

Mike Elliott

# THUNDERSTONE<sup>®</sup> QUEST

ENEMIES AMONG US

Set Design by Brett Satkowiak



RULEBOOK & QUESTBOOK

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**A game by Mike Elliott**  
**For 2–4 players, ages 14 and up**

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**Warning: Choking hazard!**

Small parts. Not for use by children under 3 years of age.

# CREDITS

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

**ENEMIES AMONG US DESIGN:**  
 Brett Satkowiak

**DIRECTOR OF PROJECTS:** Nicolas Bongiu

**PRODUCTION:** Dave Lepore

**PROJECT LEAD:** Brett Satkowiak

**DEVELOPMENT:** John Goodenough

**ART DIRECTION:** Brett Satkowiak

**GRAPHIC DESIGN:** Brendon Goodyear, Matt Paquette

**LAYOUT:** Brendon Goodyear

**STORY AND WORLD DEVELOPMENT:**  
 Brett Satkowiak

**RULES WRITING:** Brett Satkowiak

**EDITING:** Mark O'Connor

**PROOFING:** Nicolas Bongiu, Ryan Dancey, Rich Edwards, Neil Kimball, Luke Peterschmidt, Todd Rowland, Mark Wootton

**ARTISTS:** Eduardo Brohmbley, Raquel Cornejo, Martin de Diego, Guillaume Ducos, Irene Francisco, Andre Garcia, Michele Giorgi, Gong Studios, Hinkle/Silva Art, Victor Leza, Craig Maher, Mirco Paganessi, Radial Studio, Ramon Puasa, Jr., Kiki Moch Rizky, Andre Rogers, Christian Schob, Jessie Strickland-A'Bell, David Su, Ameilee Sullivan, Timothy Terrenal, Michael Witmann, Travis Wright

**PLAYTEST:** John Agre, William Allen, Steve Alston, Lee Anderton, Conner Ansley, Paul Ash, George Baker, Elizabeth Balding, Shaun Balding, Michael Barbarick, Steve Beeman, Brian Beesley, David Belk, Jamin Bingham, Matthew Blanthorn, Matias Codesal, Dave Conlan, Cody Cooper, Gabe Covert, Chris Crothers, Ivey Crutchfield, Mathieu D'Amours, Ryan Dancey, Daniel Dar, Filippo De Miccolis, Arthur Deen, John Delatorre, Joel Delight, Vincent Deloso, Jonas Devos, Newton Duarte, Brian Edsell, Mike Elliott, Michael Feller, Aaron Forderer, Robert Forkner, Nathaniel Gagnon, Andrew Gates, Chris Gile, Thomas Goss,

Reon Gracie, Keith Gruver, Brad Hales, Chris Haller, James Hampton, Aaron Harrier, Dana Harrison, Dennis Harrison, Philip Hartten, Ossian Hawkes, Jeffery Hayes, Mark Hengst, Tom Horn, Patrick Huijbregts, Phillip Humphrey, William Hutton, Josiah Ibbotson, Micah Imperato, Alex Jackson, Frank Jackson, Heather Jackson, Krzysztof Jaworski, Ryan Jensen, Igor Jeremic, Daniel Jones, Dirk Joris, Jeremy Kacprzak, Scott Kahler, Meng Kim, Mirko Klußmann, Richard Konczyk, Aleksandra Kuhl-Koper, François Lake, Russell Lambert, Florian Lebon, Michiel Leenknicht, Denis Leger, Mario Listiawan, Joseph Maiz, Luke Masouras, Justin McCoy, Samson McGuire, Henry McNeil, Christopher Meeusen, Josh Mitchell, Scott Mohnkern, Michael Mortinson, Jeremy Muehlbacher, Corbin Murrow, Mark Nesbitt, Sean Noronha, Kyle Nunn, Kaz Nyborg-Anderson, Yong Siong Oon, Vladimir Orellana, Rex Ounekeo, Roy Patchin, Raymond Paxton, John Payton Jr., Will Pell, Tilmann Petersen, Jordan Philippi, Miguel Piette, Michael Pogue, Daz Pon, Leo Potvin, Lori Potvin, Eero Räsänen, James Richards, Nick Roczko, Eduardo Roman, Todd Rowland, Jamie Rowley, John Sanderson, Art Schmidt, Austin Schramer, Bart Scott, Chris Settlemaier, Bradley Shearer, Scott Shelton, Brandon Shishido, Andrew Sieminski, Joshua Smith, Christopher Smith, Lucas Spears, Michael Spencer, Mark Steelman, Torsten Stelling, Willy Subach, Jonathan Swadley, Cory Swafford, Georg Szwillus, Richard Tatge, Thorin Tatge, Cassandra Teaq, Stephen Thompson, Ryan Tibbitts, Dan Toone, Manolis Trahiotis, Benjamin Van Gieson, Bjorn Vije, John Ward, Davin Waters, Michael Westmoreland, Brian White, Mikael Wicktor, Justin Williams, Josh Wilson, Tomas Winand, Terry Winslow, Josh Wood, Mark Wootton, Erik-Jason Yapple, Greg Young, Walter Zimmerman, John Zinser, Cedric Zobrist

# INTRODUCTION

*Enemies Among Us* is an expansion product for *Thunderstone Quest*. It contains 2 new quests for the game. There are no new rules for play with these Quests, but *Enemies Among Us* does include a new card type: Corruptions (see page 4). It also utilizes the Ally card (see page 5) and **IV** (Level 4) Heroes (see page 6), which were introduced in previous releases.

This expansion also includes Prestige Class Boards and **VII** Guardian Boards, both introduced in the *Barricades Mode* expansion, released after the base game. For those who do not have *Barricades Mode*, rules regarding the Prestige Classes are repeated here. Those who are familiar with these components can skip the relevant sections. The **VII** Guardians can only be used with the *Barricades Mode* expansion, and the rules for them can be found in the *Barricades Mode* Rulebook.

It is also important to note that while almost all of the components are designed to be used both in cooperative and competitive modes of play, the *Barricades Mode* expansion is required for cooperative play.

## UNPACKING THE BOX

This box should include the following components. If it does not, please visit our website at <https://alderac.com/customer-service> for assistance. Please note that this is an expansion to *Thunderstone Quest* and is not a stand-alone game.

- 1 Quest 10 *Darkness Rising*; the full contents are featured in the Questbook (see pages 12-19)
- 1 Quest 11 *Miricelle's Return*; the full contents are featured in the Questbook (see pages 20-27)
- 1 Copy of each Monster, Hero, Ally, Item, Spell, and Weapon from *Darkness Rising* and *Miricelle's Return*, to be used in Epic Mode
- 323 Plastic Dividers  
Plastic dividers are more durable for card sorting and storage. 49 dividers are used for Quests 10 and 11, while the remaining dividers are plastic upgrades for all previously published *Thunderstone Quest* content
- 49 Paper Dividers  
Paper dividers are provided for Quests 10 and 11, in addition to the plastic dividers in case players have a preference
- 24 Guardian Guides  
Replacement guardian guides for Amtephetes VII, Thavroh Anvilbane, Hive Mind, and Ezuzrius are provided if players have those guardians from previously published releases
- 1 *Enemies Among Us* Rulebook/Questbook



NEW CARDS



GUARDIAN GUIDES



DIVIDERS



# CORRUPTIONS

Corruptions are a new card type in *Darkness Rising*. The anatomy of a Corruption is:

## 1. Gold Production Value

This is the amount of Gold the card produces.

## 2. Hero Attack Boost Value

This is the amount of Attack a Hero is boosted. Boosts always have a + symbol preceding their value and can only be used to boost a Hero's value.

## 3. Monster Health Reduction Value

This is the amount the Health, Armor, and/or Magic Resistance of a Monster you face in the Dungeon is reduced. Reductions always have a – symbol preceding their value and only apply to Monsters that already have the stat listed.

## 4. Skill Adjustment Value

This is the amount of Skill a Hero is boosted by or reduced by. As with all boosts, they must be applied to a Hero's value, unless you have no Heroes in your hand.

## 5. Textbox

This contains the card's Title (5a), Keywords (formatted in Small Caps) (5b), and game text (5c). Each Corruption game text includes a way to destroy the card, returning it to the bottom of the Corruption deck.

