

Mike Elliott

THUNDERSTONE® QUEST

RAGING SEAS QUEST 14

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

Raging Seas 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 13.

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 14 *Raging Seas*; the full contents are featured in the Questbook (see pages 14-15)
- 1 Copy of each Monster, Hero, Ally, Item, Spell, and Weapon from *Raging Seas*, to be used in Epic Mode
- 1 *Raging Seas* 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.

Conspirator 1

1: Defeat 1 Monster with a ROGUE and 1 gold.

2: Defeat 1 Monster with 3+ of ROGUES and 5 gold.

(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.)

3

RANK

0 1

1 2

2 3

3 4

4 5

5 6

6 7

7 8

8 9

4

5

Your ROGUES have +2.

Once per turn, if you cannot complete a Voyage card, you may discard it.

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

Once per turn, complete 1 Voyage card.

When you gain this Rank, gain the LEGENDARY HERO Petros, the Child Pirate and add it to your hand.

Your ROGUES have +1.

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

Once per turn, when you gain a Rogue, look at the top 2 cards of the Treasure deck. Destroy 1 and gain the other.

Look at the top 2 cards of the Treasure deck. Destroy 1 and gain the other.

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 *Raging Seas* Quest is included for use when playing the *Barricades Mode* expansion.



CAPTAIN SUSAN FERRING

Pirates have long been a nuisance on the Great Sea, but something has changed. A new set of colors has caught the ocean's breeze as Captain Sue has proven herself to be far more ruthless than anything the waves have seen before. She's hiding a secret somewhere in her hold, something that gives her an edge against every ship to cross her broadside, and what bodes well for Captain Sue, bodes ill for all peace-loving people of the Great Sea.

DIFFICULTY: 🏆🏆🏆

VOYAGING

Voyages are a new card type and allow you to move around the Dungeon instead of using the normal rules. Champions are not delving into dark hideouts, but venturing on the high seas, so Light does not play its normal role. The Dungeon Rooms in *Raging Seas* have a Light requirement for random setups, but you will move around by voyaging when playing with the new Home Port Wilderness tile.

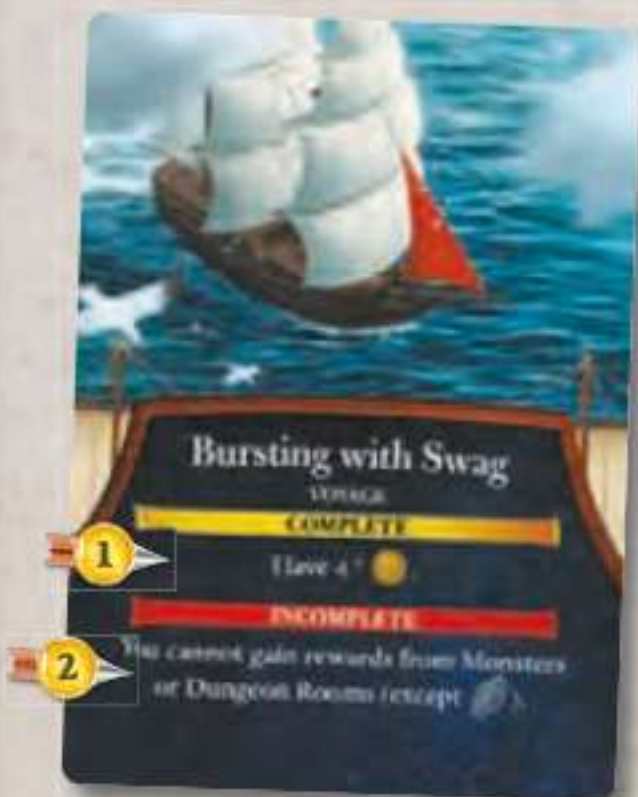
The anatomy of a Voyage card is:

1. Complete

This section requires you to have things like an amount of gold or certain Heroes for example. If you have the requirement, the card is considered **complete**. Some Voyage cards give you a bonus if you are able to complete them.

