

THUNDERSTONE

WRATH OF THE ELEMENTS

A Game of Heroic Adventure for 2 to 5 Players

A GATHERING EVIL

Upon a dark and towering crag, the ancient stronghold of Dreadwatch Keep broods with quiet menace. For centuries, the second Thunderstone has reposed at its lightless heart. With the shattering of Grimhold Dungeon and the capture of its Thunderstone, the scattered minions of Doom seek a new sanctuary. Shielded from would-be heroes by uncountable traps, they gather in the black heart of Dreadwatch like blight collects on grain.

But lured by the siren call of the Keep's Thunderstone, the champions of good pursue the minions of darkness. Desperate to escape, the evil minions call upon one of the most powerful of Doom's agents: the Guardian of Dreadwatch Keep!

Can your band of heroes overcome the monstrous denizens of Dreadwatch? Will you fall prey to the deadly traps and snares that have protected the Thunderstone for centuries? Or will the terrible Guardian break through to ravage the countryside?

CONTENTS

340 Cards

1 *Thunderstone* card

5 Reference cards

12 Trap cards

33 Randomizer cards

42 Basic cards (including extra *Disease* cards)

51 Monster cards

84 Hero cards

112 Village cards

76 Card Dividers

OBJECT OF THE GAME

You must lead your band of heroic adventurers into the lightless halls of Dreadwatch Keep. There you will face unspeakable monsters, horrific traps, and worst of all the terror of the Guardian. You will gather mighty heroes, powerful spells, and potent weapons from the nearby village of Brelingaard. Your goal is the mysterious *Thunderstone* which lays hidden deep within the dungeon.

Each player constructs his own deck of cards during the game. Your deck represents the members, abilities, and gear of your party. How you build your deck determines whether victory and glory will be yours!

Wrath of the Elements is an expansion to the base *Thunderstone* game. It includes new cards, which can be played with — or independent of — the basic game. It also includes new rules and a glossary of each card in this expansion. The most recent edition of the basic rules can be found at:

www.alderac.com/thunderstone

NEW MILITIA CARDS

Wrath of the Elements includes 30 new *Militia* cards. These include the Hero trait (missing from the first printing) and also allow players to enjoy longer or larger games if desired. Use them however you like, but remember the standard *Thunderstone* setup only includes 30 *Militia*.

YOUR FIRST GAME

If this is your first time using *Wrath of the Elements*, play with these cards instead of the normal random setup. Cards marked with an (*) are new in this set.

Guardian Card

Dark Champion*

Monster Cards

Horde*

Elemental • Nature*

Undead • Doom

Trap Cards

Dire Traps*

Hero Cards (all levels)

Chalice

Faeyn

Diin*

Toryn*

Village Cards

Cursed Mace*

Foresight Elixir*

Lantern

Magi Staff*

Magic Missile*

Sage*

Short Bow*

Town Guard

Basic Cards

Dagger

Iron Rations

Militia

Torch

NEW RULES

All of the rules from the base *Thunderstone* game apply when using this expansion, except for the changes described below.

SETUP

Adding *Wrath of the Elements* to your *Thunderstone* game offers many new challenges and playing options. In addition to the Campaign Variants described on page 12, there are now Traps, Guardians, and a second *Thunderstone*, which can impact even the most casual setup.

If this is your first game using *Wrath of the Elements*, we recommend that you use the cards listed on page 2. If this is not your first game, use the Randomizer cards instead. The Randomizer cards allow you to experience the wide variety of card combinations and all the diversity of *Thunderstone*.

Setting up the game follows the same procedure as the base game, with only a few small changes to the process of building the Dungeon Deck.

Start by sorting the Randomizer cards into Village, Monster, and Hero piles. Combine all the Randomizer cards of each type from both the base set and *Wrath of the Elements*. A few cards show a large question mark and say “Dungeon Feature” at the top. These will add special features like traps to the dungeon, and are mixed in with the Monster Randomizers.

Shuffle all three Randomizer decks separately, just like in the base game. As before, use the Randomizer decks to select which cards are included in the game, returning the Randomizers to the box afterwards.

Now build the Dungeon Deck. Turn over cards from the stack of Monster Randomizers one at a time until you turn over a total of three different Monster cards, plus any number of Dungeon Feature Randomizers.

If you draw any Dungeon Feature Randomizers, shuffle the “Dungeon Feature” cards together. Take one card from this Dungeon Feature pile for each special Randomizer you drew. This will result in adding extra cards to the dungeon which are not monsters, such as Traps and Guardians.

If you turned over the Horde Monster Randomizer card, you will need to build a separate Horde Deck (see “The Horde” on page 7).

