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VERSION: 1.3

- Change log -

- ◆ Added Riders and Dragons expansions
- ◆ Scenario Changes (page 17 onwards)

Updates in the text are written in teal.

GAME OVERVIEW

Solo Mode for Arcadia Quest introduces a new way to experience the game. As a Single Player, you get to live through the campaigns in a different light: you no longer have the opposition of rival Guilds but now the Monsters have a more active participation in each Scenario.

GETTING STARTED

First, you'll need to create your Guild. There are no differences on this step on Solo Mode: you still select 3 Heroes from among any you have available (see **Removed Components**, page 6), take a Guild Dashboard of your choice, and a set of 5 Starting Items to distribute as you wish among the 3 Heroes.

The campaign is played the same way, starting with 3 scenarios to be played on the Outer Circle, 2 in the Inner Circle and the Final Showdown as the last scenario.

However, each Scenario has 2 outcomes: either you win the Scenario or the game (or Monsters if you will!) does. Regardless of the outcome, you continue onwards to the next Scenario.

SCENARIO SETUP

Unless stated otherwise in this document (see **Scenario Changes**, below) Scenario Setup is exactly the same for Solo Mode. Note that in each Scenario you must use the Player 1 Starting Area to place your Heroes.

The main difference in Solo Mode is that **Monsters get a Monster Turn**. Setup each Scenario's Monsters as normal, selecting the cards equal to the current Monster level. Now for the twist: take the Monster cards of the listed Monsters of all **other 3 levels** (usually 3 cards in total per monster), shuffle them together to form the **Monster Activation** deck, and place it facedown near the board.

The **Scenario Changes** also bring new instructions to mark some Monsters as Guards. Guards differ from other monsters in Solo Mode in that they don't roam the board, but rather, stay put to protect objectives (they still get Guard and Payback reactions normally). Take a token from an unused Guild and place it next to each Guard's figure as a reminder.

Do not use the PvP Quest Cards and place only the PvE Quest cards.

OBJECTIVE

Each Scenario is won by completing all PvE Quests before your Heroes, **collectively**, die too many times. The Scenario is lost if the number of Hero deaths equals the chosen difficulty:

- ◆ 1 death (Legendary)
- ◆ 2 deaths (Hard)
- ◆ 3 deaths (Medium)
- ◆ 4 deaths (Easy)

GAMEPLAY

In Solo Mode, the game is played over a series of Rounds divided in:

- ◆ Guild Turn
- ◆ Monster Turn

GUILD TURN

On each Guild Turn you may choose one of the following:

- ◆ Active all Heroes or
- ◆ Rest your Guild

■ ACTIVATING ALL HEROES

When you choose to activate your Heroes, you now get to activate **each of your Heroes once**. You're free to choose the order in which they activate. The Hero activation per se remains unchanged: the Hero gets 3 Movement points to use for moving around the city, using portals, opening or closing doors, etc. Before or after the movement, the Hero may attempt to attack a Monster by exhausting one of that Hero's Attack cards. Attack is also unchanged, and Monsters still get Payback and Guard reactions normally using the stats listed on their respective Monster card for that level (on reactions Monsters do **not** get 3 Movement points as they do during the Monster Turn, below). Each Hero can move, attack, do both, or neither.

If playing with *Arcadia Quest: Riders*, when you activate your Heroes you may also activate your Mount **once** on the turn. That means getting the 3 Movement points (for moving, opening doors, using portals, and mounting or dismounting). So, if a Hero dismounts from their Mount, another Hero can only call it back or your next Guild Turn.

■ RESTING YOUR GUILD

Rest is unchanged. Instead of activating Heroes, you may Rest your Guild. No Heroes are activated, all Guild tokens are removed from all cards on your Guild Dashboard, any dead Heroes are resurrected, and you may reorganize cards and tokens.

MONSTER TURN

In Solo Mode, after you take your turn (whether activated or rested), the Monsters get a turn and 2 Monsters will be activated against you. The Monster Turn has 2 steps:

■ SPAWN

Unlike the normal game, Monster Spawn takes place at the beginning of the Monster Turn: if the Spawn Tile is full, spawn Monsters following the normal rules.

■ ACTIVATE

Determine which 2 Monsters will activate and activate one after the other:

1. Roll 2 Attack Dice to determine a Spawn token that indicates the region of activated Monsters on the board. If you roll a combination that's not present, roll again until you get one that is. If possible, keep the 2 dice you rolled to the side as a reminder of the area rolled for this turn.

2. Reveal the top card from Monster Activation deck.

Find the Monster closest to the rolled Spawn Point that matches the revealed card. To determine the closest Monster, count each Space between the Spawn token and the Monster figures without considering doors, walls, portals, etc. Count orthogonal Spaces to determine the closest Monster figure as if there were no terrain features. Important: use this method only for determining the Monster. It will activate and move following normal activation rules. If multiple Monsters apply, choose 1.

NOTE: The revealed card is only used to determine which Monster gets activated. Ignore the stats on the Monster Activation card. Use the Monster stats from the Monster card set by the Scenario (except for the Movement).

3. The activated Monster **gets 3 Movement points**, uses them to move towards the closest Hero and then attacks them if possible. The Monster may open doors by spending 1 Movement point and may also use a Portal by spending 1 Movement point. Monsters only use the minimum number of Movement points required to attack. If multiple Heroes are eligible, Monsters attack the Hero with the most Wounds. If still tied, choose which Hero gets attacked. Note that the 3 Movement points for the Monster only apply when the Monster is being activated in the Monster Turn, and not for a Payback and Guard reactions.

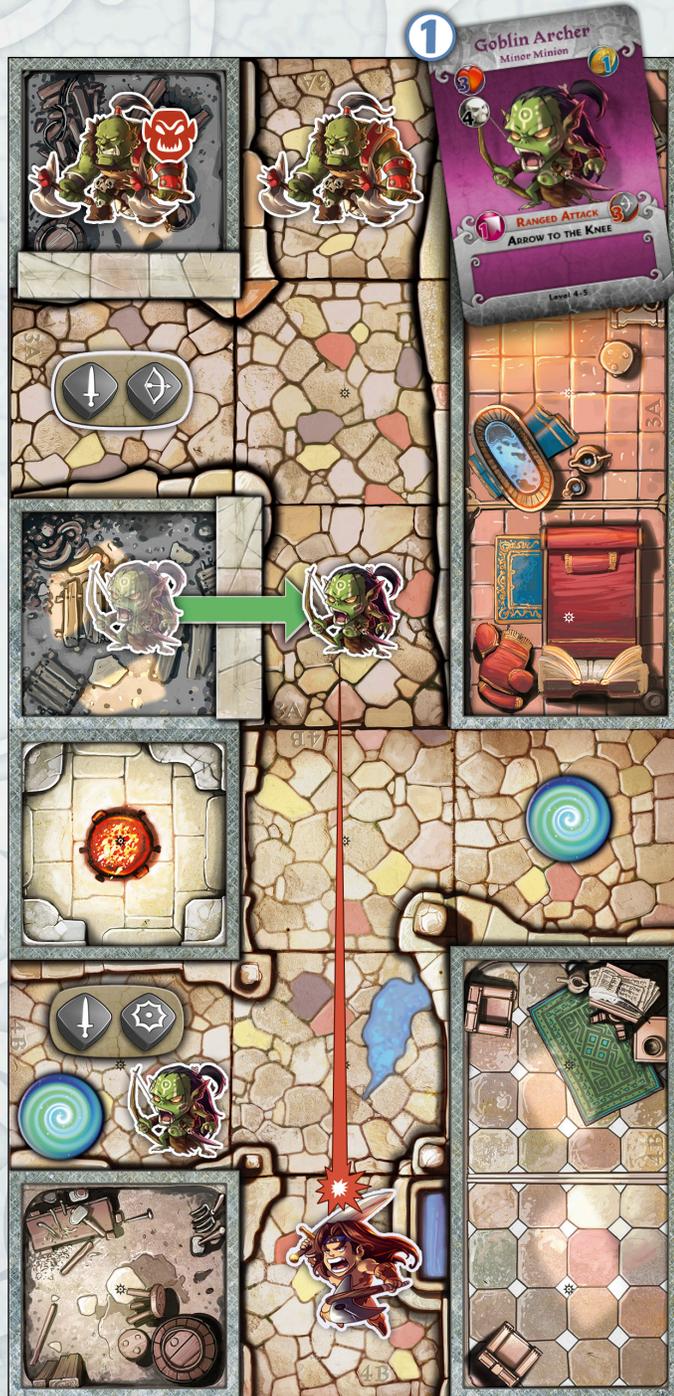
4. After the first Monster has finished, **discard its Monster Activation card** and repeat Step 2 and Step 3 for a second Monster. This Monster may be of the same type as the first.

