

Mike Elliott

THUNDERSTONE[®] QUEST

VENGEFUL SANDS

QUEST 8

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

Vengeful Sands 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 10.

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 8 *Vengeful Sands*, the full contents of which are featured in the Questbook (see pages 11-12)
- 1 copy of each Monster, Hero, Ally, Item, Spell, and Weapon from *Vengeful Sands*, to be used in Epic Mode
- 1 *Vengeful Sands* 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 *Voyage* (6). This descriptive word will be referenced at other Ranks, increasing its power (7).

Voyager

2 ↑: Defeat 1 Monster with a HERO whose is lower than the Monster's .
1 ↑ or ↑↑: Defeat 1 III+ Monster with 3+ HEROES whose are each lower than the Monster's .

(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 4

5 5

6 5

7 6

8 7

9 8

10 9

SPOILS

Roll 1d6. If your roll is equal to or less than the Monster's , you *Voyage*, gaining 2 , 1 , or 1 .

Reduce your *Voyage* rolls by half your Rank, rounded down.

also give your HEROES +1 when battling Monsters with a higher .

After you *Voyage*, you may destroy 1 and 1 to gain 1 The Immortals LEGENDARY HERO.

After you *Voyage*, gain the LEGENDARY SPELL *Wish*, or if you cannot, gain 1 .

After you *Voyage*, you may destroy 1 of your cards.

This Prestige Class is worth 3 per Rank you have (when the game ends).

After you *Voyage*, look at 2 cards from the deck. Destroy 1, gain the other.

If your *Voyage* total was less than 10, choose and gain 1 HERO LEGENDARY card from the box.

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 *Vengeful Sands* Quest is included for use when playing the *Barricades Mode* expansion.



AMTEPHETES VII, THE WICKED

The long-deceased ruler of the Amtephetes lineage, Amtephetes VII, the Wicked, has been revived and is wreaking havoc on the local Village. She will use her ancient magic to give you lots of Wound cards and may even prevent you from healing them.

DIFFICULTY: 🏹🏹🏹🏹

LEXICON AND FAQ



LEXICON

BEFORE & AFTER BATTLE ABILITIES

◆ BEFORE & AFTER BATTLE ◆ abilities are a type of ability that triggers 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, resolving only once.

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 Champion to your left or right. They now own the card.



FAQ

What happens to ◆ BEFORE & AFTER BATTLE ◆ abilities if I turn Before Battle abilities into After Battle abilities?

Normally ◆ BEFORE & AFTER BATTLE ◆ 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 ◆ BEFORE & AFTER BATTLE ◆ ability, it no longer gains the 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 I immediately draw it, do I trigger effects for it having been discarded?

Yes, because it was first discarded, then drawn.



How do I battle a face down Monster (e.g., in the Oasis Dungeon Room)? What if it is a face down Guardian Key?

If a Champion battles a face down Monster, flip it face up before the battle, resolving all of the Monster's text and continuing the battle as normal. If the Champion finds a Guardian Key instead, set the Key aside and replace it with the top card of the Monster deck until a Monster is found, battling it as normal. Shuffle the revealed Key back into the Monster deck at the end of the turn.



When in the Village, do non-wielded cards count their values (e.g., Attack Values on Weapons) for effects that require you to discard cards (e.g., the Build Aqueducts Side Quest)?

Yes, you may discard non-wielded cards which normally must be wielded to use their values.

If you need to find the top Monster of the Monster deck (e.g., *Recover the Wish Side Quest*), but it is a Guardian Key and not a Monster, what do you do?

Keep looking at the top card(s) of the Monster deck until you find a Monster, placing the non-Monster cards found back on top in their same order.



How does *Dog Djinn* work in a 2-player game?

In a 2-player game, you only have 1 Champion total to your left and/or right, so that 1 Champion would choose 1 Item and give it to you.



Does the ability of *Amtephetes VII, the Wicked*, **V** and **VI** destroy 1 of your XP and make you discard a card for each of your Wound cards?

Yes, Wound cards are affected by both aspects of her ability.



Can I use level 1 *Duriggim Soulbrand* the same turn I gain the Wound card?

Spoils effects happen after you take Wounds, so you would be able to heal a Wound card you just received.



Does *Cirrok's* level 2 ability count against my "1 buy per turn" restriction?

No. Everyone gets 1 buy by default from the Rulebook, and any extra buys from cards, Village Location effects, etc. will give you extra buys above and beyond the standard 1.

