Arcane Portal Rules

Arcane Portal introduces several new game rules and effects, all described in this Reference Sheet. All cards related to this Sword & Sorcery expansion can be recognized by the 🕷 icon and **must be shuffled into existing game decks (together with previous expansions) when the heroes play any Arcane Portal Quest. *Emporium* cards provided can be used in any Quest of the S&S saga.**

Types of Terrain

Hindrance Overlays

Hindrances overlays must be treated like Hindrances printed directly on the map tiles. Like other tokens, they can be part of the initial map setup or come into play later due to a game effect. Unless noted, once placed on tiles they are permanent. Each area may contain any number of Hindrances but is limited to one per type. Ignore any effect requiring a Hindrance to be placed in an area that already has one.

Hindrance Blind Side

The **Blind** side is identified by a Blue map scroll printed near the edge of an area on the map. It indicates non-flying heroes/enemies may not see the adjacent areas through that edge. **The Blind side blocks the L.O.S. only in one direction,** from the area where the Blue scroll is printed.
This means heroes/enemies from the opposite area are able to see across it.

♦ **The Blind side does not block movement.**
♦ **Areas separated by a Blind side are still considered to be adjacent for movement.**

BODY CONDITIONS

These new Body Conditions follow the same general rules detailed in the Immortal Souls Rulebook, with additions detailed below:

Body Condition	Heroes	Enemies
Bleeding Front / Back	A Bleeding hero suffers 1 **HP** before performing each of his Activities. Unless removed, the Bleeding condition lasts for two Rounds. When received, place the Bleeding token (front side) on the Hero Sheet. Flip it (back side) in the next Time Phase, and then remove it during the subsequent Time Phase.	A Bleeding enemy suffers 1 **HP** each time it is activated (before applying any behavior). When received, place the Bleeding token (front side) on the Enemy card. Flip it (back side) in the next Time Phase, and then remove it during the subsequent Time Phase.
Exhaust Front / Back	An Exhausted hero cannot perform Action activities. When received, place the Exhausted token (front side) on the Hero Sheet. Discard it if removed or at the end of his next Hero Turn.	An Exhausted enemy cannot use its Special Power ☘. When received, place the Exhausted token (back side) on the Enemy card. Discard it at the end of the exhausted enemy activation.

Heroes

Soulrank Rules for Arcane Portal Quests

The minimum *Soulrank* required for **Arcane Portal** Quests is **II**. No hero can go below it.

This means heroes begin any Quest of this S&S expansion 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*).

Enemies

Enemy Powers

Airborne

When an enemy goes **Airborne**, place the related token on its enemy card. While in this state, **it can only be targeted and/or damaged by ranged attacks or effects.** Flying heroes ignore this limitation.

ENEMIES' A.I.

When an enemy behavior uses the expression "**If charged:**" it means: "**if** the enemy has at least 1 💥 to use its charge-based power."

In the same way, the expression "**If fully charged:**" means: "**if** the enemy has reached its maximum amount of 💥 available".

When an enemy behavior uses the word **"them,"** it means the attack or power related to the phrase must be applied to all heroes referenced in the A.I. behavior.

For example: "If there are 2+ heroes in the victim's area: attack **them** with *Sword*." This means that if there is at least another hero in the Victim's area, the Sword attack must be resolved against all heroes in that area. When it happens, **the attacker rolls the dice only once, while each defender defends separately** but simultaneously.

The Ritual Of The Beast!

The demon made of flame and smoke wants to cross the Arcane Portal to reach the Talon's lands. Once done, only the Immortal Heroes can attempt to stop it, preventing the worst, infernal scenario!

The Hellspawn Master Enemy is one of the most deadly creature of the Talon Coast. Able to cast the "*Demonic Spell*" to create a curtain of smoke, impenetrable for any eye who stands outside of its area, or to strike the heroes with a devastating flaming blow! The Spell token is used to keep track of which Power effect is active at the moment and to decide which Form the Hellspawn will assume as well. "Toss the token" means: Take the token shown by the Scroll card (from the map, terminating its current effect or from the game box) and throw it in the air to decide between two choices, depending on which side of the token is on top when it lands. Then, apply the related result based on the Master Enemy card.

BE PREPARED TO FIGHT FLAMES AND SMOKE IN THE DEEP CAVES OF THE THUNDER MOUNTAINS!

Sword & Sorcery F.A.Q.

Hidden Characters

When a hero (or enemy) is Hidden (like the Shae power, for example), he cannot be targeted directly from enemies. This also includes the "targeting" of the closest hero with the {+} behavior for enemies. So basically, the Hidden hero does not exist except for AoE or similar effects (like powers indicating "all heroes within 1 area...").

Stunned Enemies

If an enemy becomes stunned in the middle of its movement (due to a reaction attack of a hero, for example), this enemy completes its movement and then skips the rest of its current enemy turn. The Stunned condition will be discarded at the end of its next (completely skipped) activation.

