

Mike Elliott

THUNDERSTONE QUEST

BARRICADES MODE

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.
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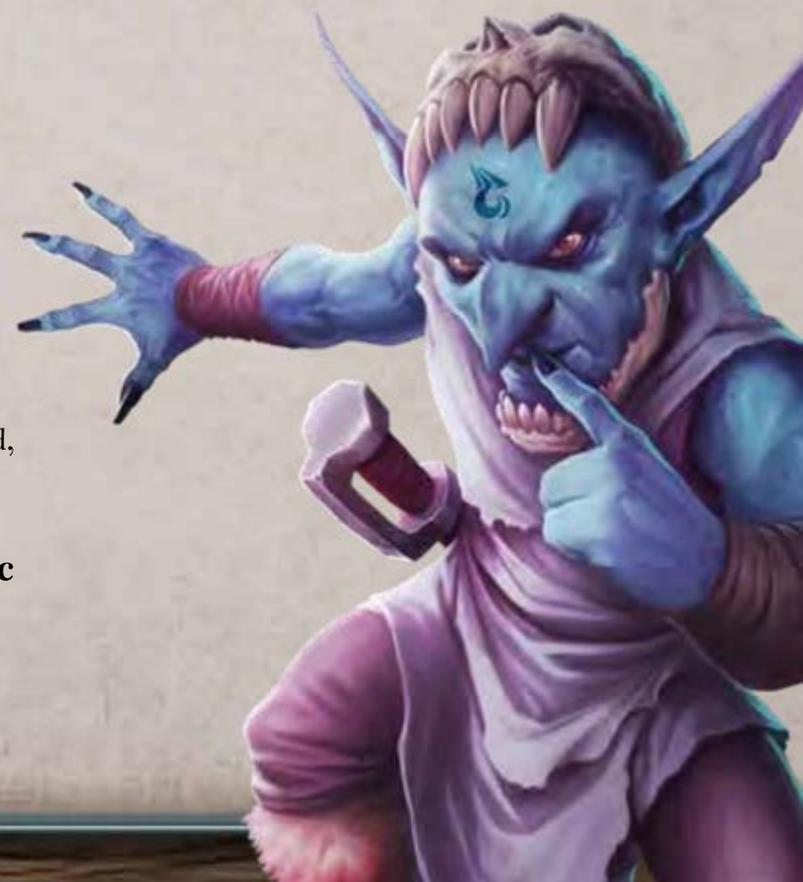
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Kickstarter and the additional backers from the
Pledge Manager! It was with your help that AEG
was able to go bring Co-Op and Solo Modes to
Thunderstone Quest.



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OBJECTIVE

“To the Barricades!”

Thunderstone Keep is under attack and needs your help to survive! The foul creatures that have made the Keep’s sewers their home are being driven to the surface by something far more frightening. The time has come for the Keep’s Champions to band together and discover what lurks in the darkness below your feet.

In Barricades Mode, 1-6 players will collaborate to protect the Village, or else face the fate of its utter destruction. The players will improve their decks, form Parties, build Barricades, share cards, and gain levels in the all-new Prestige Classes in order to face the Guardian together.

GAME END

If the players destroy the Guardian before the Village Locations are destroyed (based on your difficulty), the players win! If however, the Guardian destroys the Village Locations, the players lose. If the Guardian destroys the Village Locations on the turn the players destroy the Guardian, then it is a Pyrrhic Victory. The Guardian has been defeated, but at what cost?

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.

- 2 Starter Decks (6 Adventurers, 2 Lanterns, 2 Daggers, and 2 Thunderstone Shards)
- 2 Player Boards
- 26 New Starter Cards (12 Thunderstone Pieces, 6 Bree Setim, 6 Joba, and 2 Thunderstone Staff)
- 6 Dividers
- 20 Adventurers
- 30 Curse Cards
- 120 Epic Cards
- 12 Prestige Class Boards
- 1 Wilderness Tile
- 1 Marketplace Overlay Tile (Epic and Campaign Modes)
- 8  Guardian Tiles
- 28 Guardian Guide Cards
- 16 Guardian Dice ()
- 28 Destruction Chits ()
- 5 Barricade Overlay Tiles
- 30 Frostbite Wound Tokens (see pg. 14)
- 20 Gray Tokens (1XP)
- 10 White Tokens (10XP)
- 1 Threat Token
- 1 Destruction Chit Bag
- 3 Sticker Sheets
- 2 Champion Figurines
- 1 Rulebook

The remaining Quest 6 and 7 cards are featured in the Questbook contents starting on pg. 20.

The Prestige Class boards and the cards from Quest 6: *What Lies Beneath* and Quest 7: *Frozen in Time* can be used in any mode of Thunderstone Quest.

CURSES AND DISEASED WOUNDS

Diseased Wounds are a new type of Wound card (). Shuffle these together with the Festering Wounds. Together, they form the Wound card deck. Draw from this combined deck whenever required.

Curses are a new card type. When gained, they go directly in front of you, affecting you each turn. They cannot leave play by any means other than their own text. Baalok, the Flesh Weaver’s  form deals these Curses to the players.

STICKERS AND THE MARKETPLACE TILE

Included in this box are 3 Sticker sheets. They contain lots of stickers on them: 38 Medals (see pg. 18), Gold Costs for the Token Tray (see pg. 4), 1 AEG, 1 Marketplace, and 1 Guilds’ Quarter. These last 2 are permanent alterations to the Village Boards from the first Kickstarter and Retail copies, as well as the 1,000 expedited copies from the second Kickstarter. Village Boards from the second Kickstarter do not need these stickers.

Have fun with the AEG sticker, but please be respectful of other peoples’ property.

Place both The Marketplace and Guilds’ Quarter stickers on the side of the board without stack labels. Once carefully applied, your Village Board is ready for Barricades Mode, while the other side remains ready for other modes.

Also included in this box is a Marketplace overlay tile with two sides. One side has The Marketplace effect for Epic Mode (see TSQ Rulebook, pg. 17). The other side contains a brand new Marketplace effect for Campaign Mode! If playing one of these modes, overlay this tile on the Marketplace. Do not use this tile in Barricades Mode, even if playing Epic.



SETTING UP FOR BARRICADES MODE

Barricades Mode setup is the same as normal Thunderstone Quest setup (see the TSQ Rulebook, p. 3-5), with a few changes:

1. Players each choose 1 Prestige Class, placing it to the right of their Player Board. Playing with Prestige Class boards is optional in other modes of Thunderstone Quest.
2. Place the Guardian,  Lair (room) side face up, below the  rooms in the Dungeon, and place the Threat token on the 1 space. This will advance forward 1 space at the end of each turn.
3. Place the 20 Destruction chits with which you are playing inside the Destruction chit bag and place the bag near the Village.
4. Place the 5 Barricades onto their respective Village Locations, inactive (red) side up.
5. Players may optionally use Guild Sponsorships, but there's no time for Side Quests, so they are not used in Barricades Mode. Guild Sponsorships will make the game a bit easier.
6. No players start with Iron Ration () tokens.
7. Remove from your deck the 2x *Lantern* and 2x *Thunderstone Shard* Starter cards. Replace them as follows:
 - **1 PLAYER:**
1x *Bree Setim*, 1x *Joba*, 2x *Thunderstone Staff*
 - **2 OR MORE PLAYERS:**
1x *Bree Setim*, 1x *Joba*, 2x *Thunderstone Pieces*
8. In 1 Player (Solo) Mode, use fewer stacks of cards in the Village:
 - 2 Hero stacks
 - 4 Marketplace stacks (of any variety)



*Playmat shown here is an optional add-on. Barricades mode can also be played with the standard Village Board from the base game (updated with stickers, if needed).



WOUND AND GEAR TOKEN TRAY

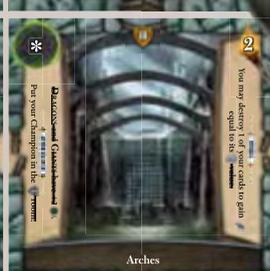
In this box is a tray which holds Wound and Gear tokens. This tray is designed to be removed from the box and put onto the Village each game. If you are using the Village Board, place the tray directly below The Bazaar. If you are using the Village Playmat, place the tray directly above The Bazaar.

On the sticker sheet, there are three stickers: 2 , 3 , and 4 . Carefully apply them to the tray, in the places marked on the tray, for the , , and  tokens.

When the game is finished, place your tokens in the tray as appropriate, and return the Token Tray to the box.

4





Throughout this Barricades Mode Rulebook, we are going to be following turns of Jordan's first game of Barricades Mode, as he tries to save the Village solo. We will also see turns from another, cooperative game of Barricades Mode featuring Kenneth, Toril, Ray, and Scott. They have all played before, and are playing on Hard difficulty. Jordan is playing on the First Time difficulty. These example turns, which contain useful play tips for new players, are written in these brown boxes. If you are familiar with Barricades Mode, you may wish to skip these boxes.



After setting up the player area, all of the players in our example games select a Prestige Class and discuss their deck-building strategies together. It is best to make sure they are not all competing for the same Hero. If Toril, Ray, and Scott are all planning on leveling up the same Wizard, there could be a problem. Jordan, playing Solo, only plays with 2 Hero stacks and 4 Marketplace stacks. He chooses the Town Guard Prestige Class. As Jordan is playing on the First Time difficulty, he removes 2 Adventurers from his starting deck, replacing them with 2 **1** Heroes from the Village. He decides to battle the least difficult Guardian for his first play, Smorga the Queen.

ADJUSTING DIFFICULTY

Different players may want to adjust the difficulty for various reasons, such as trying to earn Medals (see pg. 18). We recommend players use the **FIRST TIME** difficulty for their first game.

FIRST TIME: Replace 2 **0** Heroes (Adventurers) in your starting deck with 2 **1** Heroes from the Village. You lose the game when all **FIVE** Village Locations are destroyed (see "Destruction Chits" on pg. 9).

EASY: Replace 1 **0** Hero (Adventurer) in your starting deck with 1 **1** Hero from the Village. You lose the game when all **FIVE** Village Locations are destroyed.

MEDIUM: You lose the game when **FIVE** Village Locations are destroyed.

HARD: Play with the advanced Destruction chits. You lose the game when **THREE** Village Locations are destroyed.

LEGENDARY: Play with the advanced Destruction chits. You lose the game when even just **ONE** Village Location is destroyed.

NEW WILDERNESS AND **0** MONSTER

Barricades Mode includes a new Wilderness Tile. On one side are the same mechanics as always, and on the other side of the tile are the mechanics for Barricades Mode.

