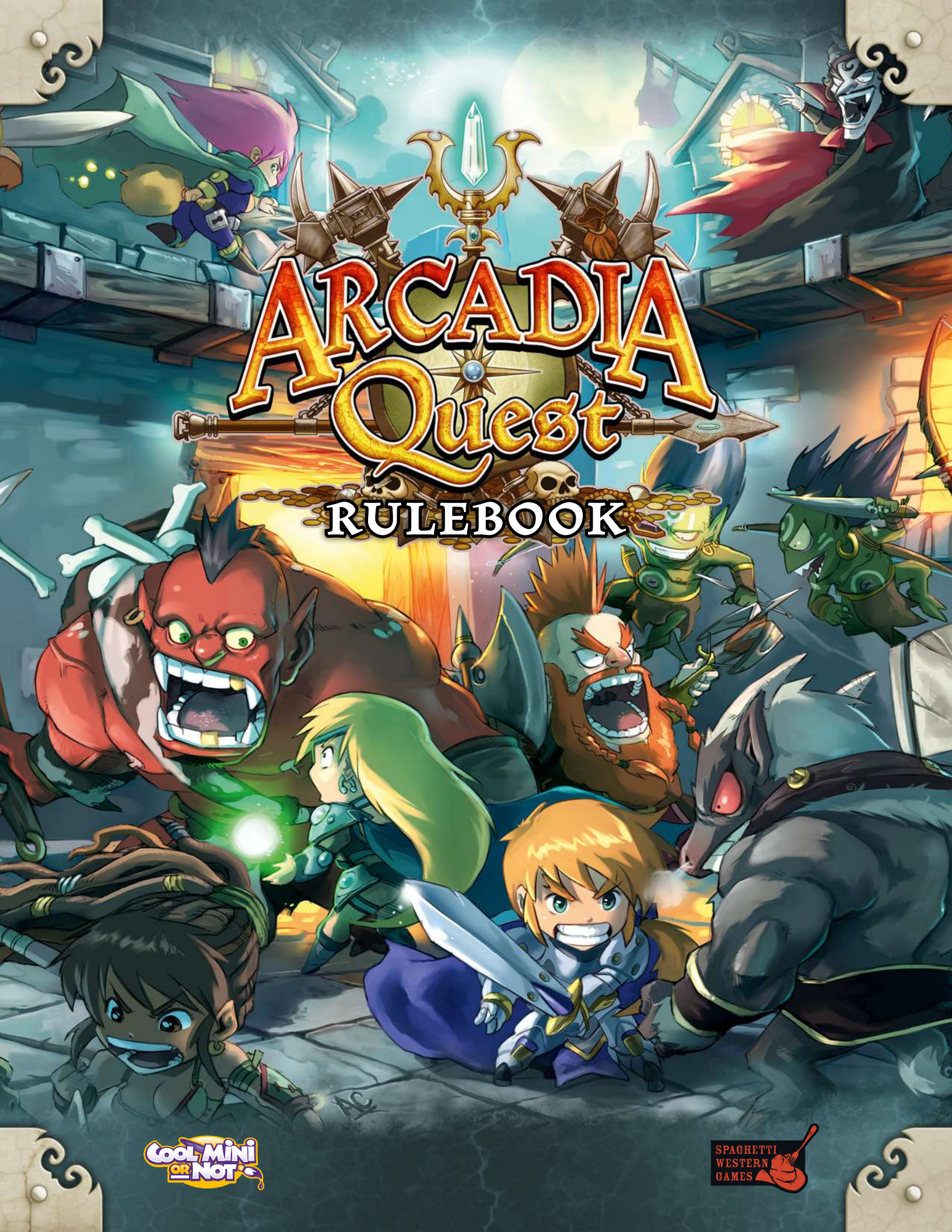

ARCADIA
Quest
RULEBOOK
COOL MINI OR NOT
SPAGHETTI WESTERN GAMES

THE TALE OF ARCADIA

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 magics, 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 elves and orcs were quite put out.

Dancing through the forest at night resulted in bumped noggins and bloody noses. As for the orcs, it's nigh impossible to properly maraud at high noon. Also: bedtimes became a stark reality. Have you tried getting an orc to keep a proper bedtime? No easy task.