Take all the Monster and Trap cards that match the revealed cards. There are ten cards for each class of Monster, but only six Traps of each type. If you flipped the Horde Randomizer, be sure to add the Horde placeholder cards to this stack. Set aside any Guardian card for now. Shuffle the Monster and Trap cards together to form the Dungeon Deck. Depending on what Dungeon Feature cards were turned over (if any), the Dungeon could include between 30 and 42 cards.

If any Guardian Dungeon Feature cards were turned over, you will now need to add the same number of Guardians to the Dungeon. For each Guardian, count off ten cards from the deck, without revealing them. Take the Guardian card (there is only one Guardian of each type) and shuffle it together with these ten cards. Repeat these steps if multiple Guardian cards are present in your game. Place these eleven cards at the bottom of the Dungeon Deck.

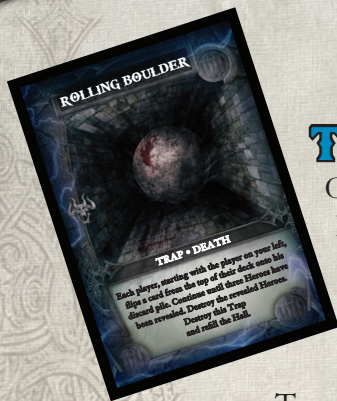
Finally, count off ten cards from the top of the deck (without revealing them) and shuffle them together with one of the *Thunderstone* cards. Place these eleven cards at the bottom of the previously constructed Dungeon Deck.

Note: There are a number of variants starting on page 12 that include both *Thunderstone* cards. Be sure everyone agrees on the setup you are using before you begin.

Turn over the top three cards from the Dungeon Deck to form the Dungeon Hall, as normal. Make sure you leave a little extra space for a Rank 0 if there are any Guardians in the Dungeon Deck (see “Guardian Cards” on page 5). If any Traps are turned up, place them on the bottom of the Dungeon Deck and refill the hall until there are no Traps visible.

Dreadwatch Keep is now ready for you!

Once the Dungeon is complete, populate the Village by following the steps listed in the base set rules. Give each player the cards they need for their starting Party Deck. Shuffle your own deck and draw six cards. You are ready to begin!



TRAP CARDS

Often, the greatest challenges that your Heroes will face won't be the Monsters in the Dungeon Hall. Fiendish and deadly Traps lay hidden, waiting to ensnare the unwary!

Trap cards are added to the Dungeon Deck in much the same way as Monster cards (see "Setup" on page 4). All Trap cards list "Trap" in the Trait bar in the middle of the card. There are currently two types of Trap cards: Dire Traps and Death Traps. Dire Traps can inflict penalties on the players, while Death Traps can kill your Heroes.

Unlike Monsters, Traps have an effect the moment they are revealed (just before Breach Effects during the Dungeon turn order). If you turn over a Trap card while refilling the Dungeon Hall (because a Monster left), you must immediately follow the instructions printed on the card. Some Traps affect

all players, while others affect only the player who revealed them. Remember to refill the Dungeon Hall before you draw cards at the end of your turn.

Normally, a Trap card is destroyed after you resolve its Effects. Some Traps (such as *The Cage*) remain in play after its immediate Effects are resolved. Always refill the Dungeon Hall after destroying a Trap, or when a Trap card instructs you to do so. If you reveal another Trap, resolve it immediately. Continue turning and resolving cards until only Monsters (and/or *Thunderstones*) remain in the Dungeon Hall.

GUARDIAN CARDS

The most powerful minions of Doom are the Guardians. Much stronger than other Monsters, these fearless champions of evil can emerge from the Dungeon Hall to ravage the countryside!

Like other Monsters, the Guardian will be shuffled into the Dungeon



Deck (see “Setup” on page 4). When the Guardian card is turned over, it is added to the Dungeon Hall and behaves like a regular Monster. Players can attack the Guardian in the Dungeon Hall normally.

All Guardians have a special Breach Effect: if it reaches Rank 1 of the Dungeon Hall, the Guardian will emerge from the Dungeon to attack the Village! Move the Guardian away from the Dungeon Hall, creating a new “Rank 0” space. Then, refill the Dungeon Hall as normal.

Only a Guardian can enter the Rank 0 space. If the Guardian is defeated, the Rank 0 space ceases to exist. Any player can attack a Guardian in Rank 0 and there is no Light Penalty applied to the battle (Light Penalty = 0).

Unlike normal Breach Effects, the Guardian has a continuous Effect that persists as long as the Guardian remains in Rank 0, affecting all players. Each player must resolve this special Breach Effect during his turn. Also, no player can claim the *Thunderstone* as long as the Guardian remains in Rank 0! However, if the *Thunderstone* moves into Rank 1, the game

ends, even if there is still a Guardian in Rank 0.

