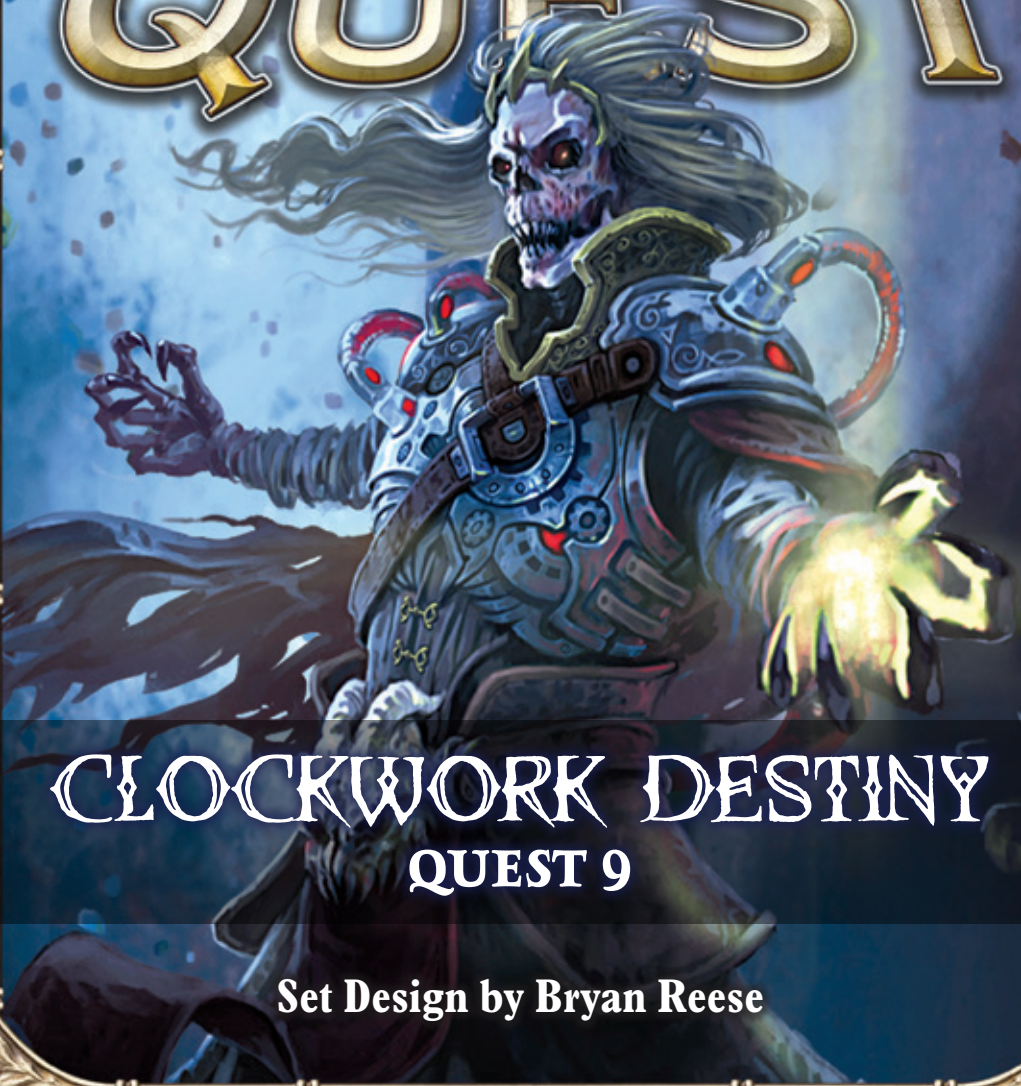


Mike Elliott

THUNDERSTONE[®] QUEST



CLOCKWORK DESTINY QUEST 9

Set Design by Bryan Reese

**RULEBOOK &
QUESTBOOK**



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A game by Mike Elliott For 2–6 players, ages 14 and up

Visit our website at [www.alderac.com/
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Questions?

