

The cover features a vibrant, cartoonish illustration of a fantasy world. At the top center, a golden trident with a glowing blue crystal sits atop a wooden structure. Below it, the title 'ARCADIA Quest' is written in large, stylized, orange and yellow letters with a black outline. The word 'ARCADIA' is in a bold, blocky font, while 'Quest' is in a more flowing, cursive font. Below the title, the subtitle 'PETS & CAMPAIGN BOOK' is written in a smaller, white, sans-serif font with a black outline. The background is a lush green landscape with various creatures and objects. On the left, there's a red dragon-like creature, a small white cat, and a large panda-like creature holding a green bamboo stalk. In the center, a character with long red hair and a crown is surrounded by a grey koala-like creature, a brown monkey, a green dinosaur, and a purple unicorn. On the right, there's a blue and yellow striped bee-like creature, a green frog, and a large orange bear-like creature with a bone in its mouth. The overall style is colorful and whimsical, typical of a children's or family-friendly game book.

# ARCADIA Quest

PETS & CAMPAIGN BOOK



SPAGHETTI  
WESTERN  
GAMES





## A PET'S TALE

Once upon a time, a young witch came to Arcadia University with big plans and big ideas! Her name was Vexia, and she was determined that one day the entire world would know her name. She worked hard, studied hard, and learned everything the university had to teach. She soared to the top of her class, and was a shoe-in for the Wizard Master program. Yet even this wasn't enough for Vexia if she was going to earn her first-class degree and title, she was going to astound the collegium by inventing an entirely new school of magic: Cuddlymancy!

You see, Vexia loved cute critters. Her dorm room was filled with them (which accounts for the high rate of allergies amongst students in her dorm), and she always believed they could be improved upon. What good was a fuzzy little hamster, when it could be a fuzzy BIG hamster? Why have a parakeet that can merely talk, when you can have a parakeet that can sing opera? Her constant experiments kept her working late nights and weekends. Not a moment went by that she wasn't tinkering in her room (which no doubt accounts for the high rate of nervous disorders amongst her roommates). But, alas, her grand triumph was not to be.

Vexia wanted sole credit for her achievement. The depth of her singlemindedness (and ever-increasing paranoia that someone might steal her work) led her to eschew competent peer review. Many a professor offered to examine her thesis, many a class-

mate (those that had retained their sanity) offered to proof her work. She declined them all with a mild condescension just shy of giving offense. They would see it for themselves on her great day of triumph!

The day arrived, the collegium assembled and the gallery filled with spectating students. On stage, Vexia delivered her Cuddlymancy enthusiastic applause. The potential applications in veterinary Healomancy alone would earn Vexia her place in the history books. But then came the practical demonstration. Vexia whipped a cover off a birdcage to reveal a bat, hanging upside down. For her final demonstration of Cuddlymantic mastery, she would give a bat the gift of sight!

Crickets. And, in the stunned silence, Professor Hobsbawm said, "But... bats aren't blind," which was the shortest sentence he'd ever uttered, such was his shock.

Vexia did not hear, already deep in her incantations. Clouds gathered, lightning split the sky, and thunder roared. With a final flourish, she flung a massive energy surge at the bat—and it rebounded completely. The spell backfired, an explosion erupted, and poor Vexia caught the brunt. When the smoke cleared, poor Vexia lay stunned in the wreckage. She herself had been blinded by her mad magic.



While the University offered every sympathy, and brought the best Healomancers to Vexia's bedside, there was no cure. The curse had been caused by Cuddlymancy, and there were no experts on hand who might reverse the blindness. Vexia's notes were written in code, such was her paranoia, and she could no longer see to read them.

But the cruelest blow, one that now seemed unavoidable, was the rejection of her candidacy to the Wizard Master's program. Having failed her practical application experiment, Vexia would have to try again next year.

Now, while most students could deal with a setback, Vexia had never suffered so much as a B+. The failure cracked her already fractured mind, and she screamed her defiance at the University. She would show them! One day, she would return, and bend the collegium to her will! Her cuddly critters would overrun Arcadia, and the entire world would know that she, Vexia, was the mightiest Cuddlymancer of all time!!

With this declaration, she ran off into the forest beyond Arcadia's walls, and was not seen again for decades.

Until now.

After the Inferno Incident (or Sojourn, or Escapade, or Caper, depending on whom one asks), Arcadia was in need of renovation. This seemed the best time for the University to gift the city with a brand new park. But, not just any park. Thanks to a major breakthrough in Spacetimeomancy, the city could enjoy the wild, living heart of the forest itself! They dubbed it the Magical Gardens, and residents could now wander the beautiful forest, safe within Arcadia's walls.

The fact that this might also let forest critter wander Arcadia did not, in fact, occur to them. And worse:

They had forgotten about Vexia.

Not long after the park opened, pets around the city began vanishing, and reports of a strange little creature surfaced. It had feathers like an owl and ears like a bunny. It was apparently, the cutest little thing anyone had ever seen! Yet, wherever there was a sighting, a pet dog, cat, turtle, or monkey would disappear, without signs of struggle.

The epidemic grew and grew, and eventually the Arcadian Guilds declared a Vanishing Pet Crisis (or Problem, or Dilemma, or Sticky Situation, depending on one's eloquence). The heroes were sent out, and the city once more buckled down to weather the siege, this time by an unknown enemy.

Little do they suspect that Vexia is behind the disappearances, nor can they possibly know the heights her Cuddlymancy has reached. No longer content with simply modifying her pets, she has created entirely new ones as companions and guardians. And now, they roam the Magical Gardens, building their numbers, until the whole of Arcadia shall be swept under in a furry, adorable tide of delightful pets!

All Arcadia shall fear Vexia and her Cuddlymantic powers!! Muaha! Muahahhaa! MUAHAHAHAHAHAHAHAHAHAHA!!!!



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1 Campaign Book



1 Campaign Sheet pad

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# GAME COMPONENTS

3 double-sided game tiles



2 Hero cards



36 Pet cards



10 Quest cards



4 Pet dashboards



20 Monster cards



20 Upgrade cards



16 pet color bases

24 figures



2 Heroes



1 Vexia



1 Owlbunny



4 Hedgehornets



4 Korillas



12 Pets

# INTRODUCTION

*Arcadia Quest: Pets* is a campaign expansion for both *Arcadia Quest* and *Arcadia Quest: Inferno*. It includes not only a new linear campaign with 6 brand new scenarios for you to explore, but also new heroes, monsters, upgrades, tiles, and a brand new game mechanic: Pets!

