Thunderstone Dragonspire

A Game of Heroic Adventure for 2 to 5 Players

Dragonspire

Seeking to forever cast Doom out of the lands, the heroes defeated the Doomgate Legion and entered their lair. They succeeded in recovering the lost Thunderstone, but at a cost:

The Doomgate is open, and the heart of Doom has been released into the world!

The forces of destruction stalk the lands, destroying all they touch. There is but one dim flicker of hope: the remaining Thunderstones, scattered at the dawn of time. Two lie hidden deep within the Dragonspire. Will your heroes be the first to reach them?

Contents

2 Thunderstone cards
Reference cards
Dragonspire Randomizer cards
Special Dungeon Feature cards
Past set Randomizer cards
Basic cards (including *Disease*)
8 Monster groups
11 Hero groups
18 Village groups
7 Setting cards
2 Guardians
Extra-Wide Card Dividers for each card type
Rulebook
Dungeon Board (use is optional)
Experience Point (XP) Tokens

Object of the Game

You are the leader of a band of heroic adventurers. You have come to the legendary Dragonspire. 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 adventuring party. How you build your deck determines if victory and glory will be yours!

Dragonspire is an expansion to the *Thunderstone* line, and is fully playable on its own with everything you need. Card sets from past releases can be played with the new card sets from *Dragonspire* in any combination you please.

Dragonspire Randomizer Cards

HERO

Belzur
Cabal
Chulian
Evoker
Flame
Gorinth
Half-Orc
Phalanx
Stoneguard
Terakian
Veteran

MONSTER

Bandit • Humanoid
Dark Enchanted
Elemental • Fire Giant
Hydra Dragon
Orc • Humanoid
Undead • Lich
Undead • Plague

SPECIAL

Guardian
Setting (2)
Pick Two
Draconic Traps
Figurine Treasures

VILLAGE

Bluefire Staff
Burnt Offering
Chieftain's Drum
Frost Bolt
Frost Giant Axe
Guardian Blade
Guide
Quartermaster
Polymorph
Recurve Bow
Scout
Silverstorm
Skullbreaker
Soul Gem
Spoiled Food
Thunder Ring
Toryn Gauntlet
Trader

Past Randomizers

With *Dragonspire* and in future sets, the backs of the Randomizer cards are now a different color from playable cards, to make sorting easier and to avoid getting Randomizers accidentally mixed into decks. Because all of the Randomizers from past sets were printed with the original backs, we have reprinted all of them with the updated backs and included them within this box.

Note: If you are only playing with the contents of *Dragonspire*, only include three "Dungeon Feature" cards when shuffling the Monster Randomizers together. The rest should only be included if you are using more sets.

Setup

Unlike most games, you won't use all of the cards in the box every time you play *Thunderstone*. Instead, randomly determine which resources are available and which terrible foes you will face!

If this is your **first game** of *Thunderstone,* you should use all the cards listed on page 3. If this is not your first game, use the Randomizer cards instead. With different cards in play, this makes each game different. The Randomizer cards are labeled "Random" and have no icons. There is a Randomizer card for every type of Village card, Monster card, and Hero card in the game. If you have any other sets of *Thunderstone*, feel free to add any or all of the past randomizers into the mix. Sort the Randomizer cards into those three categories and shuffle each category separately. A few cards say "Dungeon Feature" at the top. These will add special features like traps, treasures, guardians, and settings to the dungeon, and are mixed in with the Monster Randomizers. If any of these are drawn, you will pull cards from a special group of Dungeon Features (see below).

None of the randomizers are used during play, and all should be returned to the box when you are finished setting up.

First build the Dungeon. Turn over enough cards to get three Monster Randomizer cards, plus any number of Dungeon Feature cards. Most of the cards show different classes of Monsters. There are ten cards for each class, plus occasional promotional cards to increase that count. Take all the Monster cards that match the three classes you turned over and shuffle them together. This becomes the Dungeon Deck.

If you drew any Dungeon Feature cards, draw the number of Dungeon Feature Randomizers instructed. If any of these indicate Traps or Treasures, shuffle all the cards from the indicated groups in with the Monster cards. If any Guardian cards were drawn, take ten cards from the Dungeon deck, shuffle them together with all of the Guardians you drew, and place them on the bottom of the deck. If you drew a Setting card, place it to the side and follow any special instructions on it. Only one Setting may be in play per game.

After shuffling the Monster cards together and handling any special Dungeon Features, count off ten cards (without revealing them) from the top of the newly formed deck. Choose one of the special Thunderstone cards, either at random or by mutual consent. (If you are playing certain settings or one of the campaign variations, you might include more than one.) Shuffle the

Thunderstone card together with the ten you drew. Place these cards at the bottom of the Dungeon Deck.

Leave enough space next to the Dungeon Deck to create the Dungeon Hall. This is where you will fight the Monsters in your quest for the Thunderstone. There are always three ranks of Monsters in the Hall. Turn over the top three cards of the Dungeon Deck and arrange them in a line next to the deck. The card farthest from the Dungeon Deck is rank 1, and the closest card is rank 3. If there are any Traps or Treasures in the hall at the start, place them at the bottom of the deck and refill the ranks with more cards from the top. Do this until there is one Monster face up in each rank.

