

THUNDERSTONE

A Game of Heroic Adventure for 2 to 5 Players

A GATHERING EVIL

When the world was forged, Doom stretched out its hand to all mortals and offered the gift of the Thunderstones — each represented the pinnacle of power. Over the ages, men have fought and died to control them, but most stones were lost to the eons.

Centuries ago, eight arch-wizards sealed the First Thunderstone inside Grimhold Dungeon. Terrible Monsters and evil minions have since collected there like dark clouds on an autumn day, guarding the precious stone that mankind covets. Can you face these perilous forces of darkness and claim the First Thunderstone as your own?

CONTENTS

530 Cards

- 1 Thunderstone card
- 5 Reference cards
- 32 Experience Point cards
- 38 Randomizer cards
- 80 Monster cards
- 90 Basic cards
- 132 Hero cards
- 152 Village cards

OBJECT OF THE GAME

You are the leader of a band of heroic adventurers. You have come to the beleaguered village of Barrowsdale, near the gates of the dread Grimhold Dungeon. Your goal is to build a party of mighty heroes, magic spells, and powerful weapons to find one of the fabled Thunderstones.

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

SETUP

Unlike most games, you don't use all of the cards found in the box in every game. Instead, you will randomly determine which resources are available to you, and which terrible foes you will face!

If this is your first game of Thunderstone, refer to the list on page 2 of the cards used during setup. If this is *not* your first game of Thunderstone, use the Randomizer cards (labeled Random and lacking any other iconography) to determine starting set up. There is a Randomizer card for every type

RANDOMIZER CARDS

HERO

Amazon
Chalice
Dwarf
Elf
Faeyn
Lorigg
Outlands
Redblade
Regian
Selurin
Thyrian

VILLAGE

Arcane Energies
Banish
Barkeep
Battle Fury
Feast
Fireball
Flaming Sword
Goodberries
Hatchet
Lantern
Lightstone Gem
Magical Aura
Pawnbroker
Polearm
Short Sword
Spear
Town Guard
Trainer
Warhammer

MONSTER

Abyssal
Doomknight •
Humanoid
Dragon
Enchanted
Humanoid
Ooze
Undead • Doom
Undead • Spirit

YOUR FIRST GAME

If this is your first time playing Thunderstone, you should use these cards instead of the normal random setup:

Monster Cards

- Doomknights
- Enchanted
- Ooze

Hero Cards (all levels)

- Elf Wizard
- Lorigg Thief
- Regian Cleric
- Thyrian Squire

Village Cards

- Battle Fury
- Fireball
- Lightstone Gem
- Magical Aura
- Short Sword
- Spear
- Town Guard
- Flaming Sword

of Village card, Monster card, and Hero card in the game. Sort the Randomizer cards into those three categories and shuffle each one separately. They are not used during play, and should be returned to the box when you're done setting up.

Turn over the top three Monster Randomizer cards, showing three different classes of Monsters. There are ten cards for each class, with a variety of different Monster types. Take all 30 Monster cards matching the three classes and shuffle them together. This will be the Dungeon Deck. Count off the top ten Monster cards without revealing them, and shuffle those ten together with the Thunderstone card. Put these eleven cards on the bottom of the Dungeon Deck.

Once the Dungeon is complete, it's time to populate village! First, turn over the top four Hero Randomizer cards. Place both of the level 3 Hero cards of each type down. Place all four matching level two cards on top of those, and finally place the six level 1 cards at the top of the stack. When you buy Hero cards, you must always draw from the top of the stack, so you will first use all the Level 1 Heroes, then the Level 2 Heroes, and

finally the Level 3 Heroes. The different levels are also denoted by subtle name changes and color association for ease of play and sorting.

Next, select your Village cards. These are resources that you can buy when you visit the Village. Turn over the top eight Village Randomizer cards. Find the matching Village cards and make a stack of each type next to the four stacks of Hero cards.

Finally, place the Basic cards. Basic cards are used in each game of Thunderstone and are indicated by a starburst on the left-hand side of the card. There are four types of Basic cards: Militia, Torch, Iron Rations, and Dagger. Once the Dungeon and Village have been placed on the game area, make a separate stack for each type, using all of the Basic cards. Each player draws six Militia, two Dagger, two Iron Rations, and two Torch cards. These twelve cards form your starting Party Deck.

Place the Disease and XP cards in their own stack.

With the exception of the Monsters, all of the cards collectively form the "Village" (even the Hero cards). When you visit the Village during your turn, you can purchase one of these cards.

If you want to play a longer game, turn over four (or more!) Monster Randomizer cards and include all the matching cards in the Dungeon Deck.

