
ARCADIA
Quest
INFERNO
RULEBOOK
CMON
SPAGHETTI
WESTERN
GAMES



THE UNDERLORD RISES!

(Well, no, he doesn't actually 'rise' per se, but... oh, just read.)

Once upon a time, the sun only shone in the forests where Elves danced in perpetual daylight, and the moon only rose above darkened mountains fit for Orc marauding. These were the rules, and they were a single angel's responsibility. He was known as the Overlord.

The Overlord didn't allow even a stray ray of sunlight to reflect toward the mountains or a wayward shadow to darken the forests. And if he found an Elf marauding, or an Orc with a passion for dance, he would give them such a terrible lecture that merely the threat of a scolding sent entire tribes into hiding. The rules must be obeyed!

Eventually, to liven things up a bit, the gods created humans. The Overlord was aghast! Humans were allowed to dance and maraud anywhere they wanted, any time they wanted. Worse, the humans didn't even seem to care about the rules! Something about 'free will' or other nonsense.

When humans founded Arcadia, the Overlord was pleased that they might settle down. But then, like humans do, they ruined everything by creating the Cycle of Day and Night. The rules were broken, and all his fine work was shattered! The Overlord prepared his most scathing lecture, a tirade of legalistic sophisms certain to end lives with its mind-boggling pomposity!

When he notified the gods of the impending verbal cataclysm, they told him they loved Humans. Humans were fun!

The Overlord stood horrified. Rules were more important than fun! Before he could utter more than a few sesquipedalian words, the gods evicted him from the heavens, stripped his title, and confined him to spend eternity in the underworld of Inferno. In fact, the gods wondered why they hadn't just done this sooner....

Without the Overlord raining on everyone's parades (because parades violate littering laws left and right), all was right with the world!

... At least for a short time.

Upon crashing down in Inferno, the former Overlord was wracked with angst. The rules were completely ignored! Intolerable! It was then, as he lay in a burning chasm, he realized what he must do. He declared himself the Underlord! Revenge would be his!

In time, other angels fell from the heavens. Without rules to be enforced, the Underlord's former staff could be pared down. No longer protected by endless employment regulations, the redundant employees were cast out, crowding Inferno with moping demons.

The Underlord now had a staff, but he needed some administration. He constructed a throne from which to forge a little order in his new realm. When he finished, he declared that, according to the rules, whoever sits the Infernal Throne makes the rules!

And then he sat. And all was right with Inferno!

Up above, things weren't going so well. The endless celebrations, dancing, marauding, and parades had created quite a mess. Who knew that by banishing the Overlord the gods might actually have to come up with their own rules? But, as gods do, they discovered a way to outsource the work.

The gods decreed that the Underlord would serve a purpose trapped in Inferno. He became a collector of unwanted and forgotten rubbish from above. Lost souls, buried treasure, even single socks became his domain. But, a loophole in the gods' rules (such amateurs!) allowed the Underlord to perpetuate evil and mischief, these things also being unwanted.

In time, when parents told their children to be good, they would threaten "The Underlord will get you if you don't do as you're told!". Hearing these threats echo down from above gave the Underlord a hearty chuckle. From his throne, he was still enforcing rules, and quashing fun.

And all was right with the world! ... or well, delightfully evil.

At least, until Lord Fang seized Arcadia.

Suddenly, all the Underlord heard from above was 'Lord Fang will get you if you don't eat your broccoli!' and 'Lord Fang will get you if you stay up past bedtime!' (Which might actually be true, Lord Fang being a vampire and all). On Halloween, sales of vampire costumes completely outstripped demon costumes. Soon, no one worried about demons. They feared only Minotaurs and Orcs and Vampires.

And the Underlord couldn't leave his throne to end these shenanigans. If he stood up, someone else could sit down and take over. That was the rule.

He needn't have worried. It took some time, but with Lord Fang's defeat, Inferno celebrated. Finally, the Underlord would once again make children go to bed and eat their veggies!

But it didn't go as expected.



The vampire's siege remained fresh in everyone's minds. No one was paying attention to demons. Sales plummeted, stock prices crashed, and rules violations began to rise.

So, the Underlord hired an image consultant and some marketing types. Well, he actually kidnapped them and threatened them with eternal damnation, but the results were the same.

They told him to shift the paradigm, leverage the synergy, and disrupt the evil-doing industry at a fundamental level. This nonsense baffled the Underlord as few things do, so they broke it down for him: "Face-time." If he personally visited the surface and riled things up, he'd get all the press he needed.

The Underlord admitted he'd like to stand. It had been 6,666 years since he'd been banished, and his legs were starting to cramp. Also, he'd heard whispers that the demons had a new nickname for him (Rock Bottom), and he was determined to stamp that out once and for all (and one can only really stamp if one is standing).

And yet, the rules were inviolate. If he stood, the longest running game of musical chairs in the universe would come to an end. Any demon lurking nearby would seize the opportunity to sit and make some rules of their own.

He pondered and thought and pondered some more, until a malicious grin spread over his face. Arcadia's Cycle of Day and Night had created endless trouble, but if that Cycle existed in Inferno, demons could finally have a bedtime! And if the demons were all asleep, he could, even if just for a moment, get up from the throne.

The Underlord smiled at the irony. Arcadia had caused his fall, but now, it could allow him to rise.

And all was right with—oh, who are we kidding? All was indisputably evil!

Now, the deeds are done. The ritual has been cast. The Angels who secretly guarded Arcadia have been captured, and the city dragged down into Inferno. Bedtime fast approaches for all the demons and Arcadians, as soon as the Angels have been turned by the ever so tempting powers of Damnation!

The rules shall triumph!

Fun shall perish!

And may Heaven help us all, for the Underlord shall reign supreme!

CONTENTS

THE UNDERLORD RISES! 2

GAME COMPONENTS 5

GAME OVERVIEW 7

GUILD SETUP 7
- Choosing Heroes 7
  - Advanced: Drafting Heroes 7
- Anatomy of a Hero 8
- Starting Equipment 8

CAMPAIGN AGAINST INFERNO 9

SCENARIO SETUP 10

THE GAME BOARD 13
- Important Terms 13

THE PLAYER TURN 14
- Hero Activation 14
  - Movement 14
- Huge Characters 15
  - Shove 15
- Full or Blocked Spaces 15
  - Attack 16
- Rest 19
  - Unexhaust Cards 19
  - Reorganize Items 19
  - Resurrect Heroes 19

DAMNATION 19
- The Lure of Temptation 19
- The Cost of Damnation 19

THE MONSTERS 20
- Monster Activation 20
  - Guard Reaction 20
  - Payback Reaction 22
  - Monster Attack 22
- Anatomy of a Monster 22
- Overkill 22
- Monster Tiers 23
- Spawning Monsters 24

ANGELS 24
- Saving the Angels 25
  - Angels as Heroes 25
  - Angels as Villains 25

QUESTS 26
- First Bonus 26
- Reward Cards 26
- Winning the Scenario 26

COIN REWARDS 27

UPGRADE PHASE 27
- Death Curses 27
- Upgrades 27
- Onwards! 28

EXPLORATION TOKENS 28

BRIMSTONE CARDS 29
- Revealing Brimstone Cards 29
- Brimstone Effects 29

UPGRADE CARDS 29
- Anatomy of an Upgrade Card 30
- Attack Cards 30
- Boost Cards 30
- Permanent Cards 30
- Special Effects 30
  - Extra Defense 30
  - Extra Life 30
  - Reroll Pool 31
  - Daze 31
  - Flanking 31
  - Exhaust Hero 31
  - Self Sacrifice 31

