In the time before humans, the first races lived in harmony. Day and night were fixed things, decided by one’s position on the map, not by the clock. The sun always bathed the Daylight Woods in gentle warmth, and the Blond Elves danced through the woods, happy in their realm of eternal light.

The moon always caressed the Nocturnal Mountains with silvery rays, just enough light for marauding, which was the Burnt-It Orcs’ favorite pastime (orc tusks make pronouncing ‘brunet’ difficult)

Both races were happy in their realms, and all was right with the world!

But, stability bores the gods. To liven things up, they created the human race. Humans were strange. They could dance AND maraud! Furthermore, they weren’t satisfied with trees or caves, but built ‘houses’ and ‘villages’ and ‘cities’. And, they felt their existence lacked variety on the great plains between Night and Day. They could live near the forests and have day, or they could live near the mountains and have night. Some did both, but the commute around bedtime was abominable.

But King David the Elder had a solution! He founded the great city of Arcadia, and there, in the Temple of Dawning Twilight, humankind worked powerful magic, and set the Cycle in motion! The sun and moon were no longer idle. They moved through the heavens, and Night became Day, and Day became Night, and the humans rejoiced! For all was right with the world!

Well, no, actually, the war took some years to conclude (now that the humans had discovered years and invented calendars), but the Guilds prevailed, and Good King David the Elder established the Sunguard, a loyal band of Arcadia’s mightiest heroes to police the Guilds and serve as his royal protection. And NOW all was right with the world!

Many, many years passed, and the elves and orcs eventually acclimated to the routines of night and day, seasons and years (although the first autumn was terribly traumatic for the Blond Elves who had never seen falling leaves before). The Great Guilds kept the peace and expanded their activities to trade, industry, and lore. In fact, rivalries became the norm, as the Guilds sought to out-do each other in the King’s eyes.

The Guilds began competing on all levels: treasure, arcane knowledge, political influence, new inventions, the tastiest snacks, and best exercise routines… anything and everything was fair game. But the competition was healthy, and the Guilds were prosperous, and, as they prospered, so too did Arcadia. And all was right with the world!

And yet, while all was right with the world, not all was right for Lord Fang (whose name was not-at-all ominous at the time). A vampire, and Brooder of the First Clan, Lord Fang had loved his eternal night in his lonely castle high in the Midnight Mountains. He could still lurk and brood, and wander silent halls reveling in the stillness… but now, even he, the MIGHTY Lord Fang, had a bedtime. Intolerable!

But the Guilds were strong (despite their mutual animosity), and the Sunguard stronger. Toppling them would prove no easy task. And so, Lord Fang brooded. And plotted. And schemed. In the course of centuries, he hired spies, mercenaries, and assassins. He hatched conspiracies, intrigues, and collusions. He even indulged in shenanigans, such was his cunning.

Arcadia had made many enemies by setting the sun and moon in motion. And though many thousands of years had passed, the Orcs still remembered a time when they could maraud free of the sun’s tyranny. The trolls could not practice their culinary arts on a people so well-protected by the Guilds. And the goblins, well… they’d always hated bedtime.

Lord Fang summoned a dark council. He laid forth his plans for the orcs, goblins, trolls, and minotaurs, and everyone agreed: Arcadia would fall.

Lord Fang set his assassins to work. His conspiracies hatched. His shenanigans sowed discord far and wide across the land. Outlying settlements, distant outposts, and roaming caravans were their main targets. He created trouble anywhere and everywhere that was far from Arcadia, and filled dungeon after dungeon with treasure and loot for greedy heroes to plunder!

The Guilds answered these threats and plundered these dungeons over the course of a year. How could they resist? Such treasure! Such forgotten knowledge! And, better, the chance to brag about their achievements in front of the other Guild!

Their rivalries grew to new heights, and their exploits were the talk of every tavern from horizon to horizon, and beyond!

But they were drawn out, stretched thin. So thin, in fact, that Good King David the Younger sent out the Sunguard as reinforcements.

It was then, with the Sunguard exposed, that Lord Fang’s horde struck! They laid siege to the weakened city, and it fell within hours. Good King David the Younger and the Guild Leaders escaped, but Arcadia had fallen! With the Temple of the Dawning Twilight in his grasp, Lord Fang halted the heavens, and the Moon now rules the eternal night sky. And, ever since, all has been right with the world!

Well, no, actually all is pretty terrible these days! It has been many years since the horde descended on Arcadia and eternal night fell. The Guilds assumed the monsters would simply maraud their way through the capital, then return to their mountains. But that hasn’t happened.

Turns out the monsters kind of like houses! Much more comfortable than caves. And marauding need not take place after a long commute! They’ve established many marauding-based firms and businesses, all within an easy walk from home. On weekends, they maraud their neighbor. Or, if feeling peckish, simply maraud down to the market for a pastry and kebab. In fact, their ‘maraud & barter’ system is downright civilized, and the monsters are loathe to depart Arcadia.

Yet, these are not the monsters’ homes, and eternal night gets old. All is not right with the world.

With the Sunguard shattered, and with Good King David the Elder in exile, the Guilds have formulated a new plan. They shall spare no expense to recruit their scattered heroes and re-take Arcadia! And, whoever Guild accomplishes this task, whichever Lord restored the balance of night and day, shall take their place as the new Sunguard! Talk about bragging rights! An epic battle, the grandest adventure of all time! The stakes have never been higher!

The race is on, the call is sent, and the time is now to join the Arcadia Quest!
Arcadia Quest is a campaign game for 2 to 4 players, in which each player controls a Guild with three unique Heroes. These Guilds compete against each other and against the obstacles in the game in order to accomplish a series of scenarios that will lead them to ultimate victory against the Vampire Lord Fang.

Players are able to choose the path their campaign takes, navigating through six out of eleven available scenarios, so each time the campaign is played it can have a different configuration of scenarios. The feats accomplished by a Guild in each scenario can grant it a significant strategic advantage in a following scenario.

During a scenario, each player pits his three Heroes against the Heroes of the other players, and the nasty Monsters that swarm the once-noble city of Arcadia. Fulfilling specific Quests, finding treasure and killing enemies, a Guild emerges victorious in each scenario, and its Heroes are able to evolve and acquire more powerful items and weapons. Over the course of the campaign, Heroes will have to prepare themselves if they want to have any hope of surviving the final showdown against the vampire lord and his minions!
ANATOMY OF A HERO

Each of the Heroes in Arcadia Quest is unique with different traits and special abilities, players should take these into consideration when picking their Heroes. The Hero cards all display the following characteristics:

A. Defense - This tells you how many Defense dice this Hero can roll to try to prevent an attack from inflicting Wounds.

B. Life - This number indicates how many Wounds are necessary to kill this Hero.

C. Name - This is the name of the Hero.

D. Ability - This is the Hero’s Natural Ability, a special characteristic that truly sets him apart from anybody else. These Abilities are always in effect, following the parameters of their descriptive text.

STARTING EQUIPMENT

Before beginning with the first Scenario in the campaign, each Guild receives 5 Upgrade cards as starting equipment. Take the Starter deck and give each player one of each type of card: Rusty Blade, Parrying Blade, Slingshot, Life Drain and Nova Bolt. Each player can distribute his 5 cards among his 3 Heroes in any way he chooses.

On the Guild Dashboard, each Hero has an inventory of 4 card slots, located under his Hero card. Each Hero can only use the 4 cards in his inventory, not the cards of the entire Guild.

Example: The player controlling the Blue Guild has chosen Grom, Maya and Zazu as his Heroes. He decides to give the Rusty Blade to Grom, Life Drain and Nova Bolt to Maya and the Parrying Blade and Slingshot to Zazu.

