

Mike Elliott

THUNDERSTONE[®] QUEST

ANCIENT ADVERSARIES QUEST 15

Set Design by Brett Satkowiak

**RULEBOOK &
QUESTBOOK**



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

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INTRODUCTION

Ancient Adversaries 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 9.

UNPACKING THE BOX

This box should include the following components. If it does not, please visit our website at 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 15 *Ancient Adversaries*; the full contents are featured in the Questbook (see pages 10-11)
- 1 Copy of each Monster, Hero, Ally, Item, Spell, and Weapon from *Ancient Adversaries*, to be used in Epic Mode
- 1 *Ancient Adversaries* 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).

Explorer 1

↑: Defeat 1 Monster with a ROGUE and 7+ combined

↑ or ↑↑: Defeat 1 Monster with 3+ of ROGUES and 9+ combined

Once per turn, after you complete 1 of the above, pay the cost listed below for each of the 1 or 2 new Ranks you've earned!

RANK

0 1 2 3 4 5 6 7 8 9

Your ROGUES have +1

When you gain this Rank, gain the LEGENDARY ITEM Orb of Light.

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

Level up 1 ROGUE, paying

When you gain this Rank, gain the LEGENDARY ITEM The Angel's Skull.

All your HEROES have the ROGUE keyword.

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

Your ROGUES have +1

If you gained a Totem or this turn, gain 1

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 *Ancient Adversaries* Quest is included for use when playing the *Barricades Mode* expansion.



SIGRIOS, THE MOUNTAIN THUNDER

The heat from the heart of the mountain has kept Eldolou a tropical paradise for an age. But the rumblings of the volcano have grown more and more violent. Legends tell that the peoples of the island together summoned a great protector to keep their island safe from outside threats, and they forged a great totem to represent their devotion. Little did they know that their greatest threat would come from within. Division between the tribes has shattered the totem built on their unity, and they now fight over the remnants. As they do, Sigrios himself, the lava elemental, who sleeps in the depths of the mountain, has begun to rumble.

DIFFICULTY: 🏆🏆

TOTEMS



Totems are a new card type in *Ancient Adversaries*. Totems have the Static keyword and remain in play from turn to turn, not counting against your hand size. These cards become even more powerful when they stack on top of each other, forming a **Totem stack**. For the purpose of these rules and card abilities, a Totem stack is simply referred to as a “stack” to streamline text.

TOTEM SETUP

The Totem deck is made up of 24 cards (with 5 different Totems). The deck gets shuffled face down at the beginning of the game and is made available to all Champions.

GAINING TOTEMS

When a card or effect tells you to gain a Totem, draw the top card of the Totem deck and place it in front of you as a Static card. You may either **start a new stack** or **add to a stack**.

START A NEW STACK

When you place a Totem by itself, it is considered a new stack with one card. You can only start a new stack with a Totem if you do not already have a stack with a copy of that Totem as the **top** card. If you gain a Totem and already have a stack with a copy of that Totem as the top card, you must add it to the bottom of any stack you already have.

ADD TO A STACK

When you add a Totem to a stack, you may place it on the **top** or **bottom** of the stack. Totems should overlap to show how many cards are in the stack.

You cannot add a Totem to the top of a stack if any of your stacks already have a copy of that Totem as the top card. If you gain a Totem and already have a stack with a copy of that Totem as the top card, you must add it to the **bottom** of any stack you already have.

A stack may have any number of Totems but the benefits of abilities max out at 3, as described on the card.

NO DUPLICATE STACKS

You cannot have more than one stack that has the same Totem as the top card.

If an effect requires you to discard or destroy a Totem, you must choose one that does not result in having 2 stacks with the same Totem as the top card. In other words, you cannot discard or destroy a Totem that would reveal a duplicate on another stack. Otherwise you can discard or destroy any Totem in a stack (top, middle, or bottom cards).

USING TOTEMS

You may only use the ability on the **top** Totem on a stack. Other Totems in the stack increase the benefits of the top card, but their abilities have no effect.

You may use each of your Totem stacks once during your turn in any order you wish. Using Totem abilities is always optional.

You may use Totems during the same turn that you gained them.

Totems have the Static keyword, so they are not discarded at the end of turn.

DISCARDING TOTEMS

If an ability or effect requires you to discard a card, you can choose a Totem to place in your discard pile. When you draw the Totem from your deck and into your hand, it will enter play as a Static card again when you add it to a stack.

RUNNING OUT OF TOTEMS

If the Totem deck ever runs out of cards, shuffle the destroyed Totems to form a new deck. If no Totems remain in the deck and destroyed pile when you should gain a Totem, gain a Treasure instead.

