

Mike Elliott

THUNDERSTONE QUEST



VENGEFUL SANDS

Set Design by Bryan Reese

RULEBOOK & QUESTBOOK



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

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CREDITS

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

VENGEFUL SANDS DESIGN: Bryan Reese

DIRECTOR OF PROJECTS: Nicolas Bongiu

PRODUCTION: Dave Lepore

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,
Bryan Reese

LAYOUT: Brendon Goodyear

STORY AND WORLD DEVELOPMENT:
Brett Satkowiak

RULES WRITING: Bryan Reese

EDITING: Nicolas Bongiu, Brett Satkowiak

PROOFING: David Lepore, Erik-Jason Yapple,
John Goodenough

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

Vengeful Sands is an expansion product for Thunderstone Quest™. There are no new rules for play with this Quest, though it does formally introduce the Ally card (see page 6) into Thunderstone Quest™ and includes **IV** Heroes (see page 7), which are previously released promotional content. Fans of previous iterations of Thunderstone will likely remember these cards.

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 8 *Vengeful Sands*, 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 *Vengeful Sands*, to be used in Epic Mode
- 1 *Vengeful Sands* 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

- 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

- 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

- 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

- 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).

13*

2

Amtephetes VII, the Wicked

HUMANOID • UNDEAD • GUARDIAN

VII

THREAT LEVEL

4

5

6

4

9

10

11

12*

3

8

When revealed, deal 1 (directly) to each Village Location.

SCARAB SWARM

Add 4 . You may destroy up to 4 Gear and/or tokens, removing 1 for each token destroyed.

DRAIN LIFE

Destroy 2 . Take 1 . Put 1 HERO at the bottom of your deck.

NEGATIVE ENERGY

Take 1 . Add 1 . Unless you have a CLERIC, you cannot heal (cards) this turn.

1/2

3/4

5/6

If there are 2+ players in the game, Amtephetes has +1 for each in the Monster Horde. At the end of each turn, place all Champions here in the room.

VII GUARDIANS

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

The long-deceased ruler of the Amtephetes lineage, Amtephetes VII, the Wicked has been revived and is wreaking havoc on the local Village. She will use her ancient magic to give you lots of Wound cards, and may even prevent you from healing them.

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* (6). This descriptive word will be referenced at other Ranks, increasing its power (7).

Voyager

BARRICADES MODE

↑: Defeat a Monster with a HERO whose is lower than the Monster's .

↑ or ↑↑: Defeat a III+ Monster with 3 or more HEROES whose are each lower than the Monster's .

🏆: You may resolve your Rank 1 SPOILS ability a second time this turn.

1

SPOILS

Roll 1d6. If your roll is equal to or lower than the Monster's , you *Voyage*, gaining 2 , 1 , or 1 .

RANK

1

2

3

4

5

6

7

8

9

10

6

Reduce your *Voyage* rolls by half your Rank, rounded down.

After you *Voyage*, you may destroy 1 and 1 to gain 1 The Immortals LEGENDARY HERO.

Your with resolve your instead.

After you *Voyage*, gain the LEGENDARY SPELL *Wish* or, if you cannot, gain 1 .

After you *Voyage*, you may destroy 1 of your cards.

After you *Voyage*, look at 2 cards from the deck. Destroy 1, gain the other.

SPOILS

Remove 1 or 1 .

If your *Voyage* total was less than 0, choose and gain 1 non-HERO LEGENDARY card from The Box.

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











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 I battle a face down Monster (e.g. the Oasis 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.

* Denotes contents from Kickstarter add-on promotional content.

If you need to find the top Monster of the Monster deck (e.g. Recover the Wish Side Quest), but it is a Guardian Key and not a Monster, what do you do?

Keep looking at the top card(s) of the Monster deck until you find a Monster, placing the non-Monster cards found back on top in their same order.



How does Dog Djinn work in a 2-player game?

In a 2-player game, you only have 1 player total to your left and/or right, so that 1 player would choose 1 Item and give it to you.