## 6. VP Penalty

This is the amount of VP the card is worth at the end of the game. Corruptions will cost you VP at the end of the game if you cannot get rid of them by the end of the game.



The Corruption deck is made up of 30 cards (15 unique). The deck gets shuffled face down at the beginning of the game and is made available to all players. When a card or effect tells you to gain a Corruption, draw the top card of this deck and add it to your discard pile.

Corruptions are Static cards, a keyword introduced in the *Barricades Mode* expansion. Once Static cards are revealed in your hand, they remain in play from turn to turn, not counting against your hand size. Each Corruption offers some advantage to you as a player, but some disadvantage in terms of VP and XP. Utilizing and stacking these Corruptions can make you a force to be reckoned with, but the more you have, the greater the penalties as well. You will need to find ways to mitigate those losses.

The primary way for dealing with Corruptions takes place during battles in the Dungeon. The Dungeon Phase is detailed in the *Thunderstone Quest* Rulebook, and a summary is posted below for easy reference.

When you battle a monster in the Dungeon, you follow these steps:

## 1. Battle the Monster

- Before Battle abilities.
- Armor/Magic Resistance reductions.
- Compare Attack to Health (determine outcome).
- Receive Wounds and resolve After Battle effects.

Normally, After Battle effects are only found on Monsters and inflict a negative effect, like destroying a card for example. However, these abilities can now be found on some Heroes and Village cards, which can be used at this stage in the battle to mitigate some of the negative effects of Corruptions.

## 2. Defeat the Monster

- Gain XP and rewards. This may be affected by your Corruptions in some way unless you are able to mitigate the effects during the previous step.
- Destroy and reveal a new Monster in the room.
- Spoils abilities.
- Check Guardian keys.

# ALLIES

Some cards do not fall under the traditional card types: Heroes, Items, Spells, Weapons, and Monsters. Allies are one of those cards. Allies can be purchased in The Marketplace, or discovered from Side Quests, to assist players with their adventures. The anatomy of an Ally is:

## 1. Gold Production Value

This is the amount of Gold the card produces.

## Attack Boost Value (not shown)

This is the amount of Attack a Hero is boosted. Boosts have a + symbol preceding their value and can only be used to boost a Hero's value. While most Allies boost another Hero's Attack, Allies with an Attack value that does not include a + symbol contribute Attack independently of Heroes.

## 2. Skill Boost Value

This is the amount of Skill a Hero is boosted by. As with all boosts, they boost a Hero's value and do not provide their own value. Some Allies have their own Skill value, instead of a Skill boost value. Allies with Skill may wield cards like a Hero does.

## 3. Light Value

This is the amount of Light the Ally produces.

## 4. Textbox

This contains the card's Title (4a), Keywords (formatted in Small Caps) (4b), and game text (4c).

## 5. VP Value

This is the amount of VP the card is worth at the end of the game.

## 6. Gold Cost Value

This is the amount of Gold the card costs.



## IV HEROES

IV Heroes are a special addition for *Thunderstone Quest*, giving you the opportunity to train your Heroes even further, making them even more powerful than ever before.

Even though IV Heroes are Legendary cards, they function in exactly the same way as other experienced Heroes. When you choose the cards you are going to play with during setup), place your IV Heroes at the bottom of their respective Hero stacks, below the 2 III Heroes. Only play with 1 copy of each IV Hero. While not in use, store the IV Heroes in the box with their respective Level 1-3 Heroes.

You can level your III Heroes into IV Heroes in exactly the same way as you level other Heroes. This will usually cost 5 XP (the current Hero's printed Level +2).

## VARIANT: EPIC MODE

Epic Mode is a favorite of the developers, and we have found an additional variant for Epic Mode that we quite enjoy. Feel free to use or not use this variant, as your players prefer.

When playing with only 1 copy of each Hero in Epic Mode (see the *Thunderstone Quest* Rulebook), The Guilds' Quarter provides an additional effect when visited. When you visit The Guilds' Quarter, you may put the top card of any Hero stack at the bottom of the stack, turning a new Hero face up to replace it. This variant can only be used with the Epic Mode "7a" style in the *Thunderstone Quest* Rulebook.

This variant allows players to cycle through Heroes that they may not like or Heroes that other players do like.

## VII GUARDIANS

The *Barricades Mode* expansion introduced VII Guardians, giving the players a cooperative challenge to overcome in order to save the Village and claim victory. *Darkness Rising* and *Miricelle's Return* introduce 2 new Guardians for the players to defeat.

6

Count Leander Mortas

HUMANOID • UNDEAD • GUARDIAN

VII

THREAT LEVEL 4

5

4

2

10

When revealed, deal 1 (directly) to each Village Location with 2 or fewer . Each player gains 1 CORRUPTION.

MASTER'S THRALL

You may discard 1 CORRUPTION. If you do not, add 2 .

SAP STRENGTH

Reduce the of 1 HERO to 0. If you do not, add 2 . If you have 3+ , add 1 instead.

SUMMON MINIONS

If you have a CORRUPTION, add 1 , or 2 if you also have a LYCANTHROPE or UNDEAD HERO.

DARK POWER

Gain 1 CORRUPTION.

Roll 1d6. If odd, + (Armor) equal to your CORRUPTIONS. If even, + (Magic Resistance) equal to your CORRUPTIONS. At the end of each turn, place all Champions here in the room.

1

2/3

4/5

6

Count Leander Mortas is the ruler of Ebonwood, a pocket dimension of perpetual twilight, who preys on the life force of others and invites them to do the same. He will offer powerful Corruptions to your deck, but then punish you if you can't find ways to get rid of them.

DIFFICULTY: ☹ ☹

10

Miricelle, World Destroyer

DEMON • HUMANOID • GUARDIAN

VII

THREAT LEVEL 4

5

6

4

2

10

When revealed, deal 1 (directly) to each Village Location with 2 or fewer .

PORTAL SHIFT

You may discard 1 HERO. If you do not, add 2 .

SCION SUMMONER

For each unique Hero class in your hand (counting each Hero only once), add 1 .

BLIND WRATH

You may discard 1 card at random from your hand. If you do not, add 1 .

+1 (Armor) for each of Miricelle's . At the end of each turn, place all Champions here in the room.

1/2

3/4

5/6

Once destined to be the Scion Defender, Miricelle has fought her way back from the spaces between worlds to break down the door for the Scions themselves to possess this world. She toys with your hand and uses your own Heroes against you.

DIFFICULTY: ☹ ☹ ☹ ☹

# PRESTIGE CLASS BOARDS

Rules for the following components were introduced in the *Barricades Mode* expansion. This section is duplicated from that expansion and is intended for those who do not have that content. If you are already familiar with *Prestige Class Boards*, you may skip this section.

The *Barricades Mode* expansion brought new ways to utilize your XP tokens by introducing *Prestige Classes*.

*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 mode games. Note, if you do not have the *Barricades Mode* expansion, you will only be able to use the competitive side.

*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 acquire, 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 acquire. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not acquired. You do not start with any Ranks in your *Prestige Class*, and Ranks must be acquired in order; they cannot be skipped. When a Rank is acquired, it will unlock new powers for your benefit (5). Sometimes, this may give you a new ability ready to use that turn, such as a **SPOILS** ability. Some abilities may have an italicized description word in them, such as *Riftwalk* (6). This descriptive word will be referenced at other Ranks, increasing its power (7).

## Riftwalker

BARRICADES MODE

**1** ↑: Defeat a **I**+ Monster as a member of a Party.

**2** ↑↑ or ↑↑↑: Defeat a **III**+ Monster as a member of a Party.

**3** 🏆: Once per turn, place your Champion in any **III** or lower Dungeon Room. This is not movement.

**DUNGEON**

*Riftwalk*: Place your Champion in the same room as another Champion in the Dungeon. This is not movement.

**4** When you gain this Rank, gain the **LEGENDARY ITEM** Boots of the Abyss.

**DUNGEON**

Draw 1 card if you *Riftwalked* this turn.

**5** When you gain this Rank, gain the **LEGENDARY WEAPON** Void Blade.

**6** 🏆: Also, once per turn, remove 1 🗡️.

**7** Gain 1 🏆 token when you *Riftwalk*.

**8** When you gain this Rank, gain the **LEGENDARY HERO** Riftwalker.

**SPOILS**

Remove 1 🗡️ or 1 🗡️.