CAMPAIGN FOR ARCADIA

In order to defeat the evil rule of Lord Fang, the Heroes will need to first make their way from the outskirts to the very heart of the city of Arcadia. As they progress, they diminish the power base of the vampire lord, while gaining more power themselves. Only after much adventuring will they be ready to face the vampire lord in the flesh.

The Arcadia Quest campaign, presented in detail in the Campaign Book, is divided into three stages: the Outer Circle, the Inner Circle and the Final Showdown. During a campaign, just six of the eleven scenarios contained in the Campaign Book will be played, so a new campaign can take a different path and offer all new scenarios to the players.

Outer Circle - These are the districts just within the outer wall of the city. Of the six scenarios available in the Outer Circle, three must be completed before the players move into the Inner Circle.

Inner Circle - This is the protected citadel of Arcadia, within the city’s second wall. Of the four scenarios available in the Inner Circle, two must be completed before the players move to the Final Showdown.

Final Showdown - At the very center of the city sits the Temple of Dawning Twilight. All campaigns end there with the Final Showdown scenario.

At the beginning of the campaign, players choose together which of the Outer Circle scenarios will be the first (it is recommended that first-time players begin the campaign with the District of Hammers scenario). Afterwards, the winner of the previous scenario chooses which scenario will be played next.
SCENARIO SETUP

The Campaign Book contains detailed descriptions of all the scenarios that make up the campaign. Once a scenario has been chosen to play, it must be set up on the play area. The entry for the scenario contains a detailed list of all the components used in it, as well as the quantity required. To ensure no component is left out of the scenario, first separate the amount of each component requested, before setting up the game board.

1. Tiles - Each side of the 9 gaming tiles displays an identifying code. Find the tiles listed in the scenario map and position them with the same orientation presented on the map.

2. Doors - Place the door tokens as indicated on the scenario map. Notice that some door tokens start the game with the “closed” side up, while others start with the “open” side up.

3. Portals - Place the portal tokens as indicated on the scenario map. There are two colors of portals, one on each side of the token, make sure to place each portal token with the correct side up.

4. Quest tokens - Most scenarios request that one or more of the Quest tokens be placed on the board facing up. Get the requested Quest tokens and place them in the indicated spaces, with the colored side up.

5. Exploration tokens - After making sure to put back in the box any remaining Quest tokens, shuffle the 14 Exploration tokens face down. Each scenario indicates the number of Exploration tokens that will be used in the game. Randomly pick that number of tokens and place them in the indicated spaces on the board, face down. The remaining Exploration tokens should be placed back in the box, still face down so nobody knows their content.

6. Spawn tokens - Shuffle face down the 5 Spawn tokens. Separate the number of Spawn tokens requested by the scenario and place them in the spaces indicated on the map. Return any remaining Spawn tokens to the box, then flip up the tokens on the board.

7. Monsters - Each scenario lists the type and quantities of Monsters that take part in it. Gather the requested Monster figures and place them in the spaces indicated in the map. Also arrange the Monster cards of all the listed Monsters next to the game board, so that all players can see them.

8. Quest cards - In order to win a scenario, players must accomplish the feats listed on that scenario’s Quest cards. Take the Quest cards listed in the scenario and arrange them next to the game board, so all the players can see them. Some Quest cards may have one or two Reward cards associated with them in the scenario description, in which case, tuck the indicated Reward cards under that Quest card. Only the PvP Quest cards related to the Guilds that are actually being used are put into play.

Important: Each monster type has up to four cards, with each one representing that monster at a specific level. For all Monsters, use only the card for the level equal to the number of the scenario being played. So, for example, when you’re playing the 1st scenario in your campaign, all Monster cards should be at Level 1; but when you’re playing your 3rd scenario, all Monster cards will be at Level 3 (use the “Level 2-3” cards).
9. Spawn tile - Place the spawn tile next to the game board.

10. Common Area - Place in a common area around the game board, within reach of all players, the piles of Wound tokens, Death tokens and coins, as well as the Attack and Defense dice.

11. Heroes Starting Areas - Indicated in the scenario map are the Starting Areas for each Guild. Each player is randomly assigned one of them. Put one Guild token from each player in a dice bag or closed hand and randomly place one token next to each starting area, this will be the starting area for each Guild. Players must sit around the table in the same order as their starting areas. Each player then places his Hero figures in any of the indicated spaces of his starting area, in any way he chooses (up to two figures may occupy the same Space). On a 3-player game the Player 4 Starting Area is not used. On a 2-player game the Player 3 and Player 4 Starting Areas are not used.

Once all the setup has been executed, your gaming table should look like the reference picture. You are now ready to start your adventure!

THE GAME BOARD

Arcadia is played on a game board consisting of several tiles arranged together according to the scenario map. These tiles represent the streets and buildings of the city of Arcadia. Each tile is divided into 9 equal Spaces, each with a dot marking its center. These spaces can be occupied by a maximum of two characters each.

Some Spaces are divided by walls which block Movement and Line of Sight. These blocking elements are identified by a diagonal hatching texture. The tiles also display several other decorative elements, which do not affect the game in any way and are there just to flesh out the setting. Only elements with the identifying hatching texture are blocking elements, everything else can be ignored for gameplay purposes.

CLOSE

Many rules and cards in the game refer to something being Close to something else. To be Close to something means to be either sharing the same Space, or to be on any of the four orthogonal Spaces that share an open edge with it.

- A Space that's diagonal from it is not Close.
- A Space whose shared edge is blocked by a wall or closed door is not Close.

Example:
The green Spaces and any characters in them are considered to be Close to Grom, while the red Spaces are not.

IMPORTANT TERMS

CHARACTER
A Hero or a Monster.

ALLY
For a Hero, another Hero of the same Guild. For a Monster, any other Monster.

ENEMY
For a Hero, any Hero from a different Guild and any Monster. For a Monster, any Hero.
A game of Arcadia Quest is played over a series of Player Turns, in clockwise order. The first player takes his turn, then the player to his left takes his turn, and so on. This sequence goes on until a player wins the scenario, ending that game. The first player to take his turn at the start of a scenario is the one sitting to the left of the player who won the last scenario. At the very first scenario of a campaign, however, the first player is chosen randomly.

When a player takes his turn, he may do one of two things:

- **ACTIVATE** a Hero.
- **REST** his Guild.

Each turn, the player can only do one or the other, never both.

### HERO ACTIVATION

The player chooses a single one of his Heroes to activate (activating the same Hero turn after turn is allowed). That Hero is now considered “active” and may perform, in any order, his **Movement** and one **Attack**, or one Attack and then his Movement. The Movement can’t be interrupted by the Attack and then resumed afterwards, it must be performed all at once either before or after the Attack. The Hero may also choose to perform just his Attack or just his Movement.

#### MOVEMENT

All Heroes have 3 **Movement points** available to use on each activation. By spending his available Movement points, a Character is able to move around the board. For each Movement point spent, the Character can either:

- **Move** one Space.
- Use a portal.
- Open or close a door at the edge of his Space.

The Character doesn’t have to use all of his available Movement points, though any remaining points don’t carry over to his next activation.

<table>
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### ATTACK

The active Hero may attempt to attack an enemy of his choosing, be it a Monster or an enemy Hero. There are several different kinds of attack that Heroes can obtain throughout the game, with a variety of capabilities and special effects. To perform an attack, the player executes the following steps:

#### Select Attack Card

The player chooses one unexhausted Attack card located in the active Hero’s inventory to use.

#### Confirm Target

The player selects his target, making sure the Attack card he chose is able to reach it. There are two basic types of attack: **Melee** or **Ranged.** The type of an attack is indicated on the card being used to perform it.

- **Melee** - A Melee attack can only target Enemies situated in a Space Close to the active Character (see Close rules on page 13).
- **Ranged** - A Ranged attack can target Enemies on any Space on the board, as long as the active Character has a clear Line of Sight to it (see Line of Sight rules on page 16).