Once the Dungeon is complete, it's time to populate the Village! First, you will set up the four Basic cards. Make a separate stack for each type of card below the Dungeon Deck and Dungeon Hall. The Basic cards are always used in every game of *Thunderstone*, and you can identify them by the starburst on the left side of the card. There are four Basic cards: **Militia, Torch, Iron Rations, and Dagger.** Torch, Iron Rations, and Dagger are also Village cards.

Now, turn over the top four Hero Randomizer cards. Make four stacks of Heroes by placing all the Heroes of a matching type within a stack, with the highest level at the bottom and the lowest on top. For most Heroes, this will mean two level 3's at the bottom, with four level 2's above them, and six level 1's on top. However, a few Hero types have a different mix, so simply make sure the bigger level numbers are lower than the smaller.

Note: When purchasing Hero cards, you must always buy them from the top of the stack, so you will first purchase all the level 1 Heroes, then level 2, next level 3, and in rare cases level 4. Each level of Hero has a slightly different name and a different colored background to make sorting easier.

Next select the Village cards. These are resources you can purchase when you visit the village to help your Heroes fight better. 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. Together Basic, Hero, and Village cards form the "Village." Each time you visit the Village, you can purchase one of these cards.

Your First Game

If this is your first time playing *Thunderstone,* play with these cards instead of the normal random setup.

Monster Cards

Dark Enchanted Orc • Humanoid Undead • Plague

Hero Cards (all levels)

Belzur
Gorinth
Half-Orc
Stoneguard

Village Cards

Toryn Gauntlet
Recurve Bow
Guardian Blade
Polymorph
Scout
Frost Bolt
Soul Gem
Silverstorm

Basic Cards

Dagger
Iron Rations
Militia
Torch

Place the *Disease* cards in their own separate stacks near the Village cards.

Each player draws six Militia, two Daggers, two Iron Rations, and two Torches. These twelve cards form your starting Party Deck. Each player shuffles his Party Deck and places it face down in front of him. Make sure you leave enough space for your own discard pile.

Whenever you discard a card from your hand or acquire a new card, place it on your discard pile. Do not shuffle your discard deck until you run out cards in your Party Deck Sometimes you must destroy a card. Destroyed cards are not placed in your discard pile. Instead, they must be placed in a collective pile of destroyed cards (the box top is handy for this). Destroyed cards cannot be used again for the rest of the game! **Exception:** *Disease* cards are infinite and return to their respective stack.

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

Setup Overview

1. Populate the Dungeon

a. Randomize Monsters

b. Build Dungeon Deck

c. Add Dungeon Features, if any were drawn

d. Shuffle Thunderstone into the bottom 10 cards

e. Populate the Dungeon Hall

2. Populate the Village

a. Place Basic decks

b. Randomize Hero cards

c. Stack Heroes with highest levels on the bottom going up to level 1

d. Randomize Village resources

e. Place *Disease* deck

3. Create Party Deck

a. Draw Starting Party Deck

b. Shuffle and draw starting hand

Sample Setup



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 either **Visit the Village,** *or* **Enter the Dungeon,** *or* **Rest** taking all the steps listed for each action, in the order listed.

Visit the Village

Reveal your hand.

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.

You now produce gold by adding the **gold value** of all revealed cards still in play to any gold you produced in Step 2.

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.

Finally, you level up **any or all** of the Hero cards in your hand, using Experience Points you have collected. See "Leveling Up" on page 9.

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 *Trader* destroys a card with a gold value, you do not gain the gold value of the destroyed card.

Enter the Dungeon

Reveal your hand.

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 (see page 8).

Declare which Monster and rank you are attacking.

Resolve the battle. See "Battles" on page 10.

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 Breach Effects (if any) (see page 20).

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

You may destroy one card from your hand.

End your turn by discarding all cards face up on your discard pile, and draw six new cards to form a new hand.

End of Turn

If you have collected the Thunderstone (or it enters Rank 1 because a Monster **was removed but not** defeated), 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, first draw what cards remain, then reshuffle your discard pile to form a new draw deck. Continue drawing cards until you have drawn the necessary amount. **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. It's important to note that not all cards provide Victory Points; watch for cards with the glowing green circle!

Village Cards and Hero Cards



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 5).

Most Village cards have a Dungeon Effect, such as "ATTACK +1" or "Strength +2." 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 or use the card normally, or both. You may only use each ability on a card once per turn, unless it is a Repeat ability, which can be used multiple times (see page 10).