**9** All **HEROES** in your Party gain +1 🏆 when you *Riftwalk*.

**RANK**

0 1 2 3 4 5 6 7 8 9

1 2 3 4 5 6 7

## PRESTIGE CLASSES IN OTHER MODES

Starting with the first player and proceeding in player turn order, each player may choose 1 *Prestige Class* with which to play (a new 11b setup step for the *Thunderstone Quest* Rulebook). Then players select their Guild Sponsorships and/or Side Quests. Keep in mind when picking your Side Quests that *Prestige Classes* also distribute *Legendary* cards. If your Side Quest competes with another player's *Prestige Class* for the same *Legendary* card, only one of you will be able to earn it. Because of this, we do not recommend playing with both *Prestige Classes* and Side Quests in the same game.

If playing with both components in your game, make sure to select the *Prestige Classes* first so players may see what other players have selected before selecting their own Side Quests.



# LEXICON AND FAQ





# LEXICON

## ALLY

Allies are a new card type (i.e., Item, Spell, Weapon, Hero, Monster) that can be discovered to assist players with their adventures.

## BEFORE & AFTER BATTLE

 abilities are a type of ability that triggers both Before and After Battle.

 abilities resolve twice per turn, once at each window. If this type of ability is affected by a card that turns a Before Battle ability into an After Battle ability, it effectively cancels the Before Battle part and only resolves once.

## BORROW

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

## CORRUPTION

Corruptions are a new Static card type (i.e., Item, Spell, Weapon, Hero, Monster) that can be gained by players during their adventures. They represent adjustments to players' hands which can be used to defeat Monsters in the Dungeon. However, they often involve some kind of XP/VP penalty.

## DESTROYED PILE

Whenever a card is destroyed, it is considered to be in a Destroyed Pile.

## DISCARD OR

Discard the card into the discard pile of the player to your left or right. They now own the card.



## FROM THE BOX

Some effects allow you to gain a card "from The Box." Take the specified card from the *Thunderstone Quest* game box. In essence, this is any card not already in the game. Destroyed cards are still in the game and thus cannot be gained.

## 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.

## SWARM

Swarm is a Monster keyword. *You can never predict the size of a swarm.* Swarm Monsters gain additional +1d6  as stated on their card. Roll this whenever the  value is needed. Once rolled for the turn, it is set for that turn.

## FAQ

### What happens to a ability if I turn Before Battle abilities into After Battle abilities?

Normally such abilities resolve twice, once in the Before Battle timing window and once in the After Battle timing window. However, since it is no longer a  ability, it no longer gains the special benefit of being able to resolve multiple times per turn. In effect, it becomes an After Battle ability that can resolve only once.

### If a card is discarded from my deck and then I immediately draw it, do I trigger effects as if it had been discarded?

Yes, because it was first discarded, then drawn.

### Can you buy Heroes?

No, they do not have a Gold Cost. They may only be leveled into.

### How do Items with Skill Requirements work?

Some Items, such as *Manacles*, have a Skill Requirement to wield, counting against the Hero's available Skill for wielding Weapons. Like Weapons, if Items with Skill Requirements are not wielded, you cannot use their text or values, though they still produce Gold.

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

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

### I have two (Starter) Lantern cards in the Village, head to the Dungeon, and then discard one of the Lanterns. Does the drawback from the second Lantern prevent me from moving out of The Wilderness? What if I drew the second Lantern only after I was already in the Dungeon?

You would need to also discard the second *Lantern* to be able to move out of The Wilderness, but any *Lantern* you drew after entering the Dungeon would not restrict you, as cards do not reference what you did earlier in the turn if they were not in play at that time.

### What does 3+ mean?

Anytime something is written as X+, it means "X or higher/more."

### If I need to discard cards but do not have enough cards in my deck, what do I do? What if I use a Dreamcatcher and my deck is empty?

Anytime you need to discard cards from your deck but your deck is empty, set aside any cards discarded to the effect thus far (as they wait for the effect to resolve), and then shuffle your discard pile to form a new deck and continue the discarding effect.

**When buying a Treasure from the Shop of Arcane Wonders, is that considered “buying” the card type (e.g., Hero, Item, etc.) that I randomly gain?**

Yes, it counts as buying a Hero, Item, etc. card.




**Does Lorturim Dragonblood keep the Weapons wielded by the Hero that is placed on top of the deck, even if Lorturim doesn’t have enough Skill to wield them?**

Yes. Normally a reduction in Skill could result in a Weapon being unwielded, but in this case, *Lorturim*’s ability text specifically states that he gains that Hero’s Weapons, so that trumps the normal rules.

**Do Static cards in play count as “mine”? What cards do I “have”?**

Whenever a card references “your” cards or cards that you “have,” it is referencing cards in your hand, whether they are revealed already, still hidden, or already in play. Borrowed cards are yours, and they are part of your hand, but only temporarily. Static cards are in play, but still part of your hand (though they do not count toward your maximum hand size).

**How does Barmin Ironclaw’s ability work in a room where the Monster is hidden (e.g., Shallow Graves)?**


*Barmin*’s Dungeon ability says to choose a Monster, which includes any “hidden” Monsters as well. However, the bonus to his  will be unknown until *Barmin* stops in that room to battle that Monster. When using the  *Barmin*, you would reveal the hidden Monster just before battling that turn, even if you’re not fighting the hidden Monster, in order to determine your  bonus.


**Do I have to destroy Corruptions if I satisfy the requirements to do so?**

No. The game text on Corruptions tells you what you need to do to get rid of them, but it is not required. Just keep in mind that the more Corruptions you have, the bigger price you may pay at the end of the game.



**Can I use Mist Form or a similar card and Lantern in the same turn?**

*Mist Form* and certain other cards allow you to place your Champion in a Dungeon Room as a Dungeon action. These cards usually specify (in Help Text) that this is not considered movement. Since the *Lantern* specifies that if you take a Dungeon Phase after your Village Phase you cannot move out of The Wilderness, *Mist Form* wouldn’t be under that restriction as it is not considered movement.

**Can I destroy the same  tokens for more than one copy of Morning Dawn?**

No. The token destruction is part of a single Dungeon ability on a single card. Once that ability has been resolved, having destroyed those tokens and increasing the  value of the card, you can choose to resolve another copy of the card with the same ability. But you’ll have to destroy additional tokens to do so.

**How do the Manacles work?**

When you use the  BEFORE & AFTER BATTLE  ability that moves the Monster back to the top of the Monster deck, the battle ends. The room will not be refilled until the end of the turn.





**How do  or  work in Solo Mode?**

Should you come across one of these abilities in Solo Mode, simply discard the necessary card(s) to your own discard pile.

**Do you “gain” Treasure Caches?**

Yes, they are gained, and then they are immediately destroyed.

**Are Donatien’s Pinnick’s Weapon effects global? Do they apply to all cards in play or just those equipped to Donatien?**

The traits on *Donatien* only apply to himself or cards connected to him (meaning that specific card). For example, the  and  bonuses on a  *Donatien* only apply to that card, not to another  *Donatien* that you might also have in your hand.


**Can I Riftwalk using the Riftwalker Prestige Class to a room I’m already in?**

Yes. *Riftwalk* involves placing your Champion somewhere. Where your Champion began only matters in terms of limits applied to the locations themselves.

