



# A PORTAL TROUBLE

## SETUP WITH CLASSIC ARCADIA QUEST

With the end of Malkhor, the Eternal Hunter (not so eternal now is he? Heh heh! Not thanks to the heroes in the grand tale known as Arcadia Quest Riders! Ha!), Arcadians enjoyed life once more as the city returned to peace and the Guilds returned to... well, their usual internecine warfare, but that's pretty darn normal.

And all was right with the world!

... Well. That is until that one fateful night.

King David was reading the Great Book of Fables to his children at bedtime when the Chamberlain knocked insistently at the door.

"Your Majesty! Forgive this intrusion, but there is Trouble!"

"There is trouble?" the King repeated. "Just the normal trouble or capitalized 'Trouble'?"

"Capitalized, I'm afraid, sire. In fact, possibly all caps. With italics!"

"Trouble with italics??"

"Exactly so, sire! And an extra exclamation point!"

The King hurriedly kissed his worried children good night, and rushed behind the Chamberlain to the throne room where his Chief Arcanist explained.

"It's the portal network, sire."

"The portal network!"

"Yes, sire. They've begun malfunctioning."

"Begun malfunctioning! What kind of malfunctions?" King David asked.

"Damage, sire. Anyone stepping through will suffer an injury."

"Suffer an injury! What kind of injury?"

"Oh, just a heart or two, but if you run out of hearts, it's fatal."

King David paused. "What, we're just ignoring the Fourth Wall completely now?"

"Err... Minor injuries and wounds to start with, sire, but it could be fatal with multiple uses."

The king mulled. "Hmmm, yes that's Trouble indeed. Not quite to Italics level yet, though, I should think."

The Arcanist blinked. "Sire?"

"And this is happening everywhere?" the King asked.

"Yes, sire, both on the surface and those now in the Underground."

"The Underground!"

"Yes, sire. Your remember our battle against the Underlord—"

"Yes, yes, I know what the Underground is. Quickly! Bring me paper and quills. I must write to the Guilds at once! They must send forth their heroes to investigate. For the good of Arcadia!"

"For the good of Arcadia!" said the Chamberlain and Arcanist. And so it was that once more the Guilds banded together (in healthy competition, of course) to save the city and put right that which had gone wrong!

## HOW TO USE THIS SCENARIO

"A Portal Trouble" is designed as a 'Scenario 1'. 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

- "Fix the Portals" - Escort any 1 Quest token to any blue portal.
- "Look for Clues" - Collect any 2 Guild tokens

### PVP

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

## SPECIAL SETUP

- Take 1 Guild token of all 4 Guilds and place them in the indicated areas of the map (1 Guild token per Space).

## SPECIAL RULES

- Whenever an active Hero is standing in the same Space as a Guild token (representing possible clues to why the portals are malfunctioning) and there are no Enemies in that Space, the Hero may collect the token and place it next to that Hero's card. These tokens function like regular Quest tokens.

- These Guild tokens are not discarded during a Rest action.

- If a player's Heroes hold 2 out of the 4 Guild tokens (can be 2 different Heroes) they immediately complete the Quest "Look for Clues". The tokens are still considered in play after the Quest is complete so other players may still complete it.

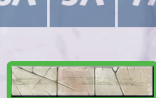
- If a player collects one of the 4 Quest tokens (representing bags of moondust used in portal maintenance "warning: do not inhale!") and escorts it to any Space with a blue portal, and has no Enemies on the same Space, the Hero discards the Quest token from the game and completes the Quest "Fix the Portals".

- Each Guild may only have a single Quest token at a time in its possession (it can be of any Guild). The same Guild cannot collect more than one Quest token, so all players are able to fulfill this Quest.





6A	4B	5B
1A	2B	9B
8A	3A	7A



**Open  
door x8**



**Portal x6**



**Portal x2**



**Exploration  
token x13**



**Spawn  
token x4**



**Closed  
door x5**



**Orc  
Marauder x6**



**Goblin  
Archer x6**



**Wild Pet x2  
(if playing  
with Pets)**



**Guard monster  
(if playing Solo  
Mode)**

## READ AT THE END OF THE SCENARIO

And so it came to pass that the portal network stabilized to its usual happy, blue, glowie self, and no one lost any hearts—er, suffered any injuries from their use. Ah, but while monster involvement was clearly indicated, no true culprit had emerged.

And what was the master plan? If monsters were involved, there must've been a mastermind with a master plan. That's in the rules!!

Whomever the culprit, the Guilds would remain vigilant against further incursion, and so, once again, all would remain right with the world!





## SETUP WITH ARCADIA QUEST: INFERNO

With the end of Malkhor, the Eternal Hunter (not so eternal now is he? Heh heh! Not thanks to the heroes in the grand tale known as Arcadia Quest Riders! Ha!), Arcadians enjoyed life once more as the city returned to peace and the Guilds returned to... well, their usual internecine warfare, but that's pretty darn normal.

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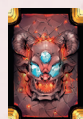
21B	18B	13A
20B	19A	15A
17A	14B	16B



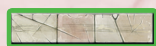
**Guild tokens x4**  
(1 of each Guild)



**Quest tokens x4**



**Brimstone card x12**



**Open door x4**



**Closed door x5**



**Portal x6**



**Portal x2**



**Exploration token x12**



**Spawn token x4**



**Demoness x6**



**Harpy x6**



**Wild Pet x2**  
(if playing with Pets)



**Guard monster**  
(if playing Solo Mode)

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