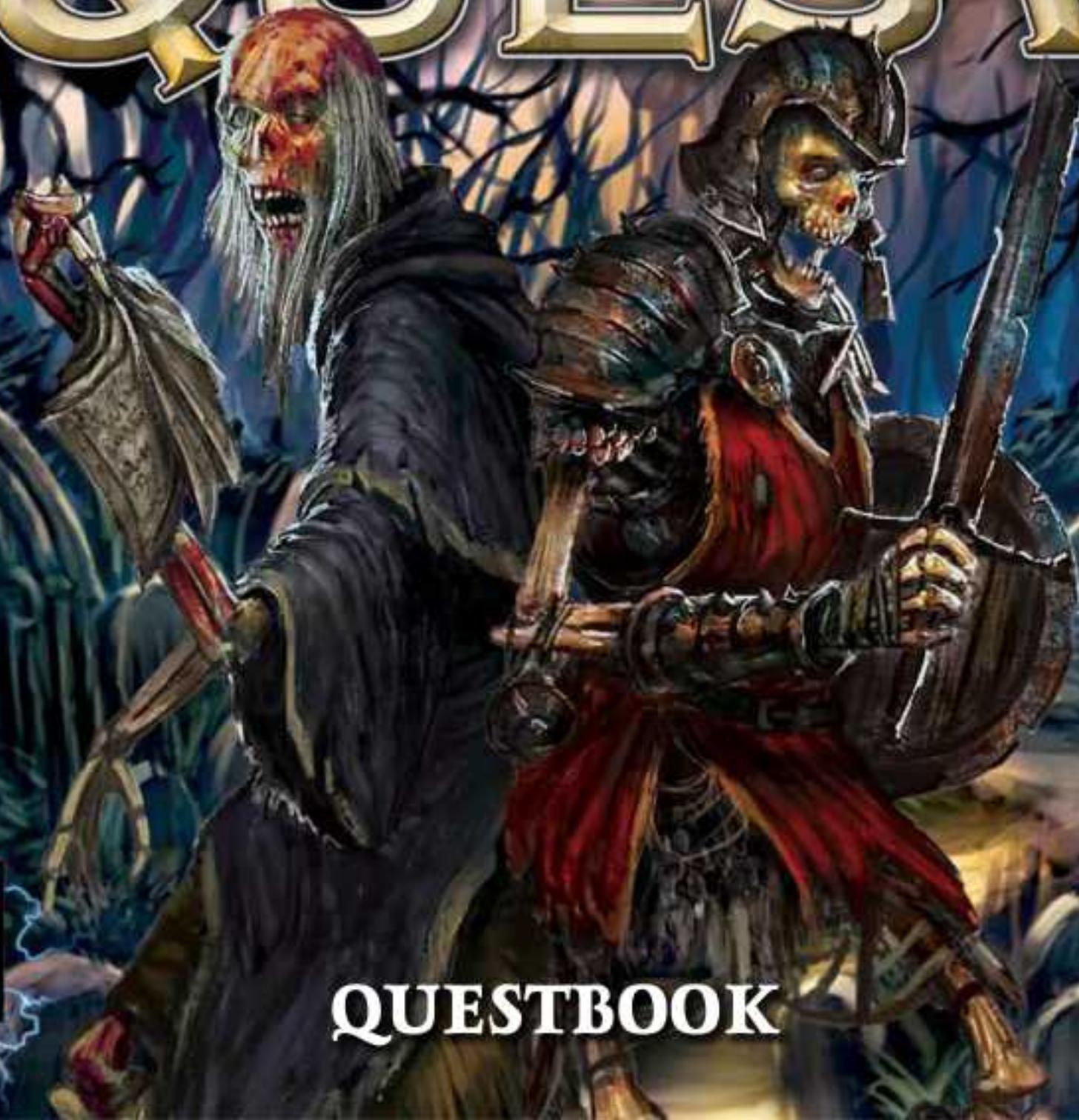


# THUNDERSTONE<sup>TM</sup> QUEST



QUESTBOOK

# INTRODUCTION

## WELCOME TO THUNDERSTONE QUEST!

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

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

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

Promotional  
Cards



A Mirror in  
the Dark (1)



Total Eclipse  
of the Sun (2)



Risen from  
the Mire (3)



At the Foundations  
of the World (4)



Ripples in Time (5)



# CONTENTS

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

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

If you are missing any components, please contact [CustomerService@alderac.com](mailto:CustomerService@alderac.com).

