ARCADIA Quest

Solo Rules

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Diagram A

Set-Up

Setup each scenario as normal except for the following:

- Is suggested to have a d8 to determine some monster decisions.
- All doors, except locked ones and special mission ones (mentioned below), are open and can't be closed.
- Use only PvE Quests.
- Place 3 coins in slots 4 and 5 of Spawn Track. [Diagram A]
    (4 coins for an easier game)
- Assemble your guild of three heroes as normal and pick your desired starting area.
- Randomize the Monster Cards for display and lay them out left to right. This will be referred to as the "Monster Row."
- Assemble the "Monster Activation Deck" with all monsters cards that are not being used that match the type of monsters in the current scenario. Do NOT include monster(s) that are quest goals. Shuffle and place at end of Monster Row. [See Below]
- Place (in order) a Death Token, a Coin and a Guild Token beside the Monster Activation Deck. These will stand for reminders explained later.

Monster Row

Monster Activation Deck

Not included in Monster Activation Deck because they are Quest targets.
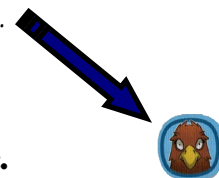
Game Play

A round is now performed in three phases:

The Hero Phase, the Monster Phase and the Clean-Up Phase

Hero Phase

Zazu is being used.

You use each hero, one time. When the hero is used, a guild token is placed above their character card to show they've been used this round. Once all three heroes have been used, the hero phase ends. When used, they can either Activate or Rest.

Resting: Heroes now rest individually, only clearing their own exhaust tokens from their own cards and returning to the board (if dead) in their starting area. A resting hero may *give* non-quest tokens to his guild mates during a rest but none can be *taken*. Equipment Cards on the hero can not be given to other heroes but can be moved among himself, such as moving a Death Curse card off of one slot onto another.

Activating: Works as normal.

3 Movement Points

and 1 Attack.

When your actions trigger a monster to make a guard or payback reaction, they are activated and marked with a guild token. A monster with the maximum number of activations will no longer take any more actions (guard or payback) for the remainder of the round.

Number of Activations per Round allowed:
Minor Minions 1
Major Minions 2
Minor Villains 3
Major Villains 4

Monsters' Reactions target the Hero who triggered them. With Payback Reactions, the Monster will attempt to move into the space of the target before attacking. After moving (if able) they will attack (if able) targeting the person who attacked them.

If a hero's attack hits multiple monsters, the highest affected (and not overkilled) ranked monster (Villains over Minions and Majors or Minors) will take its payback reaction. Ties broken with Monster Row. (Further left over further right)

Monster Activation Example

You decide to use Johan for an Activation. He moves one space right but must receive a Guard Reaction Attack from the Orc Marauder before he does so. Since the Orc has activated, a guild token is placed by his figure. Surviving the attack, Johan continues moving into the next space. This would normally trigger a second Guard Reaction from the same Orc Marauder. But because he has an activation token on him and the maximum activations a Minor Minion can have is 1… he does not act for the reminder of the round. Johan picks up the exploration token and then decides to use his Night Fury Sword attack with the Cleave ability to attack the Orc Marauder north of him and the Hammer Beastman south of him. After the attack, the Hammer Beastman gets the Payback reaction because Major Minions have higher priority than Minor Minions. The Hammer Beastman performs his Payback Reaction by moving into the space Johan is in and attacks. He is then marked with an Activation Token. Because Major Minions are allowed 2 activations, the Hammer Beastman can still react one more time to the heroes this round, as can the Orc Marauder to the North, not having any tokens.

Monster Phase

Monsters that were not fully activated during the hero phase (because of Guard or Payback Reactions) may activate during this phase following the steps below:

Step 1) Going left to right down Monster Row, the closest one of each type of Monster will take a Guard Reaction (not moving) on a hero, if able. The hero targeted is determined by "Target Priority" (below). This monster is then marked with a token.

Step 2) After the Monster Row is complete, reveal and discard the top card of the Monster Activation Deck. The closest one monster of the revealed type with activations remaining will perform a single Payback Reaction using "Target Priority". The monster will attempt to move into the space with the target and will move even if it can't gain LOS or get in range for an attack.
> -- Do Step 2 ONCE in the missions 1 and 2.
> -- Do Step 2 TWICE in missions 3 and 4.
> -- Do Step 2 THREE TIMES in missions 5 and 6.

