

Mike Elliott

THUNDERSTONE[®] QUEST

AT THE FOUNDATIONS
OF THE WORLD
QUEST 4

Set Design by
Bryan Reese and Mark Wootton

**RULEBOOK &
QUESTBOOK**



CONTENTS

Credits	2
Introduction	3
Unpacking the Box	3
Prestige Class Boards	4
♥ Heroes	5
♥ Guardians	5
Questbook	6
Destiny Interrupted	9
One Step Behind	12
The Defender Ascends	14
How Many Levels Have You Cleared?	17
Campaign Log	18
Most Notable Moments	19
FAQ	Back Cover

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

Visit our website at [www.alderac.com/
thunderstone-quest](http://www.alderac.com/thunderstone-quest)
Questions?

<https://alderac.com/customer-service>

© 2022 Alderac Entertainment Group.
Thunderstone, *Thunderstone Advance*,
Thunderstone Quest, and all related marks
are ™ or ® and © where indicated. Alderac
Entertainment Group, Inc. 2505 Anthem
Village Drive, Suite E-521, Henderson, NV
89052, USA. All rights reserved.
Printed in China.

CREDITS

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

**AT THE FOUNDATIONS OF THE WORLD
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

LAYOUT: Brendon Goodyear

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, Brett Martin, Emmanuël Julian
Madail 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

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

IV HEROES

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

Even though Heroes are Legendary cards, they function in exactly the same way as other experienced Heroes. When you choose the cards you are going to play with during setup, place the

Heroes at the bottom of their respective Hero stacks, below the 2 Heroes. Only play with 1 copy of each Hero. While not in use, store the Heroes in the box with their respective level 1-3 Heroes.

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

VII GUARDIANS

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



MIRICELLE, SCION DEFENDER

As the Scion Defender, Miricelle has many demonic powers available in her arsenal with which to attack you. She is unpredictable, using the powers of chaos to overwhelm almost all who come before her.

DIFFICULTY: 🏹🏹🏹🏹🏹

QUESTBOOK



QUEST 4

AT THE FOUNDATIONS
OF THE WORLD



QUEST 4:

AT THE FOUNDATIONS OF THE WORLD



QUEST CARD LIST

HEROES

- 15x Darkrend
- 15x Grimwolf
- 15x Honormain
- 15x Jadress
- 15x Moonblades
- 15x Stormskull

ITEMS/ALLIES

- 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

I 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

II 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

III MONSTERS

10X ABYSSAL FOUNDERS

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

10X DIVINE FOUNDERS

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

QUEST CARD LIST [CONTINUED]

GUARDIAN

**MIRICELLE, SCION
DEFENDER**



TREASURES

1x Elmoran
2x Treasure Cache

PRESTIGE CLASS

1x Duelist

OTHER

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

DUNGEON ROOMS

Air Temple 
Water Temple 
Earth Temple 
Fire Temple 
Abyssal Temple 
Celestial Temple 



DESTINY INTERRUPTED

By Brett Satkowiak

Resting on the table, the black cube gleams in the relight. You reach for the bottle of acidic liquid you brought back from Baalok's temple. Removing the stopper, you tip the neck of the bottle down, careful not to release more liquid than desired. A drop hits the hard surface of the cube 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 enough 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 the 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.

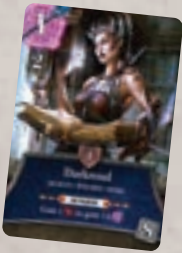
Honormain is the first to see the body and runs to inspect it. "It's Rennard," she confirms. "He's dead."

"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."

