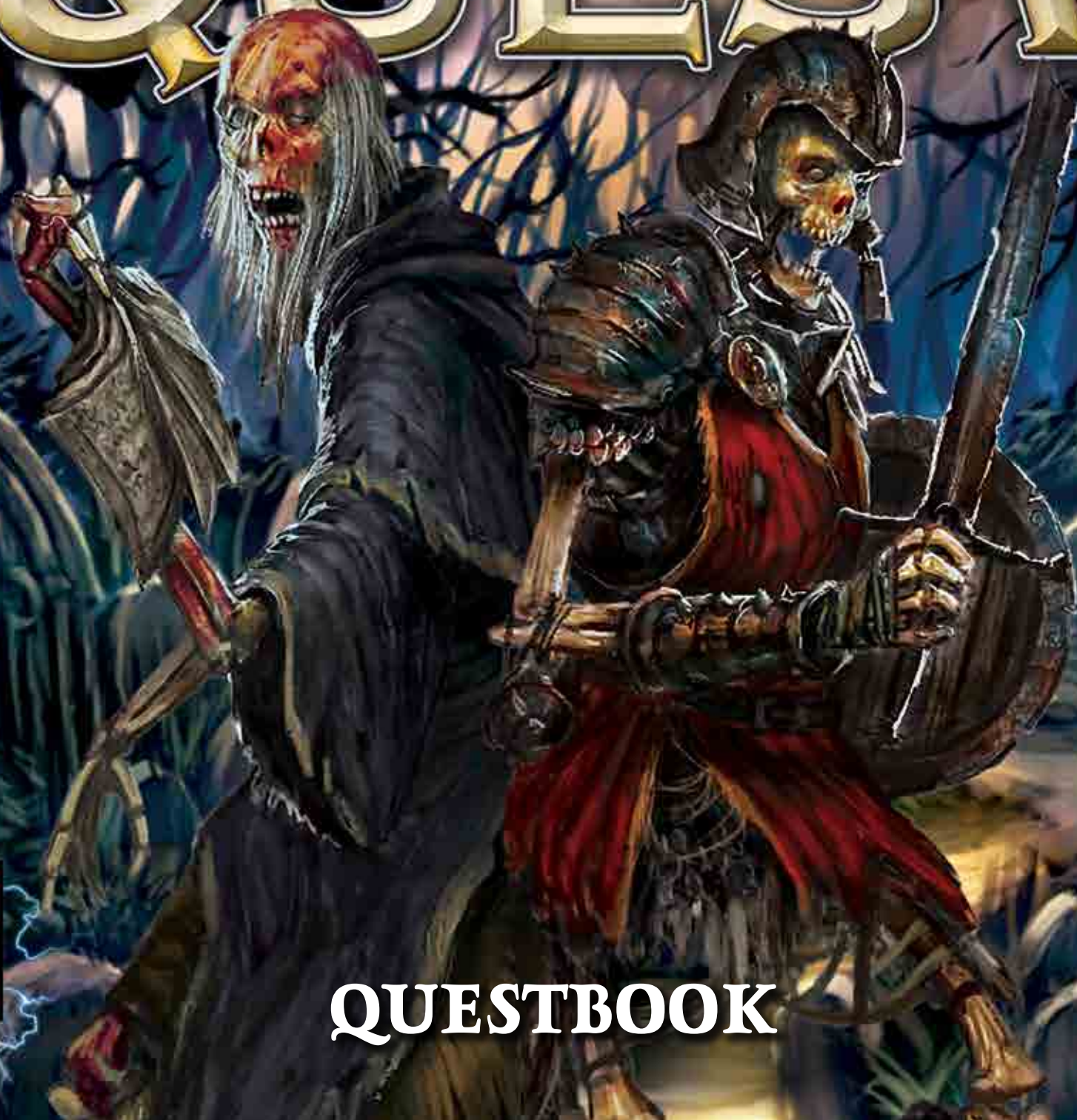


THUNDERSTONETM QUEST



QUESTBOOK

INTRODUCTION

WELCOME TO THUNDERSTONE QUEST!

This box comes with multiple Quest Expansions: bundles of cards that come packaged together to tell the story of Thunderstone Keep and its inhabitants. This Questbook contains 14 suggested setups, called Adventures, and a story to go with that Adventure.

Each Quest will contain a card list, and each Adventure within the Quest will use a different combination of cards from that Quest (and sometimes previous Quests). We suggest you only unwrap your Basic cards and the cards for each Quest as you prepare to play that Quest for the first time.

The Randomizer and Divider cards are marked with a symbol to denote which Quest Expansion they come from, so that you can identify them easily in your box for future use.

Promotional
Cards



A Mirror in
the Dark (1)



Total Eclipse
of the Sun (2)



Risen from
the Mire (3)



At the Foundations
of the World (4)



Ripples in Time (5)



CONTENTS

Each Quest Expansion contains cards and Dungeon Room tiles unique to that Quest. The details of which cards are used in each Adventure within that Quest are throughout this book.

In addition to the card lists, each Hero, Item, Spell, Weapon, and Monster group has a Divider, to keep them separated, and a Randomizer, to help facilitate random setups.

If you are missing any components, please contact CustomerService@alderac.com.

In addition to the Quests, this box has promotional cards from Kickstarter stretch goals that do not appear in specific Quests.

HERO

14x Outlands
14x Stalker
14x The Yellow Knight

ITEMS

8x Necklace of Dawn

SPELLS

8x Form of the Juggernaut

WEAPONS

8x Hand Axe

Plus 6 Randomizers and Dividers!

The story begins after the rescue of Miricelle from the Bandits of Black Rock. These short stories, released through social media, can be found on the Thunderstone Quest website at www.alderac.com/thunderstone.

This product also contains promotional cards from that mini-expansion, although these do not form part of the Quests. The card list for Bandits of Black Rock is as follows:

HERO

14x Edlin

ITEMS

8x Scionic Annals

SPELLS

8x Dark Fire Touch

WEAPONS

8x Rapier

TREASURES

1x Miricelle

MONSTERS

10x BLACK ROCK BANDITS

2x Amara
2x Belladonna
2x Blister
2x Dhamon
2x Gragath

Plus 5 Randomizers and Dividers!

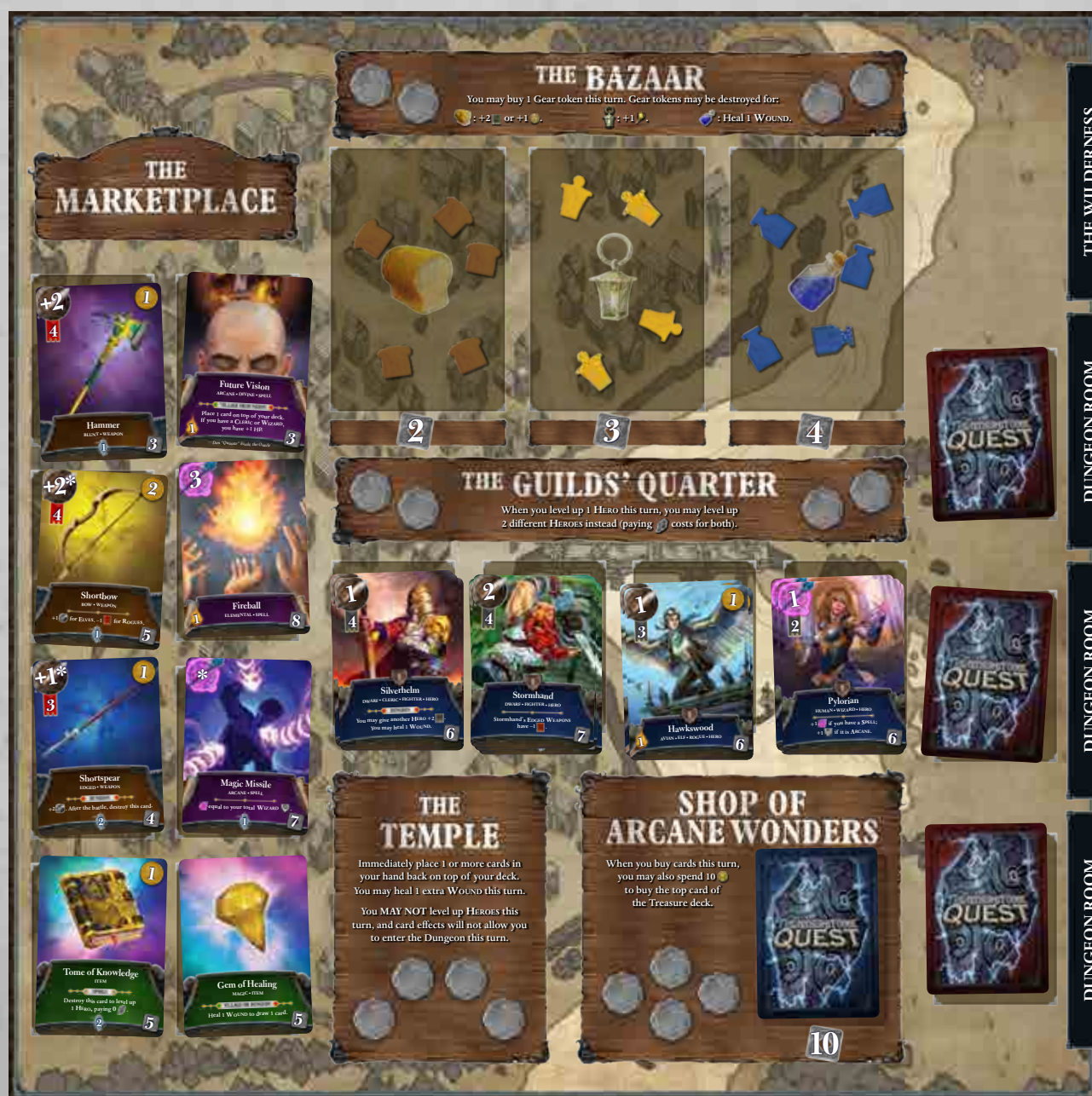
TREASURES

Each Quest adds 3 more Treasure cards (except *Ripples in Time* which adds 2). These should be added to the Treasure deck as you un-wrap and open the Quest. When you play subsequent Quests, leave Treasures from the previous Quest in the Treasure deck, so that it becomes more diverse as you play more Quests. You should also add Miricelle, from the Bandits of Black Rock to the Treasure deck.

HOW TO USE THIS BOOK

Set out the cards listed below the introduction to the Adventure. After this is done, choose a player who will read the story information for the Adventure to all the other players, and then begin the Adventure (game). Once the Adventure is complete move on to the next Adventure.

