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.

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.

Goal of the Game

Player Turn

End Game