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CREDITS

THUNDERSTONE DESIGN: Mike Elliott,
Bryan Reese, Mark Wootton, Edward Bolme

CLOCKWORK DESTINY DESIGN: Bryan Reese

DIRECTOR OF PROJECTS: Nicolas Bongiu

PRODUCTION: Dave Lepore, Adelheid
Zimmerman

DEVELOPMENT LEAD: Bryan Reese

ADDITIONAL DEVELOPMENT:
Katie Fountaine, Scott Kahler, Max Hansen,
Adam Reese, Sean OhEigartaigh,
Paul Tessmann

ART DIRECTION: Brett Satkowiak

ARTISTS: Biagio D'Alessandro, Michele Giorgi,
Gunship Revolution, David Hammond, Hinkle/
Silva Art, Ambrose H. Hoilman, Ikaan Studios,
Victor Leza, Mirco Paganessi, Ramon Puasa Jr.,
David Su, Alena Zhukova

GRAPHIC DESIGN: Matt Paquette

LAYOUT: Brendon Goodyear

STORY AND WORLD DEVELOPMENT:
Brett Satkowiak

RULES WRITING: Bryan Reese

EDITING: Mark O'Connor

PROOFING: Nicolas Bongiu, John
Goodenough, David Lepore, Brett Satkowiak,
Christopher Short, Erik-Jason Yapple, Mark
Wootton

PLAYTEST: Steve Beeman, Davey Chacon,
Gabe Covert, Katie Fountaine, Max Hansen,
Eric Hansen, Soren Haurberg, David Lepore,
Ludwika Majchrzak, Przemyslaw Majchrzak,
Steve Miyama, Sarah Naslund, Josh Nichols,
Kaz Nyborg-Andersen, Sean OhEigartaigh,
Brinjolfur Owens, Max Peters, Jen Peters, Adam
Reese, Bryan Reese, Jordan Rhodes, Michael
Spencer, Chris Swales, Anthony Tassell, Paul
Tessmann, Erik Yapple, Dorothy Zarren, John
Zinser

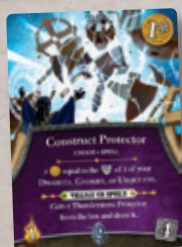
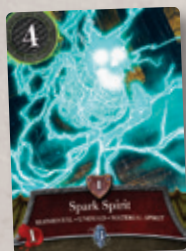
INTRODUCTION

Clockwork Destiny is an expansion product for *Thunderstone Quest*[®]. Rules for new components start on page 4. Those who are familiar with these components can skip directly to the Questbook on page 10.

UNPACKING THE BOX

This box should include the following components. If it does not, please visit our website at <https://alderac.com/customer-service> for assistance. Please note that this is an expansion to *Thunderstone Quest* and is not a stand-alone game.

- 1 Quest 9 *Clockwork Destiny*, the full contents of which are featured in the Questbook (see pages 11-12)
- 1 copy of each Monster, Hero, Item, Spell, and Weapon from *Clockwork Destiny*, to be used in Epic Mode
- 1 *Clockwork Destiny* Rulebook/Questbook



PRESTIGE CLASS BOARDS

Prestige Class boards are dual-sided: One side for use in Barricades Mode (cooperative play) and one side which may be used (optionally) in competitive games. Rules for Barricades Mode are covered in the *Barricades Mode* expansion's Rulebook. When playing competitive games, a new 11b setup step for the *Thunderstone Quest* Rulebook is added to the end of step 11. Starting with the first Champion and proceeding in turn order, each Champion may choose 1 Prestige Class with which to play. Then Champions select their Side Quests and/or Guild Sponsorships as normal.

Prestige Classes are a new board that allows you to train in a specialized class, gaining new powers as you gain Ranks. The training section (top) of each Prestige Class board explains how to gain 1 Rank (↑) in your Prestige Class (1) or potentially 2 Ranks (↑↑) at once (2). The Rank numbers (3) are to the right of the cost. These Ranks cost to gain, as listed on the left-hand side of the board within the Rank to which you are going (4). You must pay the cost of each Rank you gain. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not gained. You do not start with any Ranks in your Prestige Class, and Ranks must be gained in order; they cannot be skipped. When a Rank is gained, it will unlock new powers for your benefit (5). Sometimes, this may give you a new ability ready to use that turn, such as a SPOILS ability.

Thunderstone Savant

↑: Defeat 1 + Monster with a card with Thunderstone in its title.

↑ or ↑↑: Defeat 1 + Monster with 2 or more cards with Thunderstone in their title.

