

Portal Madness!

Portal Madness is a Here to Slay single player variant. A portal has opened from an evil dimension and threatening monsters and villains have begun to pour through. Destroy evil heroes and the monsters they guard in order to take down the portal and win! But if the portal gets too powerful, you'll lose everything.

Set Up

1. Begin by setting the game up as normal for one player.
2. Create the Portal Zone

The portal zone consists of 6 spaces across 3 lanes. Each lane has 1 monster and 1 hero it protects. The portal zone also holds treasure and the portal (see below).

 - a. Lay out 3 monsters as normal.
 - b. Reveal cards from the top of the deck until you reveal 3 hero cards. Set each hero in a lane protecting a monster and shuffle the remaining revealed cards into a pile; these cards are the treasure pile!
 - c. Set a 20 sided die to the 10 value behind the monsters; this represents the portal.

Winning and Losing

Solo mode has separate win conditions from normal mode. These conditions replace all win and lose conditions noted in the core rules.

1. If you have 0 heroes at the end of your turn (not including the party leader) you lose!
2. If you the portal value hits 20, you immediately lose
3. If the portal value hits 0, you immediately win.

Gameplay

1. You always go first. After your turn is over, the Portal Zone takes a turn.
2. The Portal Zone summons two new evils. Roll 2 six sided dice and check the corresponding space of the results of each die rolled. Monster spaces are number 1-3 from left to right and hero spaces are numbered 4-6 from left to right.
 - a. If the space is full, increase the portal value by 1. When the portal value hits 20, you lose!
 - b. If the space is an empty monster space, fill the space with a random monster.
 - c. If the space is a hero space, reveal cards from the top of the deck until you reveal a hero card. Add the revealed hero card to the empty space and shuffle any other revealed cards into the treasure pile.
3. Now, the active hero in each lane rolls its ability. Monster abilities apply to heroes defending them (if applicable).
 - a. If a hero's ability would steal or play another hero, flip the current hero facedown underneath the new hero. If the active hero is destroyed, the top facedown hero becomes the new active hero.
4. After all effects are resolved, you begin your turn again and the cycle continues

Attacking Monsters and the Portal

A few guidelines outline attacking:

1. You cannot attack a monster if there are heroes guarding it
2. If there is an open lane, you can attack the portal. When you attack the portal, roll as though you were attacking a monster. Subtract the result of your roll from the Portal Value.
3. If the Portal value reaches 0, you win! Otherwise, summon 2 new evils (as per step 2 in Gameplay).

Adjustments

There are a few adjustments to gameplay.

1. Cards that reference the opponent's hand instead affect the top 5 cards of the deck.
2. If an enemy would draw a card or put a card in their hand, that card is put in the treasure pile instead.
3. You cannot have more than 5 heroes at a time. If you would play a hero while you have 5 heroes, send that hero and all items attached to it to the discard pile.

4. You may challenge hero effects when they are activated but may not challenge heroes when they're played. Your roll is made against the roll to activate the hero effect. Class challenges may be made against effects of heroes from that class.
5. When you destroy an enemy hero, draw a treasure from the treasure pile.