Does the ability of Amtephetes VII, the Wicked, V and VI, destroy 1 of your XP and make you discard a card for each of your Wound cards?

Yes, Wound cards are affected by both aspects of her ability.



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?

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.



Can I use the Level 1 version of Duriggim Soulbrand the same turn I gain the Wound card?

Spoils effects happen after you take Wounds, so you would be able to heal a Wound card you just received.



How does Level 1 Shawna Hopesinger work?

For each copy of Shawna you have that turn, any level and including itself, it costs 1 fewer XP to level her up. So if you have two Shawna in your hand and visited The Guilds' Quarter, the first would cost 1XP to level up, with the new version going to your discard pile. Since leveling up is resolved one at a time, the second Shawna, if it was also Level 1, would cost 2XP to level up, as you would now only have 1 copy in play.

How does Rien Mandroux work?

Rien has 5 keywords that give her an Attack boost. She cannot get boosted by any 1 keyword more than once. Having 3 Spells, for example, will only boost each copy you have of Rien once each, not three times each. At Levels 1 and 2, Rien does not count herself as a Hero, but will count other Heroes you have, including other copies of Rien. At Levels 3 and above, Rien counts herself for the Hero keyword.



If you have Rien Mandroux and a card with more than 1 of the keywords Rien counts (e.g. The Immortals are Ally • Hero), does that count as 1 or 2 different keywords?

They count as 2 different keywords for Rien.



Does Cirrok's Level 2 ability count against my "1 buy per turn" restriction?

No. Everyone gets 1 buy by default from the Rulebook, and any extra buys from cards, Village Locations effects, etc. will give you extra buys above and beyond the standard 1.



Am I only supposed to have 6 copies of Spices?

Yes, due to the card's mechanics, it is intentional that there are only 6 copies of this card in the stack, instead of 8. It should also be noted, that in Epic Mode there is only 1 copy of this card included, rendering the point of the card moot. Even though Spices is printed in the Epic Mode card bundle for completion sake, it is recommended that you do not play with it in Epic Mode. Regardless of what you choose, do not add any "extra copy" of Spices to the default stack of 6. The stack intentionally only contains 6 copies of Spices.

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 Aqueducts Side Quest)?

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



For the Summon Help Spell, can I "summon" a Hero that is not on top of the stack?


Yes, you may search the stack for higher level Heroes if the Spell allows.



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. for Shakir the Sailor )?

Yes, they are gained, and then immediately destroyed.



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.

QUESTBOOK





CHAPTER 8: VENGEFUL SANDS

QUEST CARD LIST



HEROES

14 x Cirrok
14 x Duriggim Soulbrand
14 x Hemna Granitesunder
14 x Rien Mandroux
14 x Shakir the Sailor
14 x Shawna Hopesinger

ALLIES

8x Camel
8x Desert Wolf

ITEMS

8x Bag of Gems
6x Spices
8x Thunderstone Potion

SPELLS

8x Mummify
8x Navigate the Labyrinth
8x Open Sesame
8x Summon Help

WEAPONS

8x Avian Bow
8x Khopesh
8x Scimitar



MONSTERS

10X BEETLE BEVY

10x Scarabs



MONSTERS [CONT.]

10X DESERT DWELLERS

2x Angry Ostrich
2x Desert Dogs
2x Giant Scorpion
2x Hydradile
2x Spiked Lizard



MONSTERS

10X NAGA NOMADS

2x Chizukeki
2x Jukesh
2x Nemash
2x Senash
2x Tjakala

10X SAND SPIRITS

2x Cobra Djinn
2x Dog Djinn
2x Major Djinn
2x Minor Djinn
2x Qareen



MONSTERS

10X ARID ATROCITIES

2x Casuariidae
2x Falak
2x Manticore
2x Roc
2x Sapleo

10X AMTEPHETES'S FORCES

3x Dust Devil
1x King Amtephetes
2x Nesnas
1x Queen Amtephetes
3x Undead Cyclops

QUEST CARD LIST [CONTINUED]

