

Mike Elliott

# THUNDERSTONE® QUEST

## NATURE'S WRATH

QUEST 12

Set Design by Brett Satkowiak

**RULEBOOK &  
QUESTBOOK**



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**A game by Mike Elliott**

**For 2–6 players, ages 14 and up**

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# INTRODUCTION

*Nature's Wrath* is an expansion product for *Thunderstone Quest*<sup>®</sup>. Rules for new components start on page 4. Those who are familiar with these components can skip directly to the Questbook on page 11.

## 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 12 *Nature's Wrath*; the full contents are featured in the Questbook (see pages 12-13)
- 1 Copy of each Monster, Hero, Ally, Item, Spell, and Weapon from *Nature's Wrath*, to be used in Epic Mode
- 1 *Nature's Wrath* 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. Some abilities start with an italicized descriptive word, such as *Summon* (6). This descriptive word will be referenced at other Ranks, increasing its power (7).

*Beastmaster* 1

↑: Defeat 1 U+ Monster with a HERO and an ALLY.

↑ or ↑↑: Defeat 1 W+ Monster with a HERO and an ALLY.

(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.)

2

3

RANK

0 1

6

Summon: Discard 2 cards from the top of your deck. Draw any ALLIES discarded in this way.

2

When you gain this Rank, gain any 1 BEAST ALLY from the Box and add it to your hand.

3

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

4

ALLIES cost -1 for you.

5

When you gain this Rank, gain any 2 BEAST ALLIES from the Box and add them to your hand.

6

ALLIES cost -1 for you.

7

This Prestige Class is instead worth 1 per Rank you have.

8

When you gain this Rank, gain any 3 BEAST ALLIES from the Box and add them to your hand.

9

When you Summon, you may also draw 1 ALLY from your discard pile.

4

5

7

## IV HEROES

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 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 Heroes at the bottom of their respective Hero stacks, below the 2 Heroes. Only play with 1 copy of each Hero. While not in use, store the Heroes in the box with their respective level 1-3 Heroes.

You can level your Heroes into 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 Guardians, giving the Champions a cooperative challenge to overcome in order to save the Village and claim victory. The Guardian for the *Nature's Wrath* Quest is included for use when playing the *Barricades Mode* expansion.



### KAR'NOMAL

The shaman Kar'nomal has become fed up with the impact of civilization upon the realm of nature. He and his followers seek to control the elemental forces of the world in an effort to let the wilderness in all its forms reclaim the entire world and all life in it. He will seek to strike at the Village, punishing all except those in step with the elements.

**DIFFICULTY:** 🏆🏆

# NEW GUARDIAN KEYS

*Nature's Wrath* brings a new alternate set of Guardian Keys for use in normal competitive play. The anatomy of the new Guardian Keys is:

## 1. Champion Textbox

Contains the card's title (1a), keywords (formatted in Small Caps) (1b), and game text (1c). Once a Guardian Key has been found by the Champions, its game text becomes a new universal trait or ability available to all Champions.

## 2. Guardian Textbox

Contains the game text that applies if the Guardian Key is found by the Guardian instead of the Champions.

## 3. Key Icon

Acts like a keyword and is referenced on other cards that may be triggered by the presence of the Guardian Key in some way.



Just like in the base game, Champions are looking for these Guardian Keys in the Dungeon in order to challenge the Guardian and end the game. During setup, choose which set of Guardian Keys to play with, shuffle them into the Monster decks as stated in the Rulebook, and play as usual. Once the fourth Guardian Key has been found, the final stage of the game begins. If playing with the new Guardian Keys, perform the following steps in order:

1. Flip the Monster in the Wilderness over to reveal the Guardian.
2. All Champions now draw 6 cards and then discard 4 to form hands for the final turn.
3. Search the Monster decks for the 2 remaining Guardian Keys that the Champions didn't find. While the Champions have been searching, the Guardian has been anything but idle, and those remaining Keys are found by the Guardian instead. Turn them upside down so that the Guardian ability text is right side up and place them near the Wilderness. The Keys may have an ability that triggers once, immediately upon being found by the Guardian, or they may have a new bonus or ability that applies to all Monsters in the Dungeon, including the Guardian, for the rest of the game.