Note: It's possible nothing happens in Step 2 if...
> - The board contains no monsters of the reveal card
> - All monsters of that type have already been fully activated
> - The monster has no valid path to ever get to any hero (Monsters don't use portals)

If you go to draw and the Monster Activation Deck is empty, reshuffle the discard and recreate the deck. Also add an additional coin resting beside the deck. This increases the number of coins removed per round from the Spawn Tile or player's supply. (See Clean-Up Phase pg. 6)

Monster Target Priority is...
> - Closest hero.
> - If equal distance, they will target hero with lowest remaining health.
> - If equal, they will target the one with lowest armor pool. (Dazed targets = 0)
> - If equal, they will target the one with the most loot tokens. (Quest tokens counts as 2)
> - If equal, they will target the one with lowest reroll pool.
> - If equal, roll a die to break the tie.

If a hero is defeated... all tokens they were carrying are dropped in the space and he is moved to his Hero Card (with a Death Token). From the non-quest tokens that are dropped... randomly remove 1 from the game.

This hero will have to take a Rest Action to respawn in his Starting Area.

Monster Activation Example 2

All three heroes have been used and the Mosnter Phase begins. Monster Row shows Goblin Archers first. There is one Goblin Archer (1) that has an activation available and LOS with heroes (Johan and Maya.) It is activated (given a token) and attacks Johan because he's closer than Maya.

Orc Marauders are next in Monster Row. Orc (2) is already fully activated and thus can not act. Orc (3) has an activation available and two heroes in range to attack and thus does. Both Johan and Zazu are a distance of 1. Thus, remaining Health is checked. Johan has 2 health while Zazu has 6. Johan is the target. Orc is given token.

No Spear Beastmen have LOS with the heroes nor is a Sister of Pain close to any hero.

The Hammer Beastman has 1 activation token on him but can have 2. Thus, it can activate. Two heroes are close but Johan is the target because he's 0 distance over Maya's 1.

No Sister of Pleasures have heroes in LOS.

A card from the Monster Activation Deck is now drawn. Goblin Archers! Goblin Archer (1) is at maximum activation with 1 token. Goblins Archer (4) is the next closest Goblin Archer and thus activates with a Payback Reaction. Using its one movement, it moves north. It is not in LOS of any heroes so it can't attack. A token is placed on it.

Being the 4th mission in the campaign, one more card is drawn giving a Payback Reaction to a distance monster not shown in example.

Clean-up Phase

1) [Reminded by the Death Token] If the Spawn Board is full (with 3 monsters in the early game) spawn ONLY the monster in the first position. After spawning (or removing from game) move all monsters on the track down one slot.

2) [Reminded by the Coin(s)] Remove coins from the spawn board equal to the number of coins resting beside the Monster Activation Deck (1 at the beginning) and return it to the supply. Take from slot 4 until empty. Then take from Slot 5. Once a slot is empty of coins, a monster may then be placed in that slot (increasing the "full" limit.) If there are no coins on the Spawn Board, lose coins from those you have collected.   If, during the clean up phase of a round, you are unable to pay the coins, your campaign is over.

3) [Reminded by Guild Token] Clear the Guild Tokens from above all three heroes and all monsters on the board.

Other Rules

:Quest/Rewards/Titles/Scenario/Campaign:

Each monster kill grants you their listed amount of coins of which you <u>keep only 1</u>. All excess coins earned from the kill are added to the coins on slot 5 of the Spawn Track. If no coins rest in slot 5... the excess coins are lost to the supply.

You receive no money for completing quests (nor being first.) Instead, upon completing a scenario, (having done 2 PvE Quests) you will receive all gold remaining on the Spawn Board, if any.

If you complete a quest while at least 1 coin still rests on the Spawn Board, then you gain any Reward or Title you've earned. Once the last coin is removed from the Spawn Board, Quests still need to be completed to finish the scenario, but rewards and titles are no longer granted.

:Upgrade Phase:

Lose 1 coin per Death Token on your heroes. If you are unable to pay this cost... your campaign is over. Resolve Curse Cards as per usual.

Drafting Items is done by drawing 6 cards, keeping 2, discarding 4. Drawing 4 new cards, keeping 2 and discarding the other 2. Then draw two remaining cards to form the 6 you can buy 3 from.

If you finished the last quest with at least 1 coin on the Spawn Board, then you may pick the next mission. Otherwise, randomly pick the next mission.