For each Adventure, set the cards up as indicated (see page 4 of the Rulebook on Setup).
Your setup should look like this:





CHAPTER 1

A MIRROR IN THE DARK





CHAPTER 1: A MIRROR IN THE DARK

QUEST CARD LIST



HEROES

14x Gorlandor
14x Hawkwood
14x Pylorian
14x Scathian
14x Silverhelm
14x Stormhand

ITEMS

8x Amulet of Infravision
8x Gem of Healing
8x Tome of Knowledge

SPELLS

8x Fireball
8x Future Vision
8x Magic Missile
8x Moonlight

WEAPONS

8x Hammer
8x Maul
8x Shortbow
8x Shortspear
8x Shortsword



MONSTERS

10x KOBOLD SKIRMISHERS

2x Kobold Grunt
2x Kobold Hero
2x Kobold Shaman
2x Kobold Snatcher
2x Kobold Warrior

10x GOBLIN GRUNTS

2x Goblin Berserker
2x Goblin Ettin
2x Goblin Potion Tester
2x Goblin Shaman
2x Goblin Warrior

GUARDIAN

Smorga the Queen
  & 

TREASURES

1x Stormland Mirror
2x Treasure Cache



MONSTERS

10x HOBGOBLIN BRUTES

2x Dire Wolf Master
2x Dire Wolf Rider
2x Hobgoblin Lieutenant
2x Hobgoblin Sergeant
2x Hobgoblin Scrapper

10x SPIDER TERRORS

2x Cankorous Spider
2x Demon Spider
2x Phase Spider
2x Sword Spider
2x Trapdoor Spider

DUNGEON ROOMS

Abandoned Gate 
Mine 
Crypt 
Sunken Well 
Throne Room 
Vault 



MONSTERS

10x ANCIENT ADVENTURERS

2x Alfrennia the Ranger
2x Karthos the Sorcerer
2x Llib the Fighter
2x Samuel the Cleric
2x Venk the Rogue

10x GOBLIN KING'S GUARD

3x Bugbear Elite
1x Goblin King
1x Goblin Queen
2x Goblin Sycophant
3x Stone Giant

OTHER

24 Randomizers
24 Dividers

A MIRROR IN THE DARK: RUMBLINGS FROM THE PAST

By Brett Satkowiak

Earth ... air ... fire ... water ... light ... darkness ... the six elements were created to sustain life. However, when the gods discovered war, it spread to them as well, tearing the world apart. In time, the lessons were forgotten and the conflicts began anew. Yet some remembered.

There were many casualties, but no place for the dead. So they lingered as ghosts in the land, abandoned. They became the Scions, the knowing ones, for they alone remembered the tragedy wrought by the gods' carelessness. Their hearts grew hard, as they gathered the energy left behind by the elements, and devised a plan. Forge a defender for their people, one who would reclaim the Stormland and take revenge upon the elements and the gods for their sins. But when the gods learned of this plan, they intervened, causing an unforeseen reaction.

As the energies converged, the Scion Defender was created, but along with it, a new world within the Stormland, forged from the elements. The power intended for the Scion was dispersed throughout an entire world, leaving the Scion too weak to break free. The new world became a prison, keeping the Scion from its people and its purpose.

But the power has not forgotten its purpose, and it builds with each passing day. When the time is right, the Scion Defender will be born into that world. As the wall between this world and the Stormland weakens,

the Scion will reclaim all the power of the world for its people.

— *Taken from the Scionic Annals*



"E-Elder, is something wrong?" Miricelle said, her voice quivering.

Spinning back toward her, Rennard answered, "Not at all, child. It seems everything is right as it should be. You may not believe it, but there is more to that book than you know. It is part of an amazing tale. But before you can learn it, I need to collect something ... a treasure buried long ago."

The chamber doors open as you and three other individuals, all dressed in the colors of Thunderstone Keep, enter the room. "You summoned, Elder?"

"Champions, I thank the four of you for coming so quickly. I've already asked much lately, but I have another request. There is a silver mirror in the ruins of Caergoth, part of a collection of powerful relics captured from an evil sorcerer and given to the dwarves for safekeeping".

Turning towards you he continues, "Caergoth is of course abandoned, but I believe the item still lies within. I need you to gather supplies and a party to retrieve it. You'll also need this." Rennard rifles through a few drawers before pulling out a scroll, sealed with

a crescent moon. "The inner gate has a secret latch invisible to the eye. But it will reveal itself under moonlight. Use this to gain entrance, but beware ... the caves are no doubt home to all manner of creatures these days."



The outer gate, forged of iron long ago, stands before you, spotted with rust and hanging precariously from its broken hinges. You walk slowly through the gap, lighting the lamps to brighten the cavern beyond. A myriad of caves branch off in different directions. The dwarves mined it for centuries, carrying ores and materials to the deeper kingdoms.

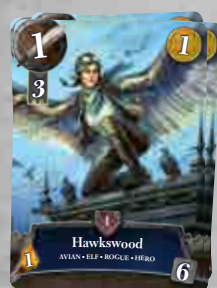
However, Caergoth's renown is an inspiring creation unique for its strength and splendor ... an impenetrable inner gate that blocks the way to the heart of the surrounding hills. The dwarves tried to remain neutral during the Last Wars, and so the mine became a depository for area wealth, relying on them to keep treasures safe. However, the conflict took its toll on the dwarven kings over time, and they ordered their people home and the mine abandoned. While many of the treasures were returned to their owners, a great deal remained, forever locked behind the great inner gate.

If you hope to complete Rennard's quest, you must find the path to Caergoth's inner gate. Once there, the scroll he gave you should show you the way.



RUMBLINGS FROM THE PAST ADVENTURE CARD LIST

HEROES



Hawkwood



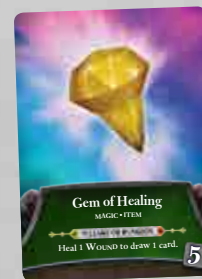
Pylorian



Silverhelm



Stormhand

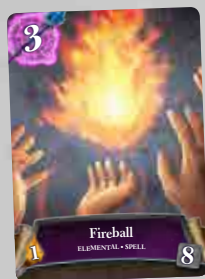


Gem of Healing



Tome of Knowledge

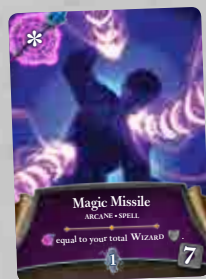
SPELLS



Fireball



Future Vision

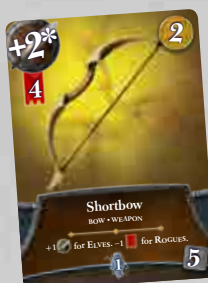


Magic Missile

WEAPONS



Hammer



Shortbow

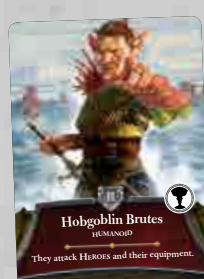


Shortsword

MONSTERS



Goblin Grunts



Hobgoblin Brutes



Ancient Adventurers

GUARDIAN



Smorga the Queen

ROOM TILES

Abandoned Gate

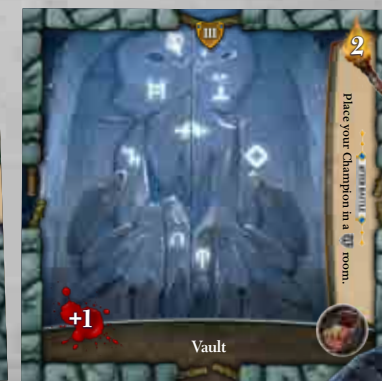
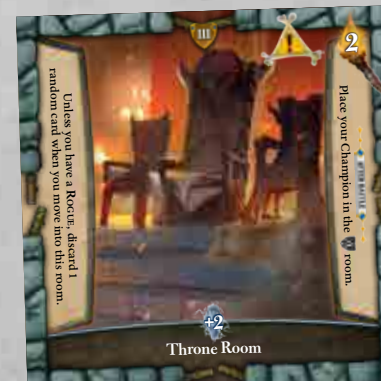
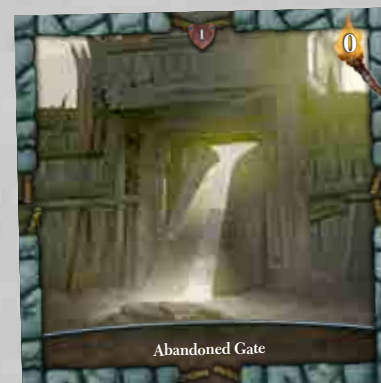
Mine

Sunken Well

Crypt

Throne Room

Vault



A MIRROR IN THE DARK: ONE DOOR OPENS...

By Brett Satkowiak

"Rennard's moonlight spell better do what he claims, or we are stuck," little Scathian bemoaned. But as she reads the incantations of the scroll, the door begins gleaming intensely, splitting open before you, revealing the darkness beyond. It's immediately obvious that you've reached a part of Caergoth that hasn't seen visitors in a very long time.

"As if this couldn't get any better," Gorlandor mutters under his breath as he moves forward, holding his burning torch aloft to spread light across a large central room lined with six doors in addition to the entry. The dwarven architecture, still impressive in its own right, is obscured by silvery cobwebs stretched across every wall and opening, covered with the dust of ages.

You follow behind him, leading the rest of the party into the room as well. "Silverhelm," you say. "Can you make out anything in here?"

The dwarf paces slowly around the room, taking time at each door to examine the etched runes. He stops at one, moving in close and squinting to see better. "Well Champion, it's old ... and the dialect is different than I'm used to ... but there is some reason to it." He turns back to face you once more. "It's like a library. The runes help point in the direction of what you're looking for. But without a record, we're just guessing at the right door."

You sigh. "Fair enough. Let's start with the first door then."

Hawkswood moves to the door confidently and brushes away some of the dust with her hand. She then places her ear to it and knocks a few times, listening to the sound. She smiles and withdraws, slips her hand down to a small latch, and pulls gently as the door swings open before you. The passage is just as dark as you've encountered and lined with even more of the cobwebs that cover the central room. As you all peer into the black, faint clicking and rattling noises can be heard in the distance, separated by periods of unnerving silence.

After a few moments, Hawkswood makes a motion with her hand toward the passage and looks to you with a smirk. "After you, Champion."



ONE DOOR OPENS...

