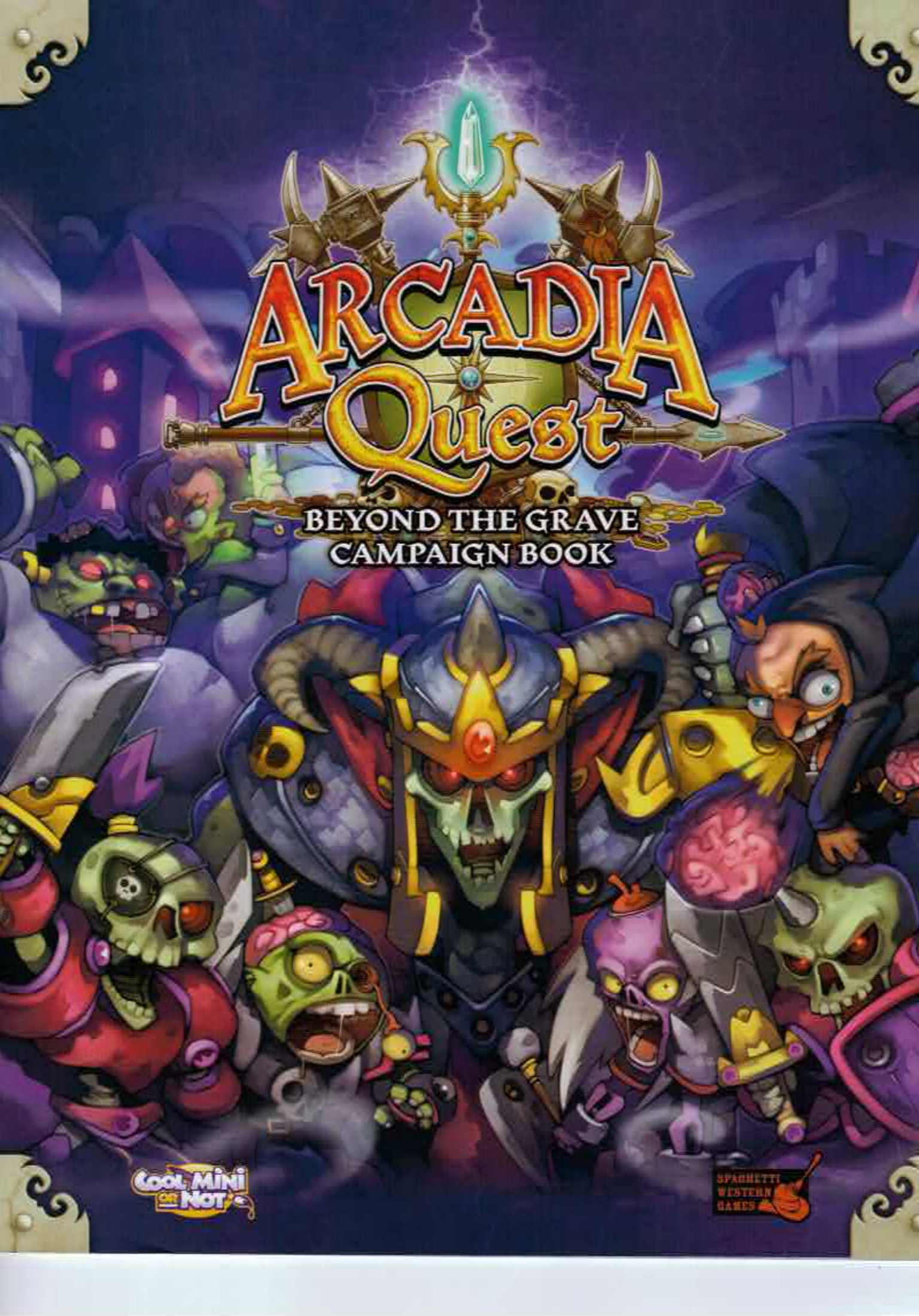


The cover art features a central, large, menacing figure with a skull-like face, glowing red eyes, and a crown of spikes. This figure is surrounded by various other characters, including a green zombie-like creature with a large knife, a purple zombie with a lightning bolt on its chest, and a character with a large, round, pinkish-purple head. The background is a dark, purple, and blue landscape with jagged, rocky formations and a bright, glowing light source at the top center. The title "ARCADIA Quest" is prominently displayed in a stylized, orange and yellow font with a black outline. Below the title, the subtitle "BEYOND THE GRAVE CAMPAIGN BOOK" is written in a smaller, white, sans-serif font.

ARCADIA Quest

BEYOND THE GRAVE
CAMPAIGN BOOK

Cool Mini
on Not

SPAGHETTI
WESTERN
GAMES

TALES FROM THE GRAVE

And yet another villain was vanquished, and Arcadia was safe once more. And all was right with the world!

... Until midnight.

(Wait, what, again?? Don't tell me it's the Temple this time. ... It's not? Whew. That's a relief!)

The victorious Guild was holding a tasteful dinner party for the victors (and a consolation dinner for the losers). They'd learned their lesson about a raucous night of too much wine, but, alas, there is no rest, even for the wary. (See what I did there?)

At the stroke of midnight on the city's massive clock tower, a chilling wind swept through Arcadia, and a booming skeletal laugh rang out across the city! (Yes, the laugh was skeletal. You know, kind of hollow, but with that awesome reverb? ... Well, I don't have an adjective for that. I'm a narrator, not a thesaurus.)

As the evil laugh died and the wind rose, crypts, graves, and tombs burst open, and the city was overrun by horrors from beyond the grave! It didn't take long for the Guild's most wise and learned scholars to figure out what had happened:

The Dread King had risen!



A mere scrap of a legend, the Dread King had been all but erased from history. As the tale went, Arcadia was founded on the ruins of a much older city (barely a few standing stones to mark the crypts). Before that time, the Dread King ruled a twilight empire, caught between eternal day and night. As his reign progressed and his children grew, it became abundantly clear that neither of them were fit to rule.

His eldest preferred nothing more than dancing away the day with the elves in the Daylight Woods, and his youngest would be gone for weeks on end, marauding with the orcs in the Nocturnal Mountains. There wasn't a scrap of twilight in either of these two! (Which some still argue is always for the best.)

So, the Dread King conceived a simple plan: he would live forever!

First, he disowned his children. Easily done with the aid of his lawyers. And then, he found a specialist in immortality (once again via his lawyers). ... In fact, one wonders if the lawyers might not have had a hand in what happened next. ... Nah.

The dark wizard (for there were no necromancers at that time) drew up a contract for the Dread King. He would, indeed, live forever so long as the last stone of his kingdom still stood. And then there was a bunch of fine print, which the Dread King let his lawyers look over and approve. He signed his name, and was instantly transformed into the undead horror that still stalks the world today.

It would appear that the fine print did indeed contain a note or two about the condition in which the Dread King would live on. You might say that's the oldest trick in the book, but really that was the first time someone tried it. And the lawyers must have simply missed that line, right? ... I'm informed by our lawyers not to speculate further in this line of thought. MOVING ON!

The Dread King's sons returned to the city in a flash! Their father had become a terror upon his citizens. He could raise the dead with a wave of his hand, and he could make people dead with the slash of his sword. Which he did. Often. At his lawyer's office, strangely.

