



SETUP WITH CLASSIC ARCADIA QUEST

And with the portal network stabilized and everyone in Arcadia breathing easier and able to go about their portal hopping once more, the King settled in to read a bedtime fable to his children. And all was right with the world.

... Until!

The Chamberlain burst into the children's room, "Sire! Sire!"

King David groaned, "Oh what now? The heroes fixed the portals!"

"They did, sire, but it's the monsters!"

"The monsters!"

"Yes, sire, the monsters! In the streets!"

"In the streets!"

"Yes, sire! They're everywhere! People are trapped and can't get home!"

"Trapped and can't get—! Er, wait, where did these monsters come from? Not the portals!"

"No, sire, while the Guilds were dealing with the portals it seems the monsters snuck into the city."

The King paused. "And no one noticed enough monsters to menace the population just wandering into the city?"

"We don't know, sire, but it seems they hid in the underground parts of the city until nightfall."

"Oh. Well, that makes sense, actually. And popping up just at the right moment to interrupt Bedtime too! The fiends!"

"The vile fiends!" the Chamberlain said, nodding emphatically.

The King thought a moment. "Very well. Send word to the Guilds to escort the citizens safely home."

"It shall be done, sire!"

HOW TO USE THIS SCENARIO

"Last One in is a Rotten Egg" is designed as a Scenario 2, the followup to 'A Portal Trouble'. Collectively, these 2 scenarios are the beginning of a new online-only campaign, 'Bedtime Again!'. After playing 'A Portal Trouble', 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 base, and it has two different maps: one for use with each core box.

QUESTS

PVE

- "Take Citizens to a Safe House" - Escort any 2 Exploration tokens to an indicated area on the map (which represent the safe houses). The players may use a Guild token to keep track of the Quest.

- "Kill Hammer Beastman" (From the Arcadia Quest Core Box - Kill a Hammer Beastman).

PVP

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

SPECIAL SETUP

- Return the 2 Traps from among the Exploration tokens to the box; they are not used in this Scenario. Shuffle the remaining Exploration tokens and place them facedown on the indicated Spaces of the map on the next page.

SPECIAL RULES

- If a Hero kills a Hammer Beastman, the player immediately completes the "Kill Hammer Beastman" Quest. The killed Hammer Beastman is not placed in the Spawn tile, but it is returned to the game box, so a maximum of 2 players will be able to complete the Quest.

- In this scenario, all Exploration tokens represent the citizens that the Heroes must protect. Whenever an active Hero is standing in the same Space as an Exploration token, and there are no Enemies in that Space, the Hero **MAY** collect the token but **MUST NOT REVEAL OR CHECK IT**. The Token is placed, facedown, on the Hero's card.

- When a Hero carrying any number of Exploration tokens enters one of the indicated areas of the map (which represent safe houses in the district) the player places, or advances, that player's respective Guild token on the "Take Citizens to a Safe House" Quest card. For each Exploration token taken to a safe house the player advances 1 on the track. Then, the player reveals the token (a reward that the citizen grants). The revealed Exploration token becomes available for that Hero to use. The player also receives 1 additional coin for each revealed token.

- The player may use more than one Hero to accomplish the "Take Citizens to a Safe House" Quest (each Hero escorting 1 citizen, for example). The player may also escort more than 2 Exploration tokens (and gain the respective rewards).

- As in the base rules, a killed Hero drops all of their Exploration tokens on the Space they occupied. If they were killed by an enemy Hero, the attacking Hero can automatically get one of their Exploration tokens.

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

And thus did the Guilds vanquish the monsters and escort everyone safely home, just in time for bed. And yet, the citizens spoke of the things they saw during the chaos and madness. Vampires! The likes of which had not been seen since the villainous Lord Fang! And worse, the vampires were working with demons! Evil demons with horns and pointy tails and everything! While peace had returned to Arcadia, King David feared many more bedtimes would be interrupted in the coming nights...



6A	9A	5B					
			Exploration token x12	Spawn token x4	Orc Marauder x6	Goblin Archer x6	Wild Pet x4 (if playing with Pets)
3A		7A					
			Open door x4	Closed door x8	Spear Beastman x2	Hammer Beastman x2	Guard monster x2 (if playing Solo Mode)
2A	4B	8A					
			Portal x4	Portal x2			

Arcadia Quest • Last One in is a Rotten Egg!



SETUP WITH ARCADIA QUEST: INFERNO

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QUESTS

PVE

- "Take Citizens to a Safe House" - Escort any 2 Exploration tokens to an indicated area on the map (which represent the safe houses). The players may use a Guild token to keep track of the Quest.
- "Kill Cerberus" (From the Arcadia Quest Inferno - Kill Cerberus).

PVP

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

SPECIAL SETUP

- Return the 2 Traps from among the Exploration tokens to the box; they are not used in this Scenario. Shuffle the remaining Exploration tokens and place them facedown on the indicated Spaces of the map on the next page.

SPECIAL RULES

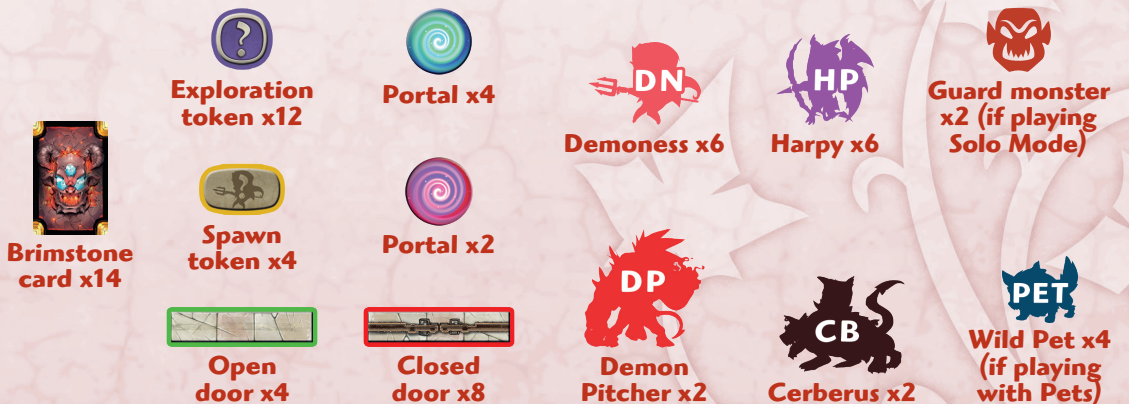
- If a Hero kills a Cerberus, the player immediately completes the "Kill Cerberus" Quest. The killed Cerberus is not placed in the Spawn tile, but it is returned to the game box, so a maximum of 2 players will be able to complete the Quest.
- In this scenario, all Exploration tokens represent the citizens that the Heroes must protect. Whenever an active Hero is standing in the same Space as an Exploration token, and there are no Enemies in that Space, the Hero **MAY** collect the token but **MUST NOT REVEAL OR CHECK IT**. The Token is placed, facedown, on the Hero's card.
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18A	17A	21B
13A		16B
14A	19B	15B



Inferno • Last One in is a Rotten Egg!