STACKING EXAMPLE 1

You gain the *Totem of Wrath* while you already have a copy on the top of a stack in play.



- ✓ You may add the new *Totem of Wrath* to the bottom of a stack that already has a *Totem of Wrath* on top.
- ✓ You may add the new *Totem of Wrath* to the bottom of any stack you already have.

- ✗ You cannot start a new stack with the new *Totem of Wrath* because it would create a duplicate stack.
- ✗ You cannot add it to the top of the *Totem of Binding* stack because it would create a duplicate stack.

STACKING EXAMPLE 2

You gain a *Totem of Fury* and do not already have that Totem as the top card of a stack.



- ✓ You may start a new stack with the *Totem of Fury*.
- ✓ You may add the *Totem of Fury* to the top OR bottom any stack you already have.

LEXICON

STACK

Totems enter play as Static cards and remain in play from turn to turn, forming Totem stacks. A Totem by itself is still considered a Totem stack. For the purpose of these rules and card abilities, a Totem stack is simply referred to as a “stack” to streamline text.

You can only add Totems to a stack or discard them. Once Totems have been added to a stack you cannot move them within the stack or move them to another stack.

STATIC

Cards with the Static keyword are not discarded when the turn ends. Static cards in play do not count against the number of cards you draw when the turn ends.

FAQ

***Ixxoch Blade* requires you to discard the top card on your deck. What happens if I don't have any cards remaining in my deck?**

Shuffle your discard pile to form a new draw deck.



If a wielded Weapon is discarded from *Joanna*, does she get her Skill back or is it still considered used?

Joanna gets the Skill used to wield the discarded Weapon back. Weapons only use a Hero's Skill while they are equipped.



If *Duridmaes Runeseeker* has an ability at level 3 and 4 to gain another Treasure after the first time you gain a *Treasure Cache*. If you play multiple copies of *Duridmaes Runeseeker* during a turn and gain a *Treasure Cache*, do they each gain another Treasure?

Yes.



If you use *Matai Ofuafi's* Before Battle ability to level up a Hero, can you use that Hero during the battle?

No, the Hero is placed in your discard pile as normal.



Can the *Parrot* use an ability on another card if it has the restriction of “once per turn” and you already used that ability this turn?

Yes.



QUESTBOOK



QUEST 15

ANCIENT ADVERSARIES



QUEST 15:
ANCIENT ADVERSARIES
QUEST CARD LIST



HEROES

- 15x Adallind the Noble
- 15x Archibald
- 15x Duridmaes Runeseeker
- 15x Iolas
- 15x Joanna
- 15x Mongoo

ITEMS/ALLIES

- 8x Fishing Rod
- 8x Parrot
- 8x Pendant of Gifts
- 8x Star-Shaped Herb

SPELLS

- 8x Po's Sight
- 8x Summon Qaitu
- 8x Tattoo
- 8x Teeth of the Earth

WEAPONS

- 8x Blowdart
- 8x Bonesword
- 8x Master's Crossbow
- 8x Spear

I MONSTERS

10X HALFLING MYSTICS

- 2x Kesang Sentinel
- 2x Paljor Eye
- 2x Palkyi
- 2x Tenzin Pakshi
- 2x Tsultrim Guard

10X JUNGLE THREATS

- 2x Anaconda
- 2x Monkeys
- 2x Panther
- 2x Piranha School
- 2x Wormwort Corydalis

II MONSTERS

10X EXPLORER GHOSTS

- 2x Formicid Fighter
- 2x Millipedal Mage
- 2x Muck Miscreant
- 2x Spinner Soldier
- 2x Vines Vigilante

10X TRIBAL ELVES

- 2x Ixxoch Blade
- 2x Mezpil Arrow
- 2x Mother Miztia
- 2x Papa Chicahua
- 2x Tezcametl

III MONSTERS

10X CELESTIAL HALF-BREEDS

- 2x Alaphrial
- 2x Mihrunka
- 2x Qahchintonka
- 2x Semyaneah
- 2x Toowansanvi

10X LAVA DWARVES

- 2x Manava Afi
- 2x Manu Fe'ai
- 2x Matai Ofuafi
- 2x Tagata Fa'atau
- 2x Ulu Tao

