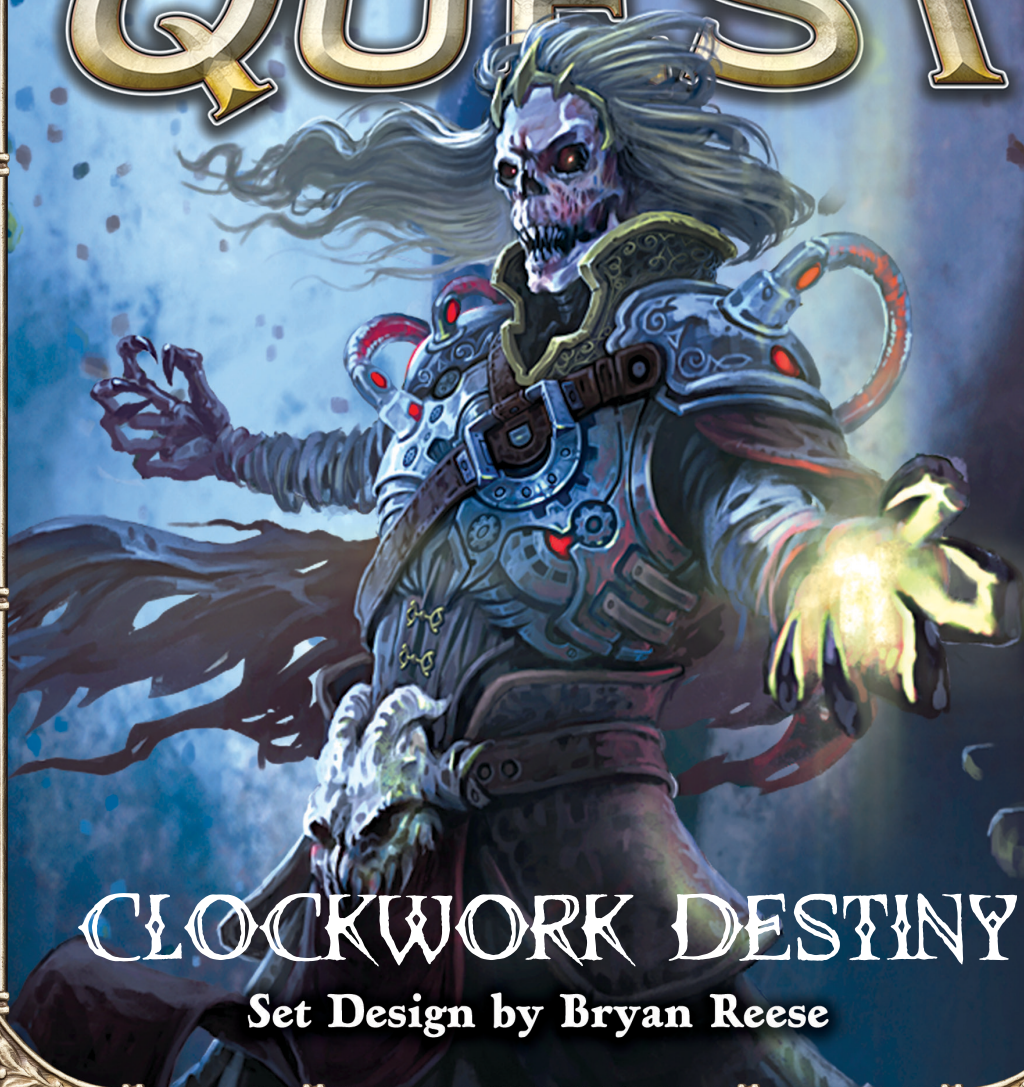




Mike Elliott

THUNDERSTONE QUEST™



CLOCKWORK DESTINY

Set Design by Bryan Reese

RULEBOOK & QUESTBOOK



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A game by Mike Elliott For 1-6 players Ages 14 and up

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

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INTRODUCTION

Clockwork Destiny is an expansion product for Thunderstone Quest™. There are no new rules for play with this Quest, though it does utilize the Ally card (see page 6) and **IV** Heroes (see page 6), which were introduced in previous promotional content.

This expansion also includes Prestige Class boards and **VII** Guardian tiles, both introduced in Barricades Mode, released after the base game. For those that do not have Barricades Mode, rules regarding the Prestige Classes are repeated here. Those who are familiar with these components can skip the relevant sections. The **VII** Guardian Boards can only be used with the Barricades Mode expansion, and the rules for them can be found in the Barricades Mode Rulebook.