Once per turn, after you complete 1 of the above, pay the cost listed below for each of the 1 or 2 new Ranks, or nothing is gained.)

RANK	1	2	3	4	5	6	7	8	9	10
0	1									
1		2								
			3							
				4						
					5					
						6				
							7			
								8		
									9	
										10

DUNGEON

For each card you have with Thunderstone in its title, gain 1 .

DUNGEON

Gain 1 by discarding 1 card with Thunderstone in its title.

When you gain this Rank, gain 1 of these LEGENDARY cards:

- Thunderstone Carriage
- Thunderstone Power Armor
- Thunderstone Annihilator

This Prestige Class is worth 6 (when the game ends).

SPOILS

Put 1 of your cards with Thunderstone in its title on top of your deck.

When you gain this Rank, discard 0 or more cards with Thunderstone in their title to destroy 1 card for each discarded.

This Prestige Class is instead worth 3 per Rank you have.

When you gain this Rank, gain 1 of these LEGENDARY cards:

- Thunderstone Carriage
- Thunderstone Power Armor
- Thunderstone Annihilator

Your cards with Thunderstone in their title are each worth 5 .

IV HEROES

IV Heroes are an optional addition for *Thunderstone Quest*, giving you the opportunity to train your Heroes even further, making them even more powerful than ever before.

Even though IV Heroes are Legendary cards, they function in exactly the same way as other experienced Heroes. When you choose the cards you are going to play with during setup, place the IV Heroes at the bottom of their respective Hero stacks, below the 2 III Heroes. Only play with 1 copy of each IV Hero. While not in use, store the IV Heroes in the box with their respective level 1-3 Heroes.

You can level your III Heroes into IV Heroes in exactly the same way as you level other Heroes. This will usually cost 5 XP (the current Hero's printed level +2).

VII GUARDIANS

The *Barricades Mode* expansion introduced VII Guardians, giving the Champions a cooperative challenge to overcome in order to save the Village and claim victory. The VII Guardian for the *Clockwork Destiny* Quest is included for use when playing the *Barricades Mode* expansion.



THAVROH ANVILBANE

The head boss of the New Keltarian underworld, Thavroh is trying to infuse Thunderstone power to make superior beings. He will also craft many Starter Daggers and stuff them into your deck throughout the game. Though beware, many Starter cards do not hurt him in battle.


DIFFICULTY: 🏹




LEXICON AND FAQ



LEXICON

BEFORE & AFTER BATTLE ABILITIES

 abilities are a type of ability that triggers both Before and After Battle.

 abilities resolve twice per turn, once at each window. If this type of ability is affected by a card that turns a  ability into an  ability, it effectively cancels the Before Battle part, resolving only once.

DESTROYED PILE






Whenever a card is destroyed, it is considered to be in a destroyed pile.

DISCARD OR

Discard the card into the discard pile of the Champion to your left or right. They now own the card.

FAQ

What happens to abilities if I turn Before Battle abilities into After Battle abilities?

Normally  abilities resolve twice, once in the  timing window, and once in the  timing window. However, since it is no longer a  ability, it no longer gains the benefit of being able to resolve multiple times per turn. In effect, it becomes an  ability that can resolve (only) once.



If a card is discarded from my deck and I immediately draw it, do I trigger effects for it having been discarded?

Yes, because it was first discarded, then drawn.



How do Items with Skill requirements work?

Some Items, such as *Plate Armor*, have a Skill requirement to wield, counting against the Hero's available Skill for wielding Weapons. Like Weapons, if Items with Skill requirements are not wielded, you cannot use their text or values, though they still produce gold.



How do I battle a face down Monster (e.g., in the Twilight Portal Dungeon Room)? What if it is a face down Guardian Key?

If a Champion battles a face down Monster, flip it face up before the battle, resolving all of the Monster's text and continuing the battle as normal. If the Champion finds a Guardian Key instead, set the Key aside and replace it with the top card of the Monster deck until a Monster is found, battling it as normal. Shuffle the revealed Key back into the Monster deck at the end of the turn.

If a Swarm Monster has variable outcomes from its Health roll, such as *Wire Eater*, and 1 of those options rolls the die again, do I just roll the Health boost a second time, or do I also resolve the variable outcome a second time as well?