👹 GUARD MONSTERS

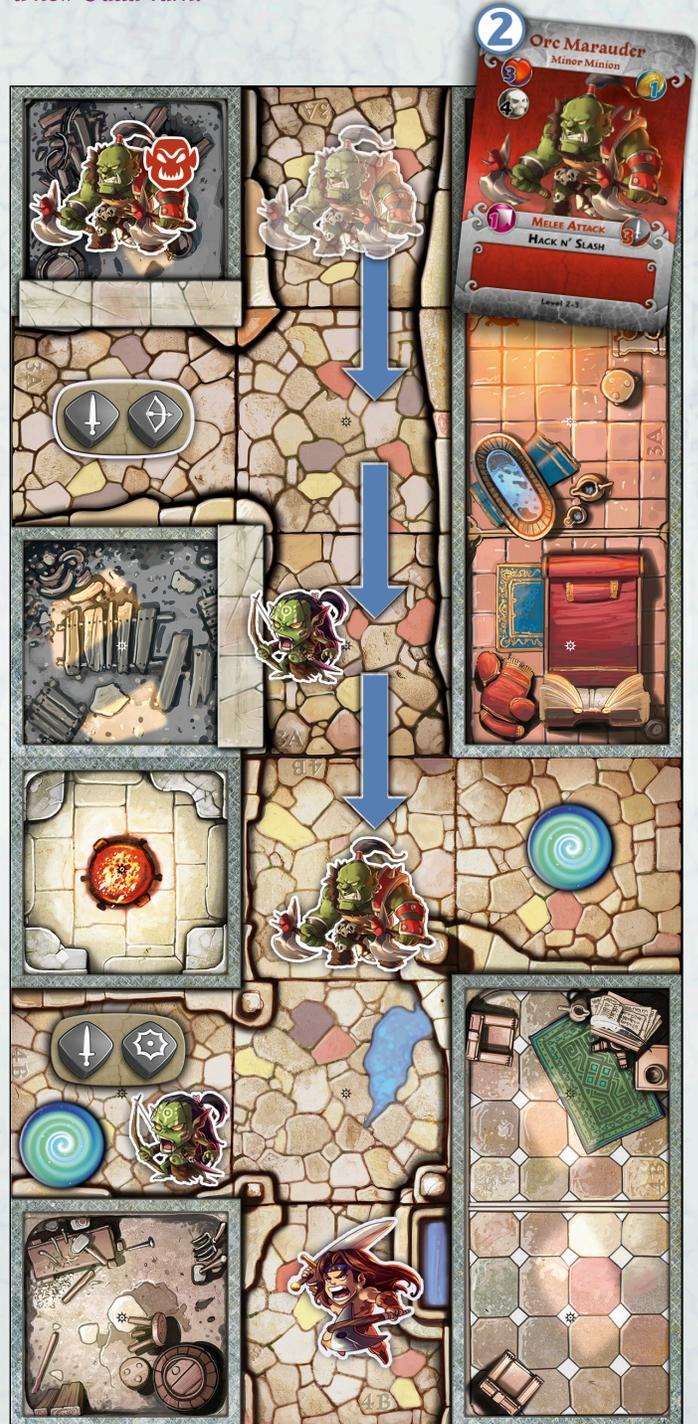
If the Monster to be activated is a Guard Monster, ignore it and select the next closest Monster instead. Guards are strategically positioned to protect objectives and should not leave their posts! Once killed, these Monsters are no longer considered Guards: they are placed in the Spawn tile normally and the Guard token is discarded.

Example:

1. The Solo player has just finished activating their 3 Heroes, so the Monster Turn begins. The Spawn Tile is not full, so there is no Spawn. 2 attack dice are rolled, resulting  , a combination for which there is no Spawn token. The dice are rolled again, resulting  , indicating the highlighted Spawn token for this round. The first Monster activation card is revealed, so the highlighted Goblin moves 1 Space (all it needs) and attacks Grom.



2. A second card is revealed, showing an Orc. The closest Orc would be the Guard, so it cannot be activated. The next closest Orc, highlighted, gets activated and moves 3 Spaces, but can't reach any Heroes. The Monster Turn is finished and it's time for a new Guild Turn!



ARCADIA QUEST: INFERNO & BEYOND THE GRAVE

When playing Arcadia Quest: Inferno on Solo Mode, use the new set of Brimstone cards instead of the original cards; and when playing Arcadia Quest: Beyond the Grave, use the new set of Tombstone cards instead of the original cards. Using Brimstone and Tombstone cards however is slightly different from the base rules: the effects described on a Brimstone or Tombstone card **MAY** be executed by the player immediately when it is revealed (unless some situation makes it impossible to execute, in which case it has no effect). Brimstone and Tombstone cards always either benefit the active player, or harm monsters somehow. In Solo Mode, the player may choose to simply discard the Brimstone or Tombstone card without applying its effect (after having spent 1 movement point with a Hero to reveal it).

ACTIVATING MONSTERS

Some Brimstone and Tombstone cards allow the player to activate a Monster on the board that belongs to a specific Monster Tier. The player chooses the Monster they wish to activate, and performs its Movement using that Monster's normal stats. While the Monster is being controlled by the player, it does not count as a Hero from their Guild: It cannot accomplish Quests. Additionally, the player cannot use a Brimstone or Tombstone card to activate Guard Monsters.

IVAN GETS NEW CARDS

Ivan, the cackling nefarious Minor Villain from Beyond the Grave uses a new set of cards designed to be used exclusively with Solo Mode. Download and print to play with them, instead of the original cards.

HUGE CHARACTERS SHOVE YOU

By default Huge Characters Shove figures when moving. While playing Solo Mode, when activating Huge Characters make sure to use their full movement: they attempt to Shove Heroes as much as possible.



When playing Arcadia Quest: Pets on Solo Mode apply the following changes from the Pets expansion:

During the Guild Turn, when you choose to activate your Heroes, you may also activate each of your Pets once. As in the base Pets expansion, Pets cannot be activated during the Rest action.

The Monster Turn also has a few changes when playing with Pets. A Scenario-specific number of Wild Pet cards get added to the Monster Activation deck, but rather than activating Wild Pets, they serve to indicate that the next revealed Monster will target the nearest Pet.

When you reveal a Wild Pet card, don't activate a Wild Pet. Instead, reveal another card from the Monster Activation deck. That Monster gets activated and targets the nearest Guild Pet. Refer to the Scenario Changes section to check how many Wild Pets cards should be added to the Monster Activation deck for each Scenario.

Note: If you reveal 2 Wild Pet cards in sequence, take all discarded Monster Activation cards and shuffle them together with the deck; then draw again.,

◆ Additionally, Pet deaths do not count towards death count (for defeat purposes).

KORILLAS GET NEW CARDS TOO

The Korillas use a new set of cards designed to be used exclusively with Solo Mode. Download and print to play with them, instead of the original cards.

ARCADIA QUEST: RIDERS

As a reminder, if playing with Arcadia Quest: Riders, when you activate your Heroes you may also activate your Mount **once** on the turn. That means getting the 3 Movement points (for moving, opening doors, using portals, and mounting or dismounting). So, if a Hero dismounts from their Mount, another Hero can only call it back or your next Guild Turn.

Important change: the death of a Mount counts as the death of a Hero for the purpose of losing the Scenario. Note that the Mount doesn't get Curse Cards.



ARCADIA QUEST: DRAGONS

The Dragon encounters on Solo Mode function a bit differently than the rest of the Solo Mode rules. As with the regular Dragon expansions, each Dragon encounter is divided into 2 parts. During Part 1, the Solo Mode rules apply. During Part 2, the Solo Mode rules are adapted (as these scenarios were originally designed to be cooperative).

When playing any of the Arcadia Quest: Dragon expansions, use the new set of Dragonstone cards instead of the original cards. Using Dragonstone cards however is slightly different from the base rules: the effects described **MAY** be executed by the player immediately when it is revealed (unless some situation makes it impossible to execute, in which case it has no effect). Dragonstone cards always either benefit the active player, or harm monsters somehow. In Solo Mode, the player may choose to simply discard the Dragonstone card without applying its effect (after having spent 1 movement point with a Hero to reveal it).

Also, when doing the Upgrade Phase prior to playing Part 1, you do not gain the bonus coins for medals.



During Part 1 you must follow the Solo Mode basic rules and complete the 'Ground the Dragon' PvE Quest. You also must create the Monster deck and activate the Monsters after the Guild Turn. Note that the Dragon cannot be activated during the Monster Turn. Also, doing specific tasks grants the Relic cards (as instructed on the Scenario) and grounding the Dragon grants the Dragon Power card. Finally, remember to use the new Dragonstone cards created for Solo Mode.

During Part 2 the Solo Mode rules change. The victory and defeat conditions are **not** the usual Solo Mode ones. Rather, the victory and defeat conditions are the same as listed on each respective Dragon.

The game is played over a series of Rounds divided in:

- ◆ The Dragon Turn
- ◆ Guild Turn

Please note that there is no Monster Turn after the Guild Turn.

The Dragon Turn

You must draw a Dragon Turn card from the deck, execute what the card indicates, and then place the card in a discard pile.

Guild Turn

■ ACTIVATING A HERO

When you choose to activate a Hero, you now get to activate **ONE Hero**. The Hero activation per se remains unchanged.

■ RESTING YOUR GUILD

Rest is unchanged. Instead of activating a Hero, you may Rest your entire Guild.

Again, note that after the Guild Turn, there is no Monster Turn.

