

Mike Elliott

THUNDERSTONE[®] QUEST

RIPPLES IN TIME

QUEST 5

Set Design by
Bryan Reese and Mark Wootton

RULEBOOK &
QUESTBOOK



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

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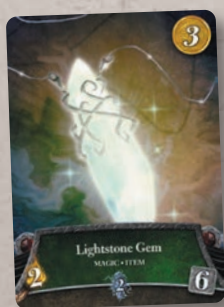
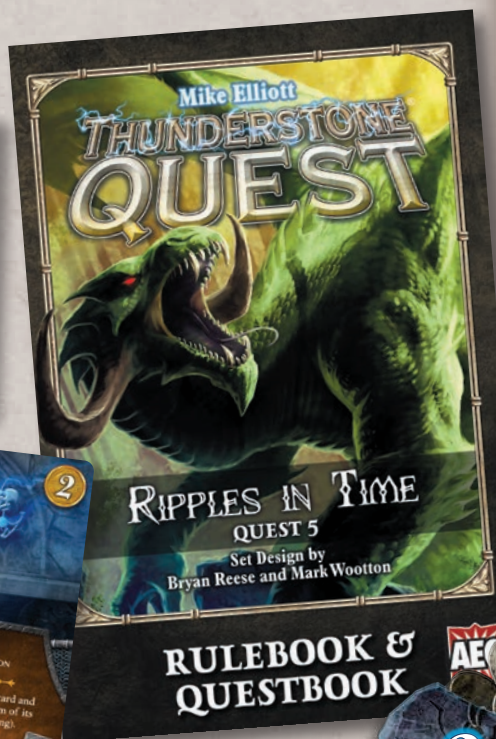
INTRODUCTION

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

UNPACKING THE BOX

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

- 1 Quest 5 *Ripples in Time*, the full contents of which are featured in the Questbook (see pages 7-8)
- 1 copy of each Monster, Hero, Item, Spell, and Weapon from *Ripples in Time*, to be used in Epic Mode
- 1 *Ripples in Time* Rulebook/Questbook



PRESTIGE CLASS BOARDS

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

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

Necromancer

1

↑: Defeat 1 + Monster that deals you a **WOUND**.

or ↑↑: Defeat 1 + Monster with a HERO that was in a Destroyed Pile this turn.

(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		
1	1	VILLAGE OR DUNGEON <i>Necromancy</i> : Discard 1 HERO to draw 1 HERO from a Destroyed Pile. Place it in the Village when the turn ends.
2	2	DUNGEON Gain 1 and destroy 1 HERO in the Village to draw 1 card.
3	3	HEROES from your <i>Necromancy</i> ability have +1 and, if you have 4 or fewer HP, +1 .
4	4	This Prestige Class is worth 6 (when the game ends).
5	5	When using your <i>Necromancy</i> ability, you may gain 2 to draw 1 extra HERO.
7	7	Your <i>Necromancy</i> ability may now also draw HEROES.
8	7	This Prestige Class is instead worth 3 per Rank you have.
9	8	Ignore 3 when calculating HP at the end of the turn.
11	9	HEROES from your <i>Necromancy</i> ability have the STATIC keyword and are permanently yours (not placed in the Village).

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 *Ripples in Time Quest* is included for use when playing the *Barricades Mode* expansion.



DEATH SENTINEL

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

DIFFICULTY: 🏹🏹

QUESTBOOK



© QUEST 5

RIPPLES IN
TIME

6



QUEST 5: RIPPLES IN TIME

QUEST CARD LIST



HEROES

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

ITEMS

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

SPELLS

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

WEAPONS

- 8x Cursed Mace
- 8x King's Sword
- 8x Longspear
- 8x Magi Staff

I MONSTERS

10X DOOMKNIGHTS

- 2x Doom General
- 2x Doom Necromancer
- 2x Doom Sorcerer
- 2x Doom Tormentor
- 2x Doom Warrior

10X GNOLL RAIDERS

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

II MONSTERS

10X MINIONS OF CHAOS

- 2x Hell Hound
- 2x Lightning Demon
- 2x Pain Demon
- 2x Succubus
- 2x Unholy Demon

