And lo, did the mightiest Guild wrest Arcadia from Lord Fang’s vile clutches! With the sun and moon turning in the sky once more, the people could return, and the king could retake his rightful throne. And all was right with the world!

...Er, for about a day.

Our intrepid heroes found vast stockpiles of party favors, festive hats, and tasty beverages, all piled up in the town market. Speculation abounded. Were the monsters planning a festival? Celebrating a birthday? Some new marauding-based sports event?

Regardless, it would be a shame to let it all go to waste, so the victorious Guild threw their heroes a party (and let the losers attend to drown their sorrows). The festivities ran long. Perhaps, a bit too long. For, when they all awoke after a drink or ten, they’d been banished! The sun was gone once more! And monsters stood on the walls and jeered.

Arcadia was retaken! But how, and by whom?

Way back when Lord Fang attacked Arcadia, he launched his assault mere minutes before The Nameless and his Faceless minions had made their own independent move! Seriously. Minutes!

And so, The Nameless, bereft of his prize, had spent the years of darkness plotting and brooding. The Nameless’ mastery of the Dark Arts increased exponentially with the onset of eternal night, but he’d be cursed if he was going to let the upstart Fang hog all the limelight. … (Lime-dark? Lime-shadows…? Well, I’m a narrator, not a thesaurus. Let’s just move on…)

The Nameless hatched a plan to capitalize on Lord Fang’s success! Really, why reinvent a perfectly round wheel? And it was so simple: drug the enemy with strong spirits and bedazzle them with festive party favors. But then, the heroes defeated Lord Fang, and took the bait themselves. So much the better! The Nameless’ mighty horde descended from the mountains and piled the snoozing heroes beyond the gates. Eternal Night fell once again!

Now, in this darker time within the darkest time, the heroes must face this despicable Nameless Threat in yet another Arcadia Quest!

More monsters! More loot! More glory! (And, perhaps just a nice dinner party afterwards this time, hmm?)
The FaCeless

“We are the Faceless of the Nameless in service to the Nameless.
We are the Faceless of the Nameless in service to the Nameless.
We are …”

--Chant of the Faceless
(No wonder they’re so despised.)

Minions of the Nameless, they speak in a monotone and recite only from the Nameless Grimoire. ... Which does make useful planning difficult. The Faceless Cult arose in secret, meeting deep beneath Arcadia University for year upon year as they plotted and planned with their perfidious overlord to overthrow Good King David the Younger, and raise Lord Nameless in his place. Unfortunately, Lord Fang beat them to it by minutes. MERE MINUTES!! They needed time to re-plot, and re-plan, which is a rather slow process given their limited vocabulary.

The HEARTLESS

“I don’t care about you, your city, or what you want. I also hate puppies.”

The Heartless was a low ranking member of the Faceless, but thought the chant stupid, and didn’t care to participate. While one might think this would disqualify her from this particular cult, it actually elevated her as their chief organizer and master tactician. A former University alumnus, she excelled in Henchman Motivational Studies and earned a First-Class degree in Evil Overlord Methodologies, (a very unusual branch of study, overseen by Professor Morgan). In fact, to-date, The Heartless is the only graduate to have ever taken the course. Her credentials impressed the Nameless, and her methods have cemented her as his right-hand woman.

The NAMELESS

“There is a power in Names. Which is why you don’t know mine. No, I have no business cards. I’m not falling for that again.”

The Nameless, which is simply a title, and not a name, studied at the University for many centuries. Unknown, and unseen, he fostered his cult from disgruntled students unhappy with the University’s slow pace and high tuition. The abysmal cafeteria especially served as a ripe recruiting ground. To the Nameless, knowledge is power, and proper names are the source of all true power. His mastery of the Dark Arts lets him twist any name into a parody of itself, and the person or object along with it! The eternal night that has descended on Arcadia only amplifies his sorcery, and now he seeks the very name of the universe itself!
This book contains all the 11 scenarios of the Nameless Campaign 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 campaign is divided into three stages: the Outer Circle, the Inner Circle and the Final Showdown. During a campaign, just six of the eleven 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 six scenarios available in the Outer Circle, three must be completed before the players move into the Inner Circle.