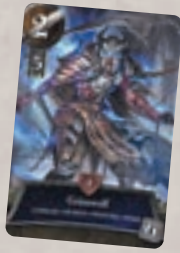


DESTINY INTERRUPTED ADVENTURE CARD LIST

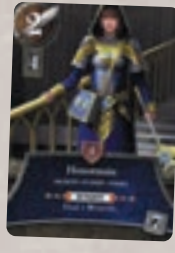
HEROES



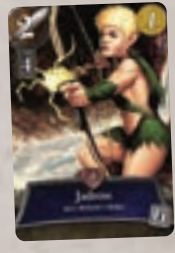
Darkrend



Grimwolf



Honormain

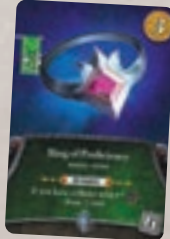


Jadress

ITEMS

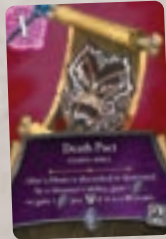


Daramere's
Cloak



Ring of
Proficiency

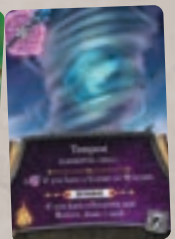
SPELLS



Death Pact

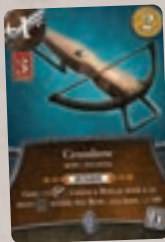


Mirror
Image

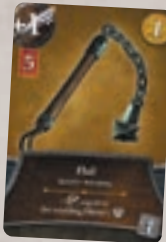


Tempest

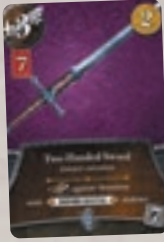
WEAPONS



Crossbow



Flail

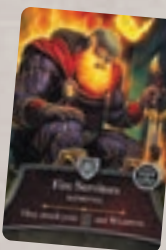


Two-Handed
Sword

MONSTERS



Air Servitors

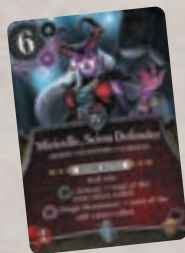


Fire Servitors



Divine
Founders

GUARDIAN



Miricelle, Scion Defender

ROOM TILES

Air Temple



Water Temple

Fire Temple



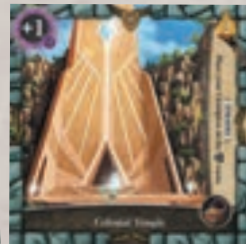
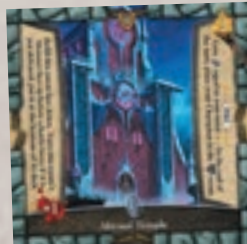
Earth Temple

Abyssal Temple



Celestial Temple

Miricelle's Lair



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 says with a sigh. "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 the Defender's 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, giving 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?"

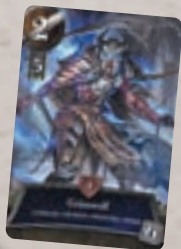
"Defeating the Defender disperses the gathered energy, resetting the clock and starting the process over again. Frankly, we haven't put a stop to it . . . because we don't know how."

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."