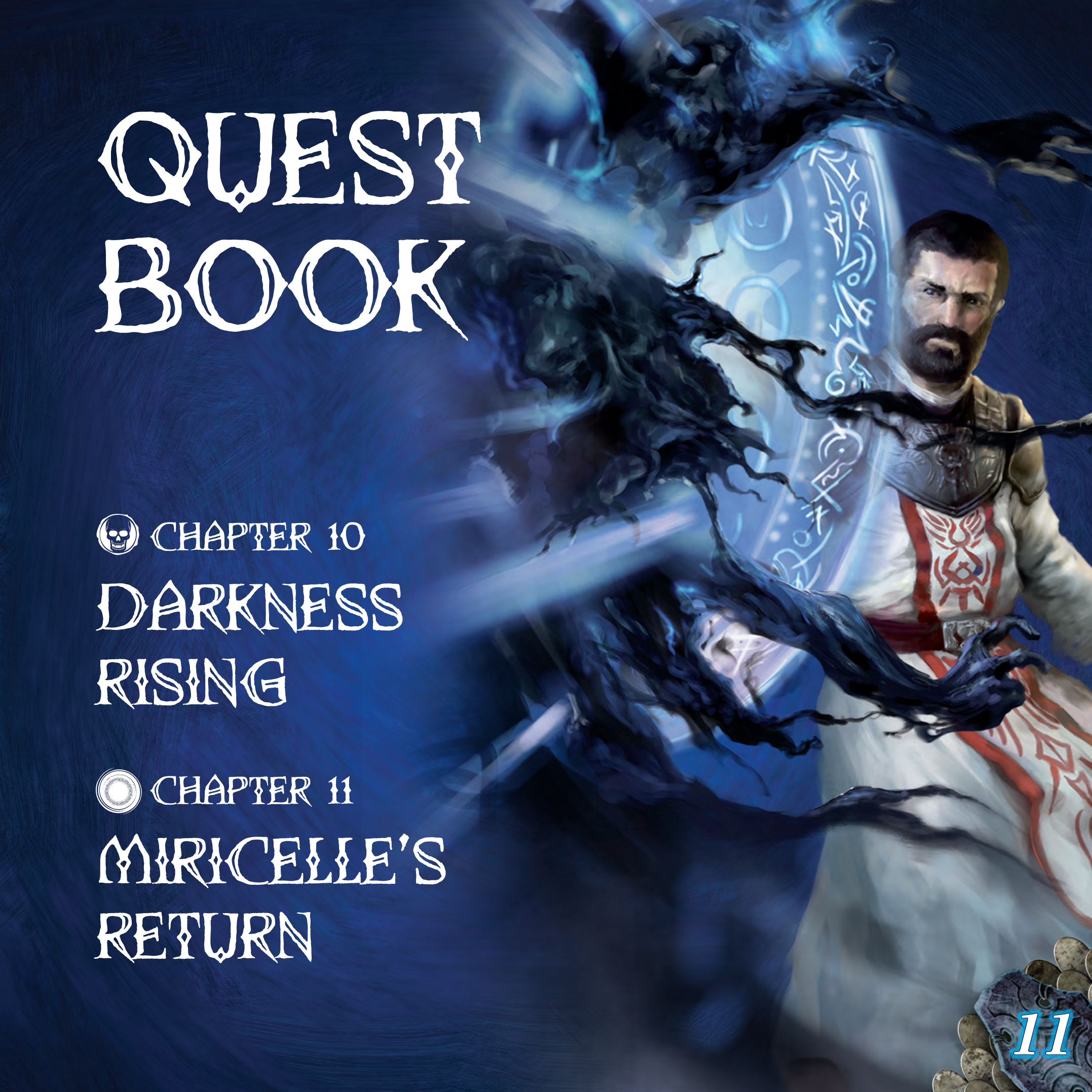
**Can I buy a  token and use it for Riftling’s ability on the same turn?**

The order for a Village Phase is outlined in the *Thunderstone Quest* Rulebook. According to that order, you use Village abilities and Gear token abilities before you purchase cards or tokens from The Bazaar. So the *Riftling*’s Village ability would need to be used before you purchased the token.

**How does Chain Lightning work with Swarm Monsters?**

If there is a chance that a Swarm Monster could satisfy the requirement for *Chain Lightning*, roll the die to determine its . You may do this once for each Swarm in the Dungeon. The result of this roll only applies for this purpose, so you’d need to roll it again for any other purposes that turn.

# QUEST BOOK



☉ CHAPTER 10  
DARKNESS  
RISING

☉ CHAPTER 11  
MIRICELLE'S  
RETURN



CHAPTER 10

# DARKNESS RISING





# CHAPTER 10: DARKNESS RISING

## QUEST CARD LIST



### HEROES

15x Barmin Ironclaw  
15x Kaiya Winters  
15x Karn Wulfric  
15x Mirak Ilaskas  
15x Stelias the Dark  
15x Ursulette

### ITEMS/ALLIES

8x Black Cat  
8x Dreamcatcher  
8x Grimwood Wand  
8x Torch

### SPELLS

8x Dance with the Devil  
8x Exorcise  
8x Morning Dawn  
8x Superior Mind

### WEAPONS

8x Balanced Staff  
8x Bow of the Beast  
8x Pitchfork  
8x Whip



### MONSTERS

#### 10X BLOODTHIRSTY BEASTS

10x Vampire Bats

#### 10X POSSESSED OBJECTS

2x Candelabra  
2x Chair  
2x Chest  
2x Dinnerware  
2x Living Doll



### MONSTERS

#### 10X ENTHRALLED VILLAGERS

2x Baker  
2x Blacksmith  
2x Doomsayer  
2x Farmer  
2x Gravedigger

#### 10X FEARSOME PHANTASMS

2x Bogeyman  
2x Creeping Mist  
2x Crone  
2x Haunted Tree  
2x Scarecrow



### MONSTERS

#### 10X LOST LYCANTHROPES

2x Werebear  
2x Wereboar  
2x Werewolf  
2x Weresnake  
2x Weretiger

#### 10X VICIOUS VAMPIRES

2x Mortas' Brides  
2x Nospheratu  
2x Tortured Soul  
2x Vampiric Goblins  
2x Vampiric Orc

### GUARDIAN

#### COUNT LEANDER MORTAS



### LEGENDARIES

1x Lorturim Dragonblood  
1x Mortas' Land

### TREASURES

1x Silver Blade  
2x Treasure Cache

### CORRUPTIONS

2x Bloodlust  
2x Claws  
2x Dark Nature  
2x Enhanced Senses  
2x Fangs  
2x Fast Healing  
2x Howl  
2x Hypnotic Stare  
2x Lord of the Horde  
2x Mist Form  
2x Nightvision  
2x Primal Hunger  
2x Savage Mind  
2x Speed  
2x Wall Crawl

### SIDE QUESTS

1x Embrace the Dark Side  
1x Harness the Dragon Blood

### PRESTIGE CLASSES

1x Nightstalker

### OTHER

24x Dividers  
24x Randomizers

### DUNGEON ROOMS

Foggy Forest   
Village Square   
Great Hall   
The Pens   
Count's Quarters   
Shallow Graves

# DARKNESS RISING: THE SHADOW DESCENDS

By Brett Satkowiak

The morning autumn sun is low and strong across the spires of the temple in Thunderstone Keep. You shield your eyes a bit from the harsh direct light to admire the glow it presents around the building. It's a moment worth soaking in, but time will not allow it. Your fellow Champions await to hear the report of the night guard, a quiet report offering hope for a similar day to come.

"Good day," a voice interrupts the fresh stillness.

You turn your gaze away from the rooftops to meet its source, a young man with stark grey hair, dressed in the deep blue robes common to the priests of the northeastern mountain monasteries. "Good morning, friend."

"Wulfric," he says with a polite nod. "Karn Wulfric. You are one of the Champions that oversee the Keep, I take it?" You nod in return. "What blessed fortune! The gatekeeper last night told me I'd have to wait until morning to speak with one of you. I'd just finished the morning prayer before seeking a meeting, only to find one of you practically on the doorstep."

"I was just on my way to meet with the others. Do you have a request?"

"I do. My brethren have been dealing with the aftermath of the Eruption in our region, and I've been on a quest to learn more about it. I have been inquiring about the attacks from Daltinost a few years past, and if you would be so kind, I had hoped for a glimpse into some of Elder Rennard's journals from the time."

You consider the request for a moment before answering. "I don't see why not. If you'd like to walk with me, we can discuss it with the others."

"Most agreeable indeed," he says with a bow before taking steps to join you as you turn away from the sun together. While the company seems bright enough, you feel a note of lament as the warm light goes away. "A pity," Karn says as you walk together. "I had so hoped to avoid rain today." You glimpse upward, sharing in the cleric's sadness, only to find clear blue overhead. You slow your walk to look around, seeing nothing but that same clear blue all around.

You turn back toward the temple to see a lone cloud, dark as night, blocking the sun's rays over the Keep. Karn stops to look back as well. "I stand corrected," he says, scanning the sky. "It's just a wisp of cloud. The day isn't ruined after all."