Inner Circle - Of the four 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 District of Hammers 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 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 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 rewards the Guild who accomplished it with a Title. 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 to 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, Quest that grants a Reward cards. 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.
The map below shows the city of Arcadia and all eleven available scenarios for this campaign. They are divided into six scenarios in the Outer Circle, four 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.
While the monsters couldn’t quite figure out the secret dwarven forging techniques, the Nameless’ forces have no such issues! Despite a number of fatalities brought about via pronunciation accidents (Dwarven being a brutal language), the forges now operate night and day, and two new weapons of unspeakable power sit cooling in the smithies. This is bad news for the Guilds. If the Nameless can master mass-production, his armies will be unstoppable. Worse, the Guilds will lose their endorsement deals with the Dwarven Trade Unions! Can the heroes get there in time??

**CONNECTS TO**

This scenario does not grant a Title.

**QUESTS**

**PVE**
- “Find the Lost Weapons”. Collect 1 Quest token. - Grants Reward card
- “Kill 3 monsters”

**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 Cracker (x2)

**SPECIAL SETUP**

- In this scenario, use all of the Orc figures to represent Orc Marauders, including those carrying swords.

**SPECIAL RULES**

- If a player collects the Red or Blue Quest token, the player immediately completes the Quest “Find the Lost Weapons” and exchanges the token for one of the 2 Reward Cards. A maximum of 2 players will be able to complete the Quest and recover the Reward.

- If a player kills 3 monsters, he immediately completes the Quest “Kill 3 monsters”. When a player kills his first Orc or Goblin, place his Guild token on the “1” space of that Quest card. As he kills more monsters, advance his token to the next space, until it gets to the “3” space, at which point he has accomplished that Quest.
While the heroes thought they had eliminated Bullroarer from the Brightsun Arena, it turns out the Guilds aren’t the only ones that know the secrets of resurrection. The Nameless has brought back the mighty minotaur and given him command of countless Faceless minions. Bullroarer himself is still smarting from his last defeat, and he’s not above a little creative manipulation of the rules in what he considers to be HIS arena. The contest isn’t remotely fair, but what are heroes for if not defeating overwhelming odds?

**CONNECTS TO**
This scenario does not grant a Title.

**QUESTS**

**PVE**
- “King of the Arena”. End 5 turns with your activated hero in 1 Quest token, or 1 turn in every Quest token - Grants Reward card
- “Kill the Minotaur”

**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**
Shield of Souls (x2)

**SPECIAL SETUP**
- When playing this scenario, instead of using a Minotaur Monster card, use the Bullroarer Monster card.

**SPECIAL RULES**
- When a Hero ends his activation in the same Space as one of the 4 Quest tokens, and with no enemies on that same Space, place one of his Guild tokens on his Space. Once a player places his 5th Guild token on one Quest token, or at least 1 Guild token on each of the 4 Quest tokens, he accomplishes the “King of the Arena” Quest. The first 2 players to complete the Quest get one of the Reward cards.

Note: It is impossible to take these Quest tokens from the board.

- If a player kills Bullroarer, he completes the Quest “Kill the Minotaur”.

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**BRIGHTSUN ARENA**

While the heroes thought they had eliminated Bullroarer from the Brightsun Arena, it turns out the Guilds aren’t the only ones that know the secrets of resurrection. The Nameless has brought back the mighty minotaur and given him command of countless Faceless minions. Bullroarer himself is still smarting from his last defeat, and he’s not above a little creative manipulation of the rules in what he considers to be HIS arena. The contest isn’t remotely fair, but what are heroes for if not defeating overwhelming odds?

