ARCADIA Quest

RIDERS

RIDERS ON THE STORM

In the days of yore—*(Your what?)* Quiet, you! Ahem, as I was saying, in the days of yore, the great city of Arcadia was founded upon a fertile plain, rich in flora and fauna. Waving grasslands, verdant forests—*(Wait, is it a plain or a forest?)* Silence! *(Because a forest is technically a plain with a bunch of trees growing on it. That's why we call them 'forests'.)* Please do go away. Where was I... ? Ah yes, verdant forests, and these have fed and nurtured Arcadia and its people since time out of mind.

The Wild Plains, as they became known—*(Forests too.)* ... The **Wilds,** as they became known *(Better!)*, were home to many wonderful and magical creatures, some of whom grew to especially large size. But the many depredations wrought against Arcadia and its surroundings in recent times has left their mark on the land. In particular, Lord Fang's vile necromancy has wrought a life-draining drought, and the Underlord's theft of the city itself opened fissures and chasms to the netherworld whose vile emissions have upset the Wilds' ecology tremendously. *(Yeah, those guys were jerks.)* Indeed.

The lands have become arid. Savage. *(Should we call them the Savages now?)* ... And while they still support some life, they're no longer haven to nearly so many strange and wondrous beasts. *(Huge beasts!)* Quite. As such, many of these very large creatures have found their way into Arcadia City proper and made quite a mess of the new city gates! For while the Wilds are not what they once were. Arcadia's restoration has unwittingly created a new habitat for these creatures, with lush parks and commons, bubbling fountains, and beautiful preserves. *(What, no forests?)* I'm just ignoring you now. *(Lol!)*

While the beasts seem neither intentionally destructive nor malicious, the citizens of Arcadia were at a bit of a loss, until one clever woman suggested perhaps taming the creatures. Indeed, this proved a brilliant stroke, for their new companions happily served as beasts of burden, boon companions, and stalwart mounts for the great Guilds and their many warriors. And all was right with the world! *(Not for long!)* Look, I am the narrator here, please allow me to work. *(Okay, okay, sorry!)*

As I said, things were fine until a legend from days of yore—*(<deep breath>)*—don't say it! A legend from days of yore emerged from the Wilds in pursuit of the very beasts seeking refuge. The ancient orcs and elves had many names for this demi-god, this ancient terror, but most knew him as Malkhor. *(Gasp!)* Quite right. Malkhor, the Eternal Hunter. Malkhor, the Hidden Terror. Malkhor, the Master of the Wild. Arcadia had become his new hunting ground.

Who can say why Malkhor came? Some believe the Hunter Lord blamed Arcadia for the destruction of his Wilds. *(Not fair!)* Some say he'd grown weary of hunting mere beasts alone. *(Ominous!)* Yet most believe Malkhor enjoyed the new 'jungle' that was Arcadia itself. *(It's true, they do have fun and games.)* ... You just couldn't resist, could you? *(Of course not! Lol!)*

'Lol' indeed, for Malkhor's very arrival was heralded by insane laughter from his packs of hunting hounds. Jacklols they were called, and for many a night, Arcadia's streets and parks, avenues and commons echoed with their evil chuckles.

Thus, the call has gone out, the hue has been raised: Arcadia needs its heroes once more! The crown calls upon the great Guilds to rid the city of Malkhor and his foul pack and to drive them back to the Wilds where they belong!

(It won't stop there, you know.) Beg pardon? *(Well, you know the Guilds. Sure, they may save us all, but there's a competition at hand.)* That is true. *(There's honor to be had.)* Indeed! *(A mountain of gold to be claimed.)* Quite so! *(And glory and eternal praise for the victor.)* Well said! *(Thus, the race is on, not just to save Arcadia but for the victor's laurel as well!)* Yes! An exciting time to be alive! ... Wait, I give the wrap-ups around here. *(Well, yours was kind of lame.)* ... *(It just peters off.)* ... *(I wonder if there are any openings at the Narrator's Guild.)* Sigh.

MINION

CONTENTS

1 Campaign Book

1 Campaign Sheet Pad

4 Mount Dashboards

CREDITS

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

ART
Andrea Cofrancesco and Nicolas Fructus

GRAPHIC DESIGN
Mathieu Harlaut and Louise Combal

WRITER
Eric Kelley

SCULPTOR
Benjamin Maillet

PRODUCTION
Isadora Leite, Patricia Gil, Renato Sasdelli and Sergio Roma

RULES
Colin Young and Jason Koepp

EXECUTIVE PRODUCER
David Preti

PUBLISHER
David Doust and Chern Ng Ann

PLAYTESTERS
Gabriel Antonini, Lucas Antonini, Wagner Antonucci, Nahuel Clerico, Pedro Ivo Costa, João José Gois, João Vitor Gonçalves, Fabul Henrique, Ricardo Kuma, Cauê Llop, Luiza Pirajá, Eduardo Cunha Vilela.