:Equipment:

In General, all equipment that states it does something special when attacking Heroes... now effects Monsters. (Ex: Crack of Dawn) If a weapon causes a hero to exhaust a card, place an additional activation token on the target monster. If it causes them to exhaust all their cards (Ex: Hate) then give the monster their maximum amount of activation tokens. If a weapon gets a bonus to a hero with exhausted cards, (Ex: Frostbite) they receive the bonus if any activation tokens are already on the target. If an attack gives a monster a choice... they will always choose the one that allows them to not take wounds, unless not taking those wounds would kill them anyway. (Ex: Hate)

Bombs should be marked with coins instead of guild tokens and will effect monsters. If a monster moves into a space containing the coin... the bomb's attack triggers and the coin is removed. Continue to move and play monsters normally. Monsters don't act any differently to your bomb tokens.

Shield of Souls: This resurrection follows multiplayer resurrection rules. As in, you can resurrect a dead hero close to this hero (instead of Starting Area.)

Other Rules

:Abilities:

Hobsbawn's Blessing ability allows another hero in LOS to activate (not rest) regardless if it has already been used or not. Being used in this way doesn't place an activating token on this hero.

Battle Cry works the same as Hobsbawn's Blessing (not requiring LOS.)

Abilities that make a hero immune to Guard Reactions (Wisp) are ignored by monsters' guard attacks during step 1 of the Monster Phase. Monster Payback Reactions during Steps 2 target the hero as normal.

:Potions:

Extra Turn Potion removes the guild token from above the hero, allowing it to be used again to rest or activate.

:Final Showdown:

Starting coins are still placed on Spawn Board but you personally gain all coins from kills instead of just 1. Treasure Chests may immediately be turned into coins (after their damage is dealt.) You lose one coin with each hero's death.

Solo Rules

:Tombstone Cards:

"Wake the Dead"
"Hidden Stash"
"Banishment"
"Ray of Hope"
"Just a Flash Wound"

... all perform as normal.

"...on the Prowl"
... allows the player to have a monster attack another monster of a different type. The player still follows the restrictions on the card on which monster they are allow to activate. The monster does receive an Activation Token as normal. The attacked monster will perform a Payback Reaction as usual and also gain an Activation Token. A monster killed in this interaction is NOT considered your kill and you are not paid for it. (Though it may complete a quest.)

"Reckoning"
... allows you to pick one monster on the respawn tile and remove it from the game.

"Mounting Dread"
... You may place an activation token on a monster of your choosing.

"Acid Rain"
... deals 1 wound to all outdoor monsters.

:Missions:

Mill of Souls: The doors blocking the Skelebones are closed at Set-Up and can only be opened when a hero is on their Quest Token, as described in mission's Special Rules.

Final Showdown: Starting coins are still placed on Spawn Board but you personally gain all coins from kills instead of just 1. Treasure Chests may immediately be turned into coins . You lose one coin with each hero's death.

:Monsters:

Ghost: The Ghost's ability to move through walls is removed. They may still move through spaces blocked by figures. They will attack through a wall if Guard Reaction is triggered and during Step 1 of Monster Phase.

Necromancer: Will place spawn in the target's space. If full, roll randomly for close space. The closest Minor Minion to the target is activated. This can be the monster that was just spawned, if a Minor Minion. If multiple Minor Minions are equal distance, use Monster Row for order. (Further left favored over right.) This monster performs a Payback Reaction... like it was drawn in Step 2 of Monster Phase.

Ivan: If Ivan rolls a Crit on an attack, you must exhaust a card on the target's board and roll Spawn Dice. The player will be moved 3 spaces towards that Spawn Tile. (This movement will use Portals if need be.) If the Spawn rolled isn't on the board... then move the hero towards its starting area.

Dr. Spider: If Dr. Spider rolls a Crit on his attack, refer to the Monster Row. Dr. Spider will swap the target with the left most monster type present on the Spawn tile. If no monsters are on the Spawn Tile... then place the hero on the 1 slot and no monster replaces it.

The Dread King: When shoving, heroes will be shoved before monsters. The direction of each shoved character is determined randomly using d8.

[1,2 = North   3,4 = East   5,6 = South   7,8 = West]

:Items:

Spinal Tap, Boneguard: Monsters are considered to have Death Tokens equal to the number of their type of monster on the Spawn Track.