Guardians are immune to any Effect or action that would cause them to leave the Dungeon Hall (including Rank 0), or which change their position within it, until they are defeated in combat. This means that spells such as Banish have no effect on the Guardian, and the Guardian will not retreat to the bottom of the Dungeon Deck if you attack it and fail to defeat it.

Note: Only one of many Guardians are included *Wrath of the Elements*.

In the off chance that one Guardian is already in Rank 0 and another enters Rank 1, both Guardians share the Rank. There is no limit to the number of Guardians that can occupy Rank 0. However a player choosing to Enter the Dungeon still selects only one Monster to attack, regardless of how many are in the Rank.

THE HORDE

The Horde are a special breed of Monster card which grows stronger and stronger the more often you fight them. The Horde has two card types: the first are the placeholder cards, which have a “0” for all game stats and no card text. If the Horde is being used in the game, all the placeholder cards are shuffled into the Dungeon Deck like normal Monster cards.

The other cards are used to create a separate Horde Deck. Arrange these cards face up in order of Health, from 3 to 12 — with the 3 on top of the deck and the 12 on the bottom. Do not shuffle the Horde Deck. Place the Horde Deck next to the Dungeon Hall.

Whenever a Horde placeholder card appears in the Dungeon Hall, it is immediately replaced with the top card from the Horde Deck. The placeholder card is destroyed and removed from the game. Thus, the Horde grows in power with each new card.

Also note that the Horde are not worth Victory Points during the game! While they have no Victory Point value during play, they can be worth many Victory Points if they are in your Party Deck at the end of the game. The Victory Point value of each Horde card in your deck is equal to the total number of Horde cards in your deck (maximum value = 5 VP each)

at the end of the game. So, if you have one Horde card, it is worth 1 VP. If you had three, they would be worth 3 VP each for a total of 9 VP. If you had seven Horde cards they would be worth the maximum 5 VP each, for a total of 35 VP.

Note: Any card effect that targets a Monster’s printed Victory Points, such as “less than 4 VP,” does not affect the Horde.



THE STONE OF AGONY



Wrath of the Elements introduces a second *Thunderstone* to hide away within Dreadwatch Keep. The *Stone of Agony* does not provide the same benefits as the *Stone of Mystery*, however. For starters, the *Stone of Agony* is worth only 1 VP at the end of the game. Secondly, it has a Light bonus which can only be used if you are playing one of the Campaign Variants (see page 12).

You can use any *Thunderstone* from any expansion in your game. You can decide which to use before play, alternate from game to game, or shuffle them together and select one randomly.

Heck, it's your game! If you want, you could even shuffle both of them into the bottom ten cards of the Dungeon Deck and only end the game when both of them show up!

TRAITS

In addition to Battle Effects, some Monsters have one or more Traits. Traits are constant powers that benefit the Monster all of the time.

Example: *Ebon Fume* has the Trait "Magic Attack Immunity." This Trait reduces all of a party's Magic Attack bonuses to zero.

Cards can have many different Traits. The Traits in this set are described below. For convenience, all of the Traits from *Thunderstone* and *Wrath of the Elements* appear.

Cannot be Attacked if [Something] is Activated/Equipped: You cannot declare that you are attacking this Monster if you use any benefit of the [Something] prohibited. This includes benefits such as Attack, Magic Attack, Light, or Dungeon Effects (and others). If you have the [Something] in your hand, you can forgo the benefits of the card in order to attack the Monster.

Half-Magic Attack: After calculating your Magic Attack Bonus from all sources, reduce the value by one-half. Reduced Magic Attack Value is rounded down.

Half-Attack Without [Something] Present: Your total Attack Value is reduced by one-half (after all modifiers, rounded down) if you do not have the [Something] required. This could be Magic Attack, or Weapons, or almost anything else. If you do have the required trait, then use the full Attack Value.

Heroes with Strength less than X Cannot Attack: Heroes with a Strength less than the number shown (X) do not contribute Attack, Magic Attack, or other benefits (such as Light) to the battle. Since these Heroes still enter the Dungeon with the rest of the party, they may still be the targets of Battle Effects generated by the attacked Monster.

Immune to Edged Weapons: Any Attack or Magic Attack bonus from any Edged Weapon is reduced to zero. Other Effects of these weapons (such as Light) are not affected by this Trait.

Immune to Spells: The Attack or Magic Attack bonus from all Spells is reduced to zero. Any other Effect or ability of the Spell cannot target or affect this Monster. Any Light bonus provided by a Spell is applied normally. For example: a Fireball spell will still provide Light +1, but not the Magic Attack +3.