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

## HERO

14x Outlands  
14x Stalker  
14x The Yellow Knight

## ITEMS

8x Necklace of Dawn

## SPELLS

8x Form of the Juggernaut

## WEAPONS

8x Hand Axe

Plus 6 Randomizers and Dividers!

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

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

## HERO

14x Edlin

## ITEMS

8x Scionic Annals

## SPELLS

8x Dark Fire Touch

## WEAPONS

8x Rapier

## TREASURES

1x Miricelle

## MONSTERS

### 10x BLACK ROCK BANDITS

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

Plus 5 Randomizers and Dividers!

## TREASURES

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

## HOW TO USE THIS BOOK

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

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





# CHAPTER 1

# A MIRROR IN THE DARK





# CHAPTER 1: A MIRROR IN THE DARK

## QUEST CARD LIST



### HEROES

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

### ITEMS

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

### SPELLS

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

### WEAPONS

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

### I MONSTERS

#### 10x KOBOLD SKIRMISHERS

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

#### 10x GOBLIN GRUNTS

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

### GUARDIAN

Smorga the Queen  
IV, V & VI

### TREASURES

1x Stormland Mirror  
2x Treasure Cache

### II MONSTERS

#### 10x HOBGOBLIN BRUTES

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

#### 10x SPIDER TERRORS

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

### DUNGEON ROOMS

Abandoned Gate I  
Mine I  
Crypt II  
Sunken Well III  
Throne Room III  
Vault III

### III MONSTERS

#### 10x ANCIENT ADVENTURERS

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

#### 10x GOBLIN KING'S GUARD

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

### OTHER

24 Randomizers  
24 Dividers

# A MIRROR IN THE DARK: RUMBLINGS FROM THE PAST

By Brett Satkowiak

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

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

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

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

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

— *Taken from the Scionic Annals*



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

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

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

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

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

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



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

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

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



## RUMBLINGS FROM THE PAST ADVENTURE CARD LIST

### HEROES



Hawkswood



Pylorian



Silverhelm



Stormhand

### ITEMS



Gem of Healing



Tome of Knowledge

## SPELLS



Fireball



Future Vision



Magic Missile

## WEAPONS



Hammer



Shortbow



Shortsword

## MONSTERS



Goblin Grunts



Hobgoblin Brutes



Ancient Adventurers

## GUARDIAN



Smorga the Queen



## ROOM TILES

Abandoned Gate



Mine

Sunken Well



Crypt

Throne Room



Vault



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

By Brett Satkowiak

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

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

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

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

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

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

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



ONE DOOR OPENS...

## ADVENTURE CARD LIST

### HEROES



Gorlandor



Hawkswood



Scathian



Silverhelm

### ITEMS



Amulet of Infravision



Gem of Healing



Tome of Knowledge



## SPELLS



Fireball



Moonlight

## WEAPONS



Hammer



Maul



Shortbow

## MONSTERS



Kobold Skirmishers



Spider Terrors



Ancient Adventurers

## GUARDIAN



Smorga the Queen

## ROOM TILES

Abandoned Gate



Mine

Sunken Well



Crypt

Throne Room



Vault



# A MIRROR IN THE DARK: ALONG CAME A SPIDER

By Brett Satkowiak

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

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

Stormhand growls to himself. "Optimists."

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

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

"Finally!" Stormhand exclaims.