- Each Champion will now have 1 more turn, including the Champion who found the last Guardian Key. During this turn, the Champions may battle the Guardian in the Wilderness, or they may take a normal turn.

If a Champion battles and defeats the Guardian, the Champion gains the rewards for defeating it, but the Guardian will still remain in the Wilderness, awaiting the next challenger. Monsters cannot be removed from the Wilderness for any reason.

When the game ends, Champions total their VP as normal and determine the winner.

## FOUND VS. REVEALED

When a Guardian Key is revealed while refilling a Dungeon Room, it is set aside like normal. These Keys are considered to be “found.” The final stage of the game is triggered only when the fourth Guardian Key has been found. Found Guardian Keys are also considered to be “revealed.”

However, cards like *Borrowed Power*, allow you to search a Monster deck in the hopes of revealing Guardian Keys that haven’t been found yet. When using such abilities, reveal cards from the top of the Monster deck as instructed, setting them aside until after battling all Monsters this turn. Guardian Keys revealed in this way are considered to be “revealed,” but not “found.” After battling Monsters this turn, return all of the revealed cards to the appropriate Monster deck and reshuffle it before refilling Dungeon Rooms.

Text that is triggered by “revealed” Guardian Keys is triggered by Keys that have been “found” and “revealed.” However, text that is triggered by “found” Guardian Keys is triggered only by Keys that have been “found.”

## GUARDIAN KEYS IN BARRICADES MODE

*Nature's Wrath* includes new Village and Monster cards that are affected by the presence of Guardian Keys in the game. As a result, we recommend that you use the standard Guardian Keys from *Thunderstone Quest* in your Barricades Mode setup, like normal. As the Keys are found, they may trigger new abilities or provide bonuses to the Heroes (or Monsters). However, the other normal functions of the Guardian Keys (like triggering the final stage of the game) are no longer relevant. Simply ignore the game text on those cards.



# LEXICON AND FAQ





# LEXICON

## FOUND

A Guardian Key is considered to be found after it is revealed by refilling a Dungeon Room at the end of the turn.

## REVEAL

Apart from when hands are revealed after the Prep Phase or cards from Monster Decks are revealed by refilling Dungeon Rooms at the end of the turn, reveal refers to showing cards from a deck or stack temporarily and returning them after the effect has resolved. A Guardian Key is considered to be revealed if it has been found or if it has been revealed.



# FAQ

**Can I use the Guardian's ability on the Yellow (Light) Key to destroy a card with negative VP (e.g. *Festering Wound*)?**

No. Cards with negative VP don't technically have any VP, just a penalty toward that number, so it doesn't qualify for the Key's ability.



**How is "discarding" different from "discard from your deck"?**

Essentially, all discarding in *Thunderstone Quest* is the same; you move cards from a location to your discard pile. However, where those cards come from can change. Regular discarding at the end of the turn moves all of your cards in play (except for cards with the Static keyword of course) to your discard pile. Certain monsters and other effects can force you to discard a card from your hand or from cards in play, moving them to your discard pile. But some cards have traits or abilities that allow you to discard cards from your deck, usually giving you an opportunity to pick up extra cards for your hand along the way. In that case, simply set aside cards from your deck as instructed, perform any other parts of the ability as written, then move any remaining cards to your discard pile.



**What if I run out of cards in my deck during a "discard from deck" action?**

The rules state that your discard pile is shuffled to make a new deck anytime you need more cards. In this case, you would discard from your deck into a pile off to the side. Then if you run out of cards in your deck, shuffle your discard pile and continue discarding into that side pile until you discard enough cards. Once the discard is complete, then you put all the discarded cards into your new discard pile.

### How do The Consumed work during the final turn?

The Consumed are a group of trolls who have been fully reclaimed by Kar'nomal's nature powers, becoming a hybrid of creature and elemental materials. As such, they are uniquely influenced by the presence of certain Guardian Keys and their primal, elemental powers. As Champions "find/reveal" those Keys, they are able to bring their power to bear against such Monsters. Only Keys "found/revealed" by the Champions count when fighting the Consumed or any similar Monster during those final turns, not those found by the Guardian.