2. Incomplete

If you **do not** have the requirement listed in the Complete section, you must suffer the penalty listed in this section. If you have the requirement listed in the Complete section, the Incomplete section is ignored.



VOYAGE SETUP

Replace the regular Wilderness tile with the new Home Port Wilderness tile.

Shuffle the deck of 25 Voyage cards and place it face down on the tile.



MOVEMENT

After you produce Light during step 3 of the Dungeon Phase, choose how many Voyage cards you will draw, to a maximum of 4. You may choose to draw 0 Voyage cards if you want to remain in the Wilderness at Home Port.

After you have drawn all of the Voyage cards you wish, flip them face up. You must resolve all of the Voyage cards that you drew to determine if they are **complete** or **incomplete**. You may resolve Voyage cards in any order; you are not required to resolve cards in the order they were drawn. When you complete a Voyage card, rotate it 90 degrees as a reminder.

After you have resolved all of your voyages, you may move into a number of Dungeon Rooms up to the number of Voyage cards that you **drew**: it doesn't matter how many voyages you completed or how much Light you have. If you drew 3 Voyage cards for example, you could move into 3 rooms even if all of your voyages were incomplete and you had 0 Light.

END OF DUNGEON PHASE

When you end your Dungeon Phase, you must place your Champion in the Home Port Wilderness tile, regardless of what room you're in.

END OF TURN PHASE

When you end your turn, place all of your complete and incomplete Voyage cards in a face up discard pile next to the Voyage deck.

SHUFFLE VOYAGES

There is 1 *Shuffle* card in the Voyage deck. When you draw the *Shuffle* card, place it along with all of the discarded Voyage cards into the Voyage deck. Shuffle the Voyage deck and continue drawing cards.

VOYAGING IN BARRICADES MODE

The Voyage deck works the same in Barricades Mode as it does in a competitive game. When in a Party, each Champion draws and resolves Voyage cards as normal. However, Champions in a Party can combine the number of Voyage cards they drew for movement, to a maximum of 4. This works just like how Champions can combine Light when moving during normal Barricades Mode. Champions in a Party still resolve their own Voyage cards individually. Any bonus or penalty if a Voyage card is complete or incomplete only affects the Champion who drew it.

VOYAGE CLARIFICATIONS

Drawn Voyage cards are placed in your play area and are not considered to be in your hand.

Bonuses and penalties for complete and incomplete voyages last until the end of the turn.

You may draw up to 4 Voyage cards in the Dungeon even if you cannot move out of the Home Port Wilderness tile, due to having a Boarding Party Monster for example.

You may choose to draw up to 4 Voyage cards for movement in the Dungeon. Some Monster and Guardian abilities require you to draw additional Voyage cards. You must draw the required Voyage cards even if you already drew a maximum of 4 voyages for movement.

When you complete a voyage, it remains complete for the entire turn, even if you no longer have its requirement later during the turn.

If a voyage is incomplete, it remains incomplete for the entire turn, even if you have its requirement later during the turn.

NEW STARTER CARDS

Raging Seas introduces a new Starter card called a *Sextant*. These cards replace the *Lanterns* in your starting deck in the normal setup and Barricades Mode. On turns when you draw a *Sextant*, it can help you complete Voyage cards by using Light.



BOARDING PARTIES

As you venture on the high seas, you may encounter pirate fleets capable of swarming your ship with assailants. These Monsters feature the Boarding Party keyword (1) and a pirate flag icon (2).

When you defeat a Monster with the Boarding Party keyword, resolve all After Battle abilities, gain any Wounds, gain rewards, and use Spoil abilities as normal. However, instead of destroying the defeated Monster, you must move it to your play area.

While you have a Boarding Party in your play area, you may choose to battle it in the Home Port Wilderness tile during your Dungeon Phase. When you take a Dungeon Phase in Home Port, you may battle 1 of your Boarding Parties, the level 0 Monster (i.e., Giant Rat), or the Guardian if it has been revealed.