Flaming Chain, Wither: Recommended to use a Death Token to represent their effects rather than a guild token.

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Inferno "Expansion"

:Damnation:

Monsters can be given Damnation!
Instead of going on individual figures...
Damnation Tokens are placed on the Monster Card of the type that received Damnation. Any attack or effect that benefits from Damnation is now triggered with any monster of that type. However, each time a monster of that type dies (by any means) one Damnation is removed from the card.

If a hero hits a Harpy with Dammit Blast…
1 Damnation Token is placed on the
Harpy card in Monster Row.

After a scenario, a coin is paid for each death token on the heroes
BEFORE each 2 Damnation on a Hero Card is turned into a Death Token.

:Death Curse:

Paranoia: Reworked to … "Immediately at the conclusion of this mission, gain a Damnation Token for each Brimstone Card not revealed."

:Brimstone Cards:

"Touched By an Angel" & "Hidden Stash"

...work normally.

"...On the Prowl"

... allows the player to have a monster attack another monster of a different type. The player still follows the restrictions on the card on which monster they are allow to activate. The monster does receive an Activation Token as normal. The attacked monster will preform a Payback Reaction as usual and also gain an Activation Token. A monster killed in this interaction is NOT considered your kill and you are not paid for it. If the Demon Pitcher was activated and hits with its attack, 2 Damnation Tokens are placed on Target's Monster Card.

"Unforgiveable Curse" allows you to draw a Death Curse Card and deal X wounds to one monster figure matching the type that has the most damnation. X is the number of the Death Curse drawn.

"Reckoning" allows you to cause two wounds to a single monster of the type(s) that have the most Damnation.

"Reboot" allows you to chose a single monster character matching the type the has the most (or tied for most) Damnation and place it on any Spawn Token.

"Guilty Conscience" allows you to either place an activation or wound token on one monster of each type that has Damnation.

"Scapegoat" places one Damnation Token on all Monster Cards in the row.

"Fatal Collapse" places maximum activation tokens on all the monsters of ONE type. The type picked must be of the ones that have the most Damnation.

:Monsters:

Demoness: If they attack another monster, the target monster will always choose 1 damnation token to reduce damage by 1 unless doing so would still result in its death.

Cerberus: All 3 attacks will attack the same first target unless the target is removed before all three attacks are completed. In that case, the remaining attacks will follow the Target Priority order.

Justicar: If moving the target 3 spaces would allow Justicar to make an attack he otherwise couldn't make, then he will perform this movement before the attack and move the target to his space (or close). If Justicar has already attacked and hasn't used his "move target 3 spaces" yet... then he will do so after his attack. Roll Spawn Dice. He will move the target 3 spaces to/towards the Spawn Area rolled or the Starting Area of the heroes if not on board.

The Judge: When shoving, heroes will be shoved before monsters. The direction of each shoved character is determined randomly.

:Heroes:

Jack-Jack has been reworked to:

"If his attack rolls any hits, you may choose to give the target monster the Attack or Defense Stats of the monster to the left or right in the Monster Row." (Stats return to normal after combat is resolved.) Wrap around the Monster Row for monsters on either end.

If Jack-Jack hits Bellya'al… he can change the Armor Pool of Bellya'al to 0 by Trolling Cerberus… or change his Payback Attack from 5 Melee to 3 Ranged by Trolling the Harpy.

:Equipment:

Sophie's Chalice: Roll an attack die. If a Crit is rolled, the monster will choose to suffer double wounds. Otherwise, they choose 3 Damnation.

:Final Showdown:

Starting coins are still placed on Spawn Board but you personally gain all coins from kills instead of just 1. Treasure Chests may immediately be turned into coins. You lose one coin with each hero's death.

Pets Expansion

:Set-up:

- The Wild Pet card of the appropriate level is shuffled and placed among the other monsters in the "Monster Row."

- The other Wild Pet cards are NOT put into the "Monster Activation Deck."

Wild Pets are NOT placed in the "Monster Activation Deck"

:Wild Pets:

These act as any other Minor Minion in the game.

If defeated by hero, you may choose to capture. If so, the other Wild Pets are removed. (Unless close to Vexia)

:Your Pets:

Pets are used the same as heroes. Put a Guild Token above the Pet Board when using a Pet. Only one of the two pets can be activated or rested per round. If not on board, resting spawns the pet back in your starting area.

A Pet is being used.