The sons united under the same banner to bind the Dread King in his royal crypt, deep beneath the city. There they sealed him within, to live out his remaining contract until the very last stone of his kingdom had indeed fallen.



To aid this cause, the sons destroyed as much of the city as thought possible, and then let nature take its course. Humankind was, alas, scattered, until the founding of Arcadia many centuries later.

When along came a Spider. A Dr. Spider, that is. Once a student of Arcadia University, Doctor Spider's bizarre experiments raised eyebrows to put it mildly. Even Professor Morgan, the Dean of Necromantic Studies, was heard to hiss and draw away from the abominations that Dr. Spider created. Dr. Spider was eventually expelled, particularly after his assistant, Ivan, took the phrase 'pick my colleagues' brains' a little too seriously.

Dr. Spider wanted nothing less than to cure death, and grant immortality to every living soul in the world. In fact, it was in pursuit of immortality that he ran across the Dread King's tomb. He reasoned that if the Dread King did indeed still live, then adding flesh to his skeletal frame should prove no problem. He searched long and far, and finally discovered the resting place, right beneath the Arcadia Mausoleum itself!

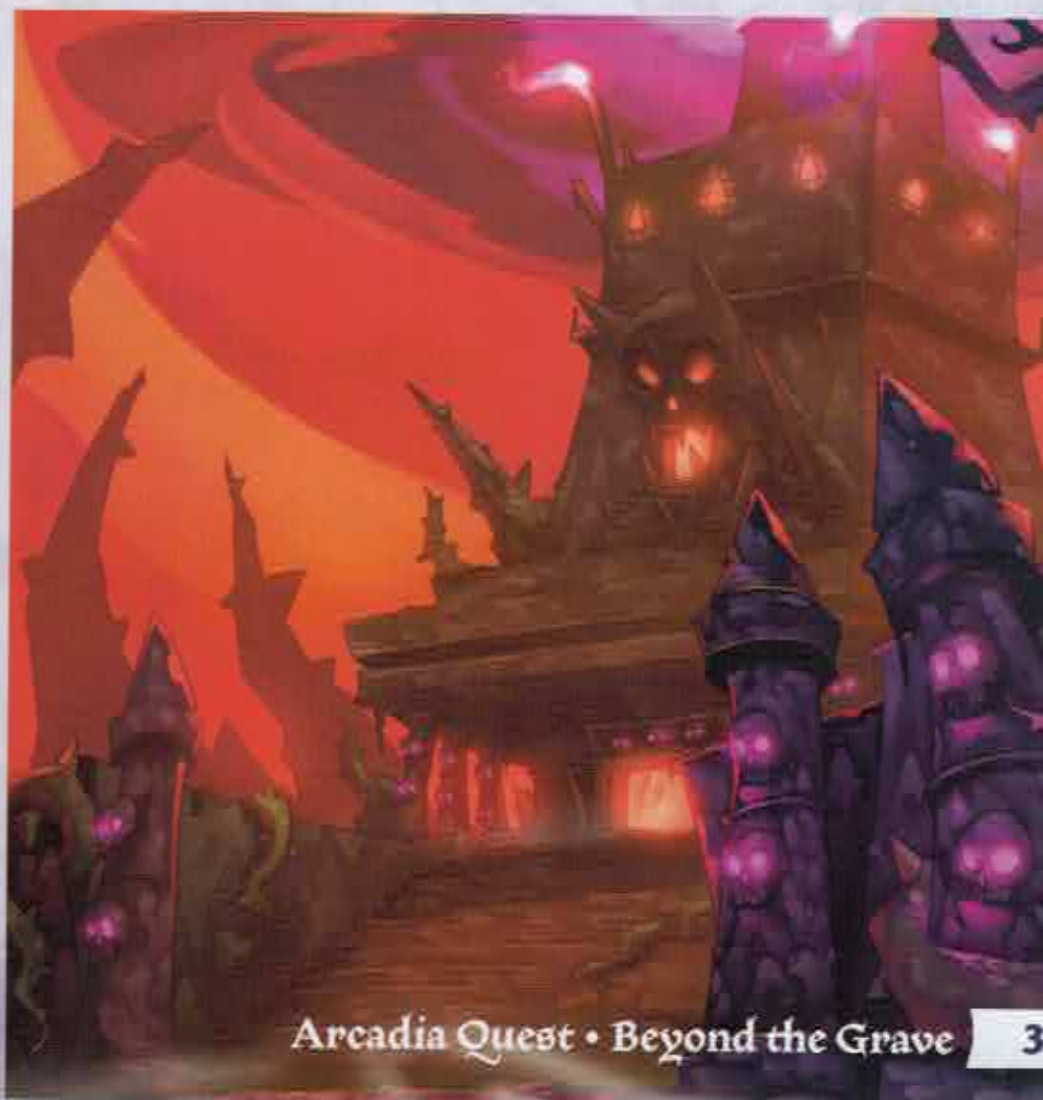
Dr. Spider removed the seals on the tomb, business card in hand, when the Dread King flung the door aside and emerged. He laughed, triumphant! For at least one stone of his old kingdom still stood! As to which stones those were, no one had any idea, but the Dread King searches for them even now.

Since then, the city has been overrun with undead! It's virtually uninhabitable to the living. Sure, night and day are functioning just fine (the Guilds finally figured out how to lock the Temple doors), but night time is a ghastly affair, with zombies shuffling through the streets and ghosts peeping in on the few citizens brave enough to give normal life a go.

And, Dr. Spider even completed one of his grandest experiments yet in the form of Frank, a walking mountain of moldering murder. (I am again informed by our lawyers that I should always avoid alliteration.... Oops.)

Something must be done!

The Guilds have sent forth the call once more, to heroes far and wide! Return to Arcadia, put a stop to Dr. Spider's vile schemes, and defeat the Dread King, who seeks to rule from Beyond The Grave!



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GAME COMPONENTS



24 figures



INTRODUCTION

Beyond the Grave is a campaign expansion for Arcadia Quest. It introduces not only a new campaign with 9 brand new scenarios for you and your friends to play, but also new heroes, monsters and upgrade cards with new unique abilities, new game tiles and an entirely new game mechanic in the Tombstone cards.

You will need the Arcadia Quest core box in order to play Beyond the Grave. The components in this box can be used not only to play the Beyond the Grave campaign contained in this book, but also to bring a different flavor to other campaigns and scenarios you play, be them official or homemade.

The following chapters explore some of the new spooky features introduced by this expansion.

TOMBSTONE CARDS

That tombstones are a direct connection to the world beyond the grave is something that Dr. Spider realized early on in his experiments. But the Guilds eventually did catch on and the heroes came to learn how to use this eerie connection to their advantage. By performing arcane rituals on a tombstone, chanting words of power to them, or perhaps just bashing the things with a hammer at just the right angle, heroes are able to stir the fabric that separates this world from the next. The results of such meddling are always unpredictable (and not necessarily always welcome), but how can a hero resist the temptation of taking a peek inside when he passes by a tombstone?

GETTING UP TOMBSTONE CARDS

The description of each scenario indicates how many Tombstone cards are used in it. Shuffle all the Tombstone cards and separate the requested amount, placing the rest back in the box without looking at their content. Then distribute the cards on the Spaces indicated on the map, with the text face down.