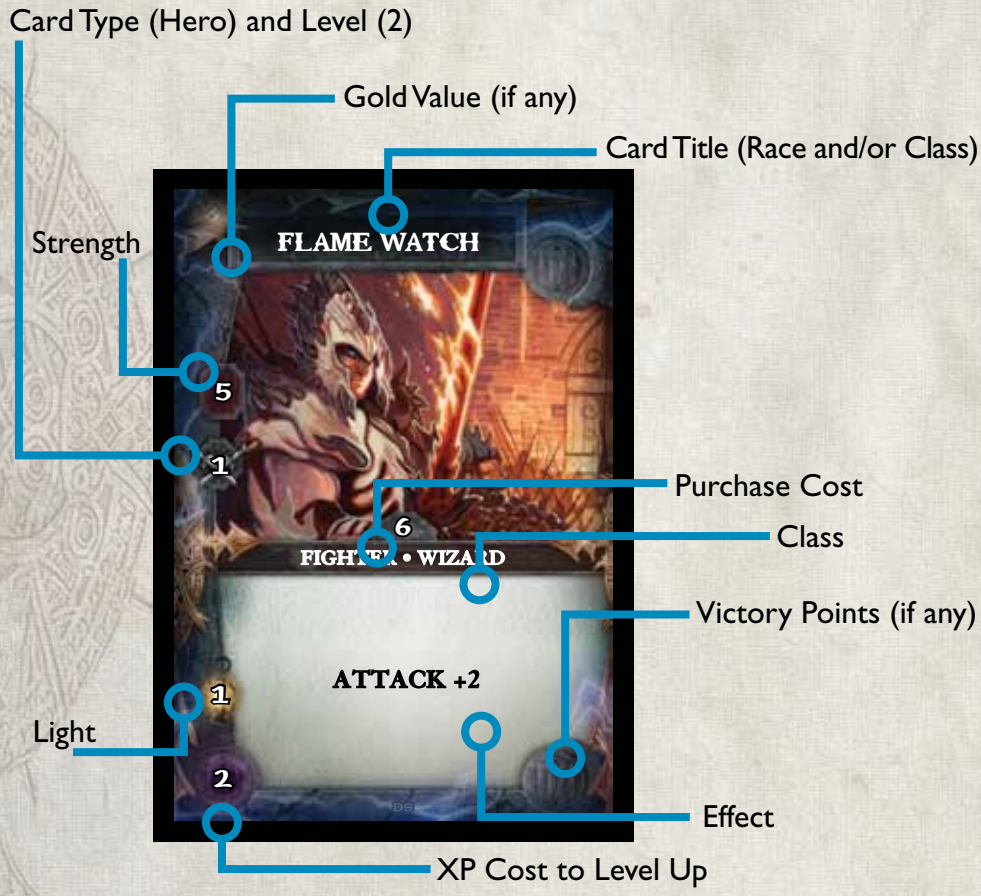
Erik needs a good Weapon for his Heroes to use in his next battle. Heís looking at a Skullbreaker in the Village. The purchase cost of the Skullbreaker is 4, so he needs to reveal cards with a total gold value of at least 4.

He reveals a Torch (worth 2 gold), a Frost Giant he killed in an earlier battle (worth 2 gold), and a Dagger (worth 1 gold). The total is 5 gold, so he can purchase the Skullbreaker and add it to his discard pile. The extra gold is lost and cannot be spent.

Village Card Breakdown



Hero Card Breakdown



Example: Sara plays a *Town Guard* card to draw two cards. She could then destroy the *Town Guard* to draw three more cards, for a total of five.

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

Hero Cards

Each Hero card represents an adventurer who fights for you. All Heroes have a class, such as "archer" or "cleric," and a race, such as "half-orc" or "stoneguard". Heroes also have an **Attack** (or **Magic Attack**) bonus, usable in combat against Monsters. Some Heroes have one or more special abilities.

A Hero's Strength determines which Weapons he can carry (depicted by the shield on the upper left side of the card—see the diagram on this page). Before a battle you may equip **one** Weapon to each Hero, but only if the Weapon has a Weight less than or equal to the Strength of that Hero. Each Weapon may only be equipped once per battle.

Note: If a Hero's Strength reaches 0 or less at any time during a battle, the Hero is destroyed at the end of the turn!

Heroes are Village cards. They are purchased from the Village in the same manner other Village cards are purchased. See "Visit the Village," page 5. Heroes can also level up in the Village and see "Leveling Up," page 9.

The number of Hero cards in the game is finite. Once all the Hero cards of a given type are gone from the Village, no one may purchase or level up that type of Hero (or level)!

Leveling Up

When you visit the Village, you may level up any number of Hero cards in your hand during step 5 (as you have enough Experience Points). When you level up, destroy the Hero card in your hand and pay the level cost shown on the bottom left corner of Hero card, returning those Experience Points to the general pool. 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. Place this card on top of your discard pile. Level 1 Heroes level up to 2, and Level 2 level up to 3. However, you may not level the same Hero card *twice* in one turn, i.e. from Level 1 to 3, and you may never skip a Level.

Militia are Hero cards. You may level up a Militia card to *any* Level 1 Hero in play for a cost of three Experience Points. Destroy the Militia card normally.

Important: If no cards of the next higher level remain in the Village, you cannot level up that Hero! **A Hero may *never* level up directly from Level 1 to 3.**

Note: Because you level up Heroes after making your purchase for the turn, you can use the gold value of the Hero card before destroying it.

Marilyn has a Level 2 (silver-bordered) Veteran Berserker in her hand that she would like to level up. The level cost on the card is 3, so she spends three Experience Points and destroys the Veteran Berserker. Then she searches the Veteran stack in the Village, takes one of the Level 3 (gold-bordered) Veteran Reaver cards, and places it on her discard pile. She may now level up another character if she has enough Experience Points.

