example:** A hero spends 2 XP refund points to regain 2 XP from toggling off Counter Attack and Cripple in the Training Screen. Then, spends 2 XP to purchase Weapon Mastery.



SKILL TRAINING ICON



PARTY NAME: \_\_\_\_\_

## UNLOCKING MOD DECKS

CAMPAIGN: \_\_\_\_\_

DIFFICULTY SET IN THE APP:

NORMAL  HARD

QUEST NUMBER	WIN	LOSS	MOD DECK			
			★	★★	★★★	★★★★
#1	<input type="checkbox"/>	<input type="checkbox"/>		■	■	■
#2	<input type="checkbox"/>	<input type="checkbox"/>			■	■
#3	<input type="checkbox"/>	<input type="checkbox"/>				■
#4	<input type="checkbox"/>	<input type="checkbox"/>				
#5	<input type="checkbox"/>	<input type="checkbox"/>				
#6	<input type="checkbox"/>	<input type="checkbox"/>				
#7	<input type="checkbox"/>	<input type="checkbox"/>				
#8	<input type="checkbox"/>	<input type="checkbox"/>				
#9	<input type="checkbox"/>	<input type="checkbox"/>				
#10	<input type="checkbox"/>	<input type="checkbox"/>				
#11	<input type="checkbox"/>	<input type="checkbox"/>				
#12	<input type="checkbox"/>	<input type="checkbox"/>				
#14	<input type="checkbox"/>	<input type="checkbox"/>				
#15	<input type="checkbox"/>	<input type="checkbox"/>				
#16	<input type="checkbox"/>	<input type="checkbox"/>				
Total Star Score:						

1-STAR  
MOD DECK



Players start with this deck available

2-STAR  
MOD DECK



Complete a quest with a set of 1-Star Mod Decks

3-STAR  
MOD DECK



Complete a quest with a set of 2-Star Mod Decks

4-STAR  
MOD DECK



Complete a quest with a set of 3-Star Mod Decks

	DRAW	DISCARD
MINION	When a new monster group appears in the app's monster tracker	When the players choose "Defeat group" on the app's Monster Tracker
MASTER		When the first Master monster of a monster group is defeated
UNIQUE/ LIEUTENANT	When a Unique or Lieutenant monster appears in the app's monster tracker	When the players choose "Defeat Unique" on the app's Monster Tracker

## REINFORCEMENTS

If the Reinforcements mechanic causes a defeated group that was just removed from the app's monster tracker to reappear on the monster tracker, do not draw and apply new Mod cards to that group of reinforcements.

However if a group of the same monsters reappears later in a quest as a completely new group and obviously not due to Reinforcements mechanics, draw and apply new Mod cards to that group as usual.

### XP REFUND POINTS

Each hero gains 1 XP Refund Point the first time a quest is completed while using a new level of Mod decks

★	★★	★★★	★★★★
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### HEROES

SPENT XP REFUND POINTS

	★	★★	★★★	★★★★
#1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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