You both roll the die and resolve all effects another time.



If I need to discard cards but do not have enough cards in my deck, what do I do? What if I have *Liss* (level 2) and my deck is empty?

Anytime you need to discard cards from your deck but your deck is empty, set aside any cards discarded to the effect thus far (as they wait for the effect to resolve), and then shuffle your discard pile to form a new deck and continue the discarding effect. If your deck is empty when using *Liss* (level 2), “shuffle” the card into your 0 card deck (now 1 card), and then continue *Liss*'s effect.



What qualifies as gaining a card for *Shenaris*?

Any effect that specifically says you “gain” a card, including leveling up and buying cards, will trigger *Shenaris*. *Treasure Caches* you gain also trigger *Shenaris*, even though they are immediately destroyed. Some effects (e.g., from the Spell *Animate Dead*) let you draw cards that are not yours, but the effects never say you “gain” the card; these effects do not trigger *Shenaris*.



Do you “gain” *Treasure Caches* (e.g., as in the *Luck Stone Side Quest*)?

Yes, they are gained and then immediately destroyed.

For the multi-class Guild Sponsorships, do Heroes with more than 1 class count?

Yes, a Rogue • Wizard would count as either a Rogue or Wizard, though you do still need 2 Heroes.



For the Guild Sponsorships which require 2 class keywords, can 1 Hero fill the requirement for both classes if the Hero has both required keywords?

No. If a Hero has multiple classes, they may use either class to fulfill the requirement, but those Guild Sponsorships requires a minimum of 2 Heroes.



Thunderstone Power Armor has the ability “If wielded, gain 0 Wounds from Monsters.” If a *Dungeon Room* boosts the Monster's Wound value, does the armor still protect you so you gain 0 Wounds?

Yes.



Does the level 3 or level 4 *Baraqiel* have to be wielding the Bows in order to gain the Magic Attack bonus, or can any Hero be wielding the Bows?

Any Hero can be wielding the Bows to gain the Magic Attack bonus.

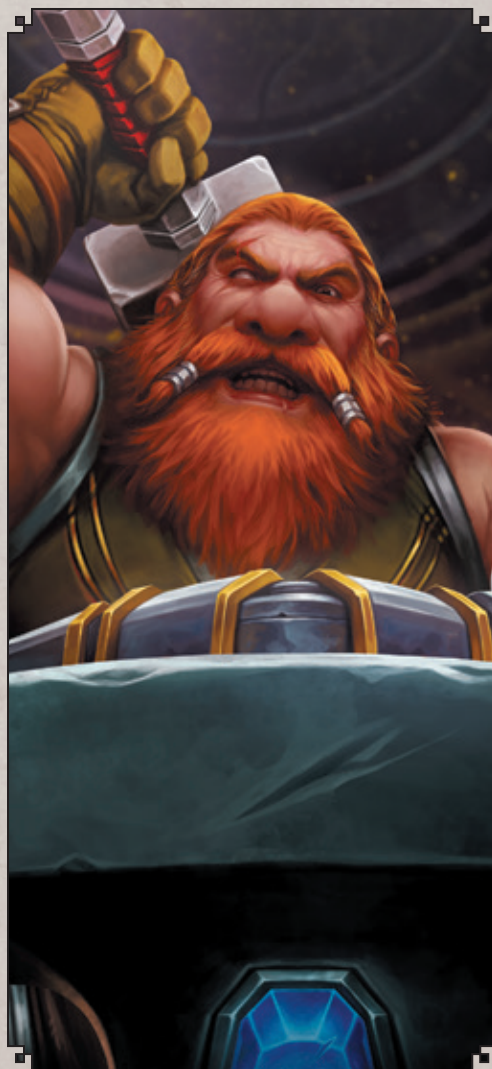


If *Hamrulir Oakenborn* is wielding a Blunt Weapon, does his Weapon also gain the Rogue and Static keywords?

No. Only the Hero *Hamrulir Oakenborn* gains the keywords.

HOW MANY LEVELS HAVE YOU CLEARED?