#### Exhaust Attack Card

Before resolving the attack, the player must exhaust the Attack card being used by placing one of his Guild tokens on top of it. This exhausts the card, showing that it has been used. An exhausted card cannot be used again to perform an attack until it is unexhausted.

#### Attack Dice Pool

The attacking player gathers a number of black Attack dice equal to the number indicated on the Attack card being used. If he’s accessing any bonuses granted by other cards, those extra Attack dice are also added to his pool.

#### Defense Dice Pool

If the targeted Character has any Defense dice on his card, the player controlling him gathers a number of white Defense dice equal to that character’s Defense. If a targeted Hero possesses any cards with extra Defense icons, those dice are added as well. All of a Hero’s cards with extra Defense icons always add to his Defense pool, whether they are exhausted or not.

### FULL OR BLOCKED SPACES

Each Space can contain a maximum of two Characters at a time. A Space with up to one character in it is still considered to be free, since other characters, enemy or allied, can still enter it and shoot through it normally.

- **Full** - A Space with two characters in it is considered Full and nobody else can end their Movement inside it. If at least one of those two Characters is an ally of the active Character, he can move through the Space (though not end his Movement inside it) and it does not block his Line of Sight.
- **Blocked** - A Space with two enemies of the active character is considered Blocked. That means that he can’t move through it, and it blocks his Line of Sight.

#### Doors

Door tokens can be flipped to their closed or open position by spending one Movement point. The manipulated door must be at the edge of the space occupied by the active Character. Closed doors work just like a wall, blocking Movement and Line of Sight. Open doors create a Space-wide passage between two Spaces, allowing Movement and Line of Sight.

- **Open doors** allow Characters to teleport from one side of the board to the other very quickly during their movement. A Character standing in a Space that contains a portal can spend one Movement point to immediately take his figure and place it in any other Space containing a portal of the same color. If the destination Space is Blocked to the Character, he can’t use that portal. If the Space is just Full, the portal can be used, though the Character must be able to end his Movement in a free Space (see next page). Using a portal does not trigger a Guard Reaction from a Close Monster.

#### Example: In the distribution above, Grom (a Blue Guild Hero) is the active character. He considers the green Spaces as Free, the yellow Spaces as Full and the red Spaces as Blocked.

#### Example: Below we see Grom performing three possible Movements:

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### REST

At the very first scenario of a campaign, however, the first player is chosen randomly.

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**The Player Turn**

**Move**

Moving one Space means taking the active figure from its current Space to one of the four Close spaces that share an edge with it. **Diagonal movement is not allowed.** If there is a wall or a closed door between the Hero and the Space he wishes to enter, that move is not possible.

**Portals**

Portals allow Characters to teleport from one side of the board to the other very quickly during their movement. A Character standing in a Space that contains a portal can spend one Movement point to immediately take his figure and place it in any other Space containing a portal of the same color. If the destination Space is Blocked to the Character, he can’t use that portal. If the Space is just Full, the portal can be used, though the Character must be able to end his Movement in a free Space (see next page). Using a portal does not trigger a Guard Reaction from a Close Monster.

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**Example:** In the distribution above, Grom (a Blue Guild Hero) is the active character. He considers the green Spaces as Free, the yellow Spaces as Full and the red Spaces as Blocked.

**Example:** Below we see Grom performing three possible Movements:
When using Ranged attacks, it is necessary to check whether or not the active Character has a clear Line of Sight to his target. A Ranged attack has no limitation in regards to distance, the only requirement for it is that there be a free Line of Sight (LOS) to the target.

To check the Line of Sight, draw an imaginary line from the center of the active Character’s Space to the center of its target’s Space. There is free Line of Sight if this line is not interrupted by any blocking element – a wall, a closed door or a Blocked Space (see previous page).

The Line of Sight is not blocked if it only skims a blocking corner, passing at a 45 degree angle exactly through the intersection of four Spaces where only one side is blocked. However, the Line of Sight is blocked in other cases.

Finally, the Line of Sight can never cross an area that is not part of the board. If it ever leaves the tiles, it is blocked.

**Examples:**

1. **Zuzu intends to use his Slingshot to make a Ranged attack:**
   - He has LOS to Yohan through the open door, even though it skims the edge of the opening.
   - He has LOS to the Goblin through the open door. The Space with Diva and Grom does not block the line because Grom is an ally, so it is only considered Full to Zazu, not Blocked.
   - He does not have LOS to the Orcs because the central Space is only Full to Zazu, not Blocked, and the space with just Greensleeves is still considered free.

2. **He does not have LOS to the Orc because the two enemy Heroes are blocking the Space and the line cannot pass between their Blocked Space and the blocking wall.**

3. **He does not have LOS to Diva cause the line crosses a wall.**

4. **He does not have LOS to Greensleeves because the line crosses a closed door.**

5. **He does not have LOS to Diva cause the line crosses a wall.**

6. **He does not have LOS to Greensleeves because the line crosses a closed door.**

7. **He does not have LOS to the Orc because the central Space is only Full to Zazu, not Blocked, and the space with just Greensleeves is still considered free.**

8. **He does not have LOS to the Hammer Beastman because the Space with Scarlet and a Goblin is considered Blocked to Zazu.**

Besides being a success itself, each CRIT result allows an extra die to be rolled, adding its result to the total. If that roll also results in a CRIT, another extra die is rolled, and so on. In some cases, rolling a CRIT also activates a special effect listed in the card being used.

**Example 1:** Grom rolls 3 Attack dice for his Rusty Blade, getting \(\text{X} \), \(\text{V} \) and \(\text{V} \). Since it’s a Melee attack, that scores two misses and one hit. He rolls an extra die because of the CRIT and gets a \(\text{V} \) for a final result of 2 hits!

**Example 2:** Zuzu rolls 2 Attack dice for his Slingshot, getting \(\text{V} \) and \(\text{V} \). Since it’s a Ranged attack, that scores two hits. He rolls an extra die because of the CRIT and gets another \(\text{V} \). That’s one more hit and another extra die, which rolls a \(\text{V} \) a miss, for a total of 3 hits.

**Example 3:** Wisp is being attacked, he has 2 Defense, but the Parrying Blade in his inventory gives him +1 Defense (even though the card is currently exhausted) for a total of 3 Defense. He rolls 3 Defense dice, getting \(\text{V} \), \(\text{V} \) and \(\text{V} \), scoring 2 saves. He rolls an extra die because of the CRIT and gets another \(\text{V} \), so his total is 2 saves.

**Attack Results**

Once all dice have been rolled, compare the number of hits scored by the attacker with the number of saves obtained by the target’s Defense (if he had any). Each save cancels one hit. If there are still any hits remaining, the target suffers a number of Wounds equal to the number of exceeding hits. Place that number of Wound tokens on the targeted Hero’s card, or in case of a Monster, next to its figure.

**Example:** Zuzu attacks Wisp, scoring 3 hits, while Wisp gets 2 saves. The attack results in Wisp suffering 1 Wound.
Special Effects
Some Attack cards possess special effects listed on them. These take effect following the parameters described in the card. Some effects always happen, whenever the card is used, while others need to be triggered by specific circumstances, like scoring hits, rolling CRITS or inflicting a Wound.

For example, if any CRITS are rolled when attacking with the Nova Bolt card, the attack may also affect the second target Close to the original target. Both targets suffer the full number of hits obtained in the Attack roll.

Kills and Rewards
When a Character suffers a number of Wounds equal to his Life, he is killed. A killed Monster is removed from the board and placed in the first available slot in the Spawn Tile, while a killed Hero is placed on his Hero card.

When a Hero kills a Monster, his Guild immediately gets the number of coins listed in that Monster’s card. When a Hero kills an enemy Hero, his Guild gets one coin. When a Monster kills a Hero, all other Guilds get one coin. If a Hero is killed by any other game circumstances, like traps, all other Guilds also get one coin.