GAME COMPONENTS

3 Double-Sided Game Tiles

2 Hero Cards

6 Mount Cards

15 Quest Cards

8 Monster Cards

44 Upgrade Cards

15 Figures

2 Heroes

1 Malkhor

6 Jacklols

6 Mounts

INTRODUCTION

Arcadia Quest: Riders is a campaign expansion for both Arcadia Quest and Arcadia Quest: Inferno. It includes not only a new linear campaign with 9 brand new scenarios for you to explore, but also new heroes, monsters, upgrades, tiles, and a brand new game mechanic: Mounts!

Mounts bring a new dynamic to the campaign. All Guilds start the campaign with a Sturdy Mount leading the way into battle. It allows its Rider to charge into the fray, fearlessly scattering their enemies as they use their Mount's powerful special abilities.

You will need one of the Arcadia Quest core boxes in order to play Arcadia Quest: Riders. The components in this box can be used not only to play the Riders campaign contained in this book, but also to bring a new flavor to other campaigns and scenarios you play, whether official or something you come up with on your own.

The following chapters explore some of the *massive* new features introduced by this expansion.

BEASTS OF BURDEN

Arcadia has really taken to their charming new friends, these massive Mounts from the Wilds! But the creepy cackling and loathesome laughter of the Jacklol herald a danger unlike any the good folks of Arcadia have faced: Malkhor, the Eternal Hunter. It's time for the Guilds to roll up their sleeves, polish their weapons, and prepare for battle. But their huge new friends are preparing as well! (They don't have sleeves to roll up, but it's the thought that counts...) So the Heroes of Arcadia must now ride out and confront this new enemy and make use of the powerful abilities of their Mounts!

ANATOMY OF A MOUNT

At first glance, Mounts look similar to Heroes (just, ya know, a whole lot bigger). The Mount cards all display the following characteristics:

A. Life – How many Wounds are necessary to kill this Mount.

B. Name – The Mount's name.

C. Ability – Each Mount has a Natural Ability. To use it, you must activate the Hero riding the Mount. Then, during the Activation, you must "exhaust" the Mount card like any Attack card by placing 1 Guild token on the Mount's card. An exhausted Natural Ability cannot be used again until the token is removed (normally by Resting).

STARTING MOUNTS

During setup, all players extend their Guild dashboard by adding 1 of the Mount dashboards next to it. The Mount dashboard is able to hold 1 Mount card and 1 Mount Item card. Only Upgrade cards exclusive to Mounts can be placed on a Mount dashboard! (As heroic as your new beast-friend may be...)

At the beginning of the campaign, after choosing their Heroes, all players also pick 1 Mount, either by choosing or randomly, from the 6 Mount cards available. Just remember: each Guild can only ever have 1 Mount to carry them to glory. Each player then places their Mount card on the appropriate slot of their Mount dashboards and takes the matching Mount miniature (maybe not so miniature?).

The Mount cards that were not picked are discarded. (It's okay, they've got rich home lives of their own, so they'll be fine hanging around until you decide to change Mounts – see 'Your Mount and you' on page 10.

PLAYING WITH MOUNTS

While we certainly appreciate the strength and size of our fancy new Mounts, it is crucial to remember that Mounts are not Heroes. They are loyal beasts of burden that each player can make use of in alliance with the Heroes of their Guild.

At the start of each scenario, each player chooses 1 Hero and places them, with their Guild base, on top of the Mount. Then, place the Mount and Hero on a Space in that player's Starting Area. As Mounts are Huge, that Guild's 2 other Heroes need to be placed in a different Space of the Starting Area.

A Hero on top of a Mount is considered its Rider. For most intents and purposes, a Rider and their Mount work as a single Character, as long as they're one on top of the other (preferably Hero on top of the Mount, not the other way around!). Mounts are never activated or perform actions on their own, unless their ability specifically says so.

⚜ RIDING IN STYLE ⚜

When a Rider moves (or is moved), their Mount always goes along with them. The riding Hero is subject to the normal Movement rules, with 3 available Movement points to Move a Space, use a Portal, open or close a door, or Reveal Tombstone/Brimstone/Dragonstone cards. They collect Exploration tokens and trigger Monsters' Guard Reactions normally. However, a Rider with their Mount is subject to the following exceptions:

• Since the Mount is Huge, they occupy a whole Space. Their Space is always considered Full for other Heroes of their Guild and Blocked for their Enemies.

• Since the Rider is not the one doing the walking, they cannot use any ability they may possess that affects their own Movement (such as extra Movement Points, or ignoring Guard Reaction triggered by a Move). Such abilities coming from outside sources, however, can affect the Rider and their Mount.