Either Padfeet or Rawr can be activated or rested.
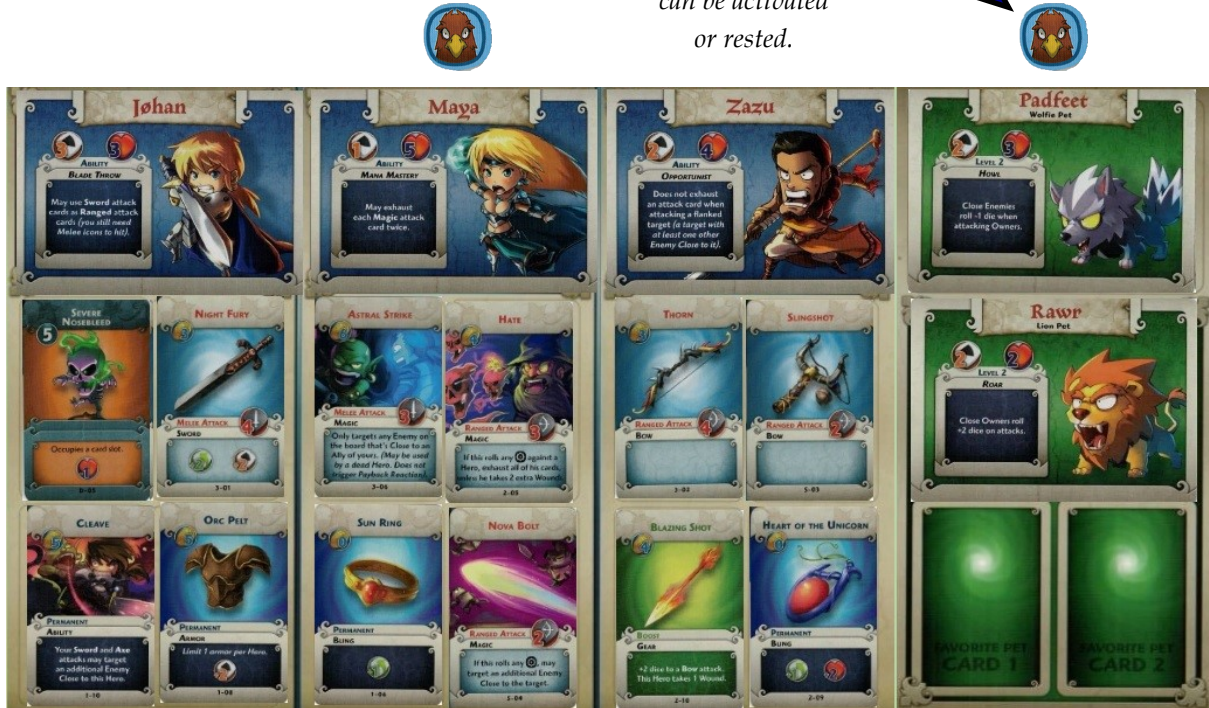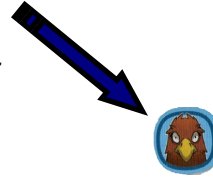
Pets will only be the target of the monsters if they are the **only** available target.

:Pet Effects:

Bumble: If taking the wounds from Bumble would cause the monster's death, they will not consider that hero a target.

(They will consider Pets for a target if no heroes are available.)

Moonpie: Monsters affected by Moonpie are given 2 activations tokens when attacking a hero. If they don't have 2 activations available, they don't activate at all.
(Moonpie affected Minor Minions can't react to heroes. They can still attack Pets.)

Tickles: Reworked to: "Close Enemies' first X crits are considered Non-Crit hits/saves."
    (No extra die and prevents crit effects from triggering.)

:Monsters:

Korilla: On a Crit, Roll the Spawn Dice. Move the target 3 spaces to/towards the spawn space rolled. If not on board, move toward your starting area.

Vexia: For each Crit, move the furthest away (not-close) Wild Pet on the board to her space. (Take from box if all had Run Away or are already close.)

:Equipment:

Leash: Reworked to: "Enemies in their space can't move."

:Final Showdown:

Starting coins are still placed on Spawn Board but you personally gain all coins from kills instead of just 1. Treasure Chests may immediately be turned into coins. You lose one coin with each hero's death.

When you kill a Hedgehornet, Korilla or Owlbunny, you can activate a Wild Pet's movement only and deal 1 damage to all monsters in the space it ends.