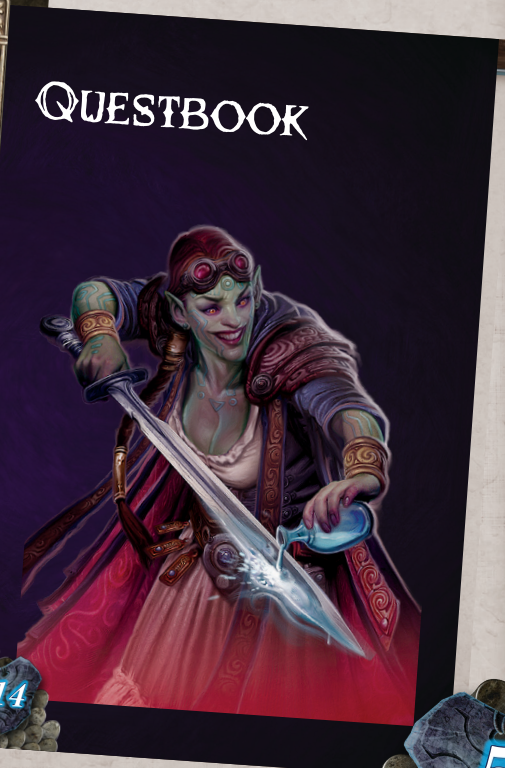
It is also important to note that while almost all of the components are designed to be used both in cooperative and competitive modes of play, the Barricades Mode expansion is required for cooperative play.



UNPACKING THE BOX

This box should include the following components. If it does not, please e-mail CustomerService@alderac.com for assistance. Please note this is an expansion to Thunderstone Quest™, and not a stand-alone game.

- 1 Quest 9 *Clockwork Destiny*, the full contents of which are featured in the Questbook (see pages 15-16)
- 1 copy of each Monster, Hero, Ally, Item, Spell, and Weapon from *Clockwork Destiny*, to be used in Epic Mode
- 1 *Clockwork Destiny* Rulebook/Questbook



ALLIES

Some cards do not fall under the basic card types: Heroes, Items, Spells, Weapons, and Monsters. Allies are one of those cards, and they are featured more heavily in Vengeful Sands than previous Thunderstone Quest sets. Allies can be purchased in The Marketplace, or discovered from Side Quests, to assist players with their adventures. The anatomy of an Ally is:

1. Gold Production Value (not shown)

- The amount of Gold the card produces.

2. Attack Boost Value

- The amount of Attack a Hero is boosted. Boosts always have a + symbol preceding their value, and can only be used to boost a Hero's value. While most Allies boost another Hero's Attack, Allies without a (+) boost contribute Attack independently of Heroes.

3. Skill Boost Value (not shown)

- The amount of Skill a Hero is boosted. As with all boosts, they boost a Hero's value, and do not provide their own value. Some Allies have their own Skill value, instead of a Skill boost value. Allies with Skill may wield cards like a Hero does.

4. Light Value (not shown)

- The amount of Light the Ally produces.

5. Textbox

- Contains the card's Title (5a), Keywords (formatted in Small Caps) (5b), and game text (5c).

6. VP Value

- The amount of VP the card is worth at the end of the game.

7. Gold Cost Value (not shown)

- The amount of Gold the card costs.



ADDING ALLIES TO YOUR VILLAGE

Ally stacks are placed in the Any spots in The Marketplace. When using the Random Setup (step 3) on page 16 of the base game rulebook, shuffle the Ally Randomizers together with the Item, Spell, and Weapon Randomizers. Ally stacks can only go into an empty Any spot in The Marketplace when their Randomizers are drawn. All games have 2 Any slots in The Marketplace.

When setting up the Epic Mode Variant (see the Thunderstone Quest™ Rulebook, page 17, step 3), also shuffle and place an Ally deck (containing 1 copy of each Ally) in The Marketplace near the Any spot section. Allies never start in play in Epic Mode, but can be added to an Any spot when a player places their Champion in The Marketplace (see the Thunderstone Quest™ Rulebook, page 17, step 6).



VII GUARDIANS

Barricades Mode introduced VII Guardians, giving the players a cooperative challenge to overcome in order to save the Village and claim victory. *Clockwork Destiny* introduces yet another Guardian for the players to defeat.

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: 🍷

ADDING LEVEL 4 HEROES TO YOUR GAME

Level 4 IV Heroes are a special addition for Thunderstone Quest™, available as a separate add-on purchase, giving you the opportunity to train your Heroes even further, making them even more powerful than ever before.

