Doomgate Legion

A Game of Heroic Adventure for 2 to 5 Players

A Gathering Evil

Hiding away in secret for centuries, the order of the Doomgate Legion guards the Stone of Avarice from friend and foe alike. Their cult-like existence known only to a few, the Legionnaires dedicate themselves to the secrecy, protection, and worship of the stone. They are its champions. Its sentinels. Its vanguards.

The Doomgate Legion is their home. The Stone is their lives.

Having suffered a horrible blow at Dreadwatch Keep, the Heroes have fled to the borders of Everwatch Village, where the Doomgate Legion protects the third, and most coveted Thunderstone. Legionnaires of the Stone guard its gates and the hallowed passages beyond. Their world is one of dire need and impossible action, tasked to the overwhelming burden of stopping the stone from falling into even the most trustworthy hands.

It is a daunting task.

Contents

317 Cards
- 1 *Thunderstone* card
- 12 Treasure cards
- 30 Randomizer cards
- 25 card Special Disease deck
- 60 Monster cards
- 84 Hero cards
- 104 Village cards
- 1 Guardian card

28 Dividers

Object of the Game

The object of your quest, the ancient Thunderstone, lies hidden deep behind the Doomgate. There you will find horrific monsters, demonic guardians, and – if you are lucky – possibly even a treasure or two! You must gather mighty Heroes, powerful weapons, mystic spells, and mercenaries from Everwatch Village.

Each player constructs his own deck of cards during the game. Your deck represents the members, abilities, and gear of your party. How you build your deck determines whether victory and glory will be yours!

Doomgate Legion is an expansion to the base Thunderstone game. It includes new cards, which can be played with — or independent of — the basic game. It also includes new rules and a glossary of each card in this expansion. The most recent edition of the basic rules can be found at:

www.alderac.com/thunderstone

Your First Game

If this is your first time using *Doomgate Legion,* play with these cards instead of the normal random setup. Cards marked with an (*) are new in this set.

Guardian Card
Unholy Guardian*

Monster Cards
Abyssal • Thunderspawn*
Cultists • Humanoid*
Evil Druids • Humanoid*

Treasure Cards
Amulets*

Special Disease Deck*

Hero Cards (all levels)
Drunari*
Elf
Slynn*
Thyrian

Village Cards
Bodyguard*
Glow Berries*
Greed Blade*
Divine Staff*
Short Sword
Spirit Blast*
Squire*
Pawnbroker

Basic Cards
Dagger
Iron Rations
Militia
Torch

New Rules

All of the rules from the base *Thunderstone* game apply when using this expansion, except for the changes described below. If you are using cards from Wrath of the Elements, any applicable rules from there should also be used.

Setup

Adding *Doomgate Legion* to your Thunderstone game offers many new challenges and playing options. Along with new monsters, Heroes, and village cards, *Doomgate Legion* offers Treasures, Guardians, an alternate Disease deck, and a new Thunderstone, which can impact even the most casual setup.

If this is your first game using *Doomgate Legion*, we recommend that you use the cards listed on page 2. If this is not your first game, use the Randomizer cards to determine your setup instead. The Randomizer cards allow you to experience the wide variety of card combinations and all the diversity of Thunderstone. Setting up the game follows the same procedure as the base game, with only a few small changes to the process of building the Dungeon Deck.

Start by sorting the Randomizer cards into Village, Monster, and Hero piles. Combine all the Randomizer cards of each type from both the base set and *Doomgate Legion*. If you own Wrath of the Elements, include those Randomizers as well. A few cards show a large question mark and say "Dungeon Feature" at the top. These will add special features like traps to the dungeon, and are mixed in with the Monster Randomizers. Shuffle all three Randomizer decks separately, just like in the base game. As before, use the Randomizer decks to select which cards are included in the game, returning the Randomizers to the box afterwards.

Now build the Dungeon Deck. Turn over cards from the stack of Monster Randomizers one at a time until you turn over a total of three different Monster cards, plus any number of Dungeon Feature Randomizers.