• If they collect a Trap token, the Mount takes the Wound (so be careful!).

• They Shove other Characters in their way (see below).

⚜ SHOVE ⚜

Now, the thing about Mounts is that they're big. One might even say HUGE. As such, Mounts Shove others when moving. A Mount never has its Movement blocked by other Characters, whether Ally or Enemy. Whenever they enter a Space, all Characters in it are placed in any other Close Spaces. The player controlling the Mount decides where each Shoved Character goes. They can even be placed in the Space that the Mount just vacated. Heroes being displaced by a Shove do not trigger Guard Reaction in Close Monsters. If an Active Mount Shoves another Huge Character, such as another Mount, the Shoved Mount cannot move into a Space where it would have to Shove Characters (a Shove cannot trigger another Shove).

> While Shoving a Monster does not trigger that Monster's Guard Reaction, Moving into the Monster's Space to Shove it definitely does!

Example: *Gaston is riding Bawkbawk and decides to Move up into a Space occupied by both Maya, who is not a part of Gaston's Guild, and a Jacklol, Shoving them out of their way.*

1 – Since Bawkbawk is leaving a Space Close to 2 Jacklols, these Monsters perform their Guard Reaction attacks first.

2 – After surviving the attacks, Bawkbawk Moves into the Space, Shoving its occupants.

3 – Maya and the Jacklol are each placed in an available Close Space chosen by Bawkbawk's player.

❧ MOUNTED COMBAT ❧

While Mounts don't generally attack on their own, they can make a Rider a resourceful and resilient adversary.

Riders can perform attacks normally while atop their Mounts. They benefit from any extra Rerolls their Mount's Upgrade card might have.

If a special ability allows a Mount to perform an attack, it benefits from any extra Rerolls their Rider might have (as well as any of its own Rerolls).

Enemies cannot choose whether to attack the Rider **or** their Mount. Any attacks target both together. The same goes for any effect that would target the Rider. The Rider benefits from any extra Rerolls or extra Defense their Mount's Upgrade card might have. The Mount and its Rider have their own separate Life stats: the Mount does **not** add its Life to that of the Hero. After an attack has been resolved, the targeted player decides how to distribute the Wounds suffered between the Rider and the Mount. The player cannot assign more Wounds than they have Life left to either the Mount or the Rider.

If a Rider is killed, their Mount immediately runs away to safety. Remove its miniature from the board and place it *near* its Mount card (but not on it). Another Hero of that Guild will be able to call upon it on their turn (see Mounting & Dismounting on the right).

If a Mount is killed, remove its miniature from the board and place it on top of its Mount card. The Rider figure is placed in the Space where the Mount was.

When a player Rests their Guild, they resurrect their dead Mount. Place its figure back on the board, removing all Wound tokens from it. The Mount can resurrect under a Hero already on the board, Shoving any other Character present in that Space. If the Character cannot be Shoved, the Mount cannot resurrect there! Or, a Mount can resurrect under a Hero that was also dead, both being placed in any Space in the Starting Area or Close to a Hero already on the board. Again, if there are any other Characters on that Space, Shove them. If they cannot be Shoved, the Mount cannot resurrect there!

❧ MOUNTING & DISMOUNTING ❧

If they wish, a Rider may dismount from their Mount during their activation. To do so, the Rider must spend 1 Movement Point during a Movement action. Remove the Mount's figure from the board and place it near its card (but not on it). Then, place the Hero on the same space that the Mount just vacated. The Mount has ran away to safety, waiting to be called again.

A Mount can only be on the board if it has a Hero on its back!

Example: *(1) Gaston and Bawkbawk spend 1 Movement Point to Move a Space. (2) They then spend a second Movement Point and Move again. With their third Movement Point, (3) Gaston dismounts from Bawkbawk, moving Bawkbawk's figure off of the board. Gaston remains in the Space where he dismounted.*

With a simple whistle, Heroes can call their Guild's Mount back to them. If you wish to ride a Mount again after dismounting it, whether on the same activation or on any future activation, and either with the same Hero or with another, the active Hero must spend 1 Movement Point during a Movement action. Then, place the Mount on the same Space as the active Hero and place the Hero (with its base) on the Mount. If another Character is in the same Space as the active Hero, Shove that other Character to any available Close Space. If you cannot

Shove the Character, you cannot mount in that Space. Keep in mind that a killed Mount cannot be called upon like that. The Guild will need to Rest in order to resurrect it first.

Example: *Colette is in the same Space as a Jacklol when she decides to mount Bawkbawk (since her Ally Gaston previously dismounted). She performs a Movement action, mounting Bawkbawk with her first Movement point. Bawkbawk flutters into action!*

The Jacklol is Shoved out of the Space, and the blue guild player decides to place it in the Space below. Since there was no Move, this doesn't trigger a Guard Reaction.