GENERAL NOTES

- ◆ When there are no more Monster Activation cards left in the deck, simply shuffle the discarded Monster Activation cards to create a new facedown deck;
- ◆ **Monsters must always be activated to the best of their ability, utilizing re-rolls, crits, abilities, portals, doors, and effects to their best capacity. They must move to the best of their capacity too (which may include using Portals)!**
- ◆ Disregard the 'First Bonus' on the PvE Quests. You still get the Coin reward for completing it;
- ◆ Remove Monster Activation cards when that Monster type is completely removed from the game (including the Spawn Tile);
- ◆ If the Monster to be activated has no figures on the board (i.e. they're all in the Spawn Tile), nothing happens for this Monster Activation card;
- ◆ Potions work normally, affecting only the Hero who uses them;
- ◆ Titles are not used in Solo Mode. Quests still need to be completed but the title is not awarded nor used in subsequent Scenarios;

REMOVED COMPONENTS

We suggest removing the following components for Solo Mode, as their original design fits better in the normal game:

- ◆ **Removed Heroes:** Haldor, Hellen, Izzy, Jack-Jack, King of Thieves, Mamba, Papa Ruk, Queen of Beggars, Tyrek, Wisp.

Although still usable, the following Upgrades are sub-par in **Arcadia Quest Solo Mode** (use or discard them to your discretion):

ARCADIA QUEST CLASSIC

- ◆ **Level 2 Upgrades:** Hate and Crack of Dawn
- ◆ **Level 3 Upgrades:** Da Bomb
- ◆ **Level 4 Upgrades:** Frostbite and Hate II
- ◆ **Level 5 Upgrades:** Bomb Appétit
- ◆ **Rewards:** Bomb (Alchemist's District)



BEYOND THE GRAVE

- ◆ **Level 2 Upgrades:** Boneguard
- ◆ **Level 4 Upgrades:** Banish, Skull Mace, Necronomicon
- ◆ **Rewards:** Spinal Tap (Haunted Barracks)

INFERNO

- ◆ **Level 1 Upgrades:** Searing, Dammit Blast, Crusader Shot
- ◆ **Level 2 Upgrades:** Dammit Whip, Crusader Strike,
- ◆ **Level 3 Upgrades:** Ashen Mace, Searing II, Chasten, Thorny Bracer,
- ◆ **Level 4 Upgrades:** Mourning Star, Crusader Shot II, Crusader Strike II, Sophie's Chalice
- ◆ **Level 5 Upgrades:** Ball Breaker, Chasten II
- ◆ **Rewards:** The Finisher (Beyond the Gates of Hell), Piercing Judgement (Barge of the Dead)

PETS

- ◆ **Removed Pets:** Bumble, Moonpie, Cookie, Neville, Gadget, Scrag
- ◆ **Level 5 Upgrades:** Leash
- ◆ **Rewards:** The Finisher (Beyond the Gates of Hell), Piercing Judgement (Barge of the Dead)

RIDERS

- ◆ **Removed Mounts:** Luda, Phantom
- ◆ **Level 2 Upgrades:** Sunbeam
- ◆ **Level 3 Upgrades:** Mount Whisperer
- ◆ **Level 4 Upgrades:** Sunbeam II
- ◆ **Level 5 Upgrades:** Mount Whisperer II
- ◆ **Rewards:** Stirr-it-Up (Arcadia Moutor Speedway / Furball)



SOLO UPGRADE PHASE

Scenario won: Reveal 8 Upgrade cards + 3 cards for every 5 coins won during the Scenario. You may then purchase up to 3 cards, spending your coins normally (and may save 1 coin, as in the normal game). Then, proceed to the next Scenario.

Scenario lost: Reveal 6 Upgrade cards (the Monsters have taken the lion's share of the goodies!). You may then purchase up to 3 cards, spending your coins normally (and may save 1 coin, as in the normal game). Then, proceed to the next Scenario.

Apply Death Curses to each Hero normally before proceeding to the next Scenario.



AVAILABLE HEROES

Aeric, Angel Eyes, Annabelle, Annika, Anvil, Benjamin, Bjor of Oros, Black Newt, Bob, Bowie, Brenna, Britney, Cassius, Chaz, Chooloo, **Colette**, Crash, Darryn, Diana, Diva, Dris, Elysia, Farfalla, Frowny Faceless, Gabriel, **Gaston**, Greenwood, Greensleeves, Grom, Hassan, Hilda, Hitch, Hobsbawm, Hoshi, Jaimie, Johan, Johnny, Julie, Justicar, Kanga, King David III, Kisha, Koba, Kragor, Kuruk, Leah, Leeroy, Lilith, Lord Fang, Lord Tyron, Lucas, Lydia, Magu, Mark, Master Pim, Maya, McHammer, Mercury, Mittens, Monkey King, Monkey Queen, Montoya, Morgan, Natasha, Nibbles, Nina, Oak, Phyx, Pigsy, Pluck, Prince Aaron, Princess Pearl, Raven, Rivet, Rosh, Sarya, Scarlet, Serious Faceless, Seth, Sir Bryce, Smiley Faceless, Sonja, Spike, Sting, Surprised Faceless, Sybbyl, Tao, The Fallen Angel, The Heartless, The Nameless, The Wanderer, Thornwood, Tiaret, Tigris, Tomrick, Trandir, Tyndall, Valma, Viktor, Viola, Wanda, Yona, Yun, Zahra, Zazu.



AVAILABLE PETS

Ace, Barnaby, Biru, Bones, Cerby, Dawn, Jamón, Joey, Newton, Nixon, Miau, Owlbunny, Padfeet, Puff, Rawr, Tickles, Tallon, Sheldon, Wilhelm.

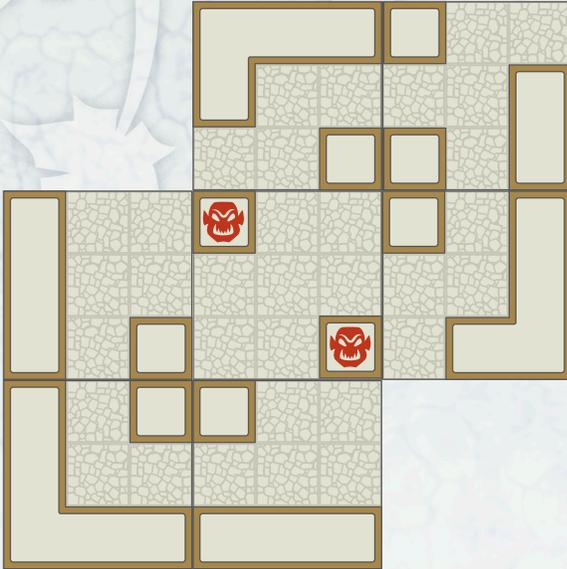
AVAILABLE MOUNTS

Baron, Bawkbawk, Beka, Hornsteady, Samson, Stonebeak, Tianlong, Toshi.

SCENARIO CHANGES • ARCADIA QUEST

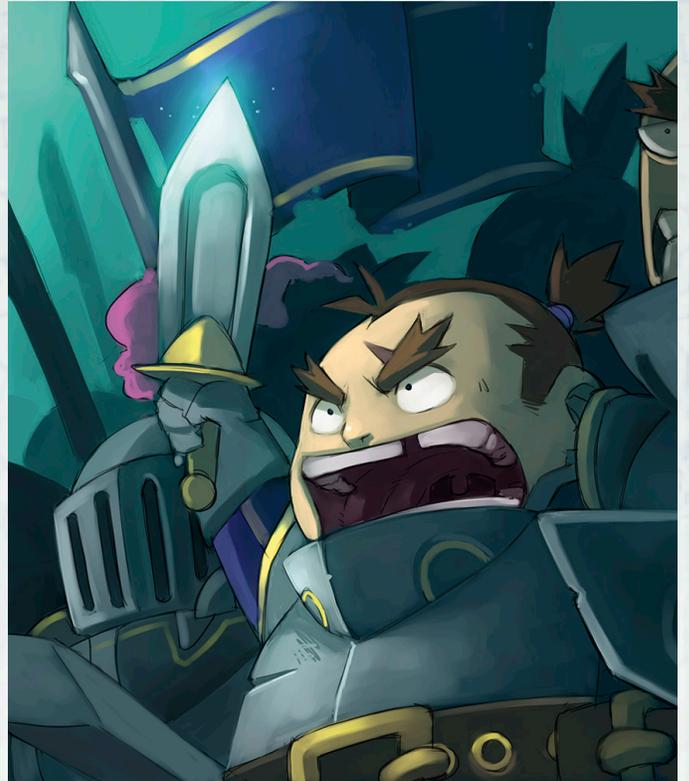
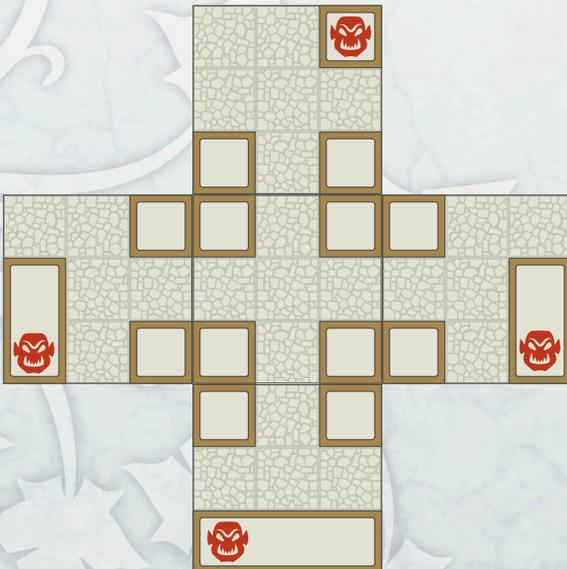
◆ District of Hammers