GUARDIAN

AMTEPHETES VII,
THE WICKED



LEGENDARIES

8x The Immortals

1x Wish

TREASURES

1x Huma

1x Rien's Ring

1x Thunderstone Lamp

1x Thunderstone Rug

GUILD SPONSORSHIPS

4x Clerics' Training Guild

4x Fighters' Training Guild

4x Rogues' Training Guild

4x Wizards' Training Guild

SIDE QUESTS

1x Build Aqueducts

1x Living Legends

1x New Town Guards

1x Rebuild the Grain Silo

1x Rebuild the Roads

1x Rebuild the Treasury

1x Recover the Wish

1x Spice Merchant


1x Voyager


OTHER


24x Dividers


24x Randomizers


DUNGEON ROOMS


Dragon Blood Forest 

Merchant Caravan 

Naga Nest 

Oasis 

Chalk Desert 

Royal Tomb 



VENGEFUL SANDS: A WHOLE NEW WORLD

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!"

Elmoran's plea comes too late as you drive your blade down, slicing the book in two along the spine. The burning flash of light is the last thing you see before everything goes dark. You feel yourself hit the cool water of the temple floor, and the weight of the water increases as it collapses around you. As you fight for the surface, a rushing sensation drags you further down, down, down. You start to black out when you unexpectedly find yourself falling into open air. The air fills your lungs just in time to be driven from them once more as you impact solid ground.

Dazed and checking to see what is broken, you see the tear in the sky from which you fell now has a waterfall descending from it, but only briefly as the portal to the Water Temple closes. You struggle to regain your senses and take in your new surroundings. The air is hot and dry all around you, no doubt due to the blazing sun overhead. You sit on hard, sandy earth bordered by a number of white stone buildings. You attempt to turn your head to look behind you, but find the tip of a long blade blocking your path.

"Do not test me, outsider," a low, whistle voice utters sternly. "Rise and face me." You stand cautiously, hands open and outstretched, turning to see a large creature, like an eagle, but dressed and standing as a man, cocking his head to keep his fierce gaze locked on you. You've seen some of the bird-people make their way through Thunderstone Keep before, but few like this. The long white feathers around his head shine in the hot sun. "Who are you? And where did you come from?"

"I -- I am one of the Champions of Thunderstone Keep," you groan.

The avian man twists his blade threateningly. "I've never heard of such a realm. What kind of wicked magic have you brought with you?"

"Magic? No," you reply. "I was ..." The battle with Miricelle flashes through your mind once more ... Rennard's mirror ... Elmoran ... the Stormlands. "Yes, I was in another realm. But not my own. We travelled there to stop a dangerous woman, to protect our world. We chased her to a place of water ... we fought ... and then ..." You trail off, passing another long confused look at the landscape that surrounds you now.

"Did you win?"

The words bring your mind back into focus. You look back to the bird-man; the sword is still raised, but the expression has changed, becoming more curious in nature. "I -- I don't know. I think so. Where am I?"

The creature straightens himself before answering. "You are in the city of Tanifra -- MY city -- on the edge of the desert of Raijan. We have lived in relative peace for many years now, but today, the earth shook as never before, like an Eruption of sorts. We witnessed the sands all the way to the horizon shift and churn like waves on the sea. The seers and priests speak of a wave of energy unheard of in these lands. And then I see you fall like rain from a hole torn through the air itself. I know nothing of this 'Thunderstone Keep' you speak of ... but I know that all of this is somehow connected."

Suddenly, your situation dawns on you. Wherever this city is, they've experienced something dramatic and now here you are, apparently from nowhere. You begin to speak in earnest. "I realize this is strange. I assure you ... I'm just as confused as you are, but I have few answers to give you. All I can say is that I intend you no harm."

The bird-man considers you for a moment, before lowering his blade. The feathers around his head shake out some of their tension. "My name is Cirrok, and my eyes can see truth in you, Champion. There is no doubt in my mind that you are connected to these events. But it would seem that we are both viewing them from the same position. Welcome to Tanifra."