Monster Cards

The horrible Monsters of the Dragonspire lie in wait for the unprepared Heroes! At any time, there will be three Monster cards in the Dungeon Hall. Rank 3 is closest to the Dungeon deck. Rank 1 is furthest. If a Monster leaves the Hall for any reason, fill the empty space by shifting the Monsters from higher ranks down to lower ones. The card in Rank 3 shifts to Rank 2 and the card in Rank 2 shifts to Rank 1. Then turn over the top card from the Dungeon Deck to fill the Rank 3 space.

Note: You can only attack the Monsters that are in the Dungeon Hall.

Many Monsters have Battle Effects or Traits. Battle Effects occur only when you battle that Monster, and they take effect whether or not you defeat the Monster. A few Monsters are so powerful that they have Breach Effects. When a Monster with the Breach ability reaches Rank 1 of the

Monster Card Breakdown



Dungeon Hall, this effect is triggered immediately — *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 a Monster card grants you when revealed have no effect when the Monster is still in the Dungeon. See "Trophies" on page 17.

Note: During setup, it is possible that a Monster with a Breach Effect begins the game in Rank 1. This Breach Effect does not occur. Ignore any Breach Effects during setup.

Monster Traits and Battle Effects are explained on pages 15 through 16.

Repeat Effects

Some cards, mostly Hero cards, have repeat effects. Unlike other abilities, which can only be used once each time they are played, cards marked **Repeat Dungeon** or **Repeat Village** can be used an unlimited number of times during the turn. Some Repeat Effects come with a cost, and this must be paid each time the ability is used. Repeat effects can only be used in the associated location (Dungeon or Village).

Battles (Overview)

Sooner or later, your party will head into the Dungeon, where they 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 benefit from any Spells, Items, or Monster cards (see "Trophies" on page 17) you have in your hand.

Weapons are a special kind of card that can only be used if it is equipped to a Hero. Weapons can be identified by the Weight value on the left side of the card. You can only equip a Weapon to a Hero if this Weight is **less than or equal to** the Hero's Strength. These Items have **no effect** if they are not equipped to a Hero. Each Hero can equip only one Weapon card. Unequipped Weapons (and Weapons that become unequipped in battle) provide no benefit.

Other types of cards, including all Spells, Trophies, and Items, grant their benefits themselves. You do not need to equip these cards to a Hero. In fact, you can use these cards to defeat a Monster even if you have no Heroes in your hand!

A small number of effects can stop a Hero from attacking. In these instances, the Hero provides no Attack bonus to the party and none of its additional abilities apply, either. For instance, an *Evoker* who is part of a party attacking a Rank 1 Monster provides no Attack bonus or Light during the battle.

Some cards may offer multiple bonuses. For example, a *Cabal Sage* has an Attack Value of +2. If you use a Spell he gains an *additional* +2, for a total of +4 Attack Value… on top of any bonus the Spell itself may add to the party! Some cards, like the *Thunder Ring,* provide an Attack Value and a Light bonus. Both of these are calculated at the same time.

If you have any *Disease* cards in your hand, you *must* also play those cards. Each *Disease* card reduces your Attack or Magic Attack Value for the battle.

A very small number of cards actually double your Attack Value. In this case, you must add and/or subtract all Attack modifiers (except Light, but including *Disease*) before multiplying the total.

Once you have assigned your Weapons and revealed any other cards that will help or hinder you in battle, apply any final Attack modifiers (such as doubling effects). Now add up your total Attack Value.

Finally, once a Rank of the Dungeon Hall is chosen, you can adjust for any **Light penalties**. Light penalties are discussed under "Light and Darkness" on page 13.

Note: Once you've chosen to enter the Dungeon, you must choose a Monster to attack, regardless of whether or not you can defeat it.

Dungeon Effects

Heroes, Items, Spells, and Weapons often have a Dungeon Effect, while Monsters possess Battle Effects. This division helps to distinguish when an effect occurs.

When you choose to enter the Dungeon, you will prepare your forces for battle. Dungeon Effects represent your planning and preparation. Whenever a Dungeon Effect destroys another card, that card is immediately removed from play, and cannot be used for any other effect. For instance, if a *Half-Orc Marauder* devours *Iron Rations* to gain Attack +2, you could not also use

them to gain Strength +2. Similarly, if you use *Iron Rations* to give a Hero Strength +2, it cannot also be destroyed by another Dungeon Effect.

This is different from Battle Effects, which occur *during* the battle. Any cards that remain in play after the preparation step of your turn (Step 2) remain in effect for the duration of the battle, even if a Monster's Battle Effect would destroy it. For example, if a Hero is killed by a Monster's Effect, he remains until the end of the fight. This is true for all card types.

Battle Effects

Most Monsters have Battle Effects. Don't forget to resolve them! Battle Effects occur during the fight (step 4 of your turn), possibly inflicting your party with *Disease* or reducing your Attack Value. All Dungeon Effects trigger before you begin the battle. However, the Battle Effects of the Monster you are fighting resolve either during or at the end of the battle. All Battle Effects occur, regardless of victory or defeat.

Any cards destroyed by a Battle Effect remain in play until the end of the battle — Heroes fight until the bitter end! All other Battle Effects occur during the battle. An effect that reduces Strength, for example, must be calculated before the Monster can be defeated. If your Hero no longer has the Strength to equip his Weapon, any bonus or effect of that Weapon is lost.