These tiles also have **0** Monsters printed on them, including a new

Arctic Mosquito **0** Monster with similar, but different mechanics from the Giant Rat **0** Monster. In any mode of Thunderstone Quest, you may play with a **0** Monster printed on the Wilderness tile, or you may use any **0** Monster from the back of any Guardian.

NEW RULES

Barricades Mode comes with a few additional rules.

BOTH VILLAGE AND DUNGEON PHASES, TAKEN SIMULTANEOUSLY

In Barricades Mode, the Monsters are attacking the Village each “night” (at the end of each turn), and thus they give the players no rest! This means that every turn players will be able to take both a Village Phase AND a Dungeon Phase during the turn (if they wish) even if they are at The Temple. If they prefer to only take one or the other as normal, that is fine, and players may remain in the same Dungeon Room turn after turn as normal.

Instead of taking their turns one-by-one, players take a single, simultaneous turn using the following structure.

First, all players take their Prep Phase as normal. All players will roll Guardian Dice (see p. 10), discuss their plans for the turn with each other, and place their Champions.

Next, all players who wish may take a Village Phase. Not many conflicts arise in the Village, and as this is a cooperative game, the players are assumed to be capable of handling any conflicts that may arise (such as buying the last card in a stack).

Next, all players who wish may take a Dungeon Phase. Players may resolve their battles simultaneously and/or one at a time, in any order they choose, clearing the path for others (see “Refill at Turn’s End” on pg. 7).

The turn ends with all players resolving any lingering card effects, discarding, and drawing new hands simultaneously before advancing the Threat token 1 space on the Threat Level track.

TOO CHAOTIC?

Some players may find that simultaneous play interferes with their mojo and prefer taking turns one at a time. If you find this to be you, your table should follow the structure in this Rulebook, but allow the players to resolve their turns inside the Village and Dungeon Phases one at a time (first the Village Phase and then the Dungeon Phase). If players are part of a Party (see pg. 7), they will all battle their Monster that turn simultaneously.



It is turn 1 of Kenneth, Toril, Ray, and Scott’s game. They each roll 1 Guardian Die, because the Threat Level is currently at 1. Kenneth takes 1 , Toril draws a card (yay!), while Ray and Scott roll 1  each. We will discuss  in detail later in this book (pg. 10).

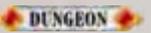
For now the players discuss their plans for the turn, place their Champions in the Village, and simultaneously take a Village Phase each, buying cards. Kenneth heals the  he just took. When they all finish, they will move on to their Dungeon Phase.

Toril drew a handful of attack cards, but no Light, so she is going to Party Up with Scott who has 2 Light. Together they move to a  Dungeon Room and battle the  Monster there. While they are resolving their battle, Kenneth and Ray are going to individually battle the  Monster in The Wilderness, making sure to power up their decks. The Guardian isn’t going to wait until your deck is ready. Kenneth has a Joba, so he will actually be able to level up 2 different  Heroes for free: 1 from the  Monster’s ability and 1 from Joba’s ability. Joba’s a good boy.

Toril also has a Joba, so she will be able to level up 1  Hero, as well as split with Scott the Rewards from the Monster (4  and a Treasure). First they get to see the Treasure card, a Hendrik the Brainless! Toril will take 1  and Hendrik, since she is using a Fighter strategy. Scott takes the other 3 . They each have to take the Monster’s 2 . Scott uses the Spoils on his two Thunderstone Pieces, since he is in a Party: 1 to heal 1 Wound, and 1 to gain another 1 . Scott and Toril are hurt, but they are ok. More importantly, because they defeated a  Monster and only 2  were attacking, the Village is safe...this turn.

FORM OR JOIN A PARTY

Barricades Mode also brings with it a new rule which allows players to Form/Join a Party, combining their efforts to battle Monsters. At any time during a turn before battling Monsters, players in the same Dungeon Room may Form or Join a Party. There are a few special rules and benefits for players in a Party, though they may not necessarily receive all of these benefits if they Form or Join a Party too late in the turn (e.g. players who Form a Party after moving do not receive the  benefits of being in a Party, nor the benefits of combining Light values to move).

- Each player in a Party may, as a  ability, give any number of Gear tokens to another Party member. They may also lend (for the turn) or give (permanently) 1 of their non-Wound cards to that same Party member. Lent cards are returned when the turn ends.

- Players in a Party move together through the Dungeon, combining their Light values.
- Players in a Party combine their Attack values to form their Party Attack value, which is compared against a Monster's Health as normal.
- Armor and Magic Resistance affect only the Party and the Party Attack value, and only once. They do not affect the players of the Party individually.
- Each player in the Party suffers all other text (eg. before and after battle abilities) and Wounds of the Monsters individually.
- Players in a Party split the Rewards and Spoils effects from the Monster and Dungeon Room however they see fit. If the Monster gives a Treasure card, they may look at the Treasure first before deciding how to split the rewards.

Forming a Party does NOT allow you to choose other players' cards with your effects unless explicitly stated. If you have a Cleric that heals a Wound, and your fellow Party member needs the healing, you will need to lend them your Cleric for that turn or give them a  token. Likewise, your Partymember's high level Wizard will not help your Spell, nor does their Wizard count as you having a Wizard. You would need to borrow their Wizard for the turn, or lend them your Spell.

REFILL AT TURN'S END

When refilling Monsters in the Dungeon, do not refill Monsters for any room until the end of the turn. This allows the players to work in tandem. Players battling lower level Monsters may "clear the path" so that players battling higher level Monsters may move through unimpeded by Monster  effects.

NEW COMPONENTS

Barricades Mode brings several new components.

NEW STARTER CARDS

"Bree and Joba are inseparable."

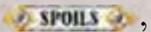
Barricades Mode introduces 4 new Starter cards: *Bree Setim*, *Joba*, *Thunderstone Pieces*, and *Thunderstone Staff*. They replace 2x *Lanterns* and 2x *Thunderstone Shards* in your starting deck (see pg. 4).

NEW VILLAGE ABILITIES

"Visit the new merchant yet? She has intriguing wares, some all the way from Kerkenzen!"

The Marketplace is now a Village Location with 4 spots and an ability. Players at The Marketplace may, as a , draw 1 card OR lend, give, or borrow a card to/from another player.

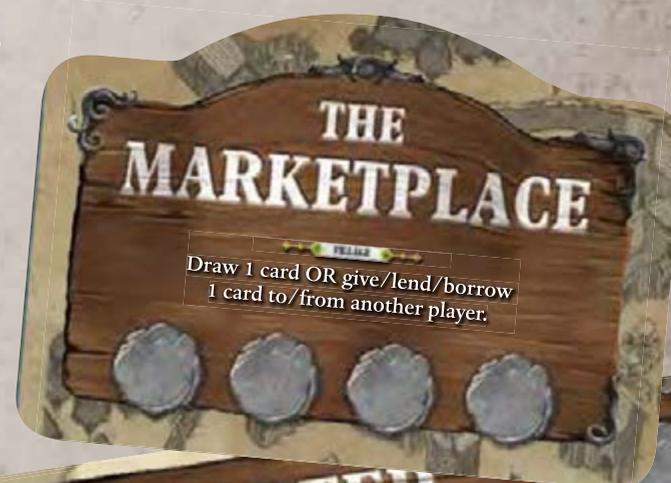
The Guilds' Quarter has a different ability in Barricades Mode. Players who visit The Guilds' Quarter may level up their Hero that turn as a

, instead of in the Village. The Guilds' Quarter does not allow you to level up 2 Heroes in 1 turn while playing Barricades Mode.

In the box, there are stickers for both The Marketplace and The Guilds' Quarter. These stickers are permanent alterations to the Village Boards from the first Kickstarter and retail copies, as well as the 1,000 expedited copies from the second Kickstarter. Village Boards from the second Kickstarter do not need these stickers.

The stickers should both be placed on one side of the board (whichever side you prefer). Once carefully applied, your Village Board will be updated for playing in Barricades Mode, while the other side remains untouched for standard play.

Separately, there is also a dual-sided Marketplace overlay tile with the ability for Epic Mode on it, as well as a brand new ability for the Campaign Mode (see the TSQ Rulebook, pgs. 17-18). This overlay should be used in Campaign Mode and Epic Mode (but not Barricades Mode).



PRESTIGE CLASS BOARDS

“Over time I have developed a particular set of skills.”

Barricades Mode introduces Prestige Classes to Thunderstone Quest. 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 acquire. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you gained, the new Rank(s) are not gained. Ranks must be acquired in order, they cannot be skipped. When a Rank is gained, it will unlock new text for your benefit (5). Sometimes, this may give you a new ability ready to use that turn, such as a **SPILLS** ability. Some abilities will have an italicized descriptive word at their end, such as *Diplomacy* (6). This descriptive word will be referenced at other Ranks, increasing its power (7).

The top section of your Prestige Class (on the Barricades Mode side) also dictates what happens when you (8) roll a Heroic Opportunity (🏆) on your Guardian Dice (see pg. 10). As you gain Ranks in your Prestige Class, the value of your 🏆 may increase (9) and may even activate more often! (10)

The top section of your Prestige Class on the reverse side does not have a Heroic Opportunity, but instead reminds players how to gain Ranks.

DON'T FORGET YOUR HEROES!

Barricades Mode brings new ways to utilize your XP tokens with Prestige Classes. This is great, but as with a standard game of Thunderstone Quest, it is important that players level up their Heroes too. You will need powerful Heroes to battle the brand new Level 7 Guardians.

Town Councilmember

BARRICADES MODE

↑: Defeat a 🏆+ Monster with another 🏆 in the room or an adjacent room (including 🏆).

↑ or ↑↑: Buy a card and defeat a 🏆+ Monster.

🏆: When building Barricades this turn, you may build 1 Barricade for 0 🏆.

RANK	1	2	3	4	5	6	7	8	9	10
1	1									
2		1								
3			1							
4				1						
5					1					
6						1				
7							1			
8								1		
9									1	
10										1

Cards at your Champion's Village Location have -2 🏆 for all players there.

VILLAGE
Roll 1d6. On a 5+, remove 1 🏆. *Diplomacy*.

🏆: Also, your *Diplomacy* die roll this turn is automatically a 6.

You build Barricades for - 🏆 equal to your Rank.

SPILLS
Gain 1 🏆. Put 1 🏆 in the room as a Reward.

Each turn, each player may use 1 heal ability as a **SPILLS** (e.g. CLERIC or 🏆).

Your 🏆 with 🏆 resolve your 🏆 instead.