CAMPAIGN 32
- Titles 32
- The Campaign Sheet 32
- Campaign Finale 33
- Optional: Episodic Mode 34

HEROES 35

ANGELS 37

ENEMIES 38

INDEX 39

CREDITS 39

RULES SUMMARY 40

GAME COMPONENTS



1 Rulebook

1 Campaign Book



1 Campaign Sheet pad



12 Hero cards



4 Guild dashboards



5 Angel cards



48 Monster cards



21 Quest cards



24 Death Curse cards



152 Upgrade cards



14 Brimstone cards



9 double-sided game tiles



22 Door tokens

36 figures



12 Heroes

5 Spawn tokens



5 Angels



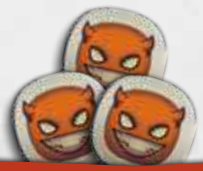
1 Spawn tile



6 Demonesses



18 Exploration tokens



30 Damnation tokens



2 Cerberus



6 Harpies



2 Demon Pitchers



92 Guild tokens



24 Death tokens



60 Wound tokens



1 Bellya'al

1 The Judge

1 The Underlord



70 coins



8 Attack dice



6 Defense dice



8 Portal tokens



12 figure bases

GAME OVERVIEW

Arcadia Quest: Inferno is a campaign game for 2 to 4 players, in which each player controls a Guild with three unique Heroes, fighting their way down the circles of Inferno on their quest to defeat the Underlord and save the city of Arcadia from plunging into the depths of Inferno. But these Guilds are not quite in league with each other: they are bitter foes who compete against each other even as they pursue the same goals!

The players will choose the path that their campaign takes, following the game's branching campaign system. As they navigate their way through Inferno, the players must choose which opportunities to pursue, and which ones to leave behind—a decision that can have serious consequences later in the campaign. Along the way, players may rescue powerful angelic allies, but if they fail to help these holy champions, they may turn into enemies later on! Only six of the twelve scenarios included in the Campaign Book will be used during each campaign, so every game can follow a unique path.

In each scenario, players pit their three Heroes against the Heroes of the other players and the nasty Monsters that swarm over the Inferno. By fulfilling specific Quests, finding treasure and killing their enemies, the Heroes will be able to acquire ever-more-powerful items and weapons. But they must be careful, for Inferno is an unholy place full of temptation and damnation—and the Heroes must risk their very souls if they hope to overcome the Underlord and his minions!

GUILD SETUP

The first thing players starting a new *Arcadia Quest: Inferno* campaign must do is create their Guilds. There are four different Guilds to choose from: Yellow (Tiger), Purple (Serpent), Teal (Shark) and Gray (Crow). Each player receives the Guild Dashboard for their chosen Guild, which will help them organize their Heroes, and their corresponding Guild tokens, which will be used to track their Guild's actions.



ARCADIA QUEST GOES TO HELL

Inferno is a sequel to *Arcadia Quest*, and can be played either as a standalone game, or its components can be mixed with the original to create all-new experiences. If you are familiar with *Arcadia Quest*, most of this book is going to be very familiar to you. If you want to get started quickly, you can simply learn these new sections:

Campaign Against Inferno - page 9
Damnation - page 19
Angels - page 24
Brimstone Cards - page 29

CHOOSING HEROES

The players now have to carefully pick the 3 Heroes that will represent 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 their Guild.

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. These are the 3 Heroes that will represent each Guild through the entire campaign, it is not possible to change Heroes unless a new campaign is started.

ADVANCED: DRAFTING HEROES

Once players are more familiar 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 their Hero cards in secret and picks one Hero for their Guild, placing it face down in front of him. All players then pass the remaining cards to the player to their left. From the cards they now received, each player picks another Hero for their 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.

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: Dusty Blade, Vile Trident, Short Bow, Lifebound, and Grimbolt. Each player can distribute their 5 cards among their 3 Heroes in any way he chooses.

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

Example: *The player controlling the Purple Guild has chosen Mark, Trandir and Kisha as his Heroes. He decides to give his Dusty Blade to Mark, Lifebound and Grimbolt to Trandir, and the Vile Trident and Short Bow to Kisha.*



CAMPAIGN AGAINST INFERNO

In order to defeat the evil Underlord, the Heroes will need to fight their way down the three circles of Inferno, to the demon's throne room. As they progress, they diminish the power base of the Underlord, while gaining more power for themselves. Only after much adventuring will they be ready to put an end to the Underlord's plans.

The Inferno campaign, presented in detail in the Campaign Book, is divided into four stages: the Three descending Circles, and the Final Showdown. During a campaign, only **six** of the twelve scenarios contained in the Campaign Book will be played - so the next campaign can take a different path and offer all new scenarios to the players.

First Circle - These are the gateways to enter Inferno. Of the two scenarios available in the First Circle, only **one** will be completed before the players move down to the Second Circle.

Second Circles – There are two separate Second Circles: East and West, which present a branching point to the players. Once they choose whether to enter the East or West Second Circles, they are not allowed to enter the other Second Circle this campaign.

Of the three scenarios available in the chosen Second Circle, **two** must be completed before the players descend to the Third Circle.

Third Circle - Whether the East or West Second Circle was chosen, players always proceed to the Third Circle afterwards. This is the heart of Inferno. Of the three scenarios available in the Third Circle, **two** must be completed before the players move to the Final Showdown.

Final Showdown - At the very bottom of Inferno sits the Underlord's Throne Room. All campaigns end there with the Final Showdown scenario.

At the beginning of the campaign, players choose together which of the First Circle scenarios will be the first (it is recommended that first-time players begin the campaign with the Beyond the Gates of Hell 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 that 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. Brimstone Cards - Shuffle all the Brimstone cards and separate the requested amount, returning the rest to the box without looking at their content. Then, distribute the cards on the Spaces indicated on the map, with the text face down.



5. 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.



6. Exploration tokens - After making sure to return any remaining Quest tokens to the box, 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 on the indicated spaces of the board, face down. The remaining Exploration tokens should be placed back in the box, still face down so nobody knows their content.



7. Spawn tokens - Shuffle the 5 Spawn tokens face down. 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.



8. 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 four cards, each 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. 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 showing the Guilds that are actually being used are put into play.





10. Spawn tile – Place the Spawn tile next to the game board.



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



12. Heroes Starting Areas – The Starting Areas for each Guild are indicated in the scenario map. 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 their Hero figures in any of the indicated Spaces of their Starting Area, in any way they choose (up to two figures may occupy the same Space). In a 3-player game the Player 4 Starting Area is not used. In a 2-player game the Player 3 and Player 4 Starting Areas are not used.



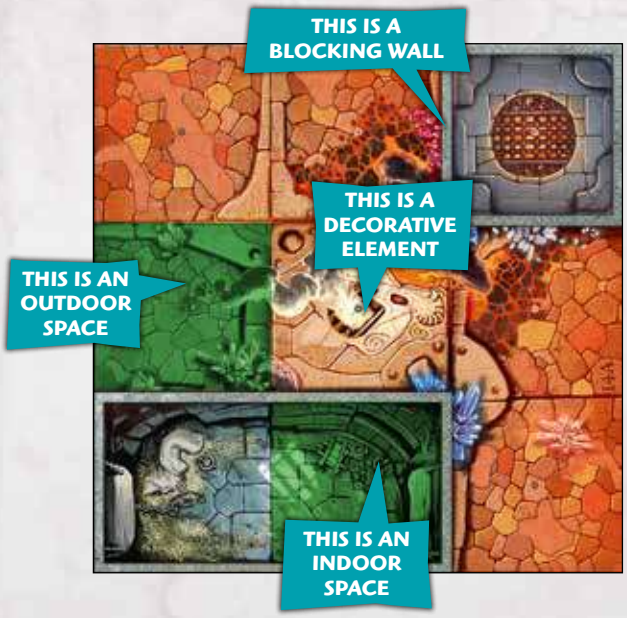
Once all the setup has been completed, your gaming table should look like the reference picture below. You are now ready to start your adventure!