Even though Level 4 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 (see the Thunderstone Quest™ Rulebook, page 4, step 1) place your 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. Special Dividers are provided for storing the Epic Mode copies of IV Heroes.

You can level your III Heroes into IV Heroes in exactly the same way as you level other Heroes (see the Thunderstone Quest™ Rulebook, page 9, step 5). This will usually cost 5XP (the current Hero's printed Level +2).

VARIANT: EPIC MODE

Epic Mode is a favorite of the developers, and we have found an additional variant for Epic Mode that we quite enjoy. Feel free to use or not use this variant, as your players prefer.

When playing with only 1 copy of each Hero in Epic Mode (see the Thunderstone Quest™ Rulebook, page 17, step 7a), The Guilds' Quarter provides an additional effect when visited. When you visit The Guilds' Quarter, you may put the top card of any Hero stack at the bottom of the stack, turning a new Hero face up to replace it. This variant does not apply when using the alternative Epic Mode style in the the Thunderstone Quest™ Rulebook on page 17, step 7b, only when using the step 7a style.

This variant allows players to cycle through Heroes that they may not like, or Heroes that other players do like ...

PRESTIGE CLASS BOARDS

Rules for the following components were introduced in the Barricades Mode expansion. This section is duplicated from that expansion, intended for those that do not have that content. If you are already familiar with Prestige Class Boards, you may skip this section.

Barricades Mode brought new ways to utilize your XP tokens with Prestige Classes.

Prestige Class boards are dual-sided: One side for Barricades Mode (cooperative play) and one side which may be played (optionally) in competitive mode games. Note, if you do not have the Barricades Mode expansion, you will only be able to use the competitive side.

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 acquire, 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 acquire. If the listed ⚡ cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not acquired. You do not start with any Ranks in your Prestige Class, and Ranks must be acquired in order; they cannot be skipped. When a Rank is acquired, 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. Some abilities will have an italicized descriptive word in them, such as *Voyage*. This descriptive word will be referenced at other Ranks, increasing its power.

Thunderstone Savant

BARRICADES MODE

↑: Defeat a **I**⁺ Monster with a card with Thunderstone in its Title.

↑ or ↑↑: Defeat a **III**⁺ Monster with 2 or more cards with Thunderstone in their Title.

🏆: Once per turn, draw 1 card.

Gain 1 ⚡ if you (now) have a card with Thunderstone in its Title.

RANK

1

↑

2

3

↑

4

5

↑

6

7

↑

8

9

↑

10

DUNGEON

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

You build The Marketplace's Barricade for equal to your Rank.

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

- Thunderstone Carriage
- Thunderstone Power Armor
- Thunderstone Annihilator

Each turn, you may ignore 1 of your ⚡ with **🌱**.

SPOILS

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

🏆: Also, you may destroy 1 of your cards.

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

- Thunderstone Carriage
- Thunderstone Power Armor
- Thunderstone Annihilator

SPOILS

Remove 1 🐾 or 1 ✖.

Before rolling ⚡, discard 0 or more cards with Thunderstone in the Title to roll fewer ⚡ equal to the number discarded.

PRESTIGE CLASSES IN OTHER MODES

Starting with the first player and proceeding in player turn order, each player may choose 1 Prestige Class with which to play (a new 11b setup step for the Thunderstone Quest Rulebook, page 4). Then players select their Guild Sponsorships and/or Side Quests. Keep in mind when picking your Side Quests that Prestige Classes also distribute Legendary cards. If your Side Quest competes with another player's Prestige Class for the same Legendary card, only 1 of you will be able to earn it. Because of this, we do not recommend playing with both Prestige Classes and Side Quests in the same game. If playing with both components in your game, make sure to select the Prestige Classes first so players may see what other players have selected before selecting their own Side Quests.





LEXICON AND FAQ



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


LEXICON

ALLY

Allies are a new card type that can be purchased in The Marketplace, or discovered from Side Quests, to assist players with their adventures. Allies are added to the Village in the Any spots (see page 6).

BEFORE AND AFTER BATTLE ABILITIES

 **BEFORE & AFTER BATTLE**  abilities are a type of ability that trigger both Before and After Battle.  **BEFORE & AFTER BATTLE**  abilities resolve twice per turn, once at each window. If this type of ability is affected by a card that turns a  **BEFORE BATTLE**  ability into an  **AFTER BATTLE**  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 player to your left or right. They now own the card.



FROM THE BOX

Some effects allow you to gain a card “from The Box”. Take the specified card from the Thunderstone Quest game box. In essence, this is any card not already in the game. Destroyed cards are still in the game, and thus cannot be gained.

