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

Prove yourself the most powerful adventurer by slaying the evil that plagues the land. The player with the most VP when the Thunderstone Bearer is slain wins!

Player Turn

Take one action on your turn:

- Visit the Village
  - Reveal your hand.
  - May use any Village abilities.
  - Use all Trophy effects.
  - May use gold value of cards to buy one hero or village card.
  - May spend XP to level up Heroes in your hand. Only one level per hero.
- Enter the Dungeon
  - Reveal your hand.
  - May use Dungeon abilities.
  - May equip any weapons.
  - Use all Trophy effects.
  - Choose monster to fight.
  - If you defeat the monster ($Total\,Attack - Darkness\,Penalty \geq Health$), add it to discard pile, gain XP, and use any eligible Spoils abilities.
  - If you fail, it retreats to bottom of dungeon deck. Refill the dungeon hall.
  - Aftermath abilities trigger regardless of outcome.
- Prepare - Place as many cards from your hand on top of your deck in an order of your choosing.
- Rest - Destroy one card in your hand.

End your turn: Discard any remaining cards and draw 6 new cards.

End Game

If the active player defeats the Thunderstone Bearer the game ends at the end of that player's turn. If the Thunderstone Bearer reaches rank 1 of the dungeon hall the game also ends. The player with the most VP wins!