SPILLS
Remove 1 🏆 or 1 🏆.

When you gain this Rank, gain 1 🏆 HERO from the Village and put it on top of your deck.

PRESTIGE CLASSES IN OTHER MODES

Prestige Class boards are dual-sided: 1 side for Barricades Mode and 1 side which may be played (optionally) in competitive games. 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, TSQ Rulebook pg. 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 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 chosen before selecting their own Side Quests.

DESTRUCTION CHITS

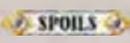
“The entire location up in flames. All of it... gone.”

As will be explained below, sometimes the Village gets attacked and Village spots are destroyed, measured by using Destruction chits (⊗). When the Village takes a Destruction chit, randomly take 1 of the 20 Destruction chits from the bag and place the chit in 1 of the 4 (undamaged) spots of the Village Location indicated on the chit. That spot is now destroyed and players can no longer place their Champions on that spot. This will restrict the number of players that can visit each location. Normally, up to 4 players can visit each location. If there is not enough room at 1 Village Location, players must place their Champions in a different Village Location. If there is inadequate room at any Village Location to place their Champion, players may still take Village Phases, though they don't put their Champion on any specific spot.

If all 4 spots at a Village Location are destroyed, that Village Location is destroyed. Destroyed Village Locations can no longer be visited. This prevents players from accessing that Village Location's text (e.g. buying Treasure at the Shop of Arcane Wonders, buying a Gear Token at the Bazaar, etc.). However, this does not prevent players from taking the Village Phase steps listed on their Player Board (e.g. buying 1 card in the Marketplace/Guilds' Quarter, leveling up 1 Hero, healing 1 Wound, etc.). A destroyed Village Location only prevents players from visiting that Location and accessing its text, nothing more.

There are two sets of Destruction chits included in Barricades Mode. One set of 20 chits is “blank”; these chits have no special effects on the game other than destroying spots. A second set of 8 chits is also included; these more advanced chits alter the way the Village Locations function. It is not recommended playing with these advanced chits on your first game.

When playing with them, replace 8 blank chits with these 8 advanced chits, matching Village Locations, making sure that there are always 4 chits for each Village Location in the game. The alterations of the 8 advanced chits are:

- **THE MARKETPLACE -1** 
To visit The Marketplace, you must destroy 1 . If you do not have , you cannot visit The Marketplace.
- **THE BAZAAR +1** 
(2 CHITS)
Increase the Gold Cost of all Gear tokens by 1. This only affects buying, not tokens gained in other ways (e.g. Rewards from battle).
- **THE GUILDS' QUARTER +1** 
Increase the  cost to level up Heroes by 1. This affects all leveling up that costs , even if leveling up while not at The Guilds' Quarter (e.g. leveling up with a ).
- **THE TEMPLE -1** 
To visit The Temple, you must destroy 1 . If you do not have , you cannot visit The Temple.
- **SHOP OF ARCANE WONDERS +1** 
(3 CHITS)
Increase the Gold Cost to buy a Treasure card by 1. This only affects buying, not Treasure gained in other ways (e.g. Rewards from battle).



BARRICADES

“To the Barricades!”



Even a hastily-erected Barricade can save a life. Barricades are new overlay tiles for the Village in Barricades Mode. Barricades are placed on their respective Village Locations during setup, starting on their inactive side. Players at a Village Location with an inactive Barricade may combine together to pay 10 Gold (1) to build the Barricade at that Location, flipping the Barricade over to its active side, signified by the green border (2). All players who spent Gold and/or reduced the Gold Cost of a Barricade are considered to have “built” it. When a Village Location with an active Barricade takes a Destruction chit, flip the Barricade to its inactive side (3). This cancels that Destruction chit (4), which is immediately placed back into the bag, to be drawn again in the future, possibly even during the same turn.

GUARDIAN DICE

In Barricades Mode, the Guardian assaults Thunderstone Keep each turn via Guardian Dice (☉). At the beginning of each Prep Phase, before placing Champions, each player rolls a number of Guardian Dice equal to the current Threat Level (see next page). The faces of the dice are:

🎲🎲🎲🎲 (4 faces): The special attacks of the Guardian, as listed on their 🏰 Guardian tile and the Guardian Guides. Some 🎲 effects will have a benefit to the player.

🌸: You take 1 🌸.

👑 (2 faces): Add this die to the Monster Horde (see below). Adds 1 to the strength of the Monster Horde attacking the Village this turn.

👑 (2 faces): Add this die to the Monster Horde. Adds 2 to the strength of the Monster Horde attacking the Village this turn.

⊗: Add this die to the Monster Horde. This damage to the Village will be difficult to prevent.

+1: Draw 1 card.

🏆: Heroic Opportunities trigger all of the 🏆 effects listed on your Prestige Class board.

Players individually resolve their Guardian Dice (in any order they choose). Then, all players combine their 👑, 👑, and ⊗ dice together in a single pool. This is the strength of the Monster Horde that will be attacking the Village this turn. Before the turn ends, remove 👑 icons from the Monster Horde (👑 count as 2) equal to the total 🏆 of all defeated Monsters that turn. ⊗ icons can not be removed from defeating Monsters. Then the Village takes 1 ⊗ for each remaining 👑 icon and ⊗ in the Monster Horde. Empty the Monster Horde at the end of each turn.

There are 16 Guardian Dice included in this box. That is the maximum number of Guardian Dice rolled on any 1 turn. If the Threat Level rises so that players would roll more than 16 Guardian Dice, divide the number of dice evenly among the players. Split the remainder dice evenly among some of the players, as the group chooses. Which players roll these extra dice can change each turn. The Threat Level will continue to rise, but no more than 16 dice are rolled.

We join Jordan's solo game on turn 2 where his 1 Guardian Die rolled 1 👑. Turn 1 was lucky as Jordan's Guardian Die rolled a 🏆, allowing him to build a Barricade for 0 🏆, and he was even able to pick up 3 🏆 in battle. Turn 2, Jordan is looking to level up his deck. He has an Adventurer in his hand, so battling the 🏆 Monster would let him level it up. He also has a 🏆 Hero in his hand (which started in his deck because of the First Time difficulty) which could be leveled up as a 🏆 SPOILS by first visiting The Guilds' Quarter during the Village Phase. That would be good for leveling up his deck, but it means the Village will be undefended, as defeating the 🏆 Monster removes 0 👑 from the Monster Horde. Jordan decides that on turn 2, the value of double-leveling his deck is worth 1 👑 getting through, dealing the Village 1 Destruction chit. A little damage to the Village early is perfectly fine. If Jordan's deck is not powerful enough to repel the Guardian's onslaught later, the Village will be taking a lot more damage. With any luck, the Destruction chit will randomly come to the same place as the active Barricade. If not, the Barricade will remain for use later in the game.



VII GUARDIANS

“Nobody is a villain in their own story.”

Tired of adventuring parties coming to the Dungeon, the Guardians are defending their Lairs and pushing forth their minions to attack the Village. If villagers kept raiding your dungeon, what would you do? These VII Guardians are special Monsters, set to battle several Champions with multiple Hit Points (1), high Health values (2), Light Requirements to move into the room (3), and special attacks that they may perform each turn (4). On the reverse of the VII Guardian is its Lair, an inaccessible IV Dungeon Room where the Threat Level track begins.

At the beginning of the game, place the Lair side up with the Threat token on the 1 space of the Threat Level track (5). Advance the Threat token 1 space at the end of each turn, until it reaches

the last space. As it advances along the track, the Threat Level increases, which increases the number of Guardian Dice rolled each turn.

When the Threat token needs to advance a space on the Lair but cannot, flip the tile over, revealing the VII Guardian. Put the Threat token on the first space of the Guardian side. When the Guardian is revealed, it resolves a one-time effect (6). Sometimes the Guardian may also have a permanent effect listed here.

Once flipped, the players may now enter the IV Dungeon Room and battle the Guardian; the Guardian must be defeated several times before it is destroyed. Multiple players may battle the Guardian each turn. Guardians have a number of Hit Points based on the number of players in the game, as indicated on their tile (1). Each time a Guardian is defeated, deal 1 Wound to the Guardian and resolve its text (7). Defeating

a Guardian triggers effects as if you had defeated a Monster, such as Spoils and earning Rewards. When defeated, a VII Guardian deals Wounds and gives Rewards (8) as any other Monster.

If the players deal enough Wounds to the Guardian to cover up the number of players on the Hit Point track, the Guardian is destroyed. Resolve the Guardian’s text and the Monster Horde as normal on the turn it is destroyed.

If the players destroy the Guardian before the Village Locations are destroyed (based on your difficulty), the players win! If however, the Guardian destroys the Village Locations, the players lose. If the Guardian destroys the Village Locations on the turn the players destroy the Guardian, then it is a Pyrrhic Victory. The Guardian has been defeated, but at what cost? Pyrrhic Victories do not count towards earning Medals (see pg. 18).



We rejoin our cooperative game at the end of turn 8. When Toril advances the Threat token, she first needs to flip the Guardian Lair over to the other side, revealing the VII Hive Mind. She places the Threat token on the 9 space. When revealed, Guardians deal an immediate attack (6). Hive Mind deals 1 to each Village Location. After this, 2 Village Locations have 1, 1 Village Locations has 2, 1 Village Location has 3, and the Guilds' Quarter was destroyed. Because they are playing on Hard difficulty, they will lose if 3 Village Locations are destroyed.

After rolling their 4 Guardian Dice each, they discuss among themselves their plan for the turn, because they are hurting. They are using the more advanced Destruction chits, so it will cost 1 to visit the Marketplace or Temple this turn. All Gear tokens also have +1. With 15 in the Monster Horde, Hive Mind has 22 Health. No one is strong enough to battle that on their own, but Toril has 15 Attack and Kenneth has 11 Attack, so by Partying Up they will deal 1 to it. Scott and Ray are wounded badly, so they need to spend this turn at the Temple. While there, they combine their to build a Barricade. They are strong enough to still each defeat a Monster this

turn. It is important they don't push too hard, taking extra Wounds. They need to be in fighting condition next turn for Hive Mind. Kenneth was also able to build 1 Barricade, and they still had 1 left from a previous turn.

After defeating 2 Monsters and 1 VII Monster this turn, they remove 9 from the Monster Horde, meaning the Village takes 6. Oof, good thing the 2 Barricades help protect them. After dealing 1 to Hive Mind this turn, in a 4 player game, they still need to deal 3 more to it. Will the Village be able to survive long enough? They better build some more Barricades.