If you draw any Dungeon Feature Randomizers, shuffle the "Dungeon Feature" cards together. Take one card from this Dungeon Feature pile for each special Randomizer you drew.

This will result in adding extra cards to the dungeon that are not monsters, such as Treasures and Guardians.

If you turned over the Swarm Monster Randomizer card, you will need to build a separate Swarm Deck (see "Swarm" on page 7).

Take all the Monster, Treasure, and Trap (if using Wrath) cards that match the revealed cards. There are ten cards for each class of Monster, but only six Treasures of each type. If you flipped the Swarm Randomizer, be sure to add the Swarm placeholder cards to this stack. Set aside any Guardian card for now. Shuffle the Monster, Treasure, and Trap cards together to form the Dungeon Deck. The Dungeon will include at least 31 cards, and could include more depending on any Dungeon Features that may have appeared.

If any Guardian Dungeon Feature cards were turned over, you will now need to add the same number of Guardians to the Dungeon. For each Guardian, count off ten cards from the deck, without revealing them. Take the Guardian card (there is only one Guardian of each type) and shuffle it together with

these ten cards. Place these eleven cards at the bottom of the Dungeon Deck. Repeat these steps if multiple Guardian cards are present in your game.

Finally, count off ten cards from the top of the deck (without revealing them) and shuffle them together with one of the Thunderstone cards. Place these eleven cards at the bottom of the previously constructed Dungeon Deck.

Turn over the top three cards from the Dungeon Deck to form the Dungeon Hall, as normal. Make sure you leave a little extra space for a Rank 0 if there is are any Guardians in the Dungeon Deck (see "Guardian Cards" on page 5). If any Treasures or Traps are turned up, place them on the bottom of the Dungeon Deck and refill the hall until only monsters are visible. The Dungeon is now ready for you!

Once the Dungeon is complete, populate the Village by following the steps listed in the base set rules. Give each player the cards they need for their starting Party Deck. Shuffle your own deck and draw six cards. You are ready to begin!

Treasure Cards

Usually as you explore the dungeon you will find monsters intent on killing you. However, on occasion you may stumble across valuable treasure!

Treasure cards are added to the Dungeon Deck in much the same way as Monster cards (see "Setup" on page 3). All Treasure cards list "Treasure" in the Trait bar in the middle of the card. There are currently two groups of Treasure cards: *Ulbrick's treasures,* and the *Amulets.* As soon as a Treasure appears, the active player takes the treasure and places it in front of him (instead of his discard pile). During any later turn, the player may destroy this card to activate the special effect.

Continue turning and resolving cards until only Monsters (and/or Thunderstones) remain in the Dungeon Hall.

Guardian Cards

The most powerful minions of Doom are the Guardians. Much stronger than other Monsters, these fearless champions of evil can emerge from the Dungeon Hall to ravage the countryside!

Like other Monsters, the Guardian will be shuffled into the Dungeon Deck (see "Setup" on page 4). When the Guardian card is turned over, it is added to the Dungeon Hall and behaves like a regular Monster. Players can attack the Guardian in the Dungeon Hall normally.

All Guardians have a special Breach Effect: if it reaches Rank 1 of the Dungeon Hall, the Guardian will emerge from the Dungeon to attack the Village! Move the Guardian away from the Dungeon Hall, creating a new "Rank 0" space. Then, refill the Dungeon Hall as normal.

Only a Guardian can enter the Rank 0 space. If the Guardian is defeated, the Rank 0 space ceases to exist. Any player can attack a Guardian in Rank 0 and there is no Light Penalty applied to the battle (Light Penalty = 0).

Unlike normal Breach Effects, the Guardian has a continuous Effect that persists as long as the Guardian remains in Rank 0, affecting all players. Each player must resolve this special Breach Effect during his turn. Also, no player can claim the *Thunderstone* as long as the Guardian remains in Rank 0! However, if the *Thunderstone* moves into Rank 1, the game ends, even if there is still a Guardian in Rank 0.