If Colette decides to use her remaining Movement Points to Move, then the Jacklol will perform a Guard Reaction. If she rides out through the Portal, though, no Guard Reaction will be triggered.

🐾 YOUR MOUNT AND YOU 🐾

Due to the increase in demand, Arcadia's bookstores can't keep up their supply of the runaway bestseller, *Caring For Your New Giant Creature*. Alas. Here, however, are some important pieces of info from the book jacket:

Each Mount has a specific Natural Ability. To use it, you must activate the Hero that is on the Mount. During the Activation, if you want to use the Mount's Natural Ability, you must exhaust it like any Attack card by placing a Guild token on top of the Mount's card. When used, each Mount's Natural Ability is only in effect during this Action, or this Activation, as described in its text. An exhausted Natural Ability cannot be used again until the token is removed by Resting, using a Refreshing Potion, etc.

If a Rider wants to use a Healing Potion token, they must decide whether to drink the Potion themselves or give it to their Mount. Once used, discard the token as normal but only remove the Wound tokens from either the Hero or the Mount (but never both).

Likewise, if a Rider wants to use a Refreshing Potion, they must decide whether to drink the Potion themselves or give it to their Mount. Once used, discard the token as normal but only remove the Guild tokens from either the Hero or the Mount (but never both).

Between Scenarios, during the Upgrade Phase, a player may spend 3 Coins to discard their Mount and take a new one from those available in the game box. Remember that each Guild can only ever have 1 Mount at a time.

Each Mount can be equipped with a single Mount Upgrade card. These cards can be either one of the cards acquired during an Upgrade phase or won as a Reward during a Scenario.

EXPANDING THE UPGRADE DECKS

This expansion includes new Upgrade cards for all Upgrade Decks. These include both Upgrade cards for the Mounts and regular Upgrade cards for the Heroes. These new cards should be mixed with those from the core box to create an expanded Upgrade Deck.

When dealing out the Starting Equipment, all players receive the normal Starter cards, plus 1 copy of the new Mallet Starter card. However, each Guild is allowed to keep only 5 Starter cards.

There are also new Reward cards that can be earned by completing specific Quests during the Scenarios.

THE RIDERS CAMPAIGN

This book contains all 9 Scenarios of the Riders campaign and provides all the necessary information for setting up and playing each Scenario. You can play the Scenarios in this book either as a Campaign or in Episodic Mode.

Since the Riders campaign can be played using either the original Arcadia Quest or Inferno as the basis, each Scenario has 2 different maps: one for use with each core box. The new tiles included in this expansion are double-sided, with the same layout on both sides. One side displays Arcadia Quest's regular healthy green-growing Plains, and the other shows Inferno's red, angry, Brimstone-infected version of the Plains.

However, Riders also has a unique Scenario structure! All campaigns begin with (1) Dawn of the Jackols. But, from there, it can branch into 2 options, 2A or 2B. After playing your choice for Scenario 2, the campaign branches again into 3A or 3B. Finally, after playing your choice for Scenario 3, the campaign branches one last time into 4A or 4B, before moving towards the fifth and sixth Scenarios. The B Scenarios all provide you with the option to use previous expansions, in addition to your choice of core box with Arcadia Quest Riders!

◆ Scenario 2B combines *Riders* with the *Beyond the Grave* expansion.

◆ Scenario 3B combines *Riders* with the *Pets* expansion.

◆ Scenario 4B combines *Riders* with **both** the *Beyond the Grave* and *Pets* expansions.
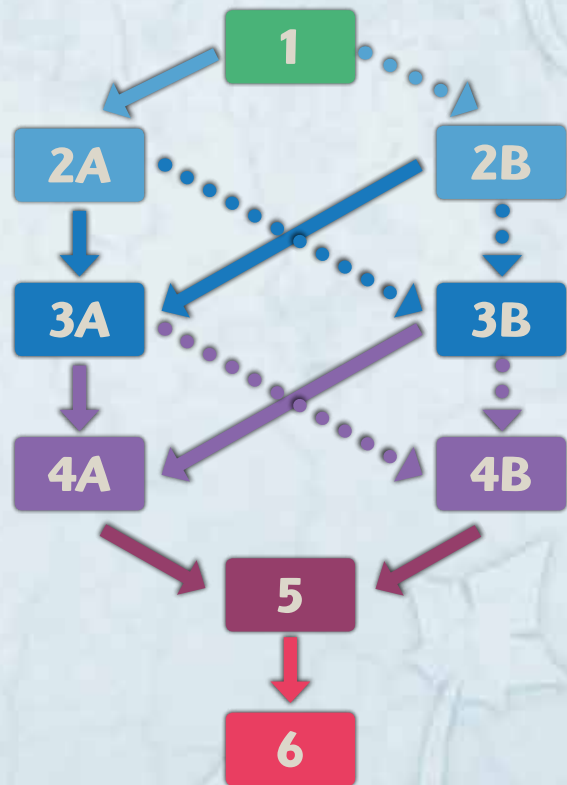
If a group of players desires to simply have some fun in a disconnected way, gathering some Heroes and playing a Scenario without greater repercussions, they can play in Episodic Mode. In Episodic Mode, players quickly set up their Guilds, with Heroes and Upgrade cards at any level of their choice, and go tackle any Scenario in this Campaign Book. For more information about Episodic Mode, see page 30 in the Arcadia Quest Rulebook.