REVEALING TOMBSTONE CARDS

Revealing a Tombstone card works very much like opening a door or using a portal. During the Movement part of a Hero's activation, he may choose to spend 1 Movement Point to reveal



a Tombstone card that is in his Space. The player takes the card from the board, reads it, executes what the card's text indicates and then discards the card. Unlike an Exploration token, a Hero is not obligated to reveal a Tombstone card that's in his Space. It also doesn't block Line of Sight or Movement in any way. A Tombstone card can be revealed even if there's an Enemy sharing the Space with the active Hero, and revealing it does not trigger a Guard Reaction in Close Monsters.

TOMBSTONE EFFECTS

The effects described on a Tombstone card must be executed by the active player immediately when it is revealed (unless some factor makes it impossible to be executed, in which case it has no effect). The vast majority of the cards benefit the active player one way or another.

ACTIVATING MONSTERS

Several Tombstone cards allow the player to activate a Monster on the board belonging to a specific Monster Tier. The player selects the Monster he wishes to activate and performs its Movement and/or its Attack, in any order, following that Monster's normal stats and choosing any Hero as the primary target. While the Monster is being controlled by the player, it doesn't count as a Hero from his Guild. It cannot accomplish Quests, and if it kills anybody, the credit goes to the game as usual, not to the active player.

EXPANDING THE UPGRADE DECKS

This expansion contains new Upgrade cards for the Upgrade decks at all levels. These new cards should be mixed with those from the core box to create expanded Upgrade decks.

When dealing out the Starting Equipment, all players receive the 5 normal Starter cards, plus one copy of the new Starter card "Sickle". However, each Guild is allowed to keep only 5 Starter cards, so each player must choose 1 of the Starter cards to discard.



For the other Upgrade decks, players can simply add the 6 new cards to the normal ones for each level, creating larger decks. To ensure a better balance of the cards, however, it is recommended that players remove 1 copy of each of the following cards from each deck when adding the new cards from Beyond the Grave:

REMOVED CARDS

LEVEL 1

Trusty Blade, Bleeder, Crescent Bow, Wind Blast, Cleave, Orc Beater.

LEVEL 2

Decimator, Smashface, Hate, Heart of the Unicorn, Blazing Shot, Knight's Plate.

LEVEL 3

Brimstone, Thorn, Windblast II, Battle Cry, Nova Bolt II, Sun Ring II.

LEVEL 4

Frostbite, Bloodthirst, Hate II, Burninate, King's Shield, Heart of the Phoenix.

LEVEL 5

Bomb Appetit, Trueshot, Astral Strike II, Burninate II, Emperor's Plate, Moon Ring III.

HUGE CHARACTERS



Beyond the Grave introduces a new class of Character with the Dread King: Huge Characters! The figure of such a Monster has a base so large that it occupies a whole Space all by itself, and so it works a little differently from normal

figures. Basically a Huge Character counts as two Characters on the board: its space is always considered Full to its Allies and Blocked to its Enemies. It blocks Line of Sight to its Enemies, as well as their Movement.



Some particularly imposing Characters (usually Huge ones) are able to Shove others when moving. A Character with this ability never has his Movement blocked by other Characters, whether Ally or Enemy. Whenever he enters a Space, all Characters in it are placed in any other Close Spaces. The player controlling the Shoving Character decides where each Shoved Character goes. They can even be placed in the Space that the Shoving Character just vacated. Heroes being displaced by a Shove do not trigger Guard Reaction in Close Monsters.



Example: When the Dread King moves into the occupied Space, both the Zombie and Chaz are placed in any available Close Spaces. The nearby Ghost's Guard Reaction is not triggered.

BANISHMENT

Beyond the Grave, and its meddling with the afterlife, makes the Spawn tile an even more integral part of the game. Some Monster abilities, Tombstone cards or Upgrade cards allow a Character to be sent straight to the Spawn tile, without even being killed. And yes, even a Hero can be banished to the Spawn tile!



When an ability instructs you to place a Character in the Spawn tile, its figure is taken from the board and placed standing up in the first available slot of the Spawn tile, but that doesn't mean it's been killed. It's just been banished to that world beyond the grave, awaiting a chance to return. The Character retains all Wounds he's suffered and a Hero doesn't lose any Exploration tokens in his possession (who says you can't carry anything out of this world?). However, any special condition tokens placed on the Character are removed.

Note: Pay attention to the scenario descriptions for notes on specific Monsters that may not be banished.

RESPAWNING BANISHED CHARACTERS

When the Spawn tile becomes full, players roll a Monster Spawn as usual, including any banished Characters. If the banished Character is a Monster, it works just like a normal Monster Spawn, with the figure either being placed on a board Space containing the Spawn token (but still with any Wounds it suffered) or being returned to the game box. If the banished Character is a Hero, however, things work a bit differently. If the Spawn roll places the Hero in a Free space, its figure goes to that Space on the board (still with any Wounds it suffered), but if the roll would eliminate the Hero, his figure is instead placed back on the board either on his Starting Area or Close to an Ally, as if it had been Resurrected (though it still retains any Wounds suffered).

GHOSTS

Ghosts have a very tenuous relationship with the physical world, which is why they are able to completely ignore all blocking elements such as walls, closed doors and blocked spaces. For them, it is as if these elements were not even there. That means they can move through walls and attack through them. All Spaces sharing an edge with theirs are considered Close to them, regardless of obstacles.

This also means that their Guard Reaction is triggered when a Hero moves out of any Space Close to them, even if there's a wall between them. The Hero may not be able to attack the Ghost, but the Ghost sure can attack him.

In such a situation, where a Ghost is right behind a wall, it doesn't have its Guard Reaction triggered by the Hero ignoring him or other Close Monsters and attacking somebody else, because the Ghost is not considered to be Close to the Hero (only the Hero is considered to be Close to the Ghost).



Examples: Darryn and Chaz are considered to be Close to the Ghost, even though there's a wall and a closed door between them.

1 - When Darryn attempts to move out of his Space, he triggers the Ghost's Guard Reaction and is attacked.

2 - Chaz makes a ranged attack against a Skelebone that is not Close to him. However, since the Ghost is not considered to be Close to him behind that closed door, its Guard Reaction is not triggered.

If a player Rests his Guild while his Hero is still banished to the Spawn tile, he can choose to bring him back to the board immediately, either on his Starting Area or Close to an Ally.

Note: If the Spawn tile happens to already be full when a Hero is banished, he is placed straight into his Starting Area or Close to an Ally.

BEYOND THE GRAVE CAMPAIGN

This book contains all nine scenarios of Arcadia Quest - Beyond the Grave 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.

CAMPAIGN AND EPISODIC MODE

The Arcadia Quest - Beyond the Grave campaign is divided into three stages: the Outer Circle, the Inner Circle and the Final Showdown. During a campaign, just six of the nine scenarios contained in this Campaign Book will be played, so each new campaign can take different paths and offer all new scenarios for the players.

Outer Circle - Of the five scenarios available in the Outer Circle, three must be completed before the players move into the Inner Circle.

Inner Circle - Of the three scenarios available in the Inner Circle, two must be completed before the players move to the Final Showdown.

