

# Storybook

ARCANE PORTAL



My name is Marcus, High Cleric of the Divine Aneres, Prior of the Monastery of Heavenshine, and the last living witness of what happened...

And it is I, the Chronicler, who alone can tell thee of this Saga.

Let me tell you of the days of high adventure!

Saving the city of Twin Wyrms was not the end, but the glorious beginning of the path taken by the immortal Heroes. Even after their victory, the Eternal Champions had no respite from their Soulgems. Dark dreams and sinister omens haunted their nights, while nameless fears whispered in their ears to push them onto the road again, marching up the Talon Coast toward the majestic Thunder Mountains. Remembering the promise made to my High Master, Claudius, who awakened the Heroes, I decided my life would be devoted to writing the chronicles of this epic band of heroes, as each legend deserves to be told and remembered. As a young cleric, I never would have dreamed my eyes could bear witness of such mysterious, yet enthralling events.

And so, this was a new beginning, in a cold winter night spent in the First Home Inn, in the city of Stonemaiden...



## 1. COMPONENT LIST

Inside this **Sword & Sorcery** expansion you will find an extensive set of components:

- ◆ This Storybook ACT I
- ◆ 1 Book of Secrets ACT I
- ◆ 1 Rules Reference Sheet
- ◆ 15 Enemy figures
- ◆ 1 Master Enemy figure
- ◆ 1 Master Enemy scroll
- ◆ 9 Enemy scrolls
- ◆ 15 Enemy cards
- ◆ 3 Enemy Power cards
- ◆ 2 Trap cards
- ◆ 8 Emporium cards
- ◆ 9 Treasure cards
- ◆ 5 Event cards
- ◆ 2 Quest Cards





## 2. THE CHRONICLES OF ARCADE PORTAL

Hail, stranger! This manual gives detailed instructions on how to set up the quests of your **Sword & Sorcery (S&S) Arcane Portal** expansion.

This expansion uses all rules from **S&S: Immortal Souls**, in addition to what is detailed in the **Arcane Portal Rules Reference Sheet**.

Each quest can be played as a standalone game by using the starting values or as a part of the entire story in a unique and legendary campaign.

In campaign mode, the suggested mode of play, every achievement modifies the development of future quests, creating a deeper and more immersive experience in the **Sword & Sorcery** storyline.

## 3. PLAYING ARCADE PORTAL

For this expansion, the minimum **Soulrank** is **II**, which means heroes begin any Arcane Portal Quest with a minimum **Soulrank II** and, even in case of death, the Soul Gem will never shift down to **Soulrank I** (i.e. a dead **Soulrank II** hero remains **II** and must pay 2 **Soul Points** to resurrect using a **Shrine**).

The maximum limit is **IV**. No hero can go beyond it. Once all heroes have reached this limit, additional soul points can be spent in any way except to enhance the **Soulrank** over the limit. At the end of this expansion, the remaining soul points can be stored for use during **ACT II**, the main plot of the story told in the next **Sword & Sorcery** expansion... **Darkness Falls!**

## 4. ... FROM THE ABYSS!

This expansion introduces new, infernal enemies, summoned to bring chaos & death to the Talon Coast!



**Demonic Cultists** – Humans with a corrupted will, their only focus is bringing the infernal abyss to all the Talon lands.

Their dark rituals have provided them with unnatural and demonic powers.

**Efreet**s – Flaming demons so devoted to destruction they willingly increase their attack power by sacrificing their own defenses.

Ancient stories tell that some of them are able to make wishes come true.



**Nightwalkers** – Mighty Demonic spawn used as the defensive front line of the infernal army.

Their ethereal existence makes them extremely resistant to non-arcane attacks.

**Hellspawn** – The demon of flame and smoke seeking to cross the Arcane Portal to reach the Talon's lands. Once accomplished, only the Immortal Heroes can attempt to stop it, preventing the worst, infernal scenario!





## 4.1 Infernal Interactions!

These new, menacing enemies are especially designed to interact with each other to defeat any hero who dares to cross their path! The examples represent a series of “what if” situations that may happen during play with this expansion. Before each bullet, imagine resetting the combat scene as shown.