### How do the *Deck of Spirits* cards work?

The *Deck of Spirits* is a special stack of Static Item cards in the Village in which each card in the stack is unique. At the beginning of the game, shuffle this stack before placing it in the Marketplace. The cards are Static, allowing you to hold them until you can maximize their power, because they get stronger the more *Deck of Spirits* cards you have. But once you get multiples in your hand or in play, you'll have to try and make use them because they won't remain together for long. When playing Epic Mode, feel free to include the entire stack, or just choose your favorites.

### Can a Hero's Skill be reduced to a number below 0?

Yes, it can. However, a Skill value less than 0 is effectively 0 for traits or abilities that refer to a Hero's Skill. For example, if *The Cunning's* ability affects a Hero with 2 Skill, but 3 Guardian Keys have been found, the Hero's value is reduced to -1 unless otherwise increased. However, if another card references the Skill value of that Hero, it is considered to be 0 for the purposes of that card.



# QUESTBOOK



QUEST 12

NATURE'S WRATH



QUEST 12:  
**NATURE'S WRATH**  
 QUEST CARD LIST



**HEROES**

15x General Nyla Rivers  
 15x Kheih  
 15x Krakhar Stonehand  
 15x Pibbert the Dextrous  
 15x Primelda Adhana  
 15x Strin Doxit

**ITEMS/ALLIES**

8x Deck of Spirits  
 8x Flame Sprite  
 8x Liquid Gold  
 8x Nyla's Shield  
 8x Raven

**SPELLS**

8x Animal Affinity  
 8x Borrowed Power  
 8x Precognition  
 8x Righteous Blast

**WEAPONS**

8x Bangarang  
 8x Forest's Mischief  
 8x Lightning Rod

**I MONSTERS**

**10X FLOWERING FAUNA**

2x Barkbear  
 2x Bloomboar  
 2x Bushbird  
 2x Possum Plant  
 2x Wild Thing

**10X MUTANT BEASTIES**

2x The Cunning  
 2x The Greedy  
 2x The Keen  
 2x The Imposing  
 2x The Ravenous

**II MONSTERS**

**10X ELVEN REBELS**

2x Insurrectionist  
 2x Radical  
 2x Renegade  
 2x Saboteur  
 2x Vigilante

**10X TROLL RUFFIANS**

2x Troll Dur'zok  
 2x Troll Fai'ji  
 2x Troll Jo'Mak  
 2x Troll Mir'nish  
 2x Troll Zon'daka

**III MONSTERS**

**10X ENT ARMY**

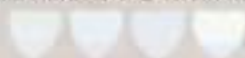
2x Blackwood Soldier  
 2x Locust Lieutenant  
 2x Manchineel Marauder  
 2x Pine Private  
 2x Willow Whip

**10X THE CONSUMED**

2x Bone Fiend  
 2x Clay Creation  
 2x River Wraith  
 2x Rock Rook  
 2x Swamp Thing

## GUARDIAN

### KAR'NOMAL



## LEGENDARIES

2x Hawk  
4x Raccoon  
6x Rat

## TREASURES

1x Ark of Creation  
1x The Reaper

## GUARDIAN KEYS

1x Blue (Water) Key  
1x Green (Earth) Key  
1x Orange (Air) Key  
1x Purple (Darkness) Key  
1x Red (Fire) Key  
1x Yellow (Light) Key

## PRESTIGE CLASS

1x Beastmaster

## OTHER

6x Guardian Guides  
24x Paper Dividers  
24x Plastic Dividers  
24x Randomizers

## DUNGEON ROOMS

Hostile Meadow   
Overgrown Path   
Crossroads   
Reclaimed Outpost   
Forest Shrine   
Sleeping Tree King 



## LEAVES FALL

By Brett Satkowiak

“Your reckoning is at hand!” The cry shatters the morning bustle of the marketplace. The party of trolls entered the Keep at first light under the pretense of business in the market. Something tells you this wasn’t the “business” the guards had envisioned. The eldest among them, clearly a shaman of some kind as indicated by the trappings adorning his staff and body, now stands in the middle of the market, a look of disgust and defiance marking his features. “I am Kar’nomal, servant of the earth, and I have come to bring the vengeance of the earth upon every bastion of civilization! For millennia, you have drawn the riches of the earth to serve your own greed! You have ripped down the guardians of the forest to make your own shelter! You have thwarted the will of the waters’ flow for your own comfort! You have enslaved the fires for your forges to produce abominable instruments of war! But all of that ends today! The natural world raises its arm in defiance of mankind’s domination! You will all be redeemed!”