How does level 1 *Shawna Hopesinger* work?

For each *Shawna* you have that turn, of any level and including the first one, it costs 1 fewer XP to level her up. So if you have two *Shawna* in your hand and visit the Guilds' Quarter, the first would cost 1XP to level up, with the new version going to your discard pile. Since leveling up is resolved one at a time, the second *Shawna*, if it was also level 1, would cost 2 XP to level up, as you would now only have 1 *Shawna* in play.



How does *Rien Mandroux* work?

Rien has 5 keywords that give her an Attack boost. She cannot get boosted by any 1 keyword more than once. Having 3 Spells, for example, will only boost each copy you have of *Rien* once each, not three times each. At levels 1 and 2, *Rien* does not count herself as a Hero, but will count other Heroes you have, including other copies of *Rien*. At levels 3 and above, *Rien* counts herself for the Hero keyword.



If you have *Rien Mandroux* and a card with more than 1 of the keywords *Rien* counts (e.g., *The Immortals are Ally • Hero*), does that count as 1 or 2 different keywords?

They count as 2 different keywords for *Rien*.



For the *Summon Help Spell*, can I "summon" a Hero that is not on top of the stack? What happens if the Hero is destroyed?

Yes, you may search the stack for higher level Heroes if the Spell allows. If the Hero is destroyed, it is placed in a destroyed pile instead of returning to where it was drawn from.

Am I only supposed to have 6 copies of *Spices*?

Yes, due to the card's mechanics, it is intentional that there are only 6 copies of this card in the stack, instead of 8. It should also be noted that in Epic Mode there is only 1 copy of this card included, rendering the point of the card moot. Even though *Spices* is printed in the Epic Mode card bundle for completion's sake, it is recommended that you do not play with it in Epic Mode. Regardless of what you choose, do not add any "extra copy" of *Spices* to the default stack of 6. The stack intentionally only contains 6.



Can I use the Gold Production from cards I discard to the "Build the" Side Quests to pay the Gold Cost of that Side Quest?

Yes.

Do you "gain" *Treasure Caches* (e.g., for *Shakir the Sailor* **II**)?

Yes, they are gained, and then immediately destroyed.



How does the *Dust Devil's* **BEFORE BATTLE** ability work?

The *Dust Devil* is so volatile that it sends your cards flying before you fight it! You will need to discard 2 of your cards to other Champions in order to battle it, either a Spell or Weapon and a Hero. However, if you only have 1 of those cards and not both, you have to destroy it instead.



QUESTBOOK

QUEST 8

VENGEFUL SANDS



10



QUEST 8: VENGEFUL SANDS

QUEST CARD LIST



HEROES

15x Cirrok
15x Duriggim Soulbrand
15x Hemna Granitesunder
15x Rien Mandroux
15x Shakir the Sailor
15x Shawna Hopesinger

ALLIES

8x Camel
8x Desert Wolf

ITEMS

8x Bag of Gems
6x Spices
8x Thunderstone Potion

SPELLS

8x Mummify
8x Navigate the Labyrinth
8x Open Sesame
8x Summon Help

WEAPONS

8x Avian Bow
8x Khopesh
8x Scimitar

I MONSTERS

10X BEETLE BEVY
10x Scarabs

10X DESERT DWELLERS

2x Angry Ostrich
2x Desert Dogs
2x Giant Scorpion
2x Hydradile
2x Spiked Lizard

II MONSTERS

10X NAGA NOMADS

2x Chizukeki
2x Jukesh
2x Nemash
2x Senash
2x Tjakala

10X SAND SPIRITS

2x Cobra Djinn
2x Dog Djinn
2x Major Djinn
2x Minor Djinn
2x Qareen

III MONSTERS

10X AMTEPHETES'S FORCES

3x Dust Devil
1x King Amtephetes
2x Nesnas
1x Queen Amtephetes
3x Undead Cyclops

10X ARID ATROCITIES

2x Casuariidae
2x Falak
2x Manticore
2x Roc
2x Sapleo

QUEST CARD LIST [CONTINUED]