Enemy Activation

Each enemy behavior (including the **otherwise** condition) indicated and/or activated by an encounter card, enemy power, or Book of Secrets is considered an activation for the involved enemies.

Treasure Cards

Discarded Treasure cards must be placed in the discard pile until the end of the Quest, then shuffled back into the deck.

Treasure cards on ground at the end of the Quest

At the end of a Quest, Treasure cards can be picked up by surviving heroes exactly as for Loot tokens or other Item cards (up to the maximum Item capacity of each hero). Players must select what is left behind, if they lack capacity to carry all items.

Companions

Additional clarifications about Companions:

♦ Cannot be unsummoned by its owner.
♦ The owner cannot focus the Companion's attack.
♦ Once activated, the owner can't interrupt and then resume the Companion activation.
♦ Can receive hero buffs, e.g. Thorgar's "Bless."
♦ Companions with the Hero Count set to 1 (or above) count as heroes for Spawn Formulas and similar effects.
♦ Enemies count Companions as heroes (except vengeful Master Enemies).

Combat Activity and Attacks, clarifications

You should separate these 2 concepts: "Combat activity" and "Attack." The Combat activity is like a "coin" that can be spent to initiate a weapon attack, or use an Item, or use a power requiring a Combat (Red Fist icon) as "fuel" (See Activation Activities, section 6.5, page 24 of the Immortal Souls Rulebook).
An attack is performed by the HIT and DEF stages, using any Item or Power having a Damage Type: **Slash**, **Pierce**, **Blunt**, or **Arcane** and follows the Combat System rules. Especially during **ACT II**, you will find many Hero Powers allowing a hero to perform an extra weapon attack spending 1 Action (so without spending the Combat activity).

Focusing an attack

Any hero's personal Item or Power (not his companion) with a damage type (**Slash**, **Pierce**, **Blunt**, or **Arcane**) used to perform an attack can be focused (Action, before rolling HIT Dice).

Weapons and Powers attack effects.

Using items and powers attack effects is optional, unless directly specified.

Powers and Talents

The Soul Gem token indicates the number of Powers and Talents owned by the hero. The Number refers to the Power cards, while the * indicates Talent cards. So, "1*" means 1 Power card **AND** 1 Talent card; "3**" means 3 Power cards **AND** 2 Talent cards.

Sword & Sorcery Errata

Here a list of misprints we found at the moment, some of them may be already fixed in your copy!

Immortal Souls Rulebook

2. Before The Adventure, page 6 - Adding Text: When the term **"suffer"** is used, it means the effect cannot be avoided in any way.

3.3.1. Traps, page 11 - Replacement Text: Save rolls (section 5.2.4, page 20) **must be performed by all heroes within the area of effect of the trap (following legal movement paths), ignoring L.O.S.**

4.3. Event Phase, page 15 - Replacement Text: Spawn Formulas box.
Left side column, replace "Apply that formula if there are 2 or 3 heroes in play." with "Apply that formula, if there are up to 3 heroes in play."
Right side column, replace "Apply that formula if there are 4 or 5 heroes in play." with "Apply that formula, if there are 4 or more heroes in play."

6.1.2. Evade, page 21 - Replacement Text: If, during his continued movement, a hero returns to, or enters, a new area with enemies, reaction attacks are again triggered each time, before leaving that area (unless the hero decides to stay there and ends his movement).

6.3.3. Focus an Attack, page 23 - Replacement Text: A hero, **once per Round**, can spend one, and only one, Action to enhance **one of his attacks (before rolling HIT Dice)** coming from any item or power, adding **+1** 🎲.

9. Combat System, page 32 - Replacement Text: Under Step 1 of the HIT phase, replace 'chosen weapon' to 'chosen weapon, power, or item'.

10.3. Fire, page 35 - Adding Text: When a **Fire** token is placed in an area, all characters in that area immediately suffer the same Fire effect.

14.3.2. Rising Pony Tavern, page 41 - Replacement Text: The ⭐ result grants 20 Crowns (instead of 25).

15.4. Shadows, page 45 - Replacement Text: The Quest Enemy Shadow shows a wrong image. The token representing a scroll with a black gremlin face inside is the correct one.

15.7. Enemy Activation, page 46 - Replacement Text: In the last *Note* paragraph of the page: All matching enemies on the map must be activated sequentially, one by one, starting...

Immortal Souls Storybook

4. Playing S&S Campaign, page 6 - Adding Text: After the word **"Emporium"** add: Unless differently noted in the Quest Special Rules, heroes can visit the Emporium before each Quest.

Immortal Souls Enemy Power card

Follower - Replacement Text: When this enemy enters play or when obtains this Power: spawn 1 enemy...

Kickstarter Weapon card

Spear - Replacement Text: This card is not part of the **Stash**. It is part of the **Emporium** and costs is 60 **Crowns**.

Immortal Souls Book Of Secrets

5.12, page 26 - Adding Text: Remove the Red Orc Shaman from the Quest.