Guardians are immune to any Effect or action that would cause them to leave the Dungeon Hall (including Rank 0), or which change their position within it, until they are defeated in combat. This means that spells such as Banish have no effect on the Guardian, and the Guardian will not retreat to the bottom of the Dungeon Deck if you attack it and fail to defeat it.

Note: Only one of many Guardians is included in *Doomgate Legion*.

In the off chance that one Guardian is already in Rank 0 and another enters Rank 1, both Guardians share the Rank. There is no limit to the number of Guardians that can occupy Rank 0. However a player choosing to Enter the Dungeon still selects only one Monster to attack, regardless of how many are in the Rank.

The Swarm

The Swarm are a special breed of Monster card which grows stronger and stronger the more often you fight them. The Swarm has two card types: the first are the placeholder cards, which have a "0" for all game stats and no card text. If the Swarm is being used in the game, all the placeholder cards are shuffled into the Dungeon Deck like normal Monster cards. The other cards are used to create a separate Swarm Deck. Arrange these cards face up in order of Health, from 4 to 13 — with the 4 on top of the deck and the 13 on the bottom. Do not shuffle the Swarm Deck. Place the Swarm Deck next to the Dungeon Hall.

Whenever a Swarm placeholder card appears in the Dungeon Hall, it is immediately replaced with the top card from the Swarm Deck. The placeholder card is destroyed and removed from the game. Thus, the Swarm grows in power with each new card.

Also note that the Swarm are not worth Victory Points during the game! While they have no Victory Point value during play, they can be worth many Victory Points if they are in your Party Deck at the end of the game.

The Victory Point value of each Swarm card in your deck is equal to the total number of Swarm cards in your deck (maximum value = 5 VP each) at the end of the game. So, if you have one Swarm card, it is worth 1 VP. If you had three, they would be worth 3 VP each for a total of 9 VP. If you had seven Swarm cards they would be worth the maximum 5 VP each, for a total of 35 VP.

Note: Any card effect that targets a Monster's printed Victory Points, such as "less than 4 VP," does not affect the Swarm.

THE SWARM

THE SWARM • ANIMAL

The Swarm are worth 1 VP for each copy in your deck. (Maximum 5 VP each) BATTLE: Gain one disease. �֍ ATTACK +1

The Stone of Avarice

Doomgate Legions introduces another *Thunderstone* to hide away within the dungeon. The *Stone of Greed* does not provide the same benefits as the *Stone of Mystery,* however. For starters, the *Stone of Greed* is worth only 1 VP at the end of the game. Secondly, it has a Gold value of 2 which can only be used in the Village and only if you are playing one of the Campaign Variants (see *Wrath of the Elements,* page 12).

You can use any *Thunderstone* from any expansion in your game. You can decide which to use before play, alternate from game to game, or shuffle them together and select one randomly.

Heck, it's your game! If you want, you could even shuffle all of them into the bottom ten cards of the Dungeon Deck and only end the game when all of them show up!

Disease Deck

Healers in the Vermoth Tower have recently made great inroads in stamping out Dungeon Rot, the most common disease known to plague adventurers! Unfortunately, certain factions like the druids have been highly inventive in unleashing new diseases on unsuspecting dungeoneers.

Included in *Doomgate Legion* is a special disease deck comprised of 25 cards. Ten of these are the same as the disease cards featured in earlier editions of Thunderstone. The remaining fifteen are new, more sinister, disease cards that can inflict a variety of ill effects on the holder. If all players agree, this deck may be used in place of the normal disease deck. Also, take note that certain randomizers may require the use of this special disease deck. Alternately, you can shuffle the special disease deck and draw one card. If the title of the card is "Disease", use the normal disease deck and rules. If it shows one of the new diseases, use the Special Disease deck and rules.

If you are using the special disease deck, shuffle it and place

it face down rather than face up during setup. When a game effect forces you to take a disease card, draw the top card from the disease deck and put it in your discard pile face up. If one of these disease cards shows up in your hand on a turn in which you Enter the Dungeon, you must reveal it and play its special effects. Similarly, if a Disease card shows a Village effect, it must be revealed and its special effects taken when you Visit the Village.