THE GAME BOARD

Arcadia Quest is played on a game board made up 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 gray 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. A Space without a central dot is considered a Blocked Space. Only these Spaces, and walls with the identifying gray hatching texture are blocking elements, everything else can be ignored for gameplay purposes.



IMPORTANT TERMS

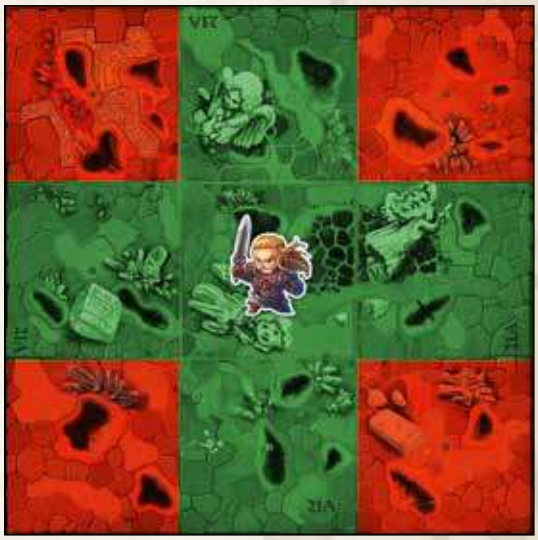
CHARACTER
A Hero or a Monster.

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

ENEMY
For a Hero, this is any Hero from a different Guild and any Monster. For a Monster, this is 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 orthogonally adjacent 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 Mark, while the red Spaces are not.*

THE PLAYER TURN

A game of *Arcadia Quest: Inferno* 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. For 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** one 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.

Note: If an ability allows a player to activate an extra Hero during his turn, it must be used on a Hero that has not yet been activated this turn.



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.
- Reveal a Brimstone card in his Space.

The Character doesn't have to use all of his available Movement points, though any unused 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 Character 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.

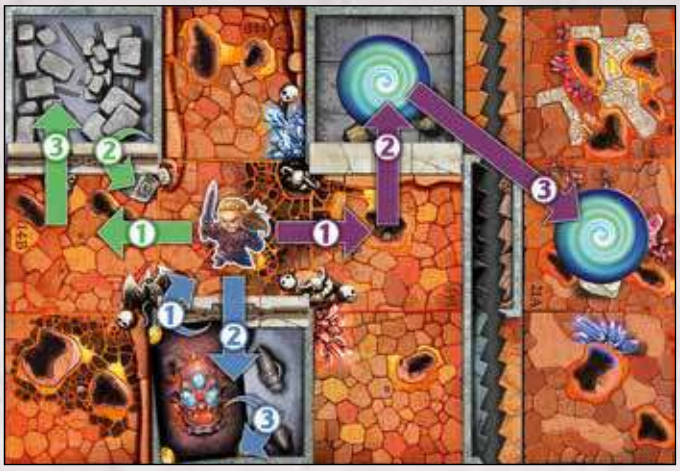
Doors

Door tokens can be flipped to their closed or open position by spending one Movement point. The manipulated door must be on 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.

Brimstone Cards

A Hero may spend one Movement point to reveal a Brimstone card that's on his Space, stirring hellish power to his advantage: The player takes the card from the board, executes what the card's text indicates and then discards the card. Brimstone Cards are fully explained on page 29.

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



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

Purple: *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.*

Blue: *1 - Flip open a door; 2 - Move one Space across the now open door; 3 – Reveal a Brimstone card in the Space.*

HUGE CHARACTERS

Some Monsters, such as The Judge and The Underlord, have a base so large that they occupy a whole Space all by themselves. These Huge Character count as two Characters on the board: their space is always considered Full to their Allies and Blocked to their Enemies. They block Line of Sight to their Enemies, as well as their Movement.



SHOVE

Some particularly imposing Characters are able to "Shove" others when moving. A Character with this ability never has his Movement blocked by other Characters, whether Ally or Enemy. Whenever he enters a Space, all Characters in that Space are placed in any available Spaces Close to the Shoving Character. The player controlling the Shoving Character decides where each Shoved Character goes. They can even be placed in the Space that the Shoving Character just vacated. Heroes being displaced by a Shove do not trigger Guard Reactions from Close Monsters.

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, and 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 in 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 there) 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 diagram above, Mark (a Purple 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 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 the Line of Sight sidebar).

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 to perform an attack again 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 using any bonuses granted by other cards, those extra Attack dice are also added to his pool.

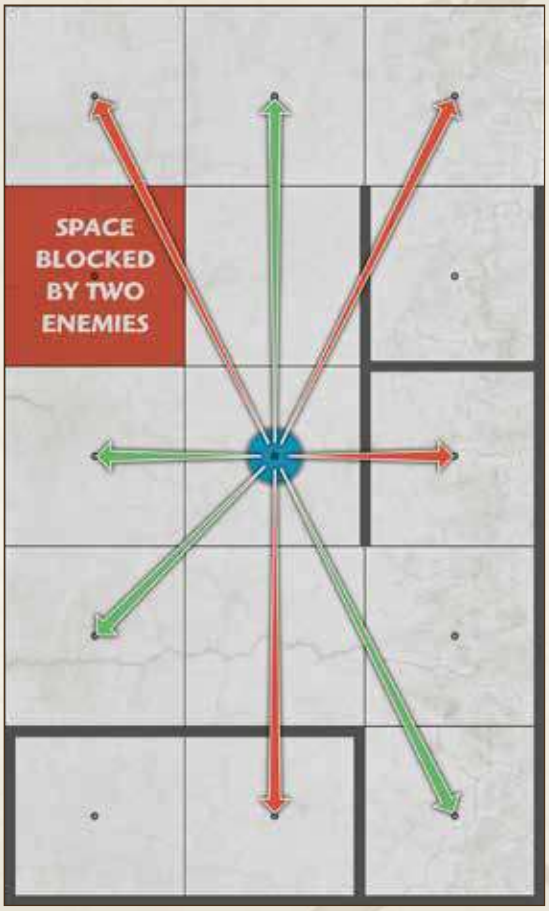
Defense Dice Pool

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

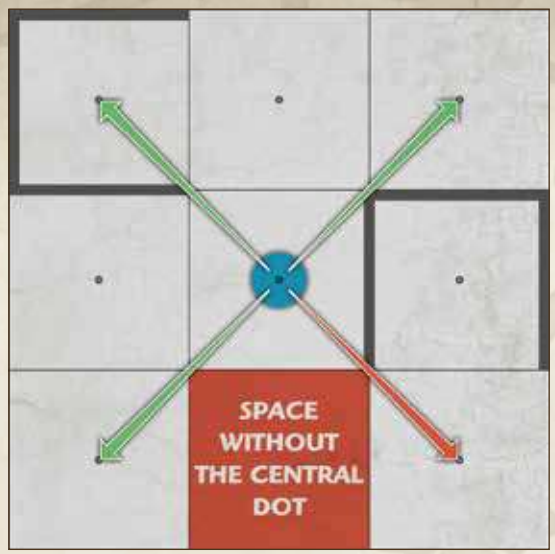
When using Ranged attacks, it is necessary to check whether or not the active Character has a clear Line of Sight to his target. A Ranged attack has no limitation in regards to distance – the only requirement for it is that there be a free Line of Sight (LOS) to the target (LOS to the same Space is always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

To check the Line of Sight, draw an imaginary line from the center of the active Character's Space to the center of his target's Space. There is a clear 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).