With those final words, the troll raises his hand high in the air, and you can see a strange object clutched within his long fingers. The length is golden, but the head glows with a brilliant green.

“He’s done it now,” a male voice next to you says with a sigh. You turn to see Strin, one of the familiar characters of the Keep’s market. He is a generally jovial figure, somewhat comical in his appearance. He dresses like most folk, but his cloven hooves can’t help but make him stand out from the rest, given that most satyrs wouldn’t be caught dead wearing the fashions of the civilized world. But his love for all the creations of that world is too great to deny, which has driven him to forsake a woodland life for one here in the city.

“You know this man, Strin?” you ask.

“He’s been a feature of the wood for many years, building a following of fanatics

bent on destroying places like the Keep so that nature can reclaim what rightfully belongs to it. They took down an outpost on the southern hills a few autumns ago and destroyed an old road through the sylvan glade before that. There hasn’t been word of him for some time now; I thought he’d finally died. But, that”—he motions toward the item in Kar’Nomal’s hand—“that’s one of the Thunderstones of this land. They were fit into keys many generations ago by guardians of the world and stored away in secret places. He must have found one.” Strin turns to face you with a bit of a crooked smile. “Which means he’s about to make things a bit messy for you, Champion.”

Sure enough, your attention is brought back to the market as a large troll brings his club down on a fish stall, sending the fishseller reeling backward as the canopy above him comes crashing down. Throughout the street, other members of Kar’nomal’s tribe overturn tables, burn wares, and generally spread chaos and destruction throughout the denizens of the market.

You reach for your sword and charge forward but are stopped short as Kar’nomal’s gaze locks on you. “Make peace with your gods! You will all rejoin the earth soon enough!” The item in his hand glows brilliantly as you start to feel a rumbling ripple through the street beneath you. The stones spread and split as vines burst forth and begin wrapping around each other before your eyes, blocking your way. As they grow, they come together to form the shape of an enormous bear, sharp thorns in the place of claws and teeth, thick bark covering its form. Suddenly, the emerald creation springs to life, lashing out at you with its claws, like a tree-limb brought to life out of sheer anger. You sprawl to the ground on your back, raising your weapon in defense as the blow is deflected in a spray of leaves and splinters.

Nature itself has been brought to bear against you, Champion. Rise and fight your way to Kar'nomal before you are made no more than mulch to fuel his revolution.

You stuff the black cube back into your pouch. The release must wait; the time for battle has come once again.



## LEAVES FALL ADVENTURE CARD LIST

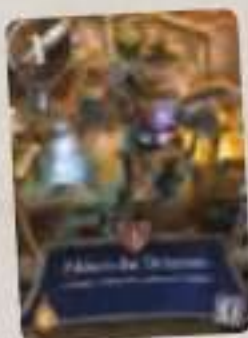
### HEROES



General  
Nyla Rivers



Krakhar  
Stonehand



Pibbert  
the Dextrous



Strin Doxit

### ALLY



Flame Sprite

### ITEMS



Deck of Spirits



Nyla's Shield

### SPELLS



Borrowed  
Power



Precognition

### WEAPONS




Bangarang



Forest's  
Mischief



Shortsword   
(Found in Quest 1:  
*A Mirror in the Dark*)

## MONSTERS



Mutant  
Beasties



Troll  
Ruffians



Ent  
Army



Kar'nomal

## ROOM TILES



Hostile Meadow



Overgrown Path



Crossroads



Reclaimed  
Outpost



Forest Shrine



Sleeping Tree King



Kar'nomal's Lair



## RECLAMATION

By Brett Satkowiak

"I'm surprised that you decided to join us, Prim," Pibbert squeaks, a touch of suspicion in his voice. The magical engine on his back purrs quietly as it puffs out faint mists that rise to cloud the boughs of the trees above. "I would think a druid would be all in favor of what Kar'nomal's trying to do."

"The chieftain's work is noble," Primelda says with a sigh as you walk beside her. She speaks in her gravelly, wizened tone while absently stroking the neck of the rat on her shoulder. "But he is sorely misguided. Nature is about balance. It's an acceptance of both our agency within the world to build and create for ourselves as well as our total dependence upon the world we live in. There is a nature to be found within the Keep, like all great civilizations, for any who seek it. That is what I'm here to defend, rather than the monstrosity you carry on your back."