Pets influence the campaign in several different ways. All Guilds start the campaign with a loyal Pet by their side. During the scenarios, they will face Wild Pets that can really scratch your eye out, but who can be turned into helpful companions with a balanced application of charisma and strength. Your pets can evolve into even more impressive critters throughout the campaign, and can even be given a variety of Pet Items to upgrade them!

You will need one of the *Arcadia Quest* core boxes in order to play *Pets*. The components in this box can be used not only to play the Pets 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 new adorable features introduced by this expansion.

## PET COMPANIONS

That pets are awesome little companions is something the pet-obsessed witch Vexia knew all along. But she never expected that the Guilds could one day use them against her. When it was finally decided it was time to stop Vexia and her shenanigans once and for all, the Guilds realized that their Heroes could really use the help of some well-trained pets by their side. While these tiny furry fellows are not as mighty as a Hero, they do have unique skills and abilities that help their Guild on the way to victory.

## ANATOMY OF A PET

At first glance, Pets look very similar to Heroes (only considerably smaller and usually furrier). The Pet cards all display the following characteristics:

**A. Defense** – How many Defense dice this Pet rolls to try to prevent an attack from inflicting Wounds.

**B. Level** – Pets can evolve through 3 different Levels, becoming gradually more powerful (see page 10).

**C. Life** – How many Wounds are necessary to kill this Pet.

**D. Name** – The Pet's name and species.

**E. Ability** – Each Pet has a Natural Ability that is always in effect, following the parameters of their descriptive text. Pets' abilities are generally "auras" that affect Characters Close to them, either helping the Heroes of their Guild, or hindering its enemies.

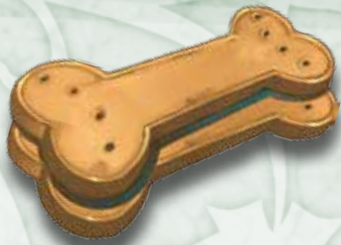


## STARTING PETS

During setup, all players extend their Guild dashboard by adding one of the Pet dashboards next to it. The party just got bigger! The Pet Dashboard is able to hold two different Pet cards and two Pet Item cards.

At the beginning of the campaign, after choosing their Heroes, all players also pick one Starting Pet. Take all **Level 1** Pet cards and divide them as equally as possible among the players. Each player then chooses **one** Pet for their Guild, placing its Pet card on the "Favorite Pet" slot of their Pet Dashboards. Each player takes the matching Pet miniature and attaches a plastic base of their Guild's color to it.





## PLAYING WITH PETS

As attached as we might get to our Pets, it is crucial to remember that *Pets are not Heroes*. They are faithful companions that each player must try to move around the board in order to get the most out of their abilities.

At the start of each scenario, each player's Pets are positioned in their Guild's Starting Area, along with their Heroes. A Guild's Pets don't belong to any one Hero, but to the Guild as a whole: **All of a Guild's Heroes are considered as Owners of all Pets in that Guild.**

### PET ACTIVATION

During each player's turn, besides activating one of their Heroes normally, they can also activate one of their Pets:

**Either before or after activating one of his Heroes, the player may activate one of his Guild's Pets, performing its Movement.**

**Pets don't ever perform an Attack;** they only perform their Movement. A Pet's Movement is similar to a Hero's. They have 3 Movement Points available to use on each activation. For each Movement Point spent, the Pet can either:

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

However, Pets are small and sneaky critters, so a Pet's Movement differs from a Hero's on a few crucial points:

- ◆ Pets *cannot* collect Exploration tokens of any kind.
- ◆ Pets *cannot* reveal Brimstone, Tombstone, or Dragonstone cards in their Space.
- ◆ Pets *do not* trigger Guard Reactions from Monsters.
- ◆ Pets *do not* "occupy" a Space, and don't count against the two figure limit per Space. So they can move through a Space with two Enemies, or even end their movement there with no issue.



**Example 1a:** The Red Guild player activates Oak, moves him one Space (1) and attacks the Korilla (2). The Korilla attacks back with its Payback Reaction (3), but since Sheldon, the Red Guild turtle is Close to Oak, he rolls 2 extra Defense dice!



**Example 1b:** On the same turn, the Red Guild player then activates Sheldon, first moving it into Oak's Space (1). Even though there are two Enemies in the next Space (2), Sheldon is able to move into it, and to the Space beyond that (3), without triggering any Guard Reactions. Sheldon is now Close to Greenhood, who will benefit from its +2 Defense if Zazu attacks her.





**Example 2a:** The Red Guild player has a surprise in store for the hiding Monsters. He first activates Puff, his dragon, who moves one Space (1), opens the door (2), and then moves into the Space with the two Monsters (3).



**Example 2b:** On the same turn, the player then activates Greenhood. As she now has a clear shot, she attacks the Korilla, and Puff might be able to help: for each [CRIT] she rolls, her attack will get an additional Hit since Puff is Close to her target.

If there is another Hero activation in the same turn (due to an ability, or an Extra Activation Potion), the player may perform another Pet activation before or after that. Of course, if a player uses his turn to Rest his Guild, none of its Pets can be activated.

## ■ PET PEEVES

Fittingly, a Pet's footprint on the board is very small. They mostly roam around the board without affecting or being affected by most of the elements around it. Their purpose is mostly to find the best spot at any given time so that their abilities may affect those Close to them to the benefit of the player's strategy.

If a Pet's ability refers to **Owners**, it refers to any Hero of its Guild. A Pet's ability is always written in relation to the Pet itself, so a "Close Owner" is a Hero of the Pet's Guild that is Close to that Pet.

Here are some other special characteristics of Pets:

- ◆ Pets *do not* block Line of Sight to any Character.
- ◆ Pets *do not* count as an Ally or Enemy for the purpose of triggering a Hero's abilities.
- ◆ Pets *do not* count for Flanking purposes.
- ◆ Pets *do not* allow an Owner to Resurrect Close to them.
- ◆ Pets *cannot* be given Exploration tokens of any kind.
- ◆ There is no limit to the number of Pets that can be in the same Space, and they all still don't count as occupying that Space, so two other Heroes or Monsters may also occupy that Space.