Arcadia found itself under siege, so Good King David the Elder founded the Great Guilds to meet these threats and stem the marauding, dancing bands of elves and orcs (er... not respectively). And all was right with the world!

...



Well, no, actually, the wars 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 protectors. 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 Class, 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 treasures! Such forgotten knowledge! And, better, the chance to brag about their achievements in front of the other Guilds! 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 neighbors. 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, whichever Guild accomplishes this task, whichever Guild restores 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!

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GAME COMPONENTS



1 Rulebook

1 Campaign Book



1 Campaign Sheet pad



12 Hero cards



4 Guild dashboards



34 Monster cards



21 Quest cards



161 Upgrade cards



24 Death Curse cards

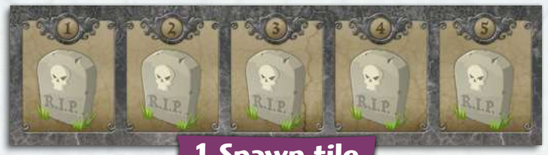


9 double-sided game tiles



22 Door tokens

5 Spawn tokens



1 Spawn tile



18 Exploration tokens



100 Guild tokens



70 coins



24 Death tokens



60 Wound tokens



6 Attack dice

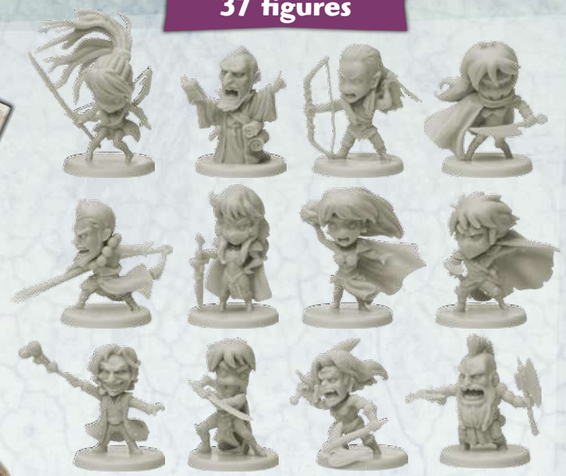


3 Defense dice



8 Portal tokens

37 figures



12 Heroes



1 Lord Fang | 2 Sisters of Pleasure | 2 Sisters of Pain | 6 Goblin Archers



8 Orc Marauders | 1 Troll



2 Hammer Beastmen | 2 Spear Beastmen | 1 Minotaur



14 figure bases

GAME OVERVIEW

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!

GUILD SETUP

The first thing players starting a new Arcadia Quest campaign need to do is create their Guilds. There are four different Guilds to choose from: Orange (Lion), Blue (Eagle), Red (Fox) and Green (Panda). Each player receives the Guild Dashboard for his chosen Guild, which will help him organize his Heroes, and his corresponding Guild tokens, which will be used to track his Guild's actions.









CHOOSING HEROES

The players now have to carefully pick the 3 Heroes that will defend their Guild throughout the campaign. This is a key moment, since creating the right team can be a decisive factor in the upcoming adventures. The players look through the Hero cards and each chooses 3 of them to form his Guild.

ADVANCED: DRAFTING HEROES

Once players are more familiarized with the game and each Hero's capabilities, they may want to pick their Heroes in a more structured fashion. If all players agree, they can choose their Heroes at the start of a campaign by using the drafting method. Shuffle all the Hero cards and divide them among the players as equally as possible (it's not a problem if a player gets one more card than another). Each player browses his Hero cards in secret and picks one Hero for his Guild, placing it face down in front of him. All players then pass the remaining cards to the player to his left. From the cards they now received, each player picks another Hero for his Guild and places it face down in front of him. The remaining cards are passed to the left one last time and the players select their last Hero. Any remaining Hero cards are removed from the game and returned to the box.

The players then place their Hero cards face up in the Hero card slots of their Guild Dashboard (the order does not matter). They also take the corresponding figures for their Heroes and carefully attach them to the figure bases in their Guild's color to help identify them (the two extra pink bases are used to identify special Monsters). These are the 3 Heroes that will defend each Guild through the entire campaign, it is not possible to change Heroes unless a new campaign is started.