Immune to Unequipped Heroes: Any Attack or Magic Attack bonus of any Hero that does not have a Weapon equipped is reduced to zero. Other benefits, such as Light, are not affected by this trait. For example: an Elf Wizard without a weapon still provides Light +1, but not Magic Attack +2.

Light -X: Light Penalties are constant and do not trigger as a Battle Effect. Instead, Light Penalties are calculated *before* the Battle begins and not as a normal Battle Effect.

Light Penalties Cannot be Reduced: Light and other card Effects and abilities that reduce Light Penalties have no effect. The Light Penalty for this Monster will always equal (or exceed) its Rank in the Dungeon Hall.

Magic Attack Immunity: Magic Attack Values on all cards are reduced to zero. Only non-Magic Attack can be used against this Monster. Heroes at the battle (including those who provide no Attack or Magic Attack) still provide other benefits, such as Light and/or other Traits, regardless.

Magic Attack Only: Only cards which grant Magic Attack add to your total Attack Value. You must meet or exceed the Monster's Health using only Magic Attack to be victorious. Heroes at the battle (including those who provide no Attack or Magic Attack) still provide other benefits, such as Light and/or other Traits, regardless.

Magic Attack Required: You must have a Magic Attack of at least +1 in order to defeat the Monster. Any other combination of Attack and Magic Attack is allowed. You may still choose to attack the Monster (to force it to the bottom of the Dungeon Deck), even without Magic Attack present.

Must be Defeated to be Removed from the Dungeon Hall: This Monster is immune to any effect that would cause it to leave the Dungeon Hall for any reason, such as the effects

of the *Banish* spell or *Magi Staff*. The Monster also will not retreat to the bottom of the Dungeon Deck if it is attacked and not defeated. The Monster is removed from the Dungeon Hall only if it is defeated in battle.

Unequipped Heroes Cannot Attack: Unequipped Heroes do not contribute Attack, Magic Attack, or other benefits (such as Light) to the battle. Since these Heroes still enter the Dungeon with the rest of the party, they may still be the targets of Battle Effects generated by the attacked Monster.

GLOBAL EFFECTS

Truly powerful Monsters may have a Global Effect. These potent abilities affect all players, Heroes, and/or Monsters. Global Effects remain in play as long as the Monster is in the Dungeon Hall (including Rank 0). Global Effects, like Battle Effects, do nothing when the Monster with the Effect is revealed from your hand during your turn.

WRATH RANDOMIZER CARDS

HERO

Blind
Diin
Divine
Gangland
Gohlen
Runespawn
Toryn

MONSTER

Elemental • Nature
Elemental • Pain
Golem
Horde

SPECIAL

Guardian (2)
Pick Two
Death Traps
Dire Traps

VILLAGE

Ambrosia
Amulet of Power
Blacksmith
Claymore
Creeping Death
Cursed Mace
Foresight Elixir
Illusory Blade
Magi Staff
Magic Missile
Sage
Short Bow
Tax Collector



CAMPAIGN VARIANTS

If you are looking for a longer and more challenging game, or just a little variety, try one of these Campaign Variants:

EPIC CAMPAIGN

The Epic Campaign will test the mettle of even the bravest Heroes. It requires cards from both the base *Thunderstone* game and *Wrath of the Elements*. You will need:

- One Guardian card
- Two *Thunderstone* cards
- Four Basic card stacks (Militia, Torch, Iron Rations, and Dagger)
- Four Hero card stacks (chosen via Randomizers)
- Five Classes of Monsters (10 cards each — chosen via Randomizers)
- Eight Village card stacks (chosen via Randomizers)
- The Disease and XP cards.

Set up the Dungeon Deck as described below:

1. Take all 50 Monster cards and shuffle them together.
2. Divide this deck into five equal piles of ten cards each. Take two of these stacks and shuffle them together, along with one of the *Thunderstone* cards. This will be the bottom of the Dungeon Deck. Shuffle the other *Thunderstone* into the third stack of ten cards, and place these eleven cards on top of the deck. Next, add the Guardian to the fourth stack, shuffle, and place it on top of the deck. Finally, place the last stack of cards on top of those, and the Dungeon Deck is ready to go.
3. Turn over the top three cards from the deck to form the Dungeon Hall, according to the regular rules.

Populate the Village normally, as described in the Setup section on page 2 of the base game rules. Each player draws a starting Party Deck normally.