Leave enough room between the Dungeon Deck and the Village for the Dungeon Hall. This is where you will fight the Monsters of the dungeon on your quest for the Thunderstone. At all times, there will be three ranks of Monsters ready to fight you. Turn over the top three cards of the Dungeon Deck and arrange them in a line next to the Village, with the first card (rank 1) furthest from the Dungeon Deck and the last card (rank 3) closest to the Dungeon Deck.

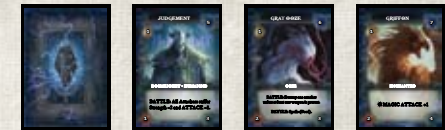
Each player shuffles his Party Deck and places it face down. Leave enough space for a discard pile next to your deck. Whenever you discard a card from your hand or acquire a new card, place it in your discard pile. Any card that you *Destroy*, however, does not go in your discard pile. Instead, destroyed cards must be placed in a collective trash heap (the box top is handy for this) and cannot be used again for the rest of the game.

Draw the top six cards from your deck to form your starting hand. It is time to begin your adventures!

SET UP OVERVIEW

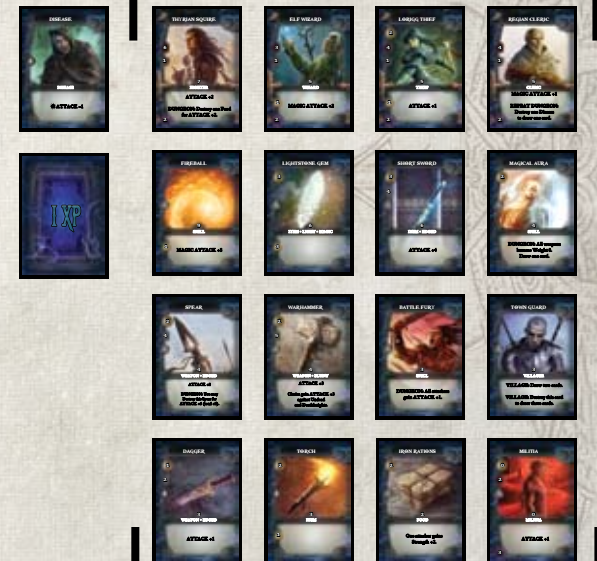
1. Populate the Dungeon
 - a. Randomize Monsters
 - b. Build Dungeon deck
 - c. Shuffle Thunderstone into bottom 10 cards
 - d. Populate the hall
2. Populate the Village
 - a. Randomize Hero cards
 - b. Separate Level 3, Level 2, Level 1
 - c. Randomize Village resources
 - d. Place Basic decks
 - e. Place Disease deck
 - f. Place XP deck
3. Begin Play
 - a. Draw Starting Party Deck
 - b. Shuffle and Draw starting Hand

SAMPLE SET UP



Dungeon Hall — Rank 3 • 2 • 1

- Hero Cards



Village

Destroyed cards



PLAYING THE GAME

Randomly choose a starting player. The starting player takes his turn first, followed by the other players in clockwise order. On your turn, you must **Visit the Village, Enter the Dungeon, or Rest** taking all the steps listed for each action.

VISIT THE VILLAGE

1. You may level up any of the Hero cards in your hand, using Experience Points you have collected. See “Leveling Up” on page 8.
2. Reveal any number of cards from your hand, in any order you choose. Some cards produce gold while others generate game effects. The order you play them can have strategic importance. Plan carefully. If you reveal any Villager, follow the instructions on the card. You must resolve any special text on a card before playing the next one. Effects and gold production are cumulative.
3. You may purchase one card from the Village. You may buy the top card (only) from any stack in the Village, either a Village card, a Basic card, or a Hero card. The card’s Purchase Cost must be less than or equal to the total Gold Values of the cards you revealed in step two. Place the purchased card face up on your Discard Pile. You may only purchase one card each time you visit the Village. If an effect lets you buy multiple cards in a visit, you must split the total Gold values of your revealed cards to buy them, in any way you like. Unused gold is not saved for future purchases.

4. Put all cards you revealed, and any cards left in your hand, face up on your Discard Pile, then draw six new cards.

ENTER THE DUNGEON

1. Reveal all the cards in your hand. You must use all the cards in your hand, if possible (even if you don't want to).
2. Declare which Monster you are attacking.
3. Resolve the battle. See "Battles" on page 10.
4. Discard your entire hand and all revealed cards. Draw six new cards.

REST

1. You may Destroy one card from your hand.
2. Discard your entire hand and draw six new cards.

END OF TURN

After you finish your turn, check to see if the Thunderstone is in Rank 1 of the Dungeon Hall. If it is, the game ends immediately! If not, then the player to your left begins his turn.

YOUR PARTY DECK

Each player has his own deck of cards, called a Party Deck. During the game, you will add cards to your deck by purchasing them in the Village or winning them in the Dungeon. Whenever you gain new cards, always add them to your discard pile.