## ♣ ATTACKING PETS ♣

Pets are adorable, but they can also be very annoying, especially when another Guild uses them against you. In order to shut them down, players can attack the Pets of the opposing Guilds. This is handled in the normal way, but killing a Pet *does not* earn a Guild any coins, nor do they count towards the PvP Quest (who could be mean enough to attack somebody's Pet and expect a reward for it anyway?).

If a Pet is killed, it is removed from the board and placed on its Pet Card, similar to a killed Hero (though they do not get Death tokens). When that Guild Rests, the Pet returns to the board either Close to an Owner or in the Guild's Starting Area, removing all Wound tokens.



## LEVELING PETS UP

Arcadians like to see their Pets evolve and grow, and it doesn't hurt if they become more and more powerful to help their Guild. When a Pet Levels Up, its stats increase, and sometimes its Natural Ability becomes stronger.

During each Upgrade Phase, players can choose to spend coins to Level Up each of their Pets **once**. A Pet can be Levelled Up by paying **3 coins**. When that is done, the player removes the current Pet card from his Pet dashboard and replaces it with the Pet card for that same Pet *one level higher*.

Each Pet can be Levelled Up twice (over two different Upgrade Phases). Once a Pet reaches Level 3, it cannot be Levelled Up any further.



**Important:** Leveling Up Pets *does not* count towards the limit of three card purchases during the Upgrade Phase.

## FAVORITE PET AND PET ITEMS

Special Pets deserve special treats, and those come in the form of Pet Item cards. Pet Items are Upgrade cards that only a Pet can carry. They can either be purchased during the Upgrade Phase, or gained as a Quest reward.

The Pet Dashboard has two slots for that Guild's Pets. The only difference between them is that only the "Favorite Pet" can be equipped with Pet Items. The Pet Item cards in the Favorite Pet's inventory are considered to be in effect at all times, granting the Favorite Pet special abilities or bonuses, the same way a Hero benefits from Permanent Upgrade cards. If a Guild acquires a third Pet Item card, the player will need to get rid of one of his Pet Items, since there are only two slots available.

When a Guild Rests, the player may choose to switch the position of his Pet cards, changing which one is the Favorite Pet, who gets to use the equipped Pet Items.



*Puff, the Favorite Pet is equipped with Intimidate and Pet Armor.*

**Important:** No Upgrade cards other than Pet Items can be placed in the two slots of the Pets Dashboard.

## WILD PETS

Throughout the Magical Gardens, Heroes will encounter Wild Pets, angry little critters under the influence of Vexia's witchcraft. While not a huge threat, don't underestimate their nasty pointy teeth! But should a Hero defeat a Wild Pet, the spell will be broken and the Pet might join his Guild as a loyal companion.

During the setup of each scenario, shuffle the Pet cards of all the Pets that don't already belong to any Guild (see in the next chapter what Level of the Pet cards to use). Then, for each Wild Pet indicated on the scenario map, draw one Pet card and place the corresponding Pet figure in the indicated Space. These figures get no colored base, thus distinguishing them as Wild Pets.

All Wild Pets work the same way, regardless of what animal they represent. They work just like normal Monsters, with their stats shown in the generic Wild Pets Monster card. As usual, use the Monster card of the level equivalent to the scenario being played.



### CAPTURING WILD PETS

After drawing the Wild Pets to be used in a scenario, leave the drawn Pet cards next to the board so players can see the characteristics of the Pets they might capture. The Level of these Pet cards depends on the number of the scenario being played. The further into the campaign, the stronger the Pets that players may capture:

#### SCENARIO ..... PET CARD

1 or 2	Level 1
3 or 4	Level 2
5 or 6	Level 3

Players can release a Wild Pet from Vexia's sorcery by defeating it in combat. The Pet then will devote its loyalty to their Guild. When a Hero defeats a Wild Pet, the player may choose to capture it, adding it to his Guild. If he does so, attach a plastic base of the Guild's color to the Pet figure, who remains where it was. The player then takes the corresponding Pet card and places it in one of the slots in his Pet dashboard. The player may shift the slot of his current Pet if he wishes. Remove all Wounds or other conditions from the captured Pet and it is ready to go!

Even if it is tempting to catch them all, Guilds can only have a maximum of two Pets at a time. If a player already has two and then captures another one, a former Pet has to be dismissed to make space. When this happens, the miniature is removed from the board and the Pet card is discarded (it might even become a Wild Pet in a future scenario).

**Runaway Pets:** Wild Pets do not trust people very much. When a Wild Pet is captured by any player, *all the other* Wild Pets run away! Immediately remove them from the board. This way only *one* player will be able to capture a Wild Pet during each scenario. Wild Pets don't run away when one is defeated, only when one is captured.

## EXPANDING THE UPGRADE DECKS

This expansion includes a couple new Upgrade cards for the Upgrade decks at all levels. These include both Pet Items for the Pets, and regular Upgrades for the Heroes. These new cards should be mixed with those from the core box to create expanded Upgrade decks.

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



## THE PETS CAMPAIGN

This book contains all six scenarios of the Pets 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 Pets campaign can be played using either the original *Arcadia Quest* or *Inferno* as the basis, each scenario has two 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 Gardens, and the other shows *Inferno*'s red, angry, Brimstone-infected version of the Gardens.

### CAMPAIGN AND EPISODIC MODE

Unlike other campaigns, Pets is a linear campaign. This means players follow a direct progression from the first scenario, Enter the Magic Gardens, to the sixth, Revenge of the Witch. Players don't choose where to go after each scenario, simply moving on to the next scenario in line.

However, 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, the 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 and they're divided into two 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 one 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, one 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 Pets 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 Magical Gardens of Arcadia and all six scenarios that make up this campaign. The campaign starts with the "Enter the Magical Gardens" scenario and then proceeds following the indicated path, going through all six scenarios and

ending in the Final Showdown: "Revenge of the Witch". Players don't choose where to go after each scenario, simply moving on to the next scenario in line.



## HEROES

### GREENHOOD



*"You have failed this forest! Or that forest! Or maybe a village? How about a fruit stand?"*

After her cousin Greensleeves helped defeat Lord Fang, Greenhood was inspired: If her cousin could stop Lord Fang, she had to do something great herself. She ran away from home to seek fame and fortune, but unfortunately she wound up shipwrecked on an island. Instead of leaving, she decided to train on that island, using her archery to survive. Now that she's been rescued, she's determined to wear her green hood and use her skills to save her home, her forest, Arcadia, and just about anything else that might remotely need saving. As for Greensleeves? He doesn't know if he's more annoyed by her ambitions or her fashion sense: what kind of archer wears a green hood, anyway?