Pibbert huffs in sharp retort, the pack releasing an extra burst of mist as he does so, as if to voice its own dissatisfaction too. Your pace slows as you approach the outpost. The road was a bit overgrown for this time of year, no doubt a result of the power Kar'nomal has unleashed upon the region through the key he has found. But that's nothing compared to what awaits you at the path's end.

The outpost was never a great structure, nor should it have been. It's just a waystation for travelers who get caught out at nightfall or in dangerous weather: a small stable, a few beds in a small building, and a watchman's post. But if the road didn't lead straight to

it, you wonder if you'd have ever found it at all. Thick vines line every surface, hiding the stone underneath. The roof has collapsed in many places as the tops of tall trees have burst through the rafters. Massive, thorny roots have even broken through walls, upending the entire foundation of certain sections of the structure.

"Well, at least we know he's been here," Pibbert says with a shrug. He leans on a rock in front of the outpost and removes one of his boots, tipping it to empty it of refuse from the road. As he does so, he slips, a note of surprise coming from his lips, and he falls to the ground awkwardly. The rock he was using for support has begun moving and begins to rise up from the ground, taking shape as bits of dirt and debris tumble off of it. It's clearly a troll, with the hulking frame, the lanky arms. But no trace of flesh can be found, as it's covered head-to-toe with animated rock and stone. The creature turns to reveal a face devoid of sanity, and it lets out a yell that sounds like a grinding millstone.

Primelda grabs the halfling's hand to draw him away from the monster, as the limbs on his pack begin to extend for work. "This is Kar'nomal's vision, Champion," she declares. "A world where even the life of his own people is lost to the elements. If we don't find a way to stop him, this is the fate we can all look forward to."

You ready your sword. There are more battles to come, Champion ... if you survive this one.



# RECLAMATION

## ADVENTURE CARD LIST

### HEROES



Kheih



Krakhar  
Stonehand



Primelda  
Adhana



Strin Doxit

### ALLY



Raven

### ITEMS



Deck of Spirits



Liquid Gold

### SPELLS



Animal Affinity




Precognition




Lightning  
Rod



Moonlight   
(Found in Quest 1:  
*A Mirror in the Dark*)



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

## MONSTERS



Flowering Fauna



Elven Rebels



The Consumed



Kar'nomal

## ROOM TILES



Hostile Meadow



Overgrown Path



Crossroads



Reclaimed Outpost



Forest Shrine



Sleeping Tree King

**Kar'nomal's Lair**

THREAT LEVEL 1 2 3

1 2 3 4 5 6 7 8

**SATIRE'S WRATH**  
 When you have a **Drain** or **Dominate** in **Market**, add 1.

**MARKET DISRUPTION**  
 You may place 1 coin with **Market** on top of a random stack in the **Marketplace**. If you do not, add 1.

**TRIBAL UNITY**  
 All **Monsters** you have that are **not** **Wild** get +1 for each **Wild**.

Each turn before placing **Champions**, each **Champion** rolls **1d6** at the **Threat Level** indicates. Advance the **Threat** token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.

Kar'nomal's Lair

## SEASONS CHANGE

By Brett Satkowiak

A sharp pain drives up your arm as one of the thorns from the treant's club tears across your bicep. It was a narrow miss. *Perhaps too narrow*, you think as you glance down at the wound. This quest was difficult enough without the trees themselves joining in the fight. Thankfully, the club gets lodged in the dirt next to you, opening up a window of opportunity. You continue the dodging motion, spinning to your right, building momentum before driving your blade deep into the roots of the tree. The tree cries out as the wood snaps around the blade, sending it reeling backward to the ground in a thunderous crash.

"Hold fast, Champion!" the gruff voice of Krakhar Stonehand commands. The dwarf steps forward, a fiery red glow already beginning to radiate from his hands, reflecting off the key dangling from his waist.

"Wait!" you retort. "There's got to be another way! This is precisely what drove Kar'nomal to what he's done!"

"It pains me just as well," the Stonehand says without looking away from his target, wringing his hands as the magic in them builds, clearly not as pained about his decision as he contends. "But we can't finish our conflict with the troll if we're always looking over our shoulder for angry trees."