If there are not enough cards left in your deck when you draw cards, reshuffle your discard pile and form a new draw deck, then continue drawing cards until you have drawn the right amount. It is important that you **do not reshuffle your deck** before the draw deck runs out.

Sometimes a card or game rule requires you to destroy a card. These powerful effects permanently remove the card from your deck. Do not put destroyed cards in your discard pile. Instead place them on the pile of Destroyed cards.

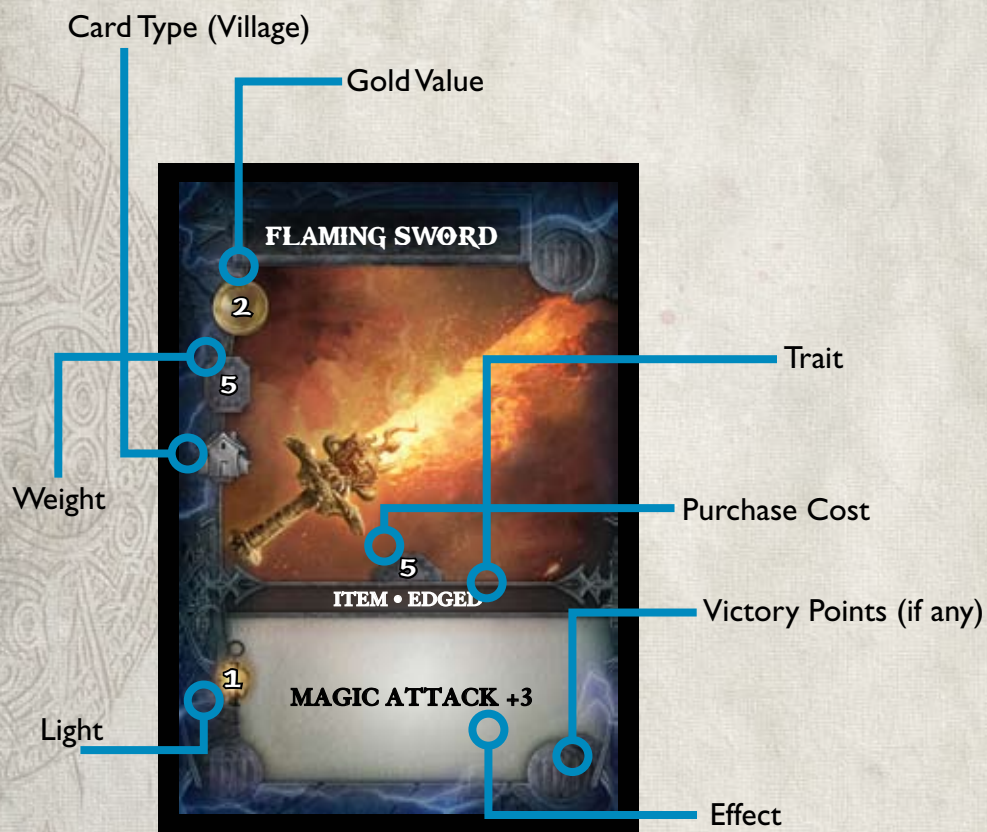
Your Party Deck is also your key to victory! At the end of the game, you will score victory points (the number in the lower right hand corner) from all the cards in your deck.

VILLAGE CARDS

Village cards represent the Villagers, equipment, and spells that can help you on your quest for the Thunderstone. These cards can be added to your Party Deck by buying them in the Village (see "Visit the Village" on page 4).

Most cards have a Dungeon effect, such as "Strength +2" or "Attack +1."

VILLAGE CARD BREAKDOWN



These abilities are only used in the Dungeon and help you fight Monsters. Some cards have a Village effect, and they can only be used when you visit the Village on your turn. Many Village cards can also be destroyed to create a special effect. You can destroy a card for the special effect directly from your hand, or you can destroy it after you reveal and use the card normally. You may use each ability on a card once, while **Repeat** abilities can be used an infinite number of times (see page 10).

The number of Village cards in the game is a set limit. Once all the Village cards of a given type are gone from the Village, no one may purchase any more of that card!

Erik needs a good weapon for his Heroes to use in his next battle. He's looking at a shiny new Flaming Sword in the Village. The purchase cost of the Flaming Sword is 5, so he needs to reveal cards with a total gold value at least 5.

He reveals a Torch (worth 2 gold), a Dagger (worth 1 gold), a Bloodskull Orc he killed in an earlier battle (worth 1 gold), and an Iron Rations (worth 2 gold). The total is 6 gold, so he can take the Flaming Sword and add it to his discard pile. The extra gold is lost and cannot be spent.