### OAK



*"I... am... Oak! Hear... my... words!"*

Long has Oak been the guardian of the forest, dwelling in seclusion. He claims that he talks at a pace that the trees can understand, but the truth is that he's always been a slow talker. As a child, it took him nearly five minutes to finish his first word. After dwelling alone for a long time, he was approached by Vexia, seeking to learn the ways of the forest. For some reason, she had too little patience for his teachings, and went from an idealistic protector of trees to an incredibly impatient and somewhat rude woman, constantly demanding (even pleading) that Oak finish his sentences. Of course, the ways of the forest cannot be rushed, but Vexia never understood and finally marched off in a huff after a lecture that had only been going on for half a week. Oak has never understood what could have driven her to evil, but feeling responsible for Vexia's perversions of nature, he has come out of seclusion to slowly declare his opposition to her.

## PETS

### PUFF



Puff is a very young fire dragon. His flames haven't fully ignited yet, but when incensed enough, he's quite capable of helping his owners char their opponents. This little firecracker might just be the spark your guild was missing.

### PADFEET



Padfeet is a fierce wolf pup. He may look small and cute, but in his heart he is the leader of the pack. This wolf has trained his blood-curdling howl to perfection and uses it to great effect. Many a savage monster's strike have lost all strength and conviction against the haunting of sound of Padfeet.

### BUMBLE



Bumble is the most cutest of little pandas. Anyone cold hearted enough to actually look into Bumble's lovely face and still attack one of his friends is stricken by so much guilt and shame that it hurts. Like, actually, physically hurts. People have died from it!

### RAWR



The jungle is never quiet when Rawr, the brave lion, is around. From his golden mane to his fluffy tail, Rawr is one proud pet. His powerful roar stirs the spirit of his owners, encouraging them towards glorious battle. Hear me roar!

### TICKLES



Tickles is a very fidgety ferret. He's always crawling into every nook and cranny he can find, often disappearing for days. His value in a quest is his penchant for crawling inside people's armor and unleashing his merciless tickle assault! It's very hard to concentrate on your attack when you're rolling on the floor giggling.



### MIAU



Miao is a clever street kitten who gets by in the rough alleys of Arcadia through sheer luck. In fact, Miao is so lucky that people always want her by their side as a lucky charm. Herding cats is no easy task, but if you can keep Miao by your side, you'll see how luck will smile upon you.

### MOONPIE



There's adorable, and then there's ADORABLE. Moonpie, the pony, falls in the second category. She just wants to befriend everybody she sees, gently trotting up to the most bloodthirsty of enemies. Ignoring Moonpie's friendship to attack one of her friends takes its toll on anybody, physically exhausting them

### SHELDON



Sheldon, the turtle, is a tough nut to crack. Not the cutest of pets by conventional standards, Sheldon doesn't let that get him down. He has a tough skin, after all, or rather a sturdy carapace which can deflect some mighty blows. Hiding behind Sheldon's shell is no shame for his owners. Slow and steady wins the race.

### NEWTON



Newton, the chameleon, is a master of disguise. Well, some would say that all chameleons are, but they don't know Newton! He's so good at it, that his owners can actually learn a trick or two from him, camouflaging their way past enemies

### ACE



Ace is a very excitable puppy dog. As faithful as they come, Ace is always glad to help his owners. And if that involves playing catch, all the better! Ace is very good at sniffing out potions and other treats, and he's even been known to drag around a treasure chest twice his size!

### TALLON



Tallon is a very good dinosaur (as long as you consider a blood-thirsty little pile of claws and teeth to be good). His primal instincts compel Tallon to slash and gnaw away at the first sign of blood, so if he's lurking close to you it cannot be a good sign.

### BARNABY



Barnaby is a very temperamental little monkey, known to sometimes go bananas on his enemies. His favored attack method is... unsanitary to say the least. Well, he flings his poop at his targets, ok? While that doesn't physically hurt them, it usually leaves them so discombobulated that they drop their guard.





# THE ENEMY

## KORILLA



Really just an adorable mountain of angry muscle, the Korilla is certainly Vexia's largest success. This beast is short-tempered and territorial, much like his mistress. All of that bottled up rage has to find some kind of outlet somewhere, though, and when it does, things (and people) tend to find themselves tossed around like so many rag dolls. These brutes are the irresistible bouncers of the Magical Gardens.

## HEDGEHORNET



What could be cuddlier than a flying stinging insect crossed with a spine-covered rodent? Well... Never mind. What you do get when you combine the sting of a hornet with the sting of a hedgehog is a whole lot of hurt! The spines and stingers of these monstrosities are so sharp that they can often pierce even the toughest armor.

## OWLBUUNNY



Vexia's first creation, and still her favorite pet, the Owlbunny might not be the most terrifying killer in the forest, but this tireless little critter is relentless and simply too cute for words. This cuteness is the key to his survival, and his main weapon against Vexia's enemies: he's so adorable that it actually causes physical pain to anyone who wants to hurt him.

## VEXIA



*"I will hug him, and squeeze him, and give him thorns!"*

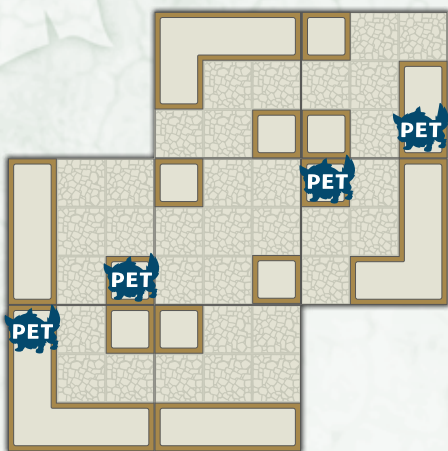
You might call Vexia a "crazy cat lady", only that's far too tame. Nature is simply brimming with possibilities for her furry (and scaly, and hairy, and chitinous) little friends! Why stick with evolution's plodding pace? No one is quite sure whether Vexia truly understands the kind of critters she's creating. She's been blind since an accident at the University, and her memory of what most cuddly critters look like seems a bit hazy (either that, or Vexia's definition of "cuddly" runs counter to the norm). Regardless, one does not cross the Pet-Witch, as she likes to be called, nor does one harm her little friends. She may be blind, but that doesn't impair her mighty spells!

