

# ARCADIA Quest

RIDERS





## RIDERS ON THE STORM



In the days of yore—*(Your what?)* Quiet, you! Ahem, as I was saying, in the days of yore, the great city of Arcadia was founded upon a fertile plain, rich in flora and fauna. Waving grasslands, verdant forests—*(Wait, is it a plain or a forest?)* Silence! *(Because a forest is technically a plain with a bunch of trees growing on it. That's why we call them 'forests'.)* Please do go away. Where was I... ? Ah yes, verdant forests, and these have fed and nurtured Arcadia and its people since time out of mind.

The Wild Plains, as they became known—*(Forests too.)* ... The **Wilds**, as they became known *(Better!)*, were home to many wonderful and magical creatures, some of whom grew to especially large size. But the many depredations wrought against Arcadia and its surroundings in recent times has left their mark on the land. In particular, Lord Fang's vile necromancy has wrought a life-draining drought, and the Underlord's theft of the city itself opened fissures and chasms to the netherworld whose vile emissions have upset the Wilds' ecology tremendously. *(Yeah, those guys were jerks.)* Indeed.

The lands have become arid. Savage. *(Should we call them the Savages now?)* ... And while they still support some life, they're no longer haven to nearly so many strange and wondrous beasts. *(Huge beasts!)* Quite. As such, many of these very large creatures have found their way into Arcadia City proper and made quite a mess of the new city gates! For while the Wilds are not what they once were. Arcadia's restoration has unwittingly created a new habitat for these creatures, with lush parks and commons, bubbling fountains, and beautiful preserves. *(What, no forests?)* I'm just ignoring you now. *(Lol!)*

While the beasts seem neither intentionally destructive nor malicious, the citizens of Arcadia were at a bit of a loss, until one clever woman suggested perhaps taming the creatures. Indeed, this proved a brilliant stroke, for their new companions happily served as beasts of burden, boon companions, and stalwart mounts for the great Guilds and their many warriors. And all was right with the world! *(Not for long!)* Look, I am the narrator here, please allow me to work. *(Okay, okay, sorry!)*





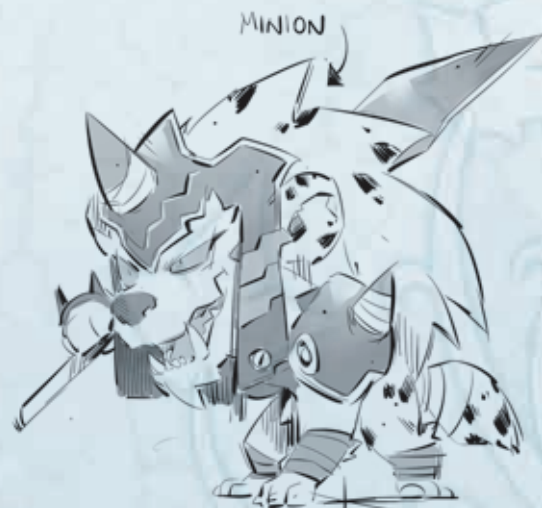
As I said, things were fine until a legend from days of yore—(<deep breath>—don't say it! A legend from days of yore emerged from the Wilds in pursuit of the very beasts seeking refuge. The ancient orcs and elves had many names for this demi-god, this ancient terror, but most knew him as Malkhor. (Gasp!) Quite right. Malkhor, the Eternal Hunter. Malkhor, the Hidden Terror. Malkhor, the Master of the Wild. Arcadia had become his new hunting ground.

Who can say why Malkhor came? Some believe the Hunter Lord blamed Arcadia for the destruction of his Wilds. (Not fair!) Some say he'd grown weary of hunting mere beasts alone. (Ominous!) Yet most believe Malkhor enjoyed the new 'jungle' that was Arcadia itself. (It's true, they do have fun and games.) ... You just couldn't resist, could you? (Of course not! Lol!)

'Lol' indeed, for Malkhor's very arrival was heralded by insane laughter from his packs of hunting hounds. Jacklols they were called, and for many a night, Arcadia's streets and parks, avenues and commons echoed with their evil chuckles.

Thus, the call has gone out, the hue has been raised: Arcadia needs its heroes once more! The crown calls upon the great Guilds to rid the city of Malkhor and his foul pack and to drive them back to the Wilds where they belong!

(It won't stop there, you know.) Beg pardon? (Well, you know the Guilds. Sure, they may save us all, but there's a competition at hand.) That is true. (There's honor to be had.) Indeed! (A mountain of gold to be claimed.) Quite so! (And glory and eternal praise for the victor.) Well said! (Thus, the race is on, not just to save Arcadia but for the victor's laurel as well!) Yes! An exciting time to be alive! ... Wait, I give the wrap-ups around here. (Well, yours was kind of lame.) ... (It just peters off.) ... (I wonder if there are any openings at the Narrator's Guild.) Sigh.





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1 Campaign Book



1 Campaign Sheet Pad



4 Mount Dashboards

## CREDITS

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# GAME COMPONENTS

3 Double-Sided Game Tiles



2 Hero Cards



6 Mount Cards



15 Quest Cards



8 Monster Cards



44 Upgrade Cards

15 Figures



2 Heroes



1 Malkhor



6 Jacklols



6 Mounts



# INTRODUCTION

Arcadia Quest: Riders is a campaign expansion for both Arcadia Quest and Arcadia Quest: Inferno. It includes not only a new linear campaign with 9 brand new scenarios for you to explore, but also new heroes, monsters, upgrades, tiles, and a brand new game mechanic: Mounts!

Mounts bring a new dynamic to the campaign. All Guilds start the campaign with a Sturdy Mount leading the way into battle. It allows its Rider to charge into the fray, fearlessly scattering their enemies as they use their Mount's powerful special abilities.

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



## BEASTS OF BURDEN

Arcadia has really taken to their charming new friends, these massive Mounts from the Wilds! But the creepy cackling and loathesome laughter of the Jacklol herald a danger unlike any the good folks of Arcadia have faced: Malkhor, the Eternal Hunter. It's time for the Guilds to roll up their sleeves, polish their weapons, and prepare for battle. But their huge new friends are preparing as well! (They don't have sleeves to roll up, but it's the thought that counts...) So the Heroes of Arcadia must now ride out and confront this new enemy and make use of the powerful abilities of their Mounts!

## ANATOMY OF A MOUNT



At first glance, Mounts look similar to Heroes (just, ya know, a whole lot bigger). The Mount cards all display the following characteristics:

- A. Life** – How many Wounds are necessary to kill this Mount.
- B. Name** – The Mount's name.
- C. Ability** – Each Mount has a Natural Ability. To use it, you must activate the Hero riding the Mount. Then, during the Activation, you must "exhaust" the Mount card like any Attack card by placing 1 Guild token on the Mount's card. An exhausted Natural Ability cannot be used again until the token is removed (normally by Resting).





## STARTING MOUNTS

During setup, all players extend their Guild dashboard by adding 1 of the Mount dashboards next to it. The Mount dashboard is able to hold 1 Mount card and 1 Mount Item card. Only Upgrade cards exclusive to Mounts can be placed on a Mount dashboard! (As heroic as your new beast-friend may be...)

At the beginning of the campaign, after choosing their Heroes, all players also pick 1 Mount, either by choosing or randomly, from the 6 Mount cards available. Just remember: each Guild can only ever have 1 Mount to carry them to glory. Each player then places their Mount card on the appropriate slot of their Mount dashboards and takes the matching Mount miniature (maybe not so miniature?).

The Mount cards that were not picked are discarded. (It's okay, they've got rich home lives of their own, so they'll be fine hanging around until you decide to change Mounts - see 'Your Mount and you' on page 10.

## PLAYING WITH MOUNTS

While we certainly appreciate the strength and size of our fancy new Mounts, it is crucial to remember that Mounts are not Heroes. They are loyal beasts of burden that each player can make use of in alliance with the Heroes of their Guild.

At the start of each scenario, each player chooses 1 Hero and places them, with their Guild base, on top of the Mount. Then, place the Mount and Hero on a Space in that player's Starting Area. As Mounts are Huge, that Guild's 2 other Heroes need to be placed in a different Space of the Starting Area.

A Hero on top of a Mount is considered its Rider. For most intents and purposes, a Rider and their Mount work as a single Character, as long as they're one on top of the other (preferably Hero on top of the Mount, not the other way around!). Mounts are never activated or perform actions on their own, unless their ability specifically says so.





## RIDING IN STYLE

When a Rider moves (or is moved), their Mount always goes along with them. The riding Hero is subject to the normal Movement rules, with 3 available Movement points to Move a Space, use a Portal, open or close a door, or Reveal Tombstone/Brimstone/Dragonstone cards. They collect Exploration tokens and trigger Monsters' Guard Reactions normally. However, a Rider with their Mount is subject to the following exceptions:

- ◆ Since the Mount is Huge, they occupy a whole Space. Their Space is always considered Full for other Heroes of their Guild and Blocked for their Enemies.
- ◆ Since the Rider is not the one doing the walking, they cannot use any ability they may possess that affects their own Movement (such as extra Movement Points, or ignoring Guard Reaction triggered by a Move). Such abilities coming from outside sources, however, can affect the Rider and their Mount.
- ◆ If they collect a Trap token, the Mount takes the Wound (so be careful!).
- ◆ They Shove other Characters in their way (see below).

## SHOVE

Now, the thing about Mounts is that they're big. One might even say HUGE. As such, Mounts Shove others when moving. A Mount never has its Movement blocked by other Characters, whether Ally or Enemy. Whenever they enter a Space, all Characters in it are placed in any other Close Spaces. The player controlling the Mount decides where each Shoved Character goes. They can even be placed in the Space that the Mount just vacated. Heroes being displaced by a Shove do not trigger Guard Reaction in Close Monsters. If an Active Mount Shoves another Huge Character, such as another Mount, the Shoved Mount cannot move into a Space where it would have to Shove Characters (a Shove cannot trigger another Shove).

While Shoving a Monster does not trigger that Monster's Guard Reaction, Moving into the Monster's Space to Shove it definitely does!

**Example:** Gaston is riding Bawkbawk and decides to Move up into a Space occupied by both Maya, who is not a part of Gaston's Guild, and a Jacklol, Shoving them out of their way.



1 - Since Bawkbawk is leaving a Space Close to 2 Jacklols, these Monsters perform their Guard Reaction attacks first.

2 - After surviving the attacks, Bawkbawk Moves into the Space, Shoving its occupants.



3 - Maya and the Jacklol are each placed in an available Close Space chosen by Bawkbawk's player.



## MOUNTED COMBAT

While Mounts don't generally attack on their own, they can make a Rider a resourceful and resilient adversary.

Riders can perform attacks normally while atop their Mounts. They benefit from any extra Rerolls their Mount's Upgrade card might have.

If a special ability allows a Mount to perform an attack, it benefits from any extra Rerolls their Rider might have (as well as any of its own Rerolls).

Enemies cannot choose whether to attack the Rider **or** their Mount. Any attacks target both together. The same goes for any effect that would target the Rider. The Rider benefits from any extra Rerolls or extra Defense their Mount's Upgrade card might have. The Mount and its Rider have their own separate Life stats: the Mount does **not** add its Life to that of the Hero. After an attack has been resolved, the targeted player decides how to distribute the Wounds suffered between the Rider and the Mount. The player cannot assign more Wounds than they have Life left to either the Mount or the Rider.