SMORGA, THE QUEEN

Smorga, the Spider Queen attacks you with her web, gumming up your deck and making it hard to play your combos freely. She aims to load your deck with inefficient Wound cards.

DIFFICULTY: 🍷



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: 🍷🍷



ORGRUM COLDTHUNDER

The Chieftain of the Bloodfrost Clan, Orgrum is bringing the entire crew with him. The Giant is a formidable foe with or without his backup around. When he has his whole clan there, no one can stop him.

DIFFICULTY: 🍷🍷🍷



GUARDIAN OF THE SUN

This brainless automaton is not necessarily trying to destroy the Village as the other Guardians are, that is just an unfortunate side effect. Rather, the Guardian of the Sun has been programmed to protect its domain from intruders, and if you come into its domain, it will grind you into dust. While not as high damaging as the other Guardians (either to you or the Village), the Guardian of the Sun destroys cards in your deck turn after turn until you have nothing left with which to fight.

DIFFICULTY: 🍷🍷🍷



HIVE MIND

Hive Mind controls all that it sees, and the players are no different. It will scramble your decks up, discarding your cards into other players discard piles, making your decks too inefficient for battling. You might even find brainless, inexperienced Adventurers following you around, clogging up your deck. Against a solo opponent, it has a different bag of tricks.

DIFFICULTY: 🍷🍷🍷🍷



MIRICELLE, SCION DEFENDER

As the Scion Defender, Miricelle has many demonic powers available in her arsenal with which to attack you. She is unpredictable, using the powers of chaos to overwhelm almost all who come before her.

DIFFICULTY: 🍷🍷🍷🍷



BAALOK, THE FLESH WEAVER

Baalok the Lich is an ancient and powerful wizard. Its possessed hand has been known to squeeze the life out of lesser Guardians. Baalok's powerful magic will drain the life from your Heroes and cast powerful Curses on you.

DIFFICULTY: 🍷🍷🍷🍷



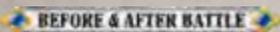
LEXICON

ALERT! EFFECTS

 effects are expanding in use, being featured on many Village cards.  effects trigger when the card's text normally would not. Uvina the Delver, for example, allows you to buy a Gear token when she is discarded directly from your deck. Some Prestige Classes and cards allow you to ignore  effects. If so, choose with each  effect whether to ignore that effect or not.

BEFORE & AFTER BATTLE

 abilities are a new type of ability that trigger both Before and 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 (see “FAQ” on pg. 15 for a full explanation).

BORROW

The opposite of lend, borrowing a card allows a player to receive a card from another player for one turn. If the lent card has not been destroyed, return it to the original player when the turn ends. If it was leveled up, return the new version.

CURSE

The Curse is a new card type inflicted upon the players by Baalok, the Flesh Weaver. When gained, Curses go directly into play, affecting you each turn. Curses have the Static keyword, so they are not discarded at the end of each turn. Curses cannot be discarded, destroyed, or removed from play in any way except by their own text. When removed, destroy the Curse. If the Curse deck ever runs out of cards, re-shuffle the destroyed Curses to form a new deck.

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.

DISEASED WOUNDS

Diseases are a new type of Wound card. Permanently shuffle these together with the Festering Wounds to form the Wound card deck. Draw from this combined Wound deck when required in all modes of Thunderstone Quest.

FROSTBITE WOUNDS ()

These are a new Blue Wound token. They act the same as Red Wound tokens, reducing your HP, but require an additional cost of 1  to heal, even if in the Village. When healing a Wound, you may spend 1  to heal 1 . The spent  is gone for the turn. Effects that reference  tokens only affect  tokens, not  tokens, and vice versa.

GAIN

Whenever you acquire a card through any means, you gain it to your discard pile, paying no costs.

GIVE

Some effects allow you to give a player a card or Gear token. Unlike lending, this is permanent.

IN PLAY

Whenever you reveal your cards, they go in front of you, In Play. When you are forced to discard cards (e.g. a Monster's ability or the turn ends), discard cards from In Play or from your hand. Cards In Play are not part of your hand, and do not count towards your maximum hand size.

LEND

The opposite of borrow, lending a card allows a player to give a card to another player for one turn. If the lent card has not been destroyed, return it to the original player when the turn ends. If it was leveled up, return the new version.

LEVEL DOWN

The opposite of leveling up, return 1 of your non-Legendary, non-Treasure Heroes to its stack. Take a version of the Hero, 1 level lower, from a Destroyed Pile, gaining it into your hand. You are not refunded for any XP spent. If there is no Hero 1 level lower, that Hero may not be leveled down.

PARTY ATTACK VALUE

The combined Attack values of the players in a Party. When battling a Monster with Armor or Magic Resistance, these values only reduce a Party's Attack value once; they do not reduce each individual player's Attack value.

PENALTY

A negative consequence from a battle, such as a Monster destroying your Hero or dealing you . Sometimes  tokens can be left in rooms as Penalties for the next battle there on a subsequent turn. Gain Penalties after battling Monsters. Parties split any cards or tokens left in the room.

RANK

Each Rank of a Prestige Class unlocks new powers when gained. The listed XP cost of each Rank must be paid the turn the Rank is gained, or the opportunity to gain the Rank is lost. The top section of Prestige Class boards explains how that class gains 1 () or 2 () Ranks.

REWARD

A positive consequence from a battle, such as the  from a Monster or a . Sometimes Gear and  tokens can be left in rooms as Rewards for the next battle there on a subsequent turn. Gain Rewards after battling Monsters.

STATIC

Cards with the Static keyword are not discarded when the turn ends. While In Play, they do not count towards your maximum hand size.

SWARM

Swarm is a new Monster keyword. *You can never predict the size of a swarm.* Swarm Monsters gain additional +1d6  dice as stated on their card. Roll this whenever the  value is needed. Once rolled for the turn, it is set for that turn.

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.

USE

When you discard/destroy a Gear token for a Village, Dungeon, or Spoils ability, you have “used” it. Gear tokens discarded or destroyed for other reasons have not been “used”.

WOUND VALUE

Several cards affect a Monster's Wound value. This is the numeral (if any) in the bottom left corner of the Monster. Wounds from a Monster's ability are not its Wound value.

FAQ

When a Village Location is destroyed, can I still buy cards from there? Can I still level up Heroes if The Guilds' Quarter has been destroyed?

You may use all Village text on your Player Board, even if that Village Location is destroyed. So you may still buy 1 card, even if the Marketplace and/or Guilds' Quarter are destroyed. However, you would not be able to visit a destroyed Shop of Arcane Wonders to buy a Treasure card. None of this affects Rewards from Monsters, such as Treasure cards and Gear tokens.

Does the '+1 XP' Destruction chit at The Guilds' Quarter affect you even if you are not there?

Yes, that Destruction chit increases the XP cost to level up all Heroes in the game, regardless of where you are when you are leveling up.

Can I join more than one Party in a turn? Can I join a Party to give Gear tokens or lend cards to someone and then leave that Party?

No and no. You may Form/Join 1 Party each turn and you cannot leave the Party that turn.

What happens when multiple Parties reduce the Guardian's Health in the same turn?

When a player/Party reduces a Monster's Health, Armor, or Magic Resistance, that reduction only counts for that player/Party. The Monster has full Health for other players/Parties.

Do card effects such as a Cleric's healing ability or a Rod of Teleportation work on just me, or anyone in my Party?

All effects of your cards only work on you and your cards. If you wish to give the effects to another player in your Party, you will need to lend/give them the card first. Rod of Teleportation is the lone exception, it teleports all players in your Party.

How many battles happen in a Dungeon Room each turn?

One. Multiple players in a room must form a Party if they all wish to battle the Monster in the room. The exception is the Guardian's Lair and Wilderness, which may have multiple battles happening in them each turn, though still only one per player/Party.

How does battling multiple Monsters work?

If you are battling multiple Monsters at once (e.g. Spawning Pod or Vampire's Coven), you must have a high enough Attack value to defeat all Monsters' combined Health. You resolve the effects of all Monsters you battle. You suffer the penalties of all Monsters you are battling and, if you win, gain all of their rewards. If a room boosts their values, such as Health, XP, or Wounds, it boosts the values of each Monster in the room.

What happens to a ability if I turn Before Battle abilities into After Battle abilities?

Normally such 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  ability, it no longer gains the special 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 then I immediately draw it, do I trigger effects as if it had been discarded?

Yes, because it was first discarded, then drawn.

What does "add as a Reward/Penalty" mean?

Some effects add tokens or cards to a room as a one-time Reward/Penalty. The next time a battle is fought there, give the battling player the extra Penalties and, if they won, the extra Rewards. Parties split these Rewards and Penalties.

When a borrowed card gets leveled up/destroyed, what happens?

The new version of the Hero would return to its owner (and is placed in their discard pile). A destroyed card remains destroyed though.

If I have a Hero for just the turn (e.g. Mirror Image), and it gets leveled down, what happens?

You would level it down, and then return the leveled down Hero, where and when appropriate.

What happens if you run out of the Treasure deck?

Re-shuffle all destroyed Treasure cards to form a new Treasure deck.

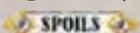
What happens if we destroy every Monster in every Monster deck?

Congratulations on earning a Medal (see Slugfest, pg. 24). Re-shuffle all destroyed Monsters and re-form the Monster decks as per game setup.

If I gain XP from a Treasure Cache, can I use that XP to pay the cost of gaining a Rank in my Prestige Class (such as Treasure Hunter)?

Yes. Once you have triggered the requirement, you have the entire turn to pay the XP cost and gain the Rank.

Can I use  from a Monster to pay a Rank's cost, if the  triggers from defeating that Monster? Can I use a Prestige Class effect the turn I gain the Rank?

Yes and yes. Once you trigger gaining the Rank in your Prestige Class, you have the remainder of the turn to pay the  cost and gain the Rank. This may unlock text that can be used this turn, assuming that Phase of the turn has not passed yet. If the Rank you gain for defeating a Monster gives you a  **VILLAGE**, it is probably too late to use that ability this turn.  **SPOILS** abilities trigger after a Monster is defeated, and can usually be used the turn they are unlocked.

For the Necromancer Prestige Class, where is the Destroyed Pile(s)? To where do the Heroes return?

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

For the Divine Oracle Prestige Class, when during the turn must I heal the Wound? How does the final Rank work?

If at any time in a turn you have defeated a Monster and healed a Wound, you may gain 1 Rank. It does not matter when you healed the Wound.

The last Rank lets you play with your deck face up. You may look through it at any time. It is still your deck, you just know its exact order.