# WILD PETS IN OTHER CAMPAIGNS

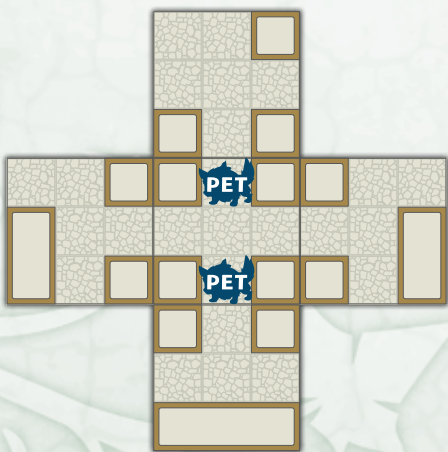
Pets can be easily integrated into any other *Arcadia Quest* campaign. The following diagrams show the Spaces where you should place the Wild Pets during the setup of each scenario.

## ARCADIA QUEST

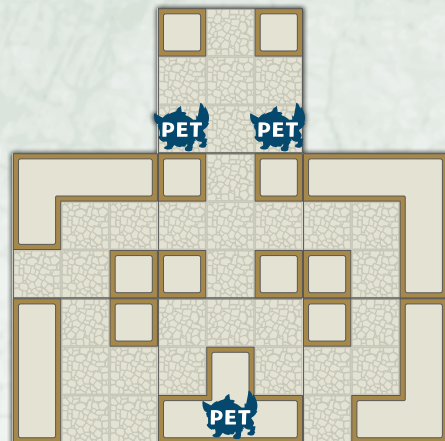
### DISTRICT OF HAMMERS



### BRIGHTSUN ARENA



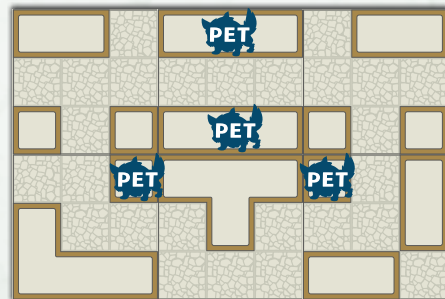
### THE MOON GATE



### THE ROOKERY



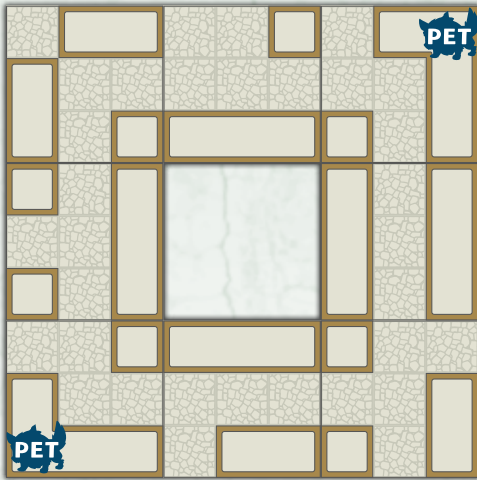
### THE MANOR



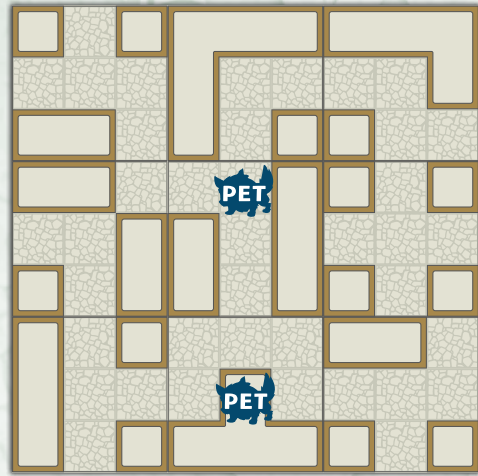
### THE ORCS' HIVE



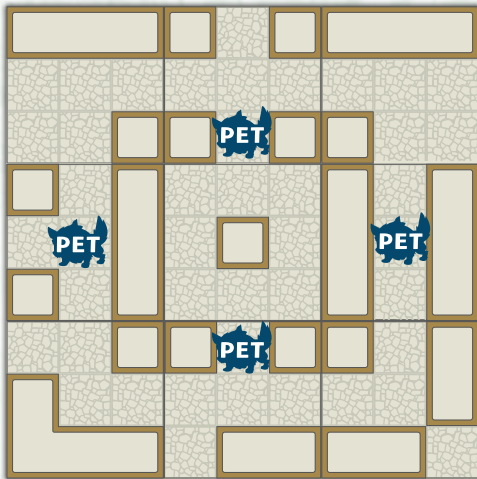
**ALCHEMIST'S DISTRICT**



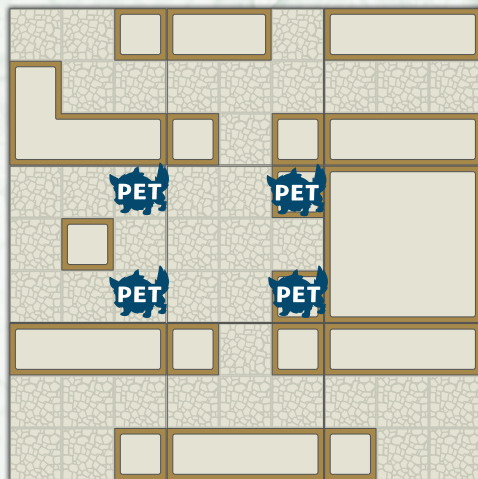
**EVERSHADOW DISTRICT**



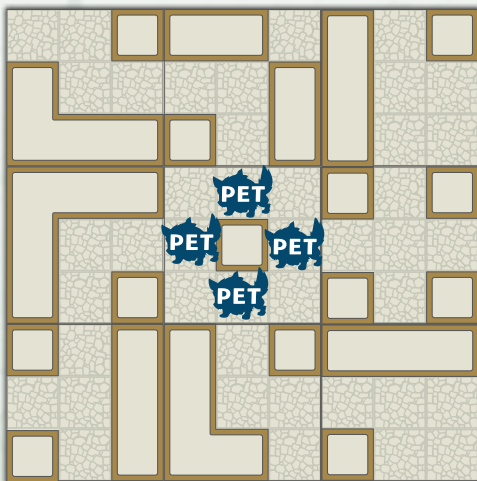
**RED DAWN SQUARE**



**THE TEMPLE OF DAWNING TWILIGHT**

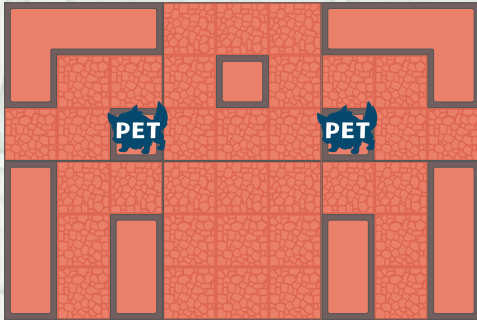