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

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

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



## ALONG CAME A SPIDER ADVENTURE CARD LIST

### HEROES



Pylorian



Scathian



Silverhelm



Stormhand

### ITEMS



Amulet of  
Infravision



Tome of  
Knowledge



## SPELLS



Fireball



Magic Missile



Moonlight

## WEAPONS



Hammer



Maul



Shortbow

## MONSTERS



Goblin Grunts



Spider Terrors



Goblin King's Guard

## GUARDIAN



Smorga the Queen

## ROOM TILES

Abandoned Gate



Mine

Sunken Well



Crypt

Throne Room



Vault



☾ CHAPTER 2

TOTAL  
ECLIPSE  
OF THE  
SUN





# CHAPTER 2: TOTAL ECLIPSE OF THE SUN

## QUEST CARD LIST



### HEROES

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

### ITEMS

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

### SPELLS

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

### WEAPONS

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

### I MONSTERS

#### 10x TWISTED CREATURES

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

#### 10x WOODLAND SPRITES

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

### GUARDIAN

Guardian of the Sun  
IV, V & VI

### TREASURES

1x Sun of the Forest  
2x Treasure Cache

### II MONSTERS

#### 10x CORRUPTED ELVES

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

#### 10x FOUNDATIONAL KEEPERS

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

### DUNGEON ROOMS

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

### III MONSTERS

#### 10x CORRUPTED CENTAURS

2x Chiron  
2x Diosphos  
2x Foloji  
2x Gyros  
2x Polkan

#### 10x TREEFOLK

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

### OTHER

24 Randomizers  
24 Dividers

# TOTAL ECLIPSE OF THE SUN: INTO THE FOREST

By Brett Satkowiak

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

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

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

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

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

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

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

"We seek an audience with Queen Elethay."

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

"What do you mean?" you ask.

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

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

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

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



## INTO THE FOREST ADVENTURE CARD LIST

### HEROES



Sephilest



Ehrlingal



Gendarme



Felin

### ITEMS



Elven Ring



Wand of Light

## SPELLS



Lightning Bolt



Nature's Fury



Arcane Touch

## WEAPONS



Punching Dagger



Quarterstaff



Shortbow  
(Found in the Mirror  
in the Dark Quest)

## MONSTERS



Twisted Creatures



Foundational  
Keepers



Corrupted  
Centaurs

## GUARDIAN



Guardian of the Sun

## ROOM TILES

Fairy Meadow



Ominous Looking Road

Tree House



Hollow Tree

Elven Outpost



Elven Tower



# TOTAL ECLIPSE OF THE SUN: HOSTILE TAKEOVER

By Brett Satkowiak

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

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

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

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

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

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



## HOSTILE TAKEOVER

## ADVENTURE CARD LIST

### HEROES



Avania



Ehrlingal



Felin



Brimstone

### ITEMS



Strength Gauntlets



Headband of Intellect



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



## SPELLS



Consecration



Lightning Bolt

## WEAPONS



Longbow



Longsword



Punching Dagger

## MONSTERS



Twisted Creatures



Corrupted Elves



Treefolk

## GUARDIAN



Guardian of the Sun

## ROOM TILES

Fairy Meadow



Ominous Looking Road

Tree House



Hollow Tree

Elven Outpost



Elven Tower



# TOTAL ECLIPSE OF THE SUN: A QUEEN'S BURDEN

By Brett Satkowiak

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

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

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

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

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

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



## A QUEEN'S BURDEN

## ADVENTURE CARD LIST

### HEROES



Avania



Sephilest



Gendarme



Brimstone

### ITEMS



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



**Wand of Light**



## SPELLS



Consecration



Nature's  
Fury



Arcane  
Touch

## WEAPONS



Longsword



Quarterstaff



Shortbow  
(Found in the Mirror  
in the Dark Quest)

## MONSTERS



Woodland  
Sprites



Corrupted  
Elves



Corrupted  
Centaurs

## GUARDIAN



Guardian of the Sun

## ROOM TILES

Fairy Meadow



Ominous Looking Road

Tree House



Hollow Tree

Elven Outpost



Elven Tower



⊕ CHAPTER 3

RISEN  
FROM THE  
MIRE





# CHAPTER 3: RISEN FROM THE MIRE

## QUEST CARD LIST



### HEROES

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

### ITEMS

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

### SPELLS

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

### WEAPONS

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

### I MONSTERS

#### 10x ENSNARING VINES

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

#### 10x BOG ZOMBIES

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

### GUARDIAN

Baalok, the Flesh Weaver  
I, V & V

### TREASURES

1x Elemental Elixir  
2x Treasure Cache

### 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

### DUNGEON ROOMS

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

### III MONSTERS

#### 10x MARSH TROLLS

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

#### 10x SWAMP SPIRITS

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

### OTHER

24 Randomizers  
24 Dividers

# RISEN FROM THE MIRE: FORGOTTEN PURPOSE

By Brett Satkowiak

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

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

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

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

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

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

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

Miricelle shifted her eyes from the Mirror to the book.