If you take a Dungeon Phase and have a Boarding Party in your play area, you cannot move past Home Port into other Dungeon Rooms.

If you have a Boarding Party in your play area, you may take a Village Phase as normal but some Monsters increase the cost to buy cards and Gear tokens.

When you defeat a Boarding Party in your play area, resolve all After Battle abilities, gain any Wounds, gain rewards, and use Spoil abilities as normal, and then place the defeated Monster in the destroyed pile.

Boarding Party Monsters in your play area are not considered to be in your hand.



BOARDING PARTIES IN BARRICADES MODE

If 2 or more Champions are in a Party and defeat a Boarding Party in the Dungeon, the players must choose which Champion in the Party takes the Monster and places it in their play area.

All Champions in a Party may battle a Boarding Party in 1 Party member's play area if they are in the Home Port Wilderness tile.



BOARDING PARTIES EXAMPLE

Defeated Monsters that have the Boarding Party keyword are not destroyed, but instead moved to your play area.



While you have a Boarding Party in your play area, you may choose to battle the Monster in the Home Port Wilderness tile during your Dungeon Phase.



X During the Dungeon Phase you cannot move past Home Port into other Dungeon Rooms while a Boarding Party is present in your play area.

✓ You may take a Village Phase as normal but some Boarding Parties increase the cost to buy cards and Gear tokens.

LEXICON

BOARDING PARTY

When you defeat a Monster with the Boarding Party keyword the first time, move it to your play area. You may battle the Boarding Party a second time when you are in the Home Port Wilderness tile. You cannot move past Home Port into other Dungeon Rooms if you have a Boarding Party in your play area. When you defeat a Monster with the Boarding Party keyword the second time, it is destroyed after resolving the battle.

BORROW

The opposite of lend, borrowing a card allows a Champion to receive a card from another source for 1 turn. If the borrowed card has not been destroyed, return it to the original source when the turn ends. If it was leveled up, return the new version.

LEND

Lending a card allows a Champion to give a card to another Champion for 1 turn. If the lent card has not been destroyed, return it to the original Champion when the turn ends. If it was leveled up, return the new version.

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

When playing Barricades Mode, does the Party's combined Light increase Steele Gargkson's Attack, or is only my Light used for his ability?

While Light is combined in a Party for the purposes of movement, only your Light is used for the purpose of increasing *Steele Gargkson's* Attack.



If you have a Boarding Party Monster in your play area, can you use an ability that allows you to place your Champion in a Dungeon Room even if the ability is not considered movement?


No. Boarding Party Monsters in your play area are not in any specific location in the Dungeon; they're on your ship! Regardless of where you might be able to go, the Boarding Party will still be with you. You'll need to defeat or find a way to remove the Boarding Party before moving past the Home Port Wilderness tile.



If you use multiple *Spyglass* in a single turn, do you add the revealed cards to the same group of cards next to your deck? Can the card you draw from the second *Spyglass* be one revealed by the first?

Using a second *Spyglass* will place the revealed cards in the same "pool" next to your deck, making that pool larger for the turn. However, the ability specifies that the card drawn by the *Spyglass's* ability comes from the cards revealed by that card. So you must draw a card from the second batch for the second *Spyglass*, but the remaining cards enter the same pool of cards as the first.

Do cards that get revealed using a *Spyglass* still trigger their effects?

The “pool” of cards revealed from your deck are not considered to be in your hand or in play. Cards in the pool are considered to be in your deck, so effects like “when revealed” and “when discarded” and the Static keyword do not apply. For example, if the *Spyglass* reveals a *Stowaway*, you do not discard all of your . If an ability draws or discards a card from the pool, it triggers any effects as normal. If an ability requires you to shuffle your deck, any cards in the pool must be shuffled into your deck as well.



When I play *Adaltrude Stickyfingers*, can I choose another Champion that does not have any Wounds to heal?