Final Showdown - All campaigns end with the Final Showdown scenario.

At the beginning of the campaign, players choose which of the Outer Circle scenarios will be the first (it is recommended that first-time players begin the campaign with the Haunted Barracks scenario). Afterwards, the winner of the previous scenario chooses which scenario will be played next.

However, if a group of players desires to simply have some fun in a disconnected way, just 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 in any level of their choice, and go tackle any scenario in this Campaign Book. For more information about the Episodic Mode, see page 30 in the Arcadia Quest Rulebook.

HOW TO USE THIS BOOK

Each scenario's description contains different sections that are described 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 a scenario to be played.

CONNECTED FROM

Each scenario might have a Title connection FROM other scenarios. If it does, this section will indicate which other scenarios offer a Title that can benefit a player in this scenario.

CONNECTS TO

Each scenario might have Title connections TO other scenarios. If it does, this section will indicate which other scenarios benefit from the Title that can be obtained in this scenario.

TITLE

In most scenarios, one Quest grants a Title to the Guild 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 of its Quests is associated with a Title, what advantage it brings, and which subsequent scenarios benefit from that Title.

QUESTS

Each scenario possesses a number of Quests that the Heroes must accomplish in order to be victorious. The specific Quest cards for each scenario are listed in this description and they're divided into two kinds: Player vs. Player (PvP) and Player 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.

REWARD CARD

Each scenario has one, or more Quests that grant a Reward card. This section indicates what Reward cards can be gained in the scenario.

SPECIAL SETUP

Some scenarios might have specific setup rules. This section explains those rules.

SPECIAL RULES

Each scenario has 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 gained in previous scenarios have in the current scenario.

MAP KEY

This section details which components, and their respective quantities, are needed to play the scenario.

CAMPAIGN MAP

The map below shows the city of Arcadia and all nine available scenarios for this campaign. They are divided into five scenarios in the Outer Circle, three scenarios in the Inner Circle and the Final Showdown at the center of the city.

Each scenario lists its relative difficulty and complexity (either Easy, Medium or Hard). To help players visualize the Title connections between scenarios, each Title is represented by a symbol. The Title that can be gained in a scenario is displayed above its name, and the Titles that offer an advantage in a scenario are displayed under its name. This way you can quickly determine which scenarios connect to each other.





Outer Circle

While zombies and skeletons can generally get along without weapons, they're sooo much more entertaining with an axe or a sword. Fortunately, the Arcadian Barracks was chock-full of cast-off orc weapons and armor. The only problem was getting the zombies to follow directions long enough for outfitting. But now, inexplicably, newly-risen dead travel to the Haunted Barracks seemingly of their own accord. If the Guilds are to have any chance at re-taking Arcadia, they'd do well to halt the flow of weapons and corpses coming and going from this place.

CONNECTS TO

- Black Shrine
- Mill of Souls

TITLE

When a Hero is in another player's Starting Area, and has no enemies on any Space of that Starting Area, he accomplishes the "Investigate the Quarters" Quest and becomes the "Speaker for the Dead". When playing the "Black Shrine" or "Mill of Souls" scenarios, all of his Heroes will get +1 Reroll per Character in the Spawn tile.

QUESTS

PVE

- "Investigate the Quarters" - Grants Title
- "Secure Weapons Cache". Collect 1 Quest token, - Grants Reward card

PVP

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

REWARD CARD

Spinal Tap (x2)

SPECIAL RULES

- When a Hero enters a Space containing either the Red, Green, Blue or Orange Quest tokens, and has no Enemies on the same Space, he accomplishes the "Secure Weapons Cache" Quest and exchanges the token for one of the Reward Cards. The same player cannot collect more than one Quest token. While it is possible for all players to complete this Quest, only the first 2 will get Reward cards. The Quest "Secure Weapons Cache" will still be available to other players, but after completing it, they will not get the associated Reward Card.



- When a Hero is in another player's Starting Area, and has no enemies on any Space of that Starting Area, he accomplishes the "Investigate the Quarters" Quest.



2A	3A	10B
6A	1A	12A



Closed door x4



Small open door x4



Exploration token x8



Spawn token x4



Tombstone Cards x8



Portal x6



Quest tokens x4



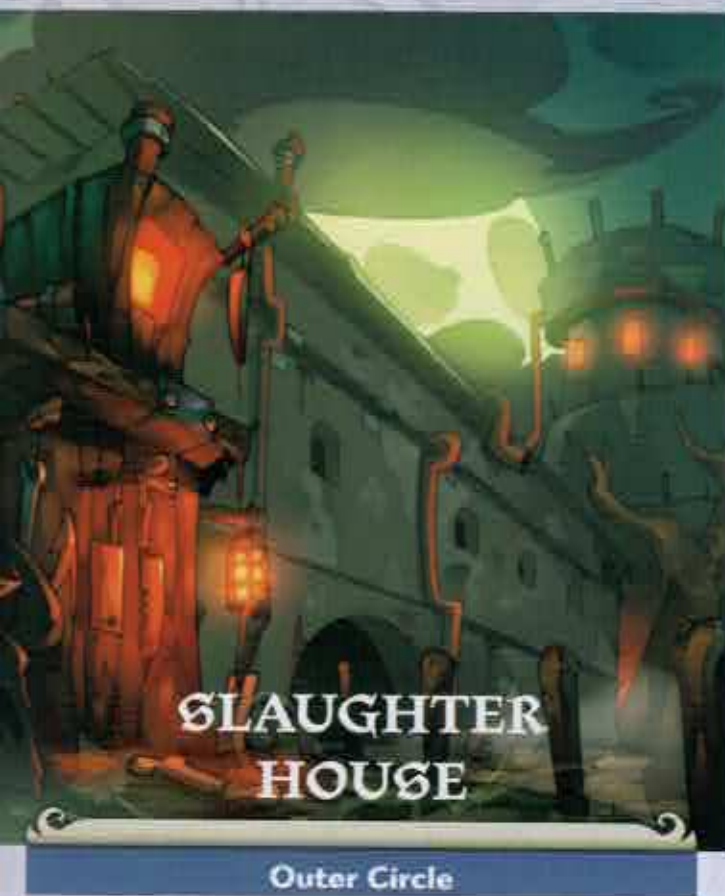
Axe Flinger Zombie x4



Slasher Zombie x2



Skelebones x6



SLAUGHTERHOUSE

Outer Circle

Even zombies gotta eat. There just aren't enough citizens still around to take care of the food supply problems. The Guilds keep sending in fresh troops, but resurrection vanishes the corpses straight from zombie hands. Fortunately, not every corpse in Arcadia can answer the Dread King's call, and that's where the Slaughterhouse comes in. Zombies labor day and night to unearth and haul 'fresh' supplies from the graveyards and crypts to this macabre meat factory. Ivan spends a lot of time here, poking through the fresher meat for new brains for his collection.

CONNECTS TO

- Mill of Souls
- Secret Laboratory

TITLE

If a player defeats Ivan, that player completes the Quest "Kill Ivan" and becomes the "Mastermind". When playing the "Mill of Souls" or "Secret Laboratory" scenarios, when that player triggers any kind of Reaction on a Monster and there is another Hero Close to it, the monster will attack that Hero instead. If there is more than one Hero Close to the active Monster, the "Mastermind" player chooses which Hero will be attacked.