Just then, a strong wind pours through the city, whipping sand all around you. You both shield your faces from the sting of the sand as a loud hum carries on the wind. After the wind subsides a bit you open your eyes to a most bizarre sight: A swirling beam of light rising off the horizon. Cirrok sees your shocked expression and turns to witness the sight for himself.

"That -- that can't be," he says, tracking the light across the horizon. "The only thing in that direction is the tomb." Cirrok turns back

toward you, quickly raising his sword again. You raise your hands and shake your head vehemently to indicate that this is just as new to you as to him, causing him to lower the blade once more.

"That is the tomb of Amtephetes, a family of great renown in this land. If whatever magic brought you to Tanifra has touched that place as well, then all of us are in grave danger. We must leave at once for the tomb."

"We?" you ask, already sure of the response.

"Oh yes, Champion. As I said, I've no doubt that your arrival is connected to what is happening here. And while I do not yet hold you accountable, I intend to keep you close until all this is resolved."



A WHOLE NEW WORLD: ADVENTURE CARD LIST

HEROES



Cirrok



Duriggin Soulbrand



Rien Mandroux



Pylorian

ALLIES



Desert Wolf

ITEMS



Spices



Amulet of Infravision

SPELLS



Mummify



Summon Help



Vampiric
Touch

WEAPONS



Avian Bow



Short Spear

MONSTERS



Ensnaring Vines



Naga Nomads



Arid Atrocities

GUARDIAN



Amtephetes VII, the Wicked

DUNGEON ROOMS

Dragon Blood Forest,
Merchant Caravan

Naga Nest,
Oasis

Chalk Desert,
Royal Tomb



VENGEFUL SANDS: SIROCCO STING

By Brett Satkowiak

"The Amtephetes were a powerful dynasty who ruled this region for centuries," Shakir says as your camel walks the hard-packed, dusty path toward the oasis in the distance. The sun is incessant, unlike anything you've ever experienced before, but the others in your party seem to be relatively unphased. Living in the temperate climate of the Keep never felt like such a curse before. They tell you they would usually travel this road at night, but the situation demands greater urgency.

"The stories tell of a line of kings that was never truly loved, but feared and respected enough to hold allegiance," he continues.

"That is, until they weren't," Shawna, the halfling woman riding behind them interrupted. "In my studies, I've found fear to be a powerful instrument in leadership, but sometimes it becomes too great. Here a darkness created such fear, however, that the people lost the ability to live under its weight any longer."

"Darkness?" you ask. "You mean magic. This Amtephetes king delved into something that crossed a line, and the people hated him for it."

"Not the king," comes a dark voice, Hemna the dwarf, silent as the grave until now. "The

daughter. Khepri was known for her great beauty, but she carried an evil in her heart that no one could abide. As the king and queen began to wane in influence, the threat of her darkness becoming the Rising Sun over the land was untenable. On the day of her ascension to Amtephetes VII, the people laid waste to the palace, killed them all, and buried the entire house in the tomb". She raises a twisted hand toward the beacon that drew you all out into this desert. "That tomb."

Suddenly, the wind surges, encompassing your party in a terrible swirling cloud of dust and sand. Hemna orders the group to circle up for cover. She and the others seem worried as they clearly sense the same thing you do; this is not a natural phenomenon.

Cutting through the roar of the wind in your ears comes an eerie voice, "Prepare for her coming, traitors! The day of your death is here!" The statement ends in a head-splitting scream. You shield your eyes to see a horrible visage emerge within the shadows of the dust storm, horrifying and filled with rage.

Someone does not want you to reach the tomb, Champion ... and with this new enemy, she may just have her way.