Yes.



What happens if I have *Adaltrude Stickyfingers* and the Champion I chose does not have any cards with Gold Production to Lend?

Choose another Champion to Lend you a card. If no other Champions have a card with Gold Production to Lend you, look at another Champion’s hand and they must Lend you 1 card of your choice.



What happens if I have *Adaltrude Stickyfingers* during the last turn of the game and the other Champions do not have any cards with Gold Production to lend?

For the sake of fairness, all other Champions should draw a hand based on their current HP so they have a card to lend you.

How do you determine a random Hero stack for Castaway Island?

Players should agree which method of randomization to use at the start of the game.

When playing normal *Thunderstone Quest*, place the 4 Hero Randomizers for that game next to the Dungeon Room. Whenever you need to determine a random Hero stack, shuffle the Randomizers face down and have another player draw 1 at random.

You can also determine a Hero stack by rolling a die instead of using Randomizers. Roll a die until you get a value of 1 to 4 (reroll 5 and 6 values). Starting with the leftmost stack for a 1 value, continue counting to the right, ending with the rightmost stack for a 4 value.



After rolling a die, can you use *Nimiane’s* ability to decrease a 1 value to 0 or increase a 6 value into 7?

No.



After you discard a Weapon and use *Nimiane’s* ability to immediately draw the Weapon, can any Hero wield it if possible or can it only be wielded by *Nimiane*?

Any of your Heroes can wield the Weapon if they have enough Skill.



Are the *Hungry Croc* and *Stowaway* considered Curses?

No. Curses are a specific card type that is only used when battling certain Guardians. A card with the Cursed keyword just indicates that it may activate potential harm to its owner.

HOW MANY LEVELS HAVE YOU CLEARED?

CAPTAIN SUSAN
FERRING



QUESTBOOK



 QUEST 14

RAGING SEAS

13



QUEST 14: RAGING SEAS QUEST CARD LIST



HEROES

15x Adaltrude Stickyfingers
15x Gurgelion
15x Josephine Morgan
15x Nimiane
15x Steele Gargkson
15x Taegen "The Fox" Glynfir

ITEMS/ALLIES

8x Stowaway
8x Bottle of Rum
8x Hidden Stash
8x Ship in a Bottle
8x Spyglass

SPELLS

8x Swab the Deck
8x The Black Spot
8x Whirlpool

WEAPONS

8x Cutlass
8x Épée
8x Mast Mangler
8x Trident

I MONSTERS

10X BRIGANDS

2x Bloody Pirate
2x Buccaneer
2x Cutthroat
2x Dark Order Initiate
2x Freebooter

10X HOUSE OF KLUBBA

1x Klubba Frindal
2x Klubba Herun
3x Klubba Rutha
1x Klubba Skarvif
3x Klubba Skuldr

II MONSTERS

10X MURDEROUS MERMAIDS

2x Algarum
2x Anguillae
2x Austusor
2x Corallapus
2x Halipleumon

10X QUEEN'S CREW

2x Bosun
1x Cook
2x Gunner
1x Quartermaster
4x Seaman

III MONSTERS

10X GHOST SHIP

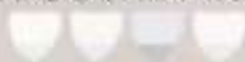
10x Spectral Sailor

10X SEA CREATURES

2x Alien Leviathan
2x Coral Golem
2x Giant Crab
2x Kraken
2x Sharktopus

GUARDIAN

CAPTAIN SUSAN FERRING



LEGENDARIES

- 1x Hungry Croc
- 1x New Leather Boots
- 1x Petros, the Child Pirate

TREASURES

- 1x Albatross
- 1x Magic Compass
- 1x Rumble

SIDE QUESTS

- 1x Bad Influence
- 1x Find the Lost Island
- 1x Tastes Like Chicken

STARTER CARDS

- 12x Sextant

OTHER

- 6x Guardian Guides
- 26x Paper Dividers
- 26x Plastic Dividers
- 24x Randomizers
- 1x Wilderness tile