Suddenly, a screech splits the air as a bolt of lightning slams into the trunk of the fallen tree. You shield your eyes against the flash, opening them again as Kheih, the bird-maiden, touches to the ground between Krakhar and the tree. She stands in defiance against the creature, opening her beak to reveal a bright light, enhanced by the similarly golden glow from the key at her waist, threatening further action. A bright flame has erupted where the bolt hit, and the tree stumbles to its feet and charges away into the Deepwood.

"Restraint, ground-dweller," Kheih snarls. "The tree will recover from my blast. The flame you wield would surely have reduced it to ash."

"Which is why your way can never work!" a voice breaks across the battlefield. You look to find Kar'nomal standing atop a fallen log, the familiar viridian energy that has surrounded him since this started now joined with the violet shadow of another key, which hangs from the head of the chieftain's staff. "Every challenge you face, every obstacle in your way, finds its solution in greater destruction of the natural world! You are a plague upon the earth, and only in your destruction can the rightful world emerge! The elements have come together once again to proclaim their vengeance! Today, your society crumbles! Nature reclaims its own!"

The magic Kar'nomal now wields swirls together, tendrils of mystical energy stretching out to surround the troll's tribal members gathered around to defend him. As it does so the trolls convulse and constrict as their bodies are transformed. One grows thick hair over her flesh that blossoms into moss and thorny vines, while another forms bony bark folds across his entire body. One dissolves into a pool of clear water, only to reform as a faceless figure of rippling liquid. Another crumbles into the soil, rising again with extra limbs forged from the dirt itself.

Kar'nomal's reckoning is upon you, Champion! You and your allies must reclaim the Thunderstones he's found and return them to their rightful resting place before you find yourself just another mindless force of nature like the rest of his fanatics.



# SEASONS CHANGE

## ADVENTURE CARD LIST

### HEROES



General  
Nyla Rivers



Kheih



Primelda  
Adhana



Strin Doxit

### ITEMS



Nyla's Shield



Amulet  
of Infravision  
(Found in Quest 1:  
*A Mirror in the Dark*)



Animal Affinity



Fireball  
(Found in Quest 1:  
*A Mirror in the Dark*)



Righteous  
Blast

### WEAPONS



Bangarang



Lightning  
Rod



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

## MONSTERS



Mutant Beasts



Troll Ruffians



The Consumed



Kar'nomal

## ROOM TILES



Hostile Meadow



Overgrown Path



Crossroads



Reclaimed Outpost



Forest Shrine



Sleeping Tree King

**Kar'nomal's Lair**

THREAT LEVEL **1** **2** **3**

1 2 3 4 5 6 7 8

**NATURE'S WRATH**  
 When you have a Dragon, a Troll, or a Mutant Beast, roll 1d6.

**MARKET DISRUPTION**  
 You may place 1 coin with on top of a random stack in the Market place. If you do not, add 1 .

**TRIBAL UNITY**  
 All Monsters may both take and give for each .

Each turn before placing Champions, each Champion rolls at the Threat Level indicated. Advance the Threat token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.

Kar'nomal's Lair



# ICONOGRAPHY REFERENCE GUIDE



**NATURE'S  
WRATH QUEST**



**HEROIC  
OPPORTUNITY**




**GUARDIAN  
ATTACKS**



**WOUND  
TOKENS**



**GAIN 1 OR 2 RANKS  
IN PRESTIGE CLASS  
(IF  COSTS ARE PAID)**



**WOUND CARDS  
(DISEASE OR  
FESTERING  
WOUNDS)**



**1 OR 2 MONSTERS IN  
THE MONSTER HORDE  
(ATTACKING VILLAGE)**



**BLUE (WATER)  
KEY**



**DISCARD INTO DISCARD  
PILE OF THE CHAMPION  
TO YOUR LEFT/RIGHT**



**GREEN (EARTH)  
KEY**



**DRAW 1 CARD**



**ORANGE (AIR)  
KEY**



**GUARDIAN DICE**



**PURPLE  
(DARKNESS)  
KEY**



**DESTRUCTION  
CHIT**



**RED (FIRE) KEY**



**YELLOW  
(LIGHT) KEY**

