

Mike Elliott

# THUNDERSTONE<sup>®</sup> QUEST

## FROZEN IN TIME QUEST 7

Set Design by Bryan Reese

RULEBOOK &  
QUESTBOOK





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

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## INTRODUCTION

*Frozen 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 7 *Frozen 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 *Frozen in Time*, to be used in Epic Mode
- 30 Frostbite wound tokens
- 1 *Frozen 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).

## Treasure Hunter

1

1 ↑: Gain, or defeat 1 ♥<sup>+</sup> Monster with, a ♣ or LEGENDARY card.

2 ↑↑ or ↑↑↑: Defeat 1 ♣<sup>+</sup> Monster with 2<sup>+</sup> ♣ and/or LEGENDARY cards.

(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

4

4

5

5

6

6

8

7

9

8

10

9

Your ♣ provide an extra +1 ♣ and +2 ♣.

This Prestige Class is worth 2 ♣ (when the game ends).

♣ cards at the Shop of Arcane Wonders cost you ♣ equal to your Rank.

When you gain a Treasure Cache, gain the LEGENDARY WEAPON Mawgarn's Axe. If you cannot, gain 1 ♣.

Before the first time each turn you gain a ♣, look at the top 2 ♣ cards and destroy 1.

DUNGEON

Choose 1 Monster with ♣ as a reward. Its room has 0 ♣.

When you gain this Rank, gain the LEGENDARY ITEM Baalok's Hand.

This Prestige Class is instead worth 3 ♣ per Rank you have.

When you gain this Rank, gain any 1 LEGENDARY card from the box.

3

4

5



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



## ORGRUM COLDTHUNDER

The Chieftain of the Bloodfrost Clan, Orgrim, 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: 🏹🏹🏹

## FROSTBITE WOUNDS

These new blue Wound tokens reduce your HP as normal, but require you to spend 1 🔥 to heal, even in the Village. The spent 🔥 is gone for the turn. Effects that reference 🩸 tokens only affect 🩸 tokens, not 🔵 tokens, and vice versa.



# QUESTBOOK

 QUEST 7

## FROZEN IN TIME







# QUEST 7: FROZEN IN TIME

## QUEST CARD LIST



### HEROES

15x Breezy  
15x Drulfal the Primordial  
15x Lefira  
15x Lilande  
15x Rugduhr Blackmane  
15x 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



### MONSTERS

#### 10X ABYSSAL SERVANTS

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

#### 10X ARCTIC ANIMALS

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



### 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

10x Tundra Wolf Pack



### MONSTERS

#### 10X FROZEN NATIVES

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

#### 10X ICE BEHEMOTHS

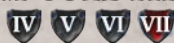
2x Frost Giant  
2x Gargantuan Ice Spider  
2x Ice Troll  
2x Winter Golem  
2x Yeti



## QUEST CARD LIST [CONTINUED]

### GUARDIAN

#### ORGRUM COLDTHUNDER



### LEGENDARIES

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

### TREASURES

- 2x Gemini Dagger
- 2x Treasure Cache

### PRESTIGE CLASS

- 1x Treasure Hunter

### SIDE QUESTS

- 1x Avoiding Attention
- 1x Food Storage
- 1x Glory Seeker
- 1x Hide the Heart
- 1x Well-rounded







### GUILD SPONSORSHIPS

- 6x Berserkers' Guild
- 6x Jewelers' Guild
- 6x Specialists' Guild
- 6x Vikings' Guild

### OTHER

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

### DUNGEON ROOMS

- Icy Glade 
- Volcanic Hot Springs 
- Orc Tribute Site 
- Tundra Chasms 
- Adlet Hunting Ground 
- Glacial Tomb 

### RISEN FROM THE MIRE



Some of the Adventure Card Lists feature cards from Quest 3: *Risen from the Mire* and Quest 1: *A Mirror in the Dark*. If you do not own the expansion, replace the cards with a similar type from another Quest that you own. For example, *Darameric* from *Risen from the Mire* could be replaced with another Wizard like *Scathian* from Quest 1: *A Mirror in the Dark*.



# 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 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 sword of Obuskhul, the dying lord.

Gone is the joviality of before, as the 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 and begins 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 and then rises and bows 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” 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.”

“Is it 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 traveled to war for its fate. All of them were lost to Obuskhul’s unholy army of death and demons.”

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 the power 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 set 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 the wizards 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, to be 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 with 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 aether 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 into 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

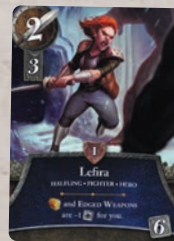
### HEROES



Breezy



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



Lefira



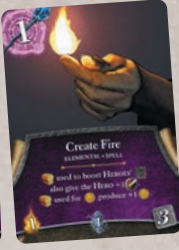
Lilande



## SPELLS



Cone of Cold



Create Fire



Inner Fire

## GUARDIAN



Orgrim Coldthunder **IV**

## WEAPONS



Fire Rod



Mechanical Harpoon



Shortsword

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

## ROOM TILES

Icy Glade



Volcanic Hot Springs

Tundra Chasms



Orc Tribute Site

Glacial Tomb



Adlet Hunting Ground

Orgrim Coldthunder's Lair



## MONSTERS



Arctic Animals



Bloodfrost Clan

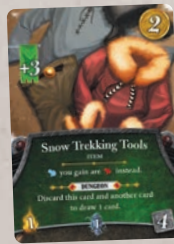


Frozen Natives

## ITEMS



Ice Climbing Gear



Snow Trekking Tools





# 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 had come 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 faces more resemble 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 your companions 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**