"Is that certain?" you ask as you watch the cloud, which seems to be traveling rather quickly toward you. Karn joins you in your curiosity as you watch it grow in size as it approaches to cover even more of the western sky. "That doesn't resemble any cloud I've ever seen."

Gasps and calls of alarm begin to erupt from the Keep's citizens as they take notice of the same phenomenon, an amorphous cloud of shadow moving against the wind toward the Keep, stretching its limits more and more to cover the sky as it approaches.

"Return to your homes!" you call out to the villagers. "Wait for the all clear!" Karn clutches the symbol at his chest, offering a prayer of protection in the ancient tongue of his order, but the shade keeps coming. Before you can react, the darkness rushes down from the sky to envelop you in a swirling black mist, like shadow made tangible.

After a moment, it clears and you find yourself there in the street with Karn as before, only the scene is dramatically changed. The familiar Keep still surrounds you, but it's now interspersed with new buildings, sights, and citizens totally foreign to you. The morning sky is gone, replaced by a dark, twilit one, dominated by a bright full moon. Even the landscape is new as you recognize the peaks of Caergoth in the distance, but wonder at the tall wood visible over the Keep's walls opposite them on the horizon.

A bell echoes through the street as an unfamiliar voice calls out, "Oyez, oyez!" You and Karn turn with a start to see a man ringing a bell as he runs in panic between the buildings. He repeats over and over, "The Ebonwood has arrived! Count Mortas calls! Your last night is upon you!"

A horrifying darkness has befallen the Keep, Champion. Can you survive this night?



## THE SHADOW DESCENDS ADVENTURE CARD LIST

### HEROES



Mirak  
Ilaskas



Barmin  
Ironclaw

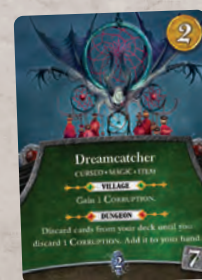


Kaiya  
Winters



Stelias  
the Dark

### ITEMS



Dreamcatcher

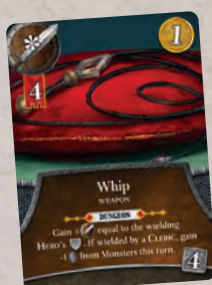


Torch

## WEAPONS



Balanced Staff



Whip



Bow of the Beast

## SPELLS



Morning Dawn



Dance with the Devil



Superior Mind

## MONSTERS



Bloodthirsty Beasts



Fearsome Phantasms



Lost Lycanthropes

## GUARDIAN



Count Leander Mortas

## ROOM TILES

Village Square



Foggy Forest

Great Hall



The Pens

Shallow Graves



Count's Quarters

IV Count Leander Mortas' Lair IV



# DARKNESS RISING: TEMPTATION COMES

By Brett Satkowiak

As the mass of bats descends from the sky once again, you lash out to strike one down, only to catch a claw from another to your right eye, causing you to pull back and drop the sword altogether. You turn to shield yourself, feeling the creatures batter your back as their calls echo in your ears. Desperate to hold your ground, you feel a fire well up from deep in your gut, as a primal roar erupts from your mouth. You lash out with a hand, catching one of the beasts' wings, before grasping the other and tearing the creature in two. Your vision turns to red with the spray of blood, and your mind focuses only on to survival. You clutch at the bats with your hands over and over again in a raging fury.

After a few moments, the swarm flies off, but your mind still races, readying you for an attack that never comes. As you stand there breathing rapidly, a woman screams in front of you. Through the haze of battle, you see the villager's face staring at you in abject horror. As you try to steady the heartbeat pounding in your

chest, you look down to see your bloodstained hands, now covered in dark, matted fur, fingers extending into pointed claws.

You recoil from yourself, unsure what to think. "This can't be real! ...What's happened to me?!" You turn to run from the street, only to be met by another enemy. Your blood starts to boil again, your urge to lash out rising once more until the figure reaches out to grasp your wrists with both hands, holding you fast and chanting very low.

As he speaks, you feel a rush of calm wash over you, your vision clearing, your chest slowing until you collapse in the man's arms, hearing his chants echo in your mind. After a moment, you rise again to shake off the haze to find Mirak, one of the hermits who live in the southern hills, standing before you.

"Just breathe, Champion," he says calmly. "You nearly lost yourself."

"How?" you breathe. "I must have been dreaming some--"

"It was no dream, I promise you. This realm is filled with a dark energy; I can feel it whispering to us all, drawing out our inner beasts. If we aren't careful, we might all be lost to its call."

"But where's it coming from?"

"I think that's a pretty safe bet," Ursulette says, walking up from behind. You turn to see her pointing over the watchtower in the center of the Keep to a castle rising up into the dark sky behind it. Like so many other things, it's clearly part of the Ebonwood, not Thunderstone Keep.

Your only hope for tomorrow is to follow the call, Champion. Just be careful not to lose yourself along the way.



## TEMPTATION COMES ADVENTURE CARD LIST

### HEROES



Karn  
Wulfric



Kaiya  
Winters

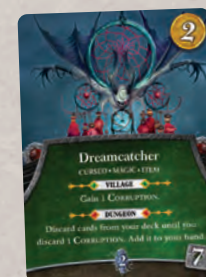


Ursulette



Mirak  
Ilaskas

### ITEMS



Dreamcatcher

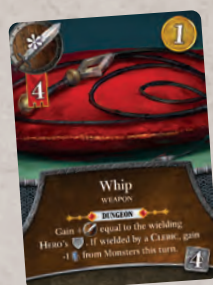


Black Cat

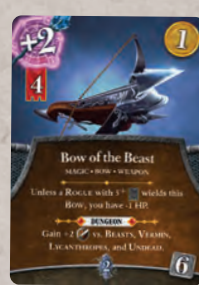
## WEAPONS



Pitchfork

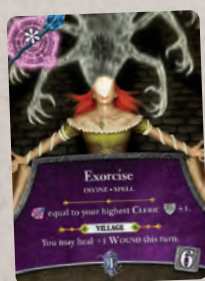


Whip



Bow of the Beast

## SPELLS



Exorcise



Dance with the Devil



Superior Mind

## MONSTERS



Bloodthirsty Beasts



Enthralled Villagers



Lost Lycanthropes

## GUARDIAN



Count Leander Mortas

## ROOM TILES

Village Square



Foggy Forest

Great Hall



The Pens

Shallow Graves



Count's Quarters

IV Count Leander Mortas' Lair IV



# DARKNESS RISING: THE MASTER REVEALED

By Brett Satkowiak

Barmin drops a mangled candelabra to the out the floor, its clang echoing down the stone hallway. He pats out the singed cloth at his waist. "Fiery little beastie, wasn't he?" he mutters as you all walk along.

An enchanted lampstand is far from the worst you've seen in your trek through the castle, which started in the pens deep beneath the main halls. This Mortas has made a hobby out of twisting man and animal alike into his image, and this castle is a testament to his work. But now finally, after fighting through vampires and other nightmares, you've reached the highest floor.

As you reach the last door, Kaiya places her hand against it to stop you. "Champion," she starts, "we all need to be prepared for what's on the other side of this door. Remember Mirak's words, and keep your wits. If Count Mortas is truly behind the transformations that have claimed so many this night, swords and shields are not likely to be our greatest concern."

You nod to her in agreement, as she pulls back, allowing you to lead them into the great hall. The ceiling rises to a great peak high above your head, hidden in darkness with only the light of a few torches and a great fireplace below to try to penetrate it. The room before you is dominated by a great table, built for dozens, but set only for one this night, likely the lone figure now standing at the hearth, staring into the flames.

He inhales deeply before speaking. "I have to commend you on the community you've created here. Such diversity of life, such verve. So much potential here, and I cannot wait to see it realized."

"You aren't welcome here," you say. "And neither is this Wood you've somehow brought to our doorstep."

He turns to face you with a touch of excitement on his face. "I did no such thing. The Elbonwood goes where it wills, claims what it wills, and it's drawn to places just like this, houses for optimism and hope, because it knows the strength I offer. You and yours extended the invitation; my realm only responded. And you will all be blessed by my coming."