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

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

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

"What will become of this world, then?"

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



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

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

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

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

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

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

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

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

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

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



## FORGOTTEN PURPOSE

## ADVENTURE CARD LIST

### HEROES



Nimblefingers



Regalen



Linsha



Baharan

### ITEMS



Potion of  
Stamina



Ring of  
Learning

## SPELLS



Arcane  
Aura



Charm  
Monster



Enchant  
Weapons

## WEAPONS



Battle  
Axe



Boomerang



Crystal  
Dagger

## MONSTERS



Ensnaring  
Vines



Chaos  
Lizards



Marsh  
Trolls

## GUARDIAN



Baalok, the Flesh Weaver

## ROOM TILES

Alchemy Chamber



The Servant's Tombs

Bog



Sunken Graveyard

The Lich's Tomb



Blood Altar Room



# RISEN FROM THE MIRE: THE SLEEPERS AWAKEN

By Brett Satkowiak

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

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

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

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

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

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



## THE SLEEPERS AWAKEN ADVENTURE CARD LIST

### HEROES



Darameric



Markennan



Nimblefingers



Regalen

### ITEMS



Holy Symbol



Potion of Stamina



## SPELLS



Arcane  
Aura



Charm  
Monster



Vampiric  
Touch

## WEAPONS



Boomerang



Crystal  
Dagger



Holy Mace

## MONSTERS



Ensnaring  
Vines



Moor  
Skeletons



Swamp  
Spirits

## GUARDIAN



Baalok, the Flesh Weaver

## ROOM TILES

Alchemy Chamber



The Servant's Tombs

Bog



Sunken Graveyard

The Lich's Tomb



Blood Altar Room



# RISEN FROM THE MIRE: A SCREAM FROM BEYOND

By Brett Satkowiak

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

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

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