QUESTS

PVE

- "Kill Ivan" - Grants Title
- "Destroy Food Reserves". Destroy 1 Quest token - Grants Reward card

PVP

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

REWARD CARD

Flaming Chain (x2)



SPECIAL RULES

- The Heroes may attack any of the four Quest tokens as if they were a Character. If the attack rolls any CRIT, the token is destroyed. The Hero completes the Quest "Destroy Food Reserves" and exchanges the token for one of the Reward Cards. The same player cannot destroy more than one Quest token. While it is possible for all players to complete this Quest, only the first 2 will get Reward cards. The Quest "Destroy Food Reserves" will still be available to other players, but after completing it, they will not get the associated Reward Card.

- If a player kills Ivan, he immediately completes the Quest "Kill Ivan".

- In this scenario, Ivan ignores any effect that would place him in the Spawn tile.



12B	
6A	9B
8A	2B
11B	



Closed door x9



Small closed door x2



Open door x2



Quest tokens x4



Exploration token x8



Spawn token x4



Portal x4



Portal x4



Tombstone Cards x8



Axe Flinger Zombie x4



Slasher Zombie x2



Skelebone x6



Ghost x2



Necromancer x2



Ivan x1



Outer Circle

The Arcadian nobility have long interred their deceased in this lonely place. As nobles themselves, they resisted the Dread King's call far better than the common peasantry which make up most of the Usurper's undead horde. For these resistant corpses, a more personal touch is required. The Dread King has tasked his Necromancers to bring Arcadia's ancient nobility back to kneel in allegiance at his feet (and serve as Wave Two in his expanding plans). The Guilds face not only an imminent threat but enormous political pressure to keep the current aristocracy's relatives safe and in their crypts. Besides, if any of them wake up, wouldn't their titles revert back to them? Averting the legal nightmares alone is worth ten times the effort!

CONNECTS TO

- Black Shrine
- Secret Laboratory

TITLE

The player who takes his own Quest token to one of the designated areas completes the Quest "Cleanse the Noble Crypts" and becomes the "Purifier". When playing the "Black Shrine" or "Secret Laboratory" scenarios, that player will not need to Rest to Resurrect a dead Hero; he may do it freely on his turn.

QUESTS

PVE

- "Cleanse the Noble Crypts". Take your Guild's Quest token to the designated Space. - Grants Title
- "Kill Necromancer" - Grants Reward card

PVP

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

REWARD CARD

Soulstone (x2)



SPECIAL SETUP

- All players start the scenario in possession of their Guild's Quest tokens. The player must place the token on one of his Heroes' cards. During the scenario, players can never take a Guild token belonging to an opposing Guild.

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

SPECIAL RULES

- If a player kills a Necromancer he completes the Quest "Kill Necromancer" and gets the Reward Card. The same player cannot kill more than one Necromancer. The Necromancer is not placed in the Spawn tile, but returned to the game box, so a maximum of 2 players will be able to complete the Quest and get the Reward Card.

- In this scenario, the Necromancers ignore any effect that would place them in the Spawn tile.

- If a player takes his own Quest token to one of the Spaces designated with a "1" and has no Enemies on the same Space, he completes the Quest "Cleanse the Noble Crypts" and discards the token.





BRIDGE OF THE DAMNED

Outer Circle

The Bridge of the Damned (which is its actual name!) has long had a history as THE place from which forlorn lovers hurl themselves to end their angst-driven vapors. Tower battlements are just too high for a proper spectacle, and, plus, the river really isn't THAT far down. And yet, a few tragic souls still never make it to the surface. Poor Frank has been fishing from the bridge ever since he heard about its history. He's really hoping to find his soul-mate's body somewhere down in the depths. Unfortunately, his constant weeping and iniveling is driving the few surviving citizens mad. They're locked in their houses by night, and by day, nothing can dislodge poor Frank from the bridge. It's up to the Guild to either find what he's looking for, or drive him off for good!

CONNECTS TO

- The Unholy Mausoleum

TITLE

A Hero may collect his Guild's Quest token and take it back to his own Starting Area. If the Hero carrying his Guild's token is in his Starting Area and has no Enemies sharing the same Space, he completes the Quest "Gather Frank's Bride". The first player to do it becomes the "Matchmaker" and, when playing the final scenario "The Unholy Mausoleum", every time he kills 1 enemy he may activate Frank, performing its movement and/or attack against any Hero or Minion of his choice.

QUESTS

PVE

- "Gather Frank's Bride". Recover your Guild's Quest token and bring it to your Starting Area. - Grants Title
- "Kill Frank" - Grants Reward card

PVP

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

REWARD CARD

Power Harness (x1)



SPECIAL SETUP

- Separate all the Quest tokens and place them face up on the side of the board opposite to their respective Guild's starting areas, as indicated on the map.

SPECIAL RULES

- If a player kills Frank, he completes the Quest "Kill Frank" and gets the Reward Card.
- In this scenario, Frank ignores any effect that would place him in the Spawn tile.
- A Hero may take his Guild's Quest token and bring it to his own Starting Area. When the Hero is in any Space of his Starting Area and has no Enemies sharing the same Space, he completes the Quest "Gather Frank's Bride" and discards the token.