PRESTIGE CLASS

- 1x Corsair

DUNGEON ROOMS

- Klubba Island
- Pirate's Cove
- Castaway Island
- Shipwreck Island
- Ghost Ship
- The Great Reef

VOYAGES

- 1x A Hearty Crew
- 1x A Pricy Venture
- 1x All Hands!
- 1x Blessed Hull
- 1x Bursting with Swag
- 1x Captain on Deck!
- 1x Charged and Ready
- 1x Chart a Course
- 1x Fill for the Coffer
- 1x Findin' Yer Sea Legs
- 1x Fire in the Hole!
- 1x From the Four Corners
- 1x Hornswogglers
- 1x Intimidation
- 1x Just Setting Off
- 1x Man o' War
- 1x Old Salt
- 1x On Yer Way
- 1x Put the Wind behind Ye!
- 1x Rough Waters
- 1x Swashbuckler
- 1x Takin' on Passengers
- 1x Well-Supplied
- 1x Wooden Appendage
- 1x Shuffle

GETTIN' UNDER WAY

By Brett Satkowiak

The cool, salty breeze pushes strong over the docks as you descend the street from the town center. You shield your eyes from the gleam of the rising sun over the gentle waves in the cove. The ambient sound of the scuffling and shuffling of cargo, of creaking boards as the ships bob against their moorings, and even of the sometimes colorful calling of the sailors back and forth has an almost soothing effect on you as the high slopes to your sides force your gaze out upon the deep blue of the Great Sea. You make a mental note to take more opportunities to escort a simple delegation from the Keep when the destination is a place like this.

As you put your first boot on the boards of the dock, you hear a gruff female voice call out, "Well, if it ain't one of the high Champions of Thunderstone Keep, descendin' to mingle with us lowly seadogs." You turn to see a tall, dark-skinned woman toss a pack up the gangway of a tall ship. "Can't recall the last time I seen those colors down here in Rinsolet. Can you, 'Trude?"

"Nope," a dark-clad halfling woman piped up, reaching out to snatch a pouch from the belt of a passing dockhand, shake it next to her ear, and grimace before casting it away on the dock, all without missing a beat in the conversation. "It's kind of cute to see how important they still think they are."

"Excuse me," you retort, walking closer down the dock. "I don't recall our meeting, despite the fact that you seem to know quite a bit about me."

"Oh, no," the tall woman continues, in a tone of feigned deference. "We've never met, and in that, I know all I'll ever need to know about you and yours." She steps up close, a bit too close for your comfort actually. "The name's Morgan. My family's blood's been a part of Rinsolet for over four generations. We were all told the stories of Thunderstone Keep's Champions growing up, how they protected all these lands. And yet, even after calling for aid during the reign of the black pirate Clayden, no Champion

stepped foot on our ships."

"Let it go, Josephine," the halfling woman piped up again, grabbing her hand to try and pull the woman back. "Cap'n isn't going to be happy if he's gotta pry you outta irons again."

She yanks her hand away, still staring straight at you, a visage of fury building behind her eyes. "I'm not about to waste anything on these would-be heroes. But my parents are at the bottom of the ocean because your ilk couldn't be bothered with dealings on the Great Sea, and you'd be wise to keep in mind that most families here have similar stories. We've little kindness left for Champions. We've learned to take care of our own here. So the sooner you leave the sea to us and head back to your little fortress, the better."

She turns away so fast her braids nearly catch you across the cheek. You take a breath to gather your thoughts, clearly not expecting to find enemies already on your first visit to the coast. The number of Thunderstone's Champions has dwindled more and more since their founding so long ago, but this is the first you've heard of such a failure to protect your lands, and seas apparently.

Before you can respond, though, a dockhand runs past you out toward the sea in a great hurry. It catches the attention of the two women as well, as all three of you follow his movement to a gathering at the end of the dock. There's a brief shared glance between you again as you all move to see what's behind the commotion.