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

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



## A SCREAM FROM BEYOND ADVENTURE CARD LIST

### HEROES



Darameric



Nimblefingers



Regalen



Linsha

### ITEMS



Crystal  
of Scrying



Holy  
Symbol



## SPELLS



Arcane  
Aura



Enchant  
Weapons



Vampiric  
Touch

## WEAPONS



Battle  
Axe



Crystal  
Dagger



Holy  
Mace

## MONSTERS



Bog  
Zombies



Moor  
Skeletons



Swamp  
Spirits

## GUARDIAN



Baalok, the Flesh Weaver

## ROOM TILES

Alchemy Chamber



The Servant's Tombs

Bog



Sunken Graveyard

The Lich's Tomb



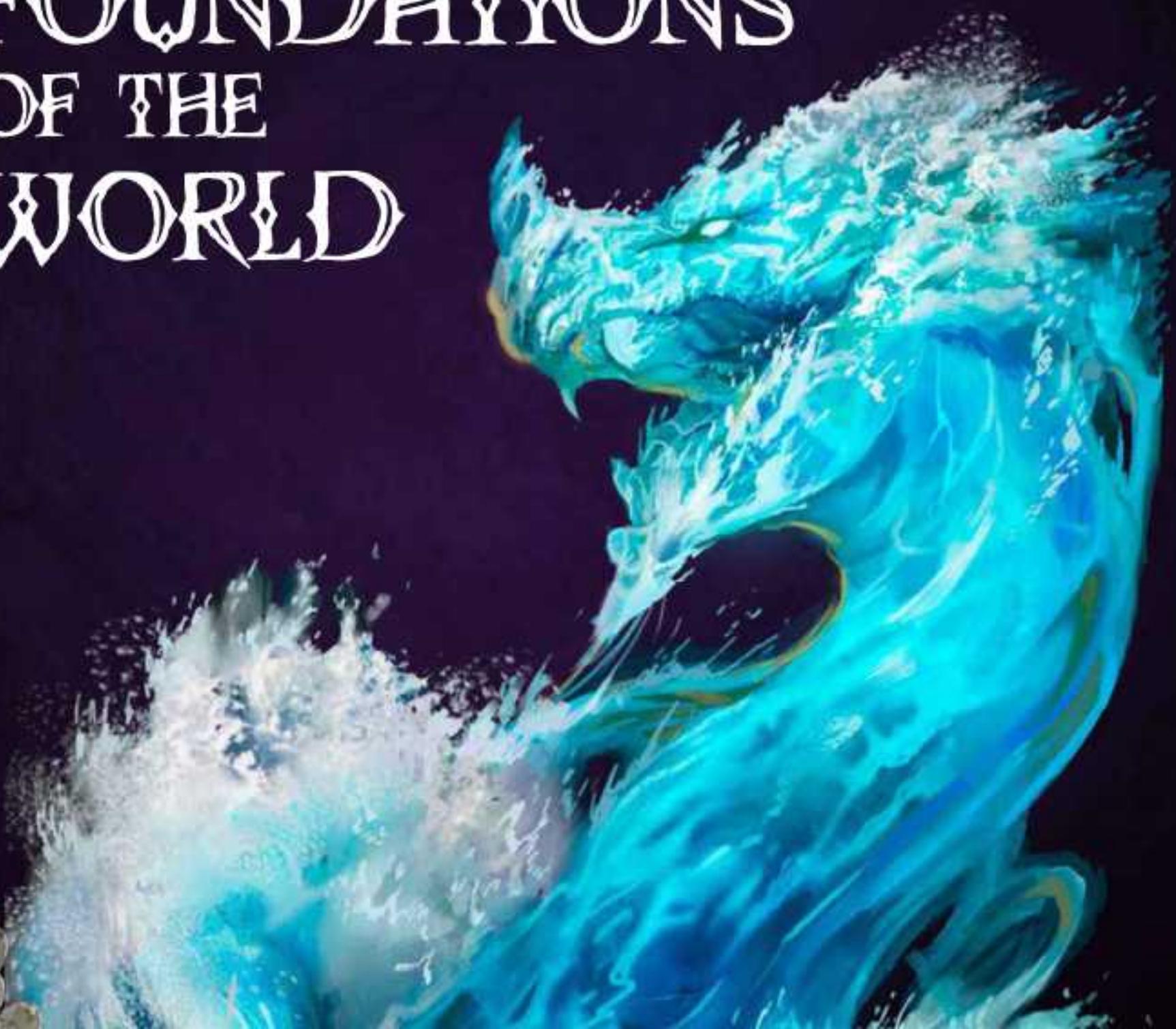
Blood Altar Room





## CHAPTER 4

# AT THE FOUNDATIONS OF THE WORLD





# CHAPTER 4: AT THE FOUNDATIONS OF THE WORLD

## QUEST CARD LIST



### HEROES

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

### ITEMS

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

### SPELLS

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

### WEAPONS

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

### 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

### GUARDIAN

Miricelle, Scion Defender  
IV, V & VI

### TREASURES

1x Elmoran  
2x Treasure Cache

### 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

### DUNGEON ROOMS

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

### III MONSTERS

#### 10x DIVINE FOUNDERS

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

#### 10x ABYSSAL FOUNDERS

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

### OTHER

24 Randomizers and  
24 Dividers

# AT THE FOUNDATIONS OF THE WORLD: DESTINY INTERRUPTED

By Brett Satkowiak

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

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

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

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

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

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

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

"Later, Champion. Where is she?"

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

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



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

"Welcome home," Rennard says.

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

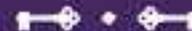
"Indeed. But soon you will have the power to reshape it into a home that will rival that of the gods. And they won't take it away from us again."

"What now?"

