

THE MOONLESS NIGHT

SETUP WITH CLASSIC ARCADIA QUEST

For once, the Chamberlain found King David in the throne room late at night. "Majesty—" he began.

"Ah ha!" said the king. "I knew it! It's the Moonless Night, and there's trouble, isn't there?"

"Alas, yes, Majesty—"

"Demons crawling out of the sewers?"

"No, Majesty, it's—"

"Don't tell me the portal network is going haywire again!"

"Yes, Majesty! That's it exactly!"

The King paused, mouth agape, looking a little too much like a fish. He clapped his jaw shut, then scowled. "These darned things. I almost wish we'd never invented them. Okay, so what now?"

"Someone is taking advantage of the sudden darkness to bring forth monsters from far beyond the city walls!"

"Bring forth monsters from—! Wait, that's supposed to be impossible."

"One would think, Majesty, but the evil vampire sisters—"

"Clawdia and Batricia!"

"Yes, Majesty. They're using Oof Powder on the portals!"

"Hoof Powder!"

"No, Majesty. Oof Powder."

"Woof Powder!"

"No, Majesty--"

"Those poor doggos..."

"Majesty! Listen now: OOF. POWDER."

"Oh, OOF Powder!"

"Yes, Majesty!"

"That's... that's... oof."

"Quite so, Majesty. What do we do?"

King David drew himself to his full height, straightened his crown, set his jaw, struck a royal pose and decreed: "Send forth the Guilds!"

In the silence that followed the Chamberlain coughed lightly.

"So... business as usual then?"

"Oh, do get out, Chamberlain."

HOW TO USE THIS SCENARIO

"The Moonless Night" is designed as a Scenario 4, the followup to "A Portal Trouble", "Safe Houses and Rotten Eggs" and "No Such Thing As Too Late". Collectively, these 4 scenarios are part of the online-only campaign, 'Bedtime Again! After playing "No Such Thing As Too Late", players perform the Upgrade Phase then move to play this scenario. Alternatively, you can choose to play it using Episodic Mode.

This scenario can be played using either the original Arcadia Quest or Inferno as the basis, and it has two different maps: one for use with each core box.

QUESTS

PVE

- "Light the Beacons" - Bring torches to light the beacons.
- "Find and Stop the Sisters" - Find Clawdia or Batricia and stop them from throwing the Oof Powder on the Portals.

PVP

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

SPECIAL SETUP

- Separate the red and blue Quest tokens and shuffle them facedown with 8 other random Exploration tokens. Distribute them, facedown, in the Spaces indicated on the map.

SPECIAL RULES

- If a Hero is on a Space containing one of the Exploration tokens, and has no Enemies on that Space, the token is flipped. If a Hero finds the Red Quest token, it is replaced by Clawdia's figure. If a Hero finds the Blue Quest token, it is replaced by Batricia's figure. If a Hero finds any other Exploration token, the token is resolved as usual.
- If a Hero kills either Clawdia or Batricia, they immediately complete the Quest "Find and Stop the Sisters". The same player cannot kill both Clawdia and Batricia, so a maximum of 2 players may complete this Quest.
- If a Hero ends their activation on one of the indicated Spaces (representing the Beacons), and has no Enemies on that Space, that player places one of their Guild tokens on that Space (indicating that they are lightning up the Beacons). Each Space may contain 1 Guild token from each of the 4 Guilds. The Guild tokens cannot be taken from the board. If a player places 1 Guild token on both indicated Spaces, that player immediately completes the Quest "Light the Beacons".

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

Dawn peeked over the horizon, and seeing no more monsters in Arcadia, blossomed into full sunrise.

Alas, the Chamberlain did not have good news for the bleary-eyed king.

"Escaped??" His Majesty could hardly believe his ears. "How?"

"One last pocketful of Oof Powder let them leap far beyond the normal network," said the Chamberlain. "They've vowed that they and their father shall return."

"Lord Fang is dead though," said the King.

"Undead."

"No, dead-dead. Done. Gone. Kaput. Splat. ... Right?"

"I... well, I'm not certain."

"Well, let's be certain, and maybe get ahead of this thing for once. The sisters had help from within the city. Find out!"



	5B	3A	
7A	1A	6B	9A
	2A	8B	



Closed
door x4



Exploration
token x10



Spawn
token x4



Orc
Marauder x8



Goblin
Archer x4



Wild Pet x2
(if playing with Pets)



Open
door x2



Portal x6



Portal x2



Spear
Beastman x2



Hammer
Beastman x2



Guard monster x2
(if playing Solo Mode)

THE MOONLESS NIGHT

SETUP WITH ARCADIA QUEST: INFERNO

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QUESTS

PVE

- "Light the Beacons" - Bring torches to light the beacons.
- "Find and Stop the Accomplices" - Find Mollen, the Cruel or Lewan, the Ruined and defeat them.

PVP

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

SPECIAL SETUP

- Separate the yellow and purple Quest tokens and shuffle them facedown with 8 other Exploration tokens. Distribute them, facedown, in the Spaces indicated on the map.

SPECIAL RULES

- If a Hero is on a Space containing one of the Exploration tokens, and has no Enemies on that Space, the token is flipped. If a Hero finds the yellow Quest token, it is replaced by Mollen, the Cruel (Angel Eyes figure). If a Hero finds the purple Quest tokens, it is replaced by Lewan, the Ruined (The Wanderer figure). If a Hero finds any other Exploration token, the token is resolved as usual.
- If a Hero kills either Mollen, the Cruel or Lewan, the Ruined, they immediately complete the Quest "Find and Stop the Accomplices". The same player cannot kill both Mollen and Lewan, so a maximum of 2 players may complete this Quest.
- If a Hero ends their activation on one of the indicated Spaces (representing the Beacons), and has no Enemies on the same Space, that player places one of their Guild tokens on that Space (indicating that they are lightning up the Beacons). Each Space may contain one Guild token from each of the 4 Guilds. The Guild tokens cannot be taken from the board. If a player places one Guild token on both indicated Spaces, that player immediately completes the Quest "Light the Beacons".

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Brimstone
card x14



Closed
door x4



Exploration
token x10



Spawn
token x4



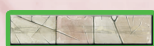
Demoness x6



Harpy x4



Guard monster x2 (if
playing Solo Mode)



Open
door x2



Portal x2



Portal x6



Demon
Pitcher x2



Cerberus x2



Wild Pet x2 (if
playing with Pets)