If a Rider is killed, their Mount immediately runs away to safety. Remove its miniature from the board and place it *near* its Mount card (but not on it). Another Hero of that Guild will be able to call upon it on their turn (see Mounting & Dismounting on the right).

If a Mount is killed, remove its miniature from the board and place it on top of its Mount card. The Rider figure is placed in the Space where the Mount was.

When a player Rests their Guild, they resurrect their dead Mount. Place its figure back on the board, removing all Wound tokens from it. The Mount can resurrect under a Hero already on the board, Shoving any other Character present in that Space. If the Character cannot be Shoved, the Mount cannot resurrect there! Or, a Mount can resurrect under a Hero that was also dead, both being placed in any Space in the Starting Area or Close to a Hero already on the board. Again, if there are any other Characters on that Space, Shove them. If they cannot be Shoved, the Mount cannot resurrect there!



## MOUNTING & DISMOUNTING

If they wish, a Rider may dismount from their Mount during their activation. To do so, the Rider must spend 1 Movement Point during a Movement action. Remove the Mount's figure from the board and place it near its card (but not on it). Then, place the Hero on the same space that the Mount just vacated. The Mount has ran away to safety, waiting to be called again.

**A Mount can only be on the board if it has a Hero on its back!**



**Example:** (1) Gaston and Bawkbawk spend 1 Movement Point to Move a Space. (2) They then spend a second Movement Point and Move again. With their third Movement Point, (3) Gaston dismounts from Bawkbawk, moving Bawkbawk's figure off of the board. Gaston remains in the Space where he dismounted.

With a simple whistle, Heroes can call their Guild's Mount back to them. If you wish to ride a Mount again after dismounting it, whether on the same activation or on any future activation, and either with the same Hero or with another, the active Hero must spend 1 Movement Point during a Movement action. Then, place the Mount on the same Space as the active Hero and place the Hero (with its base) on the Mount. If another Character is in the same Space as the active Hero, Shove that other Character to any available Close Space. If you cannot



Shove the Character, you cannot mount in that Space. Keep in mind that a killed Mount cannot be called upon like that. The Guild will need to Rest in order to resurrect it first.

**Example:** *Colette is in the same Space as a Jacklol when she decides to mount Bawkbawk (since her Ally Gaston previously dismounted). She performs a Movement action, mounting Bawkbawk with her first Movement point. Bawkbawk flutters into action!*



*The Jacklol is Shoved out of the Space, and the blue guild player decides to place it in the Space below. Since there was no Move, this doesn't trigger a Guard Reaction.*



*If Colette decides to use her remaining Movement Points to Move, then the Jacklol will perform a Guard Reaction. If she rides out through the Portal, though, no Guard Reaction will be triggered.*

## YOUR MOUNT AND YOU

Due to the increase in demand, Arcadia's bookstores can't keep up their supply of the runaway bestseller, *Caring For Your New Giant Creature*. Alas. Here, however, are some important pieces of info from the book jacket:



Each Mount has a specific Natural Ability. To use it, you must activate the Hero that is on the Mount. During the Activation, if you want to use the Mount's Natural Ability, you must exhaust it like any Attack card by placing a Guild token on top of the Mount's card. When used, each Mount's Natural Ability is only in effect during this Action, or this Activation, as described in its text. An exhausted Natural Ability cannot be used again until the token is removed by Resting, using a Refreshing Potion, etc.

If a Rider wants to use a Healing Potion token, they must decide whether to drink the Potion themselves or give it to their Mount. Once used, discard the token as normal but only remove the Wound tokens from either the Hero or the Mount (but never both).

Likewise, if a Rider wants to use a Refreshing Potion, they must decide whether to drink the Potion themselves or give it to their Mount. Once used, discard the token as normal but only remove the Guild tokens from either the Hero or the Mount (but never both).

Between Scenarios, during the Upgrade Phase, a player may spend 3 Coins to discard their Mount and take a new one from those available in the game box. Remember that each Guild can only ever have 1 Mount at a time.

Each Mount can be equipped with a single Mount Upgrade card. These cards can be either one of the cards acquired during an Upgrade phase or won as a Reward during a Scenario.



## EXPANDING THE UPGRADE DECKS

This expansion includes new Upgrade cards for all Upgrade Decks. These include both Upgrade cards for the Mounts and regular Upgrade cards for the Heroes. These new cards should be mixed with those from the core box to create an expanded Upgrade Deck.

When dealing out the Starting Equipment, all players receive the normal Starter cards, plus 1 copy of the new Mallet Starter card. However, each Guild is allowed to keep only 5 Starter cards.

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

## THE RIDERS CAMPAIGN

This book contains all 9 Scenarios of the Riders 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.

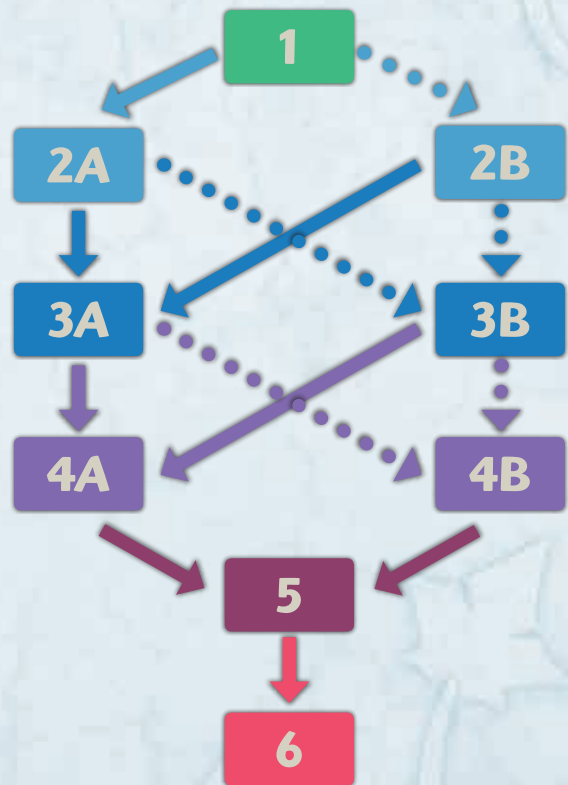
Since the Riders campaign can be played using either the original Arcadia Quest or Inferno as the basis, each Scenario has 2 different maps: one for use with each core box. The new tiles included in this expansion are double-sided, with the same layout on both sides. One side displays Arcadia Quest's regular healthy green-growing Plains, and the other shows Inferno's red, Brimstone-infected version of the Plains.



## STRUCTURE & EXPANSIONS

However, Riders also has a unique Scenario structure! All campaigns begin with (1) Dawn of the Jackols. But, from there, it can branch into 2 options, 2A or 2B. After playing your choice for Scenario 2, the campaign branches again into 3A or 3B. Finally, after playing your choice for Scenario 3, the campaign branches one last time into 4A or 4B, before moving towards the fifth and sixth Scenarios. The B Scenarios all provide you with the option to use previous expansions, in addition to your choice of core box with Arcadia Quest Riders!

- ◆ Scenario 2B combines *Riders* with the *Beyond the Grave* expansion.
- ◆ Scenario 3B combines *Riders* with the *Pets* expansion.
- ◆ Scenario 4B combines *Riders* with **both** the *Beyond the Grave* and *Pets* expansions.



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, 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. They're divided into 2 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 1 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, 1 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 Riders 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.

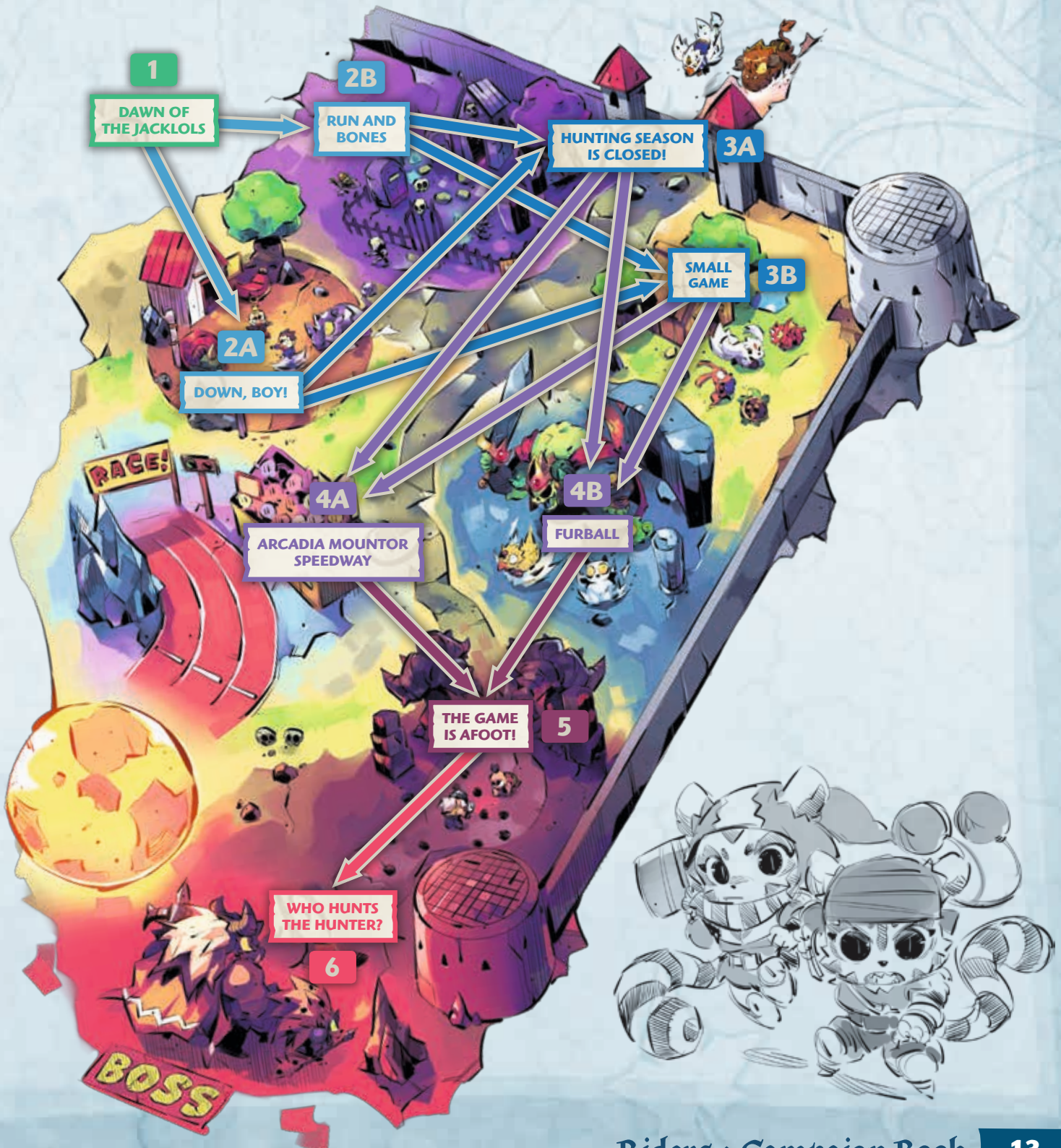




# CAMPAIGN MAP

The map below shows the Wild Plains of Arcadia and all 9 potential Scenarios that make up this campaign. The campaign starts with the "Dawn of the Jacklols!" Scenario and then

proceeds – following the indicated path – through all 6 Scenarios and ending in the Final Scenario, "Who Hunts the Hunter?"