The Epic Campaign plays according to all the normal rules except for these two changes:

When the first *Thunderstone* card reaches Rank 1 of the Dungeon Hall, it can be collected if the player defeated the Monster in Rank 1 that turn. If it is not collected, then it is instead destroyed and leaves play. Either way, the game does not end. Refill the Dungeon Hall and continue to play as normal.

If you collect the *Thunderstone*, it may offer you Trophy benefits, if any are shown on the card.

The game ends only when the second *Thunderstone* reaches Rank 1 (and is collected or not). Count your score in the usual manner. The player with the most Victory Points is the winner!

DUNGEON CRAWL

This variant puts a new twist on the game, offering a “best of” scenario in which you must win two games in a row to win the full Dungeon Crawl.

During Setup, select two *Thunderstone* cards. Choose one at random to use in the first game, and set the other aside for the second game. Build the Dungeon Deck and the Village in the usual fashion, and give each player the normal starting Party Deck.

The first game of the Dungeon Crawl is played entirely according the regular rules. After the *Thunderstone* reaches Rank 1, calculate the end game scores as normal.

SECOND GAME SETUP

Return all the cards in all players’ decks and prepare a second game, also using the regular setup rules.

The second game begins with one special rule: the player who had the highest score in the first game adds the *Thunderstone* from the first game to his starting Party Deck. That player starts with 13 cards instead of the normal 12. Again, at the end

of the game calculate the scores normally, and the player with the highest score is awarded the second *Thunderstone*.

If one player now has both *Thunderstones*, he has successfully won the Dungeon Crawl! If not, the player who won the first game must surrender his *Thunderstone* card, which will be used in another game. The winner of the most recent game keeps his *Thunderstone* to use in the next game. This player now starts with a 13 card Party Deck.

Games continue until one player collects both *Thunderstones* (by winning two games in a row).

TRACKDOWN

This campaign variant is played identically to Dungeon Crawl, with one exception: In Trackdown, any monsters (and other dungeon feature cards, if present) remaining in the deck and hall when the first dungeon is completed are shuffled and set aside. A second game is laid out, using a different group of monsters and dungeon features. Shuffle the monsters as normal, but when you remove the bottom 10 cards from the deck and shuffle in the *Thunderstone*, place

all of the leftover monsters from the previous game on top of the stack prior to placing the rest of the deck on top.

THE ODYSSEY

This variant adds some tournament features to *Thunderstone*, including a point scoring system and the ability to modify decks over several games. To use this variant, modify the basic rules and scoring as described below:

1. Select two *Thunderstones*. Randomly choose one to use in the first game, and set the other aside for now.
2. Set up the Village cards and Dungeon Deck normally.
3. Take your starting Party Decks (two Militia, two Torches, two Iron Rations, and two Daggers). Shuffle them, select a starting player, and play the game normally.

FIRST GAME

The first game of the Odyssey is played entirely according to the normal rules. However, the score at the end of the game is calculated differently:

1. Calculate the total VP earned by each player. Determine

the 1st place, 2nd place, 3rd place, etc., players.

2. Each player scores 1 Game Point for each player they tied or beat. In addition, the game winner scores 1 additional Game Point. These ARE NOT Victory Points, and should be tallied on a separate piece of paper to keep track of the players' scores.

For example, in a three-player game, the player with the most VP scores 3 Game Points. The player with the second highest total gains 1 Game Point, and the player with the least VP receives 0 Game Points.

SECOND GAME

After scoring the first game, set up the second game. Setup for this game proceeds normally, with the following exceptions:

1. The winner of the first game adds the *Thunderstone* and one Hero card of his choice from his previous deck to his starting Party Deck (the Hero must not be worth any VP).
2. The other players each add two Heroes of their choice from their previous decks (all Heroes chosen must not be worth any VP).

3. The Hero stacks from the previous game must be replaced with four new, randomly chosen Hero stacks. There cannot be any Hero stacks duplicated from one game to the next.
4. Build the Dungeon Deck using the second *Thunderstone* card (set aside earlier).

All players will begin the second game with a deck of fourteen cards instead of the usual twelve. Play the second game using the normal rules, and score at the end as described above.

After the second game, add together the Game Points from the two games. The winner is the player with the most total Game Points after two games. If two or more players are tied, the tied player who holds a *Thunderstone* is the winner. If both players have a *Thunderstone*, the player with the *Thunderstone* worth the most VP wins!

Note: With additional *Thunderstones*, you can expand the Odyssey to include three or more games. If you do so, follow the second game setup rules for all subsequent games.

FACING THE DARKNESS ALONE

If you find yourself alone, but still eager for *Thunderstone*, feel free to break out this solo variant. We offer you three levels of difficulty. Once you find you are too skilled for the Normal level, proceed to Warrior. If Warrior just isn't difficult enough, try your might against the Nightmare level!

