

Mike Elliott

# THUNDERSTONE<sup>®</sup> QUEST

## RISEN FROM THE MIRE QUEST 3

Set Design by  
Bryan Reese and Mark Wootton

# RULEBOOK & QUESTBOOK



# CONTENTS

Credits .....	2
Introduction .....	3
Unpacking the Box .....	3
Prestige Class Boards .....	4
<b>IV</b> Heroes .....	5
<b>VII</b> Guardians .....	5
Curses .....	5
Questbook .....	6
Forgotten Purpose .....	9
The Sleepers Awaken .....	12
A Scream from Beyond ....	14
FAQ .....	Back Cover

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

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# CREDITS

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

**RISEN FROM THE MIRE DESIGN:** Bryan  
Reese, Mark Wootton

**DIRECTOR OF PROJECTS:** Nicolas Bongiu

**PRODUCTION:** Dave Lepore, Adelheid  
Zimmerman

**DEVELOPMENT LEAD:** Bryan Reese

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

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

**GRAPHIC DESIGN:** Matt Paquette

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

**LAYOUT:** Brendon Goodyear

**STORY AND WORLD DEVELOPMENT:**  
Brett Satkowiak

**RULES WRITING:** Bryan Reese

**EDITING:** Mark O'Connor

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

**PLAYTEST:** Anastasios Grigoriadis, Andrew Narzynski, Andrew Tate, Avgoustos Arsenis, Brinjolfur Owens, Bryan Reese, Chris Paliogiorgos, Curt Crane, Daniel Jacobson, Davey Chacon, David Camillieri, David Lepore, Dimitrios Giannakis, Erik-Jason Yaple, Ernie Enriquez, Giovanna Donnithorne-Tait, Gordon Allen, Hansel Miyama, Jake Hatten, “James” Donnithorne Tait, James R. Jeffery III, James Stewart, Jean Le Bail, Jeff “Piddler” Yost, Jeff Williamson, John “Ouch My Toe” Walker, John Espinoza, John Frizzell, John Zinser, Jon Palmer, Kaitlin MacLean, Katie Fountaine, Kaz Nyborg-Andersen, Kyle Huibers, Leah Wood, Manolis Trahiotis, Mark Harbison, Maryne Blanchetiere, Mike Colson, Mike McDonald, Nicolas Bongiu, Petros Meletakos, Ricardo Rhodes, Ross Warrington, Rozen Wood, Ryan Letzer, Ryan O’Neill, Soren Haurberg, Steve Tynes, Tan, Touradj Mansouri, Troy Perez, Vincent Carassus, Will Baker, Will Gordon

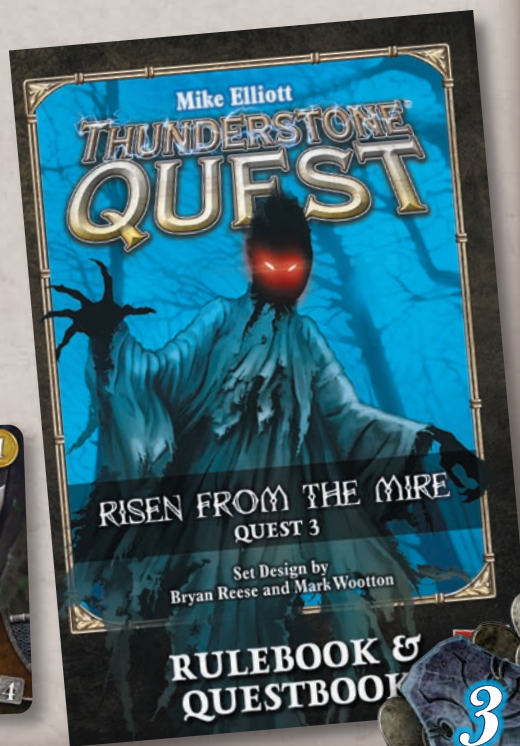
## INTRODUCTION

*Risen from the Mire* is an expansion product for *Thunderstone Quest*®. Rules for new components start on page 4. Those who are familiar with these components can skip directly to the Questbook on page 6.