Note: If a Battle Effect causes you to gain a card, such as a *Disease* card, that new card goes to your discard pile, just like cards you purchase in the Village. These cards do not affect the current battle, but may affect battles in the future.

Some Battle Effects prevent a Hero from attacking the Monster. Every card in your hand **must** enter the Dungeon together, even if it cannot attack. You cannot assign an Effect that prevents a Hero from attacking to any Hero that is already prevented from attacking by a different Effect.

Regardless of whether or not a Hero in the Dungeon could add its Attack Value to the Attack, it can still be destroyed as the result of a Battle Effect. For example, if an *Evoker* were in a party attacking a *Lich Lord* in Rank 1, it could still be destroyed as a result of reduced Strength.

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.

Resolving Battles

After all Dungeon Effects and Battle Effects have been resolved, compare your final Attack Value to the Health of the Monster you are attacking. Don't forget to include Light penalties, see below.

If your combined Attack Value is less than the Health of the Monster, then your Heroes are defeated. The Monster retreats into the Dungeon: place the Monster card on the bottom of the Dungeon Deck.

If your total Attack Value is equal to or greater than the Health of the Monster, you are victorious! Add the Monster card to your discard pile. Like other cards in your Party Deck, this card will

supply you with gold to purchase Village cards, and it may grant Dungeon or Village Effects. Also, take a number of Experience Point tokens equal to the Experience Value of the Monster.

Monsters are notorious for hoarding valuable treasures, and sometimes your Heroes can claim them as Spoils if you defeat them. If a card in the battle has a Spoils Effect, you can immediately use the effect listed. If the Spoils effect tells you to buy a card, you may use the gold printed on all of your surviving cards revealed during the battle. If you earn numerous purchases from Spoils effects in one turn, resolve them in any order you chose, using the full gold value of your hand each time. Heroes that did not or could not attack cannot use their Spoils trait.

Note: Some Heroes also have this ability, which works the same way.

Example: The *Terakian Templar* has the trait: SPOILS: Buy a Weapon. After *defeating* a Monster, you may purchase one Weapon card from the Village (but not an Item, Spell, etc.), if the gold value of your remaining revealed cards is high enough.

Whether you win or lose the battle, don't forget to push the remaining Monsters forward and turn over a new card to refill the ranks of the Dungeon Hall. If you shift a Monster with a Breach Effect into Rank 1, resolve the Effect. See "Monster Cards" on page 9; "Breach Effects" on page 20.

At this time, any cards which would be destroyed due to Battle effects (including Global effects) are removed from the game. If a Hero dropped to 0 Strength at any time in the turn, that Hero is also destroyed at this time.

Light and Darkness

Dungeons are dark and dangerous places. Your Heroes must bring their own Light with them if they hope to combat the Monsters effectively. If you do not have enough Light, you will suffer a penalty to your Attack Value. To determine this "Light penalty," follow these steps:

1. Determine the rank of the Monster you are fighting by its position in the Dungeon Hall. The base Light penalty is equal to the rank of the Monster.
2. Check if the Monster has a Light penalty Battle Effect (e.g., "Light –1"). If it does, add the modifier to the base Light penalty. Note that this modifier always appears in the Monster's effect box, never in the lantern icon.
3. Count the total points of Light your cards provide. These bonuses are shown in the lantern icon on the left side of your cards. Each point of Light you have reduces the Light penalty by 1.

When you resolve the battle against the Monster, double the final Light penalty. The Attack Value of your party is reduced by this amount (i.e., each point of Light penalty you do not cancel with Light reduces your Attack Value by 2).

Important: Light can never give you an Attack bonus! If your total Light score exceeds the Light penalty, treat it as zero. There is no limit to how high the Light penalty can be, however.

Note: You can only add Light from a Weapon if it is equipped to a Hero.

Light Penalty Example

In the example on the right, *Water Wrath* is in Rank 1, *Ember* in Rank 2, and *Earth Tempest* in Rank 3. The Light penalties for each Rank, before Battle Effects, are shown above the cards.

Once Light penalties and bonuses are taken into account, attacking either *Water Wrath* in Rank 1 or *Ember* in Rank 2 creates a Light penalty of –1 (Attack Value –2), while *Earth Tempest* in Rank 3 would have a Light penalty of –3 (Attack Value –6).

The lower example shows the effect of a party using one *Torch,* which provide a total of Light +1. The bottom row of numbers shows the adjusted penalties after all modifiers.

Rank 1
Light Penalty –1*
Attack –2

Rank 2
Light Penalty –2*
Attack –4

Rank 3
Light Penalty –3*
Attack –6

DUNGEON DECK



* Unmodified Light Penalty

Rank 1
Light Penalty 0
Attack 0

Rank 2
Light Penalty 0
Attack 0

Rank 3
Light Penalty –2
Attack –4

DUNGEON DECK



Attack and Magic Attack

All battles are decided by two factors: the total Attack Value of the Heroes, and the Health of the Monster. A Monster's Health is constant and does not change, but the Attack Value can fluctuate before and during a battle.