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



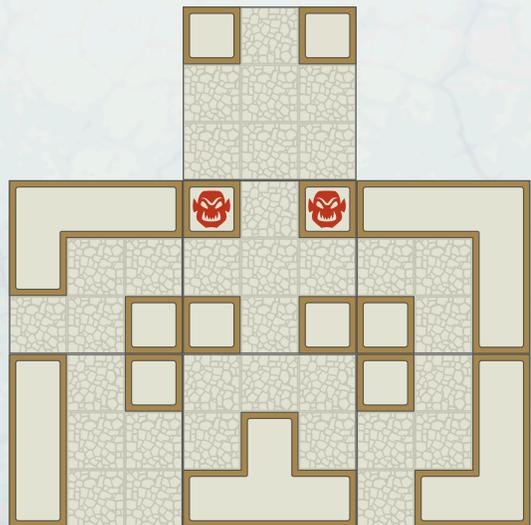
◆ Brightsun Arena

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. The PvE Quest 'King of the Arena' can only be completed by ending 1 turn in each Quest token. Add only 3 Minotaur cards to the Monster Activation Deck. We recommend not playing this Scenario as your first. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



◆ The Moon Gate

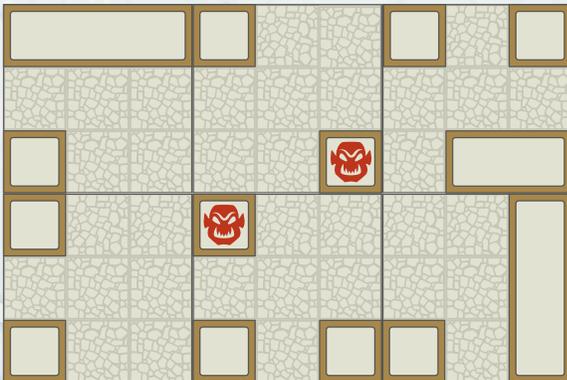
Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer Beastman cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.





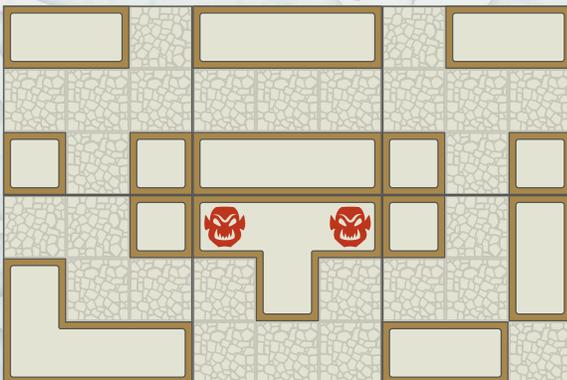
◆ **The Rookery**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



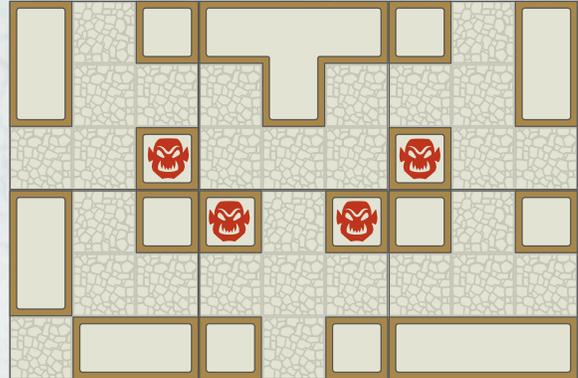
◆ **The Manor**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Add only 3 Troll cards to the Monster Activation Deck. We recommend not playing this Scenario as your first. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



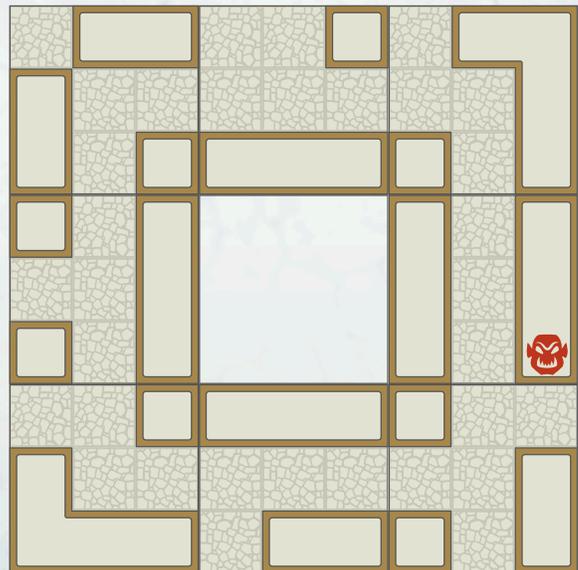
◆ **The Orc's Hive**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer and Spear Beastman cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



◆ **Alchemist's District**

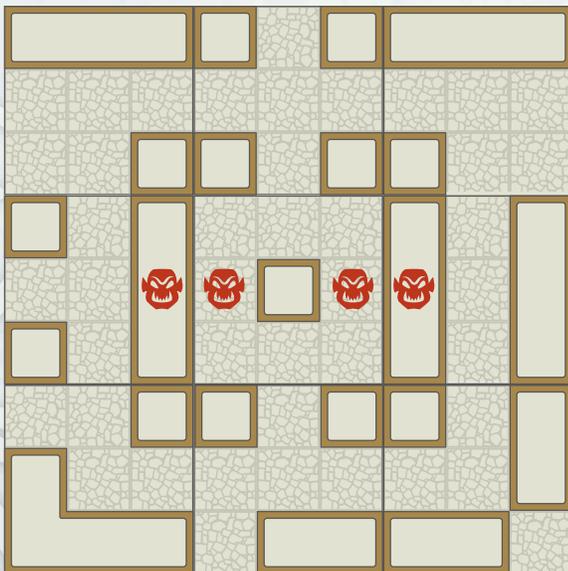
Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Removed 3 Guard icons. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.





◆ **Red Dawn Square**

The Quest "Kill Lord Fang" requires you to roll 2 dice to spawn Lord Fang's Shadow and only place Fang's miniature if the rolled Spawn token is available. In Solo Mode, if the rolled Spawn token is NOT available, roll the 2 dice again until an available Spawn token is rolled. Only add Lord Fang's cards to the Monster Activation deck once his miniature is placed on the board. Do not add the Sister of Pleasure and Sister of Pain cards to the Monster Activation deck. Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



◆ **The University Plaza**

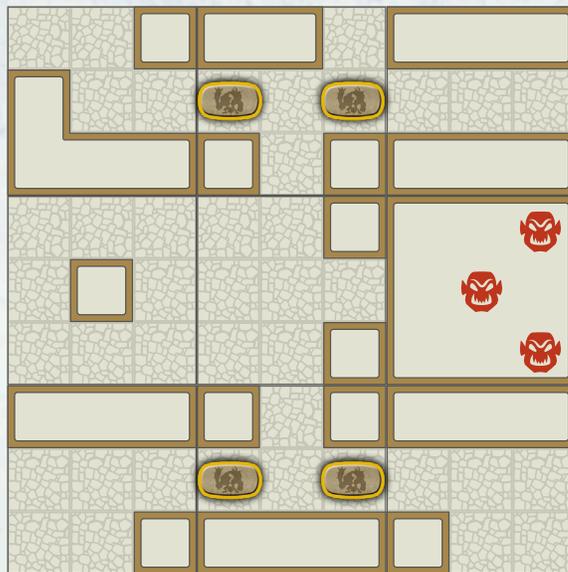
This Scenario has 3 PvE Quests: "Find the Tomes", "Kill the Troll", and "Kill the Minotaur". To win this scenario, complete 2 of the 3 PvE Quests. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.

◆ **Evershadow District**

Do not add the Sister of Pleasure cards to the Monster Activation deck during Setup nor when their miniatures are placed on the board. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.

◆ **Temple of Dawning Twilight**

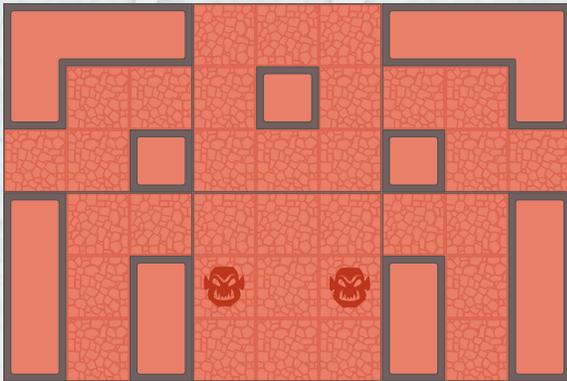
Add Spawn tokens to the indicated areas of the map. Monsters still won't respawn after they are killed. The Spawn tokens are only used during the Monster turn to determine which Monsters will be activated. Lastly, do not add the Lord Fang, Troll, Minotaur, Sister of Pleasure or Sister of Pain's cards to the Monster Activation deck (they do not get activated in Monster Turns). Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



SCENARIO CHANGES • INFERNO

◆ Beyond the Gates of Hell

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Cerberus cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



◆ Barge of the Dead

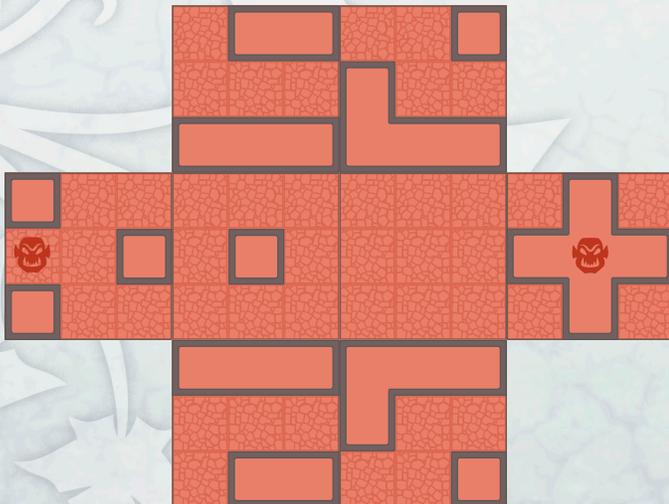
Do not add the Demon Pitcher cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.