# DAWN OF THE JACKLOLS

## Scenario 1

"What is that strange laughter echoing through the city?"

At dawn on what promised to be a bright, sunny day, the citizens of Arcadia awoke to braying, cackling laughter echoing through the city streets! What could make such a ruckus? And before breakfast, too! How rude!

It proved to be none other than the Jacklols, harbingers of the Master Hunter's dreadful approach! He's coming to Arcadia in pursuit of all the best game that have abandoned the Wilds. With the Jacklols on the loose, searching for the fleeing mounts, the Guilds must get their newfound companions to a place of safety. There's not a moment to lose!



### CONNECTS TO

- Down, Boy!
- Run and Bones

### TITLE

If a player kills Malkhor, he completes the "Kill Malkhor" Quest and becomes the "Huntsman". When playing the scenarios "Down, Boy!" or "Run and Bones", his Heroes will get a bonus +2 Rerolls when attacking a Wild Mount or a Hero riding a Mount, or when defending against an attack from a Hero riding a Mount.

### QUESTS

#### PVE

- "Kill Malkhor" - Grants Title
- "Clean Sweep" - Grants Reward Card

#### PVP

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

### REWARD CARD

- Comfy Saddle (x2)

### SPECIAL RULES

- If a Hero kills Malkhor, he immediately completes the Quest "Kill Malkhor" and receives the "Huntsman" Title. Malkhor is not placed on the Spawn tile but is instead returned to the game box, so only 1 player can complete the Quest and get the Title.

- Any Goblin Archer or Harpy that is still in its respective starting Space cannot be attacked or killed. Once a Goblin Archer or Harpy is in an Outdoor Space, it may be attacked and killed normally.

- Harpies cannot be activated by Brimstone cards.

- If a Hero riding a Mount shoves a Goblin Archer or Harpy to an Outdoor Space, he completes the Quest "Clean Sweep". Additionally, the first 2 players to complete the Quest each get 1 of the Reward cards. The Quest will still be available to other players, but they will not get the associated reward after completing it. Also, the same player cannot shove more than 1 Goblin or Harpy out of its starting Space.





2B	31A	3A
4A	1A	7B
6A		9A



Closed door x9



Open door x1



Portal x4



Portal x4



Exploration token x10



Spawn token x2



Orc Marauder x5



Goblin Archer x4



Wild Pet x2  
*(if playing with the Pets expansion)*

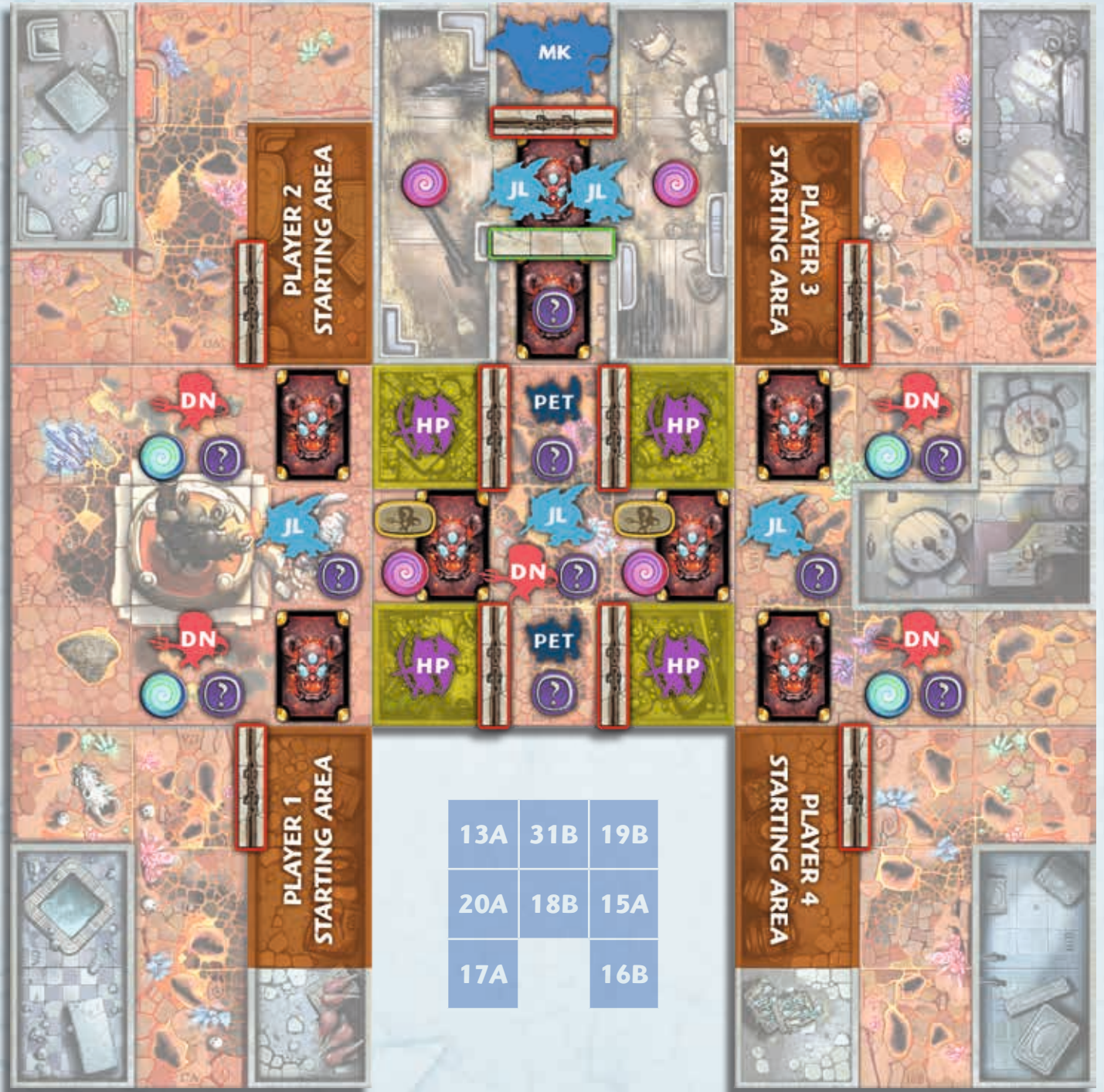


Jacklol x5

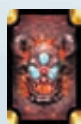
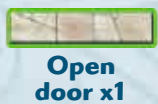


Malkhor x1





13A	31B	19B
20A	18B	15A
17A		16B







## DOWN, BOY!

### Scenario 2A

*"Easy there, critter! It's okay! Who's your friend? Who's your pal? There's a good critter."*

The packs of ravaging Jacklols have understandably riled even the tamest of the Arcadian mounts, and not all of them were very tame to begin with! In the parks and commons, the Jacklols have herded at least one of the hapless critters into a corner, and it's up to the Guilds to rescue the poor thing from a grisly fate.

Taming the creatures isn't a problem, given a bit of time and some of their favorite food. Taming them with a pack of ravaging Jacklols chortling and throwing spears is another matter! The Guilds must be particularly cunning this time!

#### CONNECTED FROM

Dawn of the Jacklols

#### CONNECTS TO

- Hunting Season Is Closed!
- Small Game

#### TITLE BONUS

The players who collect a Quest token complete the "Protect the Mounts' Food" Quest and earn the "Distributor" Title. When playing the scenarios "Hunting Season Is Closed!" or "Small Game", those players may resign any number of Wounds to any other Heroes of their Guild when one of their Mounts receives Wounds. They cannot, however, reassign a number of Wounds that would kill a Hero.

#### QUESTS

##### PVE

- "Protect the Mounts' Food" - Grants Title
- "Tame a Wild Mount" - Grants Reward card

##### PVP

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

#### REWARD CARD

- Hearty Pad (x2)

#### SPECIAL SETUP

- Place 2 of the unused Mounts in the indicated areas of the map. They represent the Wild Mounts that are running free around the city.

#### SPECIAL RULES

- If a player collects 1 of the Quest tokens, he immediately completes the Quest "Protect the Mounts' Food" and removes the token from the game. The same player cannot collect more than 1 Quest token, so all players can fulfill this Quest and get its associated Title.

- At the end of a player's turn, that player must move any Wild Mount that did not take any Wounds 3 Spaces along the path indicated by the green arrow on the map. If the Wild Mount has to Shove Characters, the active player chooses where they are Shoved.

- Each Wild Mount has 5 defense dice that are only used when a Hero tries to mount it. Any Hero that is Close to a Wild Mount, and not on another Mount, may spend 1 Movement Point to try to mount it. The player to the left of the active player rolls the 5 defense dice. If they score any saves, the Hero fails their attempt. If they succeed, they remove the Wild Mount from the board, complete the Tame a Wild Mount Quest, and receive the associated Reward card.

- A Hero may attack a Wild Mount. The Wild Mounts cannot be killed. The Mount does not roll defense dice. For each Wound, the Mount permanently loses 1 defense die used when a Hero tries to mount it. *(For example, a Hero rolled an attack that deals 2 Wounds. The Mount had 5 defense dice to roll, but now has only 3.)*

- The Wild Mounts cannot be activated by Brimstone cards.

#### TITLE ADVANTAGES

- If a player got the "Huntsman" title in the "Dawn of the Jacklols" scenario by killing "Malkhor", he now gets a bonus +2 Rerolls when attacking a Wild Mount or a Hero riding a Mount, or when defending against an attack from a Hero riding a Mount.





Quest token x4	Closed door x8	Portal x4	Exploration token x8	Orc Marauder x4	Spear Beastman x2	Wild Mount x2
Open door x2	Portal x2	Spawn token x2	Goblin Archer x4	Jacklol x6	Wild Pet x2 <i>(if playing with the Pets expansion)</i>	

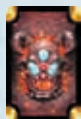




Open door x2



Closed door x8



Brimstone card x10



Portal x4



Portal x2



Quest token x4



Exploration token x8



Spawn token x2



Demon Pitcher x2



Demoness x4



Harpy x4



Wild Pet x2  
*(if playing with the Pets expansion)*



Jacklol x6



Wild Mount x2





# RUN AND BONES

## Scenario 2B

No one thought Malkhor's territory could get any more dangerous, but the various necromantic energies released into the world by Dread King's conquest of Arcadia has now seeped into the Wilds! While Malkhor doesn't really use magic, he's certainly quite capable of learning new tricks. The undead could be an even more tenacious and insatiable hunting pack than the Jacklols (if a bit short on conversation skills). The Eternal Hunter's initial experiments have been promising, and now he's using a conjunction of stars and moon to gather all the remaining necromantic energy in the Wilds for one grand ritual. He'll raise an undead army in a single night! Only the Guilds can stop him!

### COMPONENTS FROM

This scenario uses components from Arcadia Quest: Beyond the Grave

### CONNECTED FROM

- Dawn of the Jacklols

### CONNECTS TO

- Hunting Season Is Closed!  
- Small Game

### TITLE BONUS

The players who collect a Spawn token complete the "Breathless Run" Quest and earn the "Fortunate" Title. When playing the scenarios "Hunting Season Is Closed!" or "Small Game", their Heroes will roll a bonus +1 die when attacking and/or defending against Minor Minions.