Do I roll a single 1d6 for all Heroes when the Rank 7 Bloodhound text (Barricades Mode side) triggers?

Yes, roll 1d6 and give that value to each of your Heroes with  that turn.

Can Guardian abilities trigger on  and other Guardian Dice rolls?

Most Guardian abilities trigger on , , , , but some also trigger on other faces, such as Guardian of the Sun's Opportunity Attack.

Does the Neverending Rope Spool give all the bonuses or just add to what Heroes all ready have?

Neverending Rope Spool only increases values the Hero has printed on the card.

Does Studded Leather Shirt have a Skill Requirement?

Yes. Some Items, such as Studded Leather Shirt and Tent, have a Skill Requirement to wield, taking away the Hero's available Skill for Weapons. Like Weapons, if they are not wielded, you cannot use their text or values, though they still produce Gold.

Does the Impish Follower make me lose 2 HP in one turn?

Yes, it is very mean.

How does Frost Bow work?

Frost Bow is good both for and against many types of Heroes and foes. Frost Bow has  when wielded by a Celestial, Demon, Elemental, or Elf Hero. Frost Bow also has  when battling Monsters with those same keywords. Please note that Elf is not a Monster keyword, and so there are no Elven Monsters (only Humanoid Monsters).

Are Lilande Songweaver, Lilande Starcaller, and Lilande Steeldancer all the same Hero?

Yes, Lilande is a well-traveled bard and is known by many names in many lands. All 3 versions of her are considered to be the same Hero and the same Title (i.e. for the Illusionist Prestige Class).

What is the difference between “ required” and “Immune to  unless you have ”?

There is no difference between these two. We switched to the latter wording in *What Lies Beneath* and *Frozen in Time* as we feel this is clearer.

Can I enter the Guardian's Lair before the Guardian is revealed? What if I use the Rod of Teleportation?

No, the Guardian's Lair is inaccessible until it is flipped over, and the  Guardian is revealed.

What does 5+ mean?

Anytime something is written as X⁺, it means “X or higher/more”. For example, “Immune to  and  unless you have 5+ ” requires you to have 5 or more Light to defeat that Monster.

If my Player Board is full of  tokens, can I take more? Am I dead?

You are now at 0 HP and thus draw 0 cards, better get to the Temple. While at 0 HP, you do not gain the benefits of your Prestige Class, or Guild Sponsorship, and you cannot use abilities. You cannot take more Wound tokens, but you can take Wound cards. This may mean you are unable to pay  costs of abilities (e.g. Vampire Coven Prestige Class, Rank 3).

Do any of the Guardian's "end of turn" effects apply in a Solo game?

Yes, solo players resolve this end of turn text. They get to ignore the Health boost only.

Is Hive Mind immune to Weapons wielded by  Heroes as well?

Yes, Weapons usually boost the Hero's Attack value rather than provide their own value.

Can other players in my Party help me meet the requirements for gaining a Rank in my Prestige Class?

No. Cards they have would not count for you, though they could lend/give you a card which would then count.

Do the upgrades to your Heroic Opportunity given by your Prestige Class trigger once per turn?

Upgrades usually do not affect the number of times per turn they can trigger. They usually only add additional effects.

Does the Barricades Mode ability for The Guilds' Quarter allow me to level up two Heroes still?

No, you only get to level up the 1 Hero, but instead of leveling in the Village, the Hero levels as a Spoils (allowing it to battle that turn).

If I resolve my Heroic Opportunity on a Guardian Die roll other than  (e.g. Rank 5 of the Duelist Prestige Class), will that trigger Opportunity Attacks from Guardians (e.g. Death Sentinel)?

No. Guardian Opportunity Attacks only trigger specifically when the  face of a die is rolled.

If I lend/give a Hero wielding a Weapon and with a Skill boost from an Item, do the Item and Weapon get lent/given as well?

When a Hero is lent/given, their wielded cards are also lent/given. They retain their boosts from Items, though the Items do not change possession unless they are also wielded (e.g. Studded Leather Armor). Return all lent cards when the turn ends to their original owner(s).

What happens to a lent/borrowed card if it is not in play when the turn ends?

If it is destroyed, it remains destroyed. Otherwise, return it to the owner (the leveled up version, if applicable), in the same place it is now. For example, if your Sladrek the Weretrog put a borrowed Hero on top of your deck, when the turn ends the borrowed Hero would return to the top of the owner's deck.

Can I use the Prestige Class Arcane Order's Teleport ability if I used a Lantern to enter the Dungeon?

Yes, it is not movement. You cannot move out of the room you Teleport into.

What does Rank 6 of the Bloodhound Prestige Class count?

It counts Gold spent on everything.

If there is only 1 Village spot left undestroyed, and that Location has an active Barricade, will the Barricade protect it from 4 damage that turn?

No. The last chit would be stopped by the Barricade, but the Village would have 3 more damage to take that turn, and no protection. The chit would be immediately drawn again, and the Village would be destroyed.

If I can ignore the  effect of Orc Tribute Site, but another player in my Party cannot, how much Light is required to move through the room?

2. Since effects affect each member of a Party individually, each member of the Party would need to be able to overcome the  effect. If they all could, the Party could ignore the  effect.

If I spend Gold on a card, ability, etc., do I still "have" that Gold for effects like the Bloodhound Prestige Class?

Yes, Bloodhound and cards such as Moonblades (from TSQ 4, Foundations of the World) do not care whether or not you have spent the Gold.

MEDALS

As you and your friends play Barricades Mode, the people of Thunderstone Keep will bestow Medals upon you as you defend them from certain ruin. The more difficult the task, the nicer the Medal. Collect as many Medals as you earn each game, applying the appropriate Medal sticker here when you do. There are more Medal stickers on the sticker sheet then listed here, so you have extras just in case. Pyrrhic Victories do not count towards earning Medals.

When you earn a Platinum Medal, post a picture of the game on Twitter with the hastag #ThunderstoneQuest and #PlatinumMedal, tagging @alderac. We would love to see your successes!



BRONZE MEDALS



EXTRA GEAR

Beat Barricades Mode with each player having 5 or more Gear tokens left.



FISTICUFFS

Beat Barricades Solo Mode without Weapons or Spells.



BIG AND BAD

Beat Barricades Mode with each players' deck containing 25 or more cards.



THE KEEP NEEDS US!

Beat Barricades Mode on any difficulty.



WE ARE LEGENDS

Beat Barricades Mode with every player, minimum 3 players, having a Legendary card in their deck when the game ends.



SILVER MEDALS



ADORING FANS

Beat Barricades Mode with each players' deck containing 3 or more Adventurers.



DON'T NEED HELP

Beat Barricades Solo Mode on at least Hard difficulty.



FULL PARTY

Beat Barricades Mode with 6 players.



NO FRILLS

Beat Barricades Solo Mode with no Treasure cards in your deck.



SAVE THEM FOR NEXT TIME

Beat Barricades Mode with each player having 10 or more Gear tokens left.



SLUGFEST

Kill every Monster in every Monster deck.



WE'VE GOT THIS

Beat Barricades Cooperative Mode on at least Hard difficulty.



GOLD MEDALS



LEGEND

Beat Barricades Solo Mode on Legendary difficulty.



NOT EVEN A SCRATCH

Beat Barricades Solo Mode with 6 or more HP when the game ends.



SAVIORS OF THE KEEP

Beat Barricades Cooperative Mode on Legendary difficulty.



THE HEART IS HIDDEN

Win a game (any mode) having completed the Hide the Heart Side Quest.



THE UNDERDOGS

Beat Barricades Solo Mode with no  Heroes in your deck.



TRAINING COMPLETE

Beat Barricades Cooperative Mode where all players reach the final Rank of their Prestige Class board.



PLATINUM MEDALS



DEFEAT THE BLOODFROST CLAN

Defeat Orgrum Coldthunder on Legendary difficulty with 4 or more players.



FINALLY SAFE

Defeat all 7 Guardians on Legendary difficulty.



THE B TEAM

Beat Barricades Mode on at least Hard difficulty with no players having  or higher Heroes in their deck.



THE CHAMPIONS

Defeat Barricades Solo Mode with 4 or more  or higher Heroes in your deck.



THE LICH THREAT

Defeat Baalok, the Flesh Weaver on Legendary difficulty without any Baalok cards in your deck.



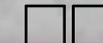
THE SCION THREAT

Defeat Miricelle, Scion Defender on Legendary difficulty.



WHAT LIES BENEATH

Defeat Hive Mind on Legendary difficulty in both Cooperative and Solo Modes.



QUEST BOOK

👊 CHAPTER 6

WHAT LIES
BENEATH

❄️ CHAPTER 7

FROZEN
IN TIME





CHAPTER 6

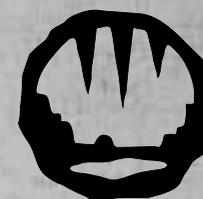
WHAT LIES BENEATH





CHAPTER 6: WHAT LIES BENEATH

QUEST CARD LIST



HEROES

14x Graeme Crawford
14x Khomros
14x Ophialyn the Tracker
14x Runiva Highstone
14x Uvina the Devler
14x Wiltran Proudmore

ITEMS

8x Bracers of Cleansing
8x Neverending Rope Spool
8x Studded Leather Shirt
8x Wand of Illumination

SPELLS

8x Acid Burst
8x Ascendance
8x Cure Disease
8x Haste

WEAPONS

8x Bastard Sword
8x Battlepick
8x Cleaner's Net
8x The Five Points

LEGENDARIES

1x Meteor Shower
1x Sladrek the Weretrog

I MONSTERS

10x DRAIN DWELLERS

2x Alligator
2x Black Swine
2x Mutated Frog
2x Raccoon Ravager
2x Sewer Snake

10x PLAGUE RATS

GUARDIAN

Hive Mind
IV, V & VI

TREASURES

1x Hendrik the Brainless
2x Treasure Cache
1x Ward of Healing

SIDE QUESTS

1x Avoiding the Plague
1x Dominate the Weretrog
1x Plague Doctor
1x Research the Legend
1x Treasure Hunter

II MONSTERS

10x GHOULISH SCAVENGERS

2x Elthrakk
2x Ghoul Champion
2x Ghoul Glutton
2x Ghoul Scrounger
2x Queen Nerrigogg

10x SEWER TROGS

2x Chief Gis'rozal
2x Trog Berserker
2x Trog Cleric
2x Trog Scout
2x Trog Weaponmaster

DUNGEON ROOMS

Junction I
Rat Nest I
Ghoul Nest II
Trog Village II
Arches III
Catacombs III

GUILD SPONSORSHIPS

4x Berserkers' Guild
4x Jewelers' Guild
4x Specialists' Guild
4x The Church's Order

III MONSTERS

10x SHAPELESS SPAWNS

2x Aberrant Lurker
2x Glom
2x Mindless Trog
2x Spawning Pod
2x Tentacula

10x WASTE WYRMS

2x Giant Centipede
2x Muck Leeches
2x Purple Worm
2x Shocking Eel
2x Spectral Worm

OTHER

24 Randomizers
25 Dividers
24 Diseased Wound Cards

WHAT LIES BENEATH: LOOK OUT BELOW

By Brett Satkowiak

Things have changed around the Keep since the Eruption, the day when the land threw its fit unexpectedly, like a wounded animal. Traffic has certainly picked up. Traders sought new opportunities, forging new allies. Cartographers planned expeditions to explore the shifted landscape. Treasure seekers chased rumors of fortunes unearthed. And adventurers of all sorts stood ready to find their place in the middle of it all.