STATIC











Cards with the Static keyword are not discarded when the turn ends. Static cards in play do not count against the number of cards you draw when the turn ends.

SWARM

Swarm is a Monster keyword. You can never predict the size of a swarm. Swarm Monsters gain an additional number of +  d6 dice as stated on their card. Roll this whenever the  value is needed. Once rolled for the turn, it is set for that turn..

FAQ

What happens to **BEFORE & AFTER BATTLE** abilities if I turn Before Battle abilities into After Battle abilities?

Normally  **BEFORE & AFTER BATTLE**  abilities resolve twice, once in the  **BEFORE BATTLE**  timing window, and once in the  **AFTER BATTLE**  timing window. However, since it is no longer a  **BEFORE & AFTER BATTLE**  ability, it no longer gains the benefit of being able to resolve multiple times per turn. In effect, it becomes an  **AFTER BATTLE**  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.



What does 3+ mean?

Anytime something is written as X+, it means “X or higher/more”.



Can you buy Level 4 Heroes*?

No, they do not have a Gold Cost. They may only be leveled into.



How do Items with Skill Requirement 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.

* Denotes contents from Kickstarter add-on promotional content.



How do I battle a face down Monster (e.g. Twilight Portal Dungeon Room)?

What if it is a face down Guardian Key?

If a player 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 player 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.



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.



I have two (Starter) Lantern cards in the Village, head to the Dungeon, and then discard 1 of the Lanterns. Does the drawback from the second Lantern prevent me from moving out of the Wilderness? What if I drew the second Lantern only after I was already in the Dungeon?

You would need to also discard the second Lantern to be able to move out of the Wilderness, but any Lantern you drew after entering the Dungeon would not restrict you, as cards do not reference what you did earlier in the turn if they were not in play at that 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), 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. the Spell, Animate Dead) let you draw cards that are not yours, but the effect never says you "gain" the card; these effects do not trigger Shenaris.



When in the Village, do non-wielded cards count their values (i.e. Attack Values on Weapons) for effects that require you to discard cards (i.e. the Build the Annihilator Side Quest)?

Yes, you may discard non-wielded cards which normally require to be wielded to use their values.



When buying a Treasure from the Shop of Arcane Wonders, is that considered "buying" the card type (e.g. Hero, Item, etc.) that I randomly gain?

Yes, it counts as buying a Hero, Item, etc. card.





Do you “gain” Treasure Caches (i.e. 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 two 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.




Can I use the Gold Production from cards I discard to the “Build the” Side Quests to pay the Gold Cost of that Side Quest?

Yes.



For Rank 7 of the Living Legends Prestige Class, how much VP is it worth when the game ends?

It is worth 1VP per Rank, +VP equal to the combined  of all Heroes in your deck.



QUESTBOOK



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CHAPTER 9: CLOCKWORK DESTINY

QUEST COMPONENT LIST



HEROES

14 x Baraqiel
14 x Caslech
14 x Hamrulir Oakenborn
14 x Liss
14 x Shenaris
14 x 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

10 X MATERIAL SPIRITS

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



MONSTERS

10 X 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



OTHER

20x Dagger
25x Dividers
24x Randomizers

TREASURES

1x Thunderstone Jar
5x Treasure Cache

LEGENDARIES

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

GUILD SPONSORSHIPS

4x Commandos' Guild
4x Minimalists' Guild
4x Paladins' Guild
4x Tomb Raiders' Guild

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?

PRESTIGE CLASSES

1x Living Legends
1x Thunderstone Savant

DUNGEON ROOMS

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



CLOCKWORK DESTINY: 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. It is quiet, but not for long.

It starts as a low rumble, more felt than heard beneath your feet. The rumble starts to grow in intensity as the 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 clambers 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. A figure emerges from the pool -- an urquean -- dressed in long red robes, now lying gasping for air in the street. "Are you alright?" you ask.