Attack Values are divided into **Attack** and **Magic Attack.** Each type of Attack Value is calculated separately. You can gain

both types from Heroes, Items, Spells, Trophies, and Weapons revealed before the battle. Some Trophies, Battle Effects, and other cards can hinder your Heroes in the fight, reducing your Attack Value. *Disease* is an example of this.

If an Effect (such as *Disease*) reduces Attack, then it reduces either your regular Attack or Magic Attack, not both, but a legal target must be chosen.

Example: A *Half-Orc Dervish* equipped with a *Bluefire Staff* has an Attack of +3 and a Magic Attack of +1. A *Disease* card is also revealed, so she must choose to reduce either the Attack to +2 (3 – 1 = 2) or the Magic Attack to +0 (1 – 1 = 0). If she did not have a *Bluefire Staff* equipped, she could not select Magic Attack –1.

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: The Liches have 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 are described below:

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 *Polymorph* Spell. 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.

Treasure: When this card is revealed, the active player places the card aside, but not in his discard. See "Treasure Cards", page 17.

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.

Disease Cards

Some cards force you to gain one or more *Disease* cards (either as a Dungeon or Battle Effect). Always place drawn *Disease* cards on your discard pile. *Disease* is not affected by any Monster Trait or Battle Effect that does not specifically target *Disease*. Each *Disease* card inflicts a **ñ1 penalty** to your Attack or Magic Attack Value (which must be at least +1 before applying the penalty).

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 Heroes 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 stack of *Disease* cards to be used again (since there is no limit to the number of *Disease* cards in the game). If there are not enough *Disease* cards, take any card not being used presently and treat it as a *Disease* card.

Disease cards have no gold value. They are not considered any card type.

Trophies

While most Monsters offer nothing more than victory points or a few Gold in your hand, some Monster cards become Trophies when added to your deck after a victorious battle. Cards with a special symbol (✲) are Trophies (and not all of them are good for you!). Trophy cards must be used every time they are revealed in a battle. They do not need to be equipped to a Hero, nor do they require any Hero be present to play them. Treat these cards as any other card that grants a Dungeon Effect or Attack Value bonus. Trophies can also grant Light. A Monster card with a Light value in the Lantern icon is also a Trophy card.

Trophies only contribute to a Battle when revealed from a player's hand and never on a Monster in the Dungeon Hall.

Important: Other Battle Effects of Monsters from a player's hand never apply.

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 2). All Trap cards list "Trap" in the Trait bar in the middle of the card.

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 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.

Treasure Cards

Usually as you explore the dungeon you will find monsters intent on killing you. However, on occasion you may stumble across valuable treasure!

Treasure cards are added to the Dungeon Deck in much the same way as Monster cards (see "Setup" on page 3). All Treasure cards list "Treasure" in the Trait bar in the middle of the card. As soon as a Treasure appears, the active player takes the treasure and places it in front of him (instead of his discard pile). During any later turn, the player may destroy this card to activate the special effect.

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 2). 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 *Polymorph* 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.

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.

Village Example

Sue decides to go to the Village on her turn. She has a hand containing *Trader*, *Terakian Defender*, *Tomb Haunt*, *Disease*, *Militia*, and *Polymorph*. She also has 5 Experience Points. She starts by revealing her hand.

Now she can use any Village Effects on her villager cards. She starts by using the ability on *Terakian Defender* to discard the *Disease* and draw another card. The card is the *Frost Giant Axe*, which will help when she is ready to purchase. She then uses the first ability on the *Trader* to destroy *Polymorph* and take a *Soul Gem* from its pile in the village and put it in her discard pile.

Because she is not going to the Dungeon, the ability on the *Frost Giant Axe* has no effect. Similarly, because *Plaguebearer* is revealed from the hand (rather than currently being faced in the dungeon), she does not get another *Disease*.

Sue now pauses to check her Gold. *Tomb Haunt* gives her two gold, and the *Frost Giant Axe* gives her three more, for a total of five – just enough to buy the *Gorinth Amateur* she had been considering. She takes the top card from the Gorinth pile and puts it in her discard pile.

Now it's time to train her Heroes. She pays 3 Experience Points to level up the *Militia* to a *Half-Orc Raider*. She destroys the *Militia* and takes the top card off the *Half-Orc* stack, which she puts in her discard pile. Then

she spends 2 Experience Points to level up her Level 1 *Terakian Defender* to a Level 2 *Terakian Peer*, which uses the rest of her Experience Points. She removes her *Defender* from the game, and searches the *Terakian* stack until she finds a *Peer* – which goes to her discard pile. All of her spent Experience Points are returned to the XP pool.

Finally, her turn is done. She discards all the cards she has and draws a new hand of six cards.

Dungeon Example

Bruce declares that he is going into the Dungeon. He reveals his hand, containing *Disease*, *Terakian Peer*, *Guardian Blade*, *Spoiled Food*, *Polymorph*, and *Skullbreaker*. The Dungeon Hall has *Highwayman* (Rank 1), *Earth Tempest* (Rank 2), and *Choking Smoke* (Rank 3).