GUARDIAN

AMTEPHETES VII, THE WICKED



LEGENDARIES

8x The Immortals

1x Wish

TREASURES

1x Huma

1x Rien's Ring

1x Thunderstone Lamp

1x Thunderstone Rug

PRESTIGE CLASS

1x Voyager

GUILD SPONSORSHIPS

6x Clerics' Training Guild

6x Fighters' Training Guild

6x Rogues' Training Guild

6x Wizards' Training Guild

SIDE QUESTS

1x Build Aqueducts

1x Living Legends

1x New Town Guards

1x Rebuild the Grain Silo

1x Rebuild the Roads

1x Rebuild the Treasury

1x Recover the Wish

OTHER


6x Guardian Guides


24x Paper Dividers


24x Plastic Dividers


24x Randomizers

DUNGEON ROOMS


Dragon Blood Forest 

Merchant Caravan 

Naga Nest 

Oasis 

Chalk Desert 

Royal 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, Ensnaring Vines from *Risen from the Mire* could be replaced with another level 1 Monster group like Desert Dwellers from this Quest or Goblin Grunts from Quest 1: *A Mirror in the Dark*.

A WHOLE NEW WORLD

By Brett Satkowiak

“She’s too strong ... She doesn’t possess all that power yet ... and that book is the bridge that links all of it together.” ... You raise your sword to strike ... “No, Champion! ... Wait!”

Elmoran’s 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. You feel yourself hit the cool water of the temple floor, and the weight of the water increases as it collapses around you. As you fight for the surface, a rushing sensation drags you further down, down, down. You start to black out when you unexpectedly find yourself falling into open air. The air fills your lungs just in time to be driven from them once more as you impact solid ground.

Dazed and checking to see what is broken, you see the tear in the sky from which you fell now has a waterfall descending from it, but only briefly as the portal to the Water Temple closes. You struggle to regain your senses and take in your new surroundings. The air is hot and dry all around you, no doubt due to the blazing sun overhead. You sit on hard, sandy earth bordered by a number of white stone buildings. You attempt to turn your head to look behind you, but find the tip of a long blade blocking your path.

“Do not test me, outsider,” a low voice utters sternly. “Rise and face me.” You stand cautiously, hands open and outstretched, turning to see a large creature, like an eagle, but dressed and standing as a man, cocking his head to keep his fierce gaze locked on you. You’ve seen some of the bird-people make their way through Thunderstone Keep before, but few like this. The long white feathers around his head shine in the hot sun. “Who are you? And where did you come from?”

“I am one of the Champions of Thunderstone Keep,” you groan.

The avian man twists his blade threateningly. “I’ve never heard of such a realm. What kind of wicked magic have you brought with you?”

“Magic? No,” you reply. “I was ...” The battle with Miricelle flashes through your mind once more ... Rennard’s mirror ... Elmoran ... the Stormland. “Yes, I was in another realm. But not my own. We traveled there to stop a dangerous woman, to protect our world. We chased her to a place of water ... we fought ... and then ...” You trail off, passing another long confused look at the landscape that surrounds you now.

“Did you win?”

The words bring your mind back into focus. You look back to the bird-man; his sword is still raised, but his expression has changed, becoming more curious in nature. “I don’t know. I think so. Where am I?”

The creature straightens himself before answering. “You are in the city of Tanifra ... MY city ... on the edge of the desert of Raijan. We have lived in relative peace for many years now, but today, the earth shook as never before, like an Eruption of sorts. We witnessed the sands all the way to the horizon shift and churn like waves on the sea. The seers and priests speak of a wave of energy unheard of in these lands. And then I see you fall like rain from a hole torn through the air itself. I know nothing of this ‘Thunderstone Keep’ you speak of ... but I know that all of this is somehow connected.”

Suddenly, your situation dawns on you. Wherever this city is, they’ve experienced something dramatic and now here you are, apparently from nowhere. You begin to speak in earnest. “I realize this is strange. I assure you ... I’m just as confused as you are, but I have few answers to give you. All I can say is that I intend you no harm.”

The bird-man considers you for a moment before lowering his blade. The feathers around his head shake out some of their tension. “My name is Cirrok, and my eyes can see truth in you, Champion. There is no doubt in my mind that you are connected to these events. But it would seem that we are both viewing them from the same position. Welcome to Tanifra.”

Just then, a strong wind pours through the city, whipping sand all around you. You both shield your faces from the sting of the sand as a loud hum carries on the wind. After the wind subsides a bit, you open your eyes to a most bizarre sight: a swirling beam of light rising off the horizon. Cirrok sees your shocked expression and turns to witness the sight for himself.

“That -- that can’t be,” he says, tracking the light across the horizon. “The only thing in that direction is the tomb.” Cirrok turns back

toward you, quickly raising his sword again. You raise your hands and shake your head vehemently to indicate that this is just as new to you as to him, causing him to lower the blade once more.