The credit for killing a Character goes to the Character that inflicts the last Wound, responsible for removing the Character from the board. It does not matter if someone else inflicted more Wounds to the killed Character, all the credit goes to the one who scores the final blow.

When a Hero is killed, any Exploration tokens (including Quest tokens) he was carrying are placed on the Space he was occupying, and then be picked up by another Hero, or Guild normally. If the Hero was killed by an enemy Hero, that Hero can automatically get one of those tokens and place it on his Hero card (he doesn’t even have to be near the killed Hero). Each time a Hero is killed, place a Death token on his card to mark the number of times he dies. Death tokens cannot be moved or removed from a Hero until the next Upgrade Phase.

Instead of Activating a Hero, a player can choose to spend his turn allowing his Heroes to Rest. When a Guild rests, none of its Heroes are activated, they are not allowed to perform any Movement or Attacks whatsoever during this turn. The Heroes rest and prepare themselves to continue their quest. The resting player may perform all of the following:

■ UNEXHAUST CARDS
Remove all Guild tokens from all cards in the Guild’s dashboard, unexhausting all of them. The cards are ready to be used once again in the following turns.

■ REORGANIZE ITEMS
The player may reorganize his cards, moving any number of them among any of his Heroes. Death Curse cards, however, cannot be moved around.

Exploration tokens can also be moved among any of his Heroes, though Quest tokens cannot be moved and must remain with the Hero that collected it.

■ RESURRECT HEROES
Any of the player’s killed Heroes may be resurrected and brought back into the game. Remove all Wound tokens from that Hero only and place his figure back on the board. The resurrected Hero can be placed either on that Guild’s Starting Area, or Close to any allied Hero that was already on the board at the beginning of his turn.

■ GUARD REACTION
Whenever a Hero that occupies a Space Close to a Monster moves to another Space, he triggers that Monster’s Guard Reaction, causing that Monster to immediately attack the active Hero with its listed attack attributes and abilities. The Monster does not move, it only attacks. Entering a Space Close to a Monster does not trigger its Guard Reaction, it is only triggered by moving from a Close Space.

When a Hero’s move would trigger the Guard Reaction in one or more Monsters, the player to the right of the active player must perform the attacks of all activated Monsters before the active Hero can perform the intended move. Always resolve all Guard Reaction attacks triggered by a move before executing the following move.

It is possible to trigger several consecutive Guard Reaction attacks from the same Monster or different ones in the same turn, if each move the Hero executes leaves a different Space guarded by the Monster. Keep in mind that using a portal does not trigger Guard Reaction.

Example: Grom is moving heedlessly across the board and triggering Guard Reactions in several Monsters.

1 - On the first move he triggers the Orc’s Guard Reaction, since he’s leaving a Space Close to it. The Troll is not triggered since a closed door isolates it. While Grom is entering a Space Close to the Goblin, that does not trigger a Guard Reaction.

2 - On the second move, the Orc’s Guard Reaction is no longer triggered, but the Goblin’s is.

3 - On the third move, Grom triggers Guard Reaction not only in the Goblin, but in the Hammer Beastman as well. He suffers two simultaneous attacks.

The Monsters

There is no “Monster turn” in the game, the monsters warming the streets and houses of Arcadia are passive agents in the scenarios. They are not actively hunting down the Heroes, but will do anything they can to stop their advance and retaliate their attacks. Monsters are only ever activated as a reaction to a Hero’s actions. Their activation is always controlled by the player to the right of the active player.

■ MONSTER ACTIVATION
Every Monster in the game guards all Spaces Close to itself (see page 13 for an explanation on Close Spaces), and will attack any Close Hero that lowers his guard by trying to move past it or by attacking somebody else.

If he moves away from that final Space, he’ll activate the Goblin’s Guard Reaction one more time.
**Triggered By An Attack**

When a Hero performs an attack that doesn’t target any of the Monsters Close to him, he triggers the Guard Reaction of all Close Monsters. Whether he attacks an enemy Hero anywhere, or a Monster at a distance, if there are any Monsters Close to him they will seize the opportunity and attack him.

In this case, after the Hero’s attack has been completely executed, any Monsters Close to the active Hero will perform an attack against him (they do not move). Note that if the Hero’s attack targets any Monster Close to him — whether directly or as a special effect — he effectively feeds off all Close Monsters and no Guard Reaction will be triggered by this attack.

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**PAYBACK REACTION**

Attacking a Monster is always a risk, for they will not suffer it quietly. Attacking a Monster triggers its Payback Reaction. Whenever a Hero attacks a Monster (even if his attack roll completely fails), the Monster is activated and may immediately attempt to strike back at his attacker. The difference with Payback Reaction is that the activated Monster may perform its Movement before attacking. The player to the right of the active player controls the activated Monster and may choose how best to employ it.

After fully resolving the Hero’s attack, the Monster may move up to its full Movement rating (as listed on its card) and then attempt an attack against the Hero who attacked him (it cannot move after attacking). A moving Monster may choose to open doors and use portals or move in any direction he wishes, following the same Movement rules and restrictions as Heroes. The player controlling the Monster doesn’t have to move it or even perform its attack, if he so desires, but any attack made by the Monster must necessarily have the active Hero as the primary target (see example on page 22).

If a Hero’s attack targets more than one Monster at once, only one of the targeted Monsters is activated; the player to the right chooses which one.

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**MONSTER ATTACK**

A Monster’s attack follows most of the same rules as a Hero’s attack. Since all of a Monster’s attack information is contained in its own card, they don’t exhaust cards to perform an attack and thus are always ready to attack when activated. Some Monsters perform Melee attacks and other perform Ranged attacks. These are subjected to same parameters of proximity and Line of Sight in order to be executed as a Hero’s attack, as well as any Ability the Monster may have. A Monster’s attack is always executed by the player to the right of the active player.

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**ANATOMY OF A MONSTER**

- **A. Name** - The Monster’s name.
- **B. Level** - This should be the same as the number of the scenario being played in the campaign (1st scenario - Level 1, 3rd scenario - Level 2-3, etc.).
- **C. Life** - The number of Wounds the Monster has to sustain in order to be killed.
- **D. Overkill** - The number of Wounds a single attack must inflict in order to eliminate the Monster instantly.
- **E. Reward** - How many coins are immediately awarded to the Guild that kills the Monster.
- **F. Attack Type** - Whether the Monster executes Melee or Ranged attacks.
- **G. Attack Dice** - The number of dice rolled by the Monster’s attack.
- **H. Attack Name** - The name of the attack the Monster performs.
- **I. Movement** - The number of Movement points available to the Monster when it executes a Payback Reaction.
- **J. Villain Status** - This indicates this powerful Monster is a Villain, so all Guilds who wound him are rewarded.
- **K. Defense** - How many Defense dice the Monster can roll to try to prevent an attack from inflicting Wounds. Most Monsters have no Defense.
- **L. Ability** - Some Monsters have a Special Ability that is always in effect. They work very much like a Hero’s Natural Ability or that of an Upgrade card.
- **M. Reroll** - Some Monsters have a Reroll Pool available to them. The controlling player can always choose to reroll this number of dice both when attacking and defending with that Monster (see Reroll Pool on page 27).
A few powerful and important Monsters are designated as a Villain in their card. Villains are the hardest Monsters to kill, and as such anybody who contributes to their demise is deserving of some reward. Any Hero who manages to inflict a Wound on a Villain places one of his Guild tokens on that Villain’s card. If that Villain is eventually killed, all Guilds that have a token on its card win the full Coin reward listed in the Monster card. The credit for killing the Villain still goes only to the Hero that inflicts the last Wound, so only his Guild would win any associated Quest.

Example: Grom, a Blue Guild Hero, attacks Schmetterling, the troll previously inflicted by the Green Guild.