Suddenly his eyes flash blood red, and Barmin calls out in pain. You turn to see the dwarf doubled over on the floor, and watch in horror as a white streak surrounded by dark fur extends along his spine. His hands stretch into horrific claws that dig into the wood of the floor, and his groans of pain transform into a guttural howl. Before the transformation is complete, a gasp at your other side leads you to turn to see Ursulette's face contort into a pale visage dominated by a pair of fangs. She seems overwhelmed by newfound strength, but also a hunger.

You turn to Kaiya, who thankfully has remained untouched, and is holding up a warding symbol towards you, presumably shielding you from the same transformation that overtook you before. But before you

can act, laughter from the shadows above diverts your attention, as the faint shimmer of several pairs of eyes pierces the darkness, descending toward you.

A goblin lands first, hissing between its fangs and brandishing a long, curved blade, toward you. You position your own sword to defend, but a large clawed hand strikes the creature's small frame, sending it reeling across the room. The dwarf has risen from the floor, now completely transformed into some kind of half-beast, with markings similar to that of a badger.

"Barmin?" you ask, hoping to find out whether that move was for your safety or just to clear a path to attack you. You are greeted with a strained rise of Barmin's head that you take to mean he is still somewhere beneath the toothy snout and dark eyes.

"We are still with you, Champion," Ursulette whispers, "but we must move quickly. This hunger is overpowering to say the least." She opens her mouth to run her tongue across the tip of one of her new fangs, a seductive fire in her eyes.

"It's only a matter of time," you hear Mortas whisper in your mind. You turn back to him to find him staring wildly into your eyes. "You could be so much more than you are."

You spare a quick glance back at your friends, before turning back to Mortas. "Let's give him hell," you say before rushing forward, sword raised.

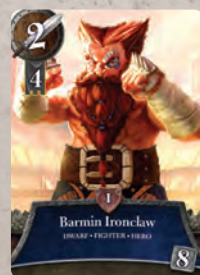


## THE MASTER REVEALED ADVENTURE CARD LIST

### HEROES



Karn  
Wulfrie



Barmin  
Ironclaw

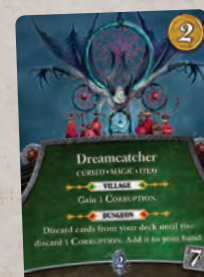


Kaiya  
Winters



Stelias  
the Dark

### ITEMS



Dreamcatcher



Black Cat

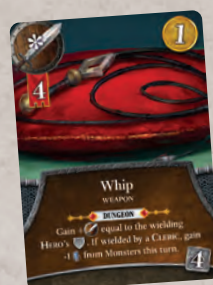


Grimwood  
Wand

## WEAPONS

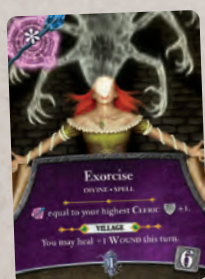


Pitchfork



Whip

## SPELLS



Exorcise



Morning Dawn



Superior Mind

## MONSTERS



Possessed Objects



Fearsome Phantasms



Vicious Vampires

## GUARDIAN



Count Leander Mortas



## ROOM TILES

Village Square



Foggy Forest

Great Hall



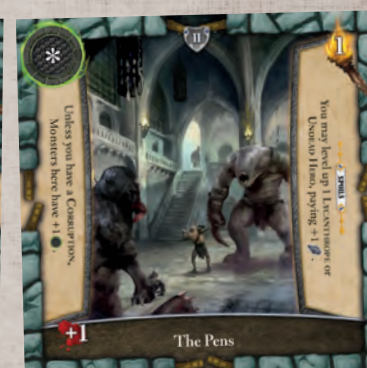
The Pens

Shallow Graves



Count's Quarters

IV Count Leander Mortas' Lair IV





## CHAPTER 11

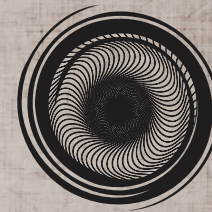
# MIRICELLE'S RETURN





# CHAPTER 11: MIRICELLE'S RETURN

## QUEST CARD LIST



### HEROES

15x Armatir the Proud  
15x Corster the Shade  
15x Donatien Pinnick  
15x Gilora the Trickster  
15x Leila and Zurien  
15x Sibyl

### ITEMS/ALLIES

8x Manacles  
8x Potion of Giant Strength  
8x Riftling  
8x Traveling Merchant

### SPELLS

8x Banish  
8x Phantasm  
8x Sonic Scream  
8x Spirit Shield

### WEAPONS

8x Glaive  
8x Midnight Katana  
8x Stone Maul  
8x Throwing Dagger



### MONSTERS

#### 10X POSSESSED PROTAGONISTS

2x Avania  
2x Baharan  
2x Edlin  
2x Hawkswood  
2x Regalen

#### 10X TREACHEROUS TURNCOATS

2x Brimstone  
2x Darkrend  
2x Gorlandor  
2x Nimblefingers  
2x Scathian



### MONSTERS

#### 10X ORCISH ALLIES

2x Bolor Wrathpride  
2x Drelorn Wrathpride  
2x Evnar Wrathpride  
2x Koranc Wrathpride  
2x Thora Wrathpride

#### 10X RESURRECTED REMNANTS

2x Ehrlingal  
2x Jadress  
2x Ophialyn  
2x Silverhelm  
2x Yellow Knight



### MONSTERS

#### 10X RIFT NATIVES

2x Bhezto  
2x Khaiodrush  
2x Ongaothrho  
2x Ozoudre  
2x Taotha

#### 10X SCION INVADERS

10x Scions

### GUARDIAN

MIRICELLE, WORLD DESTROYER



### LEGENDARIES

2x Avania  
2x Baharan  
1x Boots of the Abyss  
2x Edlin  
2x Hawkswood  
2x Regalen  
1x Riftwalker  
1x Void Blade

### TREASURES

2x Chain Lightning

### SIDE QUESTS

1x Enter the Void  
1x Search the Rift  
1x Welcome the Traveler

### PRESTIGE CLASSES

1x Riftwalker

### OTHER

24x Dividers  
24x Randomizers

### DUNGEON ROOMS

Broken Road   
Village Breach   
Mixed Marsh   
Warped Wood   
Shattered Cave   
Split Cathedral

# MIRICELLE'S RETURN: A STRANGER COMES TO CALL

By Brett Satkowiak

"Thank you for bringing it to our attention." Your fellow Champion nods toward the grizzled warrior sitting across the table from you. He turns to nod at you and the other Champions around the table. "We've heard reports from the eastern watch as well. We'll arrange a party to investigate further."

"If I can help, just say the word," Gorlandor returns. The veteran requested the meeting with all of the Keep's Champions in the waning hours of the day. His concern is appreciated, but a ragtag band of orcs in the middle of the wood hardly seemed worth all of this. But that's the job sometimes.

A shadow moves across the window, drawing your attention for a moment. When you shift back, you can tell that Gorlandor saw it too, and it's generated an obvious change in his demeanor. His breathing quickens a bit in his chest, as if he's readying for something. Your mind rolls these thoughts around as you watch him, when a knock breaks the moment.

The female Champion rises to answer, but when she reaches the door it comes crashing in, throwing her backwards. A large figure enters, an orc draped in soiled, tattered rags, his head adorned with a gleaming silver helm, too small for his crown. He snags the Champion and holds her fast with a blade to her throat. You try to rise to draw your own weapon, but feel a sharp pain as the tip of a blade is pressed against your back.

"Stay your hand, Champion," whispers the familiar voice of Nimblefingers, the elf. "This will be over soon enough, and I'd hate to have to use this."

You stiffen in your seat as the other Champions to your left and right rise to meet this new threat. But they are cut short as well when Gorlandor stands, swings his mace high, and crunches it into the table.

"Nobody moves," he growls. "We don't want to hurt anyone."

"Speak for yourself," another, more slender orc snarls as he enters the room, brandishing a worn and rusted spear. He gives way to another figure, a woman, human by all appearances, but something about her suggests a hidden nature. She dresses like a rogue, dark and practical, but her demeanor screams of power.