The image displays several game cards and a tactical map. The cards are:

- Blue Demonic Cultist (Homonoid):** Features powers like *Summon Demon*, *Arcane Bolts*, and *Summon Demon*. Abilities include *Abysmal Mastery II*, *Reincarnation II*, and *Rank Demon*.
- Red Nightwalker (Demon):** Features powers like *Spectral Hand* and *Lethal III*. Abilities include *Wild Presence*, *Void Fields*, and *Guardian*.
- Green Efreet (Demon):** Features powers like *Flame Strike* and *Fire I*. Abilities include *Flame Demon*, *Blazing Fire I*, and *Burning I*.
- Blue Nightwalker (Demon):** Features powers like *Spectral Hand* and *Lethal II*. Abilities include *Wild Presence*, *Void Area*, and *Warden I*.
- Blue Efreet (Demon):** Features powers like *Flame Strike* and *Fire II*. Abilities include *Flame Demon*, *Blazing Fire II*, and *Burning II*.

The tactical map shows a grid with various enemy tokens and arrows indicating movement and attack directions labeled I through V.

- ◆ I: Auriel cannot attack the Blue Demonic Cultist because the **Guardian** Power of the Red Nightwalker prohibits attacking any other enemy in its area, so Auriel is forced to attack the Red Nightwalker. This enemy will reroll all **Def Dice** not showing due to **Abysmal Mastery II** of the Blue Demonic Cultist.
- ◆ II: If activated, the Blue Demonic Cultist attacks Auriel with **Arcane Bolts** first and then, since there are 2 heroes within 1 area (Auriel and Ecarus), it uses the **Summon Demon** Power (discarding 1 Charge) to activate the highest Rank **Demon** in play (Red Nightwalker). Finally, the Blue Demonic Cultist moves away 1 area (preferring the empty area).
- ◆ III: Ecarus may choose the target for his attack, but attacking the Efreet means -3 due to **Warden I** and **Warden II** Powers of the two Nightwalkers in his area. The best choice is to attack the Blue Nightwalker, suffering only the -1 from the **Warden I** Power of the Green Nightwalker.
- ◆ IV: If activated, the Green Efreet (not wounded) attacks Ecarus with **Flame Strike**. Just after the attack, since the area is dominated by enemies, Ecarus will suffer **Fire I** due to **Blazing Fire I** Power. Finally, the Green Efreet moves away 1 area (preferring the empty area).
- ◆ V: If activated, the Blue Nightwalker attacks Ecarus (its preferred Victim) with **Spectral Hand**. Then, since it is not engaged with 2+ (only Ecarus is there), it will use the **Guard II** Power to move to the same area as the wounded Blue Efreet.



# THE LEGEND CONTINUES...





## ACT I - QUEST VIII

# Wishmaster

## INTRODUCTION

The pale light of dusk, prelude to a cold winter night, welcomes the heroes to the city of Stonemaiden. Drawn by the spell held in their Soul Gems and by the shadows of nameless fears whispering of a cult focused on ending the world, the heroes' path brings them to the slopes of the majestic and imposing Thunder Mountains. The deeds accomplished by the heroes for the city of Twin Wyrms echo throughout the Talon Coast and earn the party a room in Stonemaiden's largest inn, the Inn of the First Home. It is here, on the doorstep of this inn, where everything begins. **Go to §8.1.**

### Standalone Quest Values

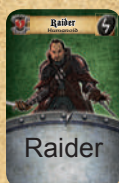
Soul Points:  
20xHero

Crowns:  
275

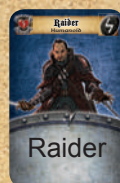
Treasures:  
8

Soul Weapons:  
1

### Enemy Deck

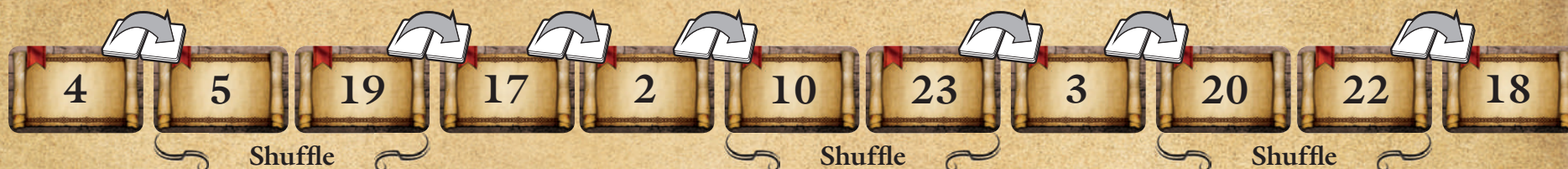


2



2

### Event Deck




### Special Locations


Place Story Event 1  as indicated on the map.