“That is the tomb of Amtephetes, a family of great renown in this land. If whatever magic brought you to Tanifra has touched that place as well, then all of us are in grave danger. We must leave at once for the tomb.”

“We?” you ask, already sure of the response.

“Oh yes, Champion. As I said, I’ve no doubt that your arrival is connected to what is happening here. And while I do not yet hold you accountable, I intend to keep you close until all this is resolved.”



A WHOLE NEW WORLD ADVENTURE CARD LIST

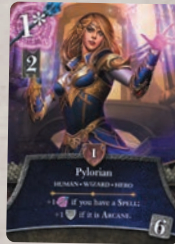
HEROES



Cirrok



Duriggim Soulbrand



Pylorian

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



Rien Mandroux

ALLIES



Desert Wolf



Amulet of Infravision

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

ITEMS



Spices

SPELLS



Mummify



Summon Help



Vampiric Touch

(Found in Quest 3:
Risen from the Mire)

WEAPONS



Avian Bow



Shortspear

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

MONSTERS



Ensnaring Vines

(Found in Quest 3:
Risen from the Mire)



Sand Spirits



Arid Atrocities

GUARDIAN



Amtephetes VII, the Wicked

ROOM TILES

Dragon Blood Forest I Merchant Caravan

Naga Nest II Oasis

Chalk Desert III Royal Tomb

Amtephetes VII, the Wicked's Lair IV



Amtephetes VII, the Wicked's Lair is only shown in this setup due to space restrictions.

SIROCCO STING

By Brett Satkowiak

“The Amtephetes were a powerful dynasty who ruled this region for centuries,” Shakir says as your camel walks the hard-packed, dusty path toward the oasis in the distance. The sun is incessant, unlike anything you’ve ever experienced before, but the others in your party seem to be relatively unphased. Living in the temperate climate of the Keep never felt like such a curse before. They tell you they would usually travel this road at night, but the situation demands greater urgency.

“The stories tell of a line of kings that was never truly loved, but feared and respected enough to hold allegiance,” he continues.

“That is, until they weren’t,” Shawna, the halfling woman riding behind them, interrupted. “In my studies, I’ve found fear to be a powerful instrument in leadership, but sometimes it becomes too great. Here a darkness created such fear, however, that the people lost the ability to live under its weight any longer.”

“Darkness?” you ask. “You mean magic. This Amtephetes king delved into something that crossed a line, and the people hated him for it.”

“Not the king,” comes a dark voice, Hemna the dwarf, silent as the grave until now.

“The daughter. Khepri was known for her great beauty, but she carried an evil in her heart that no one could abide. As the king and queen began to wane in influence, the threat of her darkness becoming the Rising Sun over the land was untenable. On the day of her ascension to Amtephetes VII, the people laid waste to the palace, killed them all, and buried the entire house in the tomb.” She raises a twisted hand toward the beacon that drew you all out into this desert. “That tomb.”

Suddenly, the wind surges, encompassing your party in a terrible swirling cloud of dust and sand. Hemna orders the group to circle up for cover. She and the others seem worried as they clearly sense the same thing you do; this is not a natural phenomenon.

Cutting through the roar of the wind in your ears comes an eerie voice, “Prepare for her coming, traitors! The day of your death is here!” The statement ends in a head-splitting scream. You shield your eyes to see a horrible visage emerge within the shadows of the dust storm, horrifying and filled with rage.

Someone does not want you to reach the tomb, Champion ... and with this new enemy, she may just have her way.



SIROCCO STING ADVENTURE CARD LIST

HEROES



Baharan



Hemna Granitesunder



Shakir the Sailor



Shawna Hopesinger

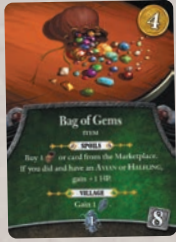


(Found in Quest 3:
Risen from the Mire)

ALLIES



Camel



Bag of Gems



Thunderstone
Potion

GUARDIAN



Amtephetes VII, the Wicked

SPELLS



Navigate the
Labyrinth



Summon Help

ROOM TILES

Dragon Blood Forest I Merchant Caravan

Naga Nest II Oasis

Chalk Desert III Royal Tomb

Amtephetes VII, the Wicked's Lair IV

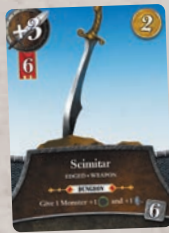
WEAPONS



Boomerang



Crystal Dagger



Scimitar

(Found in Quest 3:
Risen from the Mire)