It's a new world, filled with opportunity ... which is where you come in. The days of Elder Rennard are over, and so have gone the champions he used to protect this place. A handful have risen to the top to fill the void. For better or worse, the locals look to you and the other new "champions" to help keep everything safe and upright around here. It's precisely that purpose that has brought you to the marketplace today, smiling politely as you scan the area for anything out of the ordinary.

Suddenly, a scream shatters the peaceful murmur that surrounds you. You head toward the sound, turning a corner just in time to see the second creature emerge

from the hole in the cobbled street. It was scaled like a lizard, but walked like a man, as big as one too. Straps of cloth, adorned with various bones and tokens, hung from its lean body. But the thing that strikes you the most isn't the crude appearance or the jagged axe it just plunged into the back of one of the merchants. It's the look on the thing's face; it may be covered in scales with dark, slitted eyes, but fear looks the same on any species.

You draw your sword and leap forward, thrusting the blade deep into the thing's chest. Your focus on the desperation in the monster's dying eyes causes you to miss the weapon of another attacker swinging down toward your neck. Instead, the only warning you hear is the clang of metal on metal. Turning, you see one of your fellow Champions with her own blade holding it back. She draws it back up and away before bringing her Bastard Sword back down across the creature's front in a spray of dark blood.

"What on earth are those things?" asks another Champion who just arrived with two of the town guards.

"I don't know," you grimace as you pull your sword out of the dead lizardman. "But I got the impression they didn't want to be here any more than we wanted them to be. They came from one of the drains."

"That's the old city," says the fourth of your fellows, emerging from an alley behind you. "The cleaners are supposed to keep whatever lives in those ruins down there."

"I suppose we should have paid more attention to the reports of some gone missing of late."

"Indeed. The natives appear to have grown restless."

"Which means something has changed down there," the female Champion interjects. "Something that's scared these creatures enough to drive them to the surface."

There is a moment of silence as you all step closer to peer into the dark hole in the street. It seems you'll all have to work together to find out what lies beneath Thunderstone Keep.



LOOK OUT BELOW

ADVENTURE CARD LIST

HEROES



Wiltran Proudmore



Graeme Crawford



Uvina the Delver



Regalen
(Found in Quest 3:
Risen from the Mire)



Bracers of Cleansing



Neverending Rope Spool



Wand of Illumination

WEAPONS



Bastard Sword



Battlepick



Cleaner's Net

SPELLS



Acid Burst



Haste

MONSTERS



Plague Rats



Sewer Trogs



Waste Wyrms

GUARDIAN



Hive Mind

ROOM TILES

Junction



Rat Nest

Ghoul Nest



Trog Village

Catacombs



Arches

IV **Hive Mind's Lair** IV



WHAT LIES BENEATH: DESCENT INTO DARKNESS

By Brett Satkowiak

The tunnel expands before you, emptying its water into a cavernous space, filled with light from some unseen opening high above. A number of other tunnels meet here as well, lining the walls with cascades that gather some thirty feet or so below you. Centered in that pool of water and waste is something you never imagined to find when your party first entered the ancient tunnels beneath the Keep -- an entire village, built from driftwood and dried vegetation, ruined stone and bone.

Ophialyn crouches low over the edge, her eyes scanning the village with her magic sight. "There are dozens down there, perhaps hundreds," she whispers. "All of them like the reptiles that attacked the Keep. It seems this is their home."

"Swell," growls Graeme. "Maybe now we can get some answers so we can finally go home."

"That is the hope," you mutter, looking down over the area yourself. "Everything seems peaceful enough here. I don't see any reason for them to seek the surface like that. But something scared them enough to push them to it. I can only --"

"Wait!" Ophialyn interrupts. "They're not alone."

Your party grows silent for several moments as the

sound of crude horns begins to echo through the cavern. The doors of the various buildings erupt, spilling the reptilian creatures out onto the walkways and into the pool below. Uvina draws her picks and readies herself alongside Graeme as he unsheathes his sword. "We've been seen!" he curses.

"No!" Ophialyn holds up her hand. "It's not us. Look!" She points down below as a dark figure emerges from one of the shadowed passages. It is tall and slender, with purple spikes extending from its shoulders, framing an enlarged head with glowing eyes and no mouth. The figure walks casually to a central platform, carrying what looks like a large, mucus-covered egg, matching the color of the intruder's skin. He places it down in the middle of a central area as the troglodytes continue their panic. A few brave warriors attempt to confront the attacker, but they are quickly dispatched with a wave of the thing's hand.

You all glance at each other in cautious curiosity as the dark figure steps forward, extending a hand over the egg-like object. From this distance, all you see is a violet mist seep from the top of the egg and begin to swirl throughout the village. Those unfortunate enough to encounter it quickly fall to the ground, writhing in what

you interpret as suffocation until they lie still.

"As if things weren't ugly enough," Graeme grumbles. He tears a piece of cloth from his tunic and ties it around his neck, lifting it to cover his nose and mouth. "A foe that can bring us down just for breathing?"

"No!" Uvina gasps. "They're not dead!" Sure enough, you focus your eyes to see that the fallen figures have begun to rise. Purple growths have become visible in patches beneath their scales, as they lumber sleepily toward the mysterious figure. Slowly, the alien creature looks around at the trogs gathering around it ... and then up at you. Terror washes over the entire party as each of the risen trogs crane their heads as one to do the same, like an extension of their new master's movement. They continue to glare menacingly, as the figure retreats back into a darkened tunnel. Suddenly, the trogs gather whatever weapons they find around and begin charging off in another direction. Deep down, you know where they're headed.

It's clear now that the trogs weren't your real enemy. The only way closer to the truth is to track down that shadowy figure. Onward, Champion!

DESCENT INTO DARKNESS ADVENTURE CARD LIST

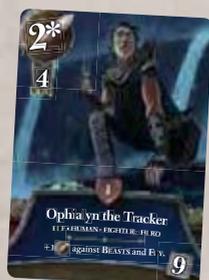
HEROES



Baharan
(Found in Quest 3:
Risen from the Mire)



Khomros



**Ophialyn the
Tracker**



**Runiva
Highstone**



**Crystal of
Srying**
(Found in Quest 3:
Risen from the Mire)

ITEMS



**Neverending
Rope Spool**



**Studded
Leather Shirt**

SPELLS



Acid Burst



Ascendance



Charm Monster

(Found in Quest 3:
Risen from the Mire)

WEAPONS



Boomerang
(Found in Quest 3:
Risen from the Mire)



The
Five Points

MONSTERS



Drain
Dwellers



Ghoulish
Scavengers



Waste
Wyrms

GUARDIAN



Hive Mind

ROOM TILES

Junction



Rat Nest

Ghoul Nest



Trog Village

Catacombs



Arches

IV Hive Mind's Lair IV



WHAT LIES BENEATH: SECRETS UNEARTHED

By Brett Satkowiak

“So tell us, Runiva,” you say, looking intently back and forth between the two tunnels before you. “Which way now?”

The Dwarf waves her hand over her map, consulting with the various runes and tracking magical lines across its surface. “I’m afraid I don’t know,” she sighs. “We’ve reached somewhere these maps have never seen before. Wherever we are, it’s older even than the cities buried beneath the Keep.”

“And even more forgotten it seems,” a voice echoes around you. You look around for the source, only to see that everyone else is just as confused.

Khomros places his hand to his temple, wincing in pain. “The voice,” he groans. “It’s not in your ears, but your mind. Many creatures beneath the waves speak it, including tritons. But this ... this is different.”

“Can you tell where it’s coming from?” you ask. He nods, strengthening the grip on his trident, and points toward the right tunnel. You signal the others, who pick up the torches and move with you down the dark, rugged path. The ground beneath you is split by a crack that deepens and widens as you walk. Soon, the floor, ceiling, and everything in between becomes covered with a purple mold, increasingly spotted with the bizarre pods you’ve encountered along the way. Before you reach the opening, it becomes impossible to recognize anything around you as natural or familiar.

“What IS all this?” Wiltran asks, a disgusted look on his face.

“I think it’s that,” you say, pointing down into the crack below. The torchlight shimmers along a slippery surface within the crevice that shifts and pulsates as if it were alive. As you follow it along the crack, you notice that the walls around you are lined with similar openings

and you realize that the entire party is surrounded by the blob-like mass of slime, teeth, and tentacles barely contained by the rock walls.

“It is ... us,” the voice echoes in your mind once more. The figure you’ve been chasing emerges from the darkness before you. “We were reduced to almost nothing long ago, trapped in the rock, suffocating in the darkness. Then the earth shook, and we were free to spread once more. This one --” The figure motions to itself. “-- was the first spawned from us. Then the others --” The Spawn now motions all around as other forms -- large masses of slimy tentacles, spider-like creatures, mindless humans and troglodytes covered by the slime of this place -- emerge from the shadows to surround you even more.

“We are one,” the voice in your head echoes once more. “... soon you and the rest of the world will be one too.”