She lets out a deep sigh as she walks through the center of the room. "It's been ages since I sat in this room," she says, reminiscing of days gone by as if this were her childhood bedchambers. "It was in this room that Rennard opened my eyes to see who I was made to be. It was here where I first discovered my people through the Mirror." Her expression shifts to one of frustration and pain as she scans you and your fellows. "That foolish Champion shattered my destiny with that book. Should that one ever make it back through the spaces between worlds as I have, you should say 'thank you.' If things had been different, this world wouldn't even exist. But once I have what I came for, it won't matter much longer anyways." She moves across the room to the chests piled in the back of the room, remnants of the previous age of Thunderstone Keep, and begins rifling through them.

"What's this about, Nimblefingers?" you whisper through gritted teeth.

"Nothing personal, Champion," he says. "The pendulum's swinging is all. Miricelle's got a vision for this place and the power to make it happen. Some of us just don't want to be caught on the bad side of it. Something for you to consider yourself, actually."

After a few moments of searching, while you endure the anxious silence of a room held captive, Miricelle finds her prize. You watch her admire an ornate silver mirror, part of the goods leftover from Elder Rennard's days here, the lot yet to be sold off. As she gazes into the reflection, her hands begin to radiate with power. "I can see them," she says enthusiastically, a tinge of regret etched on her face. "I failed them once before, but I won't this time." The Mirror

starts to glow as the energy in her hands grows in intensity. "You will have a home again!"

You feel the tip of the blade leave your back as Nimblefingers backs away, like all in the room, unsure of what to do as the air in the room starts itching with pent-up magic energy. You finally rise from the table, turning to square off with Miricelle. The power from her body begins to hum, shaking the Mirror in her hands as cracks begin to appear in the surface.

Miricelle cries out ecstatically, "Welcome Scions! Welcome my family! This world is now yours forever!" With that, the Mirror shatters in a blast of light, with a force that sends you all reeling to the floor and explodes the walls around you. Everything goes black.

When you clear your head enough to get up, you see your fellow Champions are doing the same. The upper room is gone, now open to the night sky, and the floor around you is scattered with debris. Miricelle and her followers are gone as well, but you can see across the Keep evidence of what they've done.

The very air has been ripped open in dozens of places, splitting the street and various buildings, revealing an empty void behind them. As you look into the distance, you can see a few similar rifts suspended in the air as well. Wisps of energy swirl out of them every few moments before speeding away into the evening air. You look down at one such crack in the street below just in time to see one of these mists erupt forth toward you. You pull back as it careens past, giving you a glimpse of the skeletal face and feathered wings belonging to this ghostly figure before it sails off back towards the Keep.

Whoever this Miricelle is, Champion, she's brought forth more threats than mere orcs. It's time for you to figure out what her plan is and put a stop to it before it's too late.



## A STRANGER COMES TO CALL ADVENTURE CARD LIST

### HEROES



Sibyl



Armatir  
the Proud



Gilora  
the Trickster



Corster  
the Shade

### ITEMS



Potion of Giant  
Strength



Traveling  
Merchant



Riftling

## WEAPONS



Glaive



Stone Maul

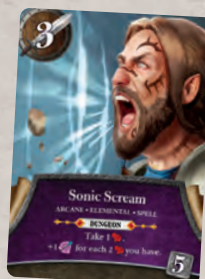


Midnight Katana

## SPELLS



Phantasm



Sonic Scream

## MONSTERS



Treacherous Turncoats



Orcish Allies



Rift Natives

## GUARDIAN



Miricelle, World Destroyer



## ROOM TILES

Broken Road



Village Breach

Mixed Marsh



Warped Wood

Shattered Cave



Split Cathedral

IV Miricelle, World Destroyer's Lair IV



Broken Road



Village Breach



Mixed Marsh



Warped Wood



Shattered Cave



Split Cathedral



# MIRICELLE'S RETURN: UNWELCOME VISITORS

By Brett Satkowiak

The Keep is in a state of chaos. The entire landscape has been split by these rifts, with reports of all manner of beasts emerging, creatures the likes of which had never been conceived before today. The Champions and heroes of the Keep have been working to devise a plan, but with no clue as to Miricelle's whereabouts, you are at a loss.

Still you've managed to form a party to begin the search: Hawkswood and Avania have agreed to scout the skies. Baharan and Regalen have lent their magical talents to trying to close these rifts. The fighter Edlin has been reluctant to help, but his knowledge of the countryside might help them track the orc clan that has allied themselves with Miricelle.

You're about to give the final order to move out when the rift splitting the nearby smithy pulses as a dozen or so spirits erupt forth, swirling around the area. Some fly off for other parts of the Keep, but others make a beeline for you and the others. You duck low as one sails over you to crash into Edlin's chest. You turn to see an immediate change as his entire body is encompassed by the spectre before it absorbs into the fighter's body, giving his skin a different hue and erasing the human presence in his eyes.

Your eyes dart around to the others as you start to shout a warning, but you see that they have all been similarly affected.

An inhuman cry comes forth from Hawkswood's mouth, and another voice joins hers. "Life again!" it cries, as she takes to the air.

"I never thought I'd feel the air on my skin again," Baharan sighs in a voice similar to Hawkswood's, looking over his arms and hands as if he's never seen them before.

You hear Edlin unsheath his sword and turn to see him approaching you. "And we're never going back again." You draw your own weapon, readying it to protect yourself, mind still reeling at the fact that Edlin, a brash but usually kind man, has been suddenly transformed by these spirits into something so menacing.

"Oi!" The call comes from your left, followed quickly by a trio of small blades, which Edlin manages to deflect deftly with a wide sweep of his sword, sending them careening to the ground. Their source, a newcomer to the Keep named Pinnick, stands with a handful of other small blades in his hands at the ready. With this new attack, the other things wearing the skins of Hawkswood, Regalen, Baharan, and Avania flee in different directions, but Edlin stands his ground.

The three of you are readying yourselves for battle when a winged woman lands heavily in the dirt of the street. Her skin bears a resemblance to living stone and she grips a heavy hammer of rock in her hands.

At this, Edlin decides he doesn't like his odds and so turns to run himself. Before he can get anywhere, he is struck by a blast of light that seems to pierce through his entire body. As it does, it pushes something out of him, the spirit that had claimed his visage for its own. The horned spectre cries in frustration, clinging desperately to Edlin's body, until finally the spell finishes its work, and the spectre is forced to flee, seeking out another life to possess.

Edlin collapses to the ground, struggling to regain his breath as the gargoyle-looking woman tends to him. "What on earth?" he breathes.

"That was a Scion," the answer comes from the same source as the magic blast that freed the fighter. You turn to see another woman, with pale white skin and hair and a pair of ethereal wings sprouting from her back. "One of our people."

You turn on her warily, holding your own weapon up between her and you. "How do you know all this?"

"We are Scion," she answers in the same dual voice. "But we are also human. When the rift opened, the Scion Zurien found the priestess, Leila at the temple. The Scion sought to take her life, but upon merging, the two found a kindred purpose."

"Like hell!" Pinnick shouts, readying another blade.

"No!" She holds her hand up to stay the attack. "We are one, and we are at peace. Miricelle has done much to help our people; her heart is true." She motions toward Edlin who is finally getting back on his feet. "But this is not the way. Taking life is what brought us to our fate so many eons ago. We can take you to Miricelle. We will help you bring this to a close."

You take a few moments to consider the offer. Can you trust her? Them?

Edlin it seems is ready to make the choice for you. "I don't care where you're from. There's no way I'm letting that happen to me or anyone else again. Lead away."

You glance at the others here as well, garnering their support through unspoken words. It's only a matter of time before one of those spirits comes to claim them or you. What choice do you have?