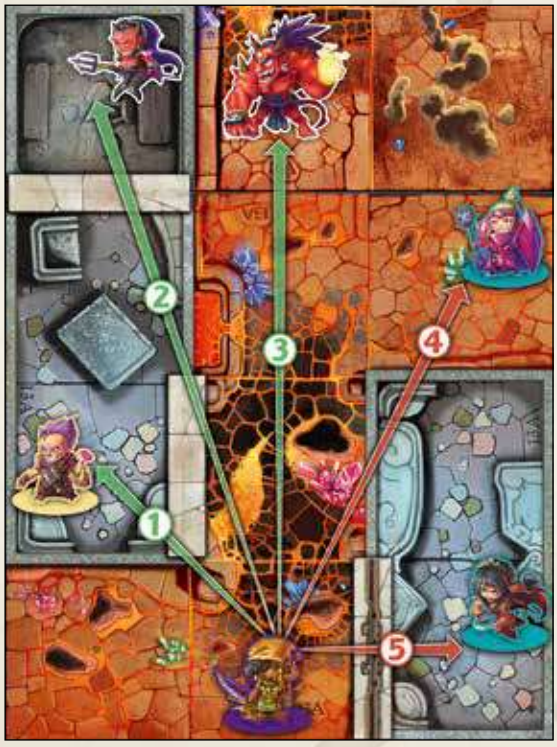


The Line of Sight is not blocked if it only skims a blocking corner, passing at an angle exactly through the intersection of four Spaces where only one side is blocked. If both sides of the intersection are blocked, however, the Line of Sight is blocked.

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.



Example: *Kisha intends to use her Short Bow to make a Ranged attack:*



1 – She has LOS to Izzy through the open door, even though it skims the edge of the opening.

2 – She has LOS to the Demoness through the open doors, even though it skims the edge of the opening.

3 – She has LOS to the Demon Pitcher in a straight line across the empty street. The distance is irrelevant.

4 – She does not have LOS to Jaimie because the line crosses a wall.

5 – She does not have LOS to Diana because the line crosses a closed door.



1 – She does not have LOS to the Harpy because the two enemy Heroes are blocking their Space and the line cannot pass between their Blocked Space and the blocking wall.

2 – She has LOS to the Demoness through the open door. The Space with Jaimie and Mark does not block the line because Mark is an ally, so that Space is only considered Full to Kisha, not Blocked.



1 – She has LOS to Cerberus because the central Space is only Full to Kisha, not Blocked, and the space with just Izzy is still considered Free.

2 – She does not have LOS to the Demon Pitcher because the Space with Jaimie and a Harpy is considered Blocked to Kisha.

Rolling Dice

The Attack dice and the Defense dice are rolled to determine 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**: Mark rolls 3 Attack dice for his Dusty 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**: Kisha rolls 2 Attack dice for her Short Bow, getting and . Since it's a Ranged attack, that scores two Hits. She rolls an extra die because of the CRIT and gets another ! That's one more Hit and another extra die, which rolls a , which is a miss, for a total of 3 Hits.*

***Example 3**: Jaimie is being attacked, she has 2 Defense, but the Fancy Blade in her inventory gives her +1 Defense (even though the card is currently exhausted) for a total of 3 Defense. She rolls 3 Defense dice, getting , and , scoring 2 Saves. She rolls an extra die because of the CRIT and gets a , so her total is still 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 blocks 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 the case of a Monster, next to its figure.

***Example:** Mark attacks Jaimie, scoring 3 Hits, while Jaimie gets 2 Saves. The attack results in Jaimie suffering 1 Wound.*

Special Effects

Some cards have special effects listed on them. These take effect following the parameters described on the card. Some effects always happen, whenever the card is used, while others need to be triggered by specific circumstances, like rolling Hits or CRITS, or inflicting a Wound. The timing of when these special effects take place can be very important at times. Unless stated otherwise, each special effect takes place *immediately* when its triggering event happens. If two effects would happen simultaneously, the player whose turn it is decides the order in which they are executed.

Multiple Targets: Some special effects may allow your attack to affect more Characters than just your primary target. No matter how many secondary targets an attack affects, you always make only a single attack roll, and it applies to all targets. If any special effects change the amount of dice you should roll against a specific target, the quantity of dice rolled is determined by your primary target *only*, and is not affected by who your secondary target(s) may be.

Kills and Rewards

As soon as the combat is fully resolved, if a Character has suffered 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 on 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 the *other* Guilds each get one coin. If a Hero is killed by any other game circumstances, like traps, all the other Guilds also get one coin each.

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 they can then be picked up by another Hero normally. If the Hero was killed by an enemy Hero, that Hero can automatically take *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 died. 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. Instead, 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 on 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 are 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 in that Guild's Starting Area, or Close to any allied Hero that was already on the board at the beginning of the turn.

Note: Heroes resurrected outside of a Rest turn by other effects are always fully unexhausted.

DAMNATION



Inferno is the realm of the damned, and its corrupting touch may be the greatest danger to the Heroes of Arcadia (or the greatest asset). This corruption is represented in the game by Damnation—the more Damnation a Hero has, the stronger the hold Inferno has on him. Many dangers lurk for Heroes who collect too much Damnation, but there are benefits as well. Players must balance the temptation of infernal power with the potential dangers of Damnation.

THE LURE OF TEMPTATION

There are a number of ways that a Hero can gain Damnation during the game, including as a result of some Monsters' attacks. A number of Upgrade cards, such as the Vile Trident, offer advantages to the Hero, at the cost of taking Damnation. When a Hero uses one of these cards, he must take the appropriate number of Damnation tokens from the supply and place them on his Hero card.

Important: Unlike other effects, when a card offers a special effect for taking Damnation, the Hero may choose to take Damnation after his initial dice roll, in order to trigger the effect. However, each effect can only be triggered once per use. Note that since the roll is not yet over, the extra Damnation gained by the Hero might still affect his opponent's dice pool.

Only Heroes can collect Damnation. Monsters never gain Damnation tokens.

THE COST OF DAMNATION

There are three main ways that Inferno punishes those who accumulate too much Damnation:

Monsters: Some Monsters get a benefit when fighting a Hero that has Damnation. For example, The Judge rolls an extra die in both attack and defense for each Damnation on the active Hero.

Brimstone: Many Brimstone cards apply a penalty to Heroes that have Damnation. For example, Guilty Conscience forces every enemy Hero that has Damnation to exhaust an Attack card.

Death Curses: During the Upgrade Phase at the end of a scenario, each Hero draws one extra Death Curse card for every two Damnation tokens on their Hero card. This is in addition to any Death Curse cards gained from Death tokens!

When a Hero Rests, he cannot discard Damnation tokens, nor move them to another Ally. They stay with that Hero throughout the scenario. Damnation is only discarded at the end of the Upgrade Phase.

