



# CHILDREN OF THE NIGHT

## SETUP WITH CLASSIC ARCADIA QUEST

King David's spymaster nearly collided with the Chamberlain exiting the throne room. "Watch out for squalls," he said to the Chamberlain, for the King was in a rare taking.

"Chamberlain! There you are. Traitors! Can you believe it?"

"Traitors, Majesty!"

"Yes!"

"Where?"

"Why, here!" said the king.

Chamberlain looked around the throne room, seeing only the usual guards. "Umm—"

"In the city, in the city, for goodness sake. It's wealthy citizens who have no real power or authority. Several lesser houses have been harboring Clawdia and Batricia! Helping them stir up trouble!"

"Ah!" Chamberlain said. "That is very bad!"

"Bad! Just bad? No, no, Chamberlain, 'bad' is burned tortillas on Taco Tuesday. 'Bad' is missing Bedtime. 'Bad' is the portal network about to explode—wait, it *is* still about to explode, right?"

"Yes, Majesty, I'm afraid so."

"See? That's 'bad'. Going against your king and sovereign is beyond the pale! And thanks to these criminals and all their Oof Powder, the portals network might explode at any time."

"This has catastrophe written all over it," said Chamberlain.

"Yes! Add graffiti to their list of crimes as well!"

Chamberlain paused. "Er. Yes, Majesty. Shall I send forth the Guilds?"

"Do so immediately! I have it on good authority that the criminals have mercenaries and monsters on their side. I want them all imprisoned before dawn!"

### HOW TO USE THIS SCENARIO

"Children of the Night" is designed as a Scenario 5, the followup to "A Portal Trouble", "Safe Houses and Rotten Eggs", "No Such Thing As Too Late" and "The Moonless Night". Collectively, these 5 scenarios are part of the online-only campaign, 'Bedtime Again!' After playing "The Moonless Night", 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

- "Arrest the Turncoats" - Collect and escort 1 Quest token to the designated Space.
- "Kill the Troll" (From the Arcadia Quest Core Box - Kill the Troll).
- "Kill the Minotaur" (From the Arcadia Quest Core Box - Kill the Minotaur).

#### PVP

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

### SPECIAL RULES

- If a Hero kills the Troll, that player immediately completes the "Kill the Troll" Quest. The killed Troll is not placed in the Spawn tile, but it is returned to the game box.
- If a Hero kills the Minotaur, that player immediately completes the "Kill the Minotaur" Quest. The killed Minotaur is not placed in the Spawn tile, but it is returned to the game box.
- In this scenario, the 4 Quest tokens represent the citizens who have switched sides and are helping Clawdia and Batricia (they were promised a seat of power and a lifetime supply of midnight cookies). Whenever an active Hero is standing in the same Space as a Quest token, and there are no Enemies in that Space, the Hero **MAY** collect the token and place it on that Hero's card. The same player cannot collect more than 1 Quest token, so all players can fulfill this Quest.
- When a Hero carrying a Quest token enters one of the indicated areas of the map (which represent the City Guards) the player discards the token and completes the "Arrest the Turncoats" Quest.

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

And so it was that by dawn all of Clawdia and Batricia's secret supporters within the city had been apprehended by the heroes.

"They were promised positions of power in the 'new administration', Majesty," Chamberlain was saying.

"Ha! Ridiculous! Since when did vampires ever give up power?"

"Quite so, Majesty. But the great worry is now the portals themselves. The Arcanists fear they may be beyond repair, and anymore Oof will certainly make them go Poof. Explosively poof, that is."

"Chamberlain, an explosive poof is a boom. Haven't you ever been to a raucous Taco Tuesday?"

"Er... quite so, Majesty, but the other important item is that we have a line on where we might finally confront the vampire sisters."

"Ah ha! Follow that line! Follow it closely! I think we've all had just about enough of this foolishness, and it's time they were brought to justice!"





4B		6A
3A	7A	2B
8B		5B



Closed  
door x14



Spawn  
token x4



Exploration  
token x10



Portal x8



Quest tokens x4



Orc  
Marauder x6



Goblin  
Archer x6



Troll x1



Wild Pet x2  
(if playing with Pets)



Spear  
Beastman x2



Hammer  
Beastman x2



Minotaur x1



Guard monster x2  
(if playing Solo Mode)





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## SETUP WITH ARCADIA QUEST: INFERNO

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### QUESTS

#### PVE

- "Arrest the Turncoats" - Collect and escort 1 Quest token to the designated Space.
- "Kill Bellya'al" (From the Arcadia Quest: Inferno - Kill Bellya'al).
- "Kill The Judge" (From the Arcadia Quest: Inferno - Kill The Judge).

#### PVP

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

### SPECIAL RULES

- If a Hero kills Bellya'al, the player immediately completes the "Kill Bellya'al" Quest. Bellya'al is not placed in the Spawn tile, but it is returned to the game box.
- If a Hero kills The Judge, the player immediately completes the "Kill The Judge" Quest. The Judge is not placed in the Spawn tile, but it is returned to the game box.
- In this scenario, the 4 Quest tokens represent the citizens who have switched sides and are helping Clawdia and Batricia (they were promised a seat of power and a lifetime supply of midnight cookies). Whenever an active Hero is standing in the same Space as a Quest token, and there are no Enemies in that Space, the Hero **MAY** collect the token and place it on that Hero's card. The same player cannot collect more than 1 Quest token, so all players can fulfill this Quest.
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21B			18A
16B	13A	19B	17A
14A			15B

  
Brimstone  
card x14

  
Closed  
door x14

  
Portal x8

  
Quest tokens x4

  
Spawn  
token x4

  
Exploration  
token x10

  
Demoness x6

  
Demon  
Pitcher x2

  
Harpy x6

  
Cerberus x2

  
Guard monster x2 (if  
playing Solo Mode)

  
Wild Pet x2 (if  
playing with Pets)

  
Bellya'al x1

  
The Judge x1