NORMAL

Follow the regular setup from the base game, but do not fill the Ranks of the Dungeon Hall.

Your turns follow the same process as the regular game. You can visit the Village, enter the Dungeon, or Rest as normal. But after each turn, the Monsters will creep out of the depths of the Dungeon towards the Village!

After your first turn, flip over the top Monster card and place it in Rank 3 of the Dungeon Hall. At the end of each turn, flip over another Monster card, placing it in Rank 3 and pushing any other Monsters in the Hall forward, using the same process used when you refill the Dungeon Hall.

If the Dungeon Hall is full, adding the new Monster will push a Monster in Rank 1 out of the Hall. This Monster attacks the Village! Place the Monster card face down in a special "Monster Score Pile." This will be your "opponent" in the game: your goal is to earn more Victory Points than the total VP value of the Monster Score Pile at the end of the game.

Fighting the Monsters will alter the advancement of Monsters out of the Dungeon, depending on your success in battle:

Losing a battle against a Monster: if you attack a Monster and fail to defeat it, the Monster does not return to the bottom of the deck. Add the Monster to the Monster Score Pile, then refill the Dungeon Hall normally. Since you have removed a Monster from the Hall, any Monster in Rank 1 will not be pushed into the Village.

Winning a battle against a Monster: if you attack a Monster and are victorious, add the Monster to your discard pile as usual and refill the Dungeon Hall normally. Since you have removed a Monster from the Hall, any Monster in Rank 1 will not be pushed into the Village. Also, as a reward for your victory, at the end of your next turn, do not advance the

Monsters in the Hall by flipping over the top card of the deck and adding it to Rank 3.

The game ends when the *Thunderstone* reaches Rank 1, as usual. If you defeat the Monster in front of the *Thunderstone*, you are able to collect it and add it to your score.

Total up all the Victory Points in your deck normally. Add up the points in the Monster Score Pile separately. If your Victory Point total is higher than the Monster Score Pile, you have saved the Village from destruction and you win the game! Otherwise... let's not think about what happens...

Note: In all versions of solo play, all cards that move Monsters in the Dungeon Ranks, such as *Banish*, *Elf Sorcerer*, and *Magi Staff* are not allowed! Do not use these cards in a solo game.

WARRIOR

The Warrior level plays the same as Normal, with the following changes:

1. Remove half the cards of each level from all stacks of Hero cards at the beginning of the game (so there will be only three Level 1 Heroes, two Level 2 Heroes, and one Level 3 Hero of each type). Also remove half the cards from each stack of Village cards (so only four cards of each type remain). You will have fewer resources to combat the Monsters of the Dungeon!
2. If you defeat a Monster worth less than 2 XP, the Monsters will advance normally at the end of your next turn. You only get a reprieve if you defeat a Monster worth 2 XP or more.

NIGHTMARE

This level uses all the rules used in the Warrior level with only one change: the Monsters advance to the Village on any turn in which you do not fight a Monster.

PROWLING MONSTERS

This variation offers a hybrid of the normal group play rules and the aggressive monsters seen in solo play. When setting up the Dungeon Deck, use 4 sets of monsters instead of 3, as well as any dungeon features you may happen to draw. Use a die or a number of counters equal to the number of players.

At the end of each turn, if you do not go to the dungeon, add a counter to the front rank monster. At the beginning of a turn if a monster has counters equal to the number of players in the game, you must either go to the dungeon and attack the monster, or place the monster face up in front of you as a penalty card. (*This card is never shuffled into your deck.*) When this happens, the hall refills and the counters are removed. The clock will start ticking for the new front monster on the next turn.

If you go to the dungeon and attack a monster not on the front rank, no counters are added. If the front rank monster is attacked or moved, the counters are removed and the clock will start for the new monster on the next turn.

At the end of the game, subtract 1 VP for each penalty card (unstopped monster) you have obtained during the game.

PRESET DUNGEONS

Though Thunderstone can be played with any group of randomly selected cards for the heroes, dungeon, and village, it can also be played with any set of cards agreed upon by all players. Below are four suggestions for thematic dungeons.