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.



Some scenarios call for the use of small door tokens, when two doors share the same corner. This is done simply to facilitate the manipulation of the tokens, but the small doors work exactly the same way as the normal doors.



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.





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).

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.



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.



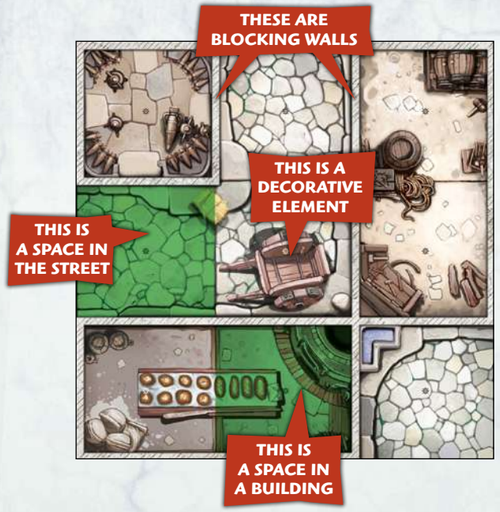
Once all the setup has been executed, your gaming table should look like the reference picture. You are now ready to start your adventure!



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.



IMPORTANT TERMS

CHARACTER
A Hero or a Monster.

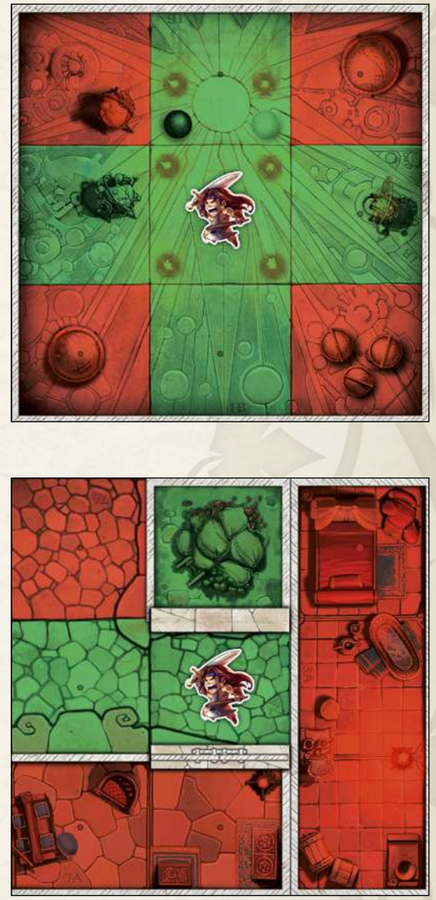
ALLY
For a Hero, another Hero of the same Guild. For a Monster, any other Monster.

ENEMY
For a Hero, any Hero from a different Guild and any Monster. For a Monster, any Hero.

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.*

THE PLAYER TURN

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 uninterrupted 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.

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.

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.

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



Green: 1 - Move one Space; 2 - Move one Space across an open door; 3 - Use a portal to go to a different part of the board.

Red: 1 - Move one Space; 2 - Flip open a door; 3 - Move one Space across the now open door.

Blue: 1 - Flip open a door; 2 - Move one Space across the now open door; 3 - Flip the door back closed.

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.



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.*

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 in 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

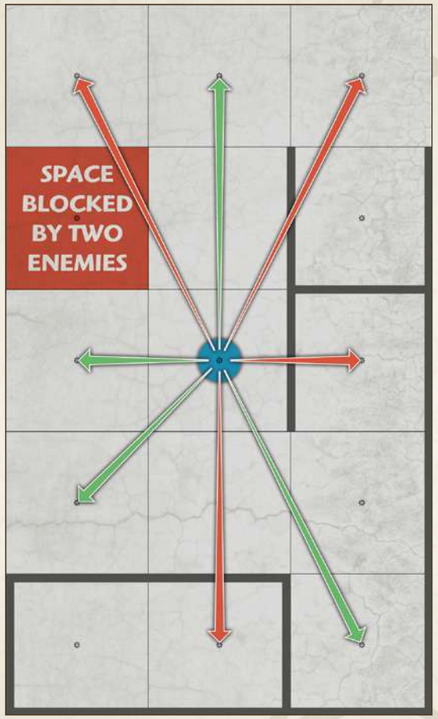
If the targeted Character has any Defense listed on his card, the player controlling him gathers a number of white Defense dice equal to that character's Defense. If a targeted Hero possesses any cards with extra Defense icons, those dice are added as well. All of a Hero's cards with extra Defense icons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