**CONNECTS TO**
This scenario does not grant a Title.

**QUESTS**

**PVE**
- “King of the Arena”. End 5 turns with your activated hero in 1 Quest token, or 1 turn in every Quest token - Grants Reward card
- “Kill the Minotaur”
Closed door x8
Open door x8
Small open door x4
Exploration token x12
Spawn token x4
Portal x6
Quest tokens x4
Orc Marauder x8
Goblin Archer x6
Minotaur x1
The Faceless x4

Quest tokens x4

PLAYER 1
STARTING AREA

PLAYER 3
STARTING AREA

PLAYER 4
STARTING AREA

PLAYER 2
STARTING AREA
Besides simply being a sound strategic location, the Moon Gate’s powers were a simple matter for the Nameless to decode. Ancient Elven is a flowery language, thus, the inscribed flowers encircling each pillar were more than simple filigree; they were instructions. The ‘On’ button was obvious. Now, the gate can bring reinforcements in two ways: overland and extra-planar! The threat is clear. With unlimited access to his Faceless hordes, the Nameless can meet any threat Arcadia can muster. The heroes will be hard-pressed to stem the double-tide of fearsome hordes!

CONNECTS TO
Alchemist’s District
Evershadow District

TITLE
The first player to step on the Red or Green Quest tokens completes the Quest “Close the Gate” and is now the “Guardian of the Gate”. That player will be in control of the Spawn tokens on the “Alchemist’s District” and “Evershadow District” scenarios. When playing one of those scenarios, and when having to spawn back the monsters, instead of rolling the dice to spawn back the monsters, the Guardian of the Gate chooses if the monster is removed from the game or if it is spawned back in any available Spawn token.

QUESTS

PVE
- “Close the Gate”. Step on Red or Green Quest token to help close the gate (collect 1 Spawn token) – Grants Title
- “Kill The Faceless” – 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
Captain’s Blade (x2)

SPECIAL RULES
- When a Hero enters a Space containing either the Red or Green Quest tokens, and has no enemies on the same Space, he accomplishes the “Close the Gate” Quest. He immediately chooses and removes 1 Spawn token from the board. Additionally, the first player to fulfill this Quest receives the Title “Guardian of the Gate”. The Quest “Close the Gate” will still be available to other players, but after completing it, they will not get the associated Title.

Note: It is impossible to take these Quest tokens from the board.

- If a Hero kills 1 of the Faceless, he immediately completes the Quest “Kill The Faceless” and gets one of the Reward cards. The Faceless are 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.
The Rookery

Outer Circle

Where once the orcs struggled in vain to teach the eagles orcsish addressing doctrine, the Nameless has ensorcelled the eagles into working for his own nefarious ends. Eagles come and go, night and... night, traveling across the world in great flights and returning from destinations unknown. What is the Nameless up to? And do we really care? Whatever it is it must be evil, and it must be stopped! Fortunately, a few of the oldest and wisest eagles are immune to his magic, and remain under heavy guard. They must be freed and the Rookery liberated!

Connects To
The University Plaza
Evershadow District

Title
- If a player collects one of the Eagles (Red, Green, Blue or Orange Quest tokens) and escorts it to a blue portal, the player completes the Quest “Rescue the Eagles”, becomes the "Lord of the Eagles", and will have access to an exclusive set of portals in "The University Plaza" and "Evershadow District" scenarios. Those scenarios have 2 different sets of portals. The blue portals may be used by all players, but the red portals will only be available to the players who hold the Title of "Lord of the Eagles".

Quests

PVE
- "Rescue the Eagles". Collect 1 Quest token and take it to 1 blue portal token - Grants Title
- "Kill Hammer Beastman" - 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
Beastman’s Spear (x2)

Special Setup
- Attach the purple plastic bases to the Orc Captain figures to help distinguish them from the Orc Marauders.

Special Rules
- If a player collects one of the Eagles (Red, Green, Blue or Orange Quest tokens), he must escort the token to a blue portal. When the hero carrying the token enters the Space with the portal, and has no enemies on the same Space, the Hero discards his Quest token from the game and completes the Quest "Rescue the Eagles".

