Mike Elliott

THUNDERSTONE QUEST

RIPPLES IN TIME
QUEST 5
Set Design by
Bryan Reese and Mark Wootton

RULEBOOK & QUESTBOOK

AEG

CONTENTS

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

CREDITS

Introduction

Ripples in Time is an expansion product for *Thunderstone Quest*®. Rules for new components start on page 4. Those who are familiar with these components can skip directly to the Questbook on page 6.

Unpacking the Box

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

- 1 Quest 5 *Ripples in Time*, the full contents of which are featured in the Questbook (see pages 7-8)

- 1 copy of each Monster, Hero, Item, Spell, and Weapon from *Ripples in Time*, to be used in Epic Mode

- 1 *Ripples in Time* Rulebook/Questbook
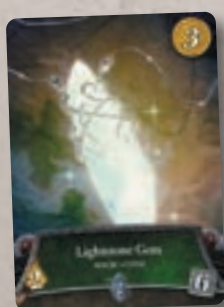
Prestige Class Boards

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

Prestige Classes are a new board that allows you to train in a specialized class, gaining new powers as you gain Ranks. The training section (top) of each Prestige Class board explains how to gain 1 Rank ( ) in your Prestige Class **(1)** or potentially 2 Ranks ( ) at once **(2)**. The Rank numbers **(3)** are to the right of the cost. These Ranks cost to gain, as listed on the left-hand side of the board within the Rank to which you are going **(4)**. You must pay the cost of each Rank you gain. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not gained. You do not start with any Ranks in your Prestige Class, and Ranks must be gained in order; they cannot be skipped. When a Rank is gained, it will unlock new powers for your benefit **(5)**. Some abilities start with an italicized descriptive word, such as *Necromancy* **(6)**. This descriptive word will be referenced at other Ranks, increasing its power **(7)**.

IV HEROES

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

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

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

VII GUARDIANS

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

DEATH SENTINEL
....

Leader of the Doomknights, the Death Sentinel learns your skill and how to counter it. It strikes you hard and never relents. It is an intelligent, ruthless killing machine, never stopping until its enemies are terminated.

DIFFICULTY: 🦶🦶

QUESTBOOK

◎ QUEST 5

RIPPLES IN TIME

6

RIPPLES IN TIME

QUEST CARD LIST

HEROES

15x Aird
15x Arcanian
15x Dunardic
15x Regian
15x Terakian
15x Veris

ITEMS

8x Amulet of Power
8x Lightstone Gem
8x Nature's Amulet
8x Ring of Spell Storing

SPELLS

8x Creeping Death
8x Frost Bolt
8x Mind Control
8x Summon Storm

WEAPONS

8x Cursed Mace
8x King's Sword
8x Longspear
8x Magi Sta

I MONSTERS

10X DOOMKNIGHTS
2x Doom General
2x Doom Necromancer
2x Doom Sorcerer
2x Doom Tormentor
2x Doom Warrior

10X GNOLL RAIDERS

2x Cur Cur
2x Gnoll Alpha
2x Gnoll Hunter
2x Gnoll Marauder
2x Gnoll Scavenger

II MONSTERS

10X MINIONS OF CHAOS
2x Hell Hound
2x Lightning Demon
2x Pain Demon
2x Succubus
2x Unholy Demon

10X TORMENTS
2x Fire Torment
2x Lightning Torment
2x Smoke Torment
2x Thunder Torment
2x Water Torment

III MONSTERS

10X ANCIENT PROTECTORS
2x Bronze Golem
2x Clay Golem
2x Colossus
2x Iron Golem
2x Stone Golem

10X ANCIENT WYRMS
2x Ebon Fume
2x Mythlurian
2x Skaladak
2x Smokeplume
2x Uyril Unending

GUARDIAN

DEATH SENTINEL

TREASURES

1x Axe of the Giants
1x Lightbringer

PRESTIGE CLASS

1x Necromancer

OTHER

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

DUNGEON ROOMS

Gate Cavern
Dangerous Passageway
Fire Chasm

Aftermath

By Brett Satkowiak

You gasp for air as the sentient water swirls around you, pulling you beneath its surface once again. As with the other temples, Miricelle has gained enough power to turn its denizens against you, and the entire party is fighting for their lives through all manner of watery creatures, trying to reach her.

A blast of magical energy ruptures the creature, causing you to pour out onto the hard floor. You turn to see Elmoran with his hand raised, your apparent rescuer. You turn again to see Grimwolf and Miricelle locked in combat. Grimwolf has proven to have unnatural strength time and again on this quest, but he appears to be outmatched by the former maiden as she backs him into a corner.

