

Mike Elliott

THUNDERSTONE[®] QUEST

TOTAL ECLIPSE OF THE SUN QUEST 2

Set Design by
Bryan Reese and Mark Wootton

RULEBOOK & QUESTBOOK



CONTENTS

Credits	2
Introduction	3
Unpacking the Box	3
Prestige Class Boards	4
IV Heroes	5
VII Guardians	5
Questbook	6
Into the Forest	9
Hostile Takeover	12
A Queen's Burden	14
FAQ	Back Cover

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

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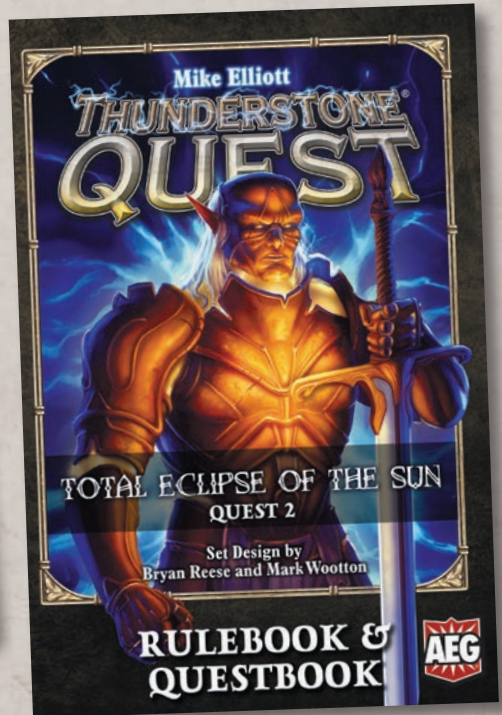
INTRODUCTION

Total Eclipse of the Sun is an expansion product for *Thunderstone Quest*[®]. Rules for new components start on page 4. Those who are familiar with these components can skip directly to the Questbook on page 6.

UNPACKING THE BOX

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

- 1 Quest 2 *Total Eclipse of the Sun*, the full contents of which are featured in the Questbook (see pages 7-8)
- 1 copy of each Monster, Hero, Item, Spell, and Weapon from *Total Eclipse of the Sun*, to be used in Epic Mode
- 1 *Total Eclipse of the Sun* Rulebook/Questbook



PRESTIGE CLASS BOARDS

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

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

Arcane Order

1

↑: Defeat 1 I+ Monster with a WIZARD or SPELL.

2
 ↑ or ↑↑: Defeat 1 III+ Monster with 3+ combined WIZARDS and/or SPELLS.

(Once per turn, after you complete 1 of the above, pay the cost listed below for each of the 1 or 2 new Ranks, or nothing is gained.)

RANK	
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9

3

When you gain this Rank, gain 1 ARCANES or CHAOS SPELL from the Marketplace.

6

When you gain this Rank, you may level up 1 WIZARD for -3.

DUNGEON

Teleport: If you have a WIZARD and a SPELL, place your Champion in a III room. This is not movement.

This Prestige Class is worth 6 (when the game ends).

4

When you gain this Rank, gain the LEGENDARY SPELL Meteor Shower.

When you gain this Rank, you may destroy 1 card or, if you have a SPELL, up to 2 cards.

7

You may *Teleport* to III rooms. This Prestige Class is instead worth 3 per Rank you have.

5

VILLAGE OR SPOILS

Put 1 WIZARD and/or 1 SPELL on top of your deck.

When you gain this Rank, gain 1 III WIZARD from the box. Put it on top of your deck.

IV HEROES

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

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

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

VII GUARDIANS

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



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: 🏹🏹🏹

QUESTBOOK

 QUEST 2

TOTAL ECLIPSE OF THE SUN





QUEST 2: TOTAL ECLIPSE OF THE SUN

QUEST CARD LIST



HEROES

15x Avania
15x Brimstone
15x Ehrlingal
15x Felin
15x Gendarme
15x Sephilest

ITEMS

8x Elven Ring
8x Headband of Intellect
8x Strength Gauntlets
8x Wand of Light

SPELLS

8x Arcane Touch
8x Consecration
8x Lightning Bolt
8x Nature's Fury

WEAPONS

8x Longbow
8x Longsword
8x Punching Dagger
8x Quarterstaff

I

MONSTERS

10X TWISTED CREATURES

2x Dire Bat
2x Dire Bear
2x Dire Eagle
2x Dire Rat
2x Dire Wolf

10X WOODLAND SPRITES

2x Brownie
2x Dryad
2x Nixie
2x Pixie
2x Satyr

II

MONSTERS

10X CORRUPTED ELVES

2x Elven Guard
2x Elven Lord
2x Elven Scout
2x Elven Soldier
2x Elven Sorcerer

10X FOUNDATIONAL KEEPERS

2x Air Ogre
2x Darkness Ogre
2x Earth Ogre
2x Fire Ogre
2x Water Ogre

III

MONSTERS

10X CORRUPTED CENTAURS

2x Chiron
2x Diosphos
2x Foloji
2x Gyros
2x Polkan

10X TREEFOLK

2x Birch Walker
2x Elm Elder
2x Fir Giant
2x Oak Strider
2x Willow Herder

QUEST CARD LIST [CONTINUED]

