

Mike Elliott

# THUNDERSTONE<sup>®</sup> QUEST

## RIPPLES IN TIME

QUEST 5

Set Design by  
Bryan Reese and Mark Wootton

**RULEBOOK &  
QUESTBOOK**



# CONTENTS

Credits .....	2
Introduction .....	3
Unpacking the Box .....	3
Prestige Class Boards .....	4
🛡️ Heroes .....	5
🛡️ Guardians .....	5
Questbook .....	6
Aftermath Part I .....	10
Aftermath Part II .....	12
Campaign Log .....	14
Most Notable Moments .....	15
FAQ .....	Back Cover

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

Visit our website at [www.alderac.com/  
thunderstone-quest](http://www.alderac.com/thunderstone-quest)  
Questions?

<https://alderac.com/customer-service>

© 2022 Alderac Entertainment Group.  
*Thunderstone*, *Thunderstone Advance*,  
*Thunderstone Quest*, and all related marks  
are ™ or ® and © where indicated. Alderac  
Entertainment Group, Inc. 2505 Anthem  
Village Drive, Suite E-521, Henderson, NV  
89052, USA. All rights reserved.  
Printed in China.

# CREDITS

**THUNDERSTONE DESIGN:** Mike Elliott,  
Bryan Reese, Mark Wootton, Edward Bolme

**RIPPLES IN TIME DESIGN:** Bryan Reese,  
Mark Wootton

**DIRECTOR OF PROJECTS:** Nicolas Bongiu

**PRODUCTION:** Dave Lepore, Adelheid  
Zimmerman

**DEVELOPMENT LEAD:** Bryan Reese

**ADDITIONAL DEVELOPMENT:**  
Nicolas Bongiu, Ryan Scott Dancey, John  
Goodenough, Mark Harbison, Dave Lepore,  
Andrew Nasrzynski, Kaz Nyborg-Andersen,  
Todd Rowland, Erik-Jason Yaple, John Zinser

**ART DIRECTION:** Thomas Kohler, Todd  
Rowland, Erik-Jason Yaple

**GRAPHIC DESIGN:** Matt Paquette

**LAYOUT:** Brendon Goodyear

**ARTISTS:** Christopher Appel, Steve Argyle,  
Helge Balzer, BROLO, JB Casacop, Dusty  
Crosley, Jeremy Dale, Biagio D'Allesandro, Chris  
Dien, Steve Donegani, Jason Engle, Claudio  
Fontanesi, Anthony Francisco, Carl Frank,  
Michele Frigo, Michele Giorgi, Gong Studios,  
Gunship Revolution, Hinkle/Silva Art, Ambrose  
H. Hoilman, Igor Ivanovic, Michael Komarek,  
Heather Kreiter, Brett Martin, Emmanueljulian  
Madail Monzon, Monztre, Liam Peters, Ramon  
Puasajr, Andre Rodgers, Aaron Romo, Riccardo  
Rullo, Richard Sardinha, Erich Schreiner, Pedro  
Sena, Ilya Shipkin, Andrew Sonea, David Su,  
Kristy Ann Sunshine, Kamila Szutenberg, Mark  
Tarrisse, Ren Tu, Shane Tyree, Inna Vjuzhanina

**STORY AND WORLD DEVELOPMENT:**  
Brett Satkowiak

**RULES WRITING:** Bryan Reese

**EDITING:** Mark O'Connor

**PROOFING:** Will Baker, Nicolas Bongiu, Rich  
Edwards, John Goodenough, David Lepore,  
Brett Satkowiak, Christopher Short, Nicholas  
Singer, Mark Wootton, Erik-Jason Yaple

**PLAYTEST:** Tanweer Ahmad, David Camillieri, Davey Chacon, Camille Chia, John Clair, Gabe Covert, Jessica Davis, Raymond J. Dennis Jr., Daniel Dineen, Marc-Alexandre Dion, Ernie Enriquez Jr., Katie Fontaine, Andrew Frost, Kathy Frost, Eric Gaudreault, Julie Gibelli, Will Gordon, Herschel Green, Eric Hansen, Mark Harbison, Soren Haurberg, Kenneth Holdorf, Toril Holdorf, Kyle Huibers, Phillip Humphrey, Pierre-Olivier Huot, Corey Johnson, Scott Kahler, Kate Kahler, David Lepore, David Levesque, Richard Martin, Luke Masouras, Mike McDonald, Steve Miyama, Kaz Nyborg-Anderson, Steven Oliver, Brin Owens, Nicolas Paquette, Adam Reese, Bryan Reese, Steve Rheume, Jordan Rhodes, Andrew Rosenburg, Michael Spencer, Randy Szabadics, Bradford Taylor, Paul Tessmann, Marc Villeneuve, Robert Williams, Adam Wong, David Wood, Josh Wood, Mark Wootton, Erik-Jason Yaple, John Zinser

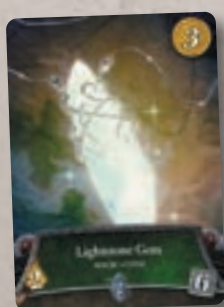
## INTRODUCTION

*Ripples in Time* is an expansion product for *Thunderstone Quest*<sup>®</sup>. 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 1st 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	Cost	Ability
1	1	<i>VILLAGE OR DUNGEON</i> Necromancy: Discard 1 HERO to draw 1 ♥ HERO from a Destroyed Pile. Place it in the Village when the turn ends.
2	2	<i>DUNGEON</i> Gain 1 ♥ and destroy 1 ♥ HERO in the Village to draw 1 card.
3	3	HEROES from your Necromancy 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 Necromancy ability, you may gain 2 ♥ to draw 1 extra HERO.
7	7	Your Necromancy 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 Necromancy ability have the STATIC keyword and are permanently yours (not placed in the Village).