HERO CARDS

Each Hero card represents an adventurer who will fight for you. All Heroes have a class, such as “militia” or “cleric,” and a race, such as “elf” or “dwarf.” Class and race can affect certain other cards in play. Heroes also have an attack bonus, used in combat with Monsters. A Hero may also have one or more special abilities.

A Hero’s strength score limits the type of weapons he can use. During a battle, you can only equip a Hero with a weapon which has a weight less than or equal to the strength of your Hero.

Heroes are purchased from the Village in the same way that Village cards are. See Visit the Village, page 4. Heroes can also level up in the Village; see Leveling Up, page 8.

The number of Hero cards in the game is a set limit. Once all the Hero cards of a given type are gone from the Village, no one may purchase any more of that Hero!

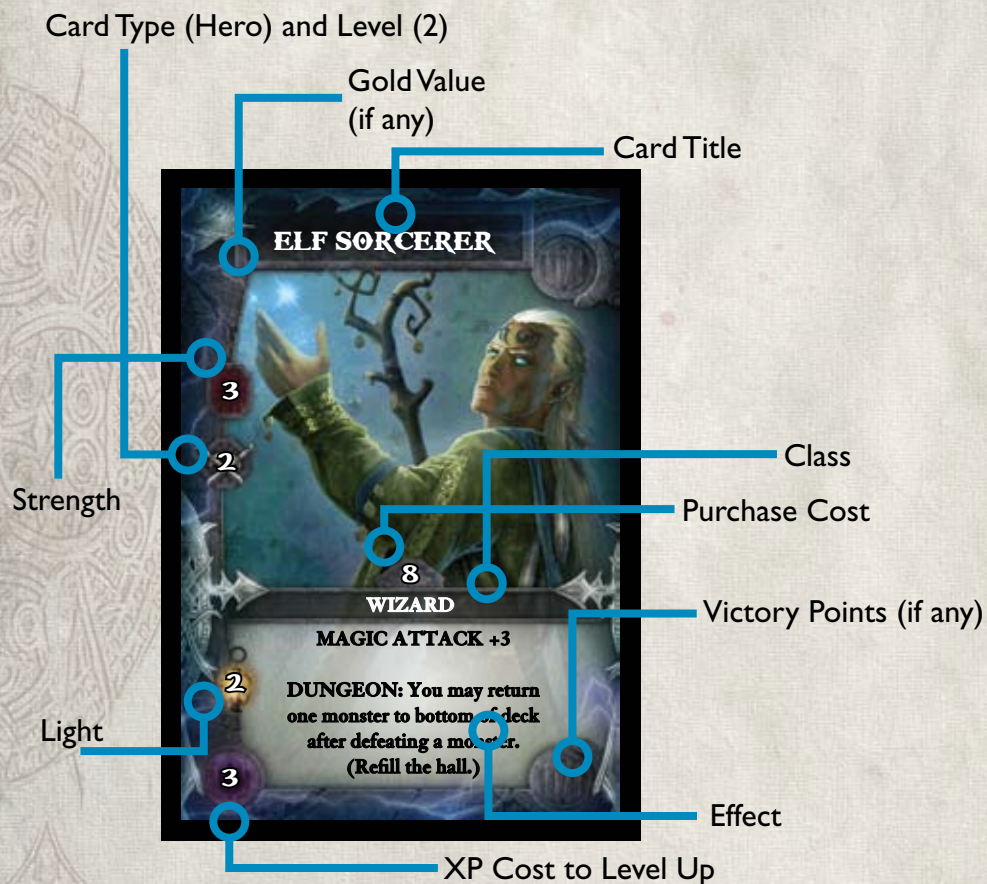


CARD SYMBOLS

There are symbols on each card to make sorting and identification that much easier. They have little game value, but should help make setup of the game area quicker.

-  BASIC
-  HERO
-  MONSTER
-  VILLAGE

HERO CARD BREAKDOWN



LEVELING UP

When you visit the Village, before buying cards, you may level up any Heroes in your hand. To do this, you must destroy the Hero card you are going to level up, then pay the level cost shown on the card, returning that number of your Experience cards to the pile. Then, search the matching stack of cards in the Village and find the card showing the next higher level for the Hero type you destroyed. Put this card on top of your discard pile. Nickel Heroes level up to silver, and silver levels up to gold. You can level up any number of cards from your hand on your turn, as long as you have enough experience points. However, you may not level the same Hero type twice in one turn.

Important: if there are no cards of the next higher level available in the Village, then you cannot level up that Hero!

Note: A militia may level up to any level 1 character in play for a cost of three experience points. Destroy the militia normally.