### QUESTS

#### PVE

- "Breathless Run" - Grants Title
- "Find the Lucky Bone" - Grants Reward card

#### PVP

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

### REWARD CARD

- Hearty Pad (x2)

### SPECIAL SETUP

- Separate the Quest tokens corresponding to the Guilds that are in play, and shuffle them facedown with enough Exploration tokens so that there is a total of 8 tokens on the board. Distribute them face down in the Spaces indicated on the map.

- This scenario starts with some Monsters on the Spawn tile, as indicated on the setup map.

### SPECIAL RULES

- If a Hero collects his own Guild's Quest token, he immediately complete the Find the Lucky Bone Quest and remove the token from the game. Additionally, the first 2 players to complete the Quest each get 1 of the Reward cards. The Quest will still be active to other players, but they will not get the associated reward for completing it.

- If a Hero finds the Quest token belonging to another Guild, he cannot collect it. The token remains in the Space where it was found.

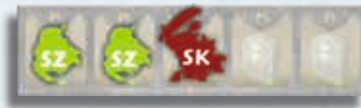
- When the active Hero is in a Space containing a Spawn token and has no enemies on the same Space, he removes that token from the game and completes the "Breathless Run" Quest. The same player cannot collect more than 1 Quest token, so all players can fulfill this Quest and get its associated Title.

- The Spawn tokens function normally but if, at any time, there are any 2 monsters on a Spawn token, the token is removed from the game. So, it is possible that the associated Quest might not be completed by any player.

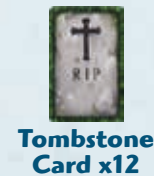
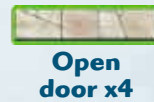
### TITLE ADVANTAGES

- If a player got the "Huntsman" title in the "Dawn of the Jacklols" scenario by killing "Malkhor", he now gets a bonus +2 Rerolls when attacking, or defending against an attack from, a Hero riding a Mount.





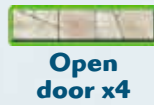
2B	30A	29A	3A
7A	12A	10B	9B







13A	30B	29B	19B
16B	12A	10B	17A







# HUNTING SEASON IS CLOSED!

## Scenario 3A

*"He's huge! And have you seen that crossbow? Wherever did he find such a thing?"*

Malkhor, the Eternal Hunter, has been seen pursuing his prey in the streets! He's already obtained many trophies, but it seems he won't be satisfied until he collects them all! It's up to the Guilds to tell this stranger to Arcadia that hunting season is officially closed. Yet, evicting the Hunter Lord's minions from the city limits will be no easy task. For one, they are his hunting hounds, the vile Jacklols, and for two, Malkhor is as dangerous as they come! His predatory instincts and unerring aim make his alien crossbow incredibly deadly!

### CONNECTED FROM

- Down, Boy!
- Run and Bones

### CONNECTS TO

- Arcadia Mountor Speedway
- Furball

### TITLE BONUS

The players who destroy a Quest token complete the "Destroy the Weapons" Quest and receive the "Benefactor" Title. When playing the "Arcadia Mountor Speedway" or "Furball" scenarios, they may exhaust their Mounts cards 1 additional time.



### QUESTS

#### PVE

- "Destroy the Weapons" - Grants Title
- "Expel the Jacklols" - Grants Reward card

#### PVP

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

### REWARD CARD

- Lucky Bridle (x2)

### SPECIAL RULES

- The Quest tokens cannot be collected. The Heroes may attack any of the 4 Quest tokens as if they were an Enemy. If the attack rolls any ⚔, the token is destroyed and the Hero completes the "Destroy the Weapons" Quest. Also, the same player cannot destroy more than 1 Quest token, so all players might be able to fulfill this Quest and get its associated Title.

- The Jacklols cannot be activated by a Brimstone card.

- When any Jacklols are on a Space that has 1 of its edges at the edge of the game board (indicated by the green arrows), a player may shove the Jacklols off of the game board. If he does so, he completes the Quest "Expel the Jacklols". Additionally, the first 2 players to complete the Quest each get 1 of the Reward cards. The Quest will still be available to other players, but they will not get the associated reward after completing it.

- A player may not use other abilities to move the Jacklols off of the board.

### TITLE ADVANTAGES

- If a player got the "Distributor" title in the "Down, Boy!" scenario by collecting a Quest token, whenever his Mount receives any Wounds, he may reassign any number of Wounds to any other Heroes of his Guild. He cannot, however, reassign a number of Wounds that would kill a Hero.

- If a player got the "Fortunate" title in the "Run and Bones" scenario by collecting a Spawn token, now his Heroes roll a bonus +1 die when attacking and/or defending against Minor Minions.





7A	29A	2B
31A	1A	4A
9A	30A	3A



Quest token x4



Portal x5



Portal x2



Goblin Archer x4



Spear Beastman x2



Hammer Beastman x2



Malkhor x1



Closed door x7



Exploration token x10



Spawn token x4



Wild Pet x3  
*(if playing with the Pets expansion)*



Orc Marauder x4



Jacklol x6

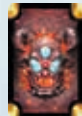




13A	29B	17A
31B	18B	20A
19B	30B	16B



Closed door x7



Brimstone card x10



Exploration token x10



Portal x5



Portal x2



Spawn token x4



Demoness x4



Wild Pet x3  
*(if playing with the Pets expansion)*



Demon Pitcher x2



Cerberus x2



Jacklol x6



Harpy x4



Malkhor x1



Quest token x4





## SMALL GAME

### Scenario 3B

Malkhor has hunted every form of creature in the world, from great thunderhawks in the mountains to vast leviathans beneath the waves. But what's this? What are those tiny little things that the Arcadians coddle and coo at? Why, they're... they're... adorable! And thus, they should be adorable to hunt!!

Fortunately, the Arcadians have quickly gotten wise to Malkhor's evil plan and can round up the pets for safe-keeping until the Eternal Hunter is dealt with. They'll have to move fast because, unlike the huge Mounts, the Pets have no real way of defending themselves from packs of ranging Jacklols, to say nothing of Malkhor himself!

#### COMPONENTS FROM

This scenario uses components from Arcadia Quest: Pets

#### CONNECTED FROM

- Down, Boy!
- Run and Bones

#### CONNECTS TO

- Arcadia Mountor Speedway
- Furball

#### TITLE BONUS

The first player to destroy 1 of the 4 Quest tokens completes the "Destroy the Rendezvous Point" Quest and is now the "Sentinel". That player will be in control of the Spawn tokens in the "Arcadia Mountor Speedway" and "Furball" scenarios. In those scenarios, when Monsters need to be spawned, instead of rolling the Spawn dice, the "Sentinel" chooses whether the Monster is removed from the game or if it is spawned back on any available Spawn token.



#### QUESTS

##### PVE

- "Destroy the Rendezvous Point" - Grants Title
- "Save the Pets" - Grants Reward card

##### PVP

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

#### REWARD CARD

- Lucky Bridle (x2)

#### SPECIAL SETUP

- Take 2 Guild tokens of each Guild and place them in the indicated areas of the map. Please note that 1 Guild token of each Guild will be placed on top of a door, while the other will be placed in a Space.

#### SPECIAL RULES

- The doors to the central building containing the Orc Marauders or Demonesses cannot be opened or closed normally by using a Movement Point. When a Hero riding a Mount is in the Space containing a Guild token, he opens the door with the respective Guild token. Riders are not restricted to only opening the door with their own Guild's token. Once one of the doors to the central building is open, it cannot be closed again. The tokens are just visual help to identify which Space opens which door, and they cannot be collected.

- When a Hero, with a friendly Pet in the same Space, ends his activation in a Space on the central building, he completes the "Save the Pets" Quest. Additionally, the first 2 players to complete the Quest each get 1 of the Reward cards. The Quest will still be available to other players, but they will not get the associated reward after completing it.

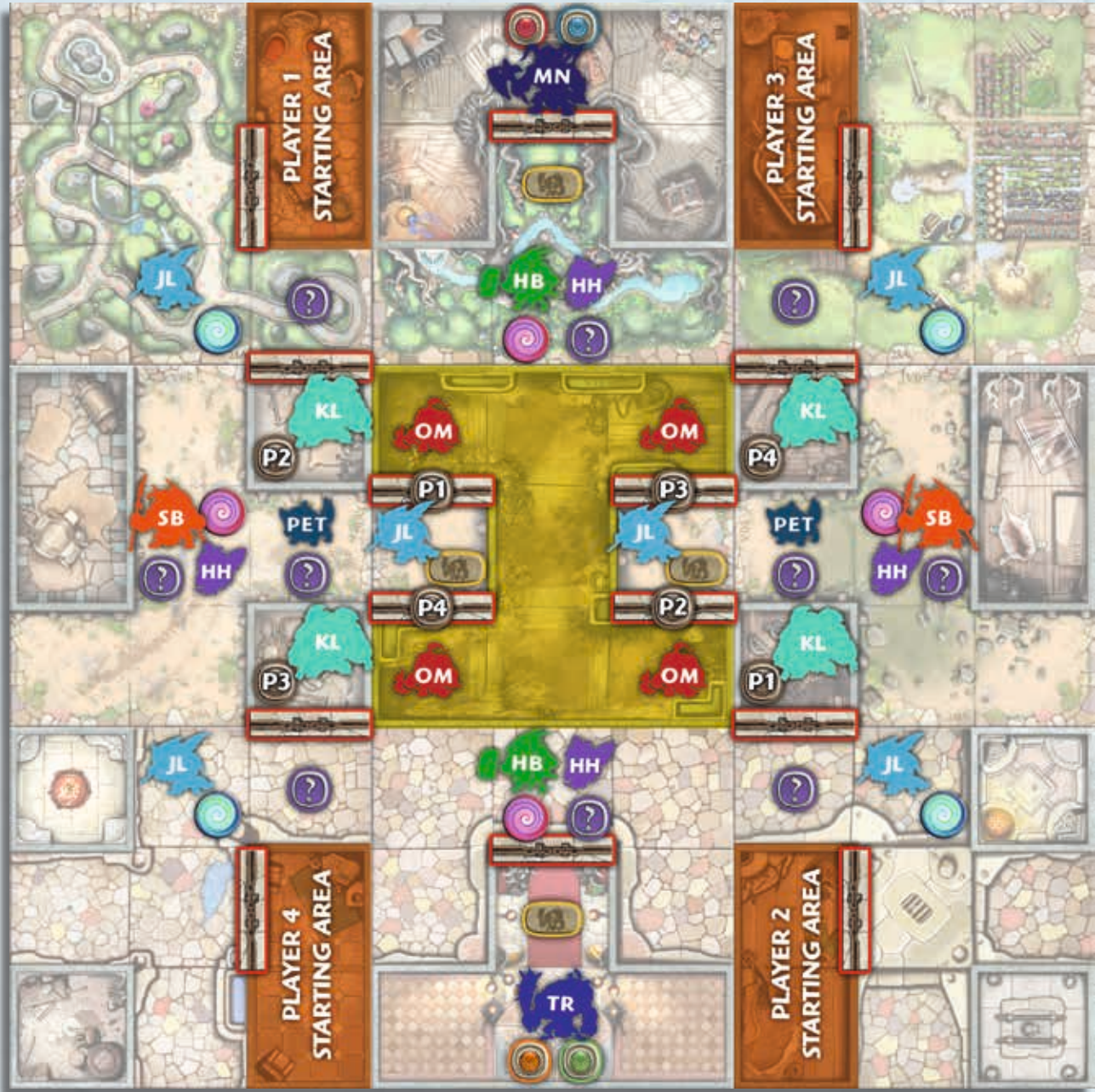
- If a player collects 1 of the Quest tokens, he immediately completes the "Destroy the Rendezvous Point" Quest and removes the token from the game. The same player cannot collect more than 1 Quest token. Also, the first player to fulfill this Quest gets its associated Title.