THAVROH
ANVILBANE



QUESTBOOK

 QUEST 9

CLOCKWORK DESTINY





QUEST 9: CLOCKWORK DESTINY

QUEST CARD LIST



HEROES

15x Baraqiel
15x Caslech
15x Hamrulir Oakenborn
15x Liss
15x Shenaris
15x Tilka the Sculptor

ITEMS

8x Crystal Light
8x Plate Armor
8x Thunderstone Elixir
8x Thunderstone Ore

SPELLS

8x Animate Dead
8x Construct Protector
8x Mend
8x Thunderstone Ritual
8x Transmutation

WEAPONS

8x Keltarian Bow
8x Thunderstone Hammer
8x Thunderstone Rod



MONSTERS

10X MATERIAL SPIRITS

1x Clockwork Lich
3x Gunpowder Ghost
3x Spark Spirit
3x Steam Shade

10X MYSTICAL KOBOLDS

2x Airie Thief
3x Earthen Guard
2x Fire Fighter
1x Glowrock Priest
2x Water Priest



MONSTERS

10X C.C.O.V. GANG

2x Brightonicus Rex
2x Mama Br'okk
2x Sticks-1.28
2x Taki
2x Zipper

10X GREMLINS

10x Wire Eater



MONSTERS

10X AUTOMATONS

2x Ashmal
2x Fursat
2x Jorawar
2x Palomides
2x Tamashree

10X MECH MENACES

2x Mecha-Dragon
3x Mecha-Rhino
3x Mecha-Roc
2x Mecha-Troll

QUEST CARD LIST [CONTINUED]

GUARDIAN

THÁVROH ANVILBÁNE



SIDE QUESTS

- 1x Build the Annihilator
- 1x Build the Carriage
- 1x Build the Power Armor
 - 1x Luck Stone
 - 1x Trial by Fire
 - 1x What Plan?

TREASURES

- 1x Thunderstone Jar
- 5x Treasure Cache

LEGENDARIES

- 1x Thunderstone Annihilator
- 1x Thunderstone Carriage
- 1x Thunderstone Power Armor
- 20x Thunderstone Protector

GUILD SPONSORSHIPS

- 6x Commandos' Guild
- 6x Minimalists' Guild
- 6x Paladins' Guild
- 6x Tomb Raiders' Guild

PRESTIGE CLASSES

- 1x Thunderstone Savant

OTHER

- 20x Daggers
- 6x Guardian Guides
- 25x Paper Dividers
- 25x Plastic Dividers
- 24x Randomizers

ROOM TILES

- Magic Mines
- Sacred Site
- Keltarian Laboratory
- Town Square
- Dark Forge
- Twilight Portal

RISEN FROM THE MIRE



Some of the Adventure Card Lists feature cards from Quest 3: *Risen from the Mire* and Quest 1: *A Mirror in the Dark*. If you do not own the expansion, replace the cards with a similar type from another Quest that you own. For example, *Regalen* from *Risen from the Mire* could be replaced with another Wizard like *Liss* from this Quest or *Scathian* from Quest 1: *A Mirror in the Dark*.

SEVERED BLOODLINES

By Brett Satkowiak

"She's too strong ... She doesn't possess all that power yet ... and that book is the bridge that links all of it together." ... You raise your sword to strike ... "No, Champion! ... Wait!"

It is a cold morning in New Keltar. The crystals that line the streets dim as the sun takes over, like a changing of the guard over the city. The thin lines of smoke rising from the rooftops that surround you thicken as the forges are kindled for the day's work. Wisps of vapor in a myriad of colors begin to float from the windows around the alchemists' workshops, teasing new discoveries to be made. All is quiet, but not for long.

It starts as a low rumble, more felt than heard, beneath your feet. The rumble grows in intensity and shutters rattle. Startled voices soon become screams. You quickly climb the nearest stair to a rooftop for a clearer view. Beyond a tottering chimney you see great clouds of dust erupting from the entrances of some of the mines in the hills. It's the shimmering pool of water opening up in the street below, however, that catches your attention, especially as a figure clammers out of it.

You reach the street level again as the rumbling begins to subside. Looking now at the pool in the street close up, it is as mysterious as it is inexplicable. The figure who emerged from the pool ... an urquean in long red robes ... lies gasping for air in the street. "Are you alright?" you ask.