◆ Lost in the Dark

If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.

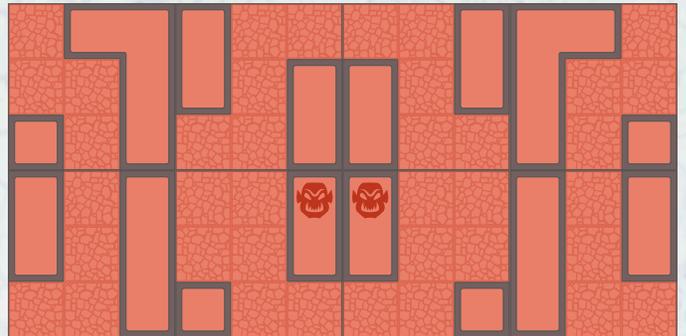
◆ The Prisoner

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add Belly'al cards to the Monster Activation Deck. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



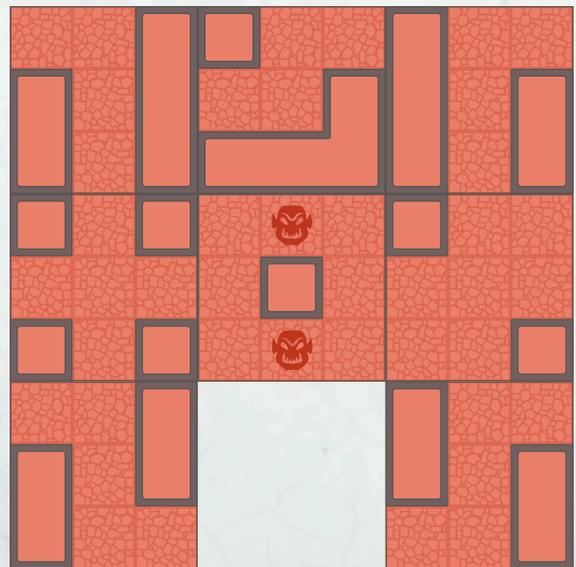
◆ The Parade

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add The Judge cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



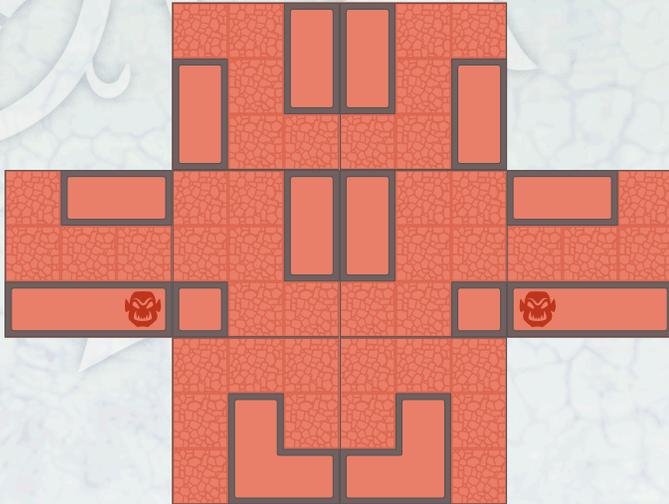
◆ The Tainted Fountain

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



◆ The Damned Pony

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add The Judge cards to the Monster Activation Deck. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



◆ Hell's Kitchen

Do not add Belly'al cards to the Monster Activation Deck. Do not add The Judge cards to the Monster Activation Deck. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



◆ Ministry of Infernal Affairs

Do not add The Underlord cards to the Monster Activation Deck. If you played the West Second Circle, the A1 and A2 symbols on the map mark where the angels Leah and The Wanderer must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If you played the East Second Circle, the A1 and A2 symbols on the map mark where the angels Angel Eyes and Benjamin must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



◆ Well of Tormented Souls

This Scenario has 3 PvE Quests: "Retrieve a Soul", "Kill Belly'al" and "Kill The Judge". To win this scenario, complete 2 of the 3 PvE Quests. If you played the West Second Circle, the A1 and A2 symbols on the map mark where the angels Leah and The Wanderer must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If you played the East Second Circle, the A1 and A2 symbols on the map mark where the angels Angel Eyes and Benjamin must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.

◆ The Fallen Temple

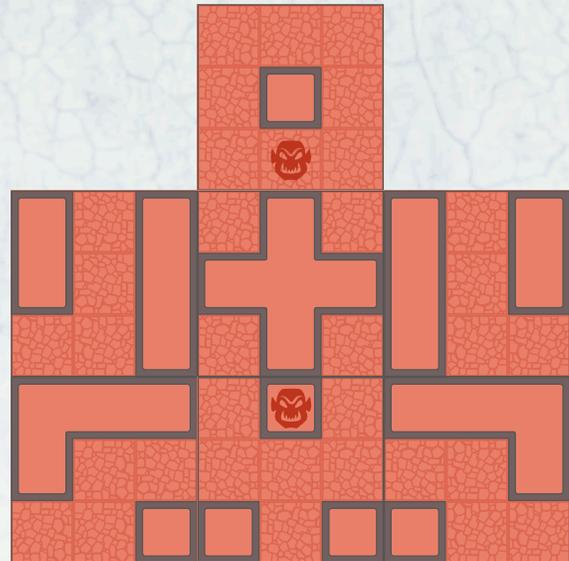
This Scenario has 3 PvE Quests: "Recover the Amulet", "Kill The Judge" and "Kill The Underlord". To win this scenario, complete 2 of the 3 PvE Quests. If you played the West Second Circle, the A1 and A2 symbols on the map mark where the angels Leah and The Wanderer must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If you played the East Second Circle, the A1 and A2 symbols on the map mark where the angels Angel Eyes and Benjamin must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



SCENARIO CHANGES • WHOLE LOTTA LAVA •

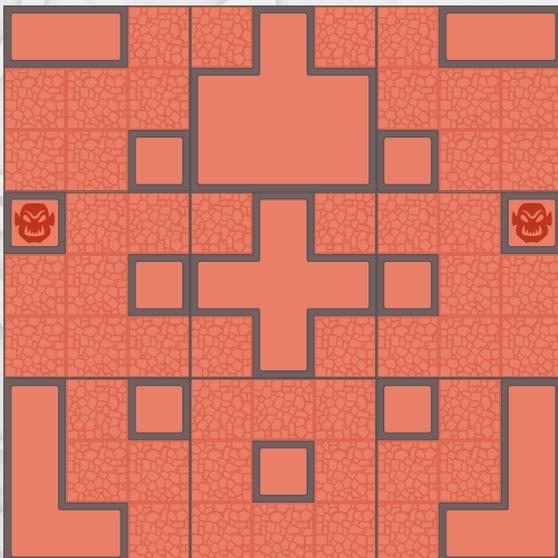
◆ How Deep is Your Lava?

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



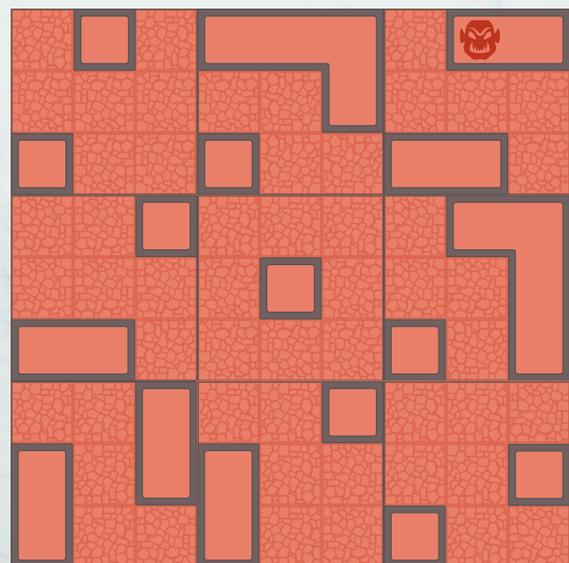
◆ Hit Rock Bottom

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If you played the West Second Circle, the A1 and A2 symbols on the map mark where the angels Leah and The Wanderer must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If you played the East Second Circle, the A1 and A2 symbols on the map mark where the angels Angel Eyes and Benjamin must be placed. Place their Monster cards of the appropriate level with the other Monster cards. Place their remaining Monster cards on the Monster Activation deck. If you did not play the "Ministry of Infernal Affairs" scenario, for this scenario the Justicar is a Monster. Place his corresponding Monster card with the other Monster cards. Place his remaining Monster cards on the Monster Activation deck. Do not add The Underlord cards to the Monster Activation Deck. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