🎴 HOW TO USE THIS BOOK 🎴

Each Scenario's description contains different sections that are explained below. See the chapter Scenario Setup on page 10 in the Arcadia Quest Rulebook for a detailed description of how to set up the board for the Scenario you are playing.

QUESTS

Each Scenario possesses a number of Quests that Heroes must accomplish in order to be victorious. The specific Quest cards for each Scenario are listed in this description. They're divided into 2 kinds: Players vs Players (PvP) and Players 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. This section also indicates whether a Quest grants a Reward card or a Title to the player who accomplishes it. It is important to remember that no Player can complete the same Quest twice.

REWARD CARD

Each Scenario has 1 or more Quests that grant a Reward card. This section indicates the Reward card that can be earned in the Scenario.

TITLE

In all Scenarios but the last, 1 Quest grants a Title to the Guild(s) who accomplishes it. Each Title offers an advantage that this Guild will be able to enjoy when playing certain subsequent Scenarios. This section specifies which Quest is associated with a Title and what advantage it brings. In the Riders campaign, all Titles benefit the player both in the following scenario and in

the Final Showdown scenario.

SPECIAL SETUP

Some Scenarios might have specific setup rules. This section explains those rules.

SPECIAL RULES

Each Scenario might have some unique rules specific to it. This section explains those rules, including a more detailed explanation of what the players need to do in order to accomplish the Scenario's PvE Quests.

TITLE ADVANTAGES

This section explains the effects that Titles earned in a previous Scenario have in the current Scenario.
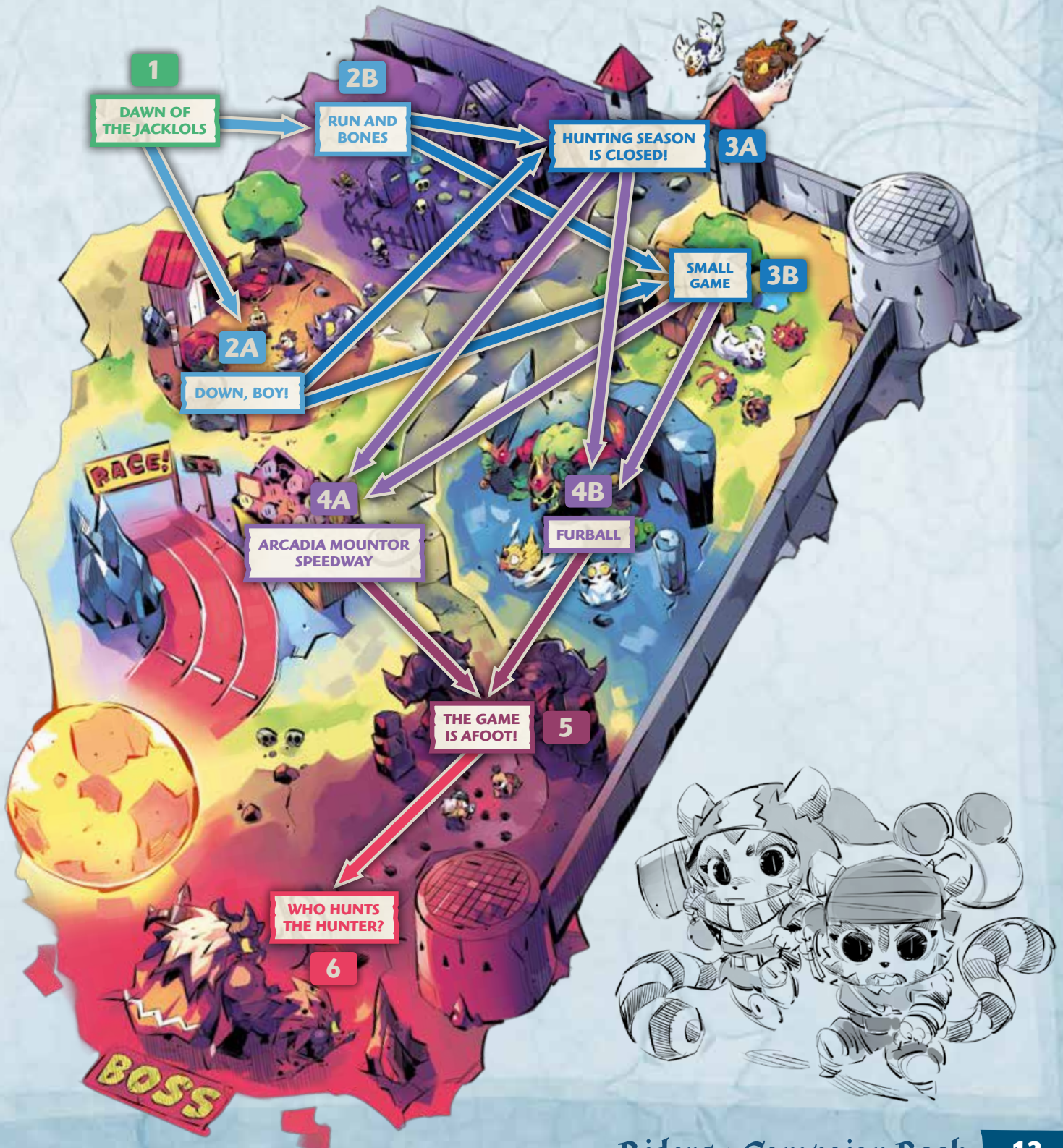
MAP KEY