**THE UNIVERSITY PLAZA**

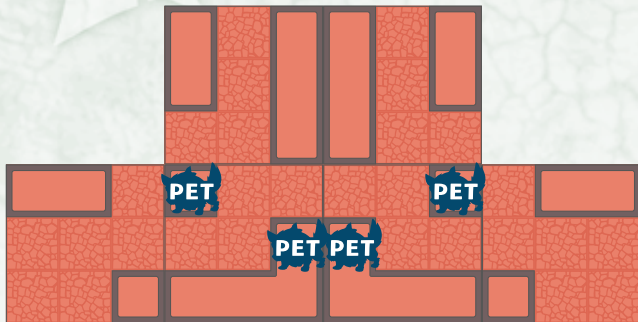


**ARCADIA QUEST: INFERNO**

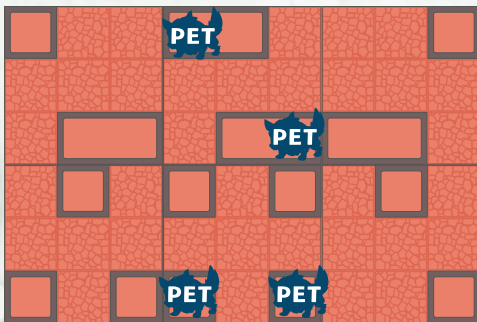
**BEYOND THE GATES OF HELL**



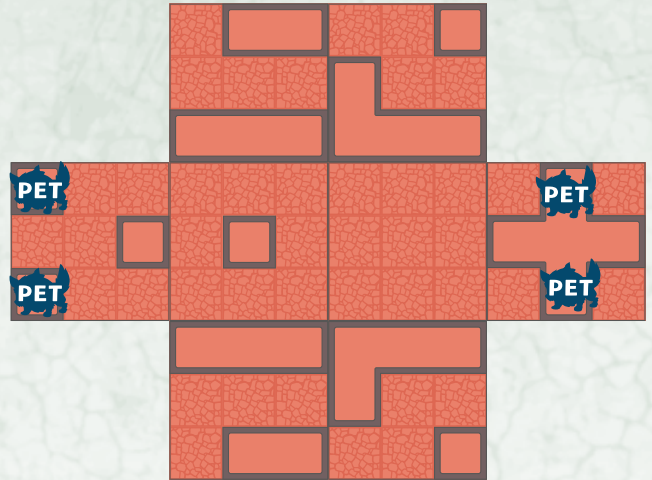
**BARGE OF THE DEAD**



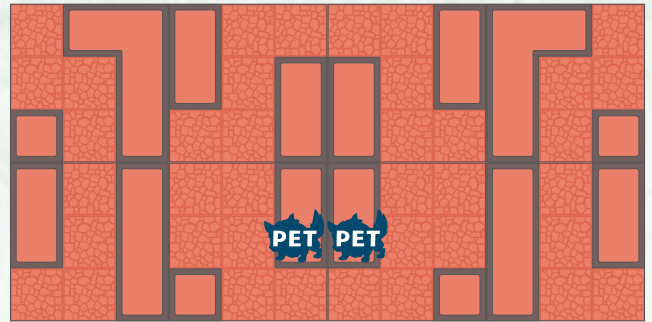
**LOST IN THE DARK**



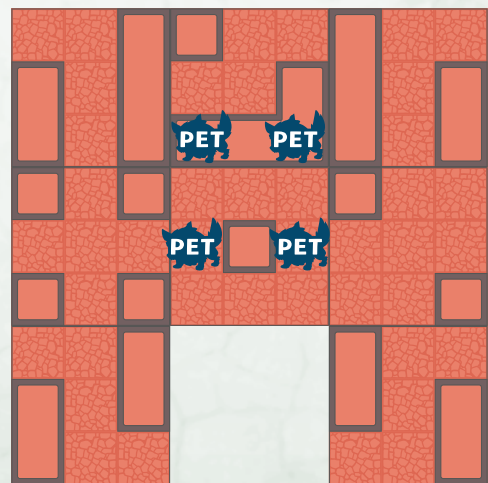
**THE PRISONER**



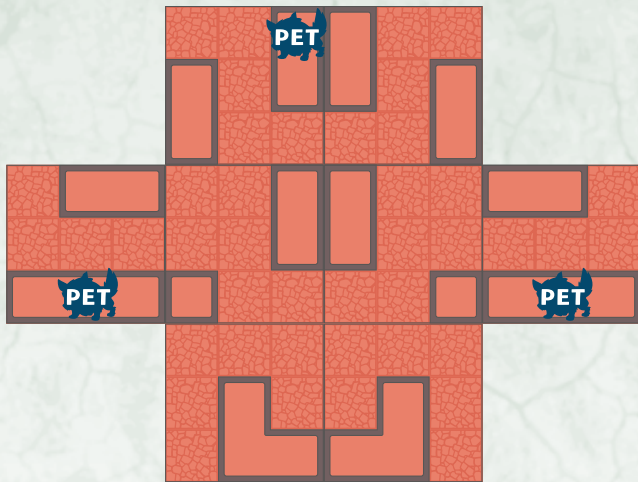
**THE PARADE**



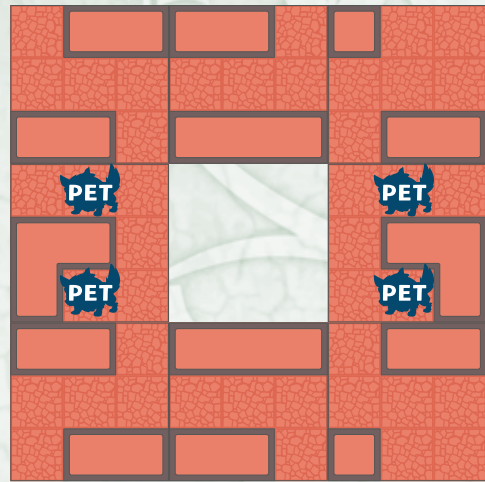
**THE TAINTED FOUNTAIN**



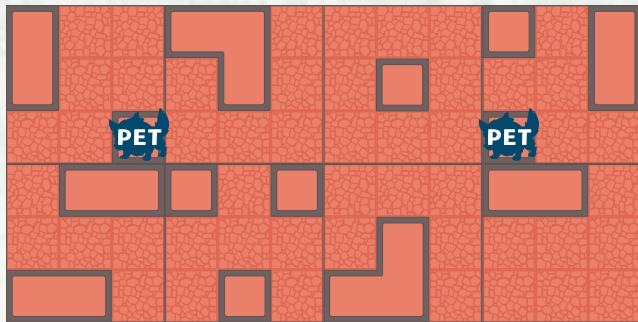
**THE DAMNED PONY**



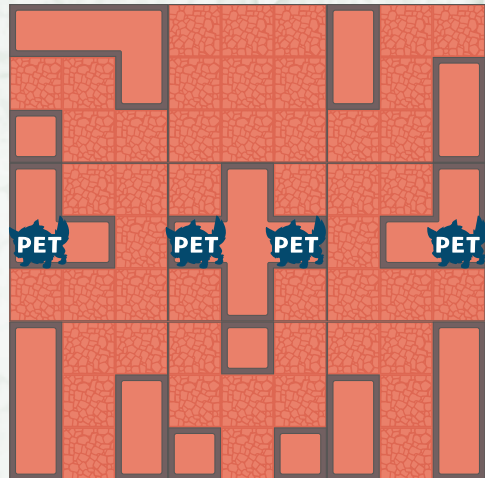
**WELL OF TORMENTED SOULS**



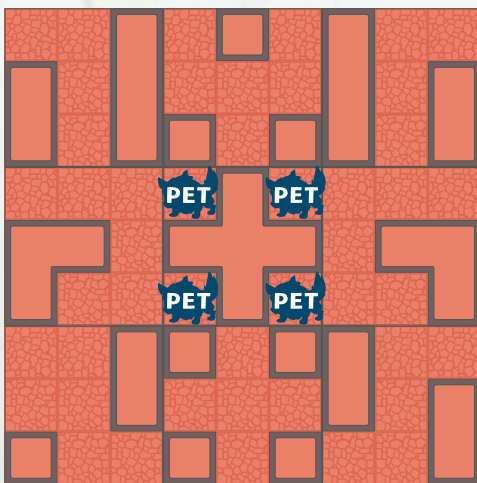
**HELL'S KITCHEN**



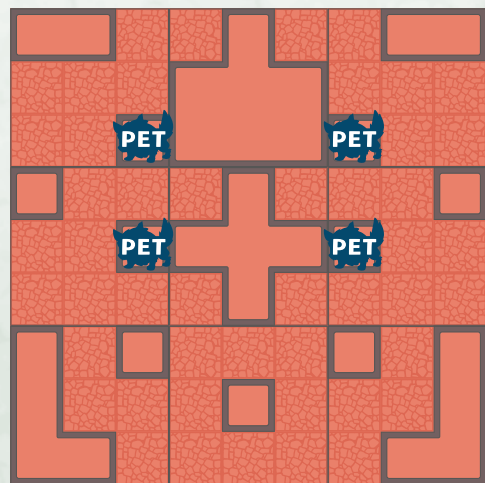
**THE FALLEN TEMPLE**



**MINISTRY OF INFERNAL AFFAIRS**

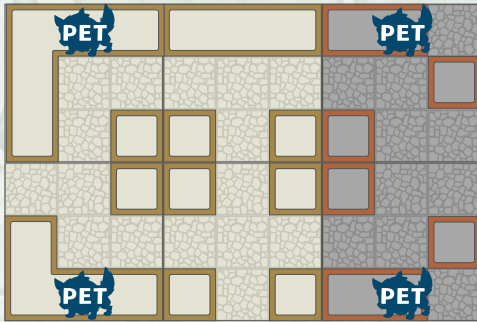