### ITEMS



**Eternal Flame**



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



**Tent**

### SPELLS



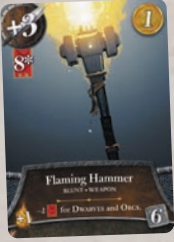
**Blizzard**



**Vampiric Touch**  
(Found in Quest 3:  
*Risen from the Mire*)



## WEAPONS



### Shortbow

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

### Flaming Hammer

### Frost Bow

## 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

### Orgrum Coldthunder's Lair



Orgrum's Lair

THREAT LEVEL 1 2 3

IV 1 2 3 4 5 6 7 8

GET THE GEAR  
You may destroy 1 Gear token. Add 1 ⚡, minus the Gear token's ⚡.

LOOT  
Discard 1 non WOUND card. If it was an ITEM, add 1 ⚡.

RAID  
Gain 1 Gear token. Add 2 ⚡.

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.



# 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 people's 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 wary cry 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



**Drufal 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**

### SPELLS



**Cone of Cold**



**Inner Fire**



## WEAPONS

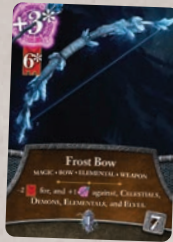


**Battle Axe**

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



**Flaming Hammer**



**Frost Bow**

## ROOM TILES

- Icy Glade
- Tundra Chasms
- Glacial Tomb
- Orgrim Coldthunder's Lair
- Volcanic Hot Springs
- Orc Tribute Site
- Adlet Hunting Ground

## MONSTERS



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



**Tundra Wolf Pack**



**Ice Behemoths**



## GUARDIAN



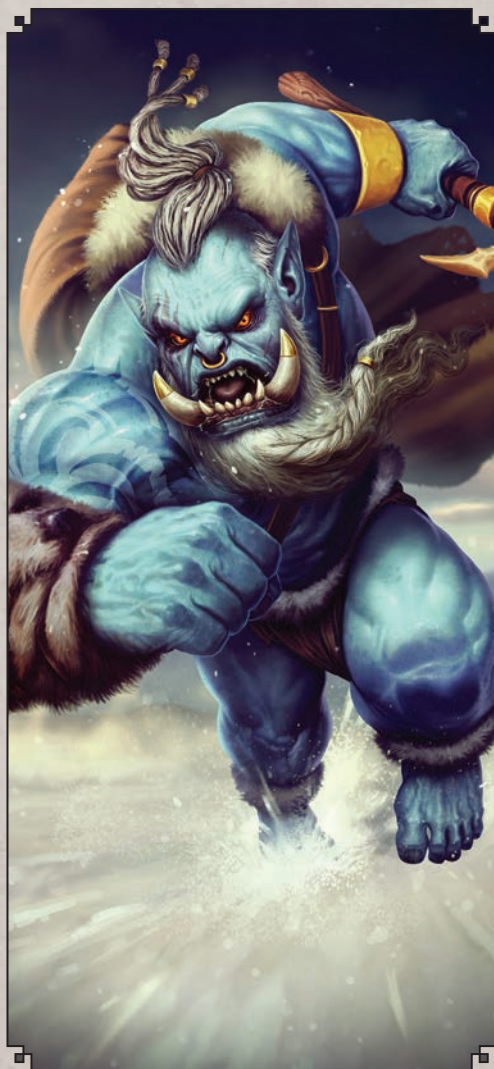
**Orgrim Coldthunder**



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.

# HOW MANY LEVELS HAVE YOU CLEARED?



ORGRUM  
COLDTHUNDER







## FAQ



### How do Before & After Battle abilities work?

 **BEFORE & AFTER BATTLE**  abilities trigger both Before and After Battle.

 **BEFORE & AFTER BATTLE**  abilities resolve twice per turn, once at each window. If this type of ability is affected by a card that turns a Before Battle ability into an After Battle ability, it effectively cancels the Before Battle part.





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

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.

### How do you score 30 VP with the Side Quest *Hide the Heart*?

The Side Quest requires you to gain the Legendary cards *Baalok's Heart*, *Thunderstone Map*, and *Thunderstone Sands*, and then return them to the box using *Thunderstone Sands*'

 **VILLAGE**  ability. You cannot just leave the cards in the box without gaining them to complete the Side Quest.

If a Legendary card is returned to the box with *Thunderstone Sands*, you may gain it back again with the Side Quest. Any non-Legendary cards that are returned to the box are considered to be in the box and removed from play.

If any of the 3 Legendary cards needed is destroyed, you don't have to suffer the card's VP penalty at the end of the game, but you cannot complete the Side Quest.