Grom’s attack scores 4 hits! The player to the right of the Blue Guild player is responsible for controlling the troll (in this case he’s the Red Guild player) so he rolls its 3 Defense dice, scoring a single save. Because Schmetterling has 2 Rerolls, he rerolls the two failed dice and scores another save, for a total of 2 saves. Schmetterling suffers 2 Wounds! While his, added to the 3 previous Wounds, is enough to kill the troll, it is far from its Overkill rating of 7, so the troll will be able to perform its full activation before succumbing to its injuries and leaving the board.

Schmetterling could strike back at Grom without needing to move, however the controlling Red Guild player notices that Schmetterling’s ability says “Targets Close Heroes”, which means his own Hero, Gromblade, would be targeted as well. The Red Guild player decides to put the troll to better use. He uses its 2 Movement Points to move straight through the Space occupied by Grom.

Now he unleashes Schmetterling’s powerful “Crush Your Heads!” attack, which targets not only Grom, but also Scarlet and Maya! (the Goblin is not a Hero, so it is not targeted)

The Red Guild player rolls 4 Attack dice, scoring 2 hits. He then uses Schmetterling’s 2 Rerolls to obtain another 2 hits. Each of the targeted Heroes will have to roll Defense against the troll’s 4 hits! After that its figure is finally removed from the board and placed in the first available slot of the Spawn Tile. When the Spawn Tile is full, all Monsters in the Spawn Tile, with each one being either placed back on the board or completely removed from the game. When the Spawn Tile is ready, the next player begins his turn.

This procedure is repeated, following the slot order, for all of the Monsters in the Spawn Tile, with each one being either placed back on the board or completely removed from the game. Once the Spawn Tile is empty, the next player begins his turn.

Note: If more than one Monster is killed in the same turn, and there are no more available slots in the Spawn Tile, any exceeding Monsters are immediately returned to the box.

QUESTS

Each scenario possesses a number of Quests that the Heroes must accomplish in order to be victorious. The specific Quest cards for each scenario are listed in their description and they’re divided into two kinds: Player vs. Player (PvP) and Player vs. Environment (PvE). PvP Quests relate to defeating the Heroes of the enemy Guilds. PvE Quests are specific feats related to the scenario at hand, such as defeating a specific Monster or performing a specific task. During a scenario, as soon as a player accomplishes the task described in one of the Quest cards, he fulfills that Quest. Place a Guild token belonging to that player on top of the Quest card to mark its completion. Each player can only fulfill each Quest a single time per scenario. For most Quests, however, it is possible for several different players to accomplish them during the scenario.

WINNING THE SCENARIO

In a 3 or 4-player game, the first Guild to accomplish 3 Quests is the winner of the scenario, as long as at least one of those is a PvP Quest. When a player fulfills his third Quest, at least one them being PvP, the scenario immediately ends and that player is victorious. If a player has got three PvP Quests, he still needs to get a PvP Quest in order to win and end the scenario. He could also win with two PvP Quests and a single PvP one, or with two PvPs and one PvE.

Note: victory is achieved by fulfilling only 2 Quests.

COIN REWARDS

During their adventures, heroes accomplish many deeds that earn them not only renown, but also wealth and power. They gather coins for their Guild, that will help them acquire new equipment, weapons and abilities to help them in their ongoing campaign. A player’s Guild can earn coins in several ways:

◆ Every time a Hero kills a Monster, his Guild gets the number of coins listed in that Monster’s card.

◆ Any other player that subsequently accomplishes that same Quest does not get the bonus. Each of the Quest cards offers this bonus individually.

REWARD CARDS

Some Quests may have one or more Reward cards associated with them, as indicated in the Campaign Book. When a player accomplishes that Quest, his Guild immediately gets one of the available Reward cards. The card is immediately placed in the inventory of any of that Guild’s Heroes and it can be used normally from then on (the player can discard one of his Upgrade cards to make room for his new Reward card if necessary). If a player accomplishes a Quest, but all of its associated Reward cards have already been taken, he doesn’t get any cards.
DEATH CURSES

Thanks to the Guilds’ power, Heroes are able to come back to life with relative ease after being killed during their adventures. However, losing one’s Life must not be taken lightly, for death still takes its toll. Any Hero that is killed during a scenario may suffer a debilitating curse. The more times he dies, the bigger the chance of suffering a grievous curse.

At the start of every Upgrade Phase, any Hero with a Death Curse card from a previous scenario returns it to the deck. The Death Curse deck is shuffled and any Hero that received a Death Curse card from a previous scenario returns it to the deck. The Death Curse cards are then dealt to the Heroes, being allowed to completely rearrange all cards. Each Hero must keep the Death Curse card with the highest value among those he receives, discarding the others along with his other cards. Each Death Curse card has a different effect described in it that will affect the Hero throughout the next scenario. As indicated, some Death Curse cards are merely placed next to that Hero’s card, while others must occupy one of that Hero’s inventory slots. In that case, it is possible to keep an upgrade card under it, though that card cannot be accessed until the curse is removed. The only way to remove a Death Curse card before the next Upgrade Phase is to use a Healing Potion token.

During a scenario, each Guild earns coins for the feats it accomplishes, like killing enemies and fulfilling Quests. These coins are not used during the scenarios themselves, but will be very useful during each Upgrade Phase. Shuffle the Upgrade deck corresponding to the number of the scenario that’s just been completed (Level 1 deck after the first scenario, Level 2 deck after the second scenario, and so on). Each player deals 6 cards from that deck. He chooses 2 cards that he wants to reserve for himself and places them face down in front of him, passing the remaining cards to the player to his left. From the new cards they received, each player reserves 2 more cards and passes the rest to the left. After that drafting is done, each player takes the 6 cards he ended up with and decides which ones he wants to purchase for his Heroes, using his Guild’s coins. Each card has a listed cost, and during each Upgrade Phase each player can only purchase a maximum of 3 cards. The remaining Upgrade cards are returned to the box and the spent coins are returned to the common pile. If a player doesn’t spend all his coins in this purchase, he may save a single coin to spend in the next Upgrade Phase, though any coins beyond that are returned to the common pile.

Each player then distributes his new Upgrade cards among his Heroes, being allowed to completely rearrange all cards. If a Guild has more than 12 Upgrade cards, it will have to discard any excess cards.

ONWARDS!

Every time a Hero kills an Enemy Hero, his Guild gets one coin.

Every time a Hero is killed by a Monster or other neutral game element, all Guilds - except the one to which that Hero belongs - get one coin.

Every time a Hero is the first in the scenario to accomplish each of the Quests, his Guild gets one coin.

At the end of the scenario, each Guild gets one coin for each Quest it accomplished.

At the end of the scenario, each Treasure Chest token in a Hero’s possession gives the coin value listed on it to his Guild.

These rewards stack so, for example, if you were the first to kill a Green Guild Hero, you would immediately get one coin for killing an Enemy Hero, plus one coin for being the first to accomplish the “Kill a Hero from the Green Guild” Quest, and then at the end of the scenario you would get another coin for having accomplished that Quest. If you killed more Green Guild Heroes during that scenario, you would only get one extra coin for each kill, since you had already accomplished the Quest.

Once a scenario is over, and before the next one begins, the Upgrade Phase takes place. In this interval between the action, the Heroes improve themselves, get better equipment, lick their wounds and decide where they will go next.

The Upgrade cards acquired by each Guild as the campaign progresses are what will truly set them apart from the rest. Through the use and combination of different cards, each Hero is able to use his natural characteristics to their full potential, or build up a whole unique new role for himself in the game.

There are three basic types of Upgrade cards:

- Boost cards
- Permanent cards
- Attack cards

EXPLORATION TOKENS

During setup, several Exploration tokens are scattered around the board. According to the scenario instructions, some may be laid out face down and others are face up. These tokens represent (mostly) useful things the Heroes may find while exploring the city, and even some important objectives they are trying to achieve in their quest!