◆ In the Name of Lava

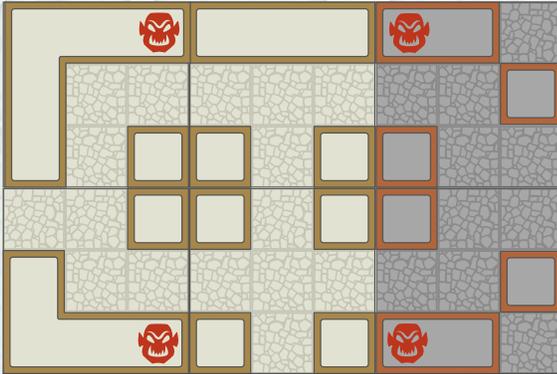
Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



SCENARIO CHANGES • BEYOND THE GRAVE

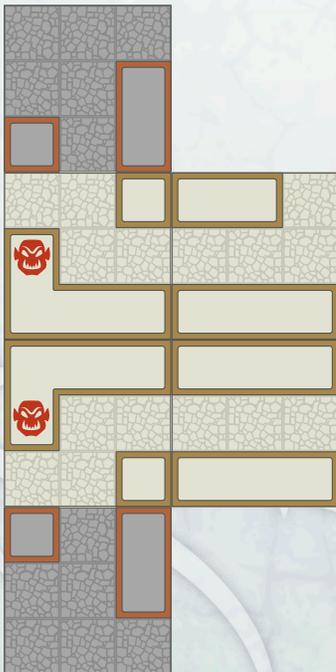
◆ Haunted Barracks

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



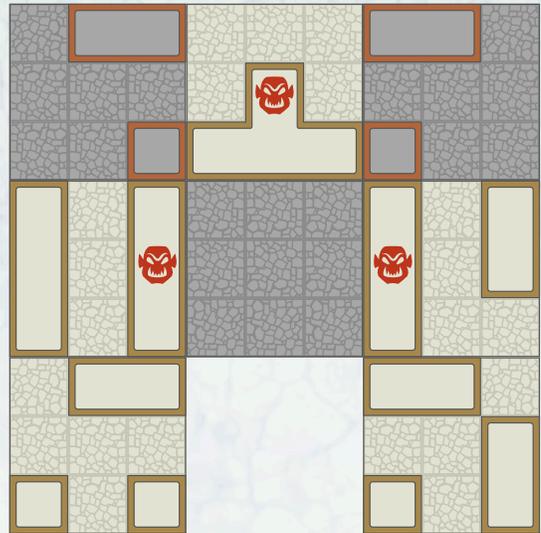
◆ Slaughter House

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Ghost cards to the Monster Activation Deck during setup. Only add the Ghost cards to the Monster Activation Deck if they Spawn back to the board after being killed. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



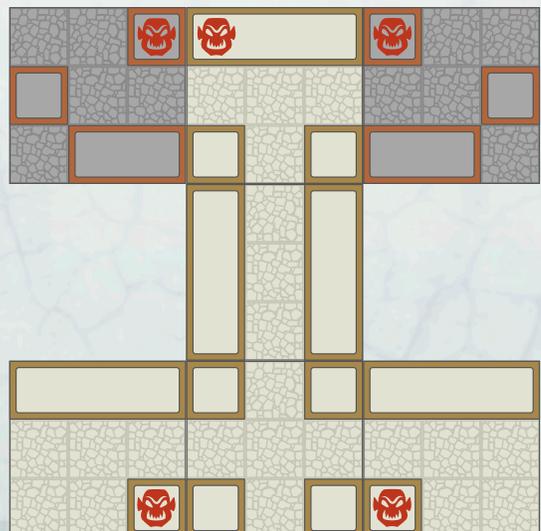
◆ Crypts

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Slasher Zombie cards to the Monster Activation Deck during setup. Only add the Slasher Zombie cards to the Monster Activation Deck if they Spawn back to the board after being killed. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



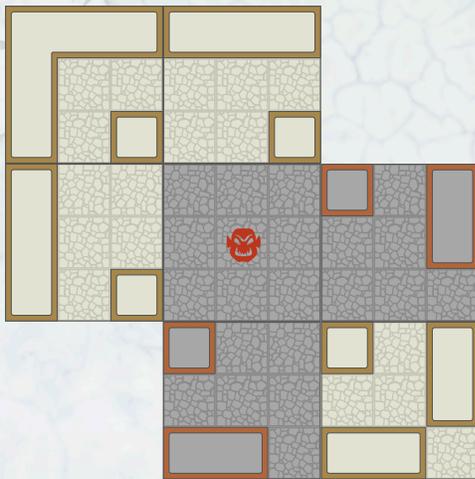
◆ Bridge of The Damned

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Ghost cards to the Monster Activation Deck during setup. Only add the Ghost cards to the Monster Activation Deck if they Spawn back to the board after being killed. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



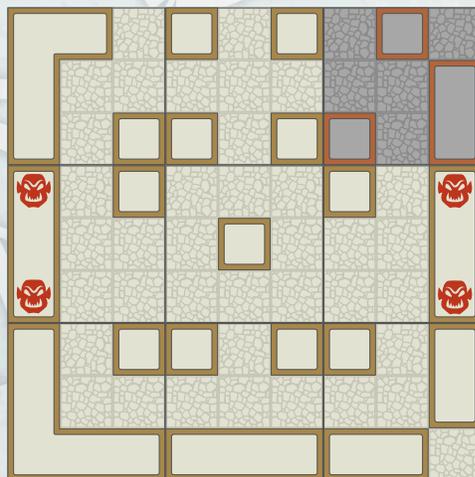
◆ **The Graveyard**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Necromancer cards to the Monster Activation Deck during setup. Only add the Necromancer cards to the Monster Activation Deck if they Spawn back to the board after being killed. Do not add the Ghost cards to the Monster Activation Deck during setup. Only add the cards if one or more Ghosts are Spawned during the game. Do not add Dr. Spider cards to the Monster Activation Deck (not even after his miniature is placed on the board during the game). If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



◆ **Black Shrine**

This Scenario has 3 PvE Quests: "Rescue the Militia", "Kill Frank" and "Kill Ivan". To win this scenario, complete 2 of the 3 PvE Quests. Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Ghost cards to the Monster Activation Deck during setup. Only add the Ghost cards to the Monster Activation Deck if they Spawn back to the board after being killed. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.

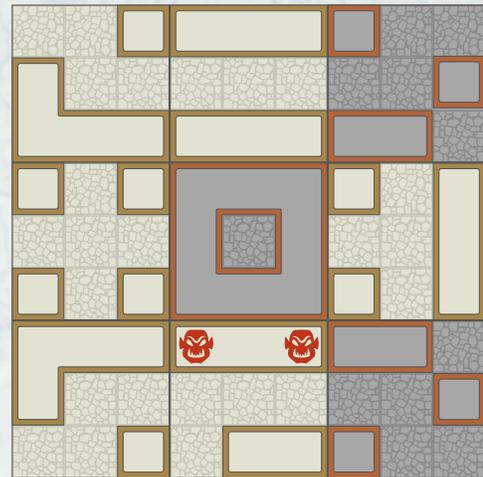


◆ **Mill of Souls**

Do not add the Skelebone cards to the Monster Activation Deck. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.

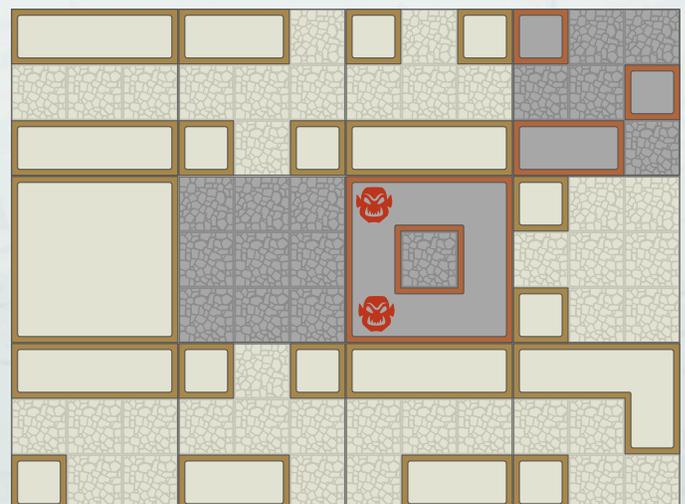
◆ **Secret Laboratory**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



◆ **The Unholy Mausoleum**

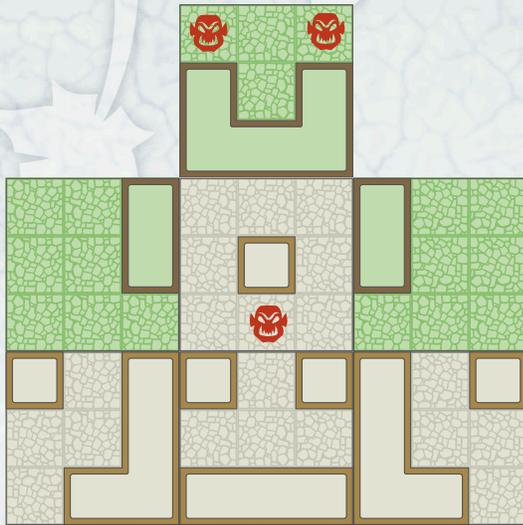
Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Dread King cards to the Monster Activation Deck. Do not add the Ghost cards to the Monster Activation Deck during setup. Only add the Ghost cards to the Monster Activation Deck if they Spawn back to the board after being killed. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



SCENARIO CHANGES • PETS

◆ Enter the Magical Gardens

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hedgehornet cards to the Monster Activation Deck. Add 1 Wild Pet card to the Monster Activation Deck

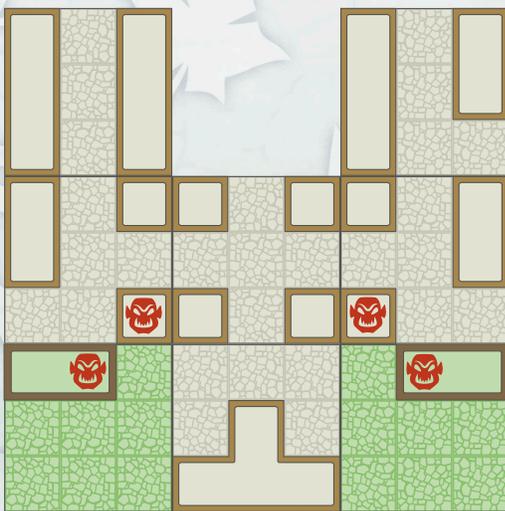


◆ Tracking the Bunny

Add 2 Wild Pet cards to the Monster Activation Deck.