He begins his preparations for the fight by using the *Terakian Peerís* Dungeon Effect to discard the *Disease* and draw a card, which is *Soul Gem*. At the same time, he also gains ATTACK +1 from the effect. Then, looking at the Light situation and the –2 Light the *Choking Smoke* is putting in all ranks, he uses *Polymorph* to look at the top card of the Dungeon Deck. It is *Stalker*, a Monster he will not be able to defeat with only one Hero – but at least *Stalker* does not put Light penalties everywhere! As such, he puts *Choking Smoke* on top of the deck, and *Stalker* in its place within the Dungeon Hall.

Now he takes a close look at the Weapons. With only one Hero in hand, he can only equip one Weapon. *Terakian Peer* is strong enough to use *Skullbreaker*, but the Attack bonuses will not be quite enough to defeat anything. Thus, he swallows the *Spoiled Food*, which will kill him at the end of the battle! This gives the Peer an additional +1 ATTACK, and enough Strength to equip the Guardian Blade. The additional +3 ATTACK from Guardian Blade gives him 8 ATTACK total.

With that in mind, Bruce examines his options. Two of the Monsters are bandits who require three or more Heroes present to defeat. With the *Terakian Peer* alone, those are not possible! *Earth Tempest*, on the other hand, has no such requirement. Its printed health is 8, matching the party's total ATTACK value. *Earth Tempest* has a nasty clause doubling its health unless 7 or more gold is revealed. Good news, though: *Spoiled Food* (1) + *Guardian Blade* (2) + *Skullbreaker* (2) + *Soul Gem* (2) is exactly enough! Finally, Light penalties need to be checked. With *Earth Tempest* in rank 2, there is a Light penalty of 2. However, *Soul Gem* gives LIGHT +1 for each level of the highest level Hero. *Terakian Peer* is level 2, so *Soul Gem* precisely cancels out the Light penalty.

Earth Tempest is slain!

On its deathbed, it gives a *Disease* to Bruce, which goes in Bruce's discard pile. Normally, *Spoiled Food* would destroy an attacking Hero. However, the *Guardian Blade* keeps the *Terakian Peer* alive, with no ill effect!

Bruce puts *Earth Tempest* in his discard pile, and takes 3 XP tokens from the pool. *Stalker* slides into Rank 2, and the top card of the Dungeon Deck – Choking Smoke – lands in Rank 3 once again.

Finally, Bruce discards his cards and draws a new hand, ending his turn.

Resting Example

Joe decides to rest for a turn. In his hand he has one *Disease,* two *Militia,* a *Dagger,* a *Trader,* and a *Medusa*. He chooses to destroy the *Disease* card. He could instead choose to destroy a *Militia,* or the *Dagger,* thinning the deck of other cards he does not want to draw later. He could even have chosen to destroy the *Trader* or the *Medusa,* though those would be poor strategic choices. Because he is resting and not visiting the Village or Dungeon, he cannot use either ability of the *Trader.*

Once he has destroyed his chosen card, he discards his hand face up and draws a new hand to end his turn.

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 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 control. 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 the victory!

Rules Clarifications

Breach Effect

When a Monster with Breach reaches Rank 1 of the Dungeon Hall (from any Rank) its Breach effect is triggered — *once and only once* — before the active player discards his hand and ends his turn (see page 5). Each Breach effect is different and impacts play in unique ways. Refer to the "Card Glossary" on the following pages. Breach Effects in Rank 1 **before** play starts do not trigger.

Golden Rule

If a card ever violates or overrides a rule written in this book, the card takes precedence. In the end, the real Golden Rule is fun, but you know what we mean.

Shuffle

The discard deck is only shuffled when no cards remain in your deck **and** you need to draw cards. All cards in the discard pile are shuffled together.

Zero

Attack and Magic Attack Bonuses can be reduced below 0. Light penalties can persist ad infinitum, but will never reduce an Attack value below 0. Strength can never be reduced below 0.

Card Glossary

Barrowsdale – All Monsters have no gold value in a game set in Barrowsdale.

Belzur Bishop – This card has a reactionary effect. When a player targets you with an effect you may reveal Belzur Bishop from your hand to instead have the effect target the active player.

Bluefire Staff – Bluefire Staff allows you to use one Spell from your hand twice during the same turn.

Burnt Offering – The card destroyed may not be the Burnt Offering played for the effect. It may, however, be a different Burnt Offering.

Cabal – In order for a Spell to be considered "played" you must have revealed and used its effects in the current turn.

Chieftain's Drum – Torch/Dagger/Iron Rations are considered to be Village Cards for situations relating to Chieftain's Drum. Militia are considered Heroes.

Evoker – Evokers have no +ATTACK in rank 1. Revealing a Light Item will add LIGHT +1 to Evoker Caster, on top of any bonuses from the Item itself. MAGIC ATTACK added due to the DUNGEON effect of destroying an XP applies to rank 1 as well as other ranks.

Flame – You must first have enough Light to negate all Light penalties before calculating additional +MAGIC ATTACK.

Flame Rage – The destroyed village card must be one from the active player's hand, not an unpurchased village card.

Flare – An Item or Spell is considered "used" if any of its effects, traits, or bonuses has benefitted you this turn. For example, having a torch and receiving LIGHT +1 qualifies as using an Item.

Guardian of Strength – The top card is destroyed after the active player has taken their purchased card.

Quartermaster – If any of the drawn cards matches a card in your hand, discard all of the drawn cards. If you draw multiple of the same card, and those cards do not match any card in your hand, you may keep one of the cards that comprise the multiples.