Example: *During a scenario, Diana was killed twice and accumulated 3 Damnation. During the Upgrade Phase, she must draw 3 Death Curse cards (2 for her 2 Death tokens, plus 1 for having 2 Damnation). She then discards her 3 Damnation tokens.*

THE VILE TRIDENT

Every Guild begins the game with one item that can cause Damnation: the Vile Trident. This weapon can be used like any normal Melee Attack card, but it also offers a more diabolical gift. Any time a Hero with the Vile Trident attacks, even when using a different Attack card, and even if the Vile Trident is exhausted, he may choose to roll 1 additional attack die. If he does, the Hero must take 1 Damnation token.

Example: *Mark is using his Dusty Blade to attack a Harpy. He rolls 1 Hit, which would be enough to kill her, but he would really like to avoid her Payback Reaction by getting an Overkill. Normally, it would be too late to boost his attack since he's already rolled the dice, but he also holds a Vile Trident. Gritting his teeth, he takes 1 Damnation token from the supply to roll 1 more die. Fortunately for him, he rolls another Hit. Unfortunately for him, the Harpy rolls 1 Defense per Damnation on her attacker, so since the rolling is not yet done, she gets to roll 1 Defense die in order to try and avoid being Overkilled.*

THE MONSTERS

MONSTER ACTIVATION

There is no "Monster turn" in the game. The monsters swarming the circles of Inferno 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 against 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 themselves (see page 13 for an explanation of Close Spaces), and will attack any Close Hero that lowers his guard by trying to move past them or by attacking somebody else.

A Hero standing Close to a Monster is considered to be actively fending it off, until he decides to move or attack.

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. This 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 a 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 makes leaves a different Space guarded by the Monster. Keep in mind that using a portal, manipulating a door, or revealing a Brimstone card does not trigger Guard Reaction.

Example: *Mark is moving heedlessly across the board and triggering Guard Reactions from several Monsters.*



1 – On the first move he triggers the Demoness' Guard Reaction, since he's leaving a Space Close to her. The Demon Pitcher is not triggered since a closed door isolates it. While Mark is entering a Space Close to the Harpy, that does not trigger a Guard Reaction.

2 - On the second move, the Demoness' Guard Reaction is no longer triggered, but the Harpy's is.



3 - On the third move, Mark triggers Guard Reactions not only from the Harpy, but from Bellya'al as well. He suffers two simultaneous attacks.



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

Note: Some special effects might cause a figure to be placed in a specific Space. As this is not a Move, it does not trigger Guard Reactions.

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 resolved, 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: *Kisha makes a Ranged Attack against the Demon Pitcher. Since it's not a Close Monster, this triggers a Guard Reaction from the Demoness and the Harpy, who attack Kisha once her attack has been resolved.*



Example 2: *Mark attacks both Jaimie and the Harpy using the Drive Thru ability. Because his attack also targeted a Close Monster, no Guard Reaction is triggered.*

PAYBACK REACTION

Attacking Monsters is always risky, 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 a 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 it (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 (Monsters can't reveal Brimstone cards). 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 have the active Hero as the primary target (see example on page 23).

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 on its own card, they don't exhaust any cards to perform an attack and thus are always ready to attack when activated. Some monsters perform Melee attacks and others perform Ranged attacks. These are subjected to the same rules for 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. Monster Tier – This indicates what type of Monster this is.

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. 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).

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 – 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.

OVERKILL

Even if the Hero's attack deals enough Wounds to kill a Monster, the Monster still gets to perform its full Payback Reaction against the attacker *before* dying and 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 killed and removed from the board

without getting the chance to execute 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.

MONSTER TIERS

The Monsters are classified into four tiers: Minor Minion, Major Minion, Minor Villain and Major Villain. Minion-type Monsters have no special rules to them: they're the rank and file of the monster horde. Villains are the hardest Monsters to kill (whether Minor or Major), and so everybody 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 on 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. Villain-type Monsters also don't go to the Spawn tile when killed, they're returned straight to the game box.

Example: *Mark, a Purple Guild Hero, attacks Cerberus. It already has 2 Wounds previously inflicted by the Teal Guild, so it is 1 Wound away from dying!*



Mark's attack scores 3 Hits! The player to the right of the Purple Guild player is responsible for controlling Cerberus (in this case he's the Yellow Guild player) and would normally roll the Monster's Defense, but since Cerberus has no Defense, it simply suffers 3 more Wounds!

Added to the 2 previous Wounds, Cerberus now has 5 Wounds, which is more than enough to kill it. However, the 3 Wounds dealt by this attack are below Cerberus' Overkill rating of 5, so it will be able to perform its Payback Reaction before succumbing to its injuries and leaving the board.



Cerberus could strike back at Mark without needing to move, however the controlling Yellow Guild player notices that Cerberus' ability allows it to make 3 separate attacks. Since he has no real interest in killing Mark, and the only other available target would be Izzy, who belongs to his own Guild, the Yellow Guild player decides to put Cerberus to better use. He uses its 2 Movement Points to move straight through the Space occupied by Mark.



Now he unleashes Cerberus' powerful 3-in-1 "Mauling" attack. The first attack must target Mark, since that's the Hero who attacked Cerberus. However, the Yellow Guild player can use Cerberus' two other attacks on the Teal Guild Heroes: Jaimie and Diana (the Harpy is not a Hero, so it can't be targeted).



This is not a single attack with multiple targets (which would require a single roll), but three separate attacks, so the Yellow Guild player rolls Cerberus' 2 Attack dice three separate times. First he targets Mark, who rolls his Defense against it. Then he decides to target Jaimie, who fails her Defense and is killed. Finally, he turns the last attack against Diana, who rolls her Defense against the third attack roll. After that, Cerberus' finally dies and its figure is moved to the Spawn Tile. Since it is a Minion, the Purple Guild gets the 2-coin reward alone.

SPAWNING MONSTERS

Unless otherwise stated in the scenario, when a Minion-type Monster is killed, it is removed from the board and placed in the first available slot on the Spawn Tile. When the Spawn Tile becomes full, with five figures on it, or when there are no more Monsters left on the board, the active player must perform a Monster Spawn as soon as he finishes his turn. Starting with the figure in the first slot, he rolls two attack dice to determine where it will spawn. Compare the dice result to the symbols on 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 figure is returned to the game box.

- If the Space with the matching Spawn Token is Full, the figure is returned to the game box.

- If the Space with the matching Spawn Token is Free, the figure is placed in that Space.

This procedure is repeated, following the slot order, for all of the figures on 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.

ANGELS



In order to drag Arcadia down into Inferno, the Underlord kidnapped the Angels who secretly protected it. If he's able to fully corrupt them, Arcadia will surely be doomed for eternity! During their campaign, the Heroes will have several opportunities to rescue some of these guardians. The Angels you manage to set free will join your Guild as powerful allies, but the ones that you allow to be consumed by the Underlord will turn into terrible villains you will eventually have to face!

SAVING THE ANGELS

Two scenarios in the East Second Circle, two scenarios in the West Second Circle, and one scenario in the Third Circle feature Quests that involve rescuing a specific Angel. Each of these scenarios' entries in the Campaign Book details what the Heroes need to accomplish if they wish to save an Angel. By accomplishing that, the player gets to add the indicated Angel to his Guild. That Angel can then be used as one of that Guild's three Heroes for the rest of the campaign. Angels are slightly more powerful than normal Heroes, and their natural abilities tend to benefit the entire Guild!

In each of these scenarios, the player who accomplishes the "Save the Angel" Quest takes the corresponding Angel card. At that moment he can decide whether he wants to immediately replace one his current Heroes for the Angel, or whether he'll just add the Angel to his roster of Heroes to use in a future scenario.