ADVENTURE CARD LIST

HEROES



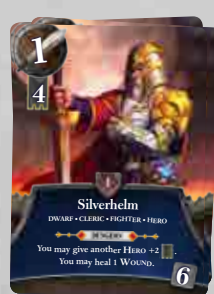
Gorlandor



Hawkswood



Scathian

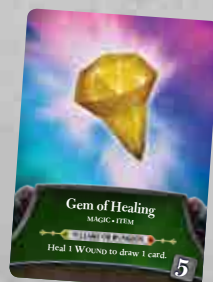


Silverhelm

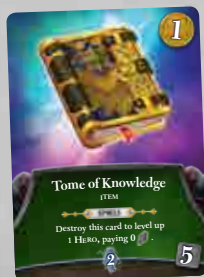
ITEMS



Amulet of Infravision



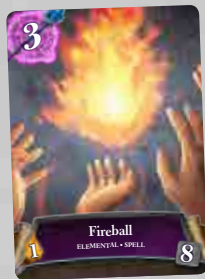
Gem of Healing



Tome of Knowledge



SPELLS

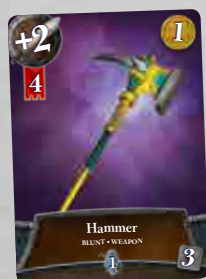


Fireball



Moonlight

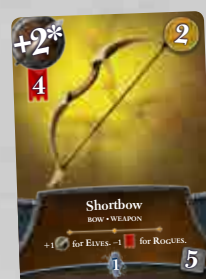
WEAPONS



Hammer



Maul

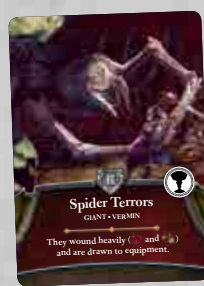


Shortbow

MONSTERS



Kobold Skirmishers

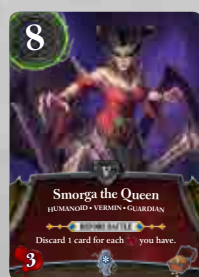


Spider Terrors



Ancient Adventurers

GUARDIAN



Smorga the Queen

ROOM TILES

Abandoned Gate

Mine

Sunken Well

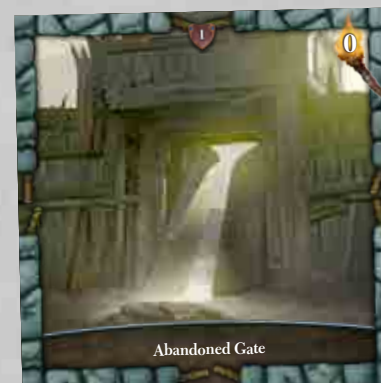
Crypt

Throne Room

Vault



The Wilderness



Abandoned Gate



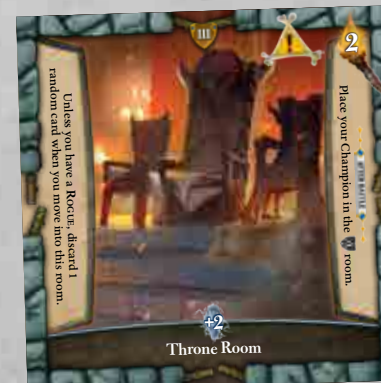
Mine



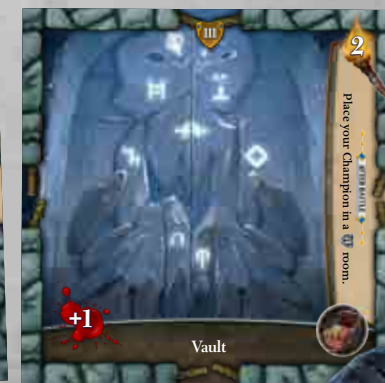
Sunken Well



Crypt



Throne Room



Vault

A MIRROR IN THE DARK: ALONG CAME A SPIDER

By Brett Satkowiak

"This is pointless," Stormhand mutters. "We're no closer to finding this mirror of Rennard's. The thing was probably cleared out an age ago."

"We need to keep searching," Pylorian replies. "Perhaps this tunnel will be the one."

Stormhand growls to himself. "Optimists."

The passage begins to widen until it runs seamlessly into a stonework platform that looks out into a large cavern, lined with the same cobwebs you've encountered throughout the mine. Stairs to the left and right run downward around the walls into darkness below. Even in the torchlight, you can see a golden shimmering across the floor. Scathian tosses her torch

down and the light verifies what everyone in the party is thinking; the cavern is filled with treasure.

"Finally!" Stormhand exclaims.

"Indeed!" another voice from behind you cheers. You and your companions turn to see a number of small bodies emerge from the passageway, weapons drawn and pointed your way. Goblins, along with a few larger recruits, quickly flank you, pressing your back against the edge of the platform. The pack splits as two additional figures emerge, a male and female, both wearing crowns on their green-skinned brows. The Goblin King speaks again. "We've been trying to break through the inner gate for years. Not only did

you bring us a key with your little spell, but now you've led us straight to such great treasure. I must thank you all." The king's party strengthens their grip on their weapons, preparing to strike when a new voice interrupts them.

"I believe I should be the thankful one," the voice echoes around you. Everyone, the goblins included, looks around for its source, lost until someone points upward to a bulky mass slowly descending from the shadowy ceiling. As the torchlight catches up to it, you see a female torso, ending in the body of an enormous spider. "My pets are loyal to be sure, but their offerings have been quite meager lately ... and a Queen needs to eat."



ALONG CAME A SPIDER ADVENTURE CARD LIST

HEROES



Pylorian



Scathian



Silverhelm

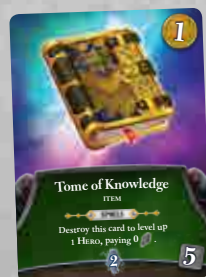


Stormhand

ITEMS



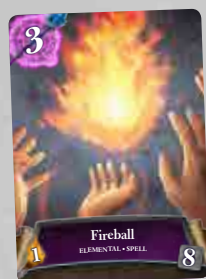
Amulet of
Infravision



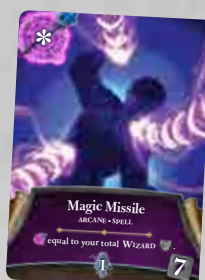
Tome of
Knowledge



SPELLS



Fireball



Magic Missile



Moonlight

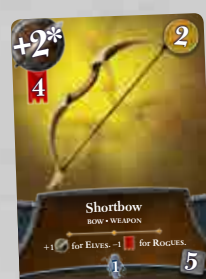
WEAPONS



Hammer

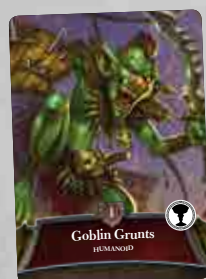


Maul



Shortbow

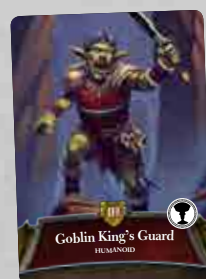
MONSTERS



Goblin Grunts

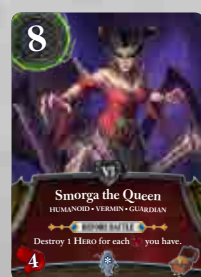


Spider Terrors



Goblin King's Guard

GUARDIAN



Smorga the Queen

ROOM TILES

Abandoned Gate



Mine

Sunken Well



Crypt

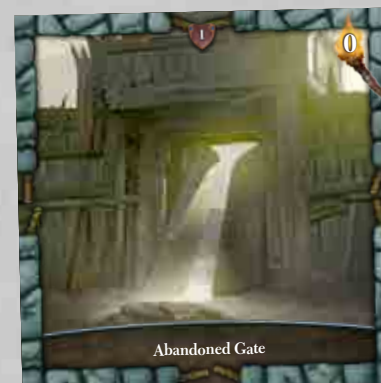
Throne Room



Vault



The Wilderness



Abandoned Gate



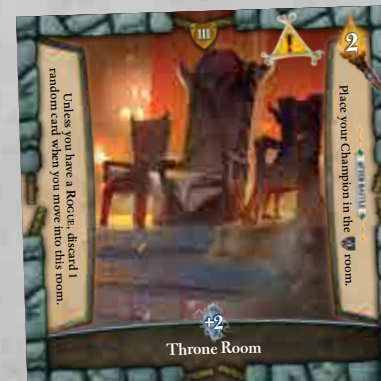
Mine



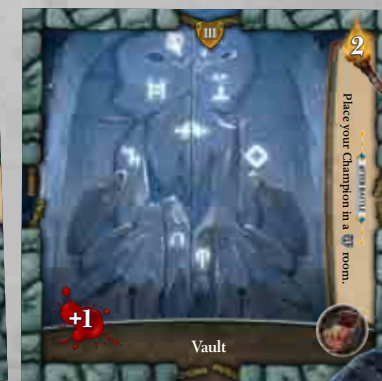
Sunken Well



Crypt



Throne Room



Vault

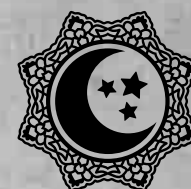
☾ CHAPTER 2

TOTAL
ECLIPSE
OF THE
SUN





CHAPTER 2: TOTAL ECLIPSE OF THE SUN QUEST CARD LIST



HEROES

14x Avania
14x Brimstone
14x Ehrlingal
14x Felin
14x Gendarme
14x Sephilest

ITEMS

8x Elven Ring
8x Headband of Intellect
8x Strength Gauntlets
8x Wand of Light

SPELLS

8x Arcane Touch
8x Consecration
8x Lightning Bolt
8x Natures's Fury

WEAPONS

8x Longbow
8x Longsword
8x Punching Dagger
8x Quarterstaff



MONSTERS

10x TWISTED CREATURES

2x Dire Bat
2x Dire Bear
2x Dire Eagle
2x Dire Rat
2x Dire Wolf

10x WOODLAND SPRITES

2x Brownie
2x Dryad
2x Nixie
2x Pixie
2x Satyr

GUARDIAN

Guardian of the Sun
IV, V & VI

TREASURES

1x Sun of the Forest
2x Treasure Cache



MONSTERS

10x CORRUPTED ELVES

2x Elven Guard
2x Elven Lord
2x Elven Scout
2x Elven Soldier
2x Elven Sorcerer

10x FOUNDATIONAL KEEPERS

2x Air Ogre
2x Darkness Ogre
2x Earth Ogre
2x Fire Ogre
2x Water Ogre

DUNGEON ROOMS

Fairy Meadow
Ominous Looking Road
Hollow Tree
Tree House
Elven Outpost
Elven Ruins



MONSTERS

10x CORRUPTED CENTAURS

2x Chiron
2x Diosphos
2x Foloi
2x Gyros
2x Polkan

10x TREEFOLK

2x Birch Walker
2x Elm Elder
2x Fir Giant
2x Oak Strider
2x Willow Herder

OTHER

24 Randomizers
24 Dividers

TOTAL ECLIPSE OF THE SUN: INTO THE FOREST

By Brett Satkowiak

The wood of Daltinost surrounds you as your party walks the road. The call had come in at first watch from a messenger, exhausted from his midnight ride. The forest has gone mad. The creatures who make their home among those ancient trees, even the trees themselves, are emerging from the woods, attacking the nearby towns and settlements with a brutality reserved for orcs and warmongers. What is worse are the reports that the elf Queen Elethay's own people were behind it, spurring these creatures on. Without any provocation at all, the elves have declared war on everyone bordering their domain.

"The Queen is not a monster, Champion," Felin assures you. "There is an explanation for all of this, I am certain of it."

"I certainly hope so," Ehrlingal says. "I like the idea of fighting the elves even less than I enjoy the confines of these trees."

The trees grow a bit sparser as your party enters a clearing. Sunlight falls muted upon the forest floor surrounding an oak old enough to have spawned the

forest itself, now little more than an enormous stump. A growling rises up behind you. Your eyes follow Felin, recognizable in her jaguar form, as she stalks forward to sniff a dark opening in the front of the stump. Her tail whips about as the fur rises down her spine.

"Show yourself!" you command, unafraid of what may come from the lightless hole. A rustling echoes in the trunk as other members of the party spread out to surround the newcomer. A moment later, a pale hand, open in surrender, breaks the darkness, leading to a female elf, garbed in the greens of the forest, a full quiver of arrows across her back.

"Do not shoot," she returns. A glance around at the party seems to awaken her senses a bit more. "You are outsiders? But why have you travelled so deep into the forest?"

"We seek an audience with Queen Elethay."

The elf's jaw tenses before she responds. "You'll find no friend in Her Radiance at this time. I'm afraid the Queen has gone mad."

"What do you mean?" you ask.

"It's the Sun, the jewel she wears; it is a relic of these lands. My name is Sephilest, and I came from the south with a message from my people. Upon my arrival though, I find that something has changed, throwing the entire wood into chaos and driving the peaceful to terrible violence."

"How do you know the danger doesn't lie with the Queen herself?" Gendarme growls, his skepticism evident through his thick beard.

Sephilest frowns and sighs at the dwarf's accusation. "This is not my first interaction with the Queen. Those who dwell in darkness may not be able to tell the difference, but it is quite evident to an elf's keen vision."

Anticipating a reaction, you reach out a hand to stay the dwarven wizard just before a rustling to one side catches everyone's attention. New growls betray the beasts that will soon emerge from the brush, unlikely to be concerned with these petty racial distinctions. Ready yourself, Champion, your mission must not end here.