Collecting an Exploration token does not require a Movement Point or any other action. Whenever an active Hero is standing in the same Space as an Exploration token, and there are no Enemies in that same Space, the Hero must automatically collect the token. The token’s content is revealed and it then goes to possession of the Hero who collected it (place it on that Hero’s card). Each Exploration token has a different effect, that only affects the Hero in possession of the token.

Quest - These are special Exploration tokens, whose workings are explained in each scenario.

Healing Potion - An active Hero may freely discard this token during his turn to recover all his Life, discarding any Wound tokens and Death Curse cards he may possess. This can’t be used while an attack is being resolved.

Refreshing Potion - An active Hero may freely discard this token during his turn to unexhaust all of his cards, removing all Guild tokens from the cards belonging to that Hero.

Extra Turn Potion - The Hero may freely discard this token at the end of his turn to immediately perform another full turn. That same Hero is activated again normally.

Treasure Chest - At the end of the Quest, each Treasure Chest token gives the Coin value listed on it to the Guild who possesses it.

Trap - The Hero who collects it immediately suffers an automatic Wound and the token is discarded.

Exploration tokens can be freely exchanged among a Guild’s Heroes whenever that Guild Rests. Quest tokens, however, can’t be exchanged. A killed Hero drops all of his Exploration tokens on the Space he occupied. If he was killed by an enemy Hero, that Hero can automatically get one of his Exploration tokens (even a Quest token).

Any Exploration token in possession of a Hero at the end of a scenario is returned to the game. Nobody starts a scenario in possession of Exploration tokens.

UPGRADES

Thanks to the Guilds’ power, Heroes are able to come back to life with relative ease after being killed during their adventures. However, losing one’s Life must not be taken lightly, for death still takes its toll. Any Hero that is killed during a scenario may suffer a debilitating curse. The more times he dies, the bigger the chance of suffering a grievous curse.

The Upgrade cards are acquired by each Guild during the campaign and are what will truly set them apart from the rest. Through the use and combination of different cards, each Hero is able to use his natural characteristics to their full potential, or build up a whole unique new role for himself in the game.

There are three basic types of Upgrade cards:

- Attack cards
- Boost cards
- Permanent cards

Through the combination of these cards, players can create some powerful and unexpected attacks and strategies!
ATTACK CARDS

Attack cards are what allows a Hero to make an attack against an Enemy. A Hero with no Attack cards in his inventory is generally incapable of executing an attack when activated. But if he has multiple Attack cards, he can still only use a single one per attack. However, since when an Attack card is used it must be exhausted (place a Guild token on it), having multiple Attack cards available to a single Hero gives him not only more options, but also the ability to attack for multiple turns before needing to Rest and unexhaust his cards.

All Attack cards are able to make either Melee or Ranged attacks, as indicated by the icons of their listed attack dice. While some Attack cards offer only a simple attack, many have some form of special effect listed which enhances their attack. This effect is only triggered when the card is used and the parameter stated in it are met.

SPECIAL EFFECTS

Upgrade cards offer a multitude of new resources to the Hero who possess them. Here are some of them:

- **EXTRA DEFENSE**
  Cards with this Extra Defense icon grant the Hero who owns them the number of extra Defense dice listed. Whenever the Hero needs to make a Defense roll, add together his basic Defense and all Extra Defense his cards might grant him. Extra Defense is always added to the Hero’s Defense, even if the card that contains it is exhausted.

- **EXTRA LIFE**
  Cards with this Extra Life icon grant the Hero who owns them the ability to sustain more Wounds before being killed. Add together the Hero’s basic Life and any Extra Life his cards might grant him, it doesn’t matter whether the card is exhausted or not, this is his total Life, the number of Wounds necessary to kill him.

- **RECALL**
  Cards with this Recall icon allow the Hero who owns them to revive the indicated number of dice after his dice pool has been rolled. The result of this new roll replaces the original result. All of a Hero’s cards with Recall icons always add to his Recall pool, whether they are exhausted or not. Whenever a Hero makes a roll (be it an Attack or a Defense roll) he has his full Recall pool at his disposal to use in any order he’d like.

EXHAUST HERO

Examples: Zazu has a Parrying Blade which grants him +1 Reroll and a Moon Ring which grants him +2 Rerolls. His total Recall pool is 3. He makes a Ranged Attack against an Orc with his Slingshot, rolling two Attack dice which result in 4 and 2. He rolls the extra die granted by the CRIT, which results in 2, a miss. He then uses the last Recall of his pool to reroll this die, resulting in 8 and another 2, for a grand total of 3 hits.

If a Hero enters a Space containing his own Guild’s token, nothing happens. If a Hero enters a Space containing multiple Enemy Guild tokens, they all explode simultaneously. Add the dice for all Bombs involved into a single attack. If a Hero is killed in such a simultaneous attack, all Guilds involved in the attack get the credit for the kill.

Use this identifying code to easily log your cards in the Campaign Sheet.

- **A. Name** - The name of the card.
- **B. Cost** - The number of coins necessary to purchase this card.
- **C. Type and Group** - The type of card and group it belongs to. Some effects only affect specific types and groups.
- **D. Attack dice** - Only Attack cards feature these. This is the number of Attack dice rolled by this attack, as well as the type of attack the card is able to make (Melee or Ranged).
- **E. Special Effect** - Any Special Effects that the card offers.
- **F. Code** - Use this identifying code to easily log your cards in the Campaign Sheet.

PERMANENT CARDS

Permanent cards work exactly like the Heroes’ Natural Ability. They give the Hero that possesses them a special ability that is always in effect, according to the parameter of the card’s text. Permanent cards are never exhausted, so their ability is always at the disposal of the Hero who has it in his inventory. If a Hero decides to use a Permanent card’s effect on an attack, he must declare it before rolling any dice.

RECALL

If a Hero enters a Space containing his own Guild’s token, nothing happens. If a Hero enters a Space containing multiple Enemy Guild tokens, they all explode simultaneously. Add the dice for all Bombs involved into a single attack. If a Hero is killed in such a simultaneous attack, all Guilds involved in the attack get the credit for the kill.

Some Upgrade cards require that the player “exhaust the Hero” in order to use a special effect offered by the card. To exhaust the Hero using the card, simply place a Guild token on top of his Hero card. That Hero’s card is now exhausted, and so he won’t be able to use any other special effects that need to “exhaust the Hero” in order to work until his Hero card is unexhausted.

The Hero card can be unexhausted by using aturn to Rest and remove all Guild tokens from the Guild’s card. A Hero with an exhausted Hero card does not suffer any penalty, he can be activated normally, moving and attacking as usual. He is just unable to activate special effects that require him to exhaust his Hero card. He can still use his natural ability (as long as it doesn’t require him to exhaust his Hero card).

If a Hero enters a Space containing his own Guild’s token, nothing happens. If a Hero enters a Space containing multiple Enemy Guild tokens, they all explode simultaneously. Add the dice for all Bombs involved into a single attack. If a Hero is killed in such a simultaneous attack, all Guilds involved in the attack get the credit for the kill.

- **G. Upgrade cards** - Only Upgrade cards feature these. They give the Hero that possesses them a special ability that is always in effect, according to the parameter of the card’s text. Upgrade cards are what allows a Hero to make an attack against an Enemy. A Hero with no Upgrade cards in his inventory is generally incapable of executing an attack when activated. But if he has multiple Upgrade cards, he can still only use a single one per attack. However, since when an Upgrade card is used it must be exhausted (place a Guild token on it), having multiple Upgrade cards available to a single Hero gives him not only more options, but also the ability to attack for multiple turns before needing to Rest and unexhaust his cards.

- **H. Special Effect** - Any Special Effects that the card offers.

