

Mike Elliott

THUNDERSTONE[®] QUEST

MIRICELLE'S RETURN QUEST 11

Set Design by Brett Satkowiak

**RULEBOOK &
QUESTBOOK**



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

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PRESTIGE CLASS BOARDS

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

Prestige Classes are a new board that allows you to train in a specialized class, gaining new powers as you gain Ranks. The training section (top) of each Prestige Class board explains how to gain 1 Rank (↑) in your Prestige Class (1) or potentially 2 Ranks (↑↑) at once (2). The Rank numbers (3) are to the right of the cost. These Ranks cost to gain, as listed on the left-hand side of the board within the Rank to which you are going (4). You must pay the cost of each Rank you gain. If the listed cost cannot be paid that turn for the 1 or 2 Ranks you earned, the new Rank(s) are not gained. You do not start with any Ranks in your Prestige Class, and Ranks must be gained in order; they cannot be skipped. When a Rank is gained, it will unlock new powers for your benefit (5). Sometimes, this may give you a new ability ready to use that turn, such as a **SPOILS** ability. Some abilities start with an italicized descriptive word, such as *Riftwalk* (6). This descriptive word will be referenced at other Ranks, increasing its power (7).

Riftwalker

1: Defeat 1 **1**+ Monster with a **ROGUE** and 2+.

2: Defeat 1 **3**+ Monster with a **ROGUE** and 5+.

(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.)

DUNGEON

Riftwalk: Roll 1d6. You may place your Champion in a Dungeon Room of the same level as half the roll (rounded up). This is not movement.

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

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

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

Gain 1 when you *Riftwalk*.

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

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

SPOILS

Gain 1 for each unique **1**+ Dungeon Room you entered this turn.

All your **HEROES** gain +1 when you *Riftwalk*.

RANK

0 1 2 3 4 5 6 7 8 9

5

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 *Miricelle's Return* Quest is included for use when playing the *Barricades Mode* expansion.



MIRICELLE, WORLD DESTROYER

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: 🏆🏆🏆🏆

HOW MANY LEVELS HAVE YOU CLEARED?

MIRICELLE,
WORLD DESTROYER



QUESTBOOK

A man with a beard and a white tunic with red patterns and a sword is shown from the chest up. He is surrounded by dark, swirling, ethereal energy that appears to be emanating from a glowing blue orb or portal behind him. The background is dark and atmospheric.

QUEST 11

MIRICELLE'S RETURN



QUEST 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 Riffling
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

I 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

II 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

III MONSTERS

10X RIFT NATIVES

2x Bhezto
2x Khaiodrush
2x Ongaothrho
2x Ozoudrre
2x Taotha

10X SCION INVADERS

10x Scions

QUEST CARD LIST [CONTINUED]

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 CLASS

1x Riftwalker

OTHER

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

DUNGEON ROOMS

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



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/ALLIES



Potion of Giant Strength



Traveling Merchant



Riffling

GUARDIAN



Miricelle, World Destroyer

WEAPONS



Glaive



Stone Maul



Midnight Katana

ROOM TILES

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

Miricelle,
World Destroyer's Lair

SPELLS



Phantasm



Sonic Scream

MONSTERS



Treacherous Turncoats



Orcish Allies



Rift Natives



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 asks.

"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

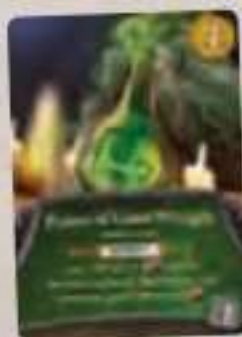


Sibyl



Corster
the Shade

ITEMS/ALLIES



Potion of Giant
Strength



Manacles



Riftling

WEAPONS



Throwing
Dagger



Midnight
Katana

GUARDIAN



Miricelle, World Destroyer

SPELLS



Sonic Scream



Spirit Shield



Banish

ROOM TILES

Broken Road



Village Breach

Mixed Marsh



Warped Wood

Shattered Cave



Split Cathedral

Miricelle,
World Destroyer's Lair

MONSTERS



Possessed
Protagonists



Resurrected
Remnants



Rift Natives



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 Zuriën 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 Zuriën'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. "Zuriën," 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 Stormland 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 Zuriën, 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

ITEMS/ALLIES



Potion of Giant
Strength



Manacles



Traveling
Merchant

WEAPONS



Glaiive



Stone Maul

SPELLS



Phantasm

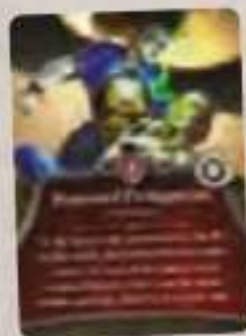


Spirit Shield



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

Miricelle,
World Destroyer's Lair





FAQ

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 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.



Are Donatien 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 Dungeon 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.