HIGH FANTASY

Dungeon: Dragons, Horde, Undead • Spirit, Death Trap

Heroes: Divine, Dwarf, Elf, Lorigg

Village: Magic Missile, Fireball, Lantern, Goodberries, Barkeep, Blacksmith, Short Sword, Polearm

HOLY WAR

Dungeon: Doomknight • Humanoid, Undead • Doomknight, Undead • Spirit, Dark Champion

Heroes: Divine, Chalice, Regian, Blind

Village: Lightstone, Ambrosia, Sage, Cursed Mace, Amulet of Power, Warhammer, Banish, Magi Staff

ELEMENTAL FURY

Dungeon: Elemental • Nature, Elemental • Pain, Golem, Dire Trap

Heroes: Outlands, Selurian, Toryn, Diin

Village: Magic Missile, Fireball, Creeping Death, Illusory Blade, Feast, Spear, Hatchet, Amulet of Power

CUT-THROAT

Dungeon: Elemental • Pain, Abyssal, Dragon, Dire Trap, Death Trap, Dark Champion

Heroes: Lorigg, Redblade, Runespawn, Gangland

Village: Creeping Death, Foresight Elixir, Tax Collector, Tavern Brawl, Short Sword, Spear, Arcane Energies, Barkeep



CARD GLOSSARY

Air Wrath: You may choose to forgo the benefits of all revealed Spells in your hand so you can attack this Elemental.

Ambrosia: All Heroes in your hand gain the benefits of Ambrosia and cannot be destroyed by any Dungeon or Battle Effects.

Amulet of Power: This item always provides Light +2, even when no Hero is present.

Blacksmith: As the Blacksmith's second ability is a Village Effect, the Hero you return to your deck does not add its gold value to your gold total for the turn.

Blind Neophyte or Monk: The Magic Attack bonus for destroying a Light Item is in addition to the Hero's normal Attack bonus. This includes *Lantern* and *Torch*, but not a *Flaming Sword*.

Blind Grandmaster: All Light Penalties become zero. This ability can allow you to attack a Blink Dog in any Rank. This ability can reduce the Light Penalty of the Water Wrath to zero.

Blood Torment: It does not matter whether the Blood Torment is defeated or not, all players are affected by its Battle Effect, including the acting player.

Cage, The: Only the active player places a Hero in The Cage. The next player to defeat any Monster rescues the trapped Hero and places it in his discard pile, even if he was not the player who originally owned that Hero.

Claymore: The Effect of this Weapon is resolved after the battle is complete or whenever another Dungeon Effect requires the Dungeon Hall be refilled. Each Claymore can use this ability only once per battle.

Clay Golem: Strength +2 is a Trophy Effect.

Creeping Death: You can combine multiple *Creeping Death* spells to reduce all Monsters' Health totals by more than 2. If a Monster's health is reduced below 1, it goes to your discard pile. You do not gain any XP for Monsters removed by the Creeping Death. You can potentially kill several monsters at once with Creeping Death. New monsters entering the Dungeon Hall are unaffected by this spell.

Cursed Mace: You are not required to equip the Cursed Mace when you reveal it. The "Gain a Disease" Effect of the Cursed Mace only applies when the weapon is equipped.

Dark Champion: This is a Guardian. You choose which card to destroy after drawing a new hand of cards at the end of your turn.

Delirium Poison: This Trap does not affect the acting player.

Diin Beguiler: If you have no Militia in hand, there is no effect. When a Militia duplicates another Hero, it gains all abilities, such as Attack, Magic Attack, Light, Traits, and Effects. Treat the Militia as if every feature on the card was identical to the Hero chosen. You may not duplicate the Diin Beguiler onto the Militia.

Diin Enchanter: Add the Hero card drawn using this Dungeon Effect to your hand, not your discard pile.

Divine Healer or Prophet: This is not a Repeat ability. You can only discard one Disease card with the Divine Healer's Dungeon Effect.

Earth Wrath: Any Elemental in your hand negates the Battle Effect, regardless of the Elemental's type.

Fire Wrath: The Light bonus is a Trophy Effect.

Foresight Elixir: If you reveal this card to avoid a Trap, return it to your hand, not your discard pile. If all players reveal Elixirs, the trap is ignored. When used against *Rolling Boulder*, you do not flip cards. You must draw two cards when using this Dungeon Effect.

Gangland Heavy: Regardless of whether the battle is victorious or not, all other players must discard a card when you use this Hero's Dungeon Effect.

Gangland Crook: If your hand includes cards with a total gold value of five or more, the Crook's total Attack bonus is +7.

Gohlen Trapper or Tracker: If there is no Monster card in your hand, there is no effect.

Gohlen Hunter: Regardless of whether the battle is victorious or not, all other players must discard a card when you use this Hero's Dungeon Effect. Monster types are located in the Traits bar in the middle of the card.

Golem: Heroes with a Strength that is too low contribute nothing to the battle, including Light.

Horde: Horde cards have no VP value during the game. They are scored only at the end of the game. The value of each Horde card is equal to the total number of Horde cards in your deck (maximum 5 VP each).

