

Here To Slay: Portal Madness!

By Andrew Domino (based on rules by Benjamin Chason-Sokol)

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 protect 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 1 player, choosing a Party Leader and drawing 5 cards. Remove any cursed items from the game and draw new cards to replace them.
2. Create the draw deck, the monster deck, and leave space for a discard pile.
3. 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 itself.

- a) Lay out 3 monsters like normal.
- b) Reveal cards from the top of the deck 1 at a time until you reveal 3 hero cards. Set each hero in front of a monster, protecting it, and creating three lanes (1 monster and 1 hero protecting it).
- c) Shuffle the remaining revealed cards into a pile; these cards are the treasure pile! All cards (heroes, items, magic, challenges, modifiers) are considered treasures. Remove any cursed items from the game. Place the treasure pile face-up to the side.
- d) 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 the normal game. These conditions replace all win and lose conditions noted in the core rules.

1. If the portal value hits 20, you immediately lose.
2. If the portal value hits 0, you immediately win.

Gameplay

1. You always go first, and have three actions like normal.
2. If you have 0 heroes in your party at the end of your turn (not including the party leader), increase the portal value by 1.
3. After your turn is over, the Portal takes a turn.
 - a) The Portal Zone summons 2 new evils. Roll both 6-sided dice and check the corresponding space of the results for each die rolled. Monster spaces are numbered 1 to 3 from left to right and hero spaces are numbered 4 to 6 from left to right.
 1. If the space is full, increase the portal value by 1.
 2. If the space is an empty monster space, draw the top card of the monster deck and fill the space.
 3. 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 add any other revealed cards into the treasure pile.
 - b) Now, the active hero in each lane rolls its ability once, starting with the hero on the left (in space 4 if possible). Monster abilities apply to heroes protecting them (if applicable).
 1. If a hero's ability would steal or play another hero, draw cards until a hero card is drawn. Flip the current hero face down underneath the new hero that was just drawn. Any other cards drawn are added to the treasure pile.
 2. If the active hero is defeated, the top face-down hero becomes the new active hero.

4. After all effects are resolved, you begin your turn again and return to step 1.

Attacking Monsters and the Portal

1. You can attack the hero in any lane, or a monster. You cannot attack a monster if there are heroes protecting it.
2. If there is an open lane (no heroes and no monster), you can attack the portal. It takes 2 actions to attack the portal. When you attack the portal, roll as though you were attacking a monster. Subtract the result of your roll (and any modifiers) from the portal value.
3. When you defeat an enemy hero, draw a treasure from the treasure pile.
4. When you defeat a monster, add it to your party like normal. You can use its ability. You can only have 3 monsters; if you slay another monster, discard 1 of the monsters you have slain.

Rules Adjustments

1. If a card needs to be taken from your hand, shuffle your hand and randomly draw 1 card.
2. If a card needs to be taken from another player's hand, instead draw the top card from the deck.
3. Cards that are discarded go to the discard pile. The only time cards are added to the treasure pile is when the game is set up and during the Portal Zone turn.
4. You cannot have more than 5 heroes at a time. If you would play a hero while you have 5 heroes, choose one of your heroes and all items attached to it to the discard pile.
5. You may challenge hero effects when they are activated but may not challenge heroes when they're played. Class challenges may be made against effects of heroes from that class.