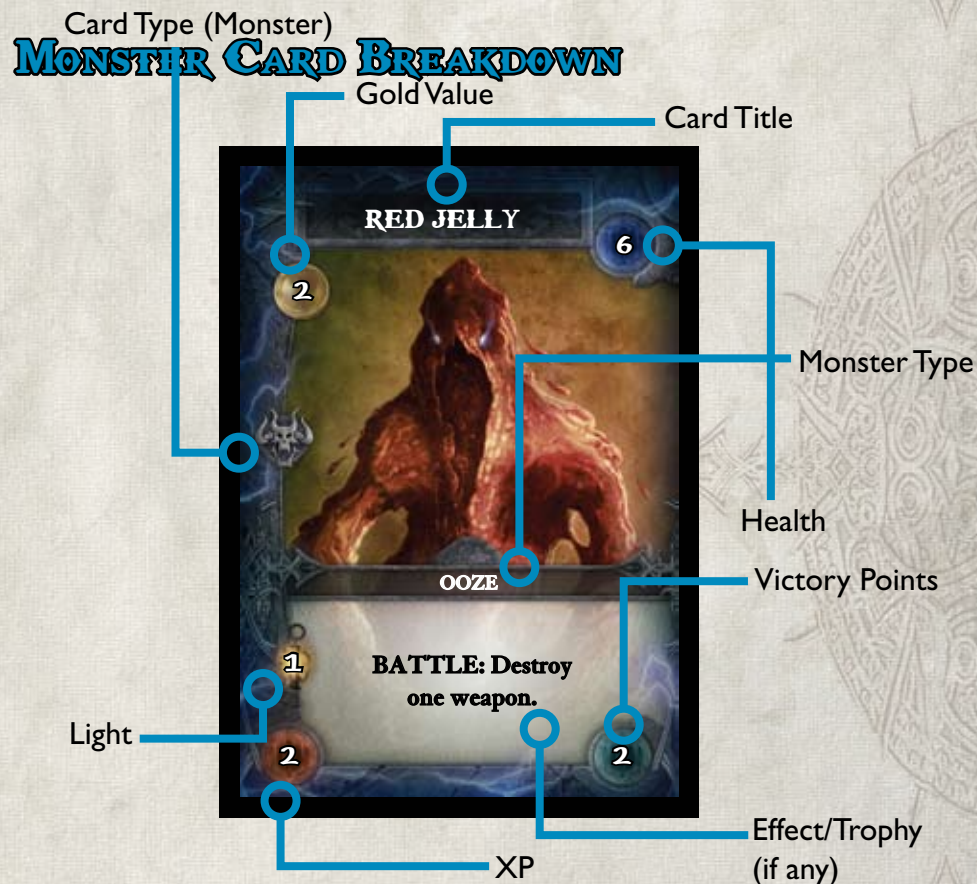
Marilyn has has a level 1 (nickel-bordered) Elf Wizard in her hand that she would like to level up. The level cost on the card is 2, so she puts two Experience Tokens on the pile and destroys the Elf Wizard. Then she searches the Elf Wizard stack in the Village, takes one of the level 2 (silver-bordered) Elf Sorcerer cards, and places it on her Discard Pile. She may now level up another character if she has the XP and then purchase one Village card with the remaining gold in her hand.

MONSTER CARDS

The horrible Monsters of Grimhold Dungeon lie in wait for the unprepared Heroes! At any time, there will be three Monster cards in the Dungeon Hall. If a Monster leaves the Hall for any reason, fill the empty space by shifting the Monsters from higher ranks down to lower ones. Rank 3 is closest to the Dungeon deck. Rank 1 is furthest. Then turn over the top card from the Dungeon Deck to fill the rank 3 space. You can only attack the Monsters that are in the Dungeon Hall.

Many Monsters also have battle actions or effects. These occur only when you battle that Monster, and they take effect whether you defeat the Monster or not. A few Monsters are so powerful that they have breach effects. When a Monster with the Breach ability reaches Rank 1 of the Dungeon Halls, this effect is triggered — once and only once. Neither battle effects nor breach effects occur when a Monster card is revealed as part of your hand, only while they are in the Dungeon Hall. Similarly, any special benefits (Spoils or Trophies, see page 10) a Monster card grants you when revealed have no effect when the Monster is still in the Dungeon.

The other numbers and effects on a Monster card are explained under “Battles” on page 10.



REPEATABLE EFFECTS

Some cards, mostly Hero cards, have a repeatable effect. Unlike other abilities, which can only be used once each time they are played, repeatable effects can be used over and over again, as many times as you wish, within the same turn! Often there is a cost that you must pay in order to use a repeatable effect, such as destroying a card. You must pay this cost each time you use that power. Repeatable effects can only use the benefit associated with the Village or Dungeon when you are in the appropriate location.

BATTLES

Sooner or later, your party will head into the Dungeon, where you must face the terrible Monsters within. Being Monsters, the only thing they want to do is fight!