#### TITLE ADVANTAGES

- If a player got the "Distributor" title in the "Down, Boy!" scenario by collecting a Quest token, whenever his Mount receives any Wounds, he may reassign any number of Wounds to any other Heroes of his Guild. He cannot, however, reassign a number of Wounds that would kill a Hero.

- If a player got the "Fortunate" title in the "Run and Bones" scenario by collecting a Spawn token, now his Heroes roll a bonus +1 die when attacking and/or defending against Minor Minions.





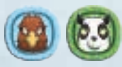
24A	22A	23A
29A	31A	30A
4B	7B	8B



Closed door x14



Quest token x4



Guild token x8  
(2 of each Guild)



Portal x4



Portal x4



Spawn token x4



Hedgehornet x4



Troll x1



Exploration token x10



Wild Pet x2



Orc Marauder x4



Jacklol x6



Spear Beastman x2



Korilla x4

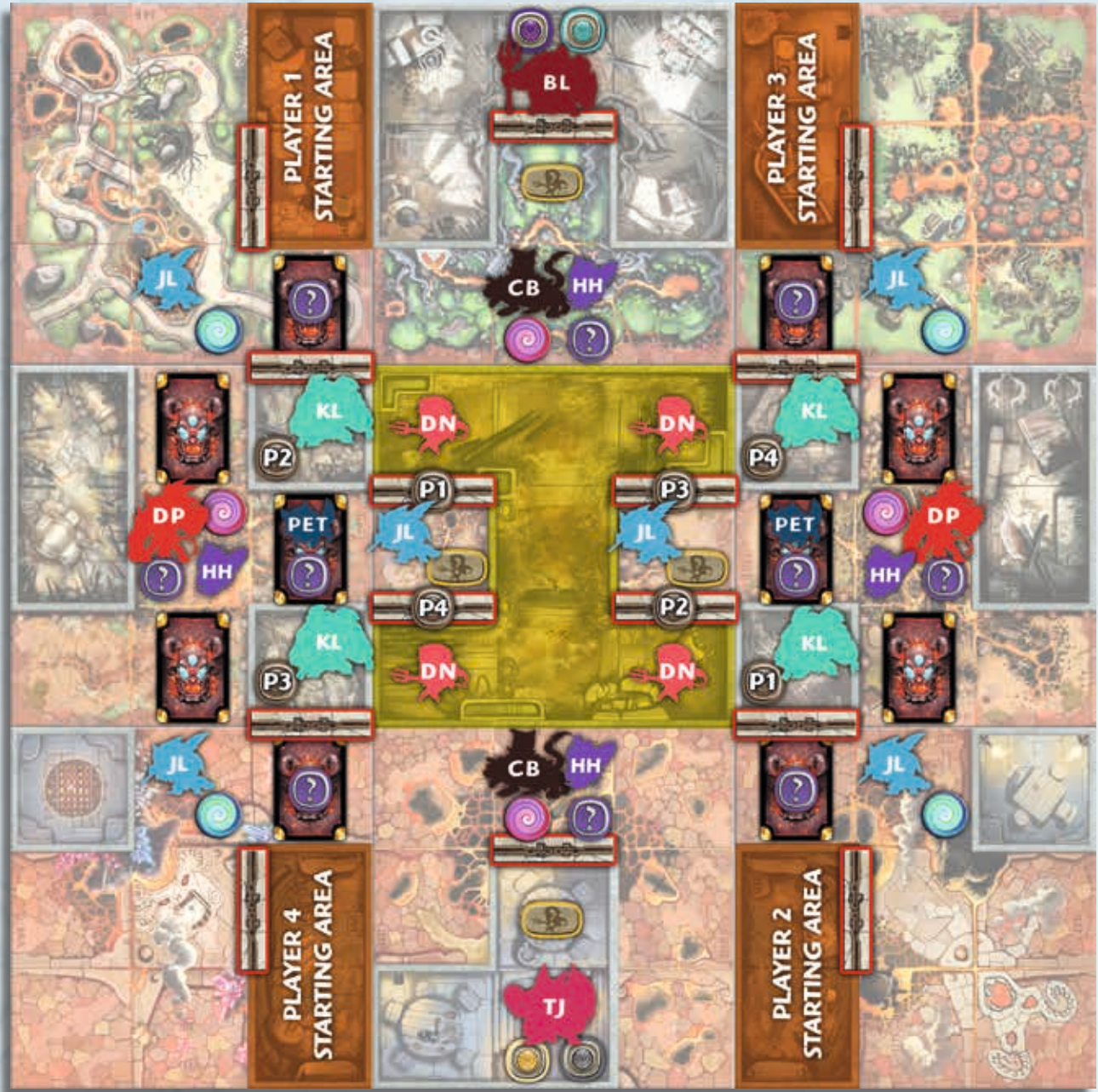


Hammer Beastman x2

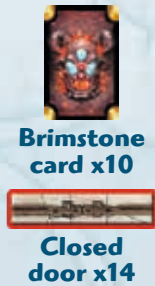
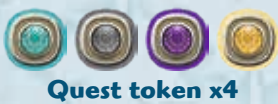


Minotaur x1





24B	22B	23B
29B	31B	30B
14A	20B	21B





# ARCADIA MOUNTOR SPEEDWAY

## Scenario 4A

*"No giant master hunter from legend can stop our race for long!"*

Before Malkhor's attack, the Arcadians had been hot and heavy into organizing an epic race among all the Mounts. Naturally, Malkhor's incursion put everything on hold. Now that he's fled, they can have their race at last, despite the many Jacklols still lurking about the city. In fact, why exactly ARE they still lurking? ... Oh no!!

They're not lurking, they're guarding Malkhor's many prizes! He must have been here for weeks! Well, the competition just took on an even more desperate turn! Not only is there a race to be won, but critters to be rescued! CHARGE!

### CONNECTED FROM

- Hunting Season Is Closed!
- Small Game

### CONNECTS TO

- The Game is Afoot!

### TITLE BONUS

If a player is the first to bring his Mount to the yellow highlighted area of the map, he completes the "Win the Race" Quest and becomes the "Jockey". When playing the scenario The Game is Afoot!, the Jockey may exhaust his Mount and Mount Item cards whenever his Rider or its Mount kills any Enemy.

### QUESTS

#### PVE

- "Win the Race" - Grants Title
- "Destroy Malkhor's Trophies" - Grants Reward card

#### PVP

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

### REWARD CARD

- Staffa (x2)

### SPECIAL RULES

- The Quest tokens cannot be collected. The Heroes may attack any of the 4 Quest tokens as if they were an Enemy. If the attack

rolls any ☉, the token is destroyed and the Hero completes the "Destroy Malkhor's Trophies" Quest. Additionally, the first 2 players to complete the Quest each get 1 of the Reward cards. The Quest will still be available to other players, but they will not get the associated reward after completing it.

- The first player to have a Hero riding a Mount on the highlighted area of the map completes the "Win the Race" Quest and receives the "Jockey" Title. Please note that only 1 player may complete the Quest.

### TITLE ADVANTAGES

- If a player got the "Benefactor" Title in the "Hunting Season Is Closed!" scenario by destroying a Quest token, he may now exhaust his Mount card 1 additional time.

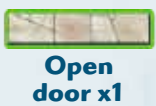
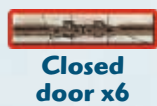
- If a player got the "Sentinel" Title by destroying 1 of the Quest tokens in the "Small Game" scenario, he controls all Monster spawning. Instead of rolling the dice to spawn back the Monsters, the "Sentinel" chooses whether each Monster is removed from the game or placed on any available Spawn token of his choosing.







6A	29A	2B	
	1A	4A	31A
3A	30A	9B	







19B	29B	17A	
	18B	20A	31B
15B	30B	16B	

- 
**Brimstone card x10**
- 
**Wild Pet x3**  
*(if playing with the Pets expansion)*
- 
**Harpy x2**
- 
**Jacklol x5**
- 
**Demoness x4**
- 
**Closed door x6**
- 
**Portal x3**
- 
**Portal x2**
- 
**Cerberus x2**
- 
**Belly'a'al x1**
- 
**Small Closed door x2**
- 
**Exploration token x11**
- 
**Spawn token x5**
- 
**Open door x1**
- 
**Quest token x4**
- 
**Demon Pitcher x2**
- 
**The Judge x1**





## FURBALL

### Scenario 4B

It's a hunting frenzy at the city center like Arcadia has never seen! It's the Mounts against the Jacklols, and the Pets hiding from Malkhor, and the last of the undead chasing everyone, and the Guilds... well, hunting each other as much as the bad guys, but that's the Guilds, for ya! At least they manage to get in a few shots at the villains now and then.

In this huge, swirling melee, the Guilds must stop Malkhor's seemingly limitless reinforcements and protect all the critters as best they can! Time is running out! Can the Guilds finally turn the tide and put an end to Malkhor's wild hunt?

#### COMPONENTS FROM

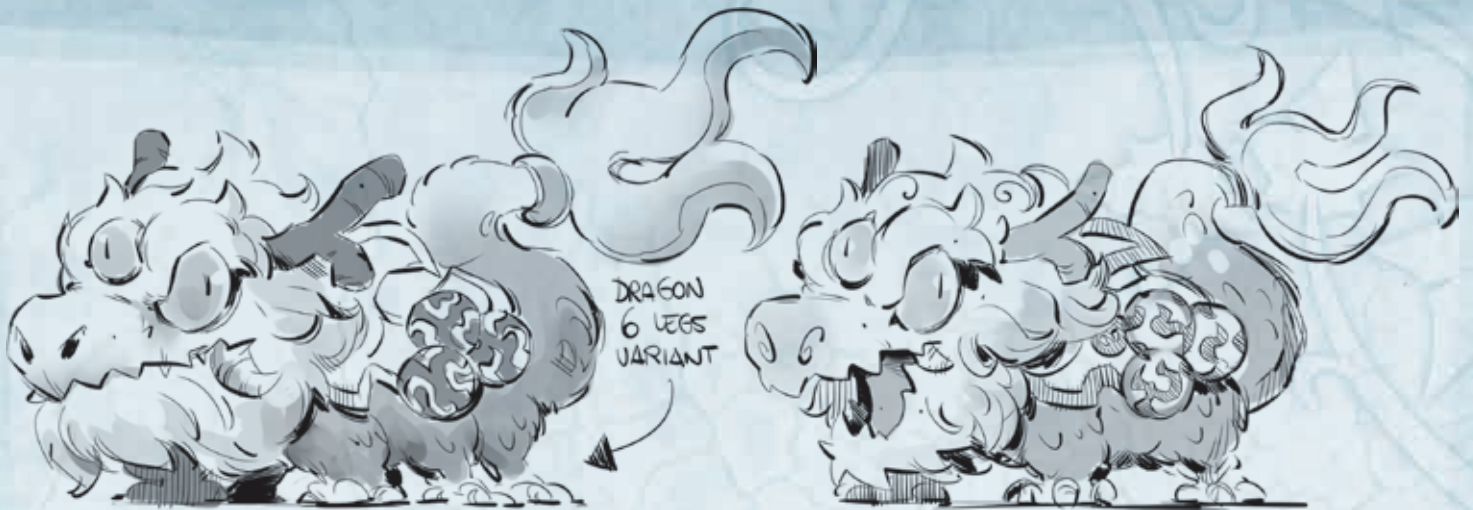
This scenario uses components from *Arcadia Quest: Beyond the Grave* and *Arcadia Quest: Pets*



#### CONNECTED FROM

- *Hunting Season Is Closed!*
- *Small Game*





### CONNECTS TO

- The Game is Afoot!