## UNPACKING THE BOX

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

- 1 Quest 3 *Risen from the Mire*, the full contents of which are featured in the Questbook (see pages 7-8)
- 1 copy of each Monster, Hero, Item, Spell, and Weapon from *Risen from the Mire*, to be used in Epic Mode
- 1 *Risen from the Mire* Rulebook/Questbook



# PRESTIGE CLASS BOARDS

Prestige Class boards are dual-sided: One side for use in Barricades Mode (cooperative play) and one side which may be used (optionally) in competitive games. Rules for Barricades Mode are covered in the *Barricades Mode* expansion's Rulebook. When playing competitive games, a new 11b setup step for the *Thunderstone Quest* Rulebook is added to the end of step 11. Starting with the first Champion and proceeding in turn order, each Champion may choose 1 Prestige Class with which to play. Then Champions select their Side Quests and/or Guild Sponsorships as normal.

Prestige Classes are a new board that allows you to train in a specialized class, gaining new powers as you gain Ranks. The training section (top) of each Prestige Class board explains how to gain 1 Rank (↑) in your Prestige Class (1) or potentially 2 Ranks (↑↑) at once (2). The Rank numbers (3) are to the right of the cost. These Ranks cost cost to gain, as listed on the left-hand side of the board within the Rank to which you are going (4). You must pay the cost of each Rank you gain. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not gained. You do not start with any Ranks in your Prestige Class, and Ranks must be gained in order; they cannot be skipped. When a Rank is gained, it will unlock new powers for your benefit (5).

## Battle Mage

1

↑: Defeat 1 + Monster with a wielded WEAPON and .

↑ or ↑↑: Defeat 1 + Monster with a SPELL, a wielded WEAPON, and more than .

(Once per turn, after you complete 1 of the above, pay the cost listed below for each of the 1 or 2 new Ranks, or nothing is gained.)

2

**RANK**

0 1

1 2

2 3

3 4

5 5

6 6

7 7

8 8

9 9

3

SPELLS and WEAPONS in the Village have -1 for you. Your CLERICS have +1 . Your WIZARDS have +2 .

When you gain this Rank, destroy cards from the deck until you find a SPELL or WEAPON. Gain it.

WEAPONS wielded by your CLERICS and WIZARDS have +1 and provide instead of .

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

When you gain this Rank, gain the LEGENDARY WEAPON Blood Drinker.

While you have a SPELL, your WEAPONS wielded by CLERICS and/or WIZARDS have +1 .

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

DUNGEON

Destroy 1 wielded WEAPON to draw cards equal to its .

BEFORE BATTLE

Add the top Monster of the deck to this room. Give it -5 and -2 . Battle all Monsters in the room.

4

5

## IV HEROES

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

Even though 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 the 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).

## VII GUARDIANS

The *Barricades Mode* expansion introduced VII Guardians, giving the Champions a cooperative challenge to overcome in order to save the Village and claim victory. The VII Guardian for the *Risen from the Mire* Quest is included for use when playing the *Barricades Mode* expansion.



### BAAALOK, THE FLESH WEAVER

Baalok is an ancient and powerful wizard. Its possessed hand has been known to squeeze the life out of lesser Guardians. Baalok's powerful magic will drain the life from your Heroes and cast powerful Curses on you.

**DIFFICULTY:** 🏆🏆🏆🏆🏆

## CURSES

The Curse is a new card type inflicted upon the Champions by the VII Guardian version of Baalok, the Flesh Weaver. When gained, Curses go directly into play, affecting you each turn, and not counting against your hand size. Curses have the Static keyword, so they are not discarded at the end of each turn. Curses cannot be discarded, destroyed, or removed from play in any way except by their own text. When removed, destroy the Curse. If the Curse deck ever runs out of cards, shuffle the destroyed Curses to form a new deck.

# QUESTBOOK



QUEST 3

RISEN FROM  
THE MIRE





# QUEST 3: RISEN FROM THE MIRE

## QUEST CARD LIST



### HEROES

- 15x Baharan
- 15x Darameric
- 15x Linsha
- 15x Markennan
- 15x Nimblefingers
- 15x 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

### I MONSTERS

#### 10X BOG ZOMBIES

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

#### 10X ENSNARING VINES

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

### II 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

### 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

## QUEST CARD LIST [CONTINUED]

### GUARDIAN

**BAALOK, THE FLESH WEAVER**



### TREASURES

1x Elemental Elixir  
2x Treasure Cache







### PRESTIGE CLASS

1x Battle Mage

### OTHER

30x Curses  
6x Guardian Guides  
25x Paper Dividers  
25x Plastic Dividers  
24x Randomizers

### DUNGEON ROOMS

Alchemy Chamber   
The Servants' Tombs   
Bog   
Sunken Graveyard   
Blood Altar Room   
The Lich's Tomb 



# 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 onto the Mirror. “Just look into the water.” She leaned forward as Rennard lifted a nearby candle. The light danced across the surface of the Mirror, but soon it became clear that it wasn’t just a reflection. Each ripple of water 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.