You reach the scene, making your way through the crowd just in time to see workers fishing a body off a piece of flotsam that had floated into port. The body belongs to an orcish male with pale skin. His clothing is singed and torn in several places, and a large gash is visible across his abdomen. Josephine shoves a few others out of her way to get closer, leaning down to place her hand over the wound.

You see her drop her head in a moment of silent prayer as the wound begins to close. She's apparently a port cleric, working to protect the seafarers of these ships.

As the wound closes, the man shoots upright in a rage, flailing against the many hands that surround him. He manages to snatch a knife out of the belt of one of the dockhands, as he gets to his feet, swinging it wildly back and forth against the crowd. As the others take a step back, you step forward, hands raised to show you mean no harm.

"Easy sailor," you speak in a calm, but stern tone. "Nobody here's trying to hurt you. Do you know where you are?"

At the prompt, he shakes his head in confusion for a moment before glancing around at the town and hills that rise above the cove. "Rinsolet?" he gets out between frantic breaths.

"That's right. Do you know how you got here?"

He shakes his head more, the knife hand dropping slightly as he struggles to think. He wakes up a bit as he growls, "We were boarded. Captain took a cannon blast to the chest. We fought like hell, but ... last I knew I was in the water."

"Who was it, Steele?" the small voice of the halfling chimed. "Was it her?"

Apparently surprised to hear his own name, the orc turned to stare at her for a moment. His mind kept spinning as he searched for the words again. As the recollection came to him more and more, you could see his expression shift from confusion to what could only be described as fear. He nodded. "Ferring ... it was her, alright."

The crowd begins to spread the word from ear to ear. "Captain Sue again!" ... "Mercy, that's the third in a month." ... "Won't be any sea left if this keeps up." ... "Someone's gotta do something!"

Suddenly, Josephine grabs the sailor's arm and bids him to follow her. "We're going after her, friend. Come with us." He nods resolutely as the three of them turn back down the dock toward her ship.

"Hold up!" you yell. They all turn to listen, various looks on their faces from confusion to derision. "You wanted a Champion's help before. I'm sorry it took so long, but I'm here now, and like it or not, I'm coming with you. Let's bring this Captain Sue to justice."

Hope you know what you're getting yourself into, Champion. This will be unlike any adventure you've taken so far.



GETTIN' UNDER WAY ADVENTURE CARD LIST

HEROES



Adaltrude
Stickyfingers



Gurgelion



Steele
Gargkson



Taegen "The Fox"
Glynfir

ITEMS/ALLIES



Ship in a Bottle



Spyglass



Stowaway

WEAPONS



Cutlass



Shortbow

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



MONSTERS



House
of Klubba



Murderous
Mermaids



Ghost Ship

ROOM TILES

Klubba Island



Pirate's Cove

Shipwreck Island



Castaway Island

The Great Reef



Ghost Ship

Captain Susan Ferring's Lair

SPELLS



Fireball

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



The Black Spot



Whirlpool

GUARDIAN



Captain Susan Ferring



BARNACLE CRUSHERS

By Brett Satkowiak

You feel the breath driven from your lungs as you hit the water hard. It feels like an eternity as you fight the urge to fill them again and you strive frantically to force your body back to the surface. But the burning inside is relieved as you breach the waves and finally inhale once more. You look up through the violent splashing to see the two great ships at war. Balls of fire and blasts of lightning ring forth from each side, with flashes of light echoing back off the mystical shields as they bounce off. The few shots that make it through the other ship's defenses send scorched splinters of wood and tatters of canvas raining down on you. The bodies of both crews bob silently in the crimson stained waters as the ships break off to turn for another pass.

You hear the cries of triumph and intimidation in the distance, each ship preparing for the next wave of violence, but before too long, the lapping of the waves and the cries of the wounded are all you can hear. You hoist yourself up onto a section of lumber that passes by to fully catch that precious breath.