INTO THE FOREST ADVENTURE CARD LIST

HEROES



Sephilest



Ehrlingal

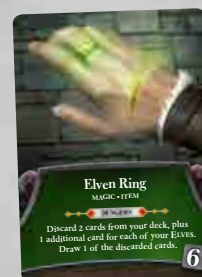


Gendarme

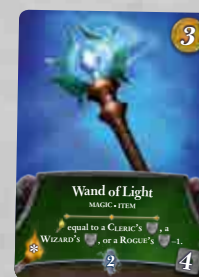


Felin

ITEMS

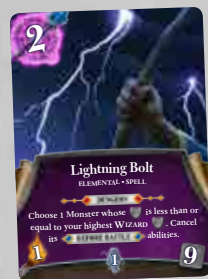


Elven Ring



Wand of Light

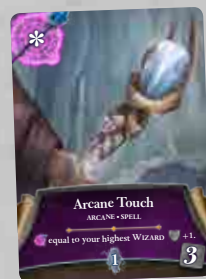
SPELLS



Lightning Bolt



Nature's Fury

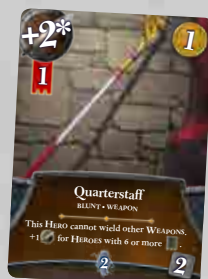


Arcane Touch

WEAPONS



Punching Dagger

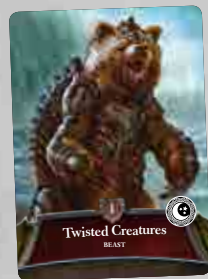


Quarterstaff



Shortbow
(Found in the Mirror
in the Dark Quest)

MONSTERS



Twisted Creatures



Foundational
Keepers



Corrupted
Centaurs

GUARDIAN



Guardian of the Sun

ROOM TILES

Fairy Meadow



Ominous Looking Road

Tree House



Hollow Tree

Elven Outpost



Elven Tower



The Wilderness



Fairy Meadow



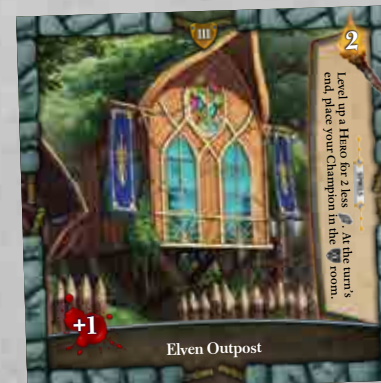
Ominous Looking Road



Tree House



Hollow Tree



Elven Outpost



Elven Ruins

TOTAL ECLIPSE OF THE SUN: HOSTILE TAKEOVER

By Brett Satkowiak

"There was another visitor to see the Queen when I arrived," Sephilest informs you, as you move through the forest. "He wore a dark hood and I never had opportunity to speak with him." Sephilest looks to the ground in frustration. "I regret to say that I never saw his face."

"And you think he's behind this?" you ask.

"I can think of no other explanation. I had been in the elven city the previous day before my audience with the Queen, and their hospitality was as always. I waited outside the throne room as the stranger met with her. I

was preparing myself as he walked past and out of sight. It was then that the Queen and her people turned, their eyes overtaken by the Sun's light. I was fortunate to make it out alive. I've been tracking the visitor through the wood ever since, but he has eluded me entirely."

"I see what you mean about the eyes," Brimstone mentions as he takes a step backward, raising his dagger defensively. You look to what has alarmed him as a dozen pairs of eyes emerge from the shadows, glowing gold in the faded light.

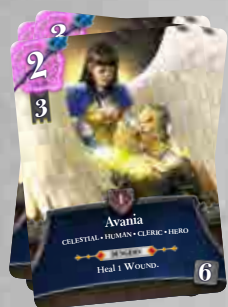
Sephilest draws her blades and turns to face the elven envoy that suddenly surrounds you, all with weapons of their own ready. "They listen only to Elethay," she warns. "If you have any hope of saving any of them, you'll need to destroy the Sun of the Forest. If that is your goal, then my blades are yours. But getting close enough to the Queen will not be easy."



HOSTILE TAKEOVER

ADVENTURE CARD LIST

HEROES



Avania



Ehrlingal



Felin



Brimstone

ITEMS



Strength Gauntlets



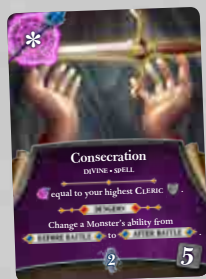
Headband of Intellect



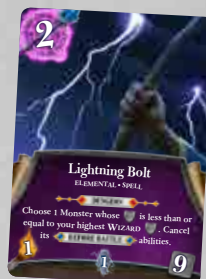
Gem of Healing
(Found in the Mirror in the Dark Quest)



SPELLS



Consecration



Lightning Bolt

WEAPONS



Longbow

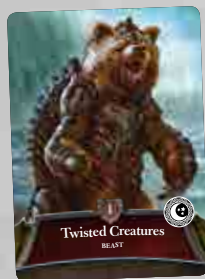


Longsword

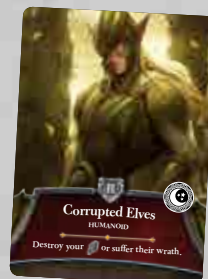


Punching Dagger

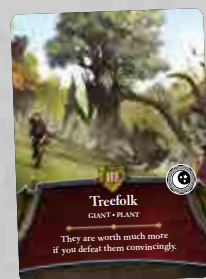
MONSTERS



Twisted Creatures

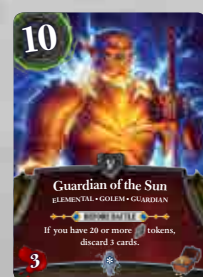


Corrupted Elves



Treefolk

GUARDIAN



Guardian of the Sun

ROOM TILES

Fairy Meadow



Ominous Looking Road

Tree House

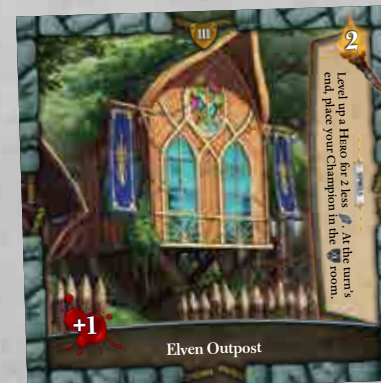


Hollow Tree

Elven Outpost



Elven Tower



TOTAL ECLIPSE OF THE SUN: A QUEEN'S BURDEN

By Brett Satkowiak

All is still within Elethay's throne room as she sits in silence. A golden light radiates from her eyes as they stare blankly ahead as if looking at something that no other person can see. The scene is interrupted by a rope arching up above her from behind the throne, which quickly falls around her chest and constricts, pressing her against the back of her seat. Startled, she turns back around to both sides, seeing the two dwarves, Gendarme and Brimstone each holding an end taut to keep her down.

You approach from the front to address her. "Your Highness, we've come seeking answers. Explain this violence!"

The Queen, still lost in her trance, speaks in a simple, monotone voice. "All must die. Only the worthy shall remain."

"I told you," Sephilest steps forward. "The necklace is controlling them all. It must be destroyed." She draws a dagger from her boot and lets it loose before you have a chance to react. The blade moves through the air toward the restrained Queen, straight toward the golden jewel around her neck. However, it never reaches its target. A flash of light blinds you all. The rope that held her back burns as you and the entire party are knocked backward off your feet.

Standing before you is an enormous warrior with skin that radiates the same glow that blurred the eyes of the Queen and her people. He wears a golden set of plate mail and stands before you brandishing a two-handed sword.

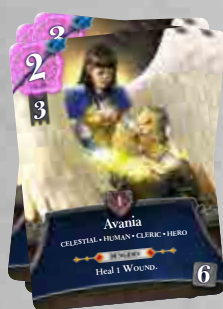
The Queen shakes her head, ridding her eyes of their haze and regaining her senses. "The Sun is not what we believed!" she cries out to you and your party. "You've awakened its guardian. Defeat it before my people suffer any longer!"



A QUEEN'S BURDEN

ADVENTURE CARD LIST

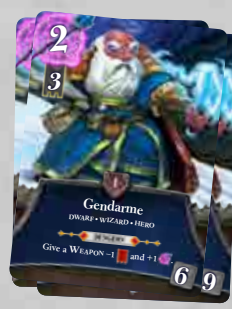
HEROES



Avania



Sephilest

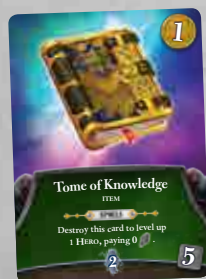


Gendarme

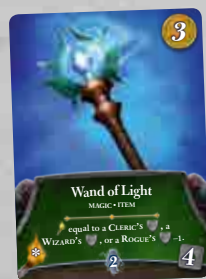


Brimstone

ITEMS



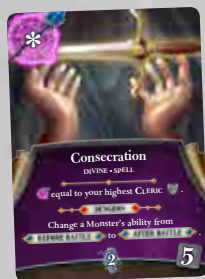
Tome of Knowledge
(Found in the Mirror in the Dark Quest)



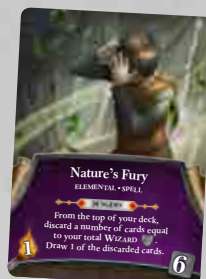
Wand of Light



SPELLS



Consecration



Nature's
Fury



Arcane
Touch

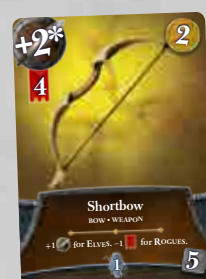
WEAPONS



Longsword

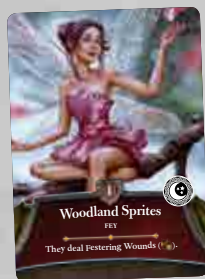


Quarterstaff

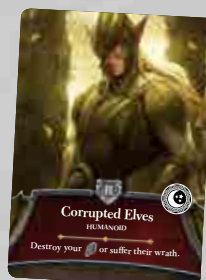


Shortbow
(Found in the Mirror
in the Dark Quest)

MONSTERS



Woodland
Sprites



Corrupted
Elves



Corrupted
Centaurs

GUARDIAN



Guardian of the Sun

ROOM TILES

Fairy Meadow



Ominous Looking Road

Tree House

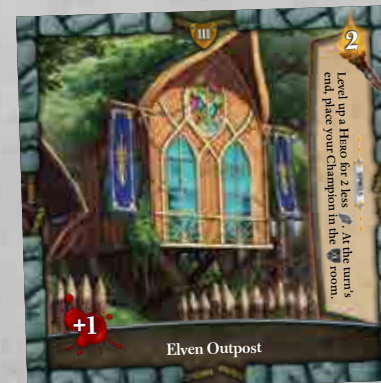


Hollow Tree

Elven Outpost



Elven Tower





CHAPTER 3

RISEN FROM THE MIRE





CHAPTER 3: RISEN FROM THE MIRE

QUEST CARD LIST



HEROES

14x Baharan
14x Darameric
14x Linsha
14x Markennan
14x Nimblefingers
14x Regalen

ITEMS

8x Crystal of Scrying
8x Holy Symbol
8x Potion of Stamina
8x Ring of Learning

SPELLS

8x Arcane Aura
8x Charm Monster
8x Enchant Weapons
8x Vampiric Touch

WEAPONS

8x Battle Axe
8x Boomerang
8x Crystal Dagger
8x Holy Mace



MONSTERS

10x ENSNARING VINES

2x Assassin Vine
2x Gaping Maw
2x Giant Venus Fly Trap
2x Phosfungus
2x Shambler

10x BOG ZOMBIES

2x Blight Zombie
2x Feral Zombie
2x Gnomish Zombie
2x Stalker Zombie
2x Swamp Zombie

GUARDIAN

Baalok, the Flesh Weaver
IV, V & VI

TREASURES

1x Elemental Elixir
2x Treasure Cache



MONSTERS

10x CHAOS LIZARDS

2x Acid Spitter
2x Fell Warrior
2x Lumbering Trog
2x Murk Shaman
2x Skinling

10x MOOR SKELETONS

2x Archer Skeleton
2x Dire Skeleton
2x Fossil Fiend
2x Skeletal Sentry
2x Wight

DUNGEON ROOMS

Alchemy Chamber I
The Servant's Tombs I
Bog II
Sunken Graveyard II
Blood Altar Room III
The Lich's Tomb III



MONSTERS

10x MARSH TROLLS

2x Basher the Troll
2x Biter the Troll
2x Peat Troll
2x Swamplizard Troll
2x Water Troll

10x SWAMP SPIRITS

2x Bog Hag
2x Slaugh
2x Spectre
2x Will o' the Wisp
2x Wraith

OTHER

24 Randomizers
24 Dividers

RISEN FROM THE MIRE: FORGOTTEN PURPOSE

By Brett Satkowiak

"I understand your confusion," Rennard said as he placed the Mirror on his table. "But you are more than this world knows."