10B 3A 12A
2B
9A 1A 7A



Closed door x5



Open door x7



Small open door x4



Quest tokens x4



Exploration token x8



Spawn token x4



Portal x4



Tombstone Cards x8



Axe Flinger Zombie x4



Slasher Zombie x2



Skelebone x6



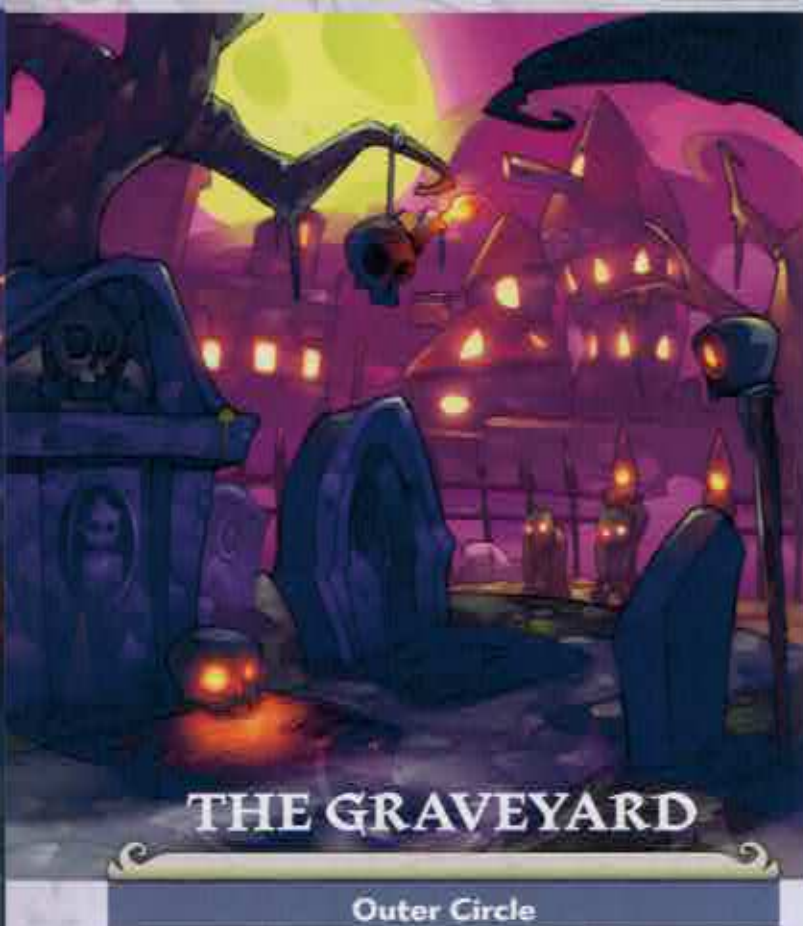
Ghost x4



Necromancer x2



Frank x1



The Graveyard was once beyond Arcadia's city walls, but has since been enclosed. It was built on the site of a famous battle wherein thousands upon thousands are said to have perished. And that's ALL the encouragement Dr. Spider needs to carry out his grandest experiment yet. Combining mad magic and insane science, he's devised a means to raise both armies at the same time! Even the Dread King might have trouble reigning over the risen hordes, but who can say no to instant legions? The heroes must re-bury the skulls being used before Dr. Spider succeeds, or risk being completely overrun!

CONNECTS TO

- The Unholy Mausoleum

TITLE

If a Hero collects any of the four Death tokens placed on the board during setup, he must take it to the central space of the Graveyard. When the Hero carrying the token is at the indicated Space and has no Enemies sharing the same Space, he completes the Quest "Stop the Ritual". Only the first player to do it becomes the "Undertaker" and, when playing the final scenario "The Unholy Mausoleum", may remove Death Curse cards from his Heroes by paying only 1 Coin per card.

QUESTS

PVE

- "Stop the Ritual". Take 1 Death token to the central Space of the graveyard. - Grants Title
- "Kill Dr. Spider" - Grants Reward card

PVP

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

REWARD CARD

Tombstone Shield (x1)

SPECIAL SETUP

- This scenario starts with some Monsters on the Spawn tile, as indicated on the setup map.
- Separate all Quest tokens, shuffle them and place them, face down, in the Spaces indicated on the map.
- Place 4 Death tokens on the board as indicated. Instead of their normal use, they behave the same as Quest tokens.

SPECIAL RULES

- If a Hero is on a Space containing one of the 4 Quest tokens and has no Enemies on the same Space, the content of the token is revealed. If a Hero finds the Red Quest token, it is replaced by Dr. Spider. If a Hero finds the Blue, Orange or Green Quest tokens, it is replaced by a Ghost, who immediately attacks the Hero who found it. (*)
- If a Hero kills Dr. Spider he completes the Quest "Kill Dr. Spider" and gets the Reward Card.
- In this scenario, Dr. Spider ignores any effect that would place him in the Spawn tile.
- If a Hero is on a Space containing one of the Death tokens and has no Enemies on the same Space, he collects the token. This Death token works just like a Quest token, with the difference that it is placed on the Hero's figure instead of on his card. The Hero must now take the token to the central Space of the graveyard. When the Hero carrying the Death token is on the central Space of the Graveyard and has no Enemies sharing the same Space, he discards the token from the game and completes the Quest "Stop the Ritual".



Closed door x6



Open door x2



Small closed door x2



Small open door x2



Quest tokens x4



Tombstone Cards x8



Spawn token x5



Portal x6



Exploration token x8



Death token x4



Axe Flinger Zombie x4



Slasher Zombie x2



Skelebone x6



Ghost(*) x4



Necromancer x2



Dr. Spider(*) x1



Inner Circle

The former Cathedral has been defiled by the Dread King and his Necromancers into a vile Black Shrine to the forces of darkness. Worse, they've been rounding up the few remaining citizens as 'new recruits' to the Dread King's undead army. Which, yes, means terrible, terrible deaths followed by even more terrible undeaths. If the Guilds could only get there first! If they could only arm those same citizens and transform them into new militia leaders! If only there were heroes hardy enough to undertake such a task! Oh wait! There are! What a happy coincidence! And yet, they must beware, for the Dread King himself occasionally inspects the new recruits in their... er, pre-zombified state.

CONNECTED FROM

- Haunted Barracks
- Crypts

CONNECTS TO

- The Unholy Mausoleum

TITLE

If a player collects and escorts one of the members of the Militia (Red, Green, Orange or Blue Quest token) to the exit, he completes the Quest "Rescue the Militia" and becomes a "Captain of the Militia". When playing the final scenario, "The Unholy Mausoleum", the Militia will share with his Guild the secret of the magic back door to the Temple of Dawning Twilight, giving him access to the portal inside.

QUESTS

PVE

- "Rescue the Militia". Escort one Quest token to the exit. - Grants Title
- "Kill Frank" - Grants Reward card
- "Kill Ivan" - Grants Reward card

PVP

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

REWARD CARD

Holy Water (x2)

SPECIAL RULES

- If a player kills Frank, he completes the Quest "Kill Frank" and gets a Reward Card.
- If a player kills Ivan, he completes the Quest "Kill Ivan" and gets a Reward Card.

- In this scenario, Frank and Ivan ignore any effect that would place them in the Spawn tile.

- If a Hero takes any of the Quest tokens to one of the 3 exits of the Black Shrine (as indicated on the map) and has no Enemies sharing the same Space, he completes the Quest "Rescue the Militia", discarding the token.

TITLE ADVANTAGES

- If a player got the "Speaker for the Dead" Title by exploring the quarters in the "Haunted Barracks" scenario, all of his Heroes get +1 Reroll per Character currently on the Spawn tile.
- If a player got the "Purifier" Title by cleansing the noble crypts in the "Crypts" scenario, he does not need to Rest his Guild in order to Resurrect a dead Hero; he may do it freely during his turn.





Those corpses that have resisted the Dread King's call through force of will rather than random chance are not taken to the Slaughterhouse for the zombie army's sustenance. Instead, they are grist for the Mill of Souls, a cunning engine of necromantic power that can rend a soul through even the most tenuous attachment to its former body. The resulting Ghosts are rueful, angry, and burning with vengeance, which is exactly what the Dread King wants. Each bends knee to their undead overlord before pursuing the living throughout the city. If the heroes can stop the Mill (and survive the Dread King himself), they'll be yet one step closer to freeing Arcadia!

CONNECTED FROM

- Haunted Barracks
- Slaughterhouse

CONNECTS TO

- The Unholy Mausoleum

TITLE

If a player kills the Dread King, the player completes the "Kill the Dread King" Quest and becomes the "Master of Death". When playing the final scenario, "The Unholy Mausoleum", every time the player kills an Enemy he reveals one of the unused Tombstone cards.

QUESTS

PVE

- "Kill the Dread King" - Grants Title
- "Kill Skelebone" - Grants Reward card

PVP

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

REWARD CARD

Skull Helm (x2)

SPECIAL SETUP

- This scenario starts with some Monsters on the Spawn tile, as indicated on the setup map.
- Separate all the Quest tokens and place them face up on the Space on the board opposite to their respective Guild's Starting Areas, as indicated on the map.