This section shows the components needed and their quantities to set up each Scenario.

CAMPAIGN MAP

The map below shows the Wild Plains of Arcadia and all 9 potential Scenarios that make up this campaign. The campaign starts with the "Dawn of the Jacklols!" Scenario and then proceeds – following the indicated path – through all 6 Scenarios and ending in the Final Scenario, "Who Hunts the Hunter?"

1 DAWN OF THE JACKLOLS

2B RUN AND BONES

2A DOWN, BOY!

3A HUNTING SEASON IS CLOSED!

3B SMALL GAME

4A ARCADIA MOUNTOR SPEEDWAY

4B FURBALL

5 THE GAME IS AFOOT!

6 WHO HUNTS THE HUNTER?

RACE!

BOSS

HEROES

MOUNTS

COLETTE

"I could use the pointy end to hit the bad guy, but the blunt end hits harder!"

Colette is the elder of the Wildling Twins and, as tradition dictates, has led her brother to Arcadia in pursuit of Malkhor. She's always loved exotic new lands and loves exotic new weapons even more. Not many would employ a battle-axe as a throwing weapon, nor a flail as a whip to entangle legs and arms. Regardless, the Guilds have much to learn from such an unorthodox warrior and are lucky to have her.

GASTON

"It's all in the wrist. ... Ow."

Gaston is the younger of the Wildling Twins: impetuous, fearless, and somewhat lacking in common sense. This is not to say he's overly foolish, but his sister must restrain his more exuberant excesses from time to time. He rarely considers the odds when charging headlong into battle. That said, he often succeeds where others would not. His lightning reflexes and sharp eyes (and no small number of pain medications) make Gaston a fearsome combatant.

HORNSTEADY

"Better to let him take the lead."

Hornsteady the Rhino prefers to amble along whenever possible. While one might think him a little on the lazy side, that's perfectly false. He's simply conserving his energy for his one great joy in life: THE CHARGE! Any enemy that happens to line up at an inopportune time will see just how fast a rhino can be!

BEKA

"She doesn't walk, but glides. They never hear her coming."

Beka is a particularly proud, noble beast, known for her hunting prowess and, particularly, her stealth. One might think an owl big enough to ride would be on the noisy side, but not Beka. Her snowy wings caress the air with nary a whisper, until they send her plunging forth in a great, shocking dive!

TOSHI

"She looks at everyone that way. Don't take it personal."

Toshi is a creature of surprisingly delicate sensibilities. She likes her riders washed and clean, her dinner on time, and her shaggy hair combed and brushed daily. Thus, when confronted with enemies that could care less about their personal grooming and hygiene, she reminds them of their failings with a truly frightful headbutt that leaves them reeling!

TIANLONG

"Don't stand in front of her. ... Or behind her."

Tia the dragon absolutely loves Arcadia! There's so much there to see, and they have such tasty foods! She particularly enjoys Taco Tuesdays, though her handlers enjoy those somewhat less-so. In battle, the enemy has much to fear from her searing fire breath, and on Tuesdays, well... let's just say her enemies should be doubly afraid!

BAWKBAWK

"Mages love her. Warriors... less so."

Bawkbawk is one of the fastest Arcadian Mounts, and it's no surprise, since she doesn't really relish a fight as much as her more predatory cousins. In fact, if there's a prize for running away, Bawkbawk wins it every time. That said, Bawkbawk proves a true ally to Arcadian guild members that fight from a distance rather than on the front line.

LUDA

"She just loves lugging those barrels around."