Your voice startles him, and his eyes shoot open. He stumbles to his feet, body tense and alert. You grab the hilt of your blade, ready to draw, but his expression suddenly changes from fear to confusion as he stares back at you. "You ... you're urquean?"

"Only part, but yes," you answer. "Now I'll ask the questions. What's your name? Where did you come from?"

The soaked stranger still seems confused, almost shocked, as he grasps for answers in various ways. "But that's not ... how could you ... I ... I'm Elmoran," he finally stutters, as if he's trying to remind himself. "I was in the Stormland, but then ... could it really be?" He suddenly moves toward you, grabbing hold of your arm before you can react, running his fingers along the lines in your skin. "Your marks ... I recognize some. The Misgrea family, but they disappeared eons bef--" He looks up into your eyes. "How is this possible?"

"My marks?" you say, somewhat shocked to hear anyone mention them like this. "Their history is lost to the old world. Even elder urqueans never knew them. How do you know?"

Elmoran steps back from you, his yellow eyes taking in the city around him. The people swirl around, inspecting the damage to their buildings from the Eruption, completely ignoring this conversation. "Your marks were beginning to be forgotten even in my day, but I have been away a long time." He looks back at you with an expression of shock and relief. "Forgive me. I thought I was the last one."

You chuckle. "There aren't many pure ones left, but there are easily a hundred urqueans here in the city. We've been here for as long as I can remember. In fact, it was the urqueans who founded this city ... New Keltar."

"New?" Elmoran says, as a small laugh escapes his lips. "Keltar was one of our greatest cities. Some of my people must have escaped the wars and found their way here."

You shake your head slowly at him. “That must have been some portal. You’ve been on quite a journey, Elmoran. As one of the Champions of our city, I welcome you to New Keltar. Let’s find a place for you to rest.”

He smiles to himself a bit. “The more things change, the more they stay the same ... Champion. Lead on.”

Just then, a blurred shape flashes between you both, knocking Elmoran to the ground again. You turn to see the blur slow and take the shape of a halfling wearing bizarre boots that glow like a battery, clearly some kind

of enhancement. You draw your sword to chase after him, but are cut off by the sound of cracking stone behind you. Turning, you see the large metal creation lumber toward you, the face of a dwarf visible through the ruby glass in the creation’s chest.

“They’re back!” you shout, reaching out a hand to help Elmoran stand back up. “Thavroh’s band of thieves! They’re back in the city! Can you fight?”

He groans, obviously still dazed by recent events. “I’ll do what I can. Lead on, Champion!”

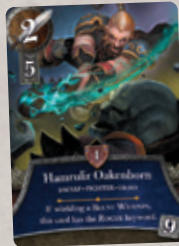


SEVERED BLOODLINES ADVENTURE CARD LIST

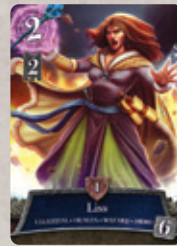
HEROES



Tilka the Sculptor



Hamrullir Oakenborn

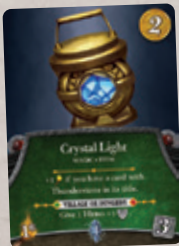


Liss



Silverhelm
(Found in Quest 1:
A Mirror in the Dark)

ITEMS



Crystal Light



Plate Armor



Tome of Knowledge
(Found in Quest 1:
A Mirror in the Dark)

SPELLS



Construct Protector



Thunderstone Ritual

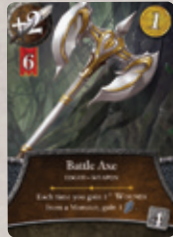
WEAPONS



Thunderstone Hammer



Thunderstone Rod



Battle Axe
(Found in Quest 3:
Risen from the Mire)

MONSTERS



Material Spirits

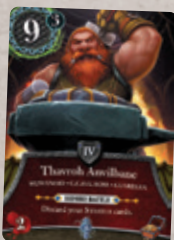


C.C.O.V. Gang



Ancient Adventurers
(Found in Quest 1:
A Mirror in the Dark)

GUARDIAN



Thavroh Anvilbane



ROOM TILES

Magic Mines



Sacred Site

Keltarian Laboratory



Town Square

Dark Forge



Twilight Portal

Thavroh Anvilbane's Lair



Thavroh Anvilbane's Lair is only shown in this setup due to space restrictions.