10X TORMENTS

- 2x Fire Torment
- 2x Lightning Torment
- 2x Smoke Torment
- 2x Thunder Torment
- 2x Water Torment

III MONSTERS

10X ANCIENT PROTECTORS

- 2x Bronze Golem
- 2x Clay Golem
- 2x Colossus
- 2x Iron Golem
- 2x Stone Golem

10X ANCIENT WYRMS

- 2x Ebon Fume
- 2x Mythlurian
- 2x Skaladak
- 2x Smokeplume
- 2x Uyril Unending

QUEST CARD LIST [CONTINUED]

GUARDIAN

DEATH SENTINEL



TREASURES

1x Axe of the Giants

1x Lightbringer

PRESTIGE CLASS

1x Necromancer

OTHER


6x Guardian Guides


24x Paper Dividers


24x Plastic Dividers

24x Randomizers

DUNGEON ROOMS

Gate Cavern 

Dangerous Passageway 

Fire Chasm 



AFTERMATH

By Brett Satkowiak

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

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

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

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

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

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

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

But the plea comes too late as you drive your blade down, slicing the book in two along the spine. The burning flash of light is the last thing you see before everything goes dark.



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

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



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

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

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

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

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

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

Arcanian lifts her hand before her, opening it to see the energy swirl above her open palm.

“The Eruption has released all manner of new magicks. I can only imagine what marvels await us below.”

“Nothing good, I assure you,” Aird says. “Mark my words, though. If a quest to rid ourselves of Doom forever is the most difficult thing we face in the wake of this Eruption, I’d say we’ve gotten off lucky.”



AFTERMATH PART I ADVENTURE CARD LIST

HEROES



Aird



Arcanian

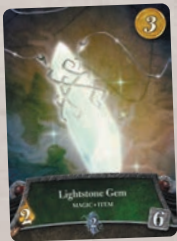


Dunardic



Regian

ITEMS



Lightstone
Gem



Nature's
Amulet



Cursed
Mace



Longspear



Magi Staff

SPELLS



Creeping Death



Frost Bolt



Mind Control

MONSTERS



Doomknights



Torments



Ancient Wyrms

GUARDIAN



Death Sentinel



ROOM TILES

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



Death Sentinel's Lair



Death Sentinel's Lair

THREAT LEVEL 1 2 3

1 2 3 4 5 6 7 8

IV

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

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

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

Each turn before placing Champions, each Champion rolls 2d6 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.



AFTERMATH PART II

ADVENTURE CARD LIST

HEROES



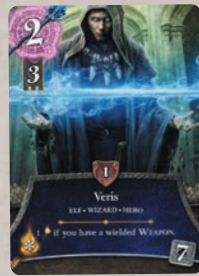
Aird



Dunardic



Terakian



Veris

ITEMS



Amulet of Power



Ring of Spell Storing

SPELLS



Creeping Death



Mind Control

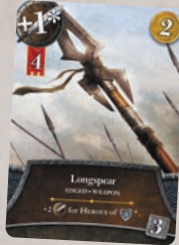


Summon Storm

WEAPONS



King's
Sword



Longspear



Magi Staff

MONSTERS



Gnoll
Raiders



Minions of
Chaos



Ancient
Protectors

GUARDIAN



Death Sentinel



ROOM TILES

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



Death Sentinel's Lair



Death Sentinel's Lair

THREAT LEVEL 1 2 3

IV

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

DOOMKNIGHTS, STRIKE!
Gain 1 \heartsuit . Add 1 \heartsuit .

LOOT THE BODIES
Gain 1 Gear token. Add 1 \heartsuit .

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

CAMPAIGN LOG

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

PLAYERS

WIN/LOSS

DATE

PLAYERS

WIN/LOSS

DATE

PLAYERS

WIN/LOSS

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WIN/LOSS

DATE

PLAYERS

WIN/LOSS

DATE

HOW MANY LEVELS HAVE YOU CLEARED?



DEATH SENTINEL



FAQ

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

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



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

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



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

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

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

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

You may modify dice to avoid rolling doubles.

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



How do I exchange Monsters with *Mind Control*?

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