SIROCCO STING: ADVENTURE CARD LIST

HEROES



Hemna Granitesunder



Shakir the Sailor



Shawna Hopesinger



Baharan

ALLIES



Camel



Bag of Gems



Thunderstone
Potion

GUARDIAN



Antephetes VII, the Wicked

SPELLS



Navigate the
Labyrinth



Summon Help

DUNGEON ROOMS

Dragon Blood Forest, Merchant Caravan



Naga Nest, Oasis



Chalk Desert, Royal Tomb



Dragon Blood Forest



Merchant Caravan



Naga Nest



Oasis

WEAPONS



Scimitar



Boomerang



Crystal Dagger

MONSTERS



Desert Dwellers



Naga Nomads



Arid Atrocities



Chalk Desert



Royal Tomb

VENGEFUL SANDS: DEATH COMES AT DAWN

By Brett Satkowiak

Dust shakes loose from the ceiling as the giant crashes to the floor. Hemna's axe cut clean through, propelling the giant's head a small distance before it rolls to a stop. Its singular eye stares lifelessly at you, perpetually portraying the anguish of the creature's final thoughts. You pause to reflect in this rare moment of morbid stillness. It seems this is your first moment of peace since you emerged into this strange new part of the world. Wherever this desert of Raijan is, it's no different than the region surrounding Thunderstone Keep. For all the conflict, all the danger, all the bizarre horrors, none of it is truly unique. Maybe Cirrok was right to suspect you; maybe you are somehow the one that draws these things out. But those are questions for another day.

A voice, beautiful and dark, begins to echo through the halls of this ancient tomb. You and the others look around, struggling to listen, but only Duriggim seems to understand.

"It's the Wicked one!" he starts. "She is rousing the dead! We must hurry!"

All of you start making your way toward the voice until you emerge into a large burial chamber. Light from dozens of torches flashes off of gold inlaid throughout the room, from pillars to the walls to even lines along the floor, giving the room a brightness not unlike the sands above. In the center of it all is a large stone sarcophagus, its lid split in two and leaning against the sides.

You don't need anyone to tell you that the woman next to it is Khepri, the seventh and most wicked of the line of Amtephetes. She has shed the burial cloths, strewn around the floor near where she laid for centuries. The only hint of that sleep is a withered hand, now raised toward a great door carved into the wall in front of her, full of mystical power. The tales did little to describe her beauty, so great that even her darkness, while terrifying, seems something to marvel at, something to desire. She turns as the last of your party enters the chamber.

"The curse was laid, and you would have done well to fear it," she calls. "After all my family did for you, for all of Raijan, you murdered them in their sleep." She looks around, seemingly at the very air around her. "But something has changed." Hemna casts a sideways glance in your direction, which you pretend not to notice. "My power is returned to me, and I will have my revenge!" Her body surges with power that radiates through the room as tombs shatter and sarcophagi disintegrate into nothing. From the dust, long-dead bodies, wrapped in cloth, even some adorned with great jewelry, begin to rise, rallying around Khepri. "The time for your reckoning is now! Kneel and beg for mercy!"

Once more, you face the end, Champion. It's time to see just how far your luck goes.

DEATH COMES AT DAWN: ADVENTURE CARD LIST

HEROES



Silverhelm



Hemna Granitesunder



Cirrok



Duriggim Soulbrand

ALLIES



Camel



Tome of Knowledge



Thunderstone Potion

GUARDIAN



Amtephetes VII, the Wicked

SPELLS



Mummify



Open Sesame

DUNGEON ROOMS

Dragon Blood Forest, Merchant Caravan



Naga Nest, Oasis



Chalk Desert, Royal Tomb



Dragon Blood Forest



Merchant Caravan



Naga Nest



Oasis

WEAPONS



Avian Bow



Khopesh



Holy Mace

MONSTERS



Desert Dwellers



Moor Skeletons



Amtephetes's Forces



Chalk Desert



Royal Tomb

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
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PLAYERS	WIN/LOSS	DATE
PLAYERS	WIN/LOSS	DATE
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PLAYERS	WIN/LOSS	DATE
PLAYERS	WIN/LOSS	DATE

[illegible]

HOW MANY LEVELS HAVE YOU CLEARED

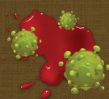
AMTEPHETES VII,
THE WICKED



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**



**VENGEFUL SANDS
QUEST**