Miricelle was visibly flustered. "You keep saying things like that ... like I'm not a part of this world."

"Oh no, you are very much a part of it." Rennard held his hands out for the book. Miricelle looked down at it once more before handing it to him. He opened it and placed it on the table facing her. "Or rather it is a part of you." He grabbed a water jar from behind him and poured it into the Mirror. "Just look into the water." She leaned forward as Rennard lifted a nearby candle. The light danced across the surface, but soon it became clear that it wasn't just a reflection. Each ripple caught the light and held it as the changing surface moved to capture another piece, collecting the fragments until the Mirror began to radiate a light all its own. Miricelle continued to stare into it, taken by the phenomenon. Soon enough the light transitioned to her own eyes, as they reflected its radiance.

"Elder, it's amazing," she gasped. "There is a whole other world there, but it's barren ... there's lightning everywhere. What am I looking at?"

"That is the Stormland ... the place that birthed you. It is the home of your people."

"My people ..." Miricelle's eyes opened more in wonder.

"Your eyes have been opened. The book will explain it all and unlock your mind to who you truly are."

Miricelle shifted her eyes from the Mirror to the book.

The light from her eyes burned the pages, revealing hidden text underneath. She began to pore over the writing, devouring every word.

After a short while, Miricelle interrupted the silence, slamming her fist upon the table and looking up from the book. "Elder, it's so tragic ... what they did to my people."

"Our people," Rennard replied. Miricelle seemed surprised. "Long ago, a sorcerer forged this Mirror to draw power from the Stormland. In his experiments, he also drew a number of Scions. Trapped here in this world, we found we could take control of beings here. So we did and waited for the day when the Scion Defender would be reborn to free us all from this prison. You are our Defender, Miricelle. And the time has finally come." He waved her over to himself as he stood over the Mirror, still glowing with its mystical light. "We will enter the Stormland together. From there, you can draw the energy from this world and fulfill your destiny."

"What will become of this world, then?"

"The energy that holds it together will become yours, undoing the accident that created it. It will cease to exist and we will be free to forge a new future for our people." Rennard placed his hand in the Mirror's water, and the light turned to shadow. The energy swirled up around his arm, forming a vortex that grew to surround them both. The next moment, they were gone.



You sit at the table, turning the cube over in your hand. The orders were to bring back the Mirror. After

Smorga's defeat, finding the chest wasn't difficult. You opened it to an outrush of air that had been trapped for centuries. The Mirror was on top, wrapped in a simple cloth, but underneath it ... That's where the obsidian box lay. It seemed a fine treasure to anyone's eyes, but you saw something different in it. As you stare at the surface of it now, you still hear the voice, whispering in your head ...

Release me ... the time has come ... release me ...

Bringing great frustration to your fellow Champions, your only goal since returning from Caergoth has been to destroy your share of the treasure, this cube, and release whatever is inside. Yet every attempt has failed.

"Champion!" the guard erupts into your chambers, destroying the silence. "Reports from Rig Mer-Kell! Our outpost has been lost!"

"What?!" you say as you pick your jaw up off the floor. "The marsh has been silent for decades. That road is hardly even used anymore. How is that possible?!"

"Sir, our men report that something has risen from the waters ... a temple by the looks of it. The tower was torn apart from beneath. But that's not all ..."

You all stare back in irritated anticipation. "Then what is it, man? Out with it!"

"Things are coming out of the temple. They say it's like the gates of the Underworld have been opened, Champion. The dead are walking once more."

You stuff the black cube back into your pouch. The release must wait; the time for battle has come once again.



FORGOTTEN PURPOSE ADVENTURE CARD LIST

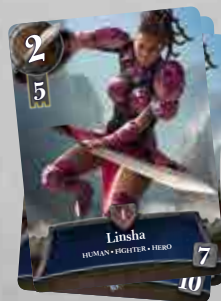
HEROES



Nimblefingers



Regalen

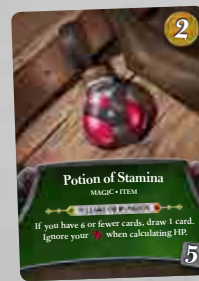


Linsha



Baharan

ITEMS

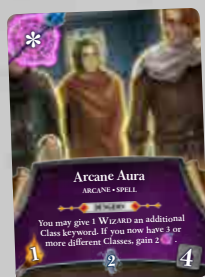


Potion of
Stamina

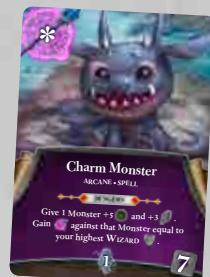


Ring of
Learning

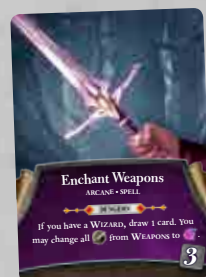
SPELLS



Arcane Aura



Charm Monster



Enchant Weapons

WEAPONS



Battle Axe



Boomerang



Crystal Dagger

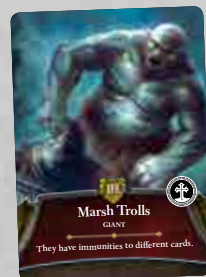
MONSTERS



Ensnaring Vines



Chaos Lizards



Marsh Trolls

GUARDIAN



Baalok, the Flesh Weaver

ROOM TILES

Alchemy Chamber

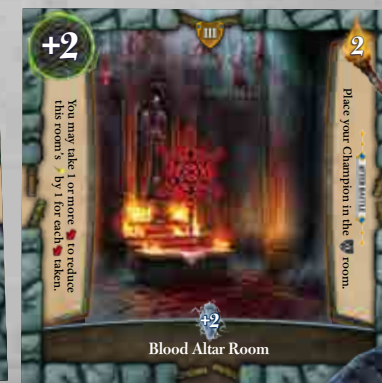
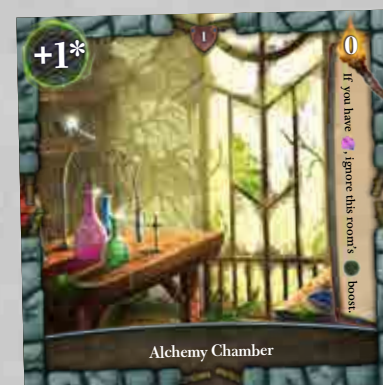
The Servant's Tombs

Bog

Sunken Graveyard

The Lich's Tomb

Blood Altar Room



RISEN FROM THE MIRE: THE SLEEPERS AWAKEN

By Brett Satkowiak

You would be amazed if it weren't so horrifying. The remains of the simple outpost lie in a pile of rubble amid the murky waters of the bog, completely upended by an enormous dark structure that has seemingly appeared from nowhere. Moss and muck drape every corner. Entire trees can be seen on the roof, some dangling along the walls from the swamp's vines. The section that destroyed the outpost collapsed a bit in the event, but everything looks otherwise intact, despite the fact that the building hasn't been exposed to the world for millennia.

"So this is it, eh," Markennan notices as he wrenches his mace free from the skull of one of the fallen lizardfolk that ambushed your way. "Do we have any ideas about where it came from?"

Regalen raises his staff toward the structure as he looked past it through eyes gone pale. "It looks like it's always been here," he explains as he scans over the structure. "It appears to be a temple, but it's been buried under the bog for ages, like it's been sleeping."

You look from Regalen back to the structure. "Then why did it wake up now?" Almost as an answer to your question, a cold wind bursts through the front gate, carrying a hollow moan that chills you straight to the bone.

"I'm afraid there's only one way to find that out." Darameric readies his staff in preparation. "But whatever is inside, you will find only the darkest of magicks behind it."

"There's movement in the entry, everyone," you call out, readying your weapon once more. "Look alive!" You hear Nimblefingers let out a bit of a chuckle at your choice of words as the first of several skeletal figures emerges from the shadowy entrance toward your party.



THE SLEEPERS AWAKEN ADVENTURE CARD LIST

HEROES



Darameric



Markennan

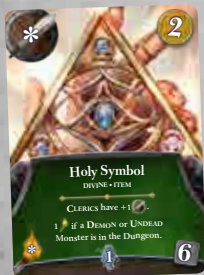


Nimblefingers



Regalen

ITEMS



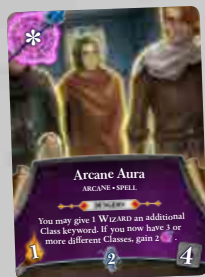
Holy Symbol



Potion of Stamina



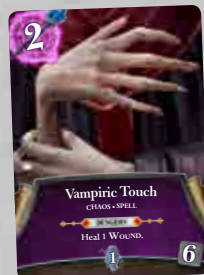
SPELLS



Arcane Aura



Charm Monster



Vampiric Touch

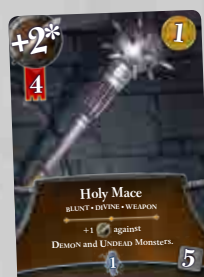
WEAPONS



Boomerang



Crystal Dagger

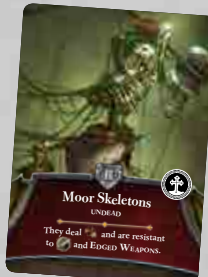


Holy Mace

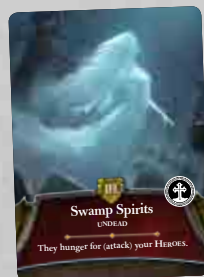
MONSTERS



Ensnaring Vines



Moor Skeletons



Swamp Spirits

GUARDIAN



Baalok, the Flesh Weaver

ROOM TILES

Alchemy Chamber

The Servant's Tombs

Bog

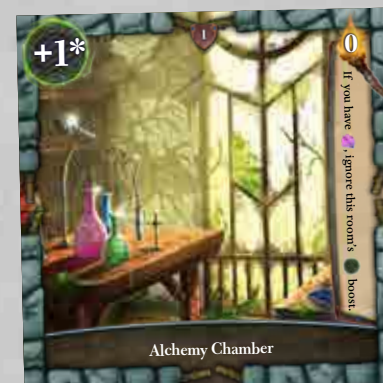
Sunken Graveyard

The Lich's Tomb

Blood Altar Room



The Wilderness



Alchemy Chamber



The Servant's Tombs



Bog



Sunken Graveyard



The Lich's Tomb



Blood Altar Room

RISEN FROM THE MIRE: A SCREAM FROM BEYOND

By Brett Satkowiak

The rotting wood is no match for Linsha's strike as the latch falls from the door. As much as the door showed the room's age and condition, the interior of it did not. Shelves with all manner of horrific contents and mixtures line the walls. A pair of large tables sit in the center of the room to either side of a black, iron cauldron. There is no telling what sins the necromancer who built this temple committed in this room, but the remnant of dark magic is heavy enough to have warded off most of the grime that covers the rest of the structure.

