

## Setup

1. Generate or pick scenario (see below).
2. Set out board and selected cards.
3. Give each player starting deck of 6 Regular, 2 Longspear, 2 Torch, and 2 Thunderstone Shard cards.
4. Shuffle and set out curse deck.
5. Set out pile of XP tokens.
6. Shuffle and set out familiars.
7. Shuffle and draw 6 cards from basic deck.

## ***Village Randomization - Monsters***

- Shuffle monster randomizers. Reveal cards until 1 group of levels 1 through 3 are found. Remove matching card sets.
- Draw random Thunderstone Bearer card.
- Shuffle all monster cards together.
- Remove 10 cards and mix Thunderstone Bearer in. Place these

cards under the shuffled monsters. This forms the Dungeon Deck.

- Fill empty ranks on dungeon board with monsters face up. This forms the Dungeon Hall.

## ***Village Randomization - Village***

- Pull *playercount* \* 3 each of the basic cards (Regular, Longspear, and Torch). Set out on board.
- Shuffle hero randomizers and reveal 4. Remove card sets. Arrange hero cards in level order starting with 1.
- Shuffle village randomizers. Reveal card and set out cards on board if spot is available. If no room on board for card type, skip it. Continue until 8 stacks have been set out. (Board won't be full)

## **Goal of the Game**

## **Player Turn**

## **End Game**