The great huge doggy known as Luda is full of bounce and energy. She strides across the battlefield in excited yips and bounds, the very avatar of excited playful puppyness. In fact, she's so exuberant, it's sometimes tiring just to watch her! Where does she get all that energy??

THE ENEMY

JACKLOLS

"Hehehheh hahahaha heee heeeee hahahahaaa!!!"

While actually based on hyenas, the Jacklols have been altered by Malkhor's alien magics to serve as his hunting beasts. They serve the role of hounds in any hunter's toolkit, only far more dangerous, as hunting hounds don't throw spears with deadly accuracy! Their unnerving and insane laughter heralds their approach.

MALKHOR, THE ETERNAL HUNTER

VARIOUS TROPHIES

TURTLE SHELL

BIG BOSS

"At last. Worthy prey."

Legend holds that Malkhor fell to earth on a chariot of blazing fire that was so bright it lit up the Nocturnal Mountains, and even rivaled the sun shining above the Daylight Woods. The orcs and elves from time immemorial have spoken of Malkhor, the Eternal Hunter, who stalked the Wilds unseen and unheard until he made his kill. Nothing has been heard or seen of Malkhor since ancient times, until now. Whether he's truly a fallen god or merely some visitor from a very distant land, Malkhor's intentions are clear: Stalk. Hunt. Kill.

RIDERS CAMPAIGN SHEET
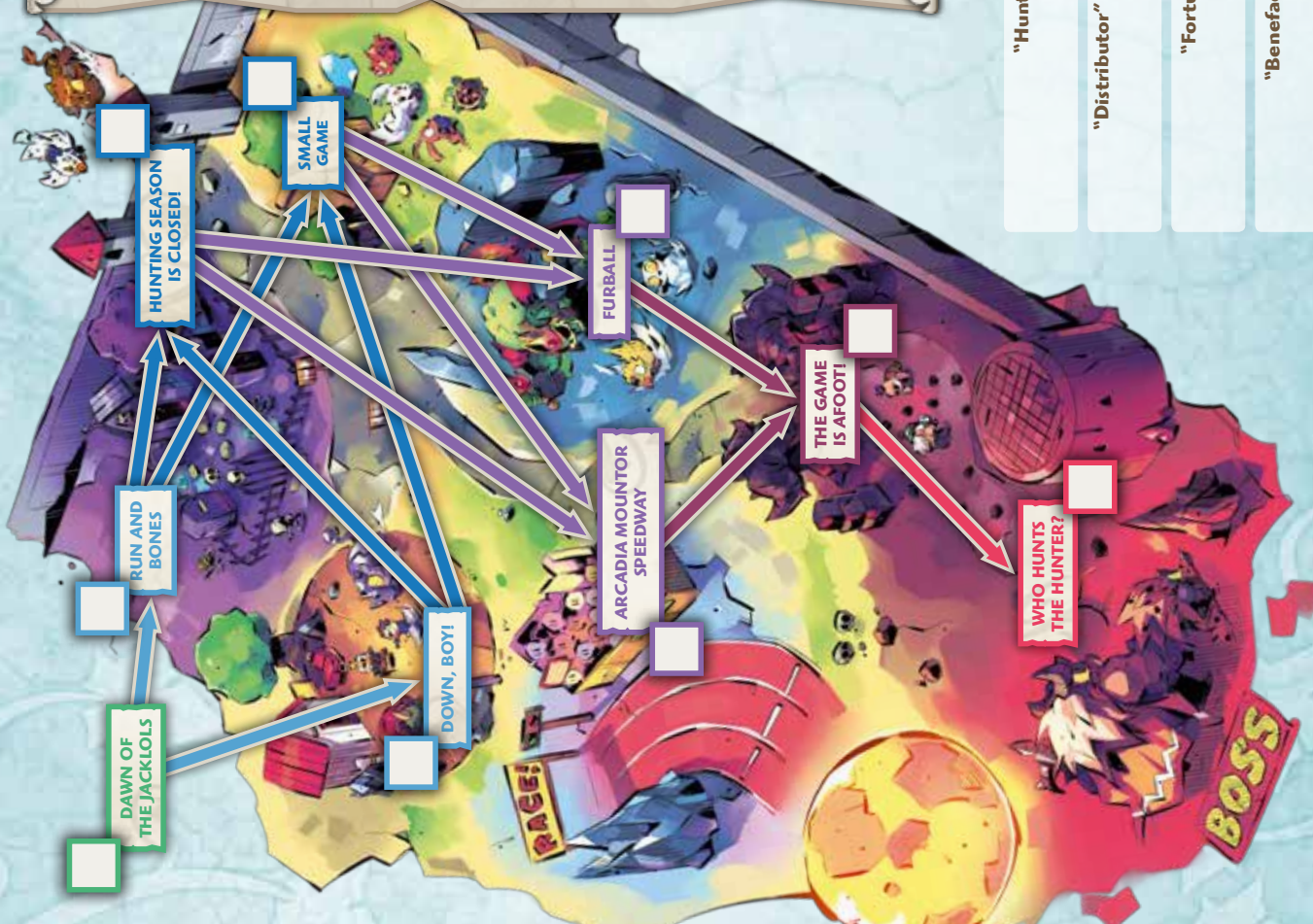
	WINNER	LEAST DEATHS	MOST COINS	WON TITLE	WON REWARD
DAWN OF THE JACKLOLS					
DOWN, BOY!					
RUN AND BONES					
HUNTING SEASON IS CLOSED!					
SMALL GAME					
ARCADIA MOUNTOR SPEEDWAY					
FURBALL					
THE GAME IS AFOOT!					
WHO HUNTS THE HUNTER?					
MEDAL WINNER					