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

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

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



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

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

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



## DESTINY INTERRUPTED ADVENTURE CARD LIST

### HEROES



Grimwolf



Jadress



Darkrend



Honormain

### ITEMS



Daramere's  
Cloak



Ring of  
Proficiency

## SPELLS



Death Pact



Mirror Image



Tempest

## WEAPONS



Crossbow



Flail



Two-Handed  
Sword

## MONSTERS



Air Servitors



Fire Servitors



Divine  
Founders

## GUARDIAN



Miricelle, Scion Defender



## ROOM TILES

Air Temple



Water Temple

Fire Temple



Earth Temple

Abyssal Temple



Celestial Temple



# AT THE FOUNDATIONS OF THE WORLD: ONE STEP BEHIND

By Brett Satkowiak

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

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

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

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

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

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

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

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

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



## ONE STEP BEHIND ADVENTURE CARD LIST

### HEROES



Grimwolf



Stormskull



Moonblades



Honormain

### ITEMS



Damilu  
Huskie



Ring of  
Proficiency



## SPELLS



Death Pact



Mirror Image



True Seeing

## WEAPONS



Broadsword



Flail



Two-Handed  
Sword

## MONSTERS



Water  
Servitors



Earth  
Servitors



Abyssal  
Founders

## GUARDIAN



Miricelle, Scion Defender

## ROOM TILES

Air Temple



Water Temple

Fire Temple



Earth Temple

Abyssal Temple



Celestial Temple



# AT THE FOUNDATIONS OF THE WORLD: THE DEFENDER ASCENDS

By Brett Satkowiak

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

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

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

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

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

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

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

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



## THE DEFENDER ASCENDS ADVENTURE CARD LIST

### HEROES



Jadress



Stormskull



Moonblades



Honormain

### ITEMS



Damilu  
Huskie



Potion of  
Light



Death Pact



Tempest



True Seeing

### SPELLS

## WEAPONS



Broadsword



Flail



Two-Handed  
Sword

## MONSTERS

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

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



Air  
Servitors



Water  
Servitors



Earth  
Servitors



Fire  
Servitors

## MONSTERS CONT'D



Abyssal  
Founders



Divine  
Founders



Miricelle, Scion Defender

## ROOM TILES

Air Temple



Water Temple

Fire Temple



Earth Temple

Abyssal Temple



Celestial Temple



© EPILOGUE

RIPPLES  
IN  
TIME





# EPILOGUE: RIPPLES IN TIME

## QUEST CARD LIST



### HEROES

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

### ITEMS

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

### SPELLS

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

### WEAPONS

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

### I MONSTERS

#### 10x DOOMKNIGHTS

2x Doom General  
2x Doom Necromancer  
2x Doom Sorcerer  
2x Doom Tormentor  
2x Doom Warrior

#### 10x GNOLL RAIDERS

2x Cur Cur  
2x Gnoll Alpha  
2x Gnoll Hunter  
2x Gnoll Marauder  
2x Gnoll Scavenger

### GUARDIAN

Death Sentinel  
I, II & III

### TREASURES

1x Axe of the Giants  
1x Lightbringer

### II MONSTERS

#### 10x MINIONS OF CHAOS

2x Hell Hound  
2x Lightning Demon  
2x Pain Demon  
2x Succubus  
2x Unholy Demon

#### 10x TORMENTS

2x Fire Torment  
2x Lightning Torment  
2x Smoke Torment  
2x Thunder Torment  
2x Water Torment

### DUNGEON ROOMS

Gate Cavern I  
Dangerous Passageway II  
Fire Chasm III

### III MONSTERS

#### 10x ANCIENT WYRMS

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

#### 10x ANCIENT PROTECTORS

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

### OTHER

24 Randomizers and  
24 Dividers

# EPILOGUE: RIPPLES IN TIME

By Brett Satkowiak

You gasp for air as the sentient water swirls around you, pulling you beneath its surface once again. As with the other temples, Miricelle has gained enough power to turn its denizens against you, and the entire party is fighting for their lives through all manner of watery creatures, trying to reach her.

A blast of magical energy ruptures the creature, causing you to pour out onto the hard floor. You turn to see Elmoran with his hand raised, your apparent rescuer. You turn again to see Grimwolf and Miricelle locked in combat. Grimwolf has proven to have unnatural strength time and again on this quest, but he appears to be outmatched by the former maiden as she backs him into a corner.