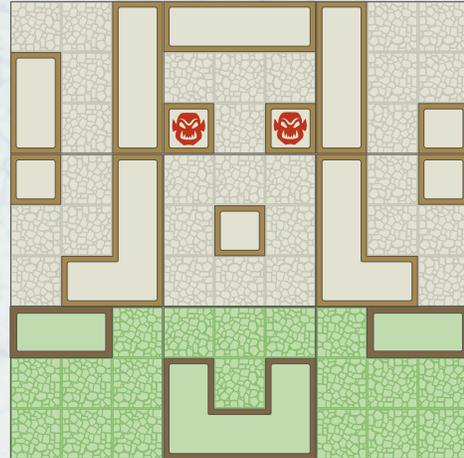
◆ Follow the Dark Road

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer Beastman (if playing with Arcadia Quest core box) or the Cerberus (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. Add 2 Wild Pet cards to the Monster Activation Deck.



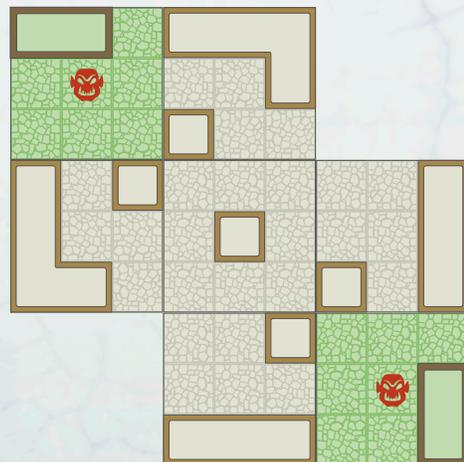
◆ The Hut in the Woods

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Add 3 Wild Pet cards to the Monster Activation Deck.



◆ The Caged Pets

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Spear Beastman (if playing with Arcadia Quest core box) or the Demon Pitcher (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. Add 3 Wild Pet cards to the Monster Activation Deck.

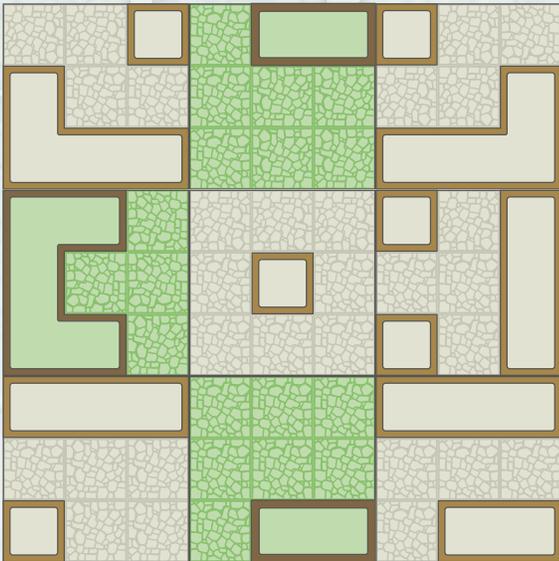


◆ **Revenge of the Witch**

For Solo Mode, do not use the following rule from this scenario on the Campaign Book:

Every time a Hedgehornet, Korilla or the Owlbunny is killed, the player that killed it may move an Enemy Guild's Pet up to 3 Spaces and deal 1 Wound to all Enemy Heroes in the Space where it ends its movement.

Add 3 Wild Pet cards to the Monster Activation Deck.

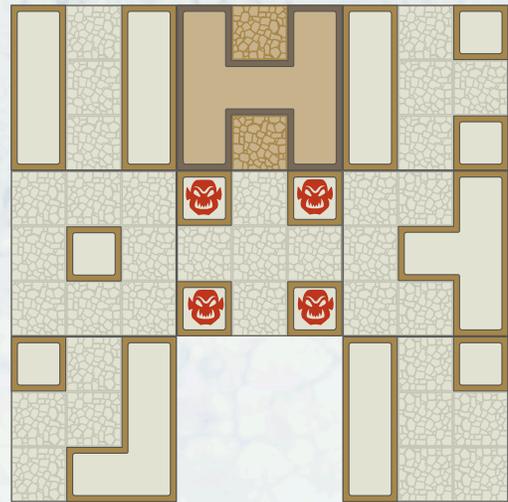


SCENARIO CHANGES

• RIDERS •

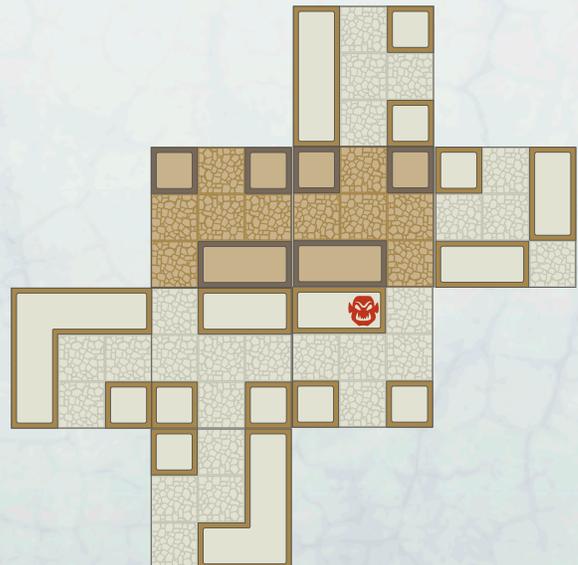
◆ **Dawn of the Jacklols**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Goblin Archer (if playing with Arcadia Quest core box) or the Harpy (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



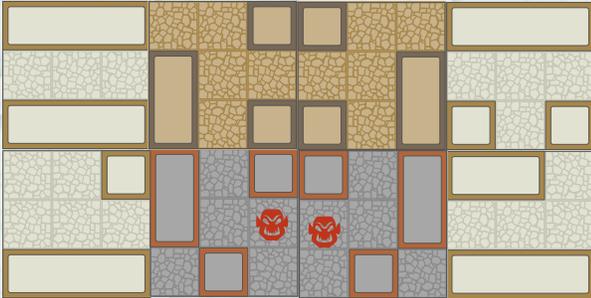
◆ **Down, Boy!**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



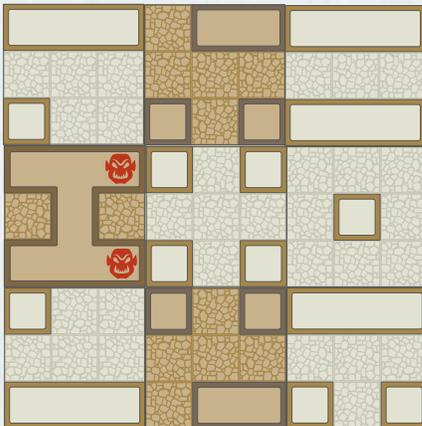
◆ **Run and Bones**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Jacklol cards to the Monster Activation Deck. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



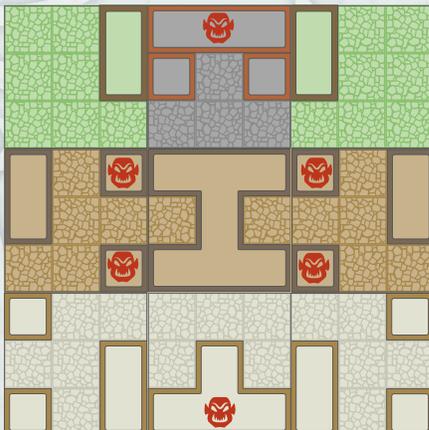
◆ **Hunting Season is Closed!**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



