

# 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    | ◆ 15 Enemy cards      |
| ◆ 1 Book of Secrets ACT I | ◆ 3 Enemy Power cards |
| ◆ 1 Rules Reference Sheet | ◆ 2 Trap cards        |
| ◆ 15 Enemy figures        | ◆ 8 Emporium cards    |
| ◆ 1 Master Enemy figure   | ◆ 9 Treasure cards    |
| ◆ 1 Master Enemy scroll   | ◆ 5 Event cards       |
| ◆ 9 Enemy scrolls         | ◆ 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.

**Efreets** – 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.



- ◆ **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 **Abyssal 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+ heroes (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

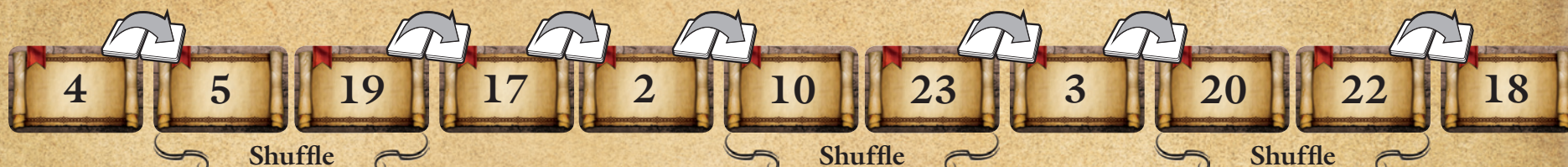


2



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



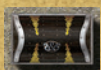
1x Closed  
Spawn Gate



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
	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

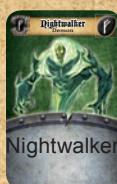
### Enemy Deck



1



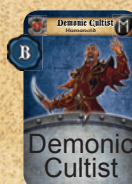
1



2



1



1

### Event Deck



### 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				
	Citizen	Enemy	2 Enemies	Champion
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

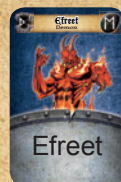
Treasures:  
10

Soul Weapons:  
1

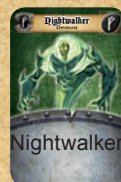
### Enemy Deck



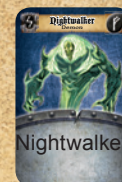
2



2



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

			
1x Open Spawn Gate	1x Search Area	1x Difficult Overlay	1x Locked Door
			
1x Shadow	1x Shadow	1x Open Shrine	2x Waypoint (1,2)

## 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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# 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

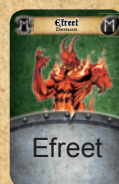
Soul Points:  
29xHero

Crowns:  
350

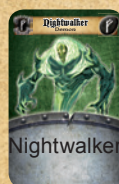
Treasures:  
11

Soul Weapons:  
1

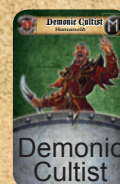
## Enemy Deck



2



2

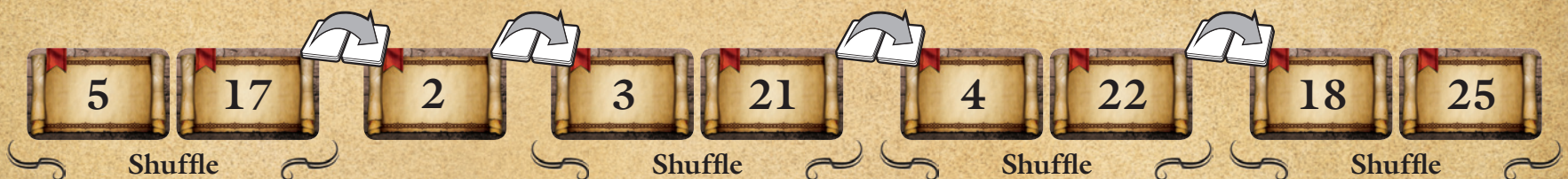


2



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.



# Quest Setup

Map Tiles: 11B, 17B, 18B, 19B, 20A, 21B, 22B, 23B, 28B, 30B, 32B, 33B.

Wall Tiles: 18B-22B



## Tokens

1x Open Spawn Gate	1x Closed Spawn Gate	1x Closed Spawn Gate	1x Closed Spawn Gate
4x Search Area	3x Chest	1x Difficult Overlay	3x Locked Door
2x Shadow	2x Shadow	1x Open Shrine	1x Magic Lock
5x Waypoint (1,2,3,4,5)			
			1x Story Event (1)

## Shadow Reserve

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

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	11.13	Waypoint 1	11.2
Story Event 2	11.14	Waypoint 2	11.4
Story Event 3	11.16	Waypoint 3	11.10
Night	11.3	Waypoint 4	11.21
Day	11.17	Waypoint 5	11.20
		Waypoint X	11.25



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



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



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## SWORD & SORCERY



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