LINE OF SIGHT

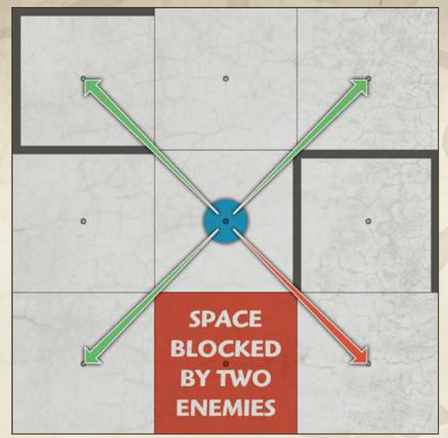
When using Ranged attacks, it is necessary to check whether or not the active Character has a clear Line of Sight to his target. A Ranged attack has no limitation in regards to distance, the only requirement for it is that there be a free Line of Sight (LOS) to the target.

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).

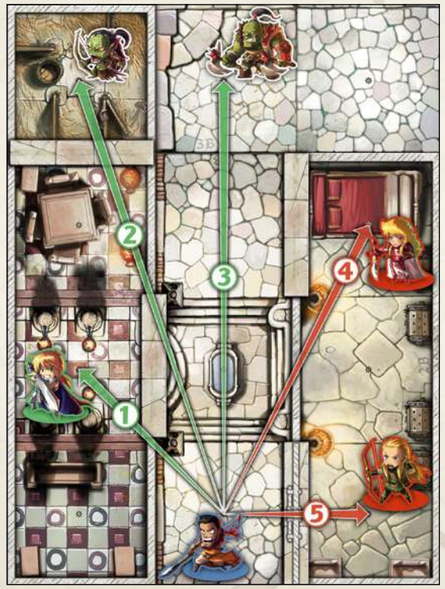


The Line of Sight is not blocked if it only skims a blocking corner, passing at a 45 degree angle exactly through the intersection of four Spaces where only one side is blocked. If both sides of the intersection are blocked, however, the Line of Sight is blocked.

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: *Zazu intends to use his Slingshot to make a Ranged attack:*



1 - He has LOS to Yohan through the open door, even though it skims the edge of the opening.

2 - He has LOS to the Goblin through the open doors, even though it skims the edge of the opening.

3 - He has LOS to the Orc in a straight line across the empty street. The distance is irrelevant.

4 - He does not have LOS to Diva cause the line crosses a wall.

5 - He does not has LOS to Greensleeves because the line crosses a closed door.



1 - 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.

2 - 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.



1 - He has LOS to the Orcs because the central Space is only Full to Zazu, not Blocked, and the space with just Greensleves is still considered free.

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

Rolling Dice

The Attack dice and the Defense dice are rolled to decide the effect of the attack. What symbol constitutes a success on a die roll depends on the type of roll being made:

This symbol scores a successful hit in a Melee Attack roll.

This symbol scores a successful hit in a Ranged Attack roll.

This symbol scores a successful save in a Defense roll.

This symbol is a CRIT, and always counts as a success, no matter the type of roll.

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 , and . 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 , for a final result of 2 hits!*

Example 2: *Zazu rolls 2 Attack dice for his Slingshot, getting and . Since it's a Ranged attack, that scores two hits. He rolls an extra die because of the CRIT and gets another ! That's one more hit and another extra die, which rolls a , 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 , , and , scoring 2 saves. He rolls an extra die because of the CRIT and gets a ,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: *Zazu 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 a 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 can then be picked up by another Hero 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.

REST

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.