After a few minutes, you hear a call nearby and look to see one of the deckhands from Captain Glynfir's ship struggling to stay afloat. You call to her, working as best you can to move the platform over to help her. But before you can reach her, a telltale fin parts the surface between you and her, and a look of terror crosses her face before she is pulled down below the waves.

You pound your fist on your makeshift raft in frustration, but there isn't long to mourn before you feel something wrap around one of your feet. You turn to see a tentacle firmly gripping your ankle and beginning to pull you back toward the deep as another begins to creep over the edge of your raft. You work to wrestle it free, but to no avail. In desperation, you draw the knife at your belt and plunge it deep

into the fleshy appendage with such force that you pin it to the board underneath you. The other tentacle recoils from your ankle, allowing you to pull it back onto the wood. But with nowhere for you to go, more tentacles begin to emerge from the water frantically pulling at the makeshift raft. With each pull, you feel yourself rising up into the air, as the other end is tilted down into the sea. You struggle to stay away from the writhing mass of tentacles at the other end of your raft, but feel yourself sliding toward it and the great mouth of barbed teeth of the creature they belong to.

You ready yourself to fight back just as a rope drops around you from above, hoisting you into the air, leaving the angry creature behind. Relieved to be headed back to the ship once more, you are surprised when sailors drag you onto the deck only to thrust a blade in your direction.

"Yer not one o' mine," a grizzled voice speaks as you feel a heavy boot press onto your chest, driving you to the deck. "Ye don't belong to the Fox either, do ye?" You look up to see a woman, strong and fierce, with skin and hair weathered by years at sea looking down at you, sword drawn and pressed to your throat. "What's yer name, sailor?"

"I'm a Champion of Thunderstone Keep," you sputter. "I take it you're Captain Ferring."

She smiles at the recognition, raising her other hand to pull off her hat in a flourish, and gives a slight bow. "Captain Sue Ferring, that is, master o' every corner o' the Great Sea and the finest ship to ever ride her tides." She returns the hat to her head as she pulls back her blade. "We might have need o' a Champion here soon enough, but you'll have excuse me diverted attention at the moment." She snarls at the men that surround you. "Bind this bilge-sucking do-gooder to the mast!"

"And make ready to broadside on that chase! I'll see those scurvy dogs in the depths 'fore dinner!" She grins mischievously as she utters her last command. "And drag our *guest* from my quarters. The furball's got work to do."

Strong arms lift you to your feet and begin to wrap a set of thick ropes around your hands, the other end restraining you no more than a foot from the mast. You struggle to turn around to watch as another pair of deckhands emerge from the cabin with a strange creature, bound head-to-toe in ropes and chains. He looks almost dwarven with all the hair, but there's something about him that suggests it's not quite as simple as that. He wears a forlorn expression, a pitiable image if ever you saw one.

The captain strides close to him, reaching in her pocket to bring forth a simple cob pipe. The small man wrestles a bit against his bindings at the sight of it, but it only seems to make them tighter. "Rumble, my boy," she says. "I'll take another wish if yer amenable. And if yer not ... well, I'll take it anyways." She places her other hand on the creature's bound head,

and instantly a mystical glow erupts from the point of contact. You watch as the glow washes over her until it reaches the pipe. She breathes in deep, steadying herself under the power that now courses through her, before striding up to the command deck, a trail of magic following her.

You turn to see the familiar glimmering sails of the Silver Crow approaching from the port side, and one thought runs through your mind: they have no idea what they're sailing into.