GUARDIAN

**SIGRIOS,
THE MOUNTAIN THUNDER**



LEGENDARIES

1x The Angel's Skull
1x Thunderstone Burst

TREASURES

1x Bengo
1x The Emerald Death
1x William's Share

SIDE QUESTS

1x Gathering of Power
1x Romancing the Stone

OTHER

6x Guardian Guides
25x Paper Dividers
25x Plastic Dividers
24x Randomizers

PRESTIGE CLASS

1x Explorer

DUNGEON ROOMS

River
Trading Post
Caves
Rope Bridge
Lava Den
Lost Temple

TOTEMS

4x Totem of Binding
6x Totem of Brilliance
4x Totem of Fury
6x Totem of Wisdom
4x Totem of Wrath



A LAND FORGOTTEN

By Brett Satkowiak

Duridmaes walked gently down the steps of the chamber, his eyes instantly adjusting to the darkness. The level of dust on the floor was substantial, easily a century's worth at least, but he managed to make it to the bottom without so much as a scuffle, maintaining the silence enjoyed by the residents of the tombs that lined the room. Slowly, surely, he approached the pedestal at the center, a thin shaft of pale moonlight falling upon the ancient totem that lay atop it. His mind wandered for a moment to the other two totems that were secure in his pack, wondering what new secrets might be unlocked with this third added to them.

"Stop . . . focus," he reprimanded himself. He paused to look around again, using his dwarven sight to check for anything out of the ordinary. The pedestal was roughly as tall as himself, no doubt constructed for the elves who built this temple in the first place. The walls were three times that height, each lined with murals telling the history of a civilization long dead. Under any other conditions, he could have spent weeks here, working to decipher their meaning, but time was something he had precious little of now. However, such musings were what led his eye to the narrow slits in the walls, almost at the ceiling. There were dozens of them along each side of him, high enough that none of the light that made its way into the chamber would ever touch them, but Duridmaes needed no such assistance. What he needed, though, was to find the trigger for those traps.

He drew in close to the pedestal and began to circle it slowly, reaching out his hands to guide his eyes over the surface. The base was clean. The sides were solid with nothing apart from a pile of well-cut stones and the mortar that held them in place. So he directed his eyes to the top, examining everywhere the totem made contact, and that's when he saw it. The center stone was recessed ever so slightly from the surrounding stones, and he could see faint etching in a

few places where the middle had rubbed against the sides. "Pressure catch," he thought. "Of course." The moment he lifted the totem, the catch would release, and he would be skewered many times over. There's no way he could move fast enough to dodge them all. But he wouldn't need to.

The dwarf took off his pack and pulled out a small spool of thin rope. He secured the pack back in its place before unwinding a portion of the rope and tying it into a loop. Then he proceeded to deftly place it around the totem, tightening the rope softly so that it wouldn't shift the totem's weight in any way. Once secured, he began to unwind the spool as he moved back up the steps and into the chamber's entry again. Once safely out of range of the arrow trap, he secured his hat, shook out his hands, and pressed the catch on one end of the spool.

With a gentle puff of glowing silver dust, the spool sprang to life, spinning rapidly in his hand and drawing the rope back to it. He glanced up just in time to see the totem careen off the pedestal to the floor just as the first of the arrows struck the ground beside it. He watched on as the spool reeled the totem back across the floor and up the steps, a trail of barbed stone heads slamming one after the other in almost immediate succession, all the way until the totem reached the top of the steps, at which point, he gave the spool an extra tug, causing the totem to jump into the air and sail into his waiting arms.

He chuckled a bit to himself as he tucked the spool away behind him once again, before dusting off the relic a bit and holding it out to admire it. He was one step closer to amassing powerful totems and fulfilling his mission. He pulled his pack around to slide the totem inside as he turned to leave, only to have his momentum halted by a jagged blade held at his throat. He cautioned a glance down at it to see a handful of red hairs break free from his beard.

Then he shifted his gaze to the other end of the spear that held him fast to find a tattooed elvish face, teeth bared in a ragged, angry hiss. The image would be burned into his mind as the last thing he saw before everything went black.

Your heavy foot sinks into the white sand as the tide pulls itself back out. You stomp heavily away from the rowboat further inland to surer footing before taking in your surroundings. Dense palms and other foliage await you at the edge of the sands. Your eyes follow the landscape upward, eyeing the jungle as it rises upward for miles, culminating in the rising peak of the mountain, a plume of smoke wafting from its apex.

"I don't get it," Iolas mutters as he finishes dragging the boat higher onto the beach. "This is where the captain said he brought the dwarf, but even he admits this island isn't on any sea chart he's ever seen." The elf straightens himself up to take in the same view you're still assessing. "For the mainland and every island we know of

on the Great Sea, this entire group of islands is a mystery. So how did Runeseeker even know about it?"

You shake your head. "It doesn't matter," you reply. He missed his return mark; that's why we're here."