SECRETS UNEARTHED ADVENTURE CARD LIST

HEROES



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



Khomros



**Uvina the
Delver**



**Wiltran
Proudmore**



**Bracers
of Cleansing**



**Studded
Leather Shirt**

ITEMS

SPELLS



Acid Burst



Ascendance



Cure Disease

WEAPONS



Battlepick



Cleaner's Net

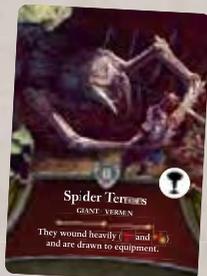


The Five Points

MONSTERS



Ensnaring Vines
 (Found in Quest 3: Risen from the Mire)



Spider Terrors
 (Found in Quest 1: A Mirror in the Dark)



Shapeless Spawns

GUARDIAN



Hive Mind

ROOM TILES

Junction



Rat Nest

Ghoul Nest



Trog Village

Catacombs



Arches

IV Hive Mind's Lair IV





CHAPTER 7

FROZEN IN
TIME





CHAPTER 7: FROZEN IN TIME

QUEST CARD LIST



HEROES

14x Breezy
14x Drulfal the Primordial
14x Lefra
14x Lilande
14x Rugduhr Blackmane
14x Samly Thrackson

ITEMS

8x Eternal Flame
8x Ice Climbing Gear
8x Snow Trekking Tools
8x Tent

SPELLS

8x Blizzard
8x Cone of Cold
8x Create Fire
8x Inner Fire

WEAPONS

8x Fire Rod
8x Flaming Hammer
8x Frost Bow
8x Mechanical Harpoon

I MONSTERS

10x ARCTIC ANIMALS

2x Ice Fox
2x Polar Bear
2x Possessed Penguin
2x Snow Leopard
2x Walrus

10x ABYSSAL SERVANTS

2x Ice Mephit
2x Impish Servant
2x Lowly Dretch
2x Shax
2x Vrokolith

GUARDIAN

Orgrum Coldthunder
IV, V & VI

TREASURES

2x Gemini Daggers
1x True Vision

LEGENDARIES

1x Baalok's Heart
1x Thunderstone Map
1x Thunderstone Sands

II MONSTERS

10x BLOODFROST CLAN

2x Beastmaster
2x Goblin Assassin Squad
2x Goblin Scouting Party
2x Orc Harpooner
2x Tundra Wolf Rider

10x TUNDRA WOLF PACK

DUNGEON ROOMS

Icy Glade I
Volcanic Hot Springs II
Orc Tribute Site II
Tundra Chasms II
Adlet Hunting Ground III
Glacial Tomb III

GUILD SPONSORSHIPS

4x Order of the Ancients
4x Explorers' Guild
4x Relic Seekers
4x Vikings' Guild

III MONSTERS

10x FROZEN NATIVES

2x Adlet Alpha
2x Adlet Guardsman
2x Adlet Hunter
2x Adlet Mother
2x Adlet Prowler

10x ICE BEHEMOTHS

2x Frost Giant
2x Gargantuan Ice Spider
2x Ice Troll
2x Winter Golem
2x Yeti

SIDE QUESTS

1x Avoiding Attention
1x Food Storage
1x Gloryseeker
1x Hide the Heart
1x Well-Rounded

OTHER

24 Randomizers
24 Dividers

FROZEN IN TIME: FOR THE PRICE OF A SONG

By Brett Satkowiak

The tavern is full tonight. After all the Keep has been through of late, the village has certainly earned this kind of release. As you lift the glass and pull a long drink at this table surrounded by your fellow Champions, you can't help but feel that this is how every day should end. The air has started to grow chill outside, but the fire and the company make things quite comfortable in here. The smell of warm, seasoned food wafts from around the edges of the kitchen door to mingle with that of well-aged drink. The large room is bright and hopeful, echoing with laughter and talk of another day gone by. Cutting through the indecipherable sea of conversation, a song rises.

In Gronifel, the grain was gold,
the sun wore on, the year grew old.
Yet summer stayed with vibrant will
and woods were green on every hill.

Oh Gronifel, your summer's done,
and where has all your greenness gone?

Idle speech dims to a light murmur as most have stopped to listen to the voice, both bright and tragic, as the song swirls through the air. The singer is Elvish, a woman, arrived yesterday through the northern gate. She has been playing her music and singing in the marketplace for spare coin, but tonight has found a packed house here amid the revelry. You lean back in your chair to better soak in the music as it captivates the attention of all with ears to hear.

When harvest came, and drink was good,
a darkness set upon the wood,
and Obuskhul, the dying lord
drove forth his cruel and thunderous horde.

Oh Gronifel, your drinkin's done,
and where has all your harvest gone?

As lightning licks dry fields with flame,
the thunderous horde with fire came
and swifter than a country bell
laid waste the woods of Gronifel.

Oh Gronifel, your summer's done,
and where has all your greenness gone?

The rulers of the cities fell,
and all the maids of Gronifel

were cleaved upon the charged sword
of Obuskhul, the dying lord.

Gone is the joviality of before, as bard sings her tale of war and woe. You, like many, know of Gronifel, the arctic lands to the north. But confusion wins out, as the elf's tale sings of a lush countryside, preyed upon by this Obuskhul, lord of death. Exactly where did this song come from? As you share curious glances round the table with your fellow Champions, the tone of the song shifts, and all listening anticipate now the epic battle to deliver the land from evil.

Then rose the horsemen, men of might,
their spears and shields were flashing bright,
their arrows singing in their flight;
three hours they fought the thunderous horde,
but none could stand the charged sword
of Obuskhul, the dying lord.

Oh Gronifel, your battle's done,
and where have all your heroes gone?

But standing strong amid the din,
the wise old Halrod and his kin
an ancient spell wove in their hands
and sent thick ice upon the land
and white eternal winter fell
on what was once green Gronifel.

Oh Gronifel, your summer's done,
and where has all your greenness gone?

This isn't a tale of heroics after all; it's a tragedy. It's a song of lament over a beautiful, verdant land, cursed into eternal winter in a desperate attempt to stop a monstrous enemy's advance. This surely isn't a performance anyone was expecting to witness tonight. You sit and ponder, your mind lost in questions and your heart lost in the music along with the now otherwise silent room until suddenly, the elven woman locks eyes with you intently, beginning her final verse.

Now in the white and frozen deep
do Halrod and the horsemen sleep
and timeless watch they still do keep
upon the ancient thunderous horde,
the charged heart and silent sword
of Obuskhul, the dying lord.

You sit up in your seat with a start,
as the rest of the room rises in applause.

Did you hear the song right? Or was it merely a trick of your imagination? The bard breaks her eye contact with you to smile and nod, then rise and bow to her admirers, who now offer up their coin for her collection, payment for a truly moving performance. One of your fellow Champions nudges you with an elbow as he claps along, encouraging you to respond the same, but something in the song keeps you glued to your seat, begging for answers to the questions that now swirl in your mind.

"Come," another of the Champions with you beckons to the elven bard. "Allow us the pleasure of a drink after such a beautiful song."

She continues to smile and nod 'thank-yous' to many as she makes her way through the room, the villagers slowly ceasing their praise and returning to their seats and conversation. "Thank you," she says in greeting. "My name is Lilande. And it is truly an honor for a humble storyteller to sit with those who champion the cause of this place."

"Nonsense," one of your fellows replies as they all take their seats around you. "It is us who are honored this night by your song. I must confess, I've never heard such tales of Gronifel before."

"Are they true?" you interject.

The other champions shift a bit uncomfortably. One starts to apologize, "You must forgive our friend's rudeness--"

But it's the elf's turn to interrupt. "Yes. Every word. I remember the Gronifel of old from my youth. Some of my own people travelled to war for its fate. All of them were lost to Obuskhul's unholy army of death and demon."

All at the table shift chairs again, drawing in closer, ignoring the continued merriment that surrounds you. "I've never heard that name before," you continue. "Who is this Obuskhul?"

"It is an elven name, given to the darkness that claimed Gronifel and other lands. However, in these parts, it is known by another name -- Baalok."

A chill wave washes over you all upon hearing the name, quite familiar to those of the Keep. "Tell us. What do you know of the Flesh Weaver?" you ask.

"Baalok was a great wizard from a lost age," Lilande begins. "The tale goes that he discovered an ancient treasure from one of the forgotten ages -- books, potions, a strange black box, and a Mirror. With these tools, he discovered another world and within it, power yet unheard of in this world. He used it to bind demons to his will, summon otherworldly spirits to animate the dead, and extend his own life indefinitely. It was then that he struck out upon the world, seeking to claim it to further strengthen his power, and he was unstoppable. That is until Halrod and other wise men of the day found a way.

"The wizards found an ancient spell that sent freezing ice and wind upon all the armies of Obuskhul -- sorry, of Baalok. They were stopped there in Gronifel, but the spell turned out to be more powerful than they realized. It froze the land itself, casting the entire region into a never-ending winter, as it remains to this day. Upon his defeat, Baalok's temple was razed and his treasures hunted down and carried off, locked away in the mines of Caergoth."

You and the other Champions take a deep breath, realizing you'd been holding it as the bard told her tale. You know of the temple, mysteriously risen from the shallow waters of Mer-Kell and of the darkness rumors say still stirs there. But this word of dark treasures lost to history is new and troubling indeed.

"And the sword you sang of?" one of the Champions asks. "The 'charged sword' that Baalok carried into battle. What is its fate?"

"A bit of poetry there, sir," Lilande replies. "The weapons that Baalok wielded were not of steel, but no less deadly. The legend says that with the Mirror, he was able to draw upon magics both beautiful and ancient, enhancing his already incredible power from the

primordial energies that hold our very world together.”

The tone at your table takes a decidedly desperate turn. The Champion to your right clears her throat before speaking what all of you are thinking. “You’re talking about a Thunderstone. Baalok forged a Thunderstone?”

“You know of their kind then.”

“Of course,” she continues. “All know of the Thunderstones and the power they contained. But they have all been lost, their power returned to the ether where it belongs. The only bits left today are shards and pebbles, containing a mere fraction of their strength.”

“And the world is better for it,” another Champion chimes in. “But if Baalok was able to forge a new one . . .

“He didn’t need to,” Lilande says. “He

drew those energies unto himself, his own body becoming the receptacle for all that power.”

“The heart,” you realize.

Lilande smirks at you knowingly. “Astute indeed, Champion. I had hoped that one such as yourself would hear the true message of the song. Following Baalok’s defeat, hunters and scavengers sought out his resting place, frozen deep in the ice of Gronifel, in the hope of finding some magical remnant. They carried away strips of his clothing, shards from broken weapons, and some even pieces of Baalok’s corpse. But the true power remains, locked away in the heart of Obuskhul.”

“I don’t believe it,” another of the Champions sighs. “A true Thunderstone, forged from the dead heart of a necromancer.” He looks up suddenly.

“We have to find a way to be rid of it. That kind of power cannot remain in the world as it is. If someone found it . . .”

“That is why I came to you, Champions. In my travels, I was unfortunate enough to find myself in Bloodfrost territory, as they have claimed much of the region. It certainly wasn’t as cordial an experience as this visit has been.” Lilande gently rubs her throat, her face cringing under an apparently unpleasant memory. “I wasn’t strong enough to resist, and through me, I regret to say, they learned of the lost heart of Obuskhul.”