TITLES

"Huntsman" – Defeated Malkhor!

"Distributor" – Protected the Mounts' Food supply!

"Fortunate" – Stopped the Ritual!

"Benefactor" – Destroyed the Weapons!

"Sentinel" – Destroyed the Rendezvous Point!

"Jockey" – Won the Race!

"Allergen" – Saved the Wild Pets!

"Treasure Hunter" – Obtained the Information!

Map labels:
- DAWN OF THE JACKLOLS
- DOWN, BOY!
- RUN AND BONES
- HUNTING SEASON IS CLOSED!
- SMALL GAME
- ARCADIA MOUNTOR SPEEDWAY
- FURBALL
- THE GAME IS AFOOT!
- WHO HUNTS THE HUNTER?
- BOSS

ARCADIA QUEST INVENTORY

Section 1

GUILD NAME

HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE

MOUNT NAME
MOUNT CARD

SAVED ? YES ☐ NO ☐

Section 2

GUILD NAME

HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE

MOUNT NAME
MOUNT CARD

SAVED ? YES ☐ NO ☐

Section 3

GUILD NAME

HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE

MOUNT NAME
MOUNT CARD

SAVED ? YES ☐ NO ☐

Section 4

GUILD NAME

HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE
HERO NAME	CARD 1	CARD 2	CARD 3	CARD 4	DEATH CURSE

MOUNT NAME
MOUNT CARD

SAVED ? YES ☐ NO ☐

RULES SUMMARY

GUILD SETUP

Choose your Guild.
Choose or Draft 3 Heroes.
Get the 5 Starter Deck cards.
Choose 1 Mount.

PLAYER TURN

Activate a Hero or Rest the Guild.

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

Rest
- Unexhaust cards (remove all Guild tokens from Heroes and Mount).
- Reorganize cards and Exploration tokens (not Death Curse cards or Quest tokens).
- Resurrect killed Heroes and Mount.

OTHER RULES

Defense (Mounts do not have any Defense, thus provide no bonus to their Hero's defense roll. If the active player receives any Wounds after rolling for defense, they may choose where to put each individual Wound: on the Hero or the Mount.)

Shove (A Character with this ability never has their Movement blocked by other Characters, whether Ally or Enemy. Whenever they enter a Space, all Characters in it are placed in other Close Spaces.)

Dismounting/Mounting (A Hero may dismount from their Mount for 1 Movement Point. Remove the Mount's miniature from the board and place it near its card (but not on it). Then, place the Hero on the same space that the Mount just vacated. A Hero may mount a free Mount for 1 Movement Point. Place the Mount underneath the active Hero, Shoving any other Characters if necessary.)

Using Potions (If an active Hero atop a Mount wants to use a Healing or Refreshing Potion, they must decide whether to drink the Potion themselves or give it to their Mount. Once used, discard the token as normal but only remove the Wound or Guild tokens from either the Hero or the Mount, but never both.)

MONSTER ACTIVATION

(controlled by player to the right of active player).

Guard Reaction (attack any Hero Close to them that moves out of their Space or that makes an attack that doesn't target a Close Monster).

Payback Reaction (when attacked, may move and attack Hero who attacked it).

Spawn (when the Spawn tile is full, roll 2 dice for each Monster. If it matches a Spawn token in a free Space, place figure; otherwise it's out of the game).

QUESTS

Scenario is won by player who accomplishes 3 Quests, with at least 1 of them being PvE.

First Bonus (when each Quest is fulfilled for the first time, the Guild who does so gets a coin).

Reward cards (Hero who accomplishes a Quest associated with a Reward card, gets it).

UPGRADE PHASE

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

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

Swap Mounts (a player may spend 3 coins to discard their Mount and take a new one from the ones available in the game box).

CAMPAIGN

- Scenario 1 then,
- Scenario 2A or 2B then,
- Scenario 3A or 3B then,
- Scenario 4A or 4B then,
- Scenarios 5 and 6