However, it seems to be enough to distract her, as you notice Moonblades, as silent as she is blind, approach from behind. Her blades begin to glow as she prepares to strike, but somehow she isn't fast enough. Miricelle turns in time to defend herself, raising her arms and swinging the Scionic Annals around to deflect the attack. The force of the blow knocks the book out of her control, and it skips across the water on the floor to rest a few yards in front of where you are catching your breath. Elmoran defeats another enemy, turning his attention to Miricelle as well.

"She's too strong," the thought reverberates in your head. "It's too much power. We'll never defeat her now." But that's when the realization strikes you. "She doesn't possess all that power yet; it's still linked to our world … and that book is the bridge that connects her, the Stormland, all of it together."

You struggle to get to your feet and regain your sword, and then trudge through the water to where the open book bobs innocently, ignorant of the battle going on

at the other side of the room. You raise your sword to strike.

"No, Champion!" Elmoran cries. "Wait!"

But the 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.

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Back in the world of the Keep, the entire Material Plane is shocked by the influx of energies old and new. Powerful storms arise across land and sea in a moment. Volcanoes and geysers erupt without warning, spewing intense fire and heat into their surroundings. Earthquakes shake the land everywhere, causing enormous fissures and canyons to appear as the very land is unable to contain the backlash and the power that Miricelle tried to steal from it surges back unchecked.

In time, the world settles back into balance, but it is forever changed as magic from the forces that birthed it infuse every part with new life and energy. Time will tell what adventures await in this brave new world …

◼━◈ ◆ ◈━◼

… but the effects are felt in a very old world as well.

"It is time." Veris turns to the others. "We must make for the Gate to ensure he does not return."

"Again?" Regian replies, looking old and weary. "The path there is fraught with danger. But so be it … again."

"So it's up to us to clean up the mess, then?" Dunardic sneers as he kicks off the wall he was leaning on.

"Mind your tongue," Terakian shoots back. "You've no idea the evils we've faced already to rid the world of Doom. The Eruption has put our work in jeopardy, which is why we must venture to the Gate once more. But you're free to return to your guardpost if you'd prefer."

Dunardic raises his hands in quiet surrender before turning to secure his pack.

Arcanian lifts her hand before her, opening it to see the energy swirl above her open palm.
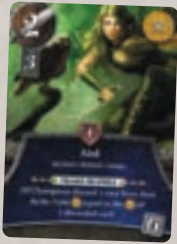
"The Eruption has released all manner of new magicks. I can only imagine what marvels await us below."

"Nothing good, I assure you," Aird says. "Mark my words, though. If a quest to rid ourselves of Doom forever is the most difficult thing we face in the wake of this Eruption, I'd say we've gotten off lucky."
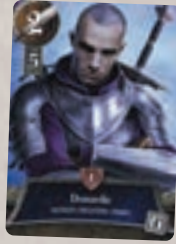
Aftermath Part 1
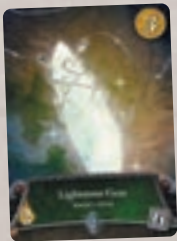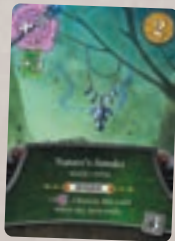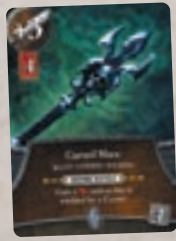## ADVENTURE CARD LIST

HEROES

| Aird | Arcanian | Dunardic | Regian |

ITEMS

| Lightstone Gem | Nature's Amulet |

WEAPONS
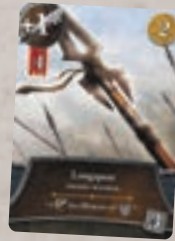
| Cursed Mace | Longspear | Magi Staff |
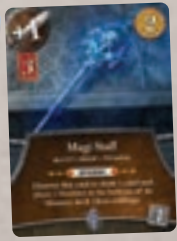
SPELLS