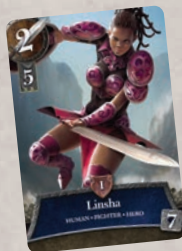


## FORGOTTEN PURPOSE ADVENTURE CARD LIST

### HEROES



Baharan



Linsha



Nimblefingers



Regalen

### ITEMS



Potion of  
Stamina



Ring of  
Learning

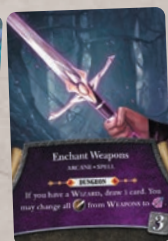
### SPELLS



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 I

The Servants' Tombs

Bog II

Sunken Graveyard

The Lich's Tomb III

Blood Altar Room

Baalok's Lair



**Baalok's Lair**

THREAT LEVEL 1 2 3 4 5 6 7

IV

Each turn you have a card with Baalok in its title, you may reroll 1 of your **SEEKERS** with **SEEKERS**, **SEEKERS**, or **SEEKERS**.

**SOUL SAP**  
You may place 2 CURSES in front of you. If you do not, add 2 Wounds.

**CURSE SEEKERS**  
Add 1 Wound, or 2 Wounds if you have a CURSE. Then, place 1 CURSE in front of you.

**LEVEL DRAIN**  
Level down 1 HERO (not a LEGENDARY HERO). Then, place 1 CURSE in front of you.

Each turn before placing Champions, each Champion rolls 1d6 as the Threat Level indicates. Advance the Threat token forward 1 space when each turn ends. When there are no more spaces to advance, flip this Lair over.

# 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, gazing at the building 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

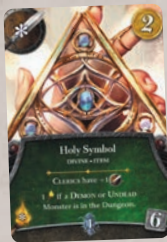


Nimblefingers



Regalen

## ITEMS



Holy Symbol



Potion of Stamina

## SPELLS



Arcane Aura



Charm Monster



Vampiric Touch

## WEAPONS



Boomerang



Crystal Dagger



Holy Mace

## MONSTERS



Ensnaaring Vines



Moor Skeletons



Swamp Spirits

## ROOM TILES

Alchemy Chamber **I**

The Servants' Tombs

Bog **II**

Sunken Graveyard

The Lich's Tomb **III**

Blood Altar Room

Baalok's Lair **IV**



## GUARDIAN



Baalok, the Flesh Weaver

# 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 shows the room's age and condition, the interior of it does 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 for a closer look and accidentally bump 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 the box 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 has 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 unlife, 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



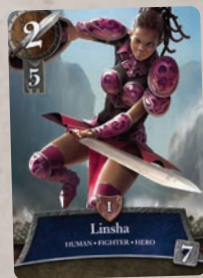
Darameric



Nimblefingers



Regalen

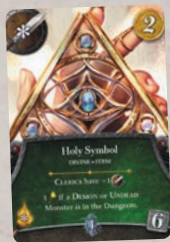


Linsha

## 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

## ROOM TILES

Alchemy Chamber I

The Servants' Tombs

Bog II

Sunken Graveyard

The Lich's Tomb III

Blood Altar Room

Baalok's Lair

IV



## GUARDIAN



Baalok, the Flesh Weaver

VI

## FAQ

**Can Heroes such as *Markennan* get their Skill boosts in time to wield Weapons?**

Yes. Thus, *Markennan* may wield a Blunt Weapon with an 8 Skill requirement.



**How many XP do I gain with *Battle Axe* after battling a *Demon Spider*?**

Assuming you had a Treasure card to trigger *Demon Spider*'s **AFTER BATTLE** ability, you would gain 2 XP from *Battle Axe*. *Battle Axe* activates whenever you gain 1 or more Wounds. You gain the Wounds from the spider's **AFTER BATTLE** ability and another 1 Wound from its Wound value.

