

ARCADIA QUEST – Overlord Mode

Rules

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The purpose of this game mode is to make it possible for Players to play co-op, while at the same time adds a 5th Player to the experience, increasing the difficulty of the game and also raising the limit of players. So this mode is ideal for that group of 5 players who enjoy a classic RPG! ;)

The rules remain the same as the normal game, taking into account **some observations regarding the keywords** below:

- ALLY: - for a Hero: another **Hero** (including of other Guilds).
 - for a Monster: another **Monster**.
- ENEMY: - for a Hero: any **Monster**.
 - for a Monster: any **Hero**.

Obs.: although the other Guilds are your Allies, all of you are still facing each other to fulfill the Quests and earn their valuable rewards. After all, only one of the Guilds will be elected the Greatest and Most Famous of Arcadia.

The other relevant modifications are:

- There is no more PvP mission to be fulfilled, obviously. Therefore:
 - ✓ The scenario ends with the **Guilds Victory** when:
 - a) **Two Players complete 2 PvE missions each**, and wins the match the Player who has fulfilled this condition first;
 - b) If that is not possible, **the match ends when one Player completes all 2 PvE missions** of the scenario, being proclaimed the winner;
 - c) If that is not possible either, **the match ends when there is no possibility to fulfill any missions**, and wins the Player who have completed more Quests. In case of a tie, wins the one who fulfilled that condition first.

Obs: there is also the (remote) possibility of the match ending up due to the lack of Monsters on the board and Spawn Tile. In this case, the Guilds win the match. The winning Player is the one who completed more Quests. In case of a tie, wins the one who fulfilled that condition first.

- ✓ The scenario ends with the **Overlord's Victory** when:
 - a) The **count of defeated Heroes reaches 15**, that is, when the Death tokens (Skull) distributed through all Guilds makes a total of fifteen.

The official rule about the end of the game remains the same. Therefore, whoever wins the final scenario (6) is declared the Winner. If it is one of the Guilds, the count of the Medals stays the same. If it is the Overlord, the Medals are checked according to the number of scenarios he has won over the course of the Campaign, stating the intensity of Evil that prevailed over Arcadia.

➤ When the **Guilds wins a scenario**, the resolution remains the same of the official rules. The **only difference** is on the Upgrade Phase, where the **draft of upgrade cards are open**, making possible the **negotiation between Players**, which could even involve the Coins collected on the scenario. After all, “business is business”. The draft proceeds this way:

- a) each Player **opens on the table the 6 cards** that received and **reserves 2**, putting them close to himself;
- b) next, each Player **chooses 2** among the 4 cards that are open in front of the **Player on his right** and places them in front of himself, together with the first two reserved previously;
- c) lastly, each Player takes the **2 cards that remained in front of the Player on his left**, therefore completing its deck of 6 upgrade cards;
- d) from now on the official rules are followed again, like the **3 cards buying limit**.

➤ When the **Overlord wins the scenario**:

✓ The **Guilds are penalized**, before proceeding to the Upgrade Phase, this way:

- a) **All Heroes receive 1 Death token (Skull)**;
- b) **Each Guild loses** a number of Coins equivalent to the quantity of Skull tokens they have (taking into account the three extra tokens they received on the last step);
- c) Lastly, the Players have to choose together **between two paths** to proceed (when possible):
 1. Accept their destiny and **move on to the next scenario** (according to the official rules), but for that the **draft phase will occur in a leaner version (50%)**, in other words, all the quantity of cards involved in the process are cut in half – *only 3 cards are dealt, of which 1 is reserved by the Player, 1 is chosen from the Player on the right and the last is the 1 remained in front of the Player on the left*; OR
 2. Refuse their destiny and **move to a different scenario from the same circle as the current scenario** (that has not yet been chosen), playing it on the same level as the one where they lost. However, they must abdicate all Coins obtained and the “cards buying” step of the Upgrade Phase.

✓ The **Overlord is rewarded** with **1 Skull token, 4 Guilds tokens** (one of each) and **4 Coins**, that will grant him the **right to use 3 special abilities** on the next scenario (exceptionally):

- a) **Summon the Wrath Power** (single use) – allows him, on his turn, **to spend the Skull token to spawn any Villain** in one of the specific Spaces that are available, among the Monsters on the game box, that is, one that is not present on the current scenario (but never Lord Fang!);
- b) **Summon the Misfortune Power** – allows him, on any moment, **to spend 1 of the 4 Guilds token** that he received to **nullify a dice roll final result** of any Character of the corresponding Guild (attack or defense), making it a failure;
- c) **Summon the Greed Power** – allows him, on any moment, **to spend 1 of the 4 Coins** that he received to **reject a dice roll final result** of any of his Characters (attack or defense), been able to do it again, from scratch.

As for the match, it unrolls as follows:

- The 4 Players **decide the order they will resolve their turns on each round**, amplifying their strategies and optimizing the match time.

Obs.: the Overlord can stipulate a time for this, in order to prevent them from delaying this step.

TIP: since this order may vary on each round, use some sort of token (like the Guild's one) to keep track on who completed its turn, for example, to avoid problems and discussions.

- After **the four Guilds completes 1 turn** (even if it is just resting) it is the **turn of the Overlord**. He plays like the other Players, as he was controlling the **"Monster's Guild"**.
- Since the **Monsters does not have equipment to be exhausted**, they do not need to rest for that purpose. Therefore, the Overlord will always be able to Activate one of them, having the right to do one of the following actions:

a) **Rest his army**, allowing that all **Dazed Monsters gets back to normal** and the **1st Monster on the Spawn Tile can be spawned automatically** in one of the specific Spaces that are available; or

b) **Activate a Minion** (Minor or Major) and execute its actions (same rules of the Heroes); or

c) **Activate a Villain** (Minor or Major) the same way, provided that he has **Line of Sight to an Enemy**;

Obs.: Remembering that the Heroes have no Guard nor Payback Reactions. (MWAHAHAHAHA!)

It is worth mentioning that the other rules that affect the Monsters remains the same, with the only difference that those **who fulfill them is the Overlord**, like:

a) Perform the Guard and Payback Reactions;

b) Roll the dice to spawn the Monsters.

Once again remember that all other rules and aspects of the game, that is, those that have not been discussed here, should be followed according to the manual.

TIP: this game mode matches very well with the [OVERPOWERED Campaign](#), also of my own creation. Worth checking out and testing! ;)