- If a Hero kills a Hammer Beastman, he completes the Quest "Kill Hammer Beastman" and immediately gets one of the Reward Cards. The Hammer Beastman 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.
Arcadia Quest • The Nameless Campaign

Closed door x6
Small open door x4
Spawn token x4
Portal x2
Portal x4
Exploration token x12
Quest tokens x4
Orc Marauder x4
Goblin Archer x4
Orc Captain x2
Hammer Beastman x2
Spear Beastman x2
The Faceless x4

7A 3B 8B
5A 6B 9A
After the last battle, the Manor (once the troll Schmetterling’s personal restaurant and lair) now lays in ruins. It’s hard to say who did more damage, Schmetterling or the heroes. But the shattered rooms and blasted walls have revealed hidden treasure troves! The Nameless’ minions now pore over these uncovered caches in search of artifacts and coin. The Guilds would do well to seize this strategic hoard before the Faceless discover Schmetterling’s hidden weapons and turn them against the heroes.

CONNECTS TO
Alchemist’s District
Red Dawn Square

TITLE
- If a player finds 2 clues (2 out of his 3 Guild Tokens), that player completes the Quest “Recover 2 Clues”, becomes the “Troll Hunter” and will be the only one to have access to Schmetterling’s hiding places in the “Alchemist’s District” and “Red Dawn Square” scenarios. Those hiding places hold the Troll’s special prizes.

QUESTS
PVE
- “Recover 2 Clues” - Grants Title
- “Kill The Heartless” - 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
Heart of Angelis (x1)

SPECIAL SETUP
- Each player places one of his Guild Tokens in each of the 3 spaces designated on the map with a “!”.

SPECIAL RULES
- If a Hero kills the Heartless, he immediately completes the Quest “Kill The Heartless” and immediately gets the Reward Card.
- When a Hero enters a Space containing one of his Guild tokens, and has no enemies on the same Space, he collects that token, placing it on the “Recover 2 Clues” Quest card. When a player places his second Guild token on that card, he accomplishes the “Recover 2 Clues” Quest. Additionally, the first player to fulfill this Quest receives the Title “Troll Hunter”.

Campaign Book • Arcadia Quest
The Nameless recognizes that contented minions are effective minions. Thus, he has restored the Bloodstones in the Hive to their former glory, and amplified their power accordingly. Now the gloom is positively impenetrable: just the way the orcs like it! The heroes, on the other hand, may have difficulty finding their way through this once cheerful district. But it must be done, and the Bloodstones must be destroyed, preferably before their power spills over into other districts!

**CONNECTS TO**
Red Dawn Square
The University Plaza

**TITLE**
- If a player destroys one of the magical stones, he completes the Quest “Destroy One Stone”, becomes the “Bloodstone Breaker” and will face weaker version of the orcs in the “Red Dawn Square” and “The University Plaza” scenarios. All other players will face the Orcs at the normal level of that scenario, but the player(s) with the “Bloodstone Breaker” Title will face the Orcs at the level with the next lower version.

**QUESTS**

**PVE**
- “Destroy One Stone” – Grants Title
- “Kill The Faceless” – 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**
Greenskin Bane (x2)

**SPECIAL RULES**
- If a Hero kills 1 of the Faceless, he immediately completes the Quest “Kill The Faceless” and gets one of the Reward cards. The Faceless are 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.

- When a Hero enters a Space containing one of the four Quest tokens, and has no Enemy on the same Space, the player destroys the magical stone, returning the Quest token to the game box and completing the Quest “Destroy One Stone”. Once a player destroys one stone, he cannot destroy any of the others.
During Lord Fang’s rule, The Sisters of Pain and The Sisters of Pleasure did magical experiments that led to a massive explosion in the central magical workshop. Everyone believed it destroyed. But, the Nameless discovered that the central workshop was accidentally moved to a parallel reality. Using knowledge gleaned from the Moon Gate’s workings, he has created multiple portals leading to this extra-dimensional realm, where magic is easy to find, and there’s no chance of any further destructive explosions. No chance. Not at all. No, really!