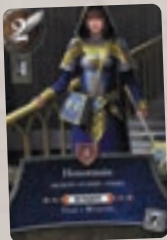


ONE STEP BEHIND ADVENTURE CARD LIST

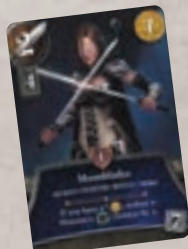
HEROES



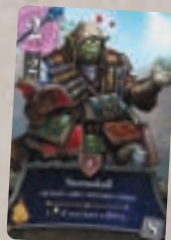
Grimwolf



Honormain



Moonblades

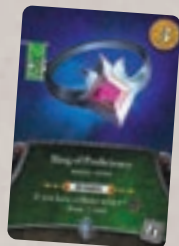


Stormskull

ITEMS



Damilu Huskie



Ring of Proficiency

ROOM TILES

Air Temple



Water Temple

Fire Temple



Earth Temple

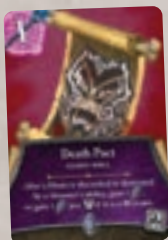
Abyssal Temple



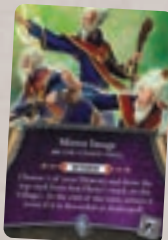
Celestial Temple

Miricelle's Lair

SPELLS



Death Pact

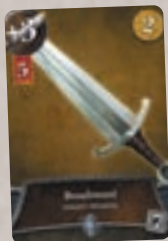


Mirror Image

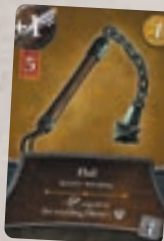


True Seeing

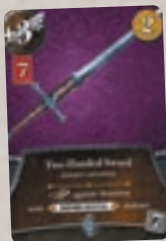
WEAPONS



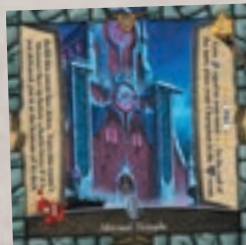
Broadsword



Flail



Two-Handed Sword



MONSTERS



Water Servitors



Earth Servitors



Abyssal Founders

GUARDIAN



Miricelle, Scion Defender

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 hesitating, 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 falls 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 is 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 them 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.”

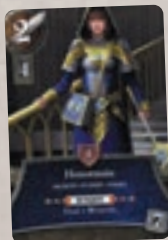
“There is no reasoning with her, Champion,” Elmoran says. “It’s her world or ours. It’s time to end this.”

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

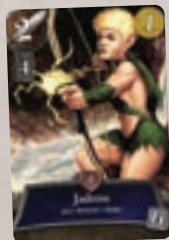


THE DEFENDER ASCENDS ADVENTURE CARD LIST

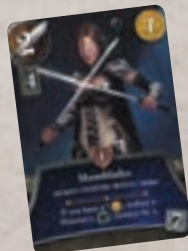
HEROES



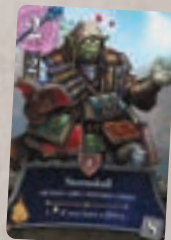
Honormain



Jadress



Moonblades

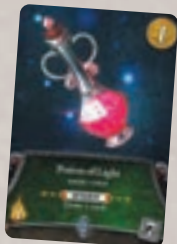


Stormskull

ITEMS



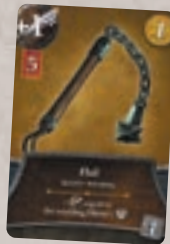
Damilu Huskie



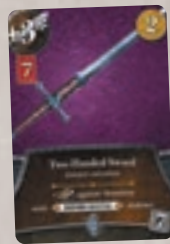
Potion of Light



Broadsword



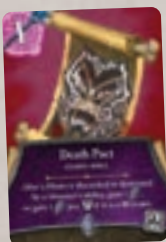
Flail



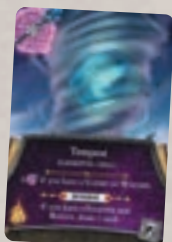
**Two-Handed
Sword**

WEAPONS

SPELLS



Death Pact

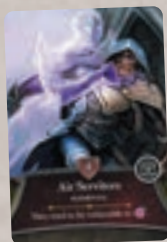


Tempest

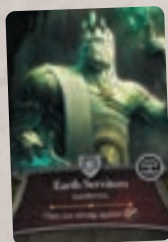


True Seeing

MONSTERS



**Air
Servitors**



**Earth
Servitors**



**Abyssal
Founders**



**Water
Servitors**



**Fire
Servitors**



**Divine
Founders**

6 MONSTER GROUPS

In this setup, we use 6 Monster groups, divided into 6 decks. Put 1 Guardian Key in each Monster deck, and place each deck next to its respective elemental room. When a Dungeon Room needs to be lled with a Monster, ll the room with a Monster from the corresponding elemental Monster deck (e.g., Fire Servitors re ll the Fire Temple, Divine Founders re ll the Celestial Temple, etc.).

ROOM TILES

Air Temple  Water Temple

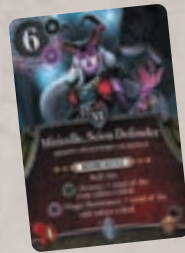
Fire Temple  Earth Temple

Abyssal Temple  Celestial Temple

Miricelle's Lair



GUARDIAN



Miricelle, Scion Defender

Miricelle's Lair

THREAT LEVEL **1** **2** **3**

1 2 3 4 5 6 7

IV

SCION'S DOMINATION
Add 1  or roll 1d6 for each throne you have. On a 1, 2, or 3, discard that throne.