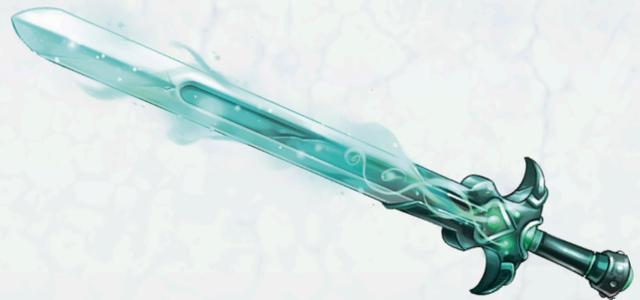
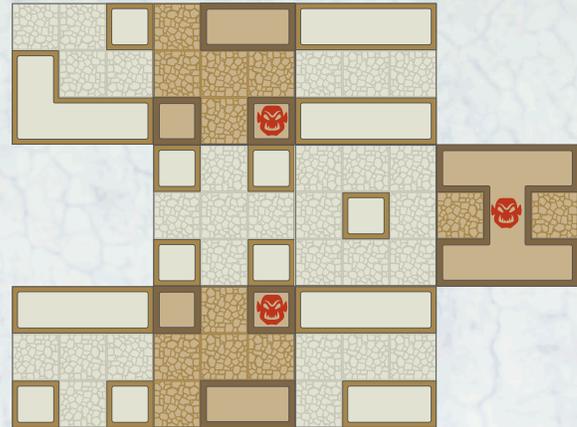
◆ **Small Game**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



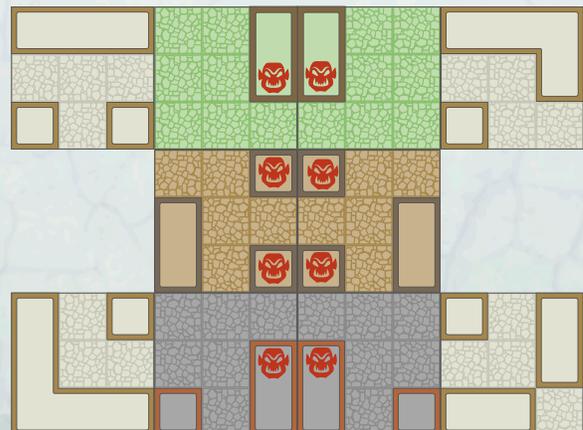
◆ **Arcadia Mountor Speedway**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer Beastman (if playing with Arcadia Quest core box) or the Cerberus (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



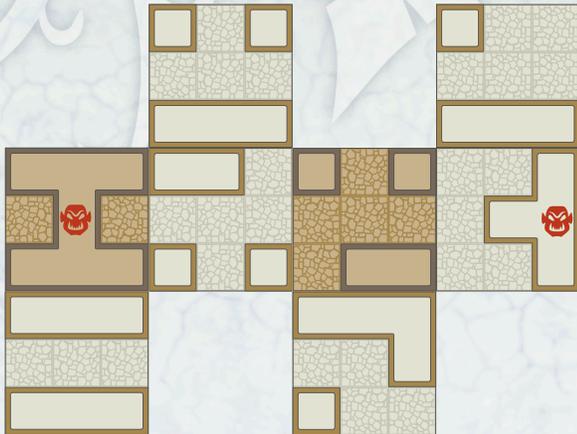
◆ **Furball**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Axe Flinger Zombie, Ghost and Hedgehornet cards to the Monster Activation Deck. If playing with **Pets**: Add 2 Wild Pet cards to the Monster Activation Deck.



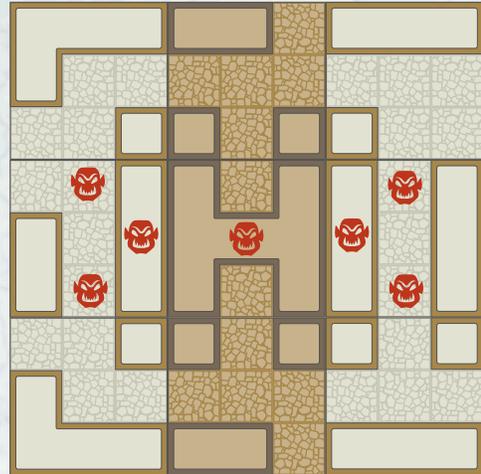
◆ **The Game Is Afoot!**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Troll (if playing with Arcadia Quest core box) or the Bellya'al (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



◆ **Who Hunts The Hunter?**

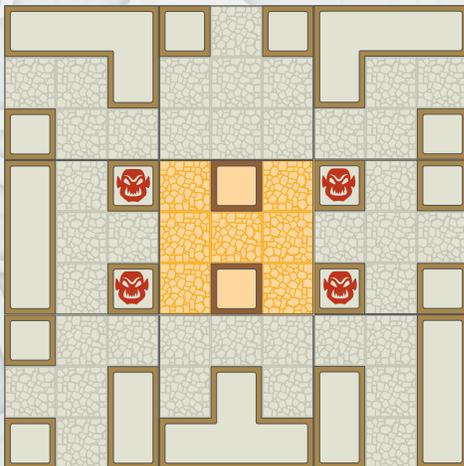
Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Orc Marauder (if playing with Arcadia Quest core box) or the Demoness (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 3 Wild Pet cards to the Monster Activation Deck.



SCENARIO CHANGES • DRAGONS

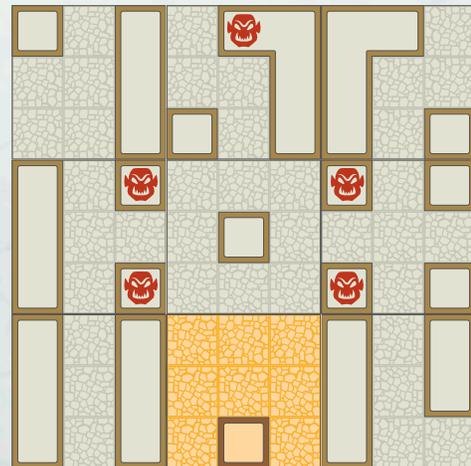
◆ **Frost Dragon Part 1**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer Beastman (if playing with Arcadia Quest core box) or the Cerberus (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



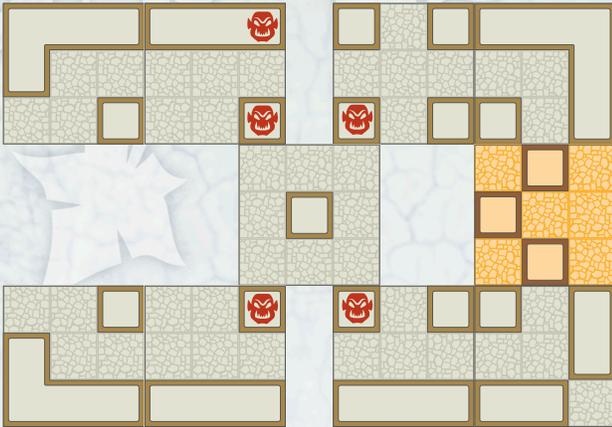
◆ **Fire Dragon Part 1**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer Beastman (if playing with Arcadia Quest core box) or the Cerberus (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



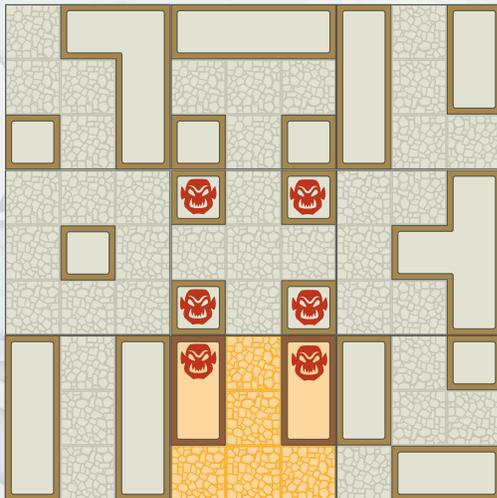
◆ **Chaos Dragon Part 1**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer Beastman (if playing with Arcadia Quest core box) or the Cerberus (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



◆ **Poison Dragon Part 1**

Add Guild Tokens to the Guard Monsters  on the indicated areas of the map. Do not add the Hammer Beastman (if playing with Arcadia Quest core box) or the Cerberus (if playing with Arcadia Quest: Inferno box) cards to the Monster Activation Deck. If playing with **Pets**: Add 1 Wild Pet card to the Monster Activation Deck.



Q. Can I complete the same PvE Quest two times to get both Rewards Cards associated with it?

A. No. Players can only complete each Quest once per Scenario.

Q. The Spawn tile is almost full and during my turn I kill a number of enemies. After filling the Spawn tile, what should I do with the remaining figures?

A. If there are no more available slots in the Spawn Tile, any exceeding Monsters killed during the turn are immediately returned to the box.

Q. When my attack targets more than 1 Monster, which one attacks my Hero on the Payback reaction?

A. If a Hero's attack targets more than one Monster at once, only one of the targeted Monsters is activated: the Monster with the highest tier among the targeted Monsters. If more than one Monster is eligible, the player chooses one.

Q. Do Guard Monsters respawn? If so, are they still considered Guards?

A. Once killed, these Monsters are no longer considered Guards: they are placed in the Spawn tile normally and the Guard token is discarded.

Q: If I kill all figures of a Monster type from the board, should I remove their cards from the Monster activation deck? What if the last figure is a Guard, should I remove it?

A. Don't remove the cards. Monsters may respawn later in the game and be activated once again. Same goes for Guards, once killed they are no longer considered Guards and may be respawned and activated later.

Special thanks to Pedro Ivo Costa and Fabul Henrique for playtesting the Solo Mode and to Adam Krier for proofreading it. A big thank you for the Arcadia Quest community for helping us with your input and support! Remember to close your door at night; for monsters may be lurking outside.