“Do they have it?” you ask urgently.

“No, not yet. But I’m afraid it’s only a matter of time.”

“Do you know where the Heart lies? Can you lead us to it?”

“Yes,” Lilande says. “Rugduhr, a dark

but necessary ally, has lent me a map. It should lead us to the icy cave where Baalok’s corpse lies.”

“Then we must set out at once.”

“Thank you, Champions, for your willingness to take up my cause. Your assistance is truly appreciated. However, I fear that finding the Heart will ultimately be in vain without the means to rid ourselves of it. And so we must first seek out another, one of the few left who remember the greens of Gronifel.

“Gather whatever provisions you require, Champions. Tomorrow we make for the frozen heart of our world, and the home of the Adlet.”

Special thanks to Rachel Luebke for her poetic touch.



FOR THE PRICE OF A SONG ADVENTURE CARD LIST

HEROES



Darameric
(Found in Quest 3:
Risen from the Mire)



Lefira



Lilande



Breezy



Cone of Cold



Create Fire



Inner Fire



**Orgrum
Coldthunder**

SPELLS

GUARDIAN

WEAPONS

ITEMS

MONSTERS



Fire Rod



**Mechanical
Harpoon**



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



**Snow Trekking
Tools**



**Ice Climbing
Gear**



Arctic Animals



**Bloodfrost
Clan**



Frozen Natives

FROZEN IN TIME: THE KEEPER OF THE SANDS

By Brett Satkowiak

The warmth of the fire is welcome after the trek you've made. Although the company isn't anything you thought you'd find out here in the frozen wastes of Gronifel. You wake to find yourself swinging from a horizontal pole, your hands and feet keeping you in place. As your vision starts to clear, you look around and see the rest of your party in a similar state around the bonfire. The ambush came just as you were setting up camp for the night, your attackers hidden by the darkness.

But now you see them clearly. They are humanoids unlike any you've seen before, save for a brief moment in the darkness earlier this night. They walk and carry themselves like men, but their face more resembles that of a dog. Where they are not covered by their clothing -- mostly leather and other hides, decorated in some places with ornate designs -- short, dense fur is visible.

"Wh-Who are you?" you ask groggily.

"Silence!" one of the dog-men shouts. "You'll speak only to the Alpha or die before he comes."

"I'm here," a strong voice breaks through the darkness. You crane your neck a bit to get a good look at their

leader as he enters the light of the fire. He is a proud figure, like the rest, with a long, dark scar down one side of his face. He eyes you and the others suspiciously as one of the others whispers a quiet report in his ear. "Orgrum must be desperate indeed. It is not like the Bloodfrost to make use of mercenaries."

"We are no such thing," you retort.

"Please, your lordship," Lilande begs. "You are the Adlet, noble warriors long-known to my people. Your quarrel is not with us. We seek to keep Baalok's power hidden from Orgrum and anyone else. We seek only Drulfal, a dwarf of old Gronifel, and an artifact in his charge. Please. You must help us."

The Alpha stares at Lilande intently. "And you are the Songweaver, until now known as friend to our people. Why do you seek the Primordial?"

"That sounds like my business, Bran, and none of yours," a voice interrupts. All turn as a dwarf, older than any you've ever encountered, enters the firelight. His beard is long and thin, and his skin and eyes shine like silver. "If these people are looking for me, I will hear them."

"You are the keeper of the Sands, then?" you ask.

Drulfal steps around the fire and stoops down to look deep into your eyes. "What do you know of the Sands?"

"Only that they can rid this world of Baalok's heart, and the danger it presents, forever."

"Aye, they can. But are you the ones to accomplish such a task?"

"We certainly intend to. That's why they call us 'Champions'."

The old face cracks in a smile. He makes a motion with his hand, and moments later, you and the rest of the party come crashing to the ground. Drulfal reaches into a pouch at his waist and brings out a curious contraption, an hourglass swirling with a golden mist. He gives it a slight shake as if to confirm that this is indeed what your party seeks, before extending you a hand.

"Well then, 'Champion' ... looks like we've got work to do."



THE KEEPER OF THE SANDS ADVENTURE CARD LIST

HEROES



Samly Thrackson



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



Rugduhr
Blackmane



Lilande



Eternal Flame



Ring of Learning
(Found in Quest 3:
Risen from the Mire)



Tent

SPELLS



Blizzard



Vampiric Touch

(Found in Quest 3:
Risen from the Mire)



WEAPONS



Frost Bow



Flaming Hammer



Short Bow

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



MONSTERS



Abyssal Servants



Tundra Wolf Pack



Frozen Natives

GUARDIAN



Orgrum Coldthunder



ROOM TILES

Icy Glade



Volcanic Hot Springs

Tundra Chasms



Orc Tribute Site

Glacial Tomb



Adlet Hunting Ground

IV Orgrum Coldthunder's Lair



FROZEN IN TIME: THE CHILL OF FATE

By Brett Satkowiak

The journey to Baalok's glacial tomb was hard enough, but now you find yourself battling a group of minor demons, drawn here by the energies of Baalok's rotting heart. It has become a Thunderstone of terrible power.

A hand grabs yours suddenly, pulling you from the skirmish. "We are close now, Champion," Drulfal says. "Take this." He pulls the hourglass artifact from his pouch and hands it to you. "This is a relic of my people, filled with the dust of another Thunderstone. You can use this to hide the Heart."

"Where?!" you bellow over the howling, arctic winds.

"Not where. When. We don't know how to destroy the Heart, but we must rid this evil from our time. It is the only way to keep your family and the people of this world safe. The Sands can send you into the future where maybe someone can help. But it must be you; I cannot use it."

"Why not?" you ask. "The Sands have been yours for hundreds of --" Drulfal smiles and winks as you realize his relationship to the Sands. "It's kept you alive."

"Right again, Champion. The mithril that runs in my peoples' veins is incredible stuff, but even that couldn't keep this old body moving for this long. The Sands can

hide the heart somewhere else in time, where neither Orgrum nor anyone else can find it."

"But how do we know we're not just throwing it into the hands of someone worse?!"

"That's a risk we've got to take. It's not ideal, but we are out of options. In the future, you will need to hide it. But for now you've only got one shot, kid. The Sands will be all used up pulling a move like this."

"Then ... you'll die. Drulfal, I can't --"

But your protest is interrupted by a war scream bellowing from the tunnel ahead. The party dispatches the rest of the creatures swiftly as you all run toward the sound. The ceiling vaults upward to form a massive chamber, littered with the remnants of an ancient battle frozen in time. Stationed throughout the room are soldiers bearing the blue-tinted flesh of the Bloodfrost orcs. They are gathered around another, by far the largest and fiercest of them all, standing before a wall of sheer ice. Frozen beneath the wall's face, you can just make out the shadow of a figure, dark and menacing, a faint light emanating from its center.

The chieftain lets out another warcy as he charges the wall, driving his axe deep into the surface, widening the

crack he has created. The light hidden beneath starts to glow brighter, seeping through the opening.

"Stop!" you yell. The echo brings the cavern to an uneasy silence.

Orgrum Coldthunder, steam puffing angrily from his nostrils, turns to face you. "You DARE!?" he growls. "This power belongs to ME and MY people!"

"That power belongs nowhere in this world. We will go through you to be rid of it if necessary."

Orgrum's expression intensifies, as he rotates his neck around once causing a few light pops to be heard. "The challenge is met! Bloodfrost! Prove yourselves worthy of our prize! To arms! To honor! To VICTORY!" The army of orcs and goblins surrounding him join in a thunderous scream that threatens to shake loose the icy stalactites above.

"Finally!" Lefira, the halfling, cries, biting off a hunk of bread and pitching the rest over her shoulder. "A fair fight!" She draws her sword and charges forward, as the rest of your party follows after her.

The Map has led you here, Champion. Defeat your foe. Use the Sands to hide the Heart ... and pray that it's enough.



THE CHILL OF FATE

ADVENTURE CARD LIST

HEROES



Drulfal the Primordial



Lefira



Nimblefingers

(Found in Quest 3: Risen from the Mire)



Pylorian

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

ITEMS



Ice Climbing Gear



Snow Trekking Tools

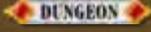


Tent

FORM OR JOIN A PARTY

TURN ORDER

At any time before battling Monsters, players in the same Dungeon Room may Form/Join a Party. There are a few special rules for Parties:

- Each player in a Party may, as a  ability, give any number of Gear tokens to another Party member. They may also lend (for the turn) or give (permanently) 1 of their non-Wound cards to that Party member. Lent cards are returned when the turn ends.
- Players in a Party move together through the Dungeon, combining their Light values.
- Players in a Party combine their Attack values to form their Party Attack value, which is compared against a Monster's Health as normal.
- Armor and Magic Resistance affect only the Party and the Party Attack value, and only once. They do not affect the players of the Party individually.

- Each player in the Party suffers all other text (eg. before and after battle abilities) and Wounds of the Monsters individually.
- Players in a Party split the Rewards and Spoils effects from the Monster and Dungeon Room however they see fit. If the Monster gives a Treasure card, they may look at the Treasure first before deciding how to split the Rewards.

Forming a Party does NOT allow you to choose other players' cards with your effects unless explicitly stated. If you have a Cleric that heals a Wound, and your fellow Party member needs the healing, you will need to lend them your Cleric.

Once you join a Party, you may not leave the Party that turn.

PREP PHASE

Roll and resolve Guardian Dice, adding all  and  to the Monster Horde. Place your Champions and plan your turn as a group.

VILLAGE PHASE

Players may take a Village Phase where they buy cards, heal Wounds, and level up Heroes.

DUNGEON PHASE

Players may also/instead take a Dungeon Phase. They may Form or Join a Party to battle strong Monsters.

END PHASE

Remove  from the Monster Horde equal to the total  of all Monsters defeated this turn. Deal 1  (Destruction chit) to the Village for each  and  left in the Monster Horde. Clear the Horde of dice and finish your turns.

ICONOGRAPHY REFERENCE GUIDE



GUARDIAN DICE



DESTRUCTION CHIT



DRAW 1 CARD



GUARDIAN ATTACKS



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



HEROIC OPPORTUNITY



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



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



FROSTBITE WOUND TOKENS



WHAT LIES BENEATH QUEST



FROZEN IN TIME QUEST



WOUND CARDS (DISEASE OR FESTERING WOUNDS)



TM