When using the special disease deck, it is treated differently from the normal disease pile in two respects. First, if a player uses an effect such as resting or a cleric ability to destroy a disease card, the card goes to the bottom of the disease deck face down. Second, if the deck is to run out of cards (meaning that they are all currently in players' decks), any player who would normally have to take a disease card gets lucky and does not have to take one. Should disease cards be returned to the deck at a later point, players will once again have to draw disease cards when a game effect dictates as such.

Note: If multiple disease cards are given out at once, start to the left of the active player and go clockwise.

Doomgate Randomizer Cards

HERO
Deep
Drunari
Sidhe
Slynn
Tempest
Tholis
Verdan

MONSTER
Abyssal • Thunderspawn
Cultist • Humanoid
Evil Druid • Humanoid
The Swarm
Undead • Stormwraith
Dungeon Feature

SPECIAL
Amulet Treasures
Guardian
Pick Two
Ulbrick's Treasures

VILLAGE
Blessed Hammer
Border Guard
Cyclone
Divine Staff
Doomgate Squire
Flask of Oil
Fortune Teller
Glowberries
Greed Blade
Pious Chaplain
Soul Jar
Spirit Blast
Spirit Hunter

Traits

In addition to Battle Effects, some Monsters have one or more Traits. Traits are constant powers that benefit the Monster all of the time.

Example: *Ebon Fume* has the Trait "Magic Attack Immunity." This Trait reduces all of a party's Magic Attack bonuses to zero.

Cards can have many different Traits. The Traits in this set are described below. For convenience, all of the Traits from *Thunderstone*, *Wrath of the Elements,* and *Doomgate Legion* appear.

Cannot be Attacked if [Something] is Activated/Equipped: You cannot declare that you are attacking this Monster if you use any benefit of the [Something] prohibited. This includes benefits such as Attack, Magic Attack, Light, or Dungeon Effects (and others). If you have the [Something] in your hand, you can forgo the benefits of the card in order to attack the Monster.

Half-Magic Attack: After calculating your Magic Attack Bonus from all sources, reduce the value by one-half. Reduced Magic Attack Value is rounded down.

Half-Attack Without [Something] Present: Your total Attack Value is reduced by one-half (after all modifiers, rounded down) if you do not have the [Something] required. This could be Magic Attack, or Weapons, or almost anything else. If you do have the required trait, then use the full Attack Value.

Heroes with Strength less than X Cannot Attack: Heroes with a Strength less than the number shown (X) do not contribute Attack, Magic Attack, or other benefits (such as Light) to the battle. Since these Heroes still enter the Dungeon with the rest of the party, they may still be the targets of Battle Effects generated by the attacked Monster.

Immune to Edged Weapons: Any Attack or Magic Attack bonus from any Edged Weapon is reduced to zero. Other Effects of these weapons (such as Light) are not affected by this Trait.

Immune to Spells: The Attack or Magic Attack bonus from all Spells is reduced to zero. Any other Effect or ability of the Spell cannot target or affect this Monster. Any Light bonus provided by a Spell is applied normally. For example: a Fireball spell will still provide Light +1, but not the Magic Attack +3.

Immune to Unequipped Heroes: Any Attack or Magic Attack bonus of any Hero that does not have a Weapon equipped is reduced to zero. Other benefits, such as Light, are not affected by this trait. For example: an Elf Wizard without a weapon still provides Light +1, but not Magic Attack +2.

Light –X: Light Penalties are constant and do not trigger as a Battle Effect. Instead, Light Penalties are calculated *before* the Battle begins and not as a normal Battle Effect.

Light Penalties Cannot be Reduced: Light and other card Effects and abilities that reduce Light Penalties have no effect. The Light Penalty for this Monster will always equal (or exceed) its Rank in the Dungeon Hall.

Magic Attack Immunity: Magic Attack Values on all cards are reduced to zero. Only non-Magic Attack can be used against this Monster. Heroes at the battle (including those who provide no Attack or Magic Attack) still provide other benefits, such as Light and/or other Traits, regardless.