ANGELS AS HEROES



If the player chooses to put the Angel into play immediately, he must choose one of his three Heroes and remove it from the board, moving its color base to the Angel figure. The Angel figure remains in the same Space as it was, as determined by the scenario. The chosen Hero's card is removed from the Guild Sheet and replaced by the Angel's card. The chosen Hero's inventory becomes the Angel's inventory, and any Exploration tokens the Hero had now belong to the Angel. The Angel enters the game completely fresh, however, so any Guild tokens, Wound tokens, or Death Curse cards the chosen Hero had are removed when the Angel comes in. From that point on the Angel is played exactly like a normal Hero.

When a player gains an Angel, it is added to his Guild's roster of Heroes. After that, at the start of each scenario, the player can choose any three of his Heroes to use during that scenario (including the Angel or not). The unused Heroes *cannot* enter the game in the middle of a scenario, but they may still be used in a future one. During the campaign a player may be able to add several Angels to his roster of Heroes, always choosing whether to put it into play immediately when it is rescued, or whether to save it for a future scenario.

Note: Before starting a scenario, if a Hero takes the place of another that has a Death Curse, the new Hero inherits that Death Curse. Any removed Heroes have to wait for the next scenario before they can be used.

ANGELS AS VILLAINS

In the Third Circle and Final Showdown, the Angels who were not saved by the Heroes are ultimately corrupted by the Underlord and join him in the fight as Minor Villains! If players took the path of the East Second Circle, they will face the Angels that would have been rescued in the West Second Circle. Likewise, if they took the West route, they'll face the Angels that were in the East route waiting to be saved. Each of these latter scenarios indicate which Angels will be used as Monsters, depending on the route the players took, and what Angels they failed to save.



When an Angel becomes a Monster, it works the same way as normal Villains. They have Monster cards for the different levels, and attack the Heroes through Guard and Payback Reactions normally. Angels are powerful enemies and seem to hold a grudge against the Heroes who failed them.





QUESTS

Each scenario includes 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 later completes that same Quest does not get this 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 completed three PvP Quests, he still needs to complete a PvE Quest 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 accomplish 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 on 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 - each 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 Serpent 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 Serpent Guild" Quest, and then at the end of the scenario you would get another coin for having accomplished that Quest. If you killed more Serpent Guild Heroes during that scenario, you would only get one additional 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. During this lull in 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. A Hero who accumulates Damnation may also suffer the sting of death's touch.

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 or Damnation tokens during the last scenario receives a number of Death Curse cards equal to the number of Death tokens he possesses and a Death Curse card for every two Damnation tokens on that Hero. Each Hero must keep the Death Curse card with the highest value among those he receives, discarding the others along with his Death tokens and Damnation tokens.

Each Death Curse card has a different effect described in it which 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 the Upgrade card cannot be accessed until the curse is removed. The only way to remove a Death Curse card during the next scenario is to use a Healing Potion token (or to replace the cursed Hero with a newly-rescued Angel).

Note: Death Curses gained through special effects during a scenario are dealt normally, with the Hero only keeping the highest card. Only reshuffle the deck if it runs out.

UPGRADES

In the course of the Heroes' adventures in Inferno, they gradually become 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 each 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 the 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 one single coin to spend in the next Upgrade Phase. Any coins beyond that are returned to the common pile.

Each player then distributes his new Upgrade cards among his Heroes, and may completely rearrange all his 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 on their quest!

Collecting an Exploration token does not require a Movement Point or any other action, and you don't need to end your Movement on the token in order to take it. 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, which 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 Activation Potion - The Hero may freely discard this token at the end of his activation to immediately perform another full activation. That same Hero is activated again normally.



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



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

Most 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.



BRIMSTONE CARDS

Brimstones are powerful fulcrums of infernal energy. Scattered throughout the three Circles of Inferno, these unholy altars are conduits to tap into the forces of Damnation. Fortunately for the heroes, the Guilds of Arcadia have learned the secrets of performing rituals to take advantage of these Brimstones. Heroes needs only scribble the right runes, perform the right chants, and hold their nose against the strong stench, in order to trigger powerful effects—either to benefit themselves or to punish their rivals who meddle with Damnation!



REVEALING BRIMSTONE CARDS

Scattered around the board during Setup, Brimstone cards do not block Line of Sight or Movement in any way. During the Movement part of a Hero's activation, he may choose to spend one Movement Point to reveal a Brimstone card that is in his Space. The player takes the card from the board, reads it, follows the instructions in the card's text, and then discards the card. Unlike an Exploration token, a Hero is not obligated to reveal a Brimstone card that's in his Space. A Brimstone card can be revealed, even if there's an Enemy sharing the space with the active Hero, and revealing one *does* not trigger a Guard Reaction from Close Monsters.



BRIMSTONE EFFECTS

The effects described on a Brimstone card must be executed by the active player immediately when it is revealed (unless some situation makes it impossible to execute, in which case it has no effect). Brimstone cards always either benefit the active player, or harm his enemies somehow.

ACTIVATING MONSTERS

Some Brimstone cards allow the player to activate a Monster on the board that belongs to a specific Monster Tier. The player chooses the Monster he wishes to activate, and performs its Movement and/or Attack, in any order, using that Monster's normal stats and choosing any Hero as the primary target.

While the Monster is being controlled by the player, it does not count as a Hero from his Guild: It cannot accomplish Quests, and if it kills anybody, the credit goes to the game as usual, not to the active player.

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 new unique 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 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 allow 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 one single card per attack. However, since an Attack card is exhausted when it is (by placing 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 for their listed attack dice. While some Attack cards offer only a simple attack, many have some form of special effect listed that enhances their attack. This effect is only triggered when the card is used and the parameters stated in it are met (with the exception of the Vile Trident, see page 20).

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, and also exhausts any Boost cards being used with it (place a Guild token on them). 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 possesses 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 the Extra Defense his cards might grant him. Extra Defense is always added to the Hero's Defense, even if the card that offers 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: *Kisha has a Fancy Blade which grants her +1 Reroll and a Vicious Ring which grants her +2 Rerolls. Her total Reroll pool is 3. She makes a Ranged Attack against a Demoness with her Short Bow, rolling two Attack dice which result in and : two misses. She uses 2 Rerolls to reroll both dice, resulting in and : 2 Hits. She rolls the extra die granted by the CRIT, which results in : a miss. She then uses the last Reroll of her pool to reroll this die, resulting in : another Hit, for a grand total of 3 Hits.*

The Demoness strikes back at Kisha with its Melee attack rolling , and : 2 Hits. Kisha rolls her 4 Defense dice, getting a and 3 : one Save. She uses her Rerolls on the three blanks and gets , and : another Save. All Hits of the attack have been blocked!

DAZE

Some attacks are able to Daze their target, leaving him open to future attacks. When a Character is Dazed, lay his 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. Monsters can't recover from Daze until killed.

FLANKING

Some effects require a Flanked Character. A Character is considered Flanked as long as there's at least one of his Enemies Close to him (not counting whoever is using the effect).

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, so he won't be able to use any other special effects that need to "exhaust the Hero" 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. Likewise, if a Hero is being kept alive by the Extra Life granted by an Upgrade card, he cannot willingly move that card to a different Ally, thus killing that Hero.



CAMPAIGN

TITLES

As the Heroes accomplish their deeds, they gain notoriety, resources and possibly allies. Arcadia tends to remember the accomplishments of its adventurers and often times Heroes might find 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. Each scenario – except for "Hit Rock Bottom" – has one Quest associated with a Title. When a Hero fulfills one of these Quests, his Guild receives the associated Title, which should be noted on 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 with a Title, what 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 their current Upgrade cards and Death Curses are.