## IV HEROES

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 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

Heroes at the bottom of their respective Hero stacks, below the 2 Heroes. Only play with 1 copy of each Hero. While not in use, store the Heroes in the box with their respective level 1-3 Heroes.

You can level your Heroes into 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 Guardians, giving the Champions a cooperative challenge to overcome in order to save the Village and claim victory. The 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 Sta

### 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.

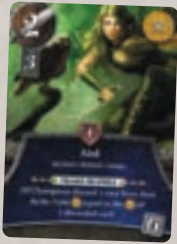
“The Eruption has released all manner of new magicks. I can only imagine what marvels await us below.”

“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

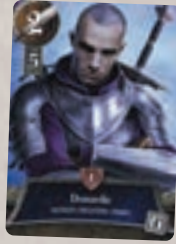
### HEROES



Aird



Arcanian

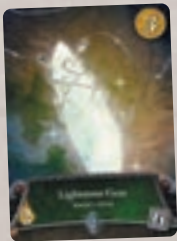


Dunardic

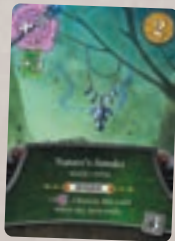


Regjan

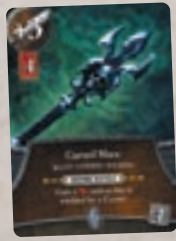
### ITEMS



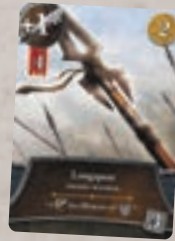
Lightstone  
Gem



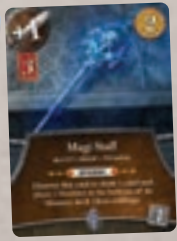
Nature's  
Amulet



Cursed  
Mace



Longspear



Magi Staff

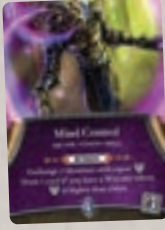
## SPELLS



Creeping Death



Frost Bolt



Mind Control

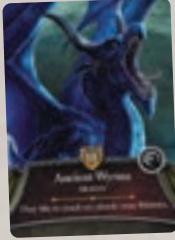
## MONSTERS



Doomknights

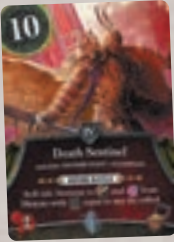


Torments



Ancient Wyrms

## GUARDIAN



Death Sentinel

## ROOM TILES

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



Gate Cavern



Mine



Crypt



Dangerous  
Passageway

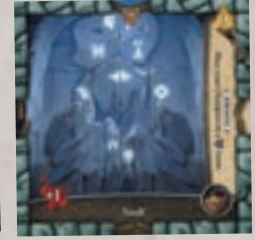
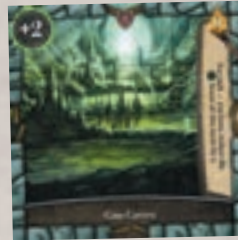
Fire Chasm



Vault



Death Sentinel's Lair

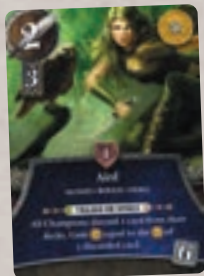




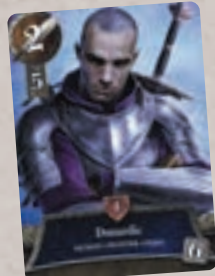
# AFTERMATH PART II

## ADVENTURE CARD LIST

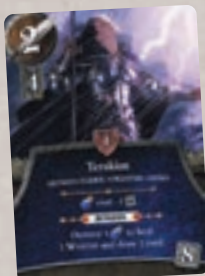
### HEROES



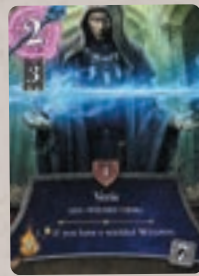
**Aird**



**Dunardic**



**Terakian**



**Veris**

### ITEMS



**Amulet of Power**

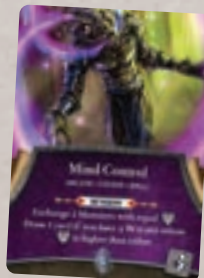


**Ring of Spell Storing**

### SPELLS



**Creeping Death**



**Mind Control**

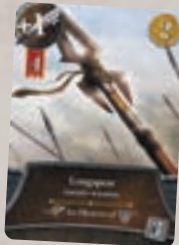


**Summon Storm**

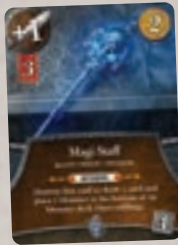
## WEAPONS



King's  
Sword



Longspear



Magi Staff

## ROOM TILES

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



Gate Cavern



Mine



Crypt



Dangerous  
Passageway

Fire Chasm

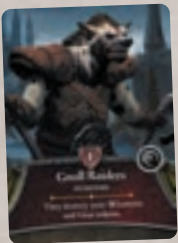


Vault



Death Sentinel's Lair

## MONSTERS



Gnoll  
Raiders



Minions of  
Chaos

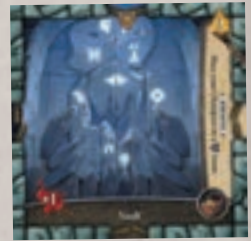


Ancient  
Protectors

## GUARDIAN



Death Sentinel





# 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.