Iolas scoffs. "That's why you're here. I'm just here to hunt the trophies of a land unknown and unseen for over an age."

"You'll get your chance, I'm sure. We'd better get going to find a place to rest for the night. We only have so long before the ship comes back, or we'll be unknown and unseen along with the dwarf."

You're more right than you realize, Champion. Time is indeed short.



A LAND FORGOTTEN ADVENTURE CARD LIST

HEROES



Adallind the Noble



Archibald



Duridmaes Runeseeker



Joanna

ITEMS



Fishing Rod



Pendant of Gifts



Jungle Threats



Explorer Ghosts

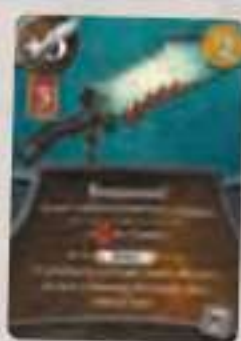


Tribal Elves

WEAPONS



Blowdart



Bonesword



Spear

SPELLS



Po's Sight



Tattoo



Teeth of the Earth

GUARDIAN



Sigrios, the Mountain Thunder

MONSTERS

ROOM TILES

River



Trading Post

Caves



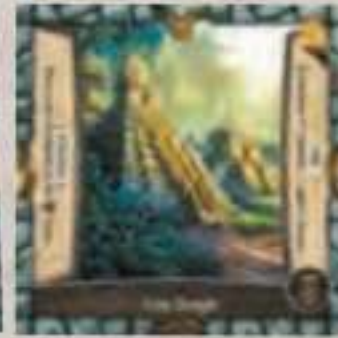
Rope Bridge

Lava Den



Lost Temple

Sigrios, the Mountain Thunder's Lair



THE GREAT DIVIDE

By Brett Satkowiak

"It's safe now," Joanna says to you confidently. "But I'll circle back to be sure. Rest up a bit, and I'll lead you back to the beach." She smiles as she turns to nimbly climb the nearest tree before quickly disappearing from view.

"You want to tell us who those people were," Iolas asks as he investigates a gash in his forearm.

"They're called the Xinoch," Duridmaes responds. "An elvish tribe of headhunters." You throw him a look of great alarm, which he promptly brushes aside. "They're one of the four races that settled this island. It's rather intriguing honestly. There are halflings, elves, humans ... even dwarves ... here, but they've been so isolated here for so long, they're nothing like the societies we know of back on the mainland."

"Are they all that hostile?" you ask.

"With each other?" Archibald clarifies questioningly. "Not at all. Their hatred for each other is far worse than their fear of outsiders." The great ape strokes his beard as he begins to reflect on thoughts that clearly have been swirling around his unique mind for some time now. "I've never known a single civility to occur between any of them as long as I've lived."

"And that's why we're here, Champion," Duridmaes confirms. "They don't know it despite my repeated warnings, but their conflicts are killing this island. Long ago, the peoples here lived in peace. They even worked together to create great totems in worship of the beings that created these islands. But something happened that destroyed those relationships, resulting in a great war that divided the totems among the tribes. Now they war with each other to try and collect them all for their own people."

"But what none of them remember is that totems are connected to the heart of this island,

a creature of incredible power. The people here all call it the 'Mountain Thunder.' As long as totems remain scattered across the tribes instead of united, the creature grows more restless and powerful." As if on cue, you feel the ground beneath your feet quake for a few moments. You look up through the trees and catch a glimpse of the top of the volcano, thick black smoke rising from its peak.

"Their conflict with each other is tearing the entire island apart," the wise ape says, finishing the thought.

"And more, if I'm right. That's why I was trying to steal totems. I hoped that if the tribes wouldn't come together to heal the island, maybe I could do it on my own." Duridmaes shakes his head in frustration.

"But no one's ever even heard about this place before," you interrupt. "How did you even know to come here, let alone figure all this out?"

"Someone received our message," you hear a voice whisper in amazement. You turn about to see a trio of figures emerge from the jungle. They are humanoid, or they once were, but something has happened to them. Rotted flesh hangs from parts of their bodies, while features of insects or the jungle itself have filled in the spaces between. The central figure, a tall female, moves forward, carried by dozens of spindly legs like a centipede. "Someone heard our plea back on the mainland, but no one ever came. We gave up so much to send that message. And now we are lost ... as are you." Her demeanor changes along with the rest of the undead creations to one of anger as she rises toward you. "Your time is ended!"

Perhaps you can finish what Duridmaes tried to start, Champion. But only if you survive here and now.