SPECIAL RULES

- If a player kills the Dread King, he completes the Quest "Kill the Dread King".
- The doors to the Spaces containing the Skelebones cannot be opened or closed normally by using a Movement Point. When a Hero is on the Space containing his Guild token, he chooses one of these doors to open. As long as there's a Hero of his Guild standing on the Quest token, the door remains open, otherwise it closes immediately. Whenever a Hero enters the Space containing his Guild's Quest token, he may choose another door to keep open (closing any other that was being kept open by his Guild). The Guild tokens cannot be collected.
- If a Hero kills a Skelebone, he completes the Quest "Kill Skelebone" and gets a Reward Card, if there's one still available. The same player cannot kill more than one Skelebone. The killed Skelebone is not placed in the Spawn tile, but returned to the game box.
- In this scenario, the Dread King and Skelebones ignore any effect that would place them in the Spawn tile.

TITLE ADVANTAGES

- If a player got the "Speaker for the Dead" Title by exploring the quarters in the "Haunted Barracks" scenario, all of his Heroes get +1 Reroll per Character currently on the Spawn tile.
- If a player got the "Mastermind" Title by killing Ivan in the "Slaughterhouse" scenario, when one of his Heroes triggers any kind of Reaction on a Monster and there is another Hero Close to it, the monster will attack that Hero instead. If there is more than one Hero Close to the active Monster, the "Mastermind" player chooses which Hero will be attacked.





SECRET LABORATORY

Inner Circle

At last! The lair of the vile Dr. Spider himself! Finally the heroes can put a stop to his mad experiments once and for all. And yet, this is no normal laboratory! Science and magic combine here into an intricate tapestry of infinite fascination and imminent death. One wrong move, and BOOM! (Or even one RIGHT move and still boom!) But, many of the artifacts and chemicals found in this lab are among the most rare and unusual that can be found anywhere in the world. Why, the heroes may stumble upon a most potent secret weapon or two. And yet, they must beware: mixing noxious compounds at random, for Dr. Spider uses no labels, and would only enjoy the chaos that a bad mixture might cause.

CONNECTED FROM

- Slaughterhouse
- Crypts

CONNECTS TO

- The Unholy Mausoleum

TITLE

If a Hero kills Dr. Spider, he completes the "Kill Dr. Spider" Quest and becomes the "Alchemist". At the start of the "The Unholy Mausoleum" scenario he gets 1 Healing Potion, 1 Refreshing Potion and 1 Extra Turn Potion from the Exploration tokens. These are placed next to his dashboard, can be spent by any of his Heroes and cannot be stolen.

QUESTS

PVE

- "Kill Dr. Spider" - Grants Title
- "Brew the Serum" - Collect and take 2 Quest tokens to one of the designated Spaces. - Grants Reward card

PVP

- "Kill Blue", Kill 1 hero from opposing Blue Guild
- "Kill Red", Kill 1 hero from opposing Red Guild
- "Kill Green", Kill 1 hero from opposing Green Guild
- "Kill Orange", Kill 1 hero from opposing Orange Guild

REWARD CARD

Hulking Serum (x2)



SPECIAL RULES

- If a player kills Dr. Spider, he completes the Quest "Kill Dr. Spider".

- In this scenario, Dr. Spider ignores any effect that would place him in the Spawn tile.

- If a player takes 2 Quest tokens to one of the Spaces indicated by a "1" on the map and has no Enemies sharing the same Space, he completes the Quest "Brew the Serum" and gets a Reward card, discarding the 2 Quest tokens. The same player cannot do this twice.

TITLE ADVANTAGES

- If a player got the "Purifier" Title by cleansing the noble crypts in the "Crypts" scenario, he does not need to Rest his Guild in order to Resurrect a dead Hero, he may do it freely during his turn.

- If a player got the "Mastermind" Title by killing Ivan in the "Slaughterhouse" scenario, when one of his Heroes triggers any kind of Reaction on a Monster and there is another Hero Close to it, the monster will attack that Hero instead. If there is more than one Hero Close to the active Monster, the "Mastermind" player chooses which Hero will be attacked.





THE UNHOLY MAUSOLEUM

Final Showdown

The Dread King's seat of power is not a grand throne room, but rather the entrance to the vast underground catacombs beneath this mausoleum. Here his darkness is at its height, and the Guilds will be sorely tested to oust him from this evil throne. Not only are his powers exalted in this cursed place, but the Guilds are at their weakest. Resurrections are tricky to say the least. Death lingers here, in a very real sense. It's an epic battle to the finish, to destroy the Dread King and release him from his dreadful compact. The last surviving Guild shall emerge triumphant! And all will be right with the world.

CONNECTED FROM

- Bridge of the Damned
- The Graveyard
- Black Shrine
- Mill of Souls
- Secret Laboratory

QUEST

PVE

- "Kill the Dread King"

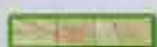
SPECIAL SETUP

- If a player got the "Alchemist" Title in the "Secret Laboratory" scenario, give him 1 Healing Potion, 1 Refreshing Potion and 1 Extra Turn Potion before placing the Exploration tokens on the board. He keeps these tokens next to his Guild dashboard.
- If a player got the "Master of Death" Title in the "Mill of Souls" scenario, give him 6 face down Tombstone cards before placing the rest on the board.

CONTINUED ON PAGE 28



Closed door x4



Open door x7



Small closed door x2



Locked door x1



Exploration token x10



Spawn token x3



Tombstone Cards x8



Portal x4



Portal x3

12A	5A	6A
3A	11A	9B
8B	10A	4B
2B	1B	7A



Axe Flinger Zombie x4



Slasher Zombie x2



Skeleton x6



Ghost x4



Necromancer x2



Ivan x1



Frank x1



Dread King x1



Dr. Spider x1





SPECIAL RULES

- "The Unholy Mausoleum" scenario has only one Quest that offers no Rewards or Titles. When a player kills the Dread King, the scenario -and the campaign- ends.

- Whenever a Hero dies, he receives one Death Curse card (in addition to the usual Death token). The Death Curses are cumulative and the Hero must keep all he receives. At any time, however, a player may remove a Death Curse card by discarding the same number of coins as the value of the Death Curse card. For example, if a Death Curse card's value is 3, the player has to discard 3 coins to remove it. The player may also discard Treasure Chest tokens to remove Death Curse cards. Removed Death Curse cards go to a discard pile. If the Death Curse deck runs out, reshuffle the discard pile and make a new deck.

TITLE ADVANTAGES

- If a player got the "Matchmaker" Title by being the first to gather the parts for Frank's Bride in the "Bridge of the Damned" scenario, every time his Heroes kill an Enemy he may activate Frank, performing in any order its movement and/or attack against any Hero or Minion of his choice.

- If a player got the "Undertaker" Title by being the first to stop the ritual in the "The Graveyard" scenario, removing Death curse cards costs him only 1 Coin per card, regardless of its value.

- If a player got the "Captain of the Militia" Title by rescuing a member of the Militia in the "Black Shrine" scenario, his Heroes consider the locked door at the back of the Temple of Dawning Twilight to be always open, while the other Guilds consider it to be always closed. His Heroes are able to attack through the locked door and move through it, gaining access to the portal inside the temple.