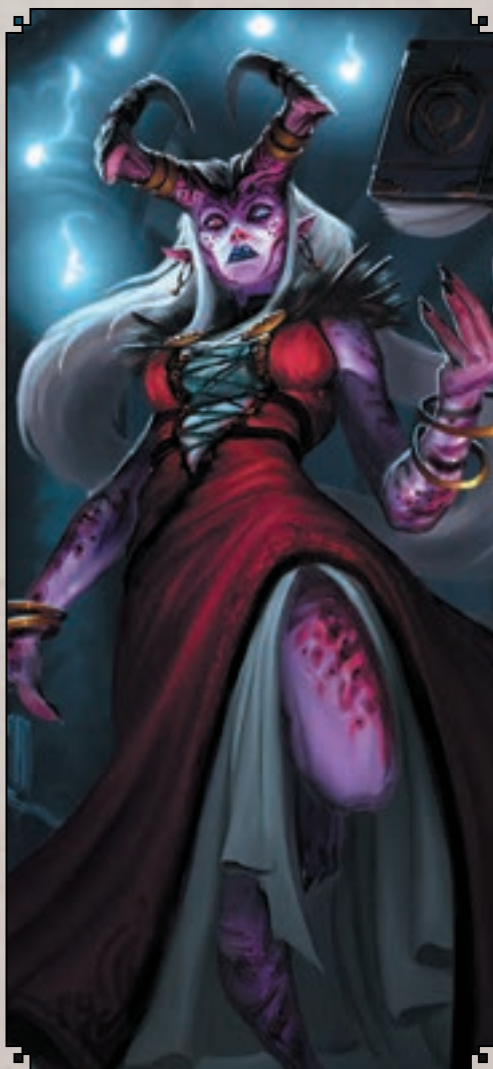
SCION'S DISEASE
You may discard 2 cards. If you don't, add 1  and gain 1 .

SCION'S GUIDANCE
Add 1 . Roll an extra 1d6. This extra roll does not count towards the maximum of 11 .

Each turn before placing Champions, each Champion rolls  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.

HOW MANY LEVELS HAVE YOU CLEARED?

MIRICELLE,
SCION DEFENDER



FAQ

If my Light total is reduced after I start moving through the Dungeon, such as from a Monster who discards my Item, does it reduce where I may travel in the Dungeon? Does it reduce the amount of Light I have for Spoils effects?

Once your Light total has been produced and you begin moving, having your Light reduced will not affect that movement.

For example, if you produce the 4 Light you need to get to the Abyssal Temple, and along your way to the Abyssal Temple a Monster discards your *Lantern* (reducing your Light to 3), this does not interrupt your current movement. You still make it to the Abyssal Temple. However, after you defeat the Monster, the Abyssal Temple only gives you +3XP, not +4XP.

If I have a Hero for just the turn (e.g., *Mirror Image*) and it gets leveled up or down, what happens?

You would level it up or down as normal and then return the newly leveled Hero, where and when appropriate.

If *True Seeing* is used to look at the top card of a Monster deck, what happens if it is a Guardian Key?

Set the Guardian Key aside and continue drawing the top card of the Monster deck until a Monster is found. Shuffle the revealed Key back into the Monster deck at the end of the turn.

If I choose not to use Abyssal Temple's Spoils ability can I stay in the Abyssal Temple, or do I have to place my Champion in the room?

You may stay at the Abyssal Temple.

If I spend gold on a card, ability, etc., do I still "have" that gold for the purposes of effects like *Moonblades' trait*?

Yes, *Moonblades* does not care whether or not you have spent the gold.

The Dungeon ability on *Tempest* requires a Fighter and Rogue. Can I use a dual class Hero that has both classes or do I need to use separate Heroes?

You can use a dual class Hero.

The *Fire Giant* requires you to destroy Spells until you have the same number of Spells and Wizards. What happens if I have more Wizards than Spells?

You do not need to destroy any Spells.