NEW DISCOVERIES

By Brett Satkowiak

The laboratory is a sight to behold, so you can only imagine the ideas running through Elmoran's head as your party explores the old building. It's strange how much this foreigner has opened your eyes in such a short time to just how remarkable New Keltar truly is. For all his knowledge ... and it certainly seems substantial ... alchemy, material mobility, crystal energy, and even Thunderstone processing are all completely unheard of to him, despite being the hallmark of the city since its inception and a product of his own ancestors.

"Simply astounding," Elmoran says softly as he examines a shelf full of bottles containing various compounds and elixirs. "All of this comes from the earth?"

"More or less," says Tilka, one of the city's finest minds. "The energy is all around us here. It's in the rocks we mine. It's in the water that flows from the springs in the hills. It's in the plants that grow around us. The tricky part is pulling it out, but once we do, there's no end to what's possible."

"It would seem that the magic that created our world and holds it together, that foundational power concentrated in the Thunderstones of legend, lies so close to the surface here that it's simply a part of what makes up ... well, everything. Where I come from, this magic is rare ... and dangerous! But here, it's simply a part of everyday life."

"Make no mistake, Elmoran," Baraqiel says. "It is still quite dangerous." The bird-man pulls a dusty cloth from a statue in the corner. As the sheet falls to the ground, you see that it is not a statue, but in fact the body of a troll, held up on a pedestal. The creature's body is covered with various materials, some worn, others replacing entire parts. The result is a horrifying amalgam of flesh and metal, creature and creation.

"This is why we need to find Thavroh Anvilbane," Baraqiel continues. "The dwarf has long been one of our greatest smiths, but his work has crossed a line, seeking to alter life itself. He must have a new forge somewhere, and we have to find it and him before he ventures too far down this path."

Suddenly, the troll's glowing eyes open.

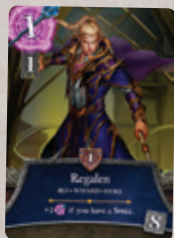


NEW DISCOVERIES ADVENTURE CARD LIST

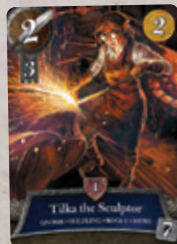
HEROES



Baraqiel



Regalen
(Found in Quest 3:
Risen from the Mire)

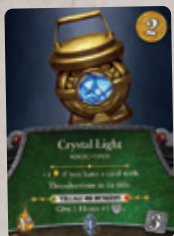


Tilka the Sculptor

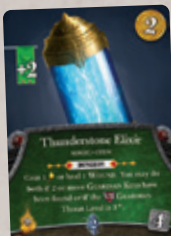


Gorlandor
(Found in Quest 1:
A Mirror in the Dark)

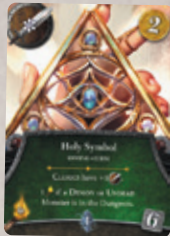
ITEMS



Crystal Light



Thunderstone Elixir



Holy Symbol
(Found in Quest 3:
Risen from the Mire)



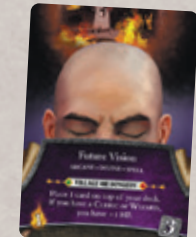
SPELLS



Thunderstone Ritual



Transmutation



Future Vision
(Found in Quest 1:
A Mirror in the Dark)



WEAPONS



Thunderstone Hammer



Shortbow
(Found in Quest 1:
A Mirror in the Dark)



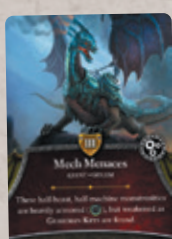
MONSTERS



Kobold Skirmishers
(Found in Quest 1:
A Mirror in the Dark)



Gremlins



Mech Menaces

ROOM TILES

Magic Mines



Sacred Site

Keltarian Laboratory



Town Square

Dark Forge

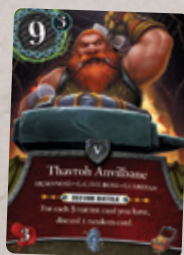


Twilight Portal

Thavroh Anvilbane's Lair



GUARDIAN



Thavroh Anvilbane



THE FUTURE IS NOW

By Brett Satkowiak

It occurs to you now that you've never been this deep into the mines. In fact, as you marvel at the different lights radiating from the rough-hewn cracks in the cave walls, you wonder how many have. Only the kobolds, who worship every particle that makes up this place, would be comfortable this far beneath the surface, and even they have become sparse in these areas.