You and your party spread around the room, examining the shelves. You turn away from the wall just in time to see Regalen lift a vial to his eyes for a closer look,

accidentally bumping the one next to it, sending two others to the floor with a crash. Before he can mutter an apology, he screams out in pain, falling to the floor and clutching his foot. You rush to his side to see a hole dissolving in the top of his boot and down into the flesh of his foot. You look up to where the accident happened and see that another vial has tipped over, dripping its contents out onto the floor where Regalen was just standing. Whatever it is, it ate clear through his boot in an instant and was now steadily making its way down through the stone of the floor. Carefully you tip the glass bottle back up as the black box lying in your pouch suddenly leaps into your mind once more. You instinctively reach your hand down to feel the outline of

the cube through the material and wonder ... could this substance do the impossible? Could it destroy it and release whatever is within?

Before you can test the theory, a gut wrenching scream erupts from the doorway behind you. Clutching your ears, you turn to see what haunted your nightmares since you heard of the trouble at Rig Mer-Kell. An imposing figure in life, the necromancer is simply terrifying in this new life, radiating the dark magic of the temple. "Even after ten thousand years," the lich hisses. "I can practically smell my Mirror on you. I'll give you one chance to return it to me before you join the ranks of my creations and I order you to do so."



A SCREAM FROM BEYOND ADVENTURE CARD LIST

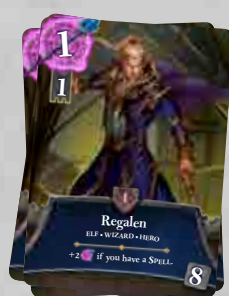
HEROES



Darameric



Nimblefingers



Regalen



Linsha

ITEMS



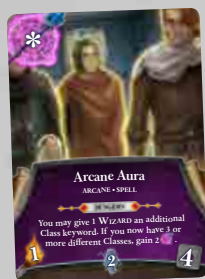
Crystal
of Scrying



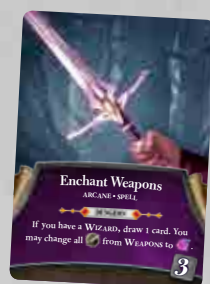
Holy
Symbol



SPELLS



Arcane Aura



Enchant Weapons



Vampiric Touch

WEAPONS



Battle Axe



Crystal Dagger



Holy Mace

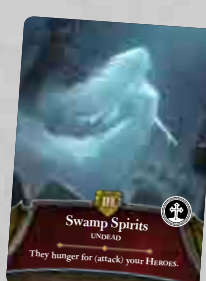
MONSTERS



Bog Zombies



Moor Skeletons



Swamp Spirits

GUARDIAN



Baalok, the Flesh Weaver

ROOM TILES

Alchemy Chamber

The Servant's Tombs

Bog

Sunken Graveyard

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Blood Altar Room



The Wilderness



Alchemy Chamber



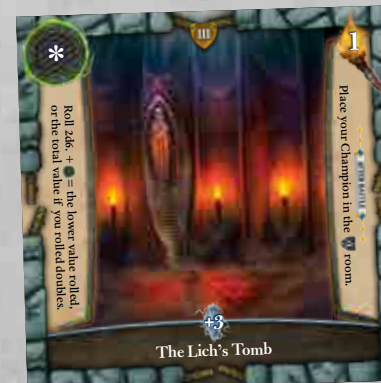
The Servant's Tombs



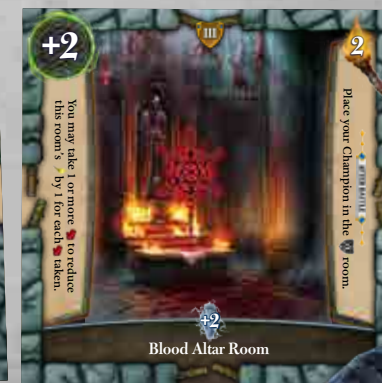
Bog



Sunken Graveyard



The Lich's Tomb

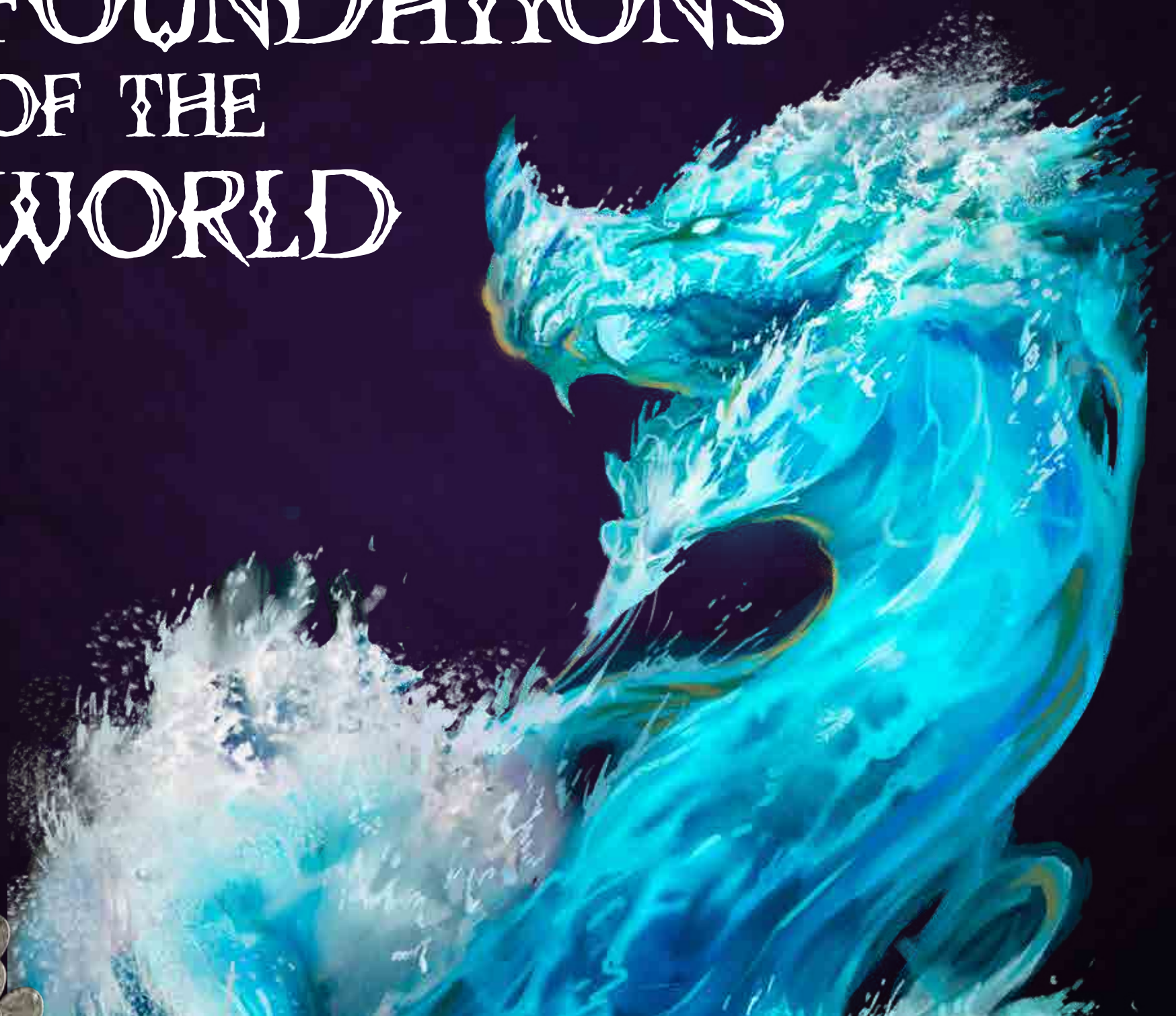


Blood Altar Room



CHAPTER 4

AT THE FOUNDATIONS OF THE WORLD





CHAPTER 4: AT THE FOUNDATIONS OF THE WORLD

QUEST CARD LIST



HEROES

14x Darkrend
14x Grimwolf
14x Honormain
14x Jadress
14x Moonblades
14x Stormskull

ITEMS

8x Damilu Huskie
8x Daramere's Cloak
8x Potion of Light
8x Ring of Proficiency

SPELLS

8x Death Pact
8x Mirror Image
8x Tempest
8x True Seeing

WEAPONS

8x Broadsword
8x Crossbow
8x Flail
8x Two-Handed Sword



MONSTERS

10x AIR SERVITORS

2x Accounter of Truth
2x Air Elemental
2x Choker
2x Eagle Eyes
2x Invisible Stalker

10x WATER SERVITORS

2x Gelatinous Cube
2x Marid
2x Watcher from the Deep
2x Water Elemental
2x Water Weird

GUARDIAN

Miricelle, Scion Defender
IV, V & VI

TREASURES

1x Elmoran
2x Treasure Cache



MONSTERS

10x EARTH SERVITORS

2x Earth Priest
2x Gargoyle
2x Stone Dracolisk
2x Stone Gorgon
2x Stone Walker

10x FIRE SERVITORS

2x Elemental Drake
2x Fire Efreet
2x Fire Giant
2x Fire Priest
2x Fire Salamander

DUNGEON ROOMS

Air Temple I
Water Temple I
Earth Temple II
Fire Temple II
Abyssal Temple III
Celestial Temple III



MONSTERS

10x DIVINE FOUNDERS

2x Blinding Avenger
2x Iridescent Angel
2x Light Priest
2x Light Wrath
2x Unrelenting Bright

10x ABYSSAL FOUNDERS

2x Daughter of Pain
2x Demonic Vulture
2x Lord of Greed
2x Pit Grudge Hound
2x Prince of Agony

OTHER

24 Randomizers and
24 Dividers

AT THE FOUNDATIONS OF THE WORLD: DESTINY INTERRUPTED

By Brett Satkowiak

The black surface of the cube gleams in the firelight, resting on the table as you reach for the bottle you brought back from Baalok's temple. Removing the stopper, you tip the neck down, careful not to release more than desired. The drop hits the hard surface and begins to hiss, fighting to penetrate the material. The sound grows in intensity as the first cracks appear. You and your fellow Champions take a step back as the material fights for its life, rattling on the table. Another crack appears as the quaking intensifies. Suddenly the room is engulfed in light as the item ruptures entirely.

When you feel safe to open your eyes again, the room is a bit more occupied. Standing before you is a man unlike anything you've ever seen. He is tall, well over six feet with greenish skin and yellow eyes. His features initially strike you as elvish, then orcish, then human, before you surrender all hope of categorization.