### Special Quest Rules

**Emporium:** Heroes cannot visit the Emporium before this Quest. In a standalone Quest, heroes can only purchase Equipment Items before this Quest.

**Waypoints:** Only heroes not engaged in combat can resolve Waypoints.

 **Day (Event 4):** No additional effects.

 **Night (Event 5):** When it enters play, see Paragraph §8.33.

**Quest Fail:** The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §8.48.



# Quest Setup

Map Tiles: 2A, 3A, 4A, 6A, 8A, 10A, 11A, 12A, 13A, 14A, 15A, 16A, 17A, 18A, 19A, 23A, 33B.

Wall Tiles: 11A-13A, 11A-18A, 12A-8A.



## Tokens



1x Closed  
Spawn Gate



1x Closed  
Spawn Gate



1x Closed  
Spawn Gate



4x Search  
Area



3x Chest



1x Difficult  
Overlay



3x Normal  
Door



3x Locked  
Door



1x Shadow



1x Shadow



1x Open  
Shrine



6x Waypoint (1,2,3,4,5,X)



1x Story Event (1)

## Shadow Reserve

Heroes		
	2 Enemies	Champion
2-3	1	1
4-5	1	2

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	8.35	Waypoint 1	8.9
Story Event 2	8.34	Waypoint 2	8.20
Story Event 3	8.36	Waypoint 3	8.25
Night	8.33	Waypoint 4	8.26
		Waypoint 5	8.21
		Waypoint X	8.8



## ACT I - QUEST IX

# Hellraiser

## INTRODUCTION

After more than a day spent searching for any trace of the fleeing scarlet cultist and his followers, the heroes find themselves midway between Stonemaiden and the Thunder Mountains. The hillock before them marks an invisible border, the end of the areas patrolled - nominally - by the rangers of the city and the beginning of the wilderness, where the forsaken enemy becomes more threatening.

### Standalone Quest Values

Soul Points:  
23xHero

Crowns:  
300

Treasures:  
9

Soul Weapons:  
1

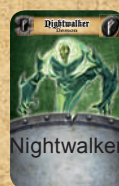
### Enemy Deck



1



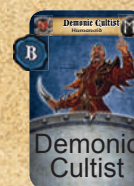
1



2



1



1

### Event Deck



Shuffle

Shuffle


Shuffle


Shuffle

### Special Locations

Place Story Event 1  as indicated on the map.

### Special Quest Rules

 Day (Event 4): No additional effects.


 Night (Event 5): No additional effects.

Quest Fail: The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §9.26.



# Quest Setup

Map Tiles: 5B, 6B, 13B, 14B, 15B, 16B, 21B.

: Keep aside 7B, 8B, 11B, 12B, 17B, 18B, 19B, 22B, 33B.



## Tokens



1x Open  
Spawn Gate



1x Closed  
Spawn Gate



1x Search  
Area



1x Barrier  
Overlay



1x Blind Side  
Overlay



1x Normal  
Door



1x Locked  
Door



3x Shadow



3x Shadow



1x Open  
Shrine



3x Waypoint (1,2,3)



1x Story Event (1)

## Shadow Reserve

Heroes				
2-3	1	1	1	1
4-5	1	3	1	2

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	9.4	Waypoint 1	9.1
Story Event 2	9.8	Waypoint 2	9.2
Story Event 3	9.22	Waypoint 3	9.6
		Waypoint 4	9.7
		Waypoint 5	9.21
		Waypoint X	9.14

## Special Shadows

Quest	\$9.12	Quest Enemy	\$9.13
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## ACT I - QUEST X

# Fear Of The Dark

## INTRODUCTION

With the Guardian Demon defeated, the party soon finds itself in a thick web of subterranean passages. Before the heroes, the road seems to split exactly in two: one side leads to a series of natural caves from which unsettling noises echo forth; the other follows a carved stone corridor ending at a heavy metal door that, judging from the signs on the ground, has been recently used. Whichever way they choose, the party is confident in the final goal of this adventure: keep marching through the darkness and stop the ritual before it is too late!