GUARDIAN

GUARDIAN OF THE SUN



LEGENDARY

1x Meteor Shower

TREASURES

1x Sun of the Forest

2x Treasure Cache

PRESTIGE CLASS

1x Arcane Order

OTHER

6x Guardian Guides

24x Paper Dividers

24x Plastic Dividers

24x Randomizers

DUNGEON ROOMS

Fairy Meadow

Ominous-looking Road

Hollow Tree

Tree House

Elven Outpost

Elven Ruins

INTO THE FOREST

By Brett Satkowiak

The wood of Daltinost surrounds you as your party walks the road. The call had come in at first watch from a messenger, exhausted from his midnight ride. The forest has gone mad. The creatures who make their home among those ancient trees, even the trees themselves, are emerging from the woods and attacking the nearby towns and settlements with a brutality reserved for orcs and warmongers. What is worse are the reports that the elf Queen Elethay's own people were behind it, spurring these creatures on. Without any provocation at all, the elves have declared war on everyone bordering their domain.

"The Queen is not a monster, Champion," Felin assures you. "There is an explanation for all of this. I am certain of it."

"I certainly hope so," Ehrlingal says. "I like the idea of fighting the elves even less than I enjoy the confines of these trees."

The trees grow a bit sparser as your party enters a clearing. Sunlight falls muted upon the forest floor surrounding an oak old enough to have spawned the forest itself, now little more than an enormous stump. A growling rises up behind you. Your eyes follow Felin, recognizable in her jaguar form, as she stalks forward to sniff a dark opening in the front of the stump. Her tail whips about as the fur rises down her spine.

"Show yourself!" you command, unafraid of what may come from the lightless hole. A rustling echoes in the trunk as other members of the party spread out to surround the newcomer. A moment later, a pale hand, open in surrender, breaks the darkness, leading to a female elf, garbed in the greens of the forest, a full quiver of arrows across her back.

"Do not shoot," she returns. A glance around at the party seems to awaken her senses a bit more. "You are outsiders? But why have you travelled so deep into the forest?"

"We seek an audience with Queen Elethay."

The elf's jaw tenses before she responds. "You'll find no friend in Her Radiance at this time. I'm afraid the Queen has gone mad."

"What do you mean?" you ask.

"It's the Sun, the jewel she wears; it is a relic of these lands. My name is Sephilest, and I came from the south with a message from my people. Upon my arrival though, I find that something has changed, throwing the entire wood into chaos and driving the peaceful to terrible violence."

"How do you know the danger doesn't lie with the Queen herself?" Gendarme growls, his skepticism evident through his thick beard.

Sephilest frowns and sighs at the dwarf's accusation. "This is not my first interaction with the Queen. Those who dwell in darkness may not be able to tell the difference, but it is quite evident to an elf's keen vision."

Anticipating a reaction, you reach out a hand to stay the dwarven wizard just before a rustling to one side catches everyone's attention. New growls betray the beasts that will soon emerge from the brush, unlikely to be concerned with these petty racial distinctions. Ready yourself, Champion, your mission must not end here.



INTO THE FOREST

ADVENTURE CARD LIST

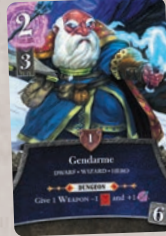
HEROES



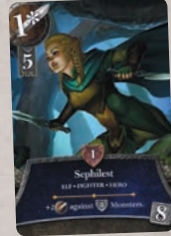
Ehrlingal



Felin

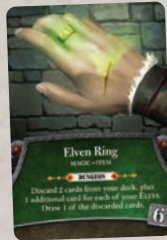


Gendarme

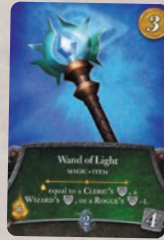


Sephilest

ITEMS



Elven Ring



Wand of Light

SPELLS



Arcane Touch



Lightning Bolt



Nature's Fury

WEAPONS



Punching Dagger



Quarterstaff



Shortbow

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



ROOM TILES

Fairy Meadow



Ominous-looking Road

Tree House



Hollow Tree

Elven Outpost



Elven Ruins

Guardian of the Sun's Lair



MONSTERS



Twisted Creatures



Foundational Keepers



Corrupted Centaurs



GUARDIAN



Guardian of the Sun



Guardian of the Sun's Lair

THREAT LEVEL

I **2** **3**

1 2 3 4 5 6 7 8

IV

GRIND
You may destroy 1 card. Add 1 if you destroyed the card at random, or add 2 if you did not destroy a card.

GRIND THE HERO
Gain 1. Destroy 1 WEAPON or 1 HERO.

MALFUNCTION
Draw 1 card. Add 1.