THE MONSTERS

MONSTER ACTIVATION

There is no "Monster turn" in the game, the monsters swarming 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.

■ GUARD REACTION

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.

Triggered by a Move

Whenever a Hero that occupies a Space Close to a Monster moves to another Space, he triggers that Monster's Guard Reaction. That causes the 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, no matter if the movement is towards the Monster or away from it.

Whenever 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 Hero executes his move. After all attacks are resolved (including the Hero's Defense rolls), then the 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.

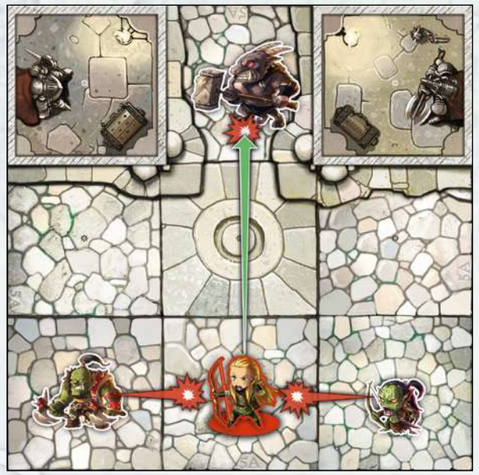


If he moves away from that final Space, he'll activate the Goblin's Guard Reaction one more time.

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 fends off all Close Monsters and no Guard Reaction will be triggered by this attack.



Example 1: *Greensleeves makes a Ranged Attack against the Hammer Beastman. Since it's not a Close Monster, this triggers the Guard Reaction of the Orc and the Goblin, who attack Greensleeves once his attack has been resolved.*



Example 2: *Grom attacks both Jøhan and the Goblin using the Cleave ability. Because his attack also targeted a Close Monster, no Guard Reaction is triggered.*



■ PAYBACK REACTION

Attacking a Monsters 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.

■ 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.

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).

OVERKILL

Even if the Hero's attack deals enough Wounds to kill a Monster, the Monster still gets to perform its full activation against its attacker before being removed from the board. If, however, the Hero's attack is so powerful that it deals a number of Wounds equal to or higher than the Monster's Overkill rating, the Monster is immediately removed from the board, without getting the chance to trigger its Payback Reaction. Note that it doesn't matter how many Wounds the Monster already has, in order to Overkill it a single attack must beat its Overkill rating.

VILLAINS

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 (see its card on the previous page). It already has 3 Wounds 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 this, 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 **all** Close Heroes", which means his own Hero, Greensleeves, 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 the Blue and Green Guilds get the reward of 3 coins because they both helped kill this Villain. If there's a Quest related to killing Schmetterling, however, only the Blue Guild accomplishes it.

SPAWNING MONSTERS

Unless otherwise stated in the scenario, when a Monster is killed, it is removed from the board and placed in the first available slot of the Spawn Tile. When the Spawn Tile is full, with five Monsters on it, the active player must perform a Monster Spawn as soon as he finishes his turn. Starting with the Monster in the first slot, he rolls two attack dice to determine where it will spawn. Compare the dice result to the symbols in the Spawn Tokens on the board and find the matching token with the same pair of symbols. The Spawn roll is not subjected to normal dice rolling mechanics, such as Rerolls and extra dice.

◆ If there is no matching Spawn Token on the board, the Monster is returned to the game box.

◆ If the Space with the matching Spawn Token is full, the Monster is returned to the game box.

◆ If the Space with the matching Spawn Token is free, the Monster is placed in that Space.

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.

FIRST BONUS

The first player to place his Guild token on one of the Quests immediately gets a "First Bonus" in the form of one coin. 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.

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 PvE Quest. When a player fulfills his third Quest, at least one them being PvE, the scenario immediately ends and that player is victorious. If a player has got three PvP Quests, he still needs to get a PvE Quests in order to win and end the scenario. He could also win with two PvE Quests and a single PvP one, or with two PvPs and one PvE.

In a 2-player game, victory is achieved by fulfilling only 2 Quests.

Note: It is impossible for a player to get the PvP Quest related to killing a Hero of his own Guild.

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.

◆ 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.