When you enter the Dungeon, you must reveal all the cards in your hand. All of your Heroes join together to try and defeat one enemy Monster. You can also assign one weapon card to each of your Heroes, but you can only assign a weapon to a Hero if the weight of the weapon (on the card) is less than or equal to the Hero's strength. You may also benefit from any spells, items, or Monster cards (see Trophies, page 10) you have in your hand.

Weapons have no effect without a Hero in your hand to wield them. However, some other types of cards in your hand (such as spells and items) may give attack bonuses and other benefits by themselves. You can use this kind of card to defeat a Monster even if you have no Heroes at all in your hand!

If you have any Disease cards in your hand, you must also play those cards. Each Disease card reduces your combined attack value for the battle.

Once you have assigned your weapons and revealed any other cards that will help you or harm you in the battle, add up your combined attack value. Once you know your attack total, you may choose which Monster in the hall to attack, making sure to calculate for darkness and light, see page 11.

Note that some cards may offer multiple bonuses. For example, a Dwarf Janissary has an Attack Value of +2. If you have assigned an Edged Weapon to him, he gains an additional +4 for a total of +6... on top of any bonus the weapon itself may give!

A very small number of cards actually double your attack bonus. In this case, you must add and/or subtract all modifiers before you multiply.

Most Monsters have some kind of battle effect. Don't forget to resolve them! Some battle effects occur during the fight, possibly inflicting your party with disease or reducing your attack bonus. Others don't take effect until the end of the battle. All battle effects occur regardless of victory or defeat, unless the Monster card states otherwise.

Once you know your total Attack Value, select one (and only one) Monster in the Dungeon Hall to attack.

RESOLVING BATTLES

If your combined attack value is lower than the health of the Monster, then you have been defeated. The Monster retreats into the dungeon: place the Monster card on the bottom of the Dungeon Deck.

If your combined attack value is equal to or greater than the health of the Monster you are fighting, you are victorious! Add the Monster card to your discard pile. Like the other cards in your Party Deck, the card will supply you with gold to purchase Village cards, or grant Dungeon or Village effects. Also, take a number of Experience Points equal to the experience value (XP) of the Monster. Do not place them in your discard. Keep them handy nearby.

Monsters are notorious for hoarding valuable treasures. Particularly nasty Monsters have treasure that you can claim as spoils if you defeat them! If the card of a Monster you have just defeated lists “Spoils”, you can immediately purchase one card of the listed type from the Village, using the Gold Value of all the cards you revealed during the battle. For example, the Gray Ooze has the Battle Effect, Spoils (Food), indicating that the ooze can be eaten. Yum! After the battle, if the Heroes are victorious, they may purchase one food card from the Village, using all of the gold on the revealed cards. Note: Some Heroes have this ability too.

Whether you win or lose, don’t forget to push the remaining Monsters in the hall forward and refill the ranks of the Dungeon Hall after the Monster leaves. See Monster cards on page 9.

A LIGHT IN THE DARKNESS

Light is a special modifier in battles. The deeper you go into the Dungeon Hall to fight, the darker it is. This darkness causes a penalty to your combined attack value. The attack penalty is equal to twice the light penalty. The light penalty is equal to the dungeon hall rank of the Monster. So, if you attack a Monster in rank 2, you suffer a -4 penalty to your attack.

If your party has cards with a “Light” value, you can reduce this penalty. The light penalty is reduced by 1 for each point of light. If you carry a torch (light 1) when attacking that second rank Monster, the attack penalty would only be -2 instead of -4. The light value of your cards is equal to the number in the lantern symbol on the left side of the card.

A light penalty cannot be reduced below 0. In other words, light can never give you an absolute bonus, it can only cancel out the penalty. The light penalty, however, has no upper limit. This means that Monsters who give additional light penalties can increase a light penalty to -8, -12, and so on.

Some Monsters increase light penalties with inherent abilities that reduce light. This appears in the text box and never in the lantern icon.

THE DUNGEON HALL



DISEASE CARDS

A number of Monsters, particularly the undead, carry terrible diseases that can infect your party. These creatures have a battle effect that forces you to draw one or more Disease cards and place them in your discard pile. Any time you are in a battle, and you have Disease cards in your hand, you must play them. Each Disease card inflicts a -1 penalty to your attack bonus.

There are a number of ways to get rid of Disease cards. When you rest, you may choose to destroy one card from your hand, which can be a Disease card. Some characters and Village cards also allow you to destroy these cards. Unlike other cards, Disease cards are not removed from the game when you destroy them. Instead, they are returned to the supply to be used again. Also, there is no limit to the number of Disease cards in the game. If there are not enough Disease cards, simply take any card not being used in this game and treat it as a Disease card.