- **I. Code** - Use this identifying code to easily log your cards in the Campaign Sheet.
CAMPAIGN

As the Heroes accomplish their deeds, they gain notoriety, resources and possible allies. Arcadia tends to remember the accomplishments of adventurers and often times Heroes might find an unexpected aid along their path, depending on what they did before.

Some Quests, when fulfilled, reward the Guild who accomplished them with a Title. Each Title offers an advantage that this Guild will be able to enjoy when playing certain subsequent scenarios. Most scenarios — with the exception of “District of Hammers”, “Brightsun Arena” and “The Temple of Light” — have one Quest associated to a Title. When a Hero fulfills one of these Quests, his Guild receives the associated Title, which should be noted in the Campaign Sheet. This Title has no effect on the current scenario, but it will grant an advantage if the player goes on to play a scenario that benefits from it. Each scenario description specifies which of its Quests is associated to a Title. When a Hero fulfills one of these Quests, his Guild receives the associated Title, which should be noted in the Campaign Sheet.

THE CAMPAIGN SHEET

The Campaign Sheet is a two-sided document which players use during the campaign to keep track of game development and record important information.

One side is used to record the campaign itself. It displays a map of Arcadia on the left, with white spaces over each scenario so that players can write down the order in which they were played. On the right, a more detailed list allows players to record what happened during each scenario, indicating which Achievements were earned and who earned them. The Achievements are as follows:

- **Winner**: Indicates which Guild was the first to complete the Quests necessary to win the scenario.
- **Least Deaths**: Shows which Guild accumulated the least amount of Death tokens among its Heroes.
- **Most Coins**: Indicates which Guild won the most coins during the scenario (before spending them during the Upgrade Phase).
- **Won Reward**: Registers which Guild completed the Quest with a Reward card associated with it and, consequently, won the Reward card.
- **Won Title**: Marks which Guild acquired a Title by completing the Quest associated with it.

If two or more Guilds are tied for an Achievement, all of the tied Guilds are considered to have earned it.

After players execute the Upgrade Phase for the scenario that has just been played, the next step is to turn the Campaign Sheet over and update the Guild Inventories. Players will write down the cards each Guild possesses at this point (using the card codes) and any Death Curses that each Hero might carry. Note that the players will not just record the new cards they have purchased, but all the cards currently in possession of his Guild’s Heroes after the Upgrade Phase. If a player has saved a coin to spend in a future Upgrade Phase, he notes it in the Campaign Sheet.

CAMPAIGN FINALE

Once the 6th and last scenario of the campaign, the Final Showdown, has been played, Arcadia has finally been liberated! The Guild that wins the last scenario is the victor, and now has complete control over Arcadia! It is now time to award Medals to each Guild and see how well each player did in each aspect of the campaign.

For each of the Achievements listed in the Campaign Sheet, a Guild will be awarded a specific Medal. Tally up the Achievements of the entire campaign, and determine which Guild won each Achievement type the most times. That Guild is then awarded the Medal associated with that Achievement type. If more than one Guild is tied with the most wins in an Achievement, all tied Guilds win the associated Medal.

**Most Coins**: Indicates which Guild won the most coins during the scenario (before spending them during the Upgrade Phase).

**Won Reward**: Registers which Guild completed the Quest with a Reward card associated with it and, consequently, won the Reward card.

**Won Title**: Marks which Guild acquired a Title by completing the Quest associated with it.

The reverse side of the Campaign Sheet is used to keep track of the Guilds, indicating which Heroes each player chose and what are their current Upgrade cards and Death Curses.

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Arcadia Quest is intended as a campaign game, with the scenarios being played from the beginning in the Outer Circle all the way to the Final Showdown at the heart of the city, with your accomplishments in one scenario affecting the game in the next, and with your group of heroes becoming gradually more and more powerful. However, if a group of players desires to simply have some fun in a disconnected way, just gathering some Heroes and playing a scenario without greater repercussions, they can play in Episodic Mode.

### OPTIONAL: EPISODIC MODE

In Episodic Mode, players quickly set up their Guilds, with Heroes and Upgrade cards in any level of their choice and are able to tackle any scenario in the Campaign Book (or perhaps even come up with one of their own). To play in Episodic Mode, follow these steps:

1. **Create your Guild.** This is done in the normal way, as detailed on page 7. Each player picks a Guild color, the Heroes are picked so each Guild ends up with three, and the starting equipment from the Starter deck is dealt normally.

2. **Choose Level.** The players should decide together at what level they would like to play this game, from level 1 to level 6. The higher the level, the stronger the Monsters will be, but players will have access to more Upgrade cards.

3. **Deal Upgrade Cards.** For each level beyond 1, the players are dealt Upgrade cards from all previous levels. So if playing at level 2, only the Level 1 deck will be dealt; at level 3 - decks Level 1 and 2; at level 4 - decks Level 1, 2, and 3; and so on. Starting with the Level 1 deck, each player is randomly dealt 6 cards from the deck, from which he may keep only 2, discarding the rest. The cards are not purchased with coins; the players simply choose which ones to keep. This is repeated for all the decks accessed, according to the game level. If at the end the players have more than 12 Upgrade cards, they must discard the exceeding number.

4. **Play a Scenario.** Any scenario in the Campaign Book can be played in this mode, just be sure to use the Monster cards at the level that has been chosen by the group. Alternatively, you may want to create your very own scenario, using the modular game tiles and “coming up with custom Quests!

5. **Determine the Winner.** Victory in Episodic Mode is determined in a slightly different way from the normal game: the winner is the player whose Guild has the most coins at the end of the game. Once the scenario is over, each Guild receives extra coins normally for completed Quests, and also:
   - Lose 1 coin for each Death Token in your Guild.
   - The Guild that finishes the Scenario (by completing three Quests) gets an extra 5 coins.

Each Guild adds together all its coins, and the one with the largest amount is the winner.

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**Arcadia Quest • Rulebook**

**Victory in Episodic Mode is de**...
One of the rare Bruentte Elves of the southern Daylight Forests, Kanga’s clan has long claimed shared blood with the Burn-It Orcs from ancient days. And it makes sense, naturally, because how else might one explain their dark hair? The Bruentte Elves tend towards fiery tempers, and Kanga is no exception. Where other elves are content to dance and sing, Kanga prefers a no-nonsense, get-down-to-business approach. As a young woman, she entered Arcadia and made her home in the fabled Evenshadow district and learned its streets like few others. Now that Arcadia has fallen, his skills will be needed once more.

Maya

“The secret to my power? Yoga. And rage. More rage than yoga. In fact, I’m just gonna go with rage.”

From the time she was a tiny baby, Maya was a prodigy in the art of ice magic. In fact, her mother lived through a particularly brutal winter with snow piling higher than anyone had seen it, a fearful avalanche than any had seen it, a fearful avalanche. As she grew, she became clear that moments of emotional outburst were the source of her amazing talents, and she learned the power of ice chutes that let the villagers escape the imminent avalanche. As she grew, she became clear that moments of emotional outburst were the source of her amazing talents. It let her live her horizon village a particularly brutal winter with snow piling higher than anyone had seen it, a fearful avalanche. As she grew, she became clear that moments of emotional outburst were the source of her amazing talents, and she learned the power of ice chutes that let the villagers escape the imminent avalanche. As she grew, she became clear that moments of emotional outburst were the source of her amazing talents.

Scarlet

“I steal from the rich and give to the poor. Then steal it all over again. Because why make things easy?”

How exactly Scarlet manages to maintain several Guild memberships, a ten-thousand gold bounty, AND never get caught, is a complete mystery. Yet, manage it she does, and is in fine standing with even the Guild. They’d lock her up on-eight, if she wasn’t so dammed sneaky. She even considered turning herself in once, just to collect the bounty. But she never could figure how she’d steal it from herself, which is really the only hitch in the plan. A master of deception, the blade, and stealth, Scarlet is a valuable addition to any quest… so long as no one was expecting any loot. It’s always inexplicably missing by the time her companions arrive.