(Found in Quest 3:
Risen from the Mire)

MONSTERS



Desert Dwellers



Naga Nomads



Arid Atrocities



DEATH COMES AT DAWN

By Brett Satkowiak

Dust shakes loose from the ceiling as the giant crashes to the floor. Hemna's axe cut clean through, propelling the giant's head a small distance before it rolls to a stop. Its singular eye stares lifelessly at you, perpetually portraying the anguish of the creature's final thoughts. You pause to reflect in this rare moment of morbid stillness. It seems this is your first moment of peace since you emerged into this strange new part of the world. Wherever this desert of Raijan is, it's no different than the region surrounding Thunderstone Keep. For all the conflict, all the danger, all the bizarre horrors, none of it is truly unique. Maybe Cirrok was right to suspect you; maybe you are somehow the one that draws these things out. But those are questions for another day.

A voice, beautiful and dark, begins to echo through the halls of this ancient tomb. You and the others look around, struggling to listen, but only Duriggim seems to understand.

"It's the Wicked one!" he starts. "She is rousing the dead! We must hurry!"

All of you start making your way toward the voice until you emerge into a large burial chamber. Light from dozens of torches flashes off gold inlaid throughout the room, from pillars to the walls to even lines along the floor. In the center of it all is a large stone sarcophagus, its lid split in two and leaning against the sides.

You don't need anyone to tell you that the woman next to it is Khepri, the seventh and most wicked of the line of Amtephetes. She has shed her burial cloths, strewn around the floor near where she lay for centuries. The only hint of that sleep is a withered hand, now raised toward a great door carved into the wall in front of her, full of mystical power. The tales did little to describe her beauty, so great that even her darkness, while terrifying, seems something to marvel at, something to desire. She turns as the last of your party enters the chamber.

"The curse was laid, and you would have done well to fear it," she calls. "After all my family did for you, for all of Raijan, you murdered them in their sleep." She looks around, seemingly at the very air around her. "But something has changed." Hemna casts a sideways glance in your direction, which you pretend not to notice. "My power is returned to me, and I will have my revenge!" Her body surges with power that radiates through the room as tombs shatter and sarcophagi disintegrate into nothing. From the dust, long-dead bodies, wrapped in cloth, even some adorned with great jewelry, begin to rise, rallying around Khepri. "The time for your reckoning is now! Kneel and beg for mercy!"

Once more, you face the end, Champion. It's time to see just how far your luck goes.



DEATH COMES AT DAWN ADVENTURE CARD LIST

HEROES



Cirrok



Duriggim Soulbrand



Hemna Granitesunder



Silverhelm

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



ALLIES



Camel



Thunderstone
Potion



Tome of Knowledge
(Found in Quest 1:
A Mirror in the Dark)

GUARDIAN



Amtephetes VII, the Wicked



SPELLS



Mummify



Open Sesame

ROOM TILES

Dragon Blood Forest I Merchant Caravan

Naga Nest II

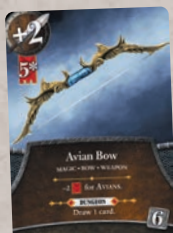
Oasis

Chalk Desert III

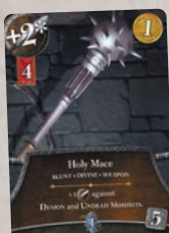
Royal Tomb

Amtephetes VII, the Wicked's Lair IV

WEAPONS



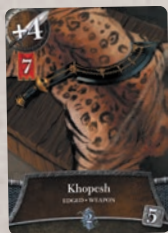
Avian Bow



Holy Mace



(Found in Quest 3:
Risen from the Mire)



Khopesh



Dragon Blood Forest



Merchant Caravan



Naga Nest



Oasis

MONSTERS



Beetle Bivy



Moor Skeletons

(Found in Quest 3:
Risen from the Mire)



Amtephetes's
Forces



Chalk Desert



Royal Tomb

ICONOGRAPHY REFERENCE GUIDE



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



**WOUND CARDS
(DISEASE OR
FESTERING WOUNDS)**



**DISCARD INTO DISCARD
PILE OF THE CHAMPION TO
YOUR LEFT/RIGHT**



**VENGEFUL SANDS
QUEST**