### TITLE BONUS

If a player is the first to take 1 of the hidden Quest tokens to 1 of the Wild Pets, he completes the "Feed the Wild Pets" Quest and becomes the "Allergen". When playing the "The Game is Afoot!" scenario, any enemy that ends its movement close to the "Allergen" Mount takes 2 Wounds.

### QUESTS

#### PVE

- "Feed the Wild Pets" - Grants Title
- "Stop the Undead" - Grants Reward card

#### PVP

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

### REWARD CARD

- Stirr-it-up (x2)



### SPECIAL SETUP

- Take 3 Quest tokens and shuffle them facedown with 9 Exploration tokens. Distribute them, facedown, in the Spaces indicated on the map.

### SPECIAL RULES

- If a player collects 1 of the Quest tokens, he must escort it to a Wild Pet. When the Hero carrying the token enters the Space with the Wild Pet, and there are no Enemies on the same Space, the Hero discards his Quest token from the game and completes the "Feed the Wild Pets" Quest. Additionally, the first player to fulfill this Quest receives the Title "Allergen". The Quest "Feed the Wild Pets" will still be available to other players, but they will not get the associated Title after completing it.

- In this scenario, the Spawn tokens can be collected. If a Hero collects a Spawn token, he must escort it to a Space market with a "!". When the Hero carrying a Spawn token is on one of the Spaces indicated with a "!", and there are no Enemies on the same Space, he completes the "Stop the Undead" Quest. Additionally, the first 2 players to complete the Quest each get 1 of the Reward cards. The Quest will still be available to other players, but they will not get the associated reward after completing it.

- If a Hero carrying a Spawn token is killed, the token is dropped and placed in the same Space where the Hero died.

- Please note that the Spawn tokens remain active during the game, even if a Hero is carrying it. The Spawning of monsters is performed normally and the maximum of 2 Characters per Space must still be respected.

### TITLE ADVANTAGES

- If a player got the "Benefactor" title in the "Hunting Season Is Closed!" scenario by destroying a Quest token, he may now exhaust his Mount card 1 additional time.

- If a player got the "Sentinel" Title by destroying 1 of the Quest tokens in the "Small Game" scenario, he controls all Monster spawning. Instead of rolling the dice to spawn back the Monsters, the "Sentinel" chooses whether each Monster is removed from the game or placed on any available Spawn token of his choosing.





3A	24A	23A	6A
	30A	29A	
2A	12B	11B	5B

-  Portal x4
-  Tombstone Card x12
-  Jacklol x4
-  Wild Pet x4
-  Portal x4
-  Exploration token x12
-  Axe Flinger Zombie x4
-  Orc Marauder x4
-  Quest token x3
-  Spawn token x4
-  Hedgehornet x4
-  Necromancer x2
-  Small open door x2
-  Ghost x4
-  Spear Beastman x2
-  Closed door x14
-  Korilla x2





17A	24B	23B	16B
	30B	29B	
18A	12B	11B	15B

-   
Brimstone card x6
-   
Spawn token x4
-   
Quest token x3
-   
Jacklol x4
-   
Ghost x4
-   
Tombstone Card x6
-   
Exploration token x12
-   
Wild Pet x4
-   
Korilla x2
-   
Axe Flinger Zombie x4
-   
Closed door x14
-   
Portal x4
-   
Hedgehornet x4
-   
Small open door x2
-   
Portal x4
-   
Demoness x4
-   
Necromancer x2
-   
Demon Pitcher x2





## THE GAME IS AFOOT!

### Scenario 5

*"To hunt something down, find where it sleeps. ... Okay, that came out a lot scarier than I meant."*

Malkhor has fled into the Wilds, vowing his revenge. The Guilds must track him down and put a stop to his reign of terror. But, to even have a battle, you've got to find the bad guys, and Malkhor is a master hunter, perfectly at home in the hinterlands.

His minions probably have an idea where he'd be, so that's a place to start. There may be other leads too, but the Guilds won't know until they get out there!

#### CONNECTED FROM

- Arcadia Mountor Speedway
- Furball

#### CONNECTS TO

- Who Hunts the Hunter?

#### TITLE BONUS

If a player kills the Minotaur or Judge, he completes the "Kill the Minotaur" or "Kill The Judge" Quest and becomes the "Treasure Hunter". When playing the last scenario "Who Hunts the Hunter?", every time a Hero of the "Treasure Hunter" Guild reveals an Exploration token for the first time, regardless of what the token is, the "Treasure Hunter" gains 1 coin.

#### QUESTS

##### PVE

- "Kill the Minotaur" - Grants Title or - "Kill the Judge" - Grants Title
- "Get the Clues" - Grants Reward card

##### PVP

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

#### REWARD CARD

- Warshoe (x2)

#### SPECIAL SETUP

- Take 1 Quest token and place it faceup in the indicated Space on the map. Take the other 3 Quest tokens and shuffle them facedown with 7 Exploration tokens. Distribute them, facedown, in the Spaces indicated on the map.

#### SPECIAL RULES

- If a Hero kills the the Minotaur or The Judge, he immediately completes the "Kill the Minotaur" or "Kill the Judge" Quest and receives the "Treasure Hunter" Title. The Minotaur or The Judge are not placed on the Spawn tile, but are returned to the game box when they're defeated, so only 1 player can complete each Quest and get the Title.

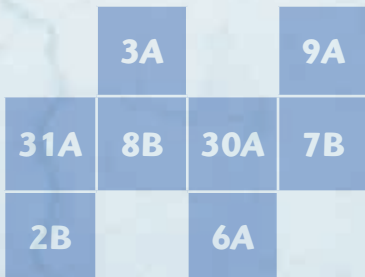
- If a player's Heroes hold 2 out of the 4 Quest tokens, he immediately completes the "Get the Clues" Quest. The tokens are still considered in play, so other players may still complete the Quest. Additionally, the first 2 players to complete the Quest each get 1 of the Reward cards. The Quest will still be available to other players, but they will not get the associated reward after completing it.

#### TITLE ADVANTAGES

- If a player got the "Jockey" title in the "Arcadia Mountor Speedway" scenario by being the first to bring his Mount to the highlighted area of the map, whenever his Mount kills any Enemy, it unexhaust its Mount and Mount Item cards.

- If a player got the "Allergen" title on the "Furball" scenario by taking 1 Quest token to a Wild Pet, now any Enemy that ends its movement close to the "Allergen" Mount takes 2 Wounds.





-   
**Spawn token x2**

  
**Goblin Archer x4**

  
**Orc Marauder x6**
-   
**Portal x8**

  
**Spear Beastman x2**

  
**Jacklol x6**
-   
**Exploration token x7**

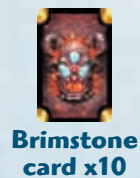
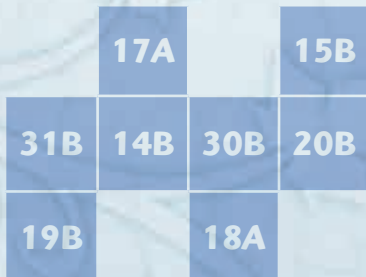
  
**Wild Pet x4**  
*(if playing with the Pets expansion)*

  
**Hammer Beastman x2**
-   
**Closed door x12**

  
**Troll x1**

  
**Minotaur x1**
-   
**Quest token x4**









## WHO HUNTS THE HUNTER?

### Scenario 6

*"Chase a master hunter INTO his lair? That's crazy. Let's smoke him out!"*

The Guilds have managed to track Malkhor to his lair, and yet, dare they enter such a place? While the adventurers are no strangers to dungeons, they've never faced a foe quite like Malkhor. His knowledge of traps and tricks exceeds all of the Guilds' knowledge combined. It would be crazy to enter his domain!

Thus, the Guilds have another plan: drive him out! If they can create the right kind of lure, or a strong temptation, or maybe even just challenge his rule over these lands, then maybe Malkhor shall emerge, and be driven into the open!

#### CONNECTED FROM

- The Game is Afoot!



#### QUESTS

##### PVE

- "Kill Malkhor"

#### SPECIAL SETUP

- Place 2 of the unused Mounts on the indicated yellow areas of the map. They represent Wild Mounts.

- Take 2 Extra Turn Potions and 2 Chest tokens with a coin value of 2 and place them in the indicated areas of the map.

#### SPECIAL RULES

- "Who Hunts the Hunter?" scenario has only 1 Quest, and it offers no Rewards or Titles. When a player kills Malkhor, the scenario and the campaign end.

- When a Hero dies, he receives one Death token as usual. In addition, the Hero receives a number of Death Curse cards equal to the number of Death tokens that the character has (including the one just received). The player must keep the Death Curse card with the highest value. The Hero is still limited to 1 Death Curse card. Discarded Death Curse cards go to a discard pile. If the Death Curse deck runs out, reshuffle the discard pile and make a new deck.



- When a Hero collects a Quest token, do not place that token on the Hero's Card. The tokens are placed near your Heroes' cards and are available to all Heroes of your Guild. Before rolling for attack or defense, you may discard a Quest token to add +3 dice to that roll. You may use more than 1 Quest token per roll.

- If a Hero has a Potion token (Extra Turn, Healing, or Refreshing), instead of using it for its normal effect, a Hero may place the potion faceup on a Close Space alongside with one of his Guild tokens. Any enemy that enters or leaves that Space suffers 2 wounds and you remove the Potion token and your Guild token.

- Malkhor has placed traps on all 4 doors of the central building that prevent anyone from getting inside. Only once a player has collected 7 coins can his Heroes move through any of the 4 doors (it still cannot be opened, but those Heroes can move through it as if it were open), even if they come to lose some of their coins afterwards.

- Malkhor's miniature does not begin the scenario on the game board.

- When a Hero opens one of the doors that are locking a Wild Mount, the Wild Mount is removed from the game. At the same time, the locked door that is indicated with the same number (1 or 2) is turned open and Malkhor is placed on the Close yellow Space. Even if Malkhor's miniature was already on another Space, when a Wild Mount miniature is removed from the board, his miniature is placed on the respective indicated Space of the map.