## Standalone Quest Values

Soul Points:  
26xHero

Crowns:  
325

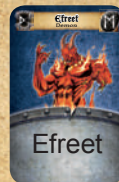
Treasures:  
10

Soul Weapons:  
1

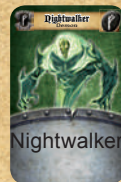
## Enemy Deck



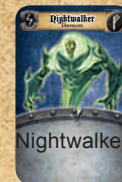
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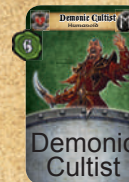
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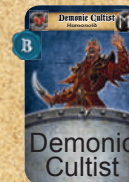
2



2



1



1

## Event Deck



## Special Locations

None.

## Special Quest Rules

☀ Day (Event 4): No additional effects.


🌙 Night (Event 5): No additional effects.

Quest Fail: The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §10.14.



# Quest Setup

Map Tiles: 9B, 19B, 26B, 30B, 32B.

: Keep aside 1B, 10B, 11B, 12B, 17B, 18B, 23B, 24A, 25B, 29B, 31B, 33B.



## Tokens



## Shadow Reserve

Heroes			
	Enemy	2 Enemies	Champion
2-3	1	1	1
4-5	2	1	3

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	10.10	Waypoint 1	10.1
Story Event 2	10.3	Waypoint 2	10.2
Story Event 3	10.5	Waypoint 3	10.6
		Waypoint 4	10.4
		Waypoint 5	10.9
		Waypoint X	10.7

## Special Shadows

Quest Enemy	\$10.8		
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## ACT I - QUEST XI

# The Ritual Of The Beast

## INTRODUCTION

With the Hellraiser defeated, the heroes decide to enter the cave and stop the last ritual, yet an eagle's cry draws their attention. A flock of raptors appears from the dusky sky and dives for the party! The largest eagle opens her wings and lands gracefully in front of the heroes, placing a scroll and leather sack before them. She is soon followed by the other eagles with similar items, until the whole flock, their mission complete, takes off toward Stonemaiden. A pile of items is the only trace of their visit. See **Emporium Special Quest Rules** and then Paragraph §11.1.

## Standalone Quest Values

Soul Points:  
29xHero

Crowns:  
350

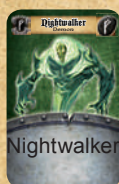
Treasures:  
11

Soul Weapons:  
1

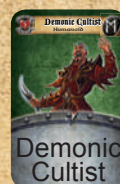
## Enemy Deck



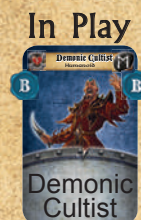
2



2



2



1

## Event Deck



## Special Locations


Place Story Event 1  as indicated on the map.


## Special Quest Rules

**Emporium:** At the beginning of this Quest, each hero can visit the Emporium to acquire up to 2 Emporium card for free (excluding **Bounties** and **Hollywood Armory** cards), Heroes cannot use Buildings except for the Enchanting Anvil, which each hero can use once for free, then no other use or purchase is allowed.

**Event Cards:** Ignore the spawn effect of all Event cards.

**Blue Demonic Cultist:** When the **Blue** Demonic Cultist dies, remove it from the Quest.

 **Day (Event 4):** When it enters play, see Paragraph §11.17.

 **Night (Event 5):** When it enters play, see Paragraph §11.3.

**Quest Fail:** The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §11.32.







TAKE CONTROL OF UP TO 5 GO AGENTS, EACH WITH UNIQUE POWERS, ITEMS AND WEAPONS AND FIGHT AS A TEAM AGAINST THE INCOMING ALIEN MENACE!



**GALAXY DEFENDERS™**  
A COOPERATIVE MINIATURES BOARD GAME  
BY GREMLIN PROJECT PUBLISHED BY ARES GAMES



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## SWORD & SORCERY



[www.sword-and-sorcery.com](http://www.sword-and-sorcery.com)

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