UPGRADE PHASE

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

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 reshuffled and any Hero that received a Death token during the previous scenario receives a number of Death Curse cards equal to the number of Death tokens he possesses. Each Hero must keep the Death Curse card with the highest value among those he receives, discarding the others along with his Death tokens. Each Death Curse card has a different effect described in it that will afflict 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.

UPGRADES

In the course of the Heroes' adventures in Arcadia, they become gradually more powerful, learning new tricks, new powers and getting hold of better weapons and equipment. The better a Guild performs in a scenario, the more resources it has to improve its Heroes for the next scenario.

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 is dealt 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!

For the next scenario to begin, remove any tokens from the Heroes (Wound, Exploration, etc). The player who won the previous scenario chooses the next scenario that will be played, obeying the campaign progression rules (see page 9).

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 is then in 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.

UPGRADE CARDS

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:

Attack cards



Boost cards



Permanent cards



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

ANATOMY OF AN UPGRADE CARD



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.

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 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 parameters stated in it are met.

BOOST CARDS

Boost cards are companions to Attack cards. While they can never be used on their own, they might be able to greatly improve the power of an Attack card being used.

When a Hero is declaring his attack (before rolling the Attack dice), he may choose to also use one or more Boost cards in his possession. He exhausts the Attack card being used, and also exhausts any Boost cards being used in conjunction (place a Guild token on it). The special effects offered by the Boost card are then added to the attack being executed. Note that some Boost cards only work with specific types of Attack cards, as described in their text. As is the case with Attack cards, an exhausted Boost card cannot be used again until it is unexhausted.

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 parameters 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.

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.

REROLL POOL



Cards with this Reroll icon allow the Hero who owns them to reroll 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 Reroll icons always add to his Reroll 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 Reroll pool at his disposal to use in any order he'd like.

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

The Orc strikes back at Zazu with its Melee attack rolling , and : 2 hits. Zazu rolls his 2 Defense dice, getting and : one save. He uses one Reroll on that blank and gets another . He uses a second Reroll and gets a : another save. He still has one Reroll left in his pool, but he has no reason to use it, since all hits of the attack have already been cancelled.

DAZE

Some attacks are able to daze their target, leaving him open to future attacks. When a Character is dazed, lay its figure on its side to indicate his condition. A dazed Character is not allowed to roll any Defense dice against attacks. Other than that, he may act normally, moving and attacking as usual. When a dazed Hero Rests he recovers from the daze effect. Place his figure back up to indicate that.

BOMBS

Bombs can be extremely dangerous, which is why each Guild can only possess a single Bomb card at a time. When a Bomb card is used, resolve the attack normally against the targeted Character. If the Attack roll scores any hits, it creates an incendiary minefield around it. Place one Guild token in the target's Space and in all Spaces Close to it. If an Enemy Hero enters a Space with one of these tokens, he suffers an attack exactly like the original Bomb attack and that Guild token is removed from the board. If that Hero is killed, credit goes to the Guild whose token exploded, though any Exploration tokens that the victim carried must be placed on its Space.

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.



EXHAUST HERO

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 a turn to Rest and remove all Guild tokens from the Guild's cards. 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).

SELF SACRIFICE

Some abilities require the active Hero to suffer a number of Wounds in order to use them. The Hero must take the required number of Wounds before rolling any dice for the ability. However, a Hero cannot use such an ability if the Wounds taken would cause him to die. If he doesn't have enough Life left, he cannot activate the ability.

CRITICAL EFFECT

When the special effect of a card is listed after a symbol, it means that effect is only activated if the dice roll associated with that card scores at least one CRIT. Unless otherwise stated, only a single CRIT is necessary to activate the special effect, scoring multiple CRITS does not multiply it.



CAMPAIGN

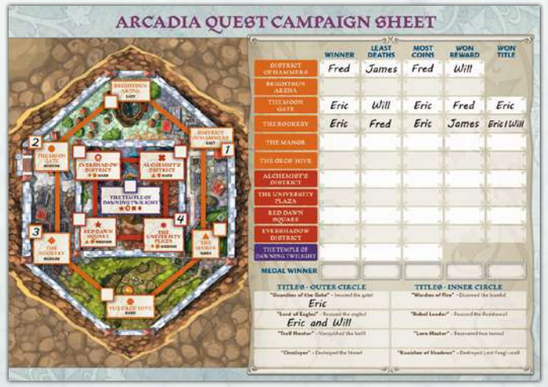
TITLES

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, what is the advantage it brings, and which subsequent scenarios benefit from that Title. In addition, the advantage of each Title is also explained in the description of the scenarios where they can be used.