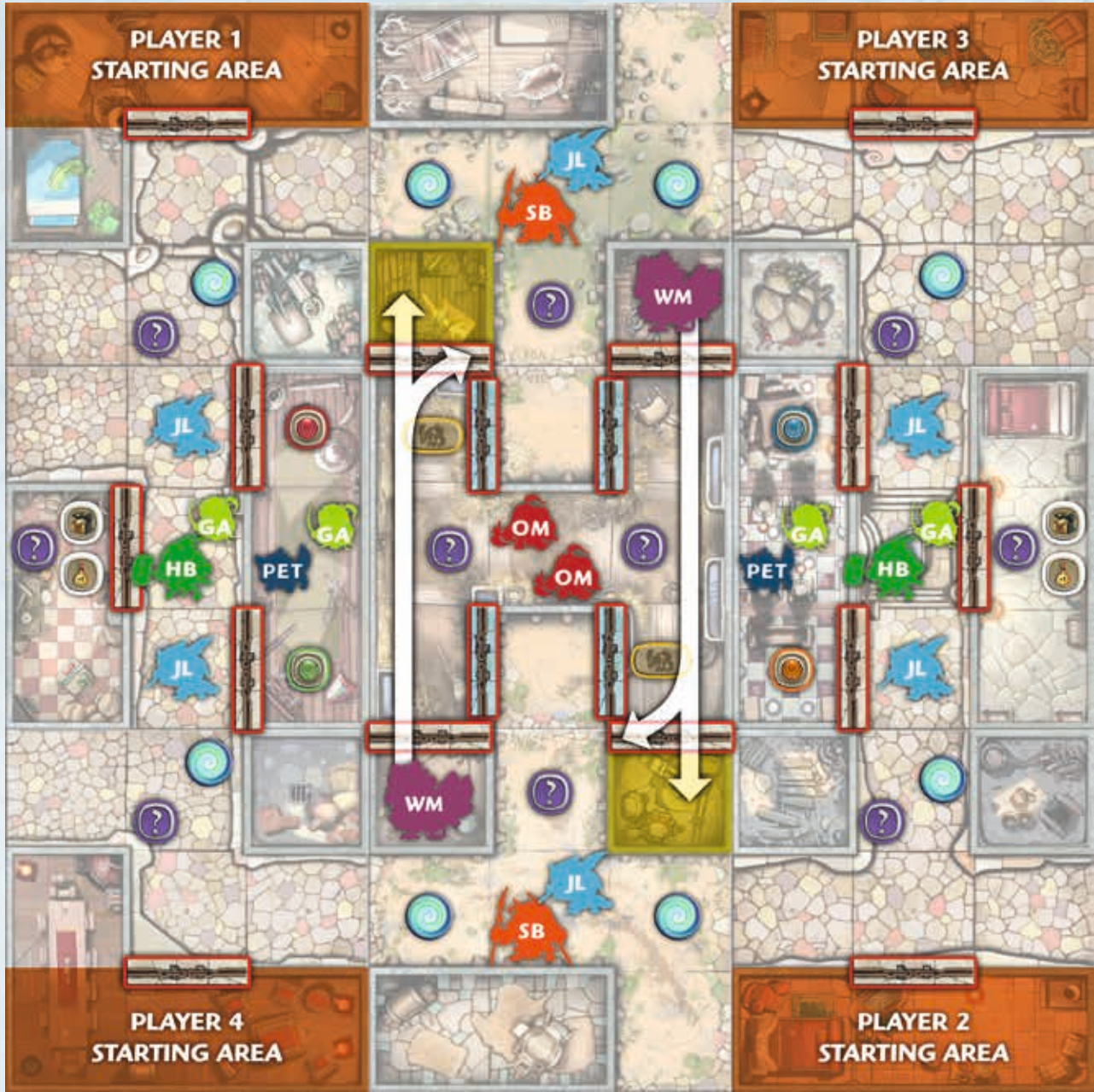
- Everytime one of your Heroes kills a Hero from another Guild, you gain 3 Coins.

#### TITLE ADVANTAGES

If a player got the "Treasure Hunter" title in the "The Game is Afoot!" scenario killing the Minotaur or The Judge, in this final scenario every time one of his Heroes reveals an Exploration token for the first time, regardless of what the token is, the "Treasure Hunter" gains 1 coin.



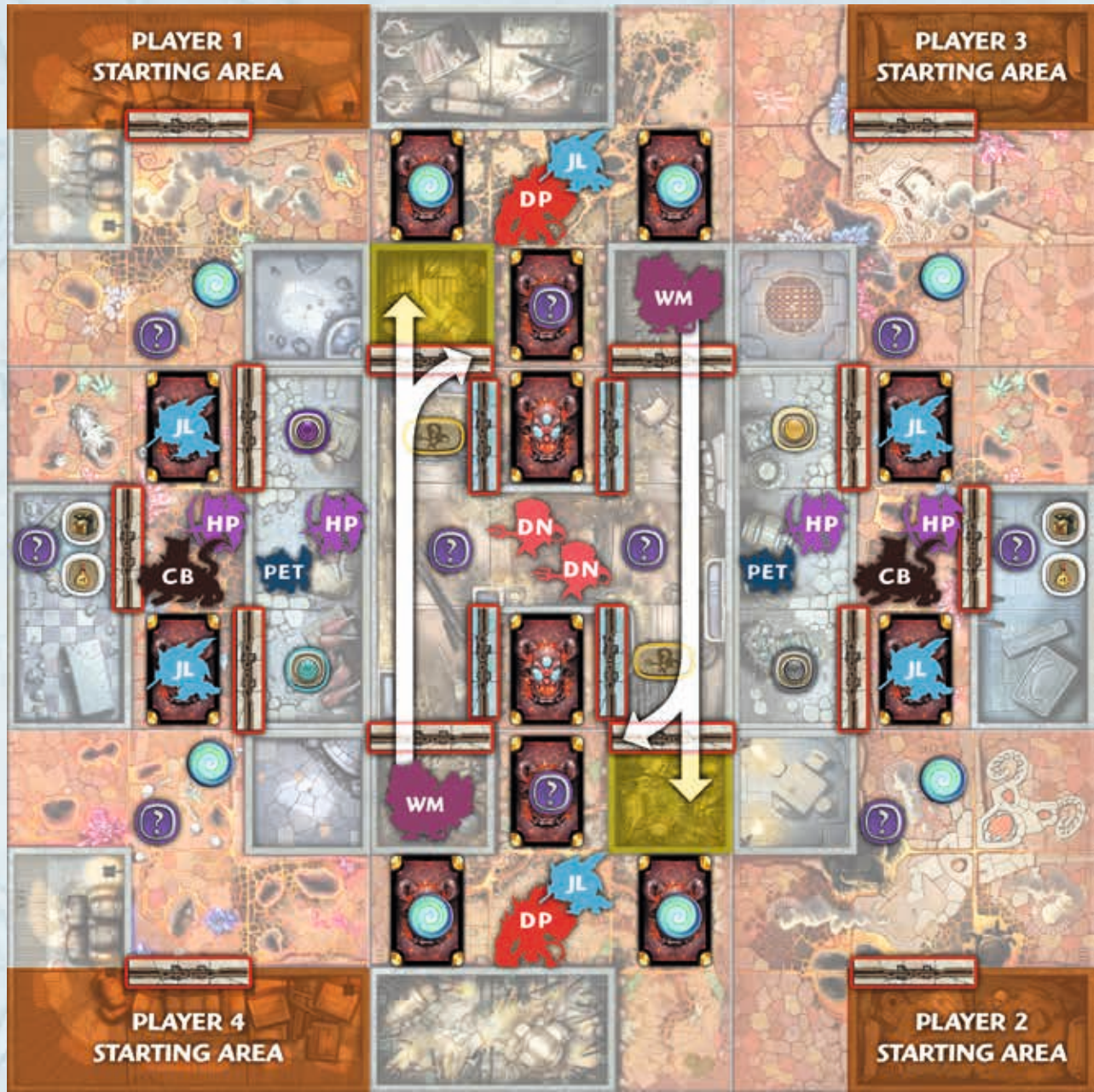




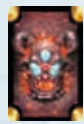
8A	30A	7A
9B	31A	2B
6A	29A	3A

Closed door x14	Small Closed door x4	Exploration token x10	Spawn token x2	Orc Marauder x2	Spear Beastman x2	Goblin Archer x4	Wild Pet x2 <i>(if playing with the Pets expansion)</i>
			Portal x8	Jacklol x6	Hammer Beastman x2	Malkhor x1	Wild Mount x2





15B	30B	14A
17A	31B	16B
18A	29B	21B



Brimstone  
card x12



Portal x8



Wild Pet x2  
*(if playing with the  
Pets expansion)*



Wild  
Mount x2



Demon  
Pitcher x2



Cerberus x2



Spawn  
token x2



Exploration  
token x10



Demoness  
x2



Harpy x4



Jacklol x6



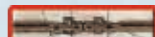
Malkhor x1



Quest token x4



Small Closed  
door x4



Closed  
door x14



## HEROES

### COLETTE



*"I could use the pointy end to hit the bad guy, but the blunt end hits harder!"*

Colette is the elder of the Wildling Twins and, as tradition dictates, has led her brother to Arcadia in pursuit of Malkhor. She's always loved exotic new lands and loves exotic new weapons even more. Not many would employ a battle-axe as a throwing weapon, nor a flail as a whip to entangle legs and arms. Regardless, the Guilds have much to learn from such an unorthodox warrior and are lucky to have her.

### GASTON



*"It's all in the wrist. ... Ow."*

Gaston is the younger of the Wildling Twins: impetuous, fearless, and somewhat lacking in common sense. This is not to say he's overly foolish, but his sister must restrain his more exuberant excesses from time to time. He rarely considers the odds when charging headlong into battle. That said, he often succeeds where others would not. His lightning reflexes and sharp eyes (and no small number of pain medications) make Gaston a fearsome combatant.

## MOUNTS

### HORNSTEADY



*"Better to let him take the lead."*

Hornsteady the Rhino prefers to amble along whenever possible. While one might think him a little on the lazy side, that's perfectly false. He's simply conserving his energy for his one great joy in life: THE CHARGE! Any enemy that happens to line up at an inopportune time will see just how fast a rhino can be!

### BEKA



*"She doesn't walk, but glides. They never hear her coming."*

Beka is a particularly proud, noble beast, known for her hunting prowess and, particularly, her stealth. One might think an owl big enough to ride would be on the noisy side, but not Beka. Her snowy wings caress the air with nary a whisper, until they send her plunging forth in a great, shocking dive!



## TOSHI



*"She looks at everyone that way. Don't take it personal."*

Toshi is a creature of surprisingly delicate sensibilities. She likes her riders washed and clean, her dinner on time, and her shaggy hair combed and brushed daily. Thus, when confronted with enemies that could care less about their personal grooming and hygiene, she reminds them of their failings with a truly frightful headbutt that leaves them reeling!

## TIANLONG



*"Don't stand in front of her. ... Or behind her."*

Tia the dragon absolutely loves Arcadia! There's so much there to see, and they have such tasty foods! She particularly enjoys Taco Tuesdays, though her handlers enjoy those somewhat less-so. In battle, the enemy has much to fear from her searing fire breath, and on Tuesdays, well... let's just say her enemies should be doubly afraid!

## BAWKBAWK



*"Mages love her. Warriors... less so."*

Bawkbawk is one of the fastest Arcadian Mounts, and it's no surprise, since she doesn't really relish a fight as much as her more predatory cousins. In fact, if there's a prize for running away, Bawkbawk wins it every time. That said, Bawkbawk proves a true ally to Arcadian guild members that fight from a distance rather than on the front line.