**QUESTS**

**PVE**
- “Recover the Rare Ingredients”. Collect 2 Quest tokens - Grants Title
- “Kill The Faceless” - 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**
Bomb (x2)

**SPECIAL SETUP**
- If a player got the “Troll Hunter” Title by collecting 2 clues in the scenario “The Manor”, he places one of the available “Schmetterling” Reward cards on the area designated “Troll’s Hideout” on the map.
- In this scenario, use all of the Orc figures to represent Orc Marauders, including those carrying swords.

**SPECIAL RULES**
- If a player’s Heroes hold 2 out of the 4 (Red, Blue, Green or Orange) Quest tokens, he immediately completes the Quest “Recover the Rare Ingredients” and receives the “Warden of Fire” Title. The tokens are still considered in play, so other players may still complete the Quest, though they will not get the Title.
- If a Hero kills one of The Faceless, he immediately completes the “Kill The Faceless” Quest and takes one of the Reward cards. The Faceless 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.

**TITLE ADVANTAGES**
- If a player got the “Guardian of the Gate” Title by being the first to help close the gate in “The Moon Gate” scenario, he controls the Spawn tokens. Instead of rolling the dice to spawn back the monsters, the Guardian of the Gate chooses if each monster is removed from the game or placed on any available Spawn token of his choosing.
- If a player got the “Troll Hunter” Title by collecting 2 clues in the scenario “The Manor”, he is the only one able to open the locked door that leads into the “Troll’s Hideout” and take the Reward card contained inside.
There’s just something about resistance leaders that simply cannot be quashed. No matter how many you execute, more pop up in their place! It was maddening to Lord Fang, but to the Nameless (who is a fair bit brighter), it’s pretty obvious that in a world where resurrection is possible, no amount of quashing will suffice without some pretty dark magic. Now, at last, the Nameless has the resistance leaders lined up for their final deaths in Red Dawn Square. The heroes must race against the clock to stop this final, decisive quashing!

**CONNECTED FROM**
The Manor
The Orcs’ Hive

**CONNECTS TO**
The Temple of Dawning Twilight

**TITLE**
If a player collects and escorts one of the members of the Resistance (Orange or Blue Quest token), he completes the Quest “Aid the Resistance” and becomes the “Rebel Leader”. The Resistance will kill the 2 orcs that are placed nearer his starting player area on the setup of “The Temple of Dawning Twilight” scenario.

**QUESTS**

**PVE**
- “Aid the Resistance”. Collect the Orange or Blue Quest token and take it to the indicated area on the map - Grants Title
- “Kill The Nameless”. Step on Red or Blue Quest token to try to spawn The Nameless’ Shadow. - 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**
Blood Crown (x1)

**SPECIAL SETUP**
- If a player got the “Troll Hunter” Title by collecting 2 clues in the scenario “The Manor”, he places one of the available “Schmetterling Reward cards” on the area designated “Troll’s Hideout” on the map.
- Place The Nameless figure near the board.

**SPECIAL RULES**
- If a player got the “Troll Hunter” Title by collecting 2 clues in the scenario “The Manor”, he places one of the available “Schmetterling Reward cards” on the area designated “Troll’s Hideout” on the map.

- If a Hero enters the Space containing the Red or Green Quest tokens, immediately remove that token from the game and roll to spawn The Nameless, and only it. If the rolled Spawn token is available, place The Nameless miniature on that Space, otherwise keep his figure near the board. If The Nameless’ Shadow enter the board, the player who kills it completes the Quest “Kill The Nameless” and gets the Reward Card.

**TITLE ADVANTAGES**
- Any player who got the “Bloodstone Breaker” title by destroying a magical stone in “The Orcs’ Hive” will be facing weaker versions of the Orcs. When their Heroes enter combat with an Orc, use their level 2-3 Monster card, instead of level 4-5.
No place is as important to the Nameless as the University (except for the absolutely necessary Temple of Dawning Twilight). As the seat of learning and knowledge, it's also the seat of the Nameless' power. As such, he has spared no expense and dispatched his strongest troops here to secure the remains of the University's archives. The Heartless is most often found here, poring over the shattered card catalog in an attempt to restore at least some order after the last epic battle.