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 Guild earned each Achievement (who collected the most coins, whose Heroes died the least, etc) .



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.



During a campaign, after a scenario is finished (but before its Upgrade Phase), players will make a record of what they have just played. If it is their first scenario, they will also make a record of the Guilds they have created, indicating which three Heroes they chose for the campaign. The record-keeping starts with indicating which scenario was just played. This is done on the map of Arcadia on the front side of the sheet, where players will indicate which scenario they have just played and mark it with its number according to the order in which it was played in the campaign (1 through 6). Following this, players will check the detailed list to the right of the map and find the corresponding line for the scenario they have just played. In it, players will indicate 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.



OPTIONAL: EPISODIC MODE

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.



In Episodic Mode, players quickly set up their Guilds, with Heroes and Upgrade cards in any level of their choice and go 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 scenarios, 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.



HEROES

DIVA



"If I always did what I was told, I'd still be a peasant."

In the tiny hamlet of Remy, Diva grew up with visions granted by the gods. She glimpsed the future and saw herself covered in dirt, surrounded by monsters, and on her last legs. The warning was clear: do not follow the warrior's path. But Diva, ever the stubborn heart, had a talent for combat and an indomitable spirit. She bore a soldier's heart. She felt that, perhaps, the gods were warning of something else: death by dirt. She could see herself in gleaming Sunguard's armor, standing over her defeated enemies, perfect hair flowing in the breeze. Clearly, this was what the gods intended. She traveled to Arcadia at age 16, enrolled in the academy, and has never looked back. Now a full knight, she spends hour upon hour polishing her own weapons and armor, since lazy squires can't be trusted.

GREENSLEEVES



from the Daylight Woods, Greensleeves is an enthusiastic orc hunter and an avid tailor, who is very picky with the quality of the arrows he uses and of the cotton he sews. His aim, either with an arrow or a needle, is legendary. Greensleeves descends from an ancient line of Blond Elves, where honesty and honor are sacred, knowledge and tradition are passed from one generation to the next, and the length of the hair shows how long one intends to stay single. He dreams one day of sewing via archery, but the thread proves problematic to aerodynamic efficiency.

"Do you like my new coat? It's my complete delight."

Greensleeves has two pleasures in life: the sound of an arrow crossing the air, and the feel of fresh cotton against his skin. A native

GROM



"GRRRRRRRRRRAAAGHHHHH!"

As a tiny barbarian, Grom was told that 'practice makes perfect', and the young Grom took it to heart... perhaps a little too literally. Grom prefers not to walk anywhere. He fights his way from place to place. He does not eat dinner. He conquers it! He does not take out the trash. He forces it into exile! He does not bathe... er, because, barbarian! In all the world, Grom fears only one thing. It is the greatest opponent he has ever faced. No matter his wit, no matter his cunning, it matches him move for move, and stalks him everywhere he goes: His shadow.

HOBSBAWM



"... therefore it must be perfectly obvious to even the most amateur understanding of simple physiologic processes that, when properly applied according to the Mendoclian Dactum and basic Theory of Arcane Diffusion and intoned with verbiage not at all dissimilar to proper pyromantic articulation, one will, inevitably and invariably with very little randomization, excepting for local disruptions in the ley convergence and accounting for proper celestial alignments, one will discover that any monster, particularly those of a mortal nature and not linked in any way to a pyroclastic elemental effusion, will expire at the proper ignition temperature. Now, turning to the undead, as both species and philosophy, consider..."

--Excerpt of Professor Hobsbawm in battle. (Just imagine what his lectures are like.)

KANGA



"These orcs know nothing of proper marauding!"