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

HOSTILE TAKEOVER

By Brett Satkowiak

“There was another visitor to see the Queen when I arrived,” Sephilest informs you, as you move through the forest. “He wore a dark hood, and I never had opportunity to speak with him.” Sephilest looks to the ground in frustration. “I regret to say that I never saw his face.”

“And you think he’s behind this?” you ask.

“I can think of no other explanation. I had been in the elven city the previous day before my audience with the Queen, and their hospitality was as always. I waited outside the throne room as the stranger met with her. I was preparing myself as he walked past and out of sight. It was then that the Queen and her people turned, their eyes overtaken by the Sun’s light. I was fortunate to make it out alive. I’ve been tracking

the visitor through the wood ever since, but he has eluded me entirely.”

“I see what you mean about the eyes,” Brimstone mentions as he takes a step backward, raising his dagger defensively. You look to what has alarmed him as a dozen pairs of eyes emerge from the shadows, glowing gold in the faded light.

Sephilest draws her blades and turns to face the elves that suddenly surround you, all with weapons of their own ready. “They listen only to Elethay,” she warns. “If you have any hope of saving any of them, you’ll need to destroy the Sun of the Forest. If that is your goal, then my blades are yours. But getting close enough to the Queen will not be easy.”



HOSTILE TAKEOVER ADVENTURE CARD LIST

HEROES



Avania



Brimstone



Ehrlingal



Felin

ITEMS



Headband
of Intellect



Gem of Healing
(Found in Quest 1:
A Mirror in the Dark)



Strength
Gauntlets

SPELLS



Consecration



Lightning Bolt

WEAPONS



Longbow



Longsword



Punching Dagger

MONSTERS



Twisted Creatures



Corrupted Elves



Treefolk

ROOM TILES

Fairy Meadow



Ominous-looking Road

Tree House



Hollow Tree

Elven Outpost



Elven Ruins

Guardian of the Sun's Lair



GUARDIAN



Guardian of the Sun



A QUEEN'S BURDEN

By Brett Satkowiak

All is still within Elethay's throne room as she sits in silence. A golden light radiates from her eyes as they stare blankly ahead as if looking at something that no other person can see. The scene is interrupted by a rope arching up above her from behind the throne, which quickly falls around her chest and constricts, pressing her against the back of her seat. Startled, she glances to both sides, seeing the two dwarves, Gendarme and Brimstone, each holding an end taut to keep her down.

You approach from the front to address her. "Your Highness, we've come seeking answers. Explain this violence!"

The Queen, still lost in her trance, speaks in a simple, monotone voice. "All must die. Only the worthy shall remain."

"I told you." Sephilest steps forward. "The

necklace is controlling them all. It must be destroyed." She draws a dagger from her boot and lets it loose before you have a chance to react. The blade moves through the air toward the restrained Queen, straight toward the golden jewel around her neck. However, it never reaches its target. A flash of light blinds you all. The rope that held the Queen back burns as you and the entire party are knocked backward off your feet.

Standing before you is an enormous warrior with skin that radiates the same glow that blurred the eyes of the Queen and her people. He wears a golden set of plate mail and stands before you brandishing a two-handed sword.

The Queen shakes her head, ridding her eyes of their haze and regaining her senses. "The Sun is not what we believed!" she cries out to you and your party. "You've awakened its guardian. Defeat it before my people suffer any longer!"



A QUEEN'S BURDEN ADVENTURE CARD LIST

ITEMS



Tome of Knowledge



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



Wand of Light

HEROES



Avania



Brimstone



Gendarme



Sephilest

SPELLS



Arcane Touch



Consecration

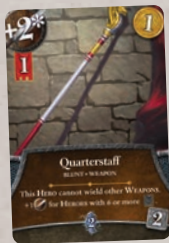


Nature's Fury

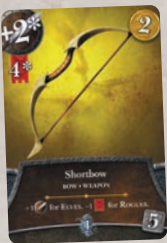
WEAPONS



Longsword



Quarterstaff



Shortbow

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

MONSTERS



Woodland Sprites



Corrupted Elves



Corrupted Centaurs

ROOM TILES

Fairy Meadow



Ominous-looking Road

Tree House



Hollow Tree

Elven Outpost



Elven Ruins

Guardian of the Sun's Lair



GUARDIAN



Guardian of the Sun



FAQ

Do Ogre abilities trigger during setup?

No, Ogre abilities do not. The same goes for other abilities that trigger “when revealed” or “when they enter the Dungeon.”




How does *Felin* work?

Felin is a special Cleric Wizard that can transform into different animals. On your turn, you may choose 1 of these 2 forms to assume, though as abilities are optional, you may choose to not transform at all.



If I use *Arcane Touch* and do not have any Wizards, how much Magic Attack does the Spell give me?

You gain 1 .

If I have a *Punching Dagger* and a *Starter Dagger* on a Hero with 2 Attack, how much Attack do I have?

You would have +6 Attack: 2 from the Hero, +1 from the *Starter Dagger* and +3 from the *Punching Dagger*.



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.