TROPHIES

While most Monsters are nothing more than victory points or a few points of gold in your hand, some Monster cards become trophies when added to your deck after a victorious battle. Monster cards with a special symbol (✱) are considered trophies. Trophy cards can be used for bonuses in battle later on, giving players an additional edge in combat. They do not need to be attached, nor do they require a Hero present to play them. Treat these cards as any other card that grants an ATTACK or MAGIC ATTACK bonus. Light bonuses from Trophies, also apply, but Battle effects do not.

A BATTLE EXAMPLE

Vincent enters the Dungeon Halls. The only adversary he has a chance of hurting is The Prince standing in rank 3 of the Dungeon Hall. Vincent has one Faeyn Marksman, one Regian Cleric, one Dwarf Guardian, one Disease card, one Flaming Sword, and one Short Sword. The Prince has a health of 7 and two battle effects: All attackers suffer -2 Attack, and one fighter will be slain at the end of the battle. Vincent looks at his options:

Because the Monster is in Rank 3, Vincent's Heroes suffer a -6 darkness penalty to their attack. Fortunately, the Flaming Sword provides Light +1, and so does the Faeyn Marksman. This reduces the darkness penalty to only -2.

The Faeyn Archer has an attack bonus of +3. His dungeon effect says that he cannot attack Monsters in Rank 1, so he's fine for this battle. Unfortunately, The Prince's battle effect reduces his attack bonus to only +1.

The Regian Cleric has a magic attack bonus of +1. The Cleric only has a strength of 4, so he cannot wield the Flaming Sword, but he can handle the Short Sword. This raises his attack bonus to +5, but then The Prince reduces it by 2 for a total of +3.

The Dwarf Guardian has an attack bonus of +1. His strength is 5, so he can wield the Flaming Sword. This gives him an additional +3. Also, as a Dwarf Guardian, he gains an additional Attack +3 if he wields an edged weapon. After The Prince penalty, his total attack power is a mighty +5!

Adding up his totals, Vincent sees that he has a combined attack value of:

Faeyn Marksman (+1) + Regian Cleric (+3) + Dwarf Guardian (+5) – Darkness Penalty (–2) – Disease card (–1) = 6 Attack Bonus

Because The Prince has a health of 7, the party is going to lose the fight!

But not all hope is lost. The Regian Cleric has a dungeon effect that may be able to help Vincent. He can destroy a Disease card to draw one card from his deck. He does so, and draws a Barkeep. It can't help in the fight, but with the Disease card gone, the attack bonus becomes +7, the same as The Prince's health.

The Heroes are victorious! Sadly, The Prince's battle effects cannot be avoided. At the end of the fight, he kills a fighter. So, the Dwarf Guardian is destroyed and removed from the game. Vincent is awarded 2 Experience Points, and takes The Prince card, adding it to his discard pile. At the end of the game, he will earn five victory points (the number at the lower right of The Prince) for defeating this tireless foe of goodness!

WINNING THE GAME

The game ends when the Thunderstone card reaches rank 1 of the Dungeon Hall. If you defeated a Monster in rank 1 on your turn, and this causes the Thunderstone to move into that open rank, then you take the Thunderstone as spoils and add it to your deck! If not, then no one can claim the Thunderstone.

Once the game ends, combine all the cards in your deck, your hand, and your discard pile, plus any other cards you may control at the end. Count up all the victory points on all of the cards you have collected during the game. The player with the most victory points is the winner! If there is a tie, any tied player who holds the Thunderstone wins the game. Otherwise, all tied players share their victory!



RULES EXPLANATIONS

BREACH

When a Monster with the Breach ability reaches Rank 1 of the Dungeon Halls, this effect is triggered — once and only once. Each Breach effect is different however. Refer to the rules explanations for individual cards if there are any questions.

HALF DAMAGE

Some Monsters are resistant to certain attacks. Always round down halved attacks.

IMMUNITY

Other Monsters are outright immune to certain kinds of attacks. Immunity indicates that a specific attack type (Magic, Edged Weapons, etc) has no effect on the Monster.

SHUFFLE

The discard deck is only shuffled up when no cards remain in the player's deck and it is time to draw. All cards in the discard are shuffled at once.

SPOILS

Some Heroes and Monsters have the Spoils ability, which grants a free visit to the Village to buy a Village card of a specific type. Spoils (Food) would allow a player to buy one Food card from the Village, while Spoils (Item) would only allow a player to buy one Item card. Heroes and Monsters can only use their printed Spoils ability after a victorious battle.

CARDS

Amazon. The Dungeon effect is an Attack bonus in addition to the Amazon's normal Attack bonus.

Archduke of Pain. When the Archduke reaches Rank 1 of the Dungeon Hall, destroy the top two cards from each Hero stack in the Village, including Militia.

Banish. In order to cast Banish, you must declare you are going to the Dungeon, but you do not need to choose a Monster to attack until the hall has been refilled from the use of the first ability.