Illusory Blade: If there are no Weapon cards in the Village, this Spell has no effect. You cannot use the Illusory Blade to destroy a Weapon card if you have no Hero in your hand with Strength high enough to equip it.

Lava Torment: Militia have no level, so they are not affected by this Breach Effect.

Magi Staff: You must draw one card when using this Dungeon Effect.

Magic Missile: This Spell cannot be used against Monsters in any other Rank, including Guardians in Rank 0.

Pit Trap: This Trap takes effect before the acting player discards his hand for the turn.

Poison Gas Trap: You do not have to reveal a Cleric or Thief if you wish to gain one Disease.

Rolling Boulder: Players take turns flipping over one card at a time until three Heroes are revealed. If there are no cards in your Party Deck when it's your turn to flip a card, reshuffle your deck.

Runespawn Siren or Witch: Regardless of whether the battle is victorious or not, all other players must discard a card when you use this Hero's Dungeon Effect.

Sage: You may destroy any card in your hand to gain 1 XP.

Shadow Torment: Militia have no level, so they are not affected by this Breach Effect.

Short Bow: A Hero can equip the Short Bow even if the Monster you attack is not in Rank 2 or 3. If an Archer equips the Short Bow, the bow's total Attack bonus is +5, but only against a Monster in Rank 2 or 3. Neither bonus applies in Rank 1.

Smoke Torment: When the Breach Effect occurs, all players (including the acting player) are affected. If you reveal more than one Militia, only one is destroyed.

Steam Torment: This Global Effect prevents all Monsters in all Ranks from leaving the Dungeon Hall unless they are defeated in battle. This does not stop Monsters from entering the Score Pile in Solo play. The Attack +1 is a Trophy Effect.

Stone of Agony: You may use this, or any other *Thunderstone* card, in any game. You can select one of your choice, or pick one randomly.

Tax Collector: This card has a gold value of zero.

Thunder Wrath: All cards in your hand, whether they were used in the battle or not, are shuffled when resolving this Battle Effect.

Toryn: Toryn Heroes may equip any number of weapons. Each weapon equipped must have a Weight less than or equal to the Toryn's Strength. Do not add the Weights together.

Toryn Gladiator: If a Battle Effect destroys the borrowed Weapon it is not returned to the original owner. Instead, destroy the card.

Water Wrath: If all Heroes are equipped with Weapons or have Magic Attack there is no effect.

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VISIT THE VILLAGE

1. Reveal your hand.
2. You may use any Village Effects on your revealed cards. You can use some, none, or all of the Effects on a card in any order you choose, making sure not to use Effects from destroyed cards. **No single Effect on a card can ever be used more than once.** Effects and gold production are cumulative.
3. You now produce gold by adding the **gold value** of all revealed cards still in play to any gold you produced in Step 2.
4. You may purchase **one** card from the Village — this includes Basic, Hero, or Village cards — from the **top** of any stack in the Village. The Purchase Cost must be **less than or equal to** your total gold value. **Always place purchased cards on your discard pile.** Any unused gold is lost. If an Effect allows you to purchase more cards, the **total Purchase Cost** must be less than or equal to your gold.
5. Finally, you level up **any or all** of the Hero cards in your hand, using Experience Points you have collected.
6. End your turn by discarding all cards (whether used or not) face up on your discard pile, and draw six new cards to form a new hand.

Note: Actions must be taken in order, so a card may be discarded or destroyed before producing gold. For instance, if the *Pawnbroker* destroys a card with a gold value, you do not gain the gold value of the destroyed card.

ENTER THE DUNGEON

1. Reveal your hand.
2. You may use some, none, or all of the Dungeon Effects from your cards. Unless the card has a mandatory Effect (like *Disease*), you are not required to use all Spells or Effects. You may equip one Weapon to each Hero, if the Strength requirements are met.
3. Declare which Monster and rank you are attacking.
4. Resolve the battle.
 - a. Calculate your total Attack Value, including all Light Penalties.
 - b. Resolve Battle Effects (adjust Attack Value as necessary).
 - c. Place an **undefeated** Monster on the bottom of the Dungeon Deck.
 - d. Place **defeated** Monster and *Disease* cards on your discard pile.
 - e. Receive Spoils (if any).
 - f. Shift Monster cards to fill empty ranks, and refill the Dungeon Hall.
 - g. Resolve Trap Effects (if any).
 - h. Resolve Breach Effects (if any).
5. End your turn by discarding all cards (whether used or not) face up on your discard pile, and draw six new cards to form a new hand.

REST

1. You may destroy one card from your hand.
2. End your turn by discarding all cards face up on your discard pile, and draw six new cards to form a new hand.