**HIT ROCK BOTTOM**



**BEYOND THE GRAVE**

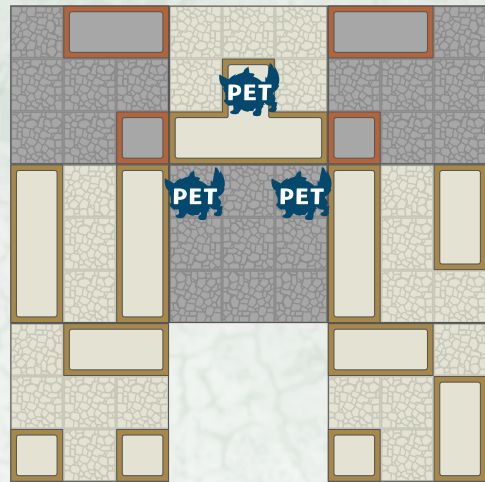
**HAUNTED BARRACKS**



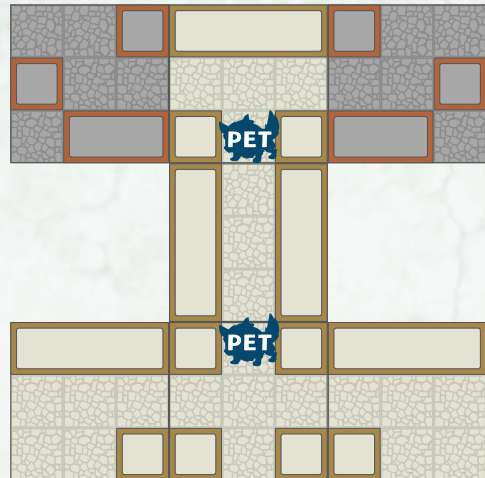
**SLAUGHTERHOUSE**



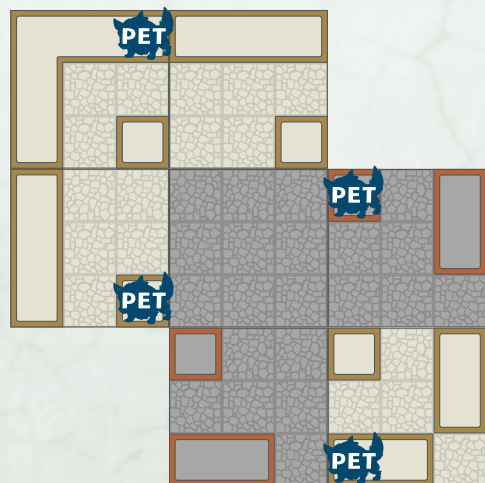
**CRYPTS**



**BRIDGE OF THE DAMNED**

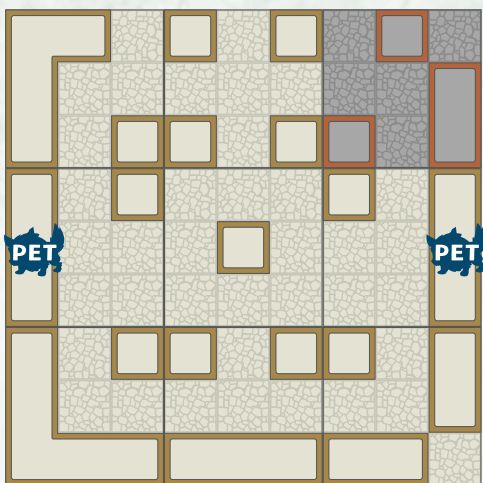


**THE GRAVEYARD**

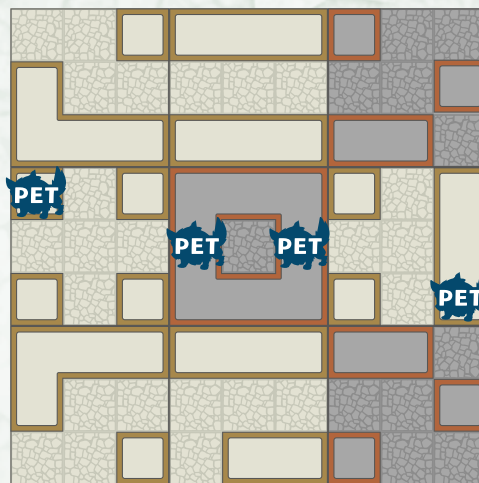




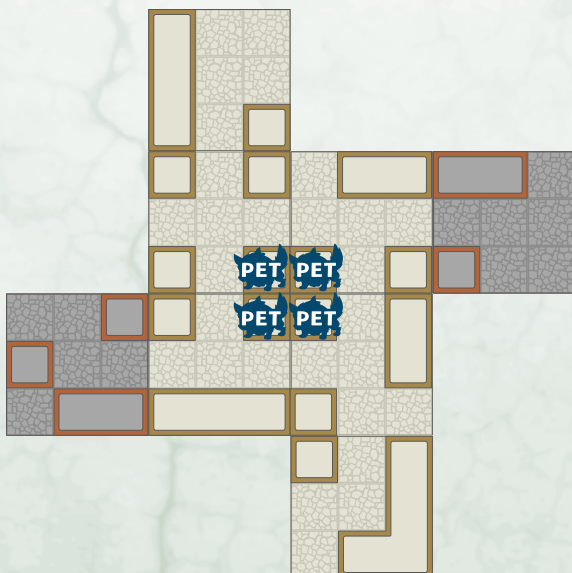
**BLACK SHRINE**



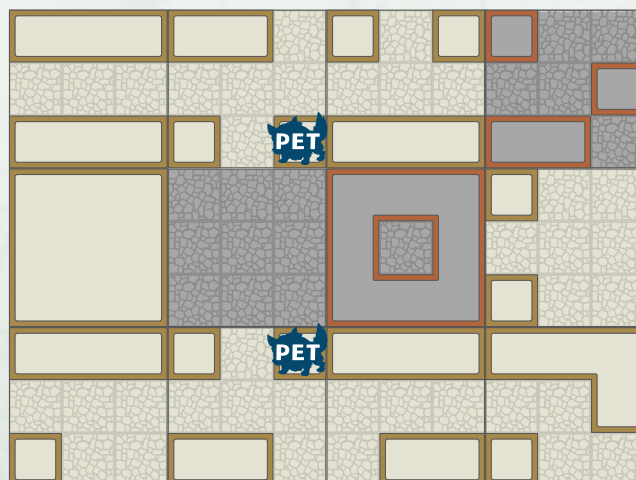
**SECRET LABORATORY**



**MILL OF SOULS**



**THE UNHOLY MAUSOLEUM**



# ARCADIA QUEST: PETS & CAMPAIGN SHEET



	WINNER	LEAST DEATHS	MOST COINS	WON TITLE	WON REWARD
1. ENTER THE MAGICAL GARDENS					
2. TRACKING THE BUNNY					
3. FOLLOW THE DARK ROAD					
4. THE HUT IN THE WOODS					
5. THE CAGED PETS					
6. REVENGE OF THE WITCH					
<b>MEDAL WINNER</b>					

## TITLES

"Groundskeeper" - Defeated the Monsters!

"King of the Jungle" - Bested a Korllal

"Park Ranger" - Found the Forest Road!

"Vet" - Brought Medicine to the Pets!

"Pack leader" - Led the Pets to Freedom!



# ARCADIA QUEST INVENTORY

GUILD NAME

GUILD NAME

GUILD NAME

GUILD NAME

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

PET NAME

FAVORITE PET NAME

PET CARD 1

PET CARD 2

SAVED  ? YES  NO

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

PET NAME

FAVORITE PET NAME

PET CARD 1

PET CARD 2

SAVED  ? YES  NO

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

PET NAME

FAVORITE PET NAME

PET CARD 1

PET CARD 2

SAVED  ? YES  NO

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

HERO NAME

CARD 1

CARD 3

DEATH CURSE

PET NAME

FAVORITE PET NAME

PET CARD 1

PET CARD 2

SAVED  ? YES  NO

# PETS CAMPAIGN