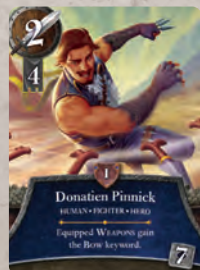


## UNWELCOME VISITORS ADVENTURE CARD LIST

### HEROES



Leila and Zurien



Donatien Pinnick



Sibyl



Corster the Shade

### ITEMS



Potion of Giant Strength



Manacles



Riftling

## WEAPONS

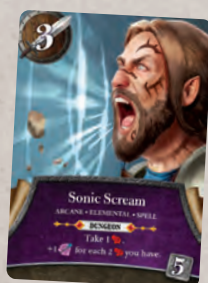


Throwing Dagger



Midnight Katana

## SPELLS



Sonic Scream

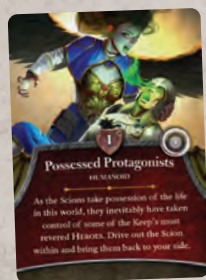


Spirit Shield



Banish

## MONSTERS



Possessed Protagonists



Resurrected Remnants



Rift Natives

## GUARDIAN



Miricelle, World Destroyer

## ROOM TILES

Broken Road



Village Breach

Mixed Marsh



Warped Wood

Shattered Cave



Split Cathedral

IV Miricelle, World Destroyer's Lair IV



# MIRICELLE'S RETURN: CLOSING THE DOOR

By Brett Satkowiak

The halfling motions you forward through the ruins. This was once a great cathedral, but the rifts that Miricelle opened with the destruction of the Mirror have caused much of it to collapse. Fortunately, Gilora is quite adept at finding secret paths in places like this, even ones suitable for those your size.

Leila and Zurien were able to trace the call of Miricelle, the World Destroyer, through the wilderness to this place in the shadow of the mountains. The place is swirling with Scions, no doubt searching for hosts for them to stake their claim on this world, but Gilora was able to seek out a secret entrance through the catacombs.

The halfling stands at the exit from the stairs, directing you to look out. As you emerge, the pillars of the cathedral rise up before you, spirit Scions anxiously swirling around them near the ceiling. You locate Miricelle on the central dais, a large rift glowing at its heart, surrounded by several figures, including Regalen and Avania. In addition to possessing the living, some Scions have become impatient for hosts and have animated and possessed the dead. You recognize the rotted remains of Silverhelm and Jadress, laid to rest here after their battles for the Keep were ended.

One of the orcs from the assault at the Keep brings forth a young farmer, bound at the wrists, to the dais. Miricelle roughly moves him to the center and motions upward. You look up to witness one of the spirits rapidly descend and crash into the man to claim his body as its own. As the spirit takes over, Miricelle cuts the man's bonds and turns him towards her. She smiles deeply with pride as a mother might to a child returned home from war. The young man returns the sentiment as the two embrace in a warm hug.

"She's just feeding people to them," Armatir says as he pushes his way to the front of the group. "I'll show them what we think about that." He grips the handle of his glaive and moves to approach the dais before you stop him.

"I appreciate your dedication, Armatir," you say. "But I don't think charging in blind is really the best."

"Miricelle, you must stop this!" Leila and Zurien's combined voice echoes across the ruined walls. You roll your eyes, knowing before you turn that the symbiotic pair have moved past you both to hover at the edge of the open space.

Miricelle and the others turn with a start toward your party. "Zurien," she says in slight confusion. "I see you've found your new home in this world, and a strong one at that." She smiles. "You should be helping us find them for all the others as well. Before long, we'll be ready to begin our march to claim the rest of this world. For you. For us. For everything that they did to us."

"I have found a home, Miricelle. A willing one. Leila offered herself for us, to show that this conquest isn't necessary."

"You're wrong. I know this world, hungry for power, desperate for survival. You forget it was one of theirs who destroyed the Annals, who stopped me from rebuilding the Stormlands for us all."

"An act that would have meant their destruction! We Scions spent so long harboring vengeance, we forgot that it was our own people who brought about our fate, not the lives created with this realm."

We want a home and future for our people just as much as you, but we will never find peace if we continue in our sins."

The tone in the space shifts slightly as some of the spirits overhead begin gravitating slowly toward Leila and Zurien, becoming still as they listen to her words. Baharan's body shudders momentarily as the spectre leaves his body, and those around him look on in shock as they watch the spirit glide off to the priestess's side.

Miricelle's face softens for a moment at the move, but she quickly regroups, clenching her entire body in rage. The energy in her builds for a moment before she stomps her foot on the dais, sending a large crack down the middle of it as a wave of energy ripples out from there to the walls.

"No!" she screams. "This world should have never been! It's nothing but an accident, cosmically mocking our people for eons! It was my duty to destroy it, to use its power to forge a new future for us! But I failed!" Energy from the handful of rifts scattered throughout the cathedral gather around her, her hair and clothing waving with the ripples. "I will NOT fail again! If I cannot siphon this world to rebuild ours, then we will simply claim this one for ourselves! Our people will live strong once AGAIN!" Her final syllable erupts into a primal scream, born from her entire body, as her pent-up magics charge toward you, along with the orcs and all of her Scion allies.

This is it, Champion, a final battle for the fate of the world. You are all that stands between the Scions and their hostile takeover. Stand for us all!



## CLOSING THE DOOR ADVENTURE CARD LIST

### HEROES



Sibyl



Armatir  
the Proud



Gilora  
the Trickster



Leila and Zurien



Potion of Giant  
Strength



Manacles



Traveling  
Merchant

### ITEMS

## WEAPONS



Stone Maul

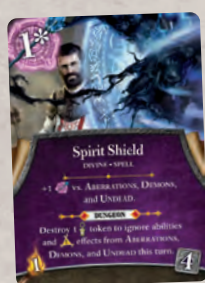


Glaive

## SPELLS



Phantasm

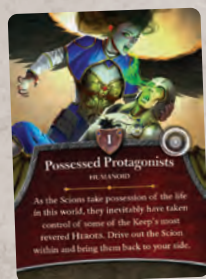


Spirit Shield



Banish

## MONSTERS



Possessed Protagonists



Resurrected Remnants



Scion Invaders

## GUARDIAN



Miricelle, World Destroyer

## ROOM TILES

Broken Road



Village Breach

Mixed Marsh



Warped Wood

Shattered Cave









Split Cathedral



IV Miricelle, World Destroyer's Lair IV










# QUICK START


## SETUP

1. Place the Village Board in the middle of the table. In The Guilds' Quarter, place 1 stack of each Hero Class. In The Marketplace, place 2 stacks of Items, 2 stacks of Spells, 2 stacks of Weapons, and 2 stacks of any other Marketplace cards. Place the Treasure deck in the Shop of Arcane Wonders. Place the Gear tokens into The Bazaar. Place the , , and  Monster Group decks into their respective spots on the Village Board. Place the Wound and XP tokens within reach of all players.
2. To the right of the Village Board, place The Wilderness. Below that, place 2  Dungeon Rooms. Below them, place 2  Dungeon Rooms. Below them, place 2  Dungeon Rooms.

Populate the Dungeon with Monsters, placing 1 Monster in each Dungeon Room, matching . Unless you are playing Barricades Mode, place a Guardian face down in The Wilderness,  Monster side up.

3. Unless you are playing Barricades Mode, shuffle 6 Guardian Keys into the Monster decks: 1 in the  deck, 2 in the  deck, and 3 in the  deck.
4. Give each player a Player Board, a starting deck, and a Champion (figurine). Unless you are playing Barricades Mode, randomly determine who plays first and give all players who do not go first  tokens: 1  for playing second, 2  for playing third, and 3  for playing fourth. You may optionally play with Prestige Classes, Side Quests, and Guild Sponsorships. It is not recommended

to play with Prestige Classes and Side Quests together. Unless you are playing Barricades Mode, you are done with Setup and may begin, following the Quick Play turn outline on your Player Board.

5. If you are playing Barricades Mode:
  - a. Each player selects a Prestige Class (if they have not yet done so).
  - b. Place a Guardian Lair below the  Dungeon Rooms, Lair side up.
  - c. Place the Threat token on the 1 space of the Guardian Lair.
  - d. Place the 20 Destruction chits in the bag near the Village Board.
  - e. Place the 5 Barricades onto their respective Village Locations, inactive (red) side up.

## ICONOGRAPHY REFERENCE GUIDE



GUARDIAN DICE



DESTRUCTION CHIT



DRAW 1 CARD



GUARDIAN ATTACKS



1 OR 2 MONSTERS IN THE MONSTER HORDE (ATTACKING VILLAGE)



HEROIC OPPORTUNITY



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



DISCARD INTO DISCARD PILE OF THE PLAYER TO YOUR LEFT/RIGHT



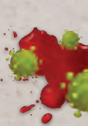
WOUND TOKENS



DARKNESS RISING QUEST



MIRICELLE'S RETURN QUEST



WOUND CARDS (DISEASE OR FESTERING WOUNDS)