Magic Attack Only: Only cards which grant Magic Attack add to your total Attack Value. You must meet or exceed the Monster's Health using only Magic Attack to be victorious. Heroes at the battle (including those who provide no Attack or Magic Attack) still provide other benefits, such as Light and/or other Traits, regardless.

Magic Attack Required: You must have a Magic Attack of at least +1 in order to defeat the Monster. Any other combination of Attack and Magic Attack is allowed. You may still choose to attack the Monster (to force it to the bottom of the Dungeon Deck), even without Magic Attack present.

Must be Defeated to be Removed from the Dungeon Hall: This Monster is immune to any effect that would cause it to leave the Dungeon Hall for any reason, such as the effects

of the *Banish* spell or *Magi Staff*. The Monster also will not retreat to the bottom of the Dungeon Deck if it is attacked and not defeated. The Monster is removed from the Dungeon Hall only if it is defeated in battle.

Treasure: When this card is revealed, the active player places the card aside, but not in his discard. See Treasure, page 5.

Unequipped Heroes Cannot Attack: Unequipped Heroes do not contribute Attack, Magic Attack, or other benefits (such as Light) to the battle. Since these Heroes still enter the Dungeon with the rest of the party, they may still be the targets of Battle Effects generated by the attacked Monster.

Global Effects

Truly powerful Monsters may have a Global Effect. These potent abilities affect all players, Heroes, and/or Monsters. Global Effects remain in play as long as the Monster is in the Dungeon Hall (including Rank 0). Global Effects, like Battle Effects, do nothing when the Monster with the Effect is revealed from your hand during your turn.

Card Glossary

Border Guard: The Dungeon Effect of the Border Guard can prevent the death of Heroes from any effect (decreased strength below 0, Battle Effects, etc.)

Blessed Hammer: The Dungeon Effect of this card only takes place if the item becomes equipped to a Hero. If so, immediately place the Rank 1 monster on the bottom of the Dungeon Deck and refill the hall normally.

Deep Miner/Digger/Wrecker: Deep Heroes are penalized for using weapons. ATTACK values on the cards are cumulative, not individual. In this manner, a Deep Miner using a weapon receives the bonus of the weapon and ATTACK +1 from his card attributes (ATTACK [+3] + ATTACK [–2] = ATTACK +1)

Divine Staff: The MAGIC ATTACK +2 for attaching to a cleric or wizard is in addition to the MAGIC ATTACK +1 provided by the staff alone.

Doomgate Squire: The Repeat Dungeon Effect need not target the same Hero each time it is used.

Drunari Vagabond: The ATTACK bonus for revealing gold is in addition to the inherent ATTACK +1 of the Drunari.

Fatigue: Dungeon Effects are applied before Battle Effects and effects from Trophies.

Flask of Oil: Using the Dungeon Effect of this card grants a +2 Light in addition to the +1 Light already provided by the Flask. The ATTACK +2 for destroying the Flask of Oil is in addition to the ATTACK +1 already provided by the Flask.

Fortune Teller: If neither of the drawn cards is a spell, the player must discard one of the two drawn cards.

Gaia's Curse: Gaia's Curse gains health for each XP the current player has, not for the total XP held by all players.

Hellstorm: The Battle Effect of Hellstorm destroys all Heroes revealed who have an inherent Magic Attack value.

Leporsy: The increase in purchasing cost applies to each purchase you make this turn.

Monarch Druid: An Evil Druid is any monster card which has the class "Evil Druid" written in the bar beneath the card art.

Pious Chaplain: When using this ability, you MUST destroy all disease cards in your hand.

Plague: Dungeon Effects are applied before Battle Effects and effects from Trophies.

Sidhe Natural/Druid: The disease transfer ability of the Sidhe can only be used on your own turn, not as a reaction to another player's turn.

Sidhe Spirit: The active player chooses which monsters to place a disease card under. Diseases transfer to any player who attacks these monsters at any point, regardless of the outcome of battle.

Slynn Bowman/Bowmaster: The monster being revealed must match the class of the monster being attacked in order to receive the additional +ATTACK value in Ranks 2 or 3. Additional +ATTACK value are in addition to the basic ATTACK value of the Slynn.