"Anyone else feel warm?" Caslech asks, tugging at the collar of his jacket. While the darkness under the earth was quite cool for most of the journey, the temperature has been increasing steadily of late.

"Aye," grunts Hamrulir as he stomps along the tunnel. "And it's starting to smell like fire as well. Looks like those rumors about Thavroh having a forge down here might be true after all."

You travel onward, the low light of the minerals in the walls guiding your way. The heat continues to increase dramatically, preparing you for what comes next. The tunnel opens up into an enormous cavern, easily fifty feet to the ceiling. The ceiling itself is concealed by smoke and fumes, even in spite of the immense light being cast from a dozen forges surrounding you. The floor is littered with piles of metal and armor, and through the heat, you can see a large anvil in the center of it all. A small figure emerges from the steam behind it, carrying a wide strip of glowing hot metal with a long set of tongs.

"Thavroh Anvilbane!" you call out to him. The sound echoes off the walls of the cave before finding the dwarf's ears and causing

him to look up. He glares at you with one eye, and you can see the other has been damaged, a wide scar stretching across it. He drops the piece on the anvil and reaches for his hammer with his left hand, his right arm ending in a steel cap just below the elbow. There is a fire in his eye that burns hotter than anything else in the room. "Thavroh, you need to stop this!"

"You're too late, Champion!" he roars back. "I'm only finishing what New Keltar was made to do. All our work, all our inventions... every new technique was trying to tell us that the old world's time is up." He holds up what's left of his arm. "We're weak! Broken! But we can give birth to something new, something stronger! Our time is over!"

"That goes for you too, then!" Liss cries out.

Thavroh shakes his head. "It doesn't matter what happens to me anymore! I've done my job. I've created the next generation. And it's time for them to overtake us all!"

Suddenly, a rainbow of minerals light up around the edges of the cavern and begin to move. As they emerge from the smoke and the steam, you can see that each light is centered into what looks to be the chest plate of a walking set of metal and rock armor. Dozens of constructs begin to move toward you, like a surging tide seeking to overtake you.

"Dangerous indeed!" Elmoran says to you. "Time to put an end to this, Champion! Or this may be the end of life far beyond New Keltar!"



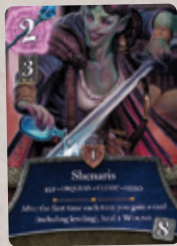
THE FUTURE IS NOW

ADVENTURE CARD LIST

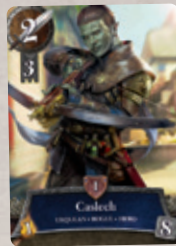
HEROES



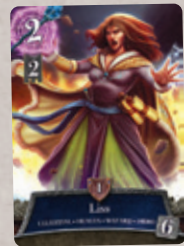
Hamrullir Oakenborn



Shenaris



Caslech



Liss

ITEMS



Plate Armor

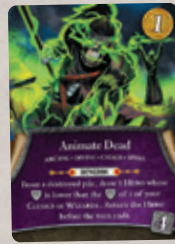


Thunderstone Elixir



Thunderstone Ore

SPELLS

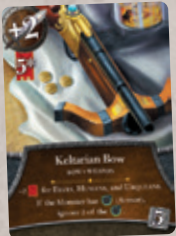


Animate Dead



Mend

WEAPONS



Keltarian Bow



Thunderstone Rod



Maul
(Found in Quest 1:
A Mirror in the Dark)

MONSTERS



Mystical Kobolds



C.C.O.V. Gang



Automatons

ROOM TILES

Magic Mines



Sacred Site

Keltarian Laboratory



Town Square

Dark Forge

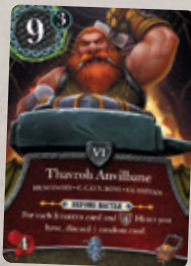


Twilight Portal

Thavroh Anvilbane's Lair



GUARDIAN



Thavroh Anvilbane