But it seems to be enough to distract her, as you notice Moonblades, as silent as she is blind, approach from behind. Her blades begin to glow as she prepares to strike, but somehow she isn't fast enough. Miricelle turns in time to defend herself, raising her arms and swinging the *Scenic Annals* around to deflect the attack. The force of the blow knocks the book out of her control as it skips across the water on the floor to rest a few yards in front of where you still work to catch your breath. Elmoran defeats another enemy, turning his attention to Miricelle as well.

"She's too strong," the thought reverberates in your head. "It's too much power. We'll never defeat her now." But that's when the realization strikes you. "She doesn't

possess all that power yet; it's still linked to our world ... and that book is the bridge that connects her, the Stormland, all of it together."

You struggle to get to your feet and regain your sword, trudging through the water to where the open book bobs innocently, ignorant of the battle going on at the other side of the room. You raise your sword to strike.

"No, Champion!" Elmoran cries. "Wait!"

But the plea comes too late as you drive your blade down, slicing the book in two along the spine. The burning flash of light is the last thing you see before everything goes dark.

Back in the world of the Keep, the entire Material Plane is shocked by the influx of energies old and new. Powerful storms arise across land and sea in a moment. Volcanoes and geysers erupt without warning, spewing intense fire and heat into their surroundings. Earthquakes shake the land everywhere, causing enormous fissures and canyons to appear as the very land is unable to contain the backlash and the power that Miricelle tried to steal from it surges back unchecked.

In time, the world settles back into balance, but it is forever changed as magic from the forces that birthed it infuse every part with new life and energy. Time will tell

what adventures await in this brave new world...



... but the effects are felt in a very old world as well.

"It is time," Veris turns to the others. "We must make for the Gate to ensure he does not return."

"Again?" Regan replies, looking old and weary. "The path there is fraught with danger. But so be it ... again."

"So it's up to us to clean up the mess, then?" Dunardic sneers as he kicks off the wall he was leaning on.

"Mind your tongue," Terakian shoots back. "You've no idea the evils we've faced already to rid the world of Doom. The Eruption has put our work in jeopardy, which is why we must venture to the Gate once more. But you're free to return to your guardpost if you'd prefer."

Dunardic raises his hands in quiet surrender before turning to secure his pack.

Arcanian lifts her hand before her, opening it to see the energy swirl above her open palm. "The Eruption has released all manner of new magicks. I can only imagine what marvels await us below."

"Nothing good, I assure you," Aird says. "Mark my words, though. If a quest to rid ourselves of Doom forever is the most difficult thing we face in the wake of this Eruption, I'd say we've gotten off lucky."



## RIPPLES IN TIME

# ADVENTURE CARD LIST - PART I

### HEROES



Aird



Arcanian



Dunardic



Regan

### ITEMS



Lightstone  
Gem



Nature's  
Amulet

## SPELLS



Creeping Death



Frost Bolt



Mind Control

## WEAPONS



Cursed Mace



Longspear



Magi Staff

## MONSTERS



Doomknights



Torments



Ancient Wyrms

## GUARDIAN



Death Sentinel

## ROOM TILES

Gate Cavern

Mine

Crypt

Dangerous Passageway

Fire Chasm

Vault





RIPPLES IN TIME

# ADVENTURE CARD LIST - PART II

## HEROES



Aird



Veris



Dunardic



Terakian

## ITEMS



Amulet of Power



Ring of Spell Storing

## SPELLS



Creeping Death



Mind Control



Summon Storm



King's Sword



Longspear



Magi Staff

## WEAPONS

## MONSTERS



Gnoll Raiders



Minions of Chaos



Ancient Protectors

## GUARDIAN



Death Sentinel

## ROOM TILES

Gate Cavern



Mine

Crypt



Dangerous Passageway

Fire Chasm



Vault



# WHICH GUARDIANS HAVE YOU DEFEATED?

SMORGA  
THE QUEEN



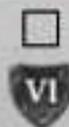
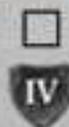
GUARDIAN  
OF THE SUN



BAALOK  
THE FLESH WEAVER



MIRICELLE  
SCION DEFENDER



DEATH  
SENTINEL







TM

THUNDERSTONE  
QUEST

QUESTBOOK