"I must say, Champions," he begins in the common tongue, but with an unknown accent. "You've done quite well so far. Baalok's escape from the mire could have doomed us, especially if he retrieved the Mirror. But the trip to Rig Mer-Kell turned out to be a blessing in disguise. Perhaps the world is on our side a bit after all."

"Wh-- who are you?" one of your fellow Champions blurts out.

"This will be hard to accept, sirs, but that cube has kept me safe for nearly 10,000 years. My name is Elmoran, and I'm afraid I've long been the last of my kind. You have all become part of a story that dates back to the

beginning of our world, and it is now time to ensure that world's story goes on. Where is Miricelle?"

You and the others look at each other in surprise. "How do you know --?"

"Later, Champion. Where is she?"

You shake your head slightly to focus it back on the question. "Um, we don't know actually. She disappeared, along with the Keep's elder, Rennard."

Elmoran's jaw tenses as he inhales sharply. "Then there is no time to waste. Gather your best men, Champions. If any of us are to survive this day, we'll need everything you can muster."



Miricelle opens her eyes to a landscape that is both foreign and familiar. She and Rennard are surrounded by hills in the distance, rife with lightning storms, thunder echoing across the plain.

"Welcome home," Rennard says.

"It's terrible," she whispers, as she marvels at the barren landscape.

"Indeed. But soon you will have the power to reshape it into a home that will rival that of the gods. And they won't take it away from us again."

"What now?"

"This land birthed that prison that you were born into. The hills here are home to six temples, built by servitors from each of the six elemental powers that now

hold that world up. Through those temples, you will draw what power remains from the world of the Keep, dissolving everything within it for our people. But first, you must shed that world's trappings once and for all. Receive what power we have left as your own."

As he spoke, shadowy figures materialized around them, inspecting Miricelle with silent curiosity and wonder. Rennard convulsed momentarily as his Scion form emerged, causing the human body to collapse in the dirt. His form stood before Miricelle, and raised a hand to her chest, causing a wave of red shadow to wash over her and transform her into the Scion Defender, a powerful being that bridged the gap between them and the world that shared her genesis. Once the process was complete, she opened her eyes and set them in the direction of the first temple, determined to fulfill her destiny.



The vortex closes behind you with a gentle pop as you examine the surroundings. Immense storms rage through the hills that circle around you in all directions. There is no sun or moon, but a pale light covers the land.

Honormain is the first to see the body and runs to inspect it. "It's Rennard," she confirms. "He's dead."

"If he was able to lead Miricelle here, I imagine he was gone long ago," Elmoran says. "This is the Stormland, my fellows. Here Miricelle will try to undo the very foundations of our world. We must find her and stop her at any cost, or this will be our new home."



DESTINY INTERRUPTED ADVENTURE CARD LIST

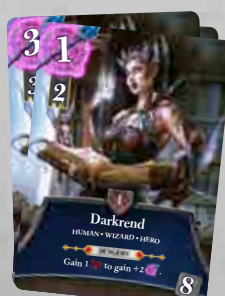
HEROES



Grimwolf



Jadress



Darkrend



Honormain

ITEMS



Daramere's
Cloak



Ring of
Proficiency

SPELLS



Death Pact



Mirror Image

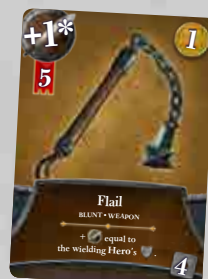


Tempest

WEAPONS



Crossbow

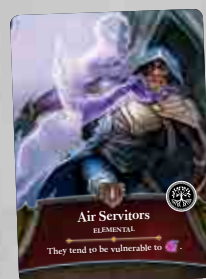


Flail



Two-Handed Sword

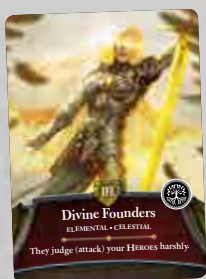
MONSTERS



Air Servitors



Fire Servitors



Divine Founders

GUARDIAN



Miricelle, Scion Defender

ROOM TILES

Air Temple

Fire Temple

Abyssal Temple

Water Temple

Earth Temple

Celestial Temple



The Wilderness



Air Temple



Water Temple



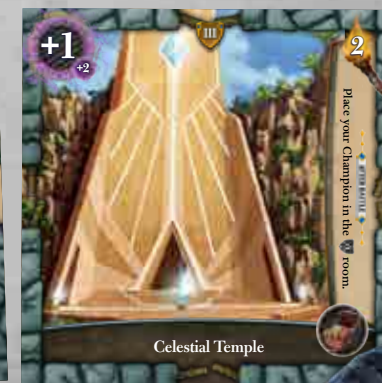
Fire Temple



Earth Temple



Abyssal Temple



Celestial Temple

AT THE FOUNDATIONS OF THE WORLD: ONE STEP BEHIND

By Brett Satkowiak

Grimwolf's blade comes down hard upon the fallen stone dragon, piercing the rock of its chest. The creature lets out a screeching gasp before falling silent. "This is getting old," Stormskull groans. "She seems to be one step ahead of us all the way."

"Indeed," Elmoran sighs. "The temples are falling one by one to Miricelle's influence. Soon she will be powerful enough to finish the Scions' task. Perhaps I have failed this time."

"What do you mean, 'this time?'" you ask.

"I have faced the Scion Defender before, although he was a young orc male on that particular occasion. My mentor defeated the Defender before me. Of all the races, we excelled at unlocking the world's secrets. We were the first to discover the Stormland, the first to learn of the Scions, and the first to know where our world originated."

The Scions' power in our world comes like the seasons, you see. It takes approximately 10,000 years for it to converge once more and birth their Defender. And each time, my people have been there to stop its return to the Stormland and the destruction of our world.

"However, wars were raging when it happened the last time and fear toward my people and our knowledge gripped the races of our world. We were hunted to extinction. I tried to find others who would listen, others who would carry on the burden of preventing this, but I failed. So I created the cube to protect me until we would be needed again and buried it with the Mirror, hoping that when someone came for the Mirror, they'd find a way to free me as well. And you all performed wondrously leaving hope that we can force the Defender into dormancy for another 10,000 years."

"Why dormancy?" you ask. Elmoran looks confused. "If this thing keeps threatening our world like this, why don't you put an end to it? Why allow it the chance to come back at all?"

"Defeating the Defender disperses the gathered energy, resetting the clock and starting the process over again. Frankly, we haven't put a stop to it ... because we don't know how."

You turn to gaze out the temple window into the Stormland and the lightning in the distance. "Well maybe this time we'll figure that out." You turn back to the party once more. "But that can't happen if we don't find Miricelle. Let's get a move on."



ONE STEP BEHIND ADVENTURE CARD LIST

HEROES



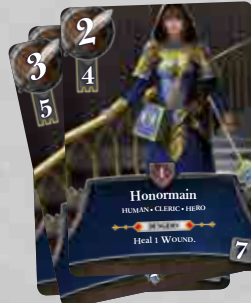
Grimwolf



Stormskull



Moonblades



Honormain

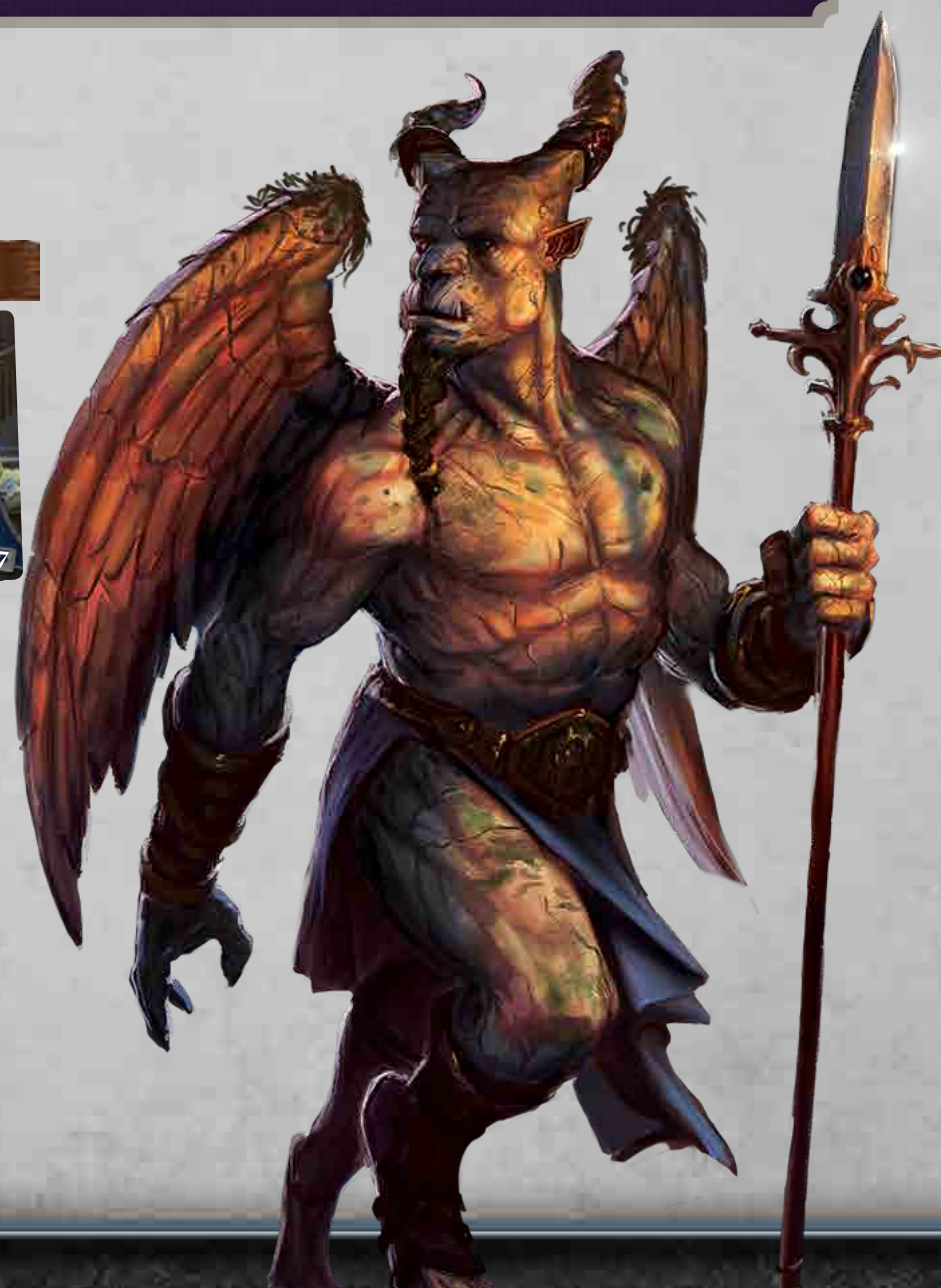
ITEMS



Damilu Huskie



Ring of Proficiency



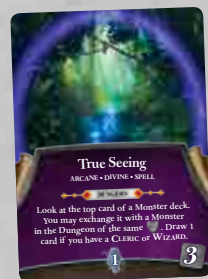
SPELLS



Death Pact

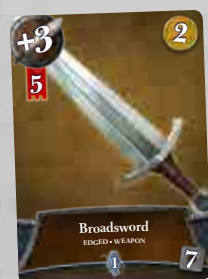


Mirror Image

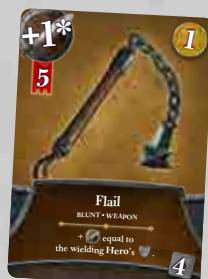


True Seeing

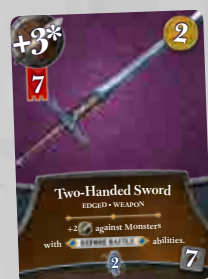
WEAPONS



Broadsword



Flail



Two-Handed Sword

MONSTERS



Water Servitors



Earth Servitors



Abyssal Founders

GUARDIAN



Miricelle, Scion Defender

ROOM TILES

Air Temple

Fire Temple

Abyssal Temple

Water Temple

Earth Temple

Celestial Temple



The Wilderness



Air Temple



Water Temple



Fire Temple



Earth Temple



Abyssal Temple



Celestial Temple

AT THE FOUNDATIONS OF THE WORLD: THE DEFENDER ASCENDS

By Brett Satkowiak

"This is the final temple," you think to yourself as you run, splashing through the water that fills the halls here. "She's here. She has to be!" Without flinching, you charge ahead through the closed gate at the end, the doors swinging open with a spray of water to reveal a large chamber.