- If a player got the "Master of Death" Title by killing the Dread King in the "Mill of Souls" scenario, every time his Heroes kill an Enemy he reveals 1 of the Tombstone cards that were given to him during setup.

- If a player got the "Alchemist" Title by killing Dr. Spider in the "Secret Laboratory" scenario, any of his Heroes can use the potions he was given during setup as if they were on their Hero cards, though they cannot be stolen.

HEROES

DARRYN



"What's that, dear? Why yes, you do seem a bit thirsty."

Darryn loves his sword. Perhaps a bit too much. Not only does he talk to it, he holds long, meaningful conversations with it. When asked about this peculiarity, Darryn insists he's just talking 'AROUND' the sword. Not 'TO' the sword. (Yes, that's much less disturbing.) Regardless, Darryn is just about the most enthusiastic warrior around. He'll wade straight into any fray, preferring unwounded enemies to those on their last legs. And, if his blade really IS talking to him, well, at least it's not distracting him from his work.

CHAZ



"Don't hate me because I'm beautiful."

Chaz is Darryn's brother (and they're known collectively as the Black Brothers, thanks to a marketing deal with the Black Armory who supplies their armor). Chaz's claim to fame is his Power Stance and Stunning Hair. When in his Power Stance (and that's nearly all the time, even sleeping) he's an unstoppable

swordsmen of supreme skill. Unless someone musses his Stunning Hair. Then, he might be better described as a fretting nitwit, as he struggles to comb his hair back into place mid-battle. Thus, it's a mark of his prowess that the Guilds give him any work at all. (And the kickback from the Black Armory don't hurt anything either).

THE ENEMY

SKELEBONES



"You have a 'bone to pick with me', hero? Yes, very clever. That one never gets old. Grrrr....."

Skelebones just can't get any rest. Scavengers dig them up, mad scientists animate them, and they're constantly subjected to the worst humor regarding calcium intake, empty heads, and poor dentistry. It's almost as if the heroes can't resist, and it's no wonder Skelebones are always so angry. By way of compensation, they prey on adventurers to secure as much clothing, armor, and weapons as their bony frames can carry. As troops, they're the ironic 'brains' of the foot soldiers, since zombies can't be relied upon to do more than shuffle towards the enemy.



SLASHER ZOMBIES



"They're not mindless minions. See? The proof is right there! That noodley part..." -Dr. Spider

Dr. Spider insists there's absolutely nothing wrong with his basic zombies. They may not be able to speak, or move terribly fast, or follow complex instructions (or ANY instructions beyond 'Eat Hero Brains'). And yet, they're a cheap, plentiful, and effective barrier to Guild invasions. And have we not mentioned the Zombie Spring Cotillion? Such a grand affair, if somewhat lacking in conversation. Although, the zombies have discovered a rather ingenious method of learning what the others are thinking: Simply swap brains.

AXE FLINGER ZOMBIES



"Such entertaining minions! If only the casualty list wasn't so high from their practice drills." -The Dread King

When the Dread King began arming his zombie hordes, he knew they were terrible marksmen. Thus, he issued swords, axes, hammers, and other melee weapons. Little did he suspect that the 'livelier' zombies would start flinging their axes at enemy heroes! The new application was immediately apparent, although arming every zombie with a dozen axes proved impractical. A special kind of enchantment was devised to teleport the axe to the zombie's hand after flinging. Note: this enchantment is a marked improvement over the 'boomerang axe' design, which proved hilarious, but... messy.

✦ GHOSTS ✦

"Deaaath! DEEAATH awaits yooooouuu!!!! I mean... obviously. You're mortal, right? Right then. I stand by my statement."



Ghosts have been brought back from beyond the veil of death to haunt the living and scare the pants off heroes. They claim tremendous insights into the Great Beyond, and often adopt the air of philosophers and oracles. And yet, when plied for specifics, they tend to get... hazy. As loyal minions to the Dread King and Dr. Spider, Ghosts like to serve as 'shock' troops, although they're more like 'jump scare' troops in practice. Still, heroes would do well not to underestimate these wispy enemies, since they have little to fear from death itself.

✦ NECROMANCERS ✦

"Of course this racket will raise the dead. That's the whole point, you philistine!"



Most Necromancers began their careers as aspiring musicians and singers attending Arcadia University's prestigious Conservatory program. Alas, not everyone is destined for greatness... or even mediocrity. In fact, most Necromancers can be quite rightfully labeled as the worst musicians and singers in the realm, and, like all failed artists, have turned to dark magic to exact their

vengeance upon their critics. Even those with the slightest magical talent can use their disharmonic gifts to raise the dead from their crypts and call back spirits long banished across the veil of death.

✦ IVAN ✦

"This brain? Umm.... I think it belongs to 'Abby' someone...."



While a perfectly capable lab assistant and toady, Ivan has never been overburdened with an abundance of brains... until now! He discovered his love of brain collecting early in service to Dr. Spider, and now roams graveyards and morgues the world over searching for perfect specimens for his collection. Mind you, only Ivan can say what makes for a 'perfect brain', but he'll wax eloquent on the merits and faults of every brain in his bag, some of which have been there for a considerable time. In fact, it's good that most of his companions are undead, and thus in no danger of being bored to death.

✦ FRANK ✦

"Frank just want big hug!"



While Frank is one of Dr. Spider's most successful experiments, this hulking monstrosity was implanted with a brain too small and a heart too big. Frank wants nothing more than to be loved. Alas, he has concluded that he'll never find a soulmate to match him, so he'll do the next best thing: build his own! Often found accompanying Ivan, the duo will scavenge graveyard after graveyard looking for the right parts. Ivan keeps the brains, and Frank keeps whatever he needs. Unfortunately for any heroes that happen upon him, Frank will brook no interference in this mighty quest of his own!

DR. SPIDER

"No, not 'Spider' like the arachnid. It's pronounced SPEEDER. Yes, the 'I' is a long 'E'. I think I know how my own name is pronounced, thank you!"



Nobody paid much attention when Dr. Spider was expelled from Arcadia University for excessive experiments into Necromancy. Even Lord Fang ignored him after taking over the city, and the bad Doctor pillaged the cemeteries and mausoleums of Arcadia for test subjects. Obsessed with his experiments, Dr. Spider retreated to his secret lab and worked long hours to tease the secret of immortality from the universe, and to prove, once and for all, that he should have fame, fortune, and (most importantly) tenure!

THE DREAD KING

"Wizards. Worse than lawyers. We won't be needing either when I'm back on my throne."



Once the great and honorable king of his realm, the Dread King longed to extend his life and continue to rule. He made a pact with a dark wizard that would grant him immortality. Alas, dark wizards are known for their treachery, and dark pacts are known for their fine print. The Dread King was indeed granted immortality, but only in a twisted undead form. The Wizard bound him to the crypts deep below Arcadia. Many centuries later, with the Dread King completely erased from history, Dr. Spider's deranged experiments (and insane, cackling laughter) have finally shattered the last remnants of the decaying binding. Now, risen once more, the Dread King seeks to establish his kingdom from the 'trespassers' in Arcadia, and rule for eternity from beyond the grave!

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