THE GREAT DIVIDE

ADVENTURE CARD LIST

HEROES



Adallind the Noble



Iolas



Joanna



Mongoo

ALLIES



Parrot

ITEMS



Fishing Rod



Pendant
of Gifts



Star-Shaped Herb

WEAPONS



Master's
Crossbow



Spear

SPELLS



Summon Qaitu



Tattoo

MONSTERS



Halfling Mystics



Explorer Ghosts



Celestial
Half-Breeds

GUARDIAN



Sigrios, the Mountain Thunder

ROOM TILES

River



Trading Post

Caves



Rope Bridge

Lava Den



Lost Temple

Sigrios, the Mountain Thunder's Lair



IS IT GETTING HOT IN HERE?

By Brett Satkowiak

You can hardly see anything through the heat distortion radiating around the interior of the cavern, but you run headlong toward your position anyway, knowing that your attacker is hot on your heels. You skid to a stop near the spot, spinning in a wild swing with your sword. The steel rings out, echoing for a moment against the rocks as you connect with an axehead. The enemy before you is a male, proud and strong. Firelight runs through his veins all along his body, turning the tattoos into silhouettes. Tinges of flame even emanate from around his eyes as he stares defiantly at you, but in the midst of them, you can still see the depth of emotion that lies behind them: anger ... fear ... desperation. It seems at least part of your message has gotten through to some of the tribes' members, but the enemy they know still seems better than the alternative, which means he'll stop at nothing to stop you and the others from putting Sigrios back to sleep.

You thrust forward with your blade, but the man sidesteps, reaching out to grab your forearm with his free hand. The heat from his skin is extreme to say the least, and you can feel the intense pain grow until you have no choice but to drop your sword, allowing it to fall to the ground. In that moment, the warrior raises his axe with the other hand, poised to bring it down and end your adventures for good, but the blow never falls. He releases his grip and falls backward to the rocky floor of the cave, a heavy spearhead embedded in his back.

You look through the haze of the cavern to the other side of the lava pit to see Joanna staring back at you. She nods quickly as she lifts her totem above her head. You scan the rest of the cavern to see the others doing the same. Despite the pain in your arm, you set down your pack and retrieve your totem, raising it up as well. As you do, it begins to radiate with a pale blue light, along with all the others. Light from the totems swirls throughout the enormous space,

collecting high in the air above you over the center of the lava pool as it churns angrily below. But as the light builds, the bubbling and raging below begins to quiet. It looks like it's working; Sigrios is going back to sleep. And not a moment too soon.

But in the growing calm, you notice something moving to your right. You look to Adallind as she holds her totem aloft, only to find another of the fiery dwarves approaching her from behind. You call out, your voice seemingly lost in the immensity of the cavern, but she seems to hear something at least, as she turns to see her attacker in time to lift her shield in defense. However, as she does, she loses her grip on the totem, and it clatters to the floor of the cave.

The light in the cave dims, and the lava begins to boil and swirl once more. The entire mountain begins shaking violently, causing you to lose your footing as well. As you fall backward, your totem falls and rolls toward the lava pool. In the chaos of the earthquake, you scramble toward it, only to find yourself flung back as a massive eruption drives molten rock and heat in every direction.

A deep bellow dominates the cavern, shaking the walls even more. You sit up to look forward to see a mountainous creature emerge from the bright lava, a monster of smoke, fire, and stone. Sigrios, the thunder of the mountain has awakened. Your eyes scan the floor of the cave for a moment before you locate your totem, caught in a small cleft of the rock near the edge of the pool.

The fates of your companions are unknown, Champion. But if you cannot retrieve that totem, along with the others, in order to show Sigrios that peace still governs these islands, your only hope will be to destroy the heart of the mountain itself. If not, there's no telling how much of the Great Sea will be lost along with it.



IS IT GETTING HOT IN HERE?

ADVENTURE CARD LIST

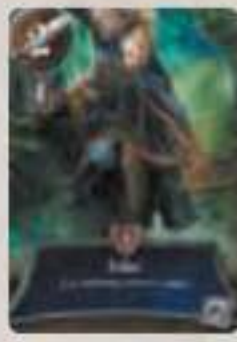
HEROES



Archibald



Duridmaes Runeseeker



Iolas



Mongoo

WEAPONS

ITEMS/ALLIES



Blowdart



Bonesword



Master's
Crossbow



Star-Shaped Herb



Parrot

SPELLS



Po's Sight



Summon Qaitu



Teeth of the Earth

MONSTERS



Hallling Mystics



Tribal Elves



Lava Dwarves

GUARDIAN



Sigrios, the Mountain Thunder

ROOM TILES

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