

NO SUCH THING AS TOO LATE

SETUP WITH CLASSIC ARCADIA QUEST

King David sat in his study before the roaring fire late that night. Reports of vampires among the demons proved to be fake news, thank goodness. The Chamberlain had said so.

"In fact, where is Chamberlain?" he wondered, reaching for the bell. The Chamberlain appeared moments later, looking tired and pale. "Sire?"

"Ah! Chamberlain, let us partake of this lovely white wine—" the king broke off, seeing the Chamberlain's pallor. "Chamberlain, is everything quite alright?"

"Yes, sire. Ah... would there be any red wine?"

"Red wine?"

"Yes, sire. A nice deep red."

"Nice deep red!"

"Yes, sire. Rich and full and with a lovely iron aftertaste!"

Keeping a wary eye on the Chamberlain, the king set down his wine glass and knocked over the other much louder bell. "Oh, silly me! GUARDS!"

The Chamberlain's eyes glowed a deep red as he lunged at the king. King David scrambled back as the Captain and five men arrived to haul the Chamberlain away!

"Sire, we must waste no time," said the Captain. "The Chamberlain is bitten, but not turned, and many Guildmasters are in the same boat!"

"Boat?—Oh! Yes, I see what you mean. No, no time to waste! Send word to the Heroes and Guilds. We must find cures for the bitten before they un-die trying!"

HOW TO USE THIS SCENARIO

"No Such Thing as Too Late" is designed as a Scenario 3, the follow-up to "A Portal Trouble" and "Safe Houses and Rotten Eggs". Collectively, these 3 scenarios are the first half of a new online-only campaign, 'Bedtime Again'! After playing "Safe Houses and Rotten Eggs", players perform the Upgrade Phase then move to play this scenario. Alternatively, you can choose to play it using Episodic Mode.



This scenario can be played using either the original Arcadia Quest or Inferno as the basis, and it has two different maps: one for use with each core box.

QUESTS

PVE

- "Save Your Guild's Noble or Just Kill It" - Save your Guild's Noble or just kill it after they were transformed into a Vampire.
- "Find the Vial of Sunlight" - find and collect the Quest token.

PVP

- All "Kill X Guild Hero" for the Guilds that are in play.

SPECIAL SETUP

- Separate any one Quest token and shuffle it face down with 9 other Exploration tokens. Distribute them, face down, in the Spaces indicated on the map.

SPECIAL RULES

- After each player takes a turn, by either activating a Hero or doing a Rest action, that player **MUST** place one of their Guild tokens on the indicated space of the map (marked in green). This indicates the Noble being transformed into a Vampire.
- Players only place one Guild token per turn and only on their respective space.
- If a player has one of their Heroes on their respective area before 5 Guild tokens are placed on that same space, that Player saves that Guild's Noble, removes the Guild tokens, and accomplishes the "Save Your Guild's Noble or Just Kill It" Quest.
- If a fifth Guild token is added to a space, the player was not quick enough and the Noble has transformed into a Vampire. Remove 4 of the Guild tokens and place one of the Vampire minis (the player chooses which Vampire the noble was transformed into). One Guild token remains to indicate that that Vampire can only be killed by that Guild. Take that Vampire's respective Monster card (and level) and place it near the board.
- If a Hero kills the Vampire with its respective Guild token, they immediately complete the Quest "Save Your Guild's Noble or Just Kill It". Only a Hero of the same Guild token as the one on the Vampire may attack it.
- If a Hero finds the Quest token (representing the Vial of Sunlight) they immediately completes the Quest "Find the Vial of Sunlight". The token is still considered in play, so other players may still complete the Quest by killing the Hero carrying the token.

At the end of the Scenario, read this out loud:

King David sat at Chamberlain's bedside. The old man was asleep, still exhausted, but his color had returned. The Heroes had come through for most, and Chamberlain in particular. Yet the news was not good.

"It was Clawdia and Batricia," he told the sleeping man. "Lord Fang's daughters, up to evil new tricks. Ah, but where have they gone? Slipped off into the dawn—er, night. The dawn would fry them."

The King patted his friend's hand and left. The time had come for action.



<table border="1"> <tr><td>9A</td><td>4A</td><td>8B</td></tr> <tr><td>6B</td><td>1A</td><td>3A</td></tr> <tr><td>2A</td><td>7B</td><td>5B</td></tr> </table>	9A	4A	8B	6B	1A	3A	2A	7B	5B	 Closed door x4	 Spawn token x5	 Spear Beastman x2	 Orc Marauder x4	 Goblin Archer x6	 Troll x1
	9A	4A	8B												
	6B	1A	3A												
2A	7B	5B													
 Open door x4	 Portal x4	 Hammer Beastman x2	 Wild Pet x2 (if playing with Pets)	 Guard monster x1 (if playing Solo Mode)											
 Exploration token x10	 Portal x4														

NO SUCH THING AS TOO LATE

SETUP WITH ARCADIA QUEST: INFERNO

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This scenario can be played using either the original Arcadia Quest or Inferno as the basis, and it has two different maps: one for use with each core box.

QUESTS

PVE

- "Save Your Guild's Angel or Just Kill It" - Save your Guild's Angel or just kill it after they were transformed into a Vampire.
- "Find the Vial of Sunlight" - find and collect the Quest token.

PVP

- All "Kill X Guild Hero" for the Guilds that are in play.

SPECIAL SETUP

- Separate any one Quest token and shuffle it face down with 9 other Exploration tokens. Distribute them, face down, in the Spaces indicated on the map.

SPECIAL RULES

- After each player takes a turn, by either activating a Hero or doing a Rest action, that player **MUST** place one of their Guild tokens on the indicated space of the map (marked in green). This indicates the Angel being transformed into a Vampire.
- Players only place one Guild token per turn and only on their respective space.
- If a player has one of their Heroes on their respective area before 5 Guild tokens are placed on that same space, that Player saves that Guild's Angel, removes the Guild tokens, and accomplishes the "Save Your Guild's Angel or Just Kill It" Quest.
- If a fifth Guild token is added to a space, the player was not quick enough and the Angel has transformed into a Vampire. Remove 4 of the Guild tokens and place one the Angel minis (the player chooses which Vampiric Angel the Angel was transformed into). One Guild token remains to indicate that that Angel can only be killed by that Guild. Take that Angel's respective Monster card (and level) and place it near the board.
- If a Hero kills the Angel with its respective Guild token, they immediately complete the Quest "Save Your Guild's Angel or Just Kill It". Only a Hero of the same Guild token as the one on the Angel may attack it.
- If a Hero finds the Quest token (representing the Vial of Sunlight) they immediately completes the Quest "Find the Vial of Sunlight". The token is still considered in play, so other players may still complete the Quest by killing the Hero carrying the token.

At the end of the Scenario, read this out loud:

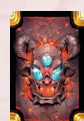
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14A	20B	21B
16A	19A	17B
18A	15A	13A



Brimstone
card x11



Spawn
token x4



Portal x4



Closed
door x8



Portal x4



Demoness x4



Exploration
token x10



Harpy x6



Demon
Pitcher x2



Wild Pet x1
(if playing
with Pets)



Cerberus x2



Bellya'al
x1



Guard monster
x1 (if playing
Solo Mode)