Recurve Bow – Recurve bow has no effect in rank 1.

Scout – Returned cards may not be cards that have already been played for an effect. For example, a Scout may not return itself.

Skullbreaker – You must put Skullbreaker back on top of your deck if you defeat a Monster in the current turn.

Soul Gem – The Hero you are referencing must be in your current hand.

Stone of Scorn – Stone of Scorn is worth a total of 5 VP if each other opponent has more Monsters in their final combined deck/hand/discard pile than you do.

Stone of Terror – Stone of Terror is worth 2 points for each other Thunderstone in your deck at the end of the game. Do not count Stone of Terror towards this total.

Stoneguard – A Hero is considered to be equipped if he has had a Weapon attached to him at any point in the combat. Equipped status remains even if the Weapon is destroyed or removed later.

Toryn Gauntlet – Toryn Gauntlet allows you to equip an additional Weapon. Each Weapon equipped may weigh up to the total Strength of the Hero to which it is being equipped. If for any reason the Hero's Strength becomes such that it is not high enough to carry a Weapon, the Weapon falls off. The Hero is still considered to be "equipped", but does not gain

the benefits written on the previously attached Weapon card(s).

Veteran Warmonger – You must have only level 3+ Heroes in your hand in order to gain the additional ATTACK +10.

Variants

If you would like a different Thunderstone experience, here are more options on how to change the way you play:

United We Stand

This variation offers a faster cooperative game experience.

While constructing the Dungeon deck, use 4 Randomizers if playing with 2 or 3 players, and 5 Randomizers if playing with 4 or 5 players. Add a Guardian to the selected Monsters. (If you randomly pulled a Guardian with the Randomizers, add a second one.)

Fill the dungeon hall as normal. Then place 3 XP tokens on top of the dungeon deck. Determine who goes first. Players take turns as normal. When the last player of each round has gone, remove an XP token from the dungeon deck. When the last XP token is removed, the Monsters will start advancing as follows:

If a player does not go to the dungeon, the rank 1 Monster either gets angry or advances. If the Monster is not turned, turn it sideways to show it is angry. If the rank 1 Monster is already turned sideways, the rank 1 Monster and the other Monsters in the hall advance, putting the rank 1 Monster in the village pile and refilling the hall. If a Monster is turned sideways and the hall is rearranged, the Monster will remain turned sideways. When the Guardian enters the hall, the Monsters from that point on enter the hall angry and will advance each round.

The game ends when the Thunderstone reaches rank 1. If the total combined Experience Points in the players' decks (and the common pool) exceeds the points that have gone into the village pile, the players win. Otherwise, the players lose.

This variant uses the following special rules:

- All XP from Monsters is shared. Any player going to the village may spend the party XP.
- If a player rests, the player may destroy a card and may pass 1 card to each other player. Each of those players may look at the card and then discard a card from their hand into the resting players discard pile before putting the passed card into their hand. Players may not talk about specific cards, but may tell the passer if they are going to the village or dungeon on their turn.
- When a player visits the village, a player may turn in Monsters to generate 1 XP point for each Monster turned in. The Monster card is put into the party Monster pile and counts toward the groups XP total at the end of the game.
- If a Spell or ability counts XP, divide the party XP by the number of players and round down to determine the XP value to use for the ability or Spell.
- Any effect that would put a Monster on the bottom of the deck instead puts it into the village Monster pile and counts against the party.

Bonds of Brotherhood

For a greater challenge, start the game with only 2 tokens on the Monsters.

Test of Unity

For an even greater challenge, start the game with only 1 token on the Monsters. Monsters may not be turned in to town.

Alone in the Dark

In *Wrath of the Elements*, solo rules were introduced, and are available either in that rulebook or online at **http://www.alderac.com/thunderstone/**

"Alone in the Dark" offers an even more focused solo experience!

Deal out 6 Hero randomizers and 12 village randomizers. Do not put the extra basic cards in the village.

For each village randomizer selected, put out 1 single matching card. For each Hero, put out 1 card of each level of that Hero.

Play with the standard solo rules with the following exceptions:

- You may not buy the higher level Heroes in the village. You may only level up to them if they are available.
- Whenever one of your cards is destroyed, return it to the village. Your starting basic cards are returned to the village also if they are destroyed.
- In addition to scoring more points than get through to the village, you must have at least 4 top level Heroes in your deck at the end.

You may play this variant with any of the three solo play level options.

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Visit the Village

Reveal your hand.

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. Unless the card has a mandatory Effect (like *Disease*), you are not required to use all Effects. **No single Effect on a card can ever be used more than once.** Effects and gold production are cumulative.

You now produce gold by adding the **gold value** of all revealed cards still in play to any gold you produced in Step 2.

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.

Finally, you level up **any or all** of the Hero cards in your hand, using Experience Points you have collected.

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 *Trader* destroys a card with a gold value, you do not gain the gold value of the destroyed card.

Enter the Dungeon

Reveal your hand.

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.

Declare which Monster and rank you are attacking.

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).

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

You may destroy one card from your hand.

End your turn by discarding all cards face up on your discard pile, and draw six new cards to form a new hand.

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