Your voice seems to startle him, as his eyes shoot open, and 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 Stormlands, 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 ignorant to 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 own 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, welcome 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 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



Hamrulir Oakenborn



Liss



Silverhelm

ITEMS



Crystal Light



Plate Armor



Tome of Knowledge

SPELLS



Construct Protector



Thunderstone Ritual

WEAPONS



Thunderstone Hammer



Thunderstone Rod



Battle Axe

MONSTERS



Material Spirits



C.C.O.V. Gang



Ancient Adventurers

GUARDIAN



Thavroh Anvilbane

DUNGEON ROOMS

Magic Mines,
Sacred Site



Keltarian Laboratory,
Town Square



Dark Forge,
Twilight Portal



Magic Mines



Sacred Site



Keltarian Laboratory



Town Square



Dark Forge



Twilight Portal



CLOCKWORK DESTINY: 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 with 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 Thayroh 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



Tilka the Sculptor



Gorlandor

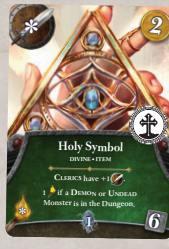
ITEMS



Crystal Light



Thunderstone Elixir



Holy Symbol

SPELLS



Thunderstone Ritual



Transmutation



Future Vision

WEAPONS



Thunderstone Hammer



Short Bow

MONSTERS



Kobold Skirmishers



Gremlins



Mech Menaces

DUNGEON ROOMS

Magic Mines,
Sacred Site



Keltarian Laboratory,
Town Square



Dark Forge,
Twilight Portal



Magic Mines



Sacred Site



Keltarian Laboratory



Town Square



Dark Forge



Twilight Portal

GUARDIAN



Thavroh Anvilbane





CLOCKWORK DESTINY: 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, causing him

to look up. He glares through the heat 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 eyes 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 chestplate 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



Hamrulir Oakenborn



Shenaris



Caslech



Liss

ITEMS



Plate Armor



Thunderstone
Elixir



Thunderstone
Ore



Animate Dead



Mend

WEAPONS



Keltarian Bow



Thunderstone
Rod



Maul

MONSTERS



Mystical Kobolds



C.C.O.V. Gang



Automatons

DUNGEON ROOMS

Magic Mines,
Sacred Site



Keltarian Laboratory,
Town Square



Dark Forge,
Twilight Portal



GUARDIAN



Thavroh Anvilbane



QUICK START

SETUP

1. Place the Village Board in the middle of the table. In The Guilds' Quarter, place 1 stack of each Hero Class. In The Marketplace, place 2 stacks of Items, 2 stacks of Spells, 2 stacks of Weapons, and 2 stacks of any other Marketplace cards. Place the Treasure deck in the Shop of Arcane Wonders. Place the Gear tokens into The Bazaar. Place a , , and  Monster Group deck into their respective spots on the Village Board. Place the Wound and XP tokens within reach of all players.
2. To the right of the Village Board, place The Wilderness. Below that, place 2  Dungeon Rooms. Below them, place 2  Dungeon Rooms. Below them, place 2  Dungeon Rooms. Populate the Dungeon with Monsters, placing 1 Monster in each Dungeon Room, matching . **Unless you are playing Barricades Mode**, place a Guardian face down in The Wilderness,  Monster side up.
3. **Unless you are playing Barricades Mode**, shuffle 6 Guardian Keys into the Monster decks: 1 in the  deck, 2 in the  deck, and 3 in the  deck.
4. Give each player a Player Board, a starting deck, and a Champion (figurine). **Unless you are playing Barricades Mode**, randomly determine who plays first and give all players who do not go first  tokens: 1  for playing second, 2  for playing third, and 3  for playing fourth. You may optionally play with Prestige Classes, Side Quests, and Guild Sponsorships. It is not recommended to play with Prestige Classes and Side Quests together. **Unless you are playing Barricades Mode**, you are done with Setup and may begin, following the Quick Play turn outline on your Player Board.
5. **If you are playing Barricades Mode:**
 - a. Each player selects a Prestige Class (if they have not yet done so).
 - b. Place a Guardian Lair below the  Dungeon Rooms, Lair side up.
 - c. Place the Threat token on the 1 space of the Guardian Lair.
 - d. Place the 20 Destruction chits in the bag near the Village Board.
 - e. Place the 5 Barricades onto their respective Village Locations, inactive (red) side up.



CAMPAIGN LOG

Keep track of your Campaigns over time, recording how many games the Campaign was, the final score, and most importantly, the winner's name.

PLAYERS

WIN/LOSS

DATE

PLAYERS

WIN/LOSS

DATE

PLAYERS

WIN/LOSS

DATE

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MOST NOTABLE MOMENTS

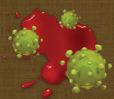
This image shows a single sheet of cream-colored paper with horizontal ruling lines. The paper has a slightly textured appearance and is set against a dark background. There are ten evenly spaced horizontal lines across the page, creating eleven rows for writing. The lines are a light gray or blue color. The paper is oriented vertically.



ICONOGRAPHY REFERENCE GUIDE



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



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



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



**CLOCKWORK DESTINY
QUEST**