Creeping Death

Frost Bolt
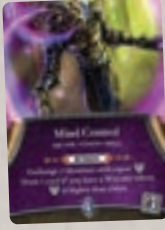
Mind Control

MONSTERS

Doomknights

Torments
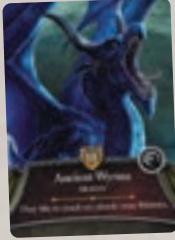
Ancient Wyrms

GUARDIAN
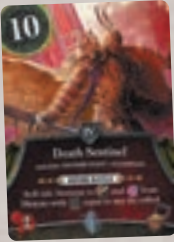
Death Sentinel

ROOM TILES

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

Gate Cavern   Mine

Crypt   Dangerous Passageway

Fire Chasm   Vault

Death Sentinel's Lair

Aftermath Part II
ADVENTURE CARD LIST

HEROES
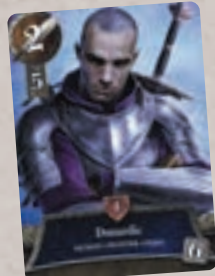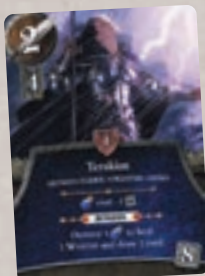
Aird	Dunardic	Terakian	Veris
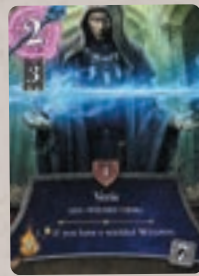
ITEMS

Amulet of Power	Ring of Spell Storing

SPELLS
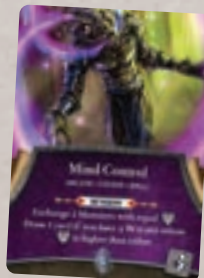
Creeping Death	Mind Control	Summon Storm

WEAPONS

King's Sword **Longspear** **Magi Staff**

MONSTERS

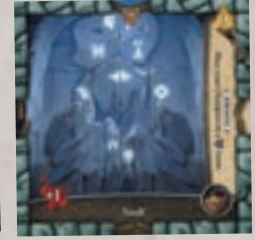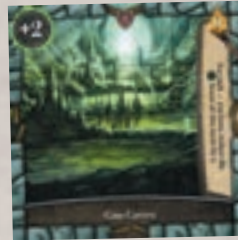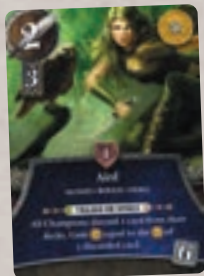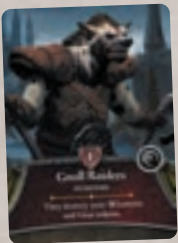**Gnoll Raiders** **Minions of Chaos** **Ancient Protectors**

GUARDIAN

Death Sentinel

ROOM TILES

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

Gate Cavern

Crypt

Fire Chasm

Mine

Dangerous Passageway

Vault

Death Sentinel's Lair

Death Sentinel's Lair

THREAT LEVEL ① ② ③

1 2 3 4 5 6 7 8

IV

DOOMKNIGHTS, ADVANCE!
You may gain 2 ☠. If you do not, add 2 ☠.

DOOMKNIGHTS, STRIKE!
Gain 1 ☠. Add 1 ☠.

LOOT THE BODIES
Gain 1 Gear token. Add 1 ☠.

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

Campaign Log

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

PLAYERS _____ WIN/LOSS _____ DATE _____

PLAYERS _____ WIN/LOSS _____ DATE _____

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PLAYERS _____ WIN/LOSS _____ DATE _____

PLAYERS _____ WIN/LOSS _____ DATE _____

How Many Levels Have You Cleared?

☐ **IV**

☐ **V**

☐ **VI**

☐ **VII**

Death Sentinel

FAQ

For the Necromancer Prestige Class, where are the destroyed piles?

There are many destroyed piles in each game. Each time a card is destroyed, such as by Heroes being leveled up or by Monsters, it goes into a destroyed pile. It is from here the Necromancer nds its little buddies. The resurrected Heroes return to their corresponding Village stack at the end of the turn (not to the destroyed pile). This is usually a stack in the Guilds' Quarter, but it could require shu ing them into the Treasure deck.

If I resolve my Heroic Opportunity on a Guardian die roll other than 🏆 (e.g., by using an ability), will that trigger Opportunity Attacks from Guardians (e.g., Death Sentinel)?

No. Guardian Opportunity Attacks only trigger speci cally when the 🏆 face of a die is rolled.

If I have a Hero for just the turn (e.g., *Aird*) and it gets leveled up or down, what happens?

You would level it up or down as normal and then return the newly leveled Hero, where and when appropriate.

When can I use *Arcanian's* ability to modify dice?

You may modify dice after each time dice are rolled during the turn. For example, you may modify dice after rolling for a Spell and after rolling for a Monster during the same turn.

You may modify dice to avoid rolling doubles.

If you have multiple copies of *Arcanian* in play, you may use each card for each dice roll.

How do I exchange Monsters with *Mind Control*?

Choose a Monster in a Dungeon Room and move it into a room with another Monster that has the same level. Then move the Monster that was already in the room to the newly vacated room.