The rest of the party fills in behind you as you gaze upon what Miricelle has become. Her skin has changed to a violet hue, stained with red, like the dark shadows that swirl around the Stormland. Large dark horns protrude from her forehead. She would be unrecognizable except for her eyes. You wonder why you never truly noticed them before, how the colors in them shift constantly, revealing her bizarre nature and

origin. Perhaps the world hid it from you and everyone else, protecting the being at the center of its formation, but there is no mistaking them now. She hovers in the air in the center of the room, surrounded by power. The book she carried with her, the book the others had risked their lives to recover for her, is suspended by her side, siphoning energy from the air like a condensing mist, which Miricelle then absorbs into herself.

"You've done well to make it this far, Champion," she says, her voice echoing in the space. "I'd hoped the forces I command would have prevented you from making it here altogether, but they slowed you down enough."

"We won't let you do this, Miricelle!" you shout. "Think of all the lives you're destroying."

"That world and everyone in it is an accident!" Miricelle's voice grows with an unexpected rage. "But I will undo that accident and use its energy to give my people their due."

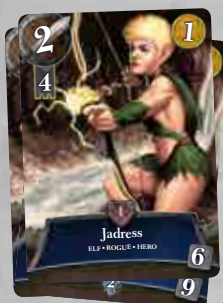
"There is no reasoning with her, Champion," Elmoran says. "It's her world or ours. It's time to end this."

You know he's right. The fate of the world lies with you now. Can you defeat Miricelle in time?



THE DEFENDER ASCENDS ADVENTURE CARD LIST

HEROES



Jadress



Stormskull



Moonblades

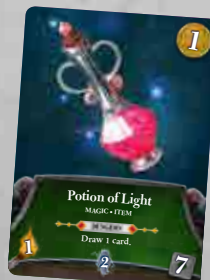


Honormain

ITEMS



Damilu Huskie



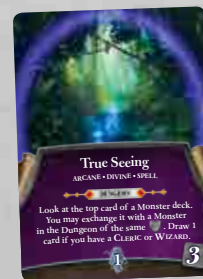
Potion of Light



Death Pact



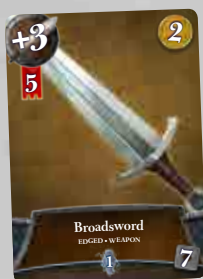
Tempest



True Seeing

SPELLS

WEAPONS



Broadsword



Flail

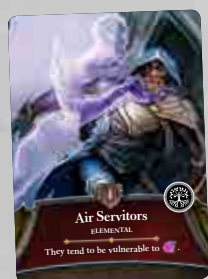


Two-Handed
Sword

MONSTERS

In this setup, we actually use six Monster groups, divided into six decks. Put one Guardian Key in each Monster deck, and place each deck next to its respective elemental room. When a Dungeon Room needs to be filled with a Monster,

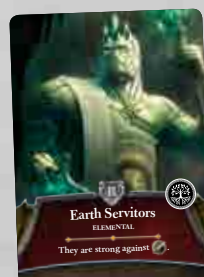
fill the room with a Monster from the corresponding elemental Monster deck (e.g. Fire Servitors refill the Fire Temple, Divine Founders refill the Celestial Temple, etc.).



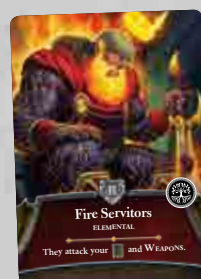
Air
Servitors



Water
Servitors



Earth
Servitors

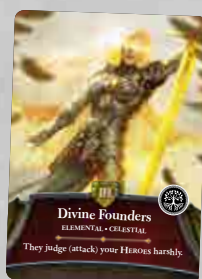


Fire
Servitors

MONSTERS CONT'D



Abyssal
Founders



Divine
Founders



Miricelle, Scion Defender

ROOM TILES

Air Temple

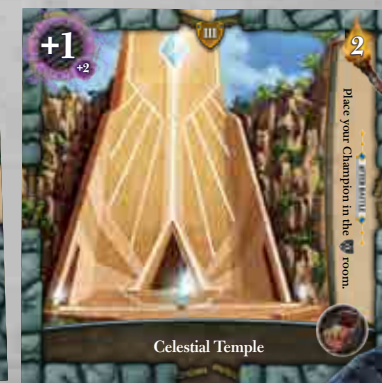
Fire Temple

Abyssal Temple

Water Temple

Earth Temple

Celestial Temple



© EPILOGUE

RIPPLES IN TIME





EPILOGUE: RIPPLES IN TIME

QUEST CARD LIST



HEROES

14x Aird
14x Arcanian
14x Dunardic
14x Regian
14x Terakian
14x Veris

ITEMS

8x Amulet of Power
8x Lightstone Gem
8x Nature's Amulet
8x Ring of Spell Storing

SPELLS

8x Creeping Death
8x Frostbolt
8x Mind Control
8x Summon Storm

WEAPONS

8x Cursed Mace
8x King's Sword
8x Longspear
8x Magi Staff



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

GUARDIAN

Death Sentinel
IV, V & VI

TREASURES

1x Axe of the Giants
1x Lightbringer



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

DUNGEON ROOMS

Gate Cavern I
Dangerous Passageway II
Fire Chasm III



MONSTERS

10x ANCIENT WYRMS

2x Ebon Fume
2x Mythlurian
2x Skaladak
2x Smokeplume
2x Uyril Unending

10x ANCIENT PROTECTORS

2x Bronze Golem
2x Clay Golem
2x Colossus
2x Iron Golem
2x Stone Golem

OTHER

24 Randomizers and
24 Dividers

EPILOGUE: RIPPLES IN TIME

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.

But 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 as it skips across the water on the floor to rest a few yards in front of where you still work to catch 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, trudging 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."



RIPPLES IN TIME

ADVENTURE CARD LIST - PART I

HEROES



Aird



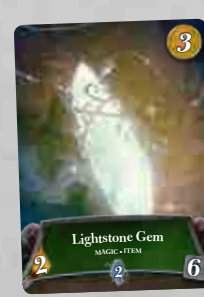
Arcanian



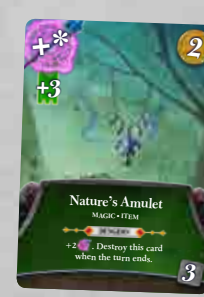
Dunardic



Regian

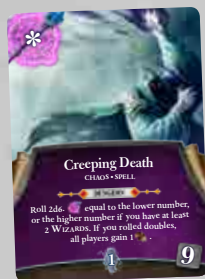


Lightstone
Gem



Nature's
Amulet

SPELLS



Creeping Death



Frost Bolt



Mind Control

WEAPONS



Cursed Mace



Longspear

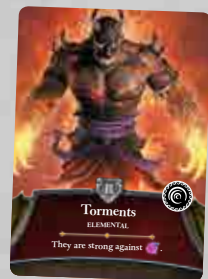


Magi Staff

MONSTERS



Doomknights



Torments



Ancient Wyrms

GUARDIAN



Death Sentinel

IV

ROOM TILES

Gate Cavern

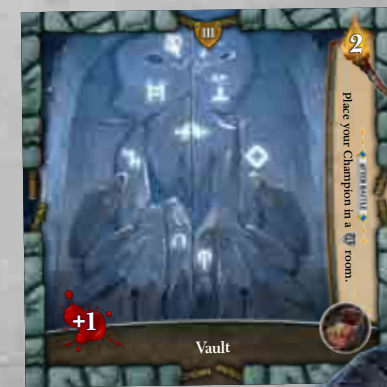
Mine

Crypt

Dangerous Passageway

Fire Chasm

Vault





RIPPLES IN TIME

ADVENTURE CARD LIST - PART II

HEROES



Aird



Veris



Dunardic



Terakian



Amulet of Power



Ring of Spell Storing

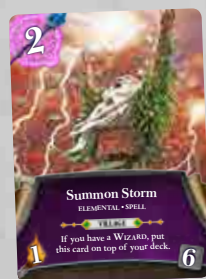
SPELLS



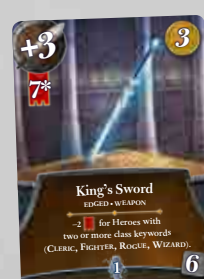
Creeping Death



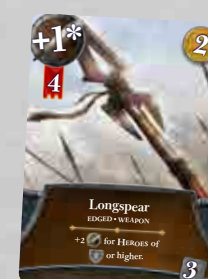
Mind Control



Summon Storm



King's Sword



Longspear



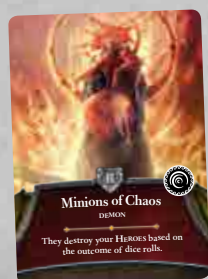
Magi Staff

WEAPONS

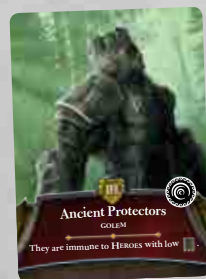
MONSTERS



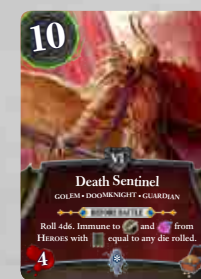
Gnoll Raiders



Minions of Chaos



Ancient Protectors



Death Sentinel

GUARDIAN

ROOM TILES

Gate Cavern



Mine

Crypt

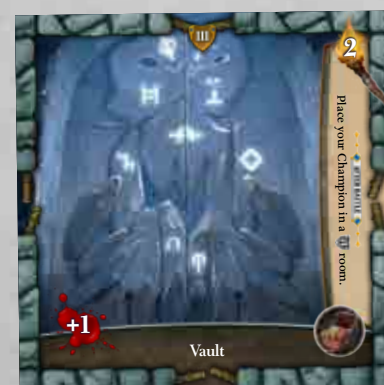


Dangerous Passageway

Fire Chasm



Vault



WHICH GUARDIANS HAVE YOU DEFEATED?

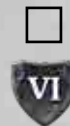
SMORGA
THE QUEEN



GUARDIAN
OF THE SUN



BAALOK
THE FLESH WEAVER



MIRICELLE
SCION DEFENDER



DEATH
SENTINEL



MOST NOTABLE MOMENTS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



THUNDERSTONETM QUEST

QUESTBOOK