



## SETUP WITH ARCADIA QUEST: INFERNO

The Guilds of Arcadia and the intrepid Heroes they hire have been fighting monsters that want to live in the city for ages. Whether led by one enemy or another, it seems like the encroaching forces will not give up and the struggle for the city will never end... Except when it does! You see, not too long ago it occurred to a young Arcadian that there must be something in common that could unite all the people of the city. She searched for answers far and wide and was on the verge of giving up when she was down to her last resort: her famous tacos, which she made for the delight of family and friends. So she spent an entire day making the most delicious tacos she had ever created, and on the next day, started inviting everyone in the city to a table in the square to eat. No one could have expected such a huge success! Everyone came together to share in a moment of truce to celebrate food, time, and life together! Since then, 'Tacosgiving Day' has been a holiday in the city, and even if the Guilds are still competing among themselves, they honor the tradition to make peace, even with the monsters in the city! Let there be tacos!

### QUESTS

#### PVE

- "Make Peace with The Judge" - Have a Hero with 2 different Guild tokens on the same space as The Judge.
- "Make Peace with Bellya'al" - Have a Hero with 2 different Guild tokens on the same space as Bellya'al.

#### PVP

- "Kill Blue". Kill 1 hero from opposing Orange Guild
- "Kill Red". Kill 1 hero from opposing Purple Guild
- "Kill Green". Kill 1 hero from opposing Teal Guild
- "Kill Orange". Kill 1 hero from opposing Grey Guild

#### SPECIAL SETUP

- Take 4 Guild tokens of each Guild and place them in the indicated areas of the map. Please note that the Guild tokens from each Guild are placed in 2 different spaces (and 2 tokens in each space).

#### SPECIAL RULES

- This Scenario is played using the Episodic Mode rules (see page 34 of the Rulebook).

- The Judge and Bellya'al figures DO NOT count towards the maximum of two Characters per Space limit, and they cannot be moved, activated, or attacked by any means during this scenario. They also do not get Guard Reactions or Payback Reactions.

- Whenever an active Hero is standing in the same Space as a Guild token (representing various ingredients for Tacos!) and there are no Enemies in that same Space, the Hero may collect a token and place it on that Hero's card.

- A Hero may only carry one Guild token of each Guild (they may carry one Guild token from all 4 Guilds). These special tokens are not discarded during a Rest action.

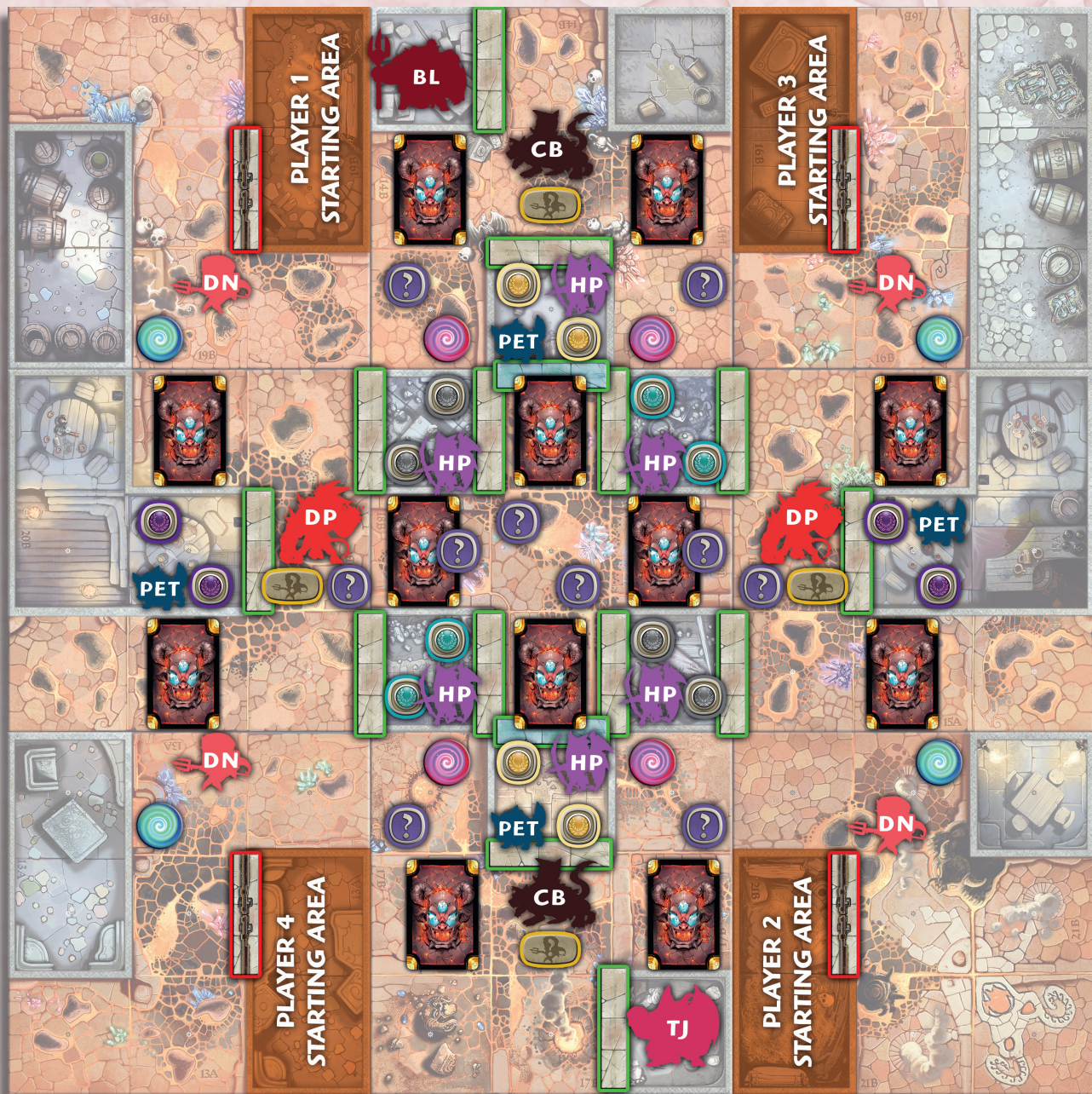
- If a Hero carrying 2 (or more) different Guild tokens is on the same space as The Judge, they immediately discard any 2 and complete the Quest "Make Peace with The Judge" (they've offered him a delicious Taco!).

- If a Hero carrying 2 (or more) different Guild tokens is on the same space as Bellya'al, they immediately discard any 2 and complete the Quest "Make Peace with Bellya'al" (another delicious Taco delivered!).

- A Hero may discard any one Exploration token to make peace with any minion monster: by doing so, that Hero will no longer trigger Guard Reactions for that monster for that turn. A Hero may make peace with multiple monsters each turn, each taking one Exploration token.







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