Barkeep. Additional Barkeeps allow you to buy additional cards. You gain the gold value of the Barkeep, even if your Destroy it.

Chalice Defender. Only Items (not Weapons) that provide a Light bonus increase the Defender's Attack value.

Chalice Paladin. If the Chalice Paladin is revealed during a Dungeon action, you may purchase any one Village card (including Heroes) from the Village after a victorious battle using the gold in-hand.

Disease. The Trophy symbol merely indicates that the card's diminishing effect occurs anytime it is revealed, regardless of the cards present.

Dwarf Guardian. The Dwarf Guardian always gains Attack +1. This bonus increases to Attack +4 when an Edged Weapon is attached to him.

Dwarf Janissary. If the Dwarf Janissary is revealed during a Dungeon action, you may purchase one Weapon card from the Village after a victorious battle using the gold in-hand.

Ebon Fume. Magic Attacks against Ebon Fume do not count toward the total Attack Value. If two Heroes have the highest Strength, the attacking player chooses which to destroy.

Faeyn. If a Dungeon Action would cause you to attack Rank 1, do not add the Faeyn's Attack

bonus to the total Attack value. If Faeyn does not attack, the Light bonus is lost.

Fireball. You do not need to have Heroes present to use this spell.

Flaming Sword. You only gain the Light bonus if the Flaming Sword is equipped.

Goodberries. After the final Attack bonus of the Hero is calculated, it is then made into a Magic Attack.

Gray Ooze. During a Dungeon action, you may purchase one Food card from the Village after a victorious battle against the Gray Ooze using the gold in-hand.

Grayskin Lizard. This Battle Effect makes them vulnerable to weapon attacks. They do not have tough skin.

Haunt. The Attacking player chooses which Hero to hold back from the battle.

Iron Rations. You may continue to feed a single Hero as many times as you like, increase his Strength by +2 with each Iron Rations he eats.

Lorigg Outlaw/Rogue. Regardless of whether the battle is victorious, all other players discard a card when this Hero enters the Dungeon.

Militia. Militia are considered Heroes.

Noxious Slag. Only halve the total Magic Attack bonus. Edged Weapons have no effect.

Outlands Khan. The Khan gains an Attack bonus of +2 for each Monster revealed from the player's hand during the battle.

Pawnbroker. The Pawnbroker and another card can be Destroyed producing X + 5 gold in a single turn.

Polearm. A Hero with a Strength of 2 can attach the polearm for an Attack bonus of +2. A Hero with a Strength of 8 or more, gains +6 instead.

Red Jelly. The Light bonus is a trophy effect. It only occurs when the defeated Red Jelly is revealed in your hand. It is not a Dungeon effect.

Redblade Assassin/Poisoner. Regardless of whether the battle is victorious, all other players discard a card(s) when this Hero enters the Dungeon.

Revenant. Heroes destroyed by the Revenant die at the end of the battle.

Selurian Theurge/Warlock. The $\times 2$ multiplier of the Selurian Wizard is calculated only for Magic Attack bonuses and only after all Magic Attack

bonuses have been calculated. Multiple Selurian Wizards multiply together (two becomes $\times 4$ and three becomes $\times 8$, etc).

Spear. If you Destroy (throw) the Spear, the Attack bonuses stack for a total of +5.

Stone of Mystery. This is the only Thunderstone card in the basic set. Some expansions will include other stones, each with its own powers. You are welcome to use any Thunderstone during setup.

Thyrian Lord. You do not earn XP for the Thyrian Lord's dungeon effect.

Town Guard. Destroying this card allows you to draw five additional cards in one turn.

Tyxr the Old. When Tyxr reaches Rank 1 of the Dungeon Hall, all players must discard two cards each from their hand, even the player that just filled his hand as a result of removing the previous Monster in Rank 1.

Warhammer. A Cleric attacking a Doomknight or Undead gains a total Attack bonus of +6.

CREDITS

Design: Mike Elliott

Additional Design and Development: jim pinto

Art and Graphics:
Jason Engle

Rules: William Neibling

Editing: Brent Keith,
Dr. Roger Giner-Sorolla

Playtesters: David Eggers,
Jordan Fleming, Reilley Scott

Contributing Playtesters:
Jon Hall, Brent Keith,
David Lepore, John Zinser

Production: David Lepore

Director of Product Development: Todd Rowland



THANKS

Mike Elliott would like to thank John, jim, Todd, and the rest of the amazing crew at AEG for putting these ideas together in such a great package. Special thanks to Jason Engle for being such a great, prolific, and inhumanly fast artist.

© 2009. Alderac Entertainment Group. Thunderstone and Alderac Entertainment Group and all related marks are TM and © Alderac Entertainment Group, Inc. All rights reserved.