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 Brunette Elves tend towards fiery tempers, and Kanga is no exception. Where other elves are content to dance and sing, Kanga prefers a good day of marauding. With the aid of her griffon companion, Kanga has marauded many a dungeon in her time, and now she's set her sights on Arcadia. In battle, Kanga's companions learn very quickly to keep her aimed squarely at the enemy.

JØHAN



"It's all in the wrist."

Johan and his brothers made everything a competition. School, work, girls, and especially swordplay. Not a one of them didn't dream of joining the Sunguard. In fact, they all got so good at fighting each other, they developed whole new strategies and tactics never before considered at the Academy. Johan had the singular distinction of defeating his admissions officer in single combat, something no other aspirant had ever done. No one on faculty had ever considered that a sword could function like a boomerang. Now a full Knight Errant, Johan was questing abroad when eternal night descended. He has returned, more determined than ever, to conquer Arcadia and rebuild the Sunguard.

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, when her mountain village suffered a particularly brutal winter with snow piling higher than anyone had seen it, a fearful baby Maya instinctively created a series of ice chutes that let the villagers escape the imminent avalanche. As she grew, it became clear that moments of emotional outburst were the source of her amazing talents. It let her drop her barriers and channel more magic than anyone else of her age. As a young woman, she entered Arcadia University and has studied under all the greats, including Professor Hobsbawm. With Arcadia taken and monsters residing in her house (HER HOUSE!!), Maya doesn't have to search far for the ire to fuel her spells.

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 Sunguard. They'd lock her up on-sight, if she wasn't so damned 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



"Psst. 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 inveterate showoff, Seth was unhappy with the plodding pace at the University, and figured he could simply learn it all on his own. But books are expensive, and arcane knowledge rare. To fund his thirst 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.)

SPIKE



"Helmet hair?? Is that 'sposed ta be a joke, laddie??"

Being Being born with a mohawk wasn't easy for Spike (to say nothing of his poor mother), but his legendary follicles of steel became a point of pride for his dwarven family, and heralded the potential for so much more. Sure enough, at age thirteen when all dwarves awake with their full beards, his was truly one-in-a-generation. He was... a Dragonbeard! One of the fabled heroes of old that served as barber to the ancient dragons. But, alas, humankind doesn't hold the same traditions as Dwarves about their quasi-religious figures. The constant nettling and mockery has set him a bit on edge, though his inner rage is a source of great retributive strength.

WISP



"....."

Once a thief in a land where 'singing floors' became popular among the gentry, Wisp made a name for himself by moving silently where such a thing should not have been possible. Unfortunately, this only drew attention to himself, which is really the last thing any thief wants. Beleaguered by his celebrity status, and surrounded by adoring fans, 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 Evershadow district and learned its streets like few others. Now that Arcadia has fallen, his skills will be needed once more.

ZAZU



"'Feel my inner calm' they said... 'Master your emotions' they said.... Grrrrrr!!"

As a young child, Zazu had rage issues. Which is to say he raged at any issue. Bedtime. Dinnertime. Lunchtime. Afternoons. Mornings. Zazu could even rage while asleep. His desperate parents had little choice but to cloister him with the Zen Monks of Tranquil Glade in the hopes that they could teach him a peace that he'd never known in life. Zazu and the monks tried, they really did, but, in the end, Zazu proved completely incapable of mastering the Zen state, which, obviously, infuriated him even more. And yet, in this circle, lay the key. Bye opening himself up to his inadequacy and the fury it causes, Zazu has mastered the perfect cycle of Furious Zen. Like all monks he prepares himself before battle by chanting, though, in Zazu's case, grinding teeth and muttering takes the place of any meditative chant.

THE ENEMY

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 reclusive lord, and never needing to sleep allowed for long walks in his lonely 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 PAIN



"It'll only hurt a little. Oh, wait! I lied."

SISTER OF PLEASURE



"It'll only tickle a little. Oh, wait! I lied."

GOBLIN ARCHER



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

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."

HAMMER BEASTMAN



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

BULLROARER
THE MINOTAUR



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

SPEAR BEASTMAN



"Two spears are better than one. Obviously. Because it's two, not one. Duh."

SCHMETTERLING
THE TROLL



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

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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