

The background of the cover is a stylized illustration of a gothic castle at night. The sky is a deep purple and pink, with a large, glowing yellow moon. Several black bats are flying in the sky. The castle has multiple towers, some with crenellations, and many windows and arched doorways are lit from within, casting a warm orange glow. In the foreground, there are dark, shadowed architectural elements, possibly part of a balcony or a walkway, with a hanging lantern on the right side. The overall atmosphere is mysterious and dark.

ARCADIA Quest

Vampire Guild

5th Player

Auteur : *Lydie* COURANT

RULEBOOK

L&C
Fantaisies

SHARPEN YOUR TEETH!

In Arcadia, there are always ears hanging around...
(Take a good breath...)

A Sister of Pleasure has just hastened to relate to Lord Croc that a Sister of Pain told him that a Minotaur told him that a Beast man claims to have heard a Troll tell an Orc that Goblin to listen behind a door of the Humans who aspired to create "THE" Guild of Guilds, that they were starting to prepare to take over Arcadia and that he, Lord Croc, was their main target!

(You can breathe normally again)

The people of Arcadia attach particular importance to the gossip and rumors that have always played a significant role in the history of their city ...

Enough of all his shenanigans that jeopardized "HIS" eternal night!

Once again Lord Croc summoned the dark council and decided, too, to create his own Brotherhood composed of his most loyal Vampires.

It was high time to end once and for all with the tyranny of the Partisans du Soleil.

His entire Horde agreed: These boastful Guilds had to fall!



And you know what ?

It is You whom Lord Croc has chosen to lead his Guild and thwart the plans of his enemies; you who will have to keep the City Gate open by breaking the closing mechanism, protect the Orc Blood Stones by making the stupid Arcadians believe that you have broken them, prevent the looting of the Troll pantry, maintain the order of the bump by ensuring that the toughest become faithful servants for his lordship ...

Yes you !

You are aware that Vampires are among the most dangerous creatures in the world because in addition to being formidable necromancers, they are overpowered fighters who can suffer without batting an injury that would strike down a human.

Helped by your Horde of Goblins, Orcs, Marauders, Trolls, and Minotaurs you will be invincible! So you have nothing to fear ... Or so little ... and if nothing goes as planned then turn all your enemies into vampires!



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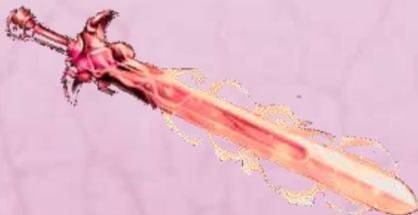


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PRESENTATION

ARCADIA QUEST CREDITS

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Using this guide can include a 5th player in your game and campaign alone against everyone.

Oppose 3 Vampires, supported by the Horde of Monsters, to the Heroes of Arcadia in an unforgettable adventure through much of the city.

You will mainly use the material from the Arcadia Quest basic box that will be added to the kit for the Vampire Guild.

You will also be able to play with 2 or 3 players:

- 2 players: 1 controls the 4 Hero Guilds and the other that of the Vampires
- 3 players: 2 players each controlled 2 Hero Guilds and 1 player that of the Vampires.

It is best to have already experienced a campaign of the initial game before embarking on a single game against all.

The control of your Vampires will be done exactly like that of Heroes. Therefore, refer to the recommendations published for Heroes in the Official Rule Book.

Also observe the rules of the basic game and the Official Campaign for the progress of a game and the primary establishment of the scenario board.

This guide simply gives you directions for the special rules of the Vampire Guild and the specific set-ups.

The Campaign for this expansion has five Scenarios:

The Moon Gate

The Orc Colony

The Manor

The Inalterombres district

The Temple of Twilight Dawn

You can either play in Campaign and do the 5 scenarios, or opt for the Soap Mode by making only one scenario of your choice.

The Vampire Guild must always complete all PvP Quests against enemy Heroes, and at least one PvE Quest in the current scenario.

Allied Guild Heroes must complete at least one of the PvE Quests and only the PvP Quest: "Destroy the Vampires".



ADDITIONAL COMPONENTS

1 Rules and Campagne Book



5 Inventory Sheets



1 Guild Board



A piece of string
(To check the line of sight)



18 Guild Tokens



1 PvP Quest Card
Destroy the Vampires



3 Hero Cards
Lord Croc, Lilith and Lydia



CREATE YOUR GUILD

Vampires

For your Campaign with the Vampire Guild take the purple board (Bats), the cards of Lord Croc, Lilith and Lydia as well as their corresponding figurines.

You will also need the 3 purple pedestals and the Vampire Guild Pons.