During a campaign, after each 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 by indicating which scenario was just played. This is done on the map of Inferno 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. Here, the 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 lowest number of Death tokens among its Heroes (Damnation doesn't count).

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 or Angel associated with it and, consequently, won the Reward card or an Angel.

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 their Guilds' Heroes after the Upgrade Phase. If a player has saved a coin to spend in a future Upgrade Phase, they note it on the Campaign Sheet.



CAMPAIGN FINALE

When the 6th and final scenario of the campaign has been completed, Arcadia is finally released from Inferno and returned to its rightful place. The people of the city will naturally be delighted by the restoration of normality and will heap rewards and applause on the Guilds that have rescued them. How the various Guilds have performed during what would later be known as the "Inferno Crisis" will determine their position in the new leadership structure of the city:

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. The amount of Medals each Guild won determines how much prestige it has in the restored city.

THE SAVIOR OF ARCADIA

The Guild that delivers the killing blow to the Underlord will forever be known as the Savior of Arcadia! The Heroes of this Guild will be paraded through the streets, invited to wine and dine with the most powerful merchants, and showered with gifts. They will live like kings within the city... at least for the time being.

THE POWER BEHIND THE THRONE

While the public eye will naturally be drawn to the glory of the Savior, the real power in Arcadia is the shadowy Guild Council that determines its policies—and distributes its wealth. This council has been watching the actions of the Heroes very carefully during the Inferno Crisis—and there just happens to be an opening at their table. The Guild that has collected the most Medals during the campaign is given a seat on the Guild Council, and becomes the true power behind the throne.

THE ULTIMATE ARCADIAN

Of course, there is always the small chance that one single Guild will so powerfully dominate their rivals during the campaign that they will not only collect the most Medals but also deliver the deathblow to that nasty Underlord. Should this occur, that Guild is universally recognized as the Ultimate Arcadian—clearly destined to usher in a bold new golden age for the city!

OPTIONAL: EPISODIC MODE

Arcadia Quest: Inferno is intended as a campaign game, with the scenarios being played from the beginning in the First Circle all the way to the Final Showdown in the depths of Inferno, with your accomplishments in one scenario affecting the game in the next, and with your group of heroes gradually becoming 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 of 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 used, 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 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:

- Each Guild loses 1 coin for each Death Token in the Guild (also counting every 2 Damnation as 1 Death Token).

- 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

SYBBYL



"If you call me an evil witch one more time, I swear I'll turn you into a toad!"

Sybbyl used to enjoy her quiet cabin in the woods. And then, the town got involved in her life. First, it was the kids throwing rotten eggs at her home. Then, it was the adults, blaming her for cursing them whenever she tried to go buy newts and toadstools at the market. So, after speaking to an image consultant, she joined the Guilds in their attempt to rescue Arcadia. Once she conjures some poison apples, calls a few flying monkeys, and animates a handful of corpses to stop old Rock Bottom (after all, none of the demons she summons like him), no one will be able to argue that she isn't one of the heroes.

TRANDIR

"You can keep a secret and keep it safe. But, keep off my lawn!"

Trandir was once a lowly groundskeeper at the University, until the day an invading minotaur charged at him. He stood his ground, planting his staff and shouting, "Get off the grass!" Of course, he was knocked out cold. A few months later, he woke, claiming to have been



on a spiritual journey. He discarded his old gray gardening robes and dressed himself in white, declaring that he had learned all the secrets of magic. After he had wandered for seven days around the university on his quest (which seemed to involve chasing people onto sidewalks), the staff informed him that he was not a wizard, but in fact, the groundskeeper. To their surprise, he struck the ground with his staff and bolts of lightning flashed in the sky. It turns out that somehow, he's become quite a competent wizard, yet he remains quite protective of the grass.

CASSIUS



"Yah. I'm Cassius. Only my head is puny enough to need protecting. The rest of me is pumped-up muscle, which you may admire before I crush you! Yah."

As every fan of Arcadian gladiators knows, Cassius got strong by saying his prayers every night and eating his vitamins. His dream was to be the greatest champion ever to set foot in Brightsun Arena. He loves the adoration of the fans who chant his name. The only thing that ever made him leave the arena was the opportunity to lift weights and build even more muscle or admire his incredible physique in a large mirror. But since Rock Bottom took the arena, Cassius is planning to carry the entire building back on his shoulders. Yah.

BJOR OF OROS



"If you want to be a big man, like Bjor of Oros, live large!"

Of all the people of the tropical island of Oros, Bjor is the loudest, most boisterous and most adventurous. After outeating his entire village by devouring their winter supply of fish, he was challenged to prove himself at sea and sail away by all of the elders. Since then, he's been almost everywhere, showing anyone that he can outeat, outdrink, outfight, outburp and most importantly, outknit anyone. However, he's been told that the Underlord has the largest throne anywhere and has been able to outsit all of Inferno.

IZZY

"I can make a potion for that. And for this, and for that other thing. Assuming you have a live goblin I can distill, of course."

In the Alchemist's District, Izzy was once a rising star. He was so popular for his mixture of potions and innate ability



to formulate almost anything that it didn't matter what he did. He had no limits. After distilling a few potions out of a couple of unruly dancing elves, he was shocked that he was banned from Arcadia. Now that the city's in trouble though, the leading alchemists and the guilds have come seeking his services. No one seems to mind what he does while the city's in danger...as long as he sticks to monsters for his primary ingredients.

JAIMIE



"You want a chainmail bikini? Well, I'm wearing one...under my plate armor!"

Armed with dreams of being a great warrior, Jaimie went to the Arcadia Armor Emporium to find the perfect protection. Suits of plate mail and large shields greeted her, but the merchant took her aside and led her to the women's section. Her face fell when she saw nothing but short leather skirts, chainmail bikinis and only a few metal plates to guard delicate areas. She was outraged and unleashed an invective-laden rant. She refused to go into battle wearing next to nothing! It was foolish! It was dangerous! And it was downright ridiculous! Jaimie intends to show everyone, how to bash some heads. Watch out, Inferno, because there's no fury like a woman fully clad in plate with a massive shield!

JACK JACK



"You may not know Jack, but you'll never forget Jack Jack! Bwahaha! Muahaha! Tee hee hee! Whoo hoo hoo!"

Leaping into the fray, the pool, a cake, or whatever's inconvenient with bells on, Jack Jack is a force for chaos. He just showed up one day in the King's Court in his full jester outfit with his makeup on, laughing and telling alternately terrible and terrifying jokes. No one knows why Jack Jack does anything, and most agree that he seems quite insane. He has a fondness for using sleight of hand and seems to delight in switching out the weapons that belong to other heroes. His tricks and jokes vary as much as his laughs ranging from the amusing to the utterly violent.

KISHA

"The odds are always in my favor."

Some heroes are exceptionally skilled and others are remarkably lucky, and then there's Kisha. She's known for her uncanny



ability at archery, notably shooting apples off her father's head while blindfolded to raise money for Orc rehabilitation. Her seemingly inexhaustible good fortune makes many heroes jealous. Her detractors say she isn't really skilled, just lucky. As far as Kisha is concerned, whether she has luck or skill on her side doesn't matter, as long as she saves Arcadia.

NATASHA



"Not only will I kill these demons, comrades, I'll make sure I look good doing it."

Natasha's background remains shrouded in mystery. She has a reputation as a merciless killer reputedly trained by a mysterious foreign power. Whatever she's not revealing about herself, she makes up for it with her revealing armor. She isn't close to any of the other heroes, and a few, like Jaimie make a point of not liking her and not trusting her. None of this bothers Natasha who remains as cold as ice, mostly because she needs to dress more warmly.