CONNECTED FROM
The Rookery
The Orcs’ Hive

CONNECTS TO
The Temple of Dawning Twilight

TITLE
The first player to collect 2 Tomes (Quest tokens) completes the Quest “Find the Tomes” and becomes the “Lore Master”. He will be able to choose which Exploration tokens will be placed and where they will be placed on the scenario “The Temple of Dawning Twilight”. The player still has to follow the scenario map.

QUESTS

PVE
- “Find the Tomes”. Collect 2 Quest tokens (Red, Blue, Green or Orange) – Grants Title
- “Kill the Troll” – Grants Reward card
- “Kill The Heartless” – 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
Tome of Enlightenment (x2)

SPECIAL SETUP
- Separate the 8 Exploration tokens that will be placed on the board and shuffle them face down with the Orange and Blue Quest tokens. Distribute them, face down, in the Spaces indicated on the map.

- If any player got the “Lord of the Eagles” Title by saving an eagle in “The Rookery” scenario, place 4 red portals as indicated on the map.

- In this scenario, use all of the Orc figures to represent Orc Marauders, including those carrying swords.

SPECIAL RULES
- If a player’s Heroes hold 2 out of the 4 (Red, Blue, Green or Orange) Quest tokens, he immediately completes the Quest “Find the Tomes” and receives the “Lore Master” Title. The tokens are still considered in play, so other players may still complete the Quest, though they will not get the Title.

- If a Hero kills the Troll, he immediately completes the Quest “Kill the Troll” and receives one of the Reward Cards.

- If a Hero kills the Heartless, he immediately completes the Quest “Kill The Heartless” and receives one of the Reward Cards.

TITLE ADVANTAGES
- Only the players who got the “Lord of the Eagles” Title by saving an eagle in “The Rookery” scenario are able to use the red portals. The blue portals remain available to all players.

- Any player who got the “Bloodstone Breaker” title by destroying a magical stone in “The Orcs’ Hive” will be facing weaker versions of the Orcs. When their Heroes enter combat with an Orc, use their level 2-3 Monster card, instead of level 4-5.
While Lord Fang sought to forcibly turn the Evershadow District’s Slum Royalty into his personal minions, the Nameless is trying a different plan: bribery. And, unfortunately, he’s totally speaking their language. The Queen of Beggars and the King of Thieves are eminently bribable, and the sheer sum the Nameless is offering has them agog. And yet, he’s pure evil! They can’t really work for him in good conscience. But it’s soooo much money! Ironically the Guilds must ‘rescue’ the Slum Royalty from the money. All that shiny, shiny, wonderful money! Drooooool…

**CONNECTED FROM**
The Moon Gate
The Rookery

**CONNECTS TO**
The Temple of Dawning Twilight

**TITLE**
If a player kills The Nameless’ Soul, the player completes the “Kill The Nameless” Quest and becomes the “Soulforged”. He does not receive the Death Curses that are given when a Hero dies in the “The Temple of Dawning Twilight” scenario.

**QUESTS**

**PVE**
- “Kill The Nameless” - Grants Title
- “Save the Slum Royalty”. Find the Red or Green Quest token and take it to your starting player area - 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**
Assassin’s Cloak (x2)

**SPECIAL SETUP**
- Separate the 8 Exploration tokens that will be placed on the board and shuffle them face down with the Red, Orange, Green and Blue Quest tokens. Distribute them, face down, in the Spaces indicated on the map.

- If any player got the “Lord of the Eagles” Title by saving an eagle in “The Rookery” scenario, place 4 red portals as indicated on the map.

- In this scenario, use all of the Orc figures to represent Orc Marauders, including those carrying swords.

**SPECIAL RULES**
- If a Hero kills The Nameless’ Soul, he immediately completes the Quest “Kill The Nameless” and receives the “Soulforged” Title.

- If a hero finds the Green Quest token (representing the King of Thieves), or the Red Quest token (representing the Queen of Beggars) and takes it to his starting area, with no enemies sharing the same Space, the player immediately completes the Quest “Save the Slum Royalty”. He discards the token from the game and gets one of the Reward cards. A maximum of 2 players will be able to complete the Quest and get the reward.