## LUDA



*"She just loves lugging those barrels around."*

The great huge doggy known as Luda is full of bounce and energy. She strides across the battlefield in excited yips and bounds, the very avatar of excited playful puppyhood. In fact, she's so exuberant, it's sometimes tiring just to watch her! Where does she get all that energy??



# THE ENEMY

## JACKLOLS

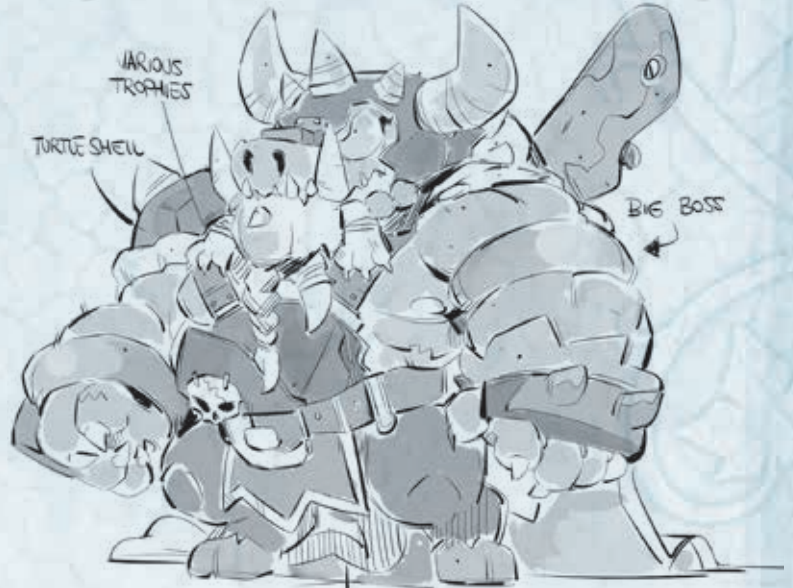


*"Hehehheh hahahaha heee heeeee hahahahaaa!!!"*

While actually based on hyenas, the Jacklols have been altered by Malkhor's alien magics to serve as his hunting beasts. They serve the role of hounds in any hunter's toolkit, only far more dangerous, as hunting hounds don't throw spears with deadly accuracy! Their unnerving and insane laughter heralds their approach.



## MALKHOR, THE ETERNAL HUNTER



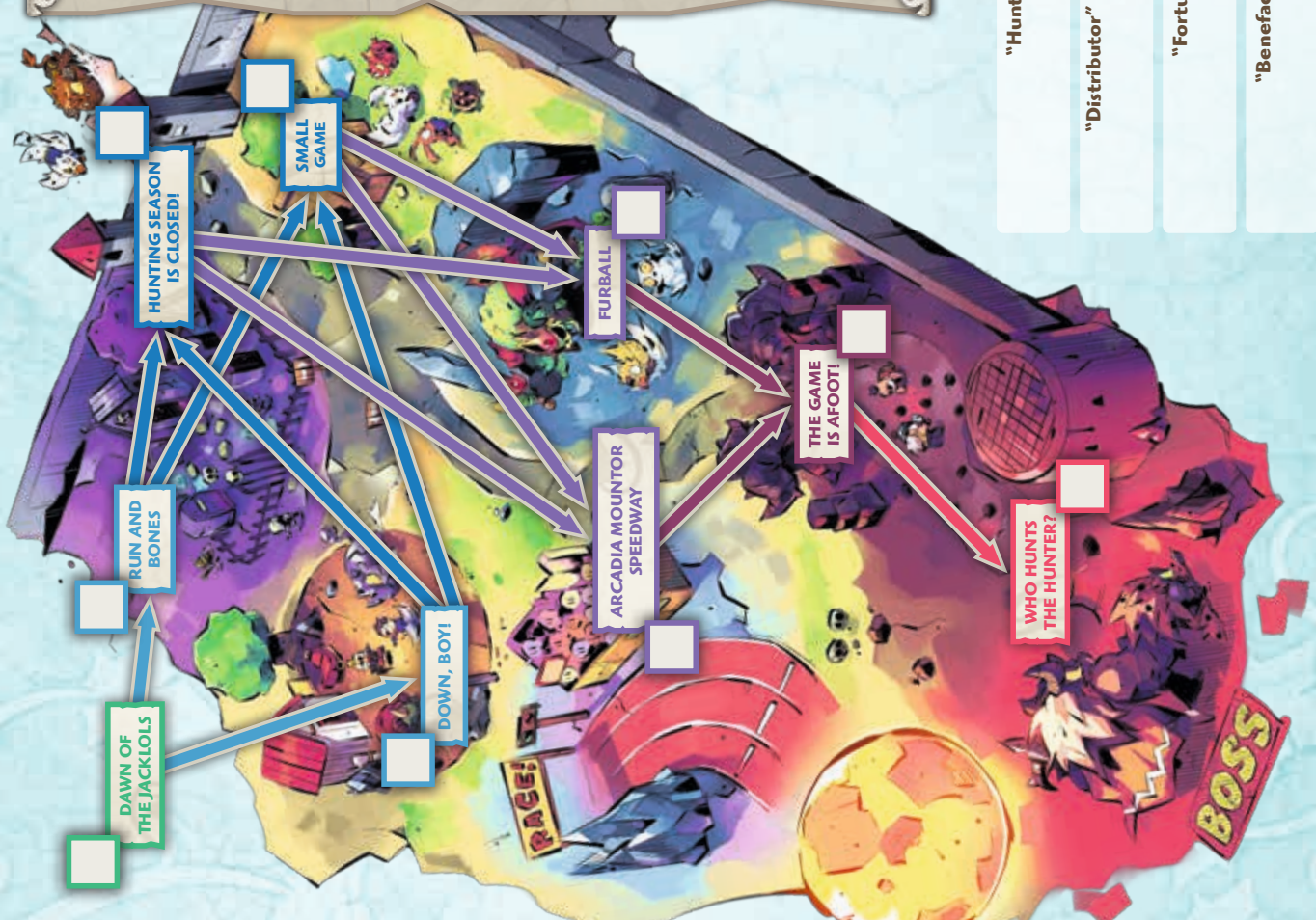
*"At last. Worthy prey."*

Legend holds that Malkhor fell to earth on a chariot of blazing fire that was so bright it lit up the Nocturnal Mountains, and even rivaled the sun shining above the Daylight Woods. The orcs and elves from time immemorial have spoken of Malkhor, the Eternal Hunter, who stalked the Wilds unseen and unheard until he made his kill. Nothing has been heard or seen of Malkhor since ancient times, until now. Whether he's truly a fallen god or merely some visitor from a very distant land, Malkhor's intentions are clear: Stalk. Hunt. Kill.





# RIDERS CAMPAIGN SHEET



	WINNER	LEAST DEATHS	MOST COINS	WON TITLE	WON REWARD
DAWN OF THE JACKLOLS					
DOWN, BOY!					
RUN AND BONES					
HUNTING SEASON IS CLOSED!					
SMALL GAME					
ARCADIA MOUNTAIN SPEEDWAY					
FURBALL					
THE GAME IS AFOOT!					
WHO HUNTS THE HUNTER?					
MEDAL WINNER					

## TITLES

"Huntsman" - Defeated Malkhori	"Sentinel" - Destroyed the Rendezvous Point!
"Distributor" - Protected the Mounts' Food supply!	"Jockey" - Won the Race!
"Fortunate" - Stopped the Ritual!	"Allergen" - Saved the Wild Pets!
"Benefactor" - Destroyed the Weapons!	"Treasure Hunter" - Obtained the Information!



# ARCADIA QUEST INVENTORY

GUILD NAME

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

MOUNT NAME

MOUNT CARD

SAVED  ? YES  NO

GUILD NAME

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

MOUNT NAME

MOUNT CARD

SAVED  ? YES  NO

GUILD NAME

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

MOUNT NAME

MOUNT CARD

SAVED  ? YES  NO

GUILD NAME

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

HERO NAME

CARD 1

CARD 2

CARD 3

CARD 4

DEATH CURSE

MOUNT NAME

MOUNT CARD

SAVED  ? YES  NO



# RULES SUMMARY

## GUILD SETUP

- Choose your Guild.
- Choose or Draft 3 Heroes.
- Get the 5 Starter Deck cards.
- Choose 1 Mount.

## PLAYER TURN

Activate a Hero or Rest the Guild.

**Hero Activation (in any order):**

- ◆ Movement (3 Movement Points to move 1 Space, open/close door, or use Portal).
- ◆ Attack (exhaust Attack card, roll Attack dice vs. target's Defense).

**Rest**

- ◆ Unexhaust cards (remove all Guild tokens from Heroes and Mount).
- ◆ Reorganize cards and Exploration tokens (not Death Curse cards or Quest tokens).
- ◆ Resurrect killed Heroes and Mount.

## OTHER RULES

**Defense** (Mounts do not have any Defense, thus provide no bonus to their Hero's defense roll. If the active player receives any Wounds after rolling for defense, they may choose where to put each individual Wound: on the Hero or the Mount.)

**Shove** (A Character with this ability never has their Movement blocked by other Characters, whether Ally or Enemy. Whenever they enter a Space, all Characters in it are placed in other Close Spaces.)

**Dismounting/Mounting** (A Hero may dismount from their Mount for 1 Movement Point. Remove the Mount's miniature from the board and place it near its card (but not on it). Then, place the Hero on the same space that the Mount just vacated. A Hero may mount a free Mount for 1 Movement Point. Place the Mount underneath the active Hero, Shoving any other Characters if necessary.)

**Using Potions** (If an active Hero atop a Mount wants to use a Healing or Refreshing Potion, they must decide whether to drink the Potion themselves or give it to their Mount. Once used, discard the token as normal but only remove the Wound or Guild tokens from either the Hero or the Mount, but never both.)

## MONSTER ACTIVATION

(controlled by player to the right of active player).

**Guard Reaction** (attack any Hero Close to them that moves out of their Space or that makes an attack that doesn't target a Close Monster).

**Payback Reaction** (when attacked, may move and attack Hero who attacked it).

**Spawn** (when the Spawn tile is full, roll 2 dice for each Monster. If it matches a Spawn token in a free Space, place figure; otherwise it's out of the game).

## QUESTS

**Scenario is won by player who accomplishes 3 Quests, with at least 1 of them being PvE.**

**First Bonus** (when each Quest is fulfilled for the first time, the Guild who does so gets a coin).

**Reward cards** (Hero who accomplishes a Quest associated with a Reward card, gets it).

## UPGRADE PHASE

**Death Curse cards** (remove old curses, each Hero gets 1 Death Curse card per Death token and keeps only the highest card).

**Upgrade cards** (each player gets 6 cards from the deck equivalent to the last played scenario, keeps 2 and passes the rest to the left 2 times, then may purchase up to 3 cards).

**Swap Mounts** (a player may spend 3 coins to discard their Mount and take a new one from the ones available in the game box).

## CAMPAIGN

- ◆ Scenario 1 then,
- ◆ Scenario 2A or 2B then,
- ◆ Scenario 3A or 3B then,
- ◆ Scenario 4A or 4B then,
- ◆ Scenarios 5 and 6