BARNACLE CRUSHERS

ADVENTURE CARD LIST

HEROES



Gurgelion



Josephine Morgan



Nimiane



Taegen "The Fox"
Glynfir

ITEMS



Bottle of Rum



Hidden Stash

GUARDIAN



Captain Susan Ferring

WEAPONS



Cutlass



Mast Mangler



Trident

ROOM TILES

Klubba Island



Pirate's Cove

Shipwreck Island



Castaway Island

The Great Reef



Ghost Ship

Captain Susan Ferring's Lair

SPELLS



Fireball

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



The Black Spot



Whirlpool



MONSTERS



House of Klubba



Queen's Crew



Sea Creatures

THE WINDS ARE SHIFTIN'

By Brett Satkowiak

You duck once again as a magic blast zings above your head. The battle is decidedly one-sided as Ferring unleashes powerful bolts at the Silver Crow over and over again, many too quick for Josephine and the others to put up any kind of shield. The ship's dead in the water already, the main mast broken in half and most of the remaining sails shredded to tatters. But they haven't been able to board and bring down what's left of Captain Taegen's crew.

You strive against the rope that binds you to the mast, but the knots won't budge. Suddenly, a powerful blast comes down at Ferring from a high angle, but her reflexes are sharp enough that she sidesteps it just in time as it careens past her to slam into the mast right next to you. She cackles defiantly in retort, and you follow her gaze up to a section of the rigging to find Steele Gargkson standing there. Strangely, he isn't looking at the captain at all, but rather right at you. It's then that you realize his fiery dart wasn't aimed at her at all, but the mast that your ropes are attached to. Sure enough, it's managed to burn enough of it away that you are able to tear the rest, freeing the rope that binds your hands.

You pull away, only to stumble slightly on the body of a fallen pirate. You look to see if anyone has noticed you yet, and seeing that they haven't, you reach down to search his body until you find a small blade, which you use to cut the remaining bindings. Finally free, you look to Captain Sue. She is turned away from you, as are the rest of the pirates, watching what should be the final moments of the Crow and her crew. She stands in triumph, sword in one hand, the corn-cob pipe in the other, still radiating with the magical energy that has engulfed the captain. There are any number of plans, each running through your mind in an instant until you shake yourself free with a single thought: every second you stand here is another second until you're found out and you lose whatever advantage you have.

Without another moment's hesitation, you flip the blade up in your hand, pull back, and let it fly. It whizzes through the air to slice across the top of the captain's hand, causing her to recoil with a gasp, letting go of the pipe and sending it cascading over the rail and into the sea. She spins on you with a look of fury, confusion, and desperation. The magical energy fades almost immediately, and she turns to her prisoner in terror. You look as well, to see his eyes fix with yours, a grateful smile on his face. He nods his head slightly, and you feel your hand wield a new blade, seemingly out of nowhere.

"No!" Captain Sue yells. She throws herself at the little man, but before she can reach him, he nods at you again before disappearing, leaving all his many bindings to collapse on the deck in a heap. The captain screams in rage, picking up one of the chains left behind and hurling it at you. You easily step aside, blade ready for whatever comes next. "Ye've no idea what ye just cost me, Champion! I'll see yer innards hang from my rigging for that!"

Your head turns on a swivel, glancing around at the myriad of sailors with weapons raised beginning to surround you. It looks like this is it for you, Champion. But at least Ferring won't be able to use that creature for herself anymore.

As you brace for the final attack, a series of calls ring out from the other ship, as several feet set down on the rail behind the crew. Among them, you meet eyes with Josephine briefly, to exchange a knowing glance. Whatever happened in the past is gone. This may very well be the final moments for the Silver Crow and her crew, but come what may, that now includes you.

Avast ye, Champion! 'Tis but a moment for the fate of the Great Sea! Strike fast and strike true!



THE WINDS ARE SHIFTIN'

ADVENTURE CARD LIST

HEROES



Adaltrude
Stickyfingers



Josephine Morgan



Nimiane



Steele Gargkson

ITEMS/ALLIES



Bottle of Rum



Spyglass



Stowaway

WEAPONS



Épée



Trident

SPELLS



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



Swab the Deck



Whirlpool

MONSTERS



Brigands



Queen's Crew



Ghost Ship

GUARDIAN



Captain Susan Ferring

ROOM TILES



Klubba Island



Pirate's Cove



Shipwreck Island



Castaway Island



The Great Reef



Ghost Ship



Captain Susan Ferring's Lair