- If a hero finds the Blue or Orange Quest token, the token is immediately replaced by one of The Faceless from the box. The Faceless makes a free attack against the Hero who found him.

**TITLE ADVANTAGES**
- If a player got the “Guardian of the Gate” Title by being the first to help close the gate in “The Moon Gate” scenario, he controls the Spawn tokens. Instead of rolling the dice to spawn back the monsters, the Guardian of the Gate chooses if each monster is removed from the game or placed on any available Spawn token of his choosing.

- Only the players who got the “Lord of the Eagles” Title by saving an eagle in “The Rookery” scenario are able to use the red portals. The blue portals remain available to all players.
4B 2A 6A
5B 9B 1A
3A 7B 8B

Closed door x6
Open door x12
Small closed door x1
Small open door x1
Quest tokens x4
Exploration token x8
Portal x4
Portal x4
Spawn token x5

OM Orc Marauder x8
GA Goblin Archer x2
SB Spear Beastman x2

Hammer Beastman x2
Troll x1
The Faceless x2
The Heartless x1
The Nameless x1

Arcadia Quest • The Nameless Campaign
If only the heroes had figured out how to lock the door before their big party, the Nameless might never have gotten in! But, alas, the Nameless’ takeover was even faster than Lord Fang’s. And with the heroes so close to victory, he has summoned every last capable minion and powerful lieutenant in a final bid to retain this seat of ultimate power. The heroes will find this their greatest challenge yet, even more difficult than Lord Fang, and he was no pushover! This is it: the big finish!

**CONNECTED FROM**
- Alchemist’s District
- Red Dawn Square
- The University Plaza
- Evershadow District

**QUEST**
**PVE**
- “Kill The Nameless”. 

**SPECIAL RULES**
- “The Temple of Dawning Twilight” scenario has only one Quest, that offers no Rewards or Titles. When a player kills The Nameless, the scenario -and the campaign- ends.

- The temple is protected by a magic barrier that prevents anyone from getting inside. The front locked door cannot be opened and the red portals cannot be used. Only once a player has collected 6 coins can his heroes use the red portals or move through the locked door (it still cannot be opened, but those heroes can move through it as if it were open). After a Guild has gathered 6 coins (including treasure tokens), its heroes can ignore the magic barrier for the rest of the scenario, even if it happens to lose some its coins afterwards.

- Besides their normal effects, the trap and treasure chest Exploration tokens have an additional effect: traps immediately kill the hero that steps on them, and the treasure chests inflict an amount of Wounds equal to their coin value when first revealed.

- When a Hero dies, he receives one Death token as usual. In addition, the Hero receives a number of Death Curse cards equal to the number of Death tokens that the character has (including the one just received). The player must keep the Death Curse card with the highest value. The Hero is still limited to one Death Curse card.

- This scenario does not have Spawn tokens and does not use the Monster Spawn Tile. When a monster dies, it is placed back inside the box and is out of the game.

- In this scenario, use all of the Orc figures to represent Orc Marauders, including those carrying swords.

**TITLE ADVANTAGES**
- If a player got the “Warden of Fire” Title by collecting his Bomb in the “Alchemist’s District” scenario, his Heroes are immune to the additional effects of traps and treasure tokens.

- If a player got the “Rebel Leader” Title by escorting the members of the Resistance in the “Red Dawn Square” scenario, at the beginning of the “The Temple of Light” scenario the Resistance will kill the 2 orcs that are placed nearer his starting player area and give the 2 respective coins to the player.

- If a player got the “Lore Master” Title by being the first to collect two Tomes in “The University Plaza” scenario, he may choose 12 of the 14 Exploration tokens and place them, face-down, as he sees fit during the setup. The player still has to place the tokens on the locations indicated on the map.

- If a player got the “Soulforged” Title by killing The Nameless’ Soul in the “Evershadow District” scenario, he does not receive the Death Curses that are given when a Hero dies.