Seth

“Piss. Hey, buddy. Wanna buy a wand?”

Seth was admitted to Arcadia University on a scholarship, and was expelled three days later, just to set the record for shortest attendance. An invertebrate showoff, Seth was unhappy with the plodding pace at the University, and figured he could simply lean it all on his own. But books are expensive, and arcane knowledge rare. To fund his thrift for learning, Seth picked up the artificing trade, and sells his wands and scrolls to anyone with the necessary coin. Once he qualified for Guild memberships, he took his wares on the road, questing and peddling. Now with Arcadia fallen, he is determined to return and be the first to liberate the University (or rather liberate its Library of its excess grimoires.)

Wisp

“…”

Once a thief in a land where ‘singing floors’ became popular among the gentility, Wisp found it impossible to lead a proper life of crime in his home city of Favry. He spent most of his considerable fortune journeying far across the sea to distant Arcadia and made his home in the fabled Evenshadow district and learned its streets like few others. Now that Arcadia has fallen, his skills will be needed once more.

Lord Fang

“Why do I do this, you ask? Because: vampire, obviously. What else would I do?”

Lord Fang is a complicated man. The only son of the ancient Fang Dynasty, Lord Fang was ironically the only member of his house to embrace vampirism, and he loved it. The Midnight Mountains were the perfect place for the recluse lord, and never needing to sleep allowed for long walks in his lovely castle, and many, many thousands of hours of productive brooding. And then those cursed Arcadians set the skies in motion, and ruined everything!
Now that he’s seized their city and covered the lands in eternal darkness, he can get right back to pacing and brooding. If only those pesky heroes would keep their invasions down to a low roar…

**SISTER OF PLEASURE**

“It’ll only hurt a little. Oh, wait! I lied.”

**GOBLIN ARCHER**

“No, no. Do take candle. Lit targets easy to hit.”

**SISTER OF PAIN**

“It’ll only hurt a little. Oh, wait! I lied.”

**HAMMER BEASTMAN**

“Just look at that wall! I wonder how they fit the stones together. Let’s break it down and find out!”

**SPARE BEASTMAN**

“Two spears are better than one. Obviously. Because it’s two, not one. Duh.”

**ORC MARAUDER**

“Marauding in the morning, marauding in the evening, marauding at supper-time…”

- Orc Hymn

**ORC CAPTAIN**

“Don’t just maraud. Maraud in formation.”

**BULLROAER THE MINOTAUR**

“The key is to practice with a book balanced on your horns.”

**SCHMETTERLING THE TROLL**

“Note the bouquet, sweet like spring rain with that slight hint of copper one only gets from aged human blood.”

**Ally** .................................. 13

**Attack** .............................. 15

**Attack Cards** ............ 25, 26

**Attack Dice** .................. 15

**Blocked Space** .............. 15

**Bomb** ......................... 27

**Boost Cards** ............... 25, 26

**Campaign Sheet** ............ 28

**Campaign Structure** ....... 9

**Character** ...................... 13

**Close** .......................... 13

**Coin Rewards** ............... 23

**Components** ............... 5

**Cot** ........................... 17

**Dashboard** .................... 8

**Daze** .......................... 27

**Death Cures** ................. 24

**Death Tokens** .............. 18, 25

**Defense Dice** ............... 15, 17, 26

**Doors** ......................... 10, 14

**Drafting Heroes** .......... 7

**Enemy** ......................... 13

**Episodic Mode** .......... 7, 30

**Exhaust Card** ............... 15

**Exhaust Hero** .............. 27

**Exploration Tokens** ..... 25

**Finale** .......................... 29

**First Bonus** ................. 23

**Free Space** ................. 15

**Full Space** ..................... 15

**Guard Reaction** .......... 19

**Guild Setup** .............. 7

**Hero Activation** ........... 14

**Hero Card** ................. 15

**Hit** ............................ 17

**Inventory** ................. 18

**Kill** .......................... 18

**Life** ......................... 8, 21

**Line of Sight** .......... 16

**Melee Attack** .......... 15

**Monster Activation** .... 18

**Monster Card** .............. 21

**Monsters** .................... 18

**Movement** ................. 14

**Natural Ability** ........... 14

**Overkill** ....................... 21

**Payback Reaction** ...... 20

**Permanent Cards** ...... 25, 26

**Player Turn** ............... 14

**Portak** ...................... 14

**Potions** .................... 25

**Quest Cards** .......... 23

**Quest Tokens** .......... 25

**Ranged Attack** .......... 15

**Reorganize Items** ...... 18

**Revoll Pool** ............... 27

**Resurrect** ................... 18

**Rest** .......................... 18

**Reward Cards** .......... 23

**Save** .......................... 17

**Setup** ....................... 10

**Spaces** ...................... 13

**Spell Tokens** .......... 11, 23

**Spawning Monsters** ... 23

**Special Effects** ........... 26

**Starting Equipment** .... 8

**Titles** ....................... 28

**Trap** .......................... 25

**Treasure Chest** ........... 25

**Unenhanced Card** ....... 18

**Upgrade Cards** ........... 25

**Upgrade Phase** ........... 24

**Villains** ...................... 22

**Walls** ....................... 13

**Winning** ..................... 20

**Wounds** ..................... 17
**Rules Summary**

**Guild Setup**
- Choose your Guild.
- Choose or Draft 3 Heroes.
- Get the 5 Starter Deck cards.

**Player Turn**
- Activate a Hero or Rest the Guild.

**Hero Activation** (in any order):
- Movement (3 Movement points to move 1 Space, open/close door or use portal).
- Attack (exhaust Attack card, roll Attack dice vs. target’s Defense).

**Rest**
- Unexhaust cards (remove all Guild tokens).
- Reorganize cards and Exploration tokens (not Death Curse cards nor Quest tokens).
- Resurrect killed Heroes.

**Other Rules**
- Exploration tokens (an active Hero may freely pick up all Exploration tokens in his Space, if there are no Enemies in it).
- Close (Melee attacks and other effects only affect Close Characters, which must be in the same Space as the active Character or one of the four Spaces that share an edge with it, as long as that is not blocked by a wall or closed door).
- Line of Sight (Ranged attacks need a clear LOS to the target. Draw a line from the center of the active Character’s Space to the center of the target’s Space, there’s LOS if that line does not cross a wall, closed door or Blocked Space. Skimming a blocking corner is ok).
- Full Space (a Space with two Characters, one of them being an ally of the active Character. He may move and shoot through the Space, but not end his Movement in it).
- Blocked Space (a Space with two Enemies of the active Character. He can’t move through nor shoot through the Space).

**Monster Activation**
- Controlled by player to the right of active player.
- Guard Reaction (attack any Hero Close to them that moves out his Space or that makes an attack that doesn’t target a Close Monster).
- Payback Reaction (when attacked, may move and attack Hero who attacked it).
- Spawn (when the Spawn tile is full, roll 2 dice for each Monster, if it matches a Spawn token in a free Space, place figure; otherwise it’s out of the game).

**Quests**
- Scenario is won by player who accomplishes 3 Quests, with at least one of them being PVe.
- First Bonus (when each Quest is fulfilled for the first time, the Guild who does it gets a coin).
- Reward cards (Hero who accomplishes a Quest associated with a Reward card, gets it).

**Upgrade Phase**
- Death Curse cards (remove old curses, each Hero gets one Death Curse card per Death token and keeps only the highest card).
- Upgrade cards (each player gets 6 cards from the deck equivalent to the last played scenario, keeps 2 and passes the rest to the left two times, then may purchase up to 3 cards).
- Winner of last scenario chooses next scenario.

**Campaign**
- Outer Circle: 3 scenarios
- Inner Circle: 2 scenarios
- Final Showdown