Slynn Longbowman: The monster being swapped from your hand must replace the monster being taken from the Dungeon Hall. Place it in the newly emptied rank. Additional +ATTACK value stacks with the base ATTACK value of the Slynn.

Soul Jar: The MAGIC ATTACK from the revealed monster is in addition to the base Magic Attack +1 provided by the Soul Jar. Note, this ability only works for Clerics and Wizards

Tempest Reaver: You must defeat a monster in order to use the ability of the Tempest Reaver. The defeated monster must be killed as a result of battle, not as a result of a card ability which removes/takes a monster from the Dungeon Deck.

Tempest Warden: You must defeat a monster in order to use the ability of the Tempest Warden. The defeated monster must be killed as a result of battle, not as a result of a card ability which removes/takes a monster from the Dungeon Deck.

Tholis Clairvoyant: The monster being switched out from the Dungeon Hall returns to the top of the deck. Three cards should always be returned to the Dungeon Deck.

Thunder's Curse: This card is worth –2 VP at the end of the game only.

Verdan Troubadour: The monster being put on the bottom of the Dungeon Deck must be one from the ranks of the Dungeon Hall, not from a players hand.

Ulbrick's Armor: Non-Hero cards include all villager, spell, monster, disease, items, weapons, and any other card without the Hero symbol (militia are considered Heroes for all purposes).

Ulbrick's Gauntlets: The monster must be defeated in combat, not by any other means (Dungeon Effects or Card Abilities), in order to use the effect of Ulbrick's Gauntlets.

Usurper: If the active player has less than or equal to 2 Heroes revealed, no Heroes are destroyed.

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Visit the Village

1. Reveal your hand.
2. You may use any Village Effects on your revealed cards. You can use some, none, or all of the Effects on a card in any order you choose, making sure not to use Effects from destroyed cards. Unless the card has a mandatory Effect (like *Disease*), you are not required to use all Effects. **No single Effect on a card can ever be used more than once.** Effects and gold production are cumulative.
3. You now produce gold by adding the **gold value** of all revealed cards still in play to any gold you produced in Step 2.
4. You may purchase **one** card from the Village — this includes Basic, Hero, or Village cards — from the **top** of any stack in the Village. The Purchase Cost must be **less than or equal to** your total gold value. **Always place purchased cards on your discard pile.** Any unused gold is lost. If an Effect allows you to purchase more cards, the **total Purchase Cost** must be less than or equal to your gold.
5. Finally, you level up **any or all** of the Hero cards in your hand, using Experience Points you have collected.
6. End your turn by discarding all cards (whether used or not) face up on your discard pile, and draw six new cards to form a new hand.

Note: Actions must be taken in order, so a card may be discarded or destroyed before producing gold. For instance, if the *Pawnbroker* destroys a card with a gold value, you do not gain the gold value of the destroyed card.

Enter the Dungeon

1. Reveal your hand.
2. You may use some, none, or all of the Dungeon Effects from your cards. Unless the card has a mandatory Effect (like *Disease*), you are not required to use all Spells or Effects. You may equip one Weapon to each Hero, if the Strength requirements are met.
3. Declare which Monster and rank you are attacking.
4. Resolve the battle.
   a. Calculate your total Attack Value, including all Light Penalties.
   b. Resolve Battle Effects (adjust Attack Value as necessary).
   c. Place an **undefeated** Monster on the bottom of the Dungeon Deck.
   d. Place **defeated** Monster and *Disease* cards on your discard pile.
   e. Receive Spoils (if any).
   f. Shift Monster cards to fill empty ranks, and refill the Dungeon Hall.
   g. Resolve Trap Effects (if any).
   h. Resolve Breach Effects (if any).
5. End your turn by discarding all cards (whether used or not) face up on your discard pile, and draw six new cards to form a new hand.

Rest

1. You may destroy one card from your hand.
2. End your turn by discarding all cards face up on your discard pile, and draw six new cards to form a new hand.