

# THE PORTAL OF NO RETURN

## SETUP WITH CLASSIC ARCADIA QUEST

*Chamberlain scurried into the throne room promptly at dusk.*

*"It's time, your Majesty!"*

*The King was ready. "Yes! The ultimate showdown!"*

*"No, no, Majesty—"*

*"Of ultimate destiny!"*

*"Er, no not quite, Majes—"*

*"Of good guys and bad guys—!"*

*"Majesty! Apologies for interrupting, but the vampire sisters are trying to make the portals function through time!"*

*"Through time!"*

*"Yes! Back to before Lord Fang was defeated! They want to bring him from the past into the unliving present!"*

*The King blew out a long, slow whistle. "Nothing worse than un-living presents."*

*"Quite so, Majesty, but we have a plan."*

*"Send forth the Guild to confront the sisters and end their evil schemes, once and for all?"*

*"We shall send forth—yes, Majesty!"*

*"Imagine my shock, Chamberlain," said the King, grinning.*

*"It will not be easy, Majesty," the Chamberlain warned.*

*"Never thought it would be. But it's like it always is in these matters. The villains have only hardened our resolve with their exploits, and by starting small, they've given our heroes time to rise in power and precious, precious XP!"*

*"This is true! So we're in with a chance!"*

*"We are indeed in with a chance, Chamberlain. Make it so!"*

### HOW TO USE THIS SCENARIO

"The Portal of No Return" is designed as a last Scenario, Scenario 6, the followup to "A Portal Trouble", "Safe Houses and Rotten Eggs", "No Such Thing As Too Late", "The Moonless Night" and "Children of the Night". Collectively, these 6 scenarios are the online-only campaign, 'Bedtime Again'! After playing "Children of the Night", players perform the Upgrade Phase then move to play this scenario. 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

- "Kill Clawdia or Batricia".

### SPECIAL SETUP

- Place 1 Guild token from each Guild that is in play on top of the door that is near Clawdia, and another Guild token on top of the door that is near Batricia.

### SPECIAL RULES

- "The Portal of No Return" scenario has only one Quest. When a player kills either Clawdia or Batricia, the scenario - and the campaign - ends.
- Clawdia and Batricia are commanding the troops behind their protected outposts, which are sealed by a magic barrier that prevents anyone from getting inside. The indicated locked doors cannot be opened. Only once a player has collected 5 coins (including treasure tokens) can their Heroes move through the locked door. While one of their Heroes is Close to one of the locked doors, a player may discard 5 coins to remove their Guild token from that door. After removing their Guild token, Heroes from that Guild can move through that door as if it was open (although it still blocks Line of Sight). Note that the other door will still be locked and the same player will need to spend another 5 coins, while one of their active Heroes is Close to that door to remove the Guild token and be able to move through it.
- Whenever a Hero kills any enemy Hero, the attacking player gains 1 extra coin.
- Once per turn, a player may discard 3 coins (including Chests) to flip any portal token on the board. Every **Character** Close to that portal takes 1 Wound each.

### At the end of the Scenario, read this out loud:

The Chamberlain once more scurried into the throne room with the sun coming up after the long, difficult night.

"Majesty! It's done!"

"I felt the explosion from here!" said the king. "Don't tell me one of them was a load-bearing villain!"

"No, Majesty, the heroes defeated one sister—"

"Excelsior!!"

"Quite, but the other one escaped, went into a portal with a handful of Oof powder and well... that final explosion was the entire portal network, alas!"

"Ah," said the king. "Oh well."

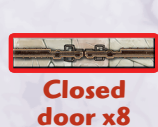
The Chamberlain blinked. "Oh well, Majesty? Did I mishear?"

"Not at all, Chamberlain. The portals are a fine piece of timespace-o-mancy, but let's be honest. We've all gotten too used to them. No one walks anywhere any more, and Taco Tuesday comes at a high caloric price. And in the second place, if not for those blasted portals, none of this would have happened. Better gone now by accident than tomorrow by royal decree. That's my motto."

"If you say so, Majes—er, wait, you have a motto?"

"I... well, I do now. But, never mind all that, it is time to celebrate our heroes and their valiant defense of the city. Let every bell toll, let every citizen raise a glass, and let us toast our heroes with three time three! For Arcadia!!"







# THE PORTAL OF NO RETURN

## SETUP WITH ARCADIA QUEST: INFERNO

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*"Of good guys and bad guys—!"*

*"Majesty! Apologies for interrupting, but the vampire sisters are trying to make the portals function through time!"*

*"Through time!"*

*"Yes! Back to before Lord Fang was defeated! They want to bring him from the past into the unliving present!"*

*The King blew out a long, slow whistle. "Nothing worse than unliving presents."*

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### QUESTS

#### PVE

- "Kill Mollen or Lewan".

### SPECIAL SETUP

- Place 1 Guild token from each Guild that is in play on top of the door that is near Mollen, and another Guild token on top of the door that is near Lewan.

### SPECIAL RULES

- "The Portal of No Return" scenario has only one Quest. When a player kills either Mollen or Lewan the scenario - and the campaign - ends.
- Mollen or Lewan are commanding the troops behind their protected outposts, which are sealed by a magic barrier that prevents anyone from getting inside. The indicated locked doors cannot be opened. Only once a player has collected 3 coins (including treasure tokens) **and** their Heroes collectively have 6 Damnation, can their Heroes move through the locked door. While one of their Heroes is Close to one of the locked doors, a player may discard 3 coins to remove their Guild token from that door. After removing their Guild token, Heroes from that Guild can move through that door as if it was open (although it still blocks Line of Sight). Note that the other door will still be locked and the same player will need to spend another 3 coins and collectively have 6 Damnation, while one of their active Heroes is Close to that door to remove the Guild token and be able to move through it.
- Whenever a Hero kills any enemy Hero, the attacking Hero gains 1 Damnation.
- When a player has a Hero in one of the indicated Spaces, the player may spend 1 coin to add 1 damnation to that Hero.
- Once per turn, a player may discard 3 coins (including Chests) to flip any portal token on the board. Every **Character** Close to that portal takes 1 Wound each.

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

- Brimstone card x14
- Closed door x8
- Open door x2
- Exploration token x12
- Spawn token x2
- Portal x8
- Guard monster x2 (if playing Solo Mode)
- Guild token (2 per Guild that is in play)
- Wild Pet x2 (if playing with Pets)
- Demoness x6
- Harpy x6
- The judge x1
- Cerberus x2
- Bellya'al x1
- Mollen, the Cruel x1
- Lewan, the Ruined x1