Vampire Starting Equipment

Collect from the Level 5 Upgrade Cards deck in the base game:

- The Poker (card 5-01),
- The Coup au But (card 5-02),
- Astral Strike II (map 5-05),
- The Dragon Heart (card 5-10),
- The Crown of Revelation (card 5-13),
- The Orb of Genesis II (card 5-16).

Divide them as you want between your three Vampires.

Effects of Vampire Cards

Lord Croc: Beckoning:

May exhaust his Hero card to place a Hero in Line of Sight in a Space Close to him.

Lilith: Blood Ritual:

For each Wound inflicted with a Magic Attack, she heal one of her Wounds.

Lydia: Blood Transfusion:

For each Wound she deals with a Sword, Axe or a Lance, she heals one of her Wounds.

Other Guild Starting Equipment

The other players must share the 4 Guilds of the basic game, collect all the equipment of the color of their Guild and distribute the Heroes.

Give each Hero Guild a Starter Equipment Upgrade card: Rusty Blade, Left Hand, Slingshot, Life Drain and Lightning Nova, for equipping their 3 Heroes.



THE VAMPIRES

Player Turn

A game takes place clockwise as indicated in the basic rule. The first player begins, then it is the turn of the player to his left and so on.

The player in charge of the Vampire Guild should always be the last player on the turn to play.

Activate a Vampire

The player chooses only one of these Vampires to activate (activating the same Vampire turn after turn is allowed). This Vampire is now considered "Active" and can perform its Movement and Attack in any order, or an Attack and then its Movement, just like a Hero would.

Each Vampire has 3 movement points.

Doors and Gates

Vampires can open or close any door and use any gate.

Objects

When an active Vampire is on the same space as an Exploration token and there is no enemy on it, it automatically retrieves the token.

If the Vampire finds a Trap it immediately suffers an Injury.

Attacks

An active Vampire can declare an attack on an enemy Hero or a Monster, but only if killing this Monster allows them to complete a PvE Quest. He depletes his attack card as indicated in the rule for Heroes.

An active Hero can declare an attack on a Monster or a Vampire, but never on another Hero of the Allied Guilds.



Guild Rest

As with Heroes, the Player controlling Vampires can choose to pass their turn to allow their Guild to Rest. He can thus remove the Guild tokens from all of his cards, rearrange his objects and resuscitate his Vampires.

During a Rest, none of his Vampires are activated, they are not authorized to make a Movement or an Attack whatever happens during their turn.

Fatal injuries

When a Vampire suffers as many Wounds as there are total hit points, it dies.

Any Exploration token he had is placed on the space he occupied.

The Hero who killed a Vampire automatically recovers one of his pawns.

Each time a Vampire is killed he receives a dead token which cannot be moved or removed until the next Upgrade phase.

The player who killed a Vampire places a token in the color of his Guild on the Vampire's coffin on the "Destroy the Vampires" quest card.

When all coffins accumulate 3 Guild tokens, the Hero Guilds complete the Quest "Destroy the Vampires".

Resurrection

Any of the slain Vampires can be resurrected and returned to play.

Remove all of his Wound tokens from him and return his miniature to the game board, either in his Guild Start Zone, or In Contact with another Vampire who is already on the board at the start of his turn.

Special Powers of Vampires

Acolytes: All Monsters are Vampire Acolytes.

Protect Reaction: Vampires in this Guild do not trigger a Protect Reaction when they move.

Deadly Curses: Vampires are fortunate not to be affected by Deadly Curses

THE MONSTERS

Activation of a Monster

Just like in the official rule, there is no "Monster Tour". They will be activated in response to the actions of the Heroes.

Their activation is controlled only by the player who is in charge of the Vampire Guild.

Monsters are his Acolytes, thanks to them this player can hinder the progress of other Guilds and respond to their attacks either by a guard reaction, or by a payback reaction as stipulated in the official rules book.

Unfair reaction

Only Monsters that are not the subject of a PvE Quest can be activated for an Unfair Reaction.

Whenever a Blue, Orange, Red or Green guild rests, the player owning the Vampire Guild can activate one of the Monsters of his choice by making him make as many movements as the number indicated on his Monster card allows.

During an Unfair Reaction a Monster does not make an attack, it only moves.

Generate Monsters

The player in charge of the Vampire Guild is responsible for placing the Monsters on the Generation Board and performing the Generations. All Scenario Monsters can be generated, except those of the final confrontation.

Rewards

- ◆ Each time a Vampire kills an Enemy Hero, its Guild receives a coin.
- ◆ Each time a Hero is killed by a Monster or a neutral element in the game, it is only the Vampire Guilds that receives a coin.
- ◆ Each time a Hero kills a Monster, its Guild receives as many coins as indicated on the Monster's card.