PHYX



"They slice, they dice, I use them to put on my clothes, I use them to blow my nose, there's nothing my swords can't do!"

While most other elves spend their time dancing in the sun, the Moon Elves are revolutionaries who refuse to dance and instead commit themselves to something else. No one is more committed to the art of the sword than the Moon Elf Swordsmaster Phyx. He has given himself wholly over to his swords and he uses them for everything. He cuts his food with them and then uses them as utensils. He puts on his Moon Elf warpaint with his sword. Anyone can defeat a monster with a sword, but how many people can braid their own hair with one?

DIANA



"Some call me a hero. Some call me a villain. Some call me a gladiator princess. But if you've got gold and need to win a battle, just call me."

Arena fans still talk about the day Diana won her freedom, overcoming two trolls, a minotaur and an angry pig in single, or perhaps multiple combat. Once she returned to normal life, Diana became bored. She loved to fight, throwing her chakrams and giving a high-pitched shriek as she leapt into battle, so she started selling her services. Now, she's one of the priciest and best mercenaries in the entire land. Rumor has it that she even has a figure in a popular board game. She's enjoyed so much success that she's become bored. Thank heavens that Arcadia has gone to hell. Now, she's got a challenge!

MARK



"I'm Mark, Captain of the Sunguard. Did you say we have to go through the gates of hell and fight a million demons? Sounds like a good challenge to me."

When he rides onto the front lines of the battlefield, his side knows that victory is assured. A valiant warrior and an inspiration to others, it seems that no enemy can endure against Mark, Captain of the Sunguard. In fact, most citizens of Arcadia are sure that Mark fears nothing, which is almost true. Mark has a secret, a crush on Kisha. Despite all of his deeds, he can't bring himself to talk to her. So, he's written a note. Maybe one day, he'll have the courage to give it to her. Maybe.

ANGELS

JUSTICAR



"I know this may seem harsh, smashing you with a large glowing sword, but you will be a good example for other sinners. No one will want to go through a beating like the one you are about to receive. Think of the souls you'll save. Thwack!!"

ANGEL EYES



"You want me to sing? How about I roar!"

ENEMIES

BENJAMIN



"We must always obey the rules, no matter what the cost! Remember there's a summary on the back of the book!"

LEAH



"Just do what I say and no one gets hurt. I mean, no one on our side gets hurt. The other guys get hurt."

THE WANDERER



"..."

THE UNDERLORD



"I work out every day, and every day is upper-body day! Obviously."

On his throne of skulls, the ruler of Inferno sits. And would he ever love to stand up! But no, it would never do, for whosoever sits the Infernal Throne rules the Underworld, and the Underlord can't trust any of his minions. But now, with Arcadia dragged into the Inferno perhaps his demons will get a bedtime. And, perhaps, he can stand up.

THE JUDGE



"Your misbehavior is written into your very soul! No, really, it's right there like a little devil face on your head."

BELLYA'AL



"You guys, stop that! It tickles!!!"

DEMON PITCHER



"He eases back, taking his time... keeping a watchful eye on the players in the field... there's the windup! The pitch—and a strike! The home team goes wild!"



CERBERUS



"Oh, that hero looks tasty—Quiet! The one in red is—Squirrel!—SHUT UP, MAURY!!"

DEMONESS



"Oh, poor thing! Did you get an ouchie? Let me make it all better..."

HARPY



"And you get an arrow! And YOU get an arrow! And EVERYONE gets an arrow!!"

INDEX

Ally 13
Angels 24
Attack 16
Attack Cards 30
Attack Dice 16
Blocked Space 15
Boost Cards 30
Brimstone Cards 14, 29
Campaign Sheet 32
Campaign Structure 9
Character 13
Close 13
Coin Rewards 27
Components 5
Crit 18
Damnation 19
Dashboard 8
Daze 31
Death Curses 27
Death Tokens 18, 27
Defense Dice 16, 18, 30
Doors 10, 14
Drafting Heroes 7
Enemy 13
Episodic Mode 34
Exhaust Card 16
Exhaust Hero 31
Exploration Tokens 28
Finale 33
First Bonus 26
Free Space 15
Full Space 15
Guard Reaction 20
Guild Setup 7
Hero Activation 14
Hero Card 8
Hit 18
Inventory 8
Kill 18
Life 8, 22
Line of Sight 16
Melee Attack 16
Minions 23
Monster Activation 20
Monster Card 22
Monster Tiers 23
Monsters 20
Movement 14
Natural Ability 8
Overkill 22
Payback Reaction 22
Permanent Cards 29, 30
Player Turn 14
Portals 14
Potions 28
Quest Cards 26
Quest Tokens 28
Ranged Attack 16
Reorganize Items 19
Reroll Pool 31
Resurrect 19
Rest 19
Reward Cards 26
Save 18
Setup 10
Shove 15
Spaces 13
Spawn Tokens 11, 24
Spawning Monsters 24
Special Effects 30
Starting Equipment 8
Titles 32
Trap 28
Treasure Chest 28
Unexhaust Card 16
Upgrade Cards 29
Upgrade Phase 27
Villains 23
Walls 13
Winning 26
Wounds 18

CREDITS

GAME DESIGNERS
Eric M. Lang, Fred Perret, Guilherme Goulart, and Thiago Aranha

PRODUCTION
Thiago Aranha, Guilherme Goulart, Carolina Negrão, Sergio Roma, Renato Sasdelli, and Paulo Shinji,

ART
Andrea Cofrancesco, Nicolas Fructus, and Júlia Ferrari

GRAPHIC DESIGN AND LAYOUT
Mathieu Harlaut, Louise Combal and Thomas Klapper

SCULPTING
Benjamin Maillet

WRITING
Eric Kelley and Harry Heckel

RULES EDITING
William Niebling

PUBLISHER
David Preti

PLAYTESTING
Viola Bafile, João Vitor Gonçalves, Gabriel Mendes de Almeida Antonini, Lucas Mendes de Almeida Antonini, Tiago Souza, Bruna da Silva Souza, Cã Miranda, Pedro Ivo Costa, Jaime Albornoz, Lucas Lima, Fel Barros, Carolina Negrão, William Matsuguma, Luis Francisco Baroni Coutinho, Sergio Roma, Luiz Guilherme Alvarez, Eduardo Lima, Tassi Cambetas Rega, Djibril Renato Rega, Estela Camargo, Carlos César Carvalho, Felipe Vergili, and Victor Cygnus

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, use portal or reveal Brimstone card).
- 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 must pick up all Exploration tokens in his Space if there are no Enemies there).

Damnation (may take after rolling; stays till next scenario).

Close (Melee attacks and other effects only affect Close Characters, which must be in the same Space or in a Space that shares 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 okay).

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 of 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 Attack 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).

Rewards (Guild who accomplishes a Quest associated with a Reward card or Angel immediately gets it).

UPGRADE PHASE

Death Curse cards (remove old Curses, each Hero gets 1 Death Curse card per Death token and every 2 Damnation and keeps only the highest card).

Upgrade cards (each player gets 6 cards from the deck equivalent to the last scenario played, keeps 2 and passes the rest to the left two times, then may purchase up to 3 cards).

Winner of the last scenario chooses the next scenario.

CAMPAIGN

- **First Circle: 1 Scenario**
- **East OR West Second Circle: 2 Scenarios**
- **Third Circle: 2 scenarios**
- **Final Showdown**