



# Storybook

VASTARYOUS' LAIR



With the Undead Lord defeated, the heroes went their separate ways, spending many moons in search of a new life they could call their own. Yet our bond, forged in blood and battle, lived on. Somehow, thanks to the gods, I stood as the link between the Talon Coast and its immortal guardians.

And for this reason, I was summoned to the Tower of High Sorcery in Talon, the Imperial Capitol. That ancient city and the lands surrounding its harbor were home to a thousand mysteries, yet I wondered if one day the Three would grant me the strength to investigate them all.

The Elder Sorcerers' Council informed me of a terrible truth: although stopped before its completion, the ritual cast by the lord of death actually had a devastating effect...

The winged terror of Black Queen Island is no longer asleep! Vastaryous, the five-headed hydra, terror of ages past, is awakening! Ancient scrolls foretold what would happen following her awakening: "Vastaryous is the bringer of destruction. Ashes and smoke are the only witnesses left in her wake. Nothing can withstand her might."

Hearing these words, the will of the Three appeared clear to me, and I acknowledged the Sorcerers' plea to accomplish what must be done, trusting my immortal comrades would forgive me.

And so, the Chronicles of Vastaryous' Lair began...



## 1. COMPONENT LIST

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

- ◆ This Storybook ACT II
- ◆ 1 Book of Secrets ACT II
- ◆ 1 Rules Reference sheet
- ◆ 5 Enemy figures
- ◆ 1 Master Enemy figure
- ◆ 11 Double-sided map tiles
- ◆ 2 Master Enemy scrolls
- ◆ 7 Enemy scrolls
- ◆ 9 Enemy cards
- ◆ 3 Enemy Power cards
- ◆ 2 Trap cards
- ◆ 10 Talent Power cards
- ◆ 5 Legendary Power cards
- ◆ 10 Emporium cards
- ◆ 13 Treasure cards
- ◆ 5 Event cards
- ◆ 2 Quest cards

### Tokens & Markers:

- ◆ 2 Soul Points
- ◆ 3 Crowns
- ◆ 7 Wounds
- ◆ 2 Shadows
- ◆ 1 Bleeding
- ◆ 9 Hindrance Overlays
- ◆ 2 Break
- ◆ 4 Charges
- ◆ 1 Arcane Spell
- ◆ 1 Divine Spell
- ◆ 1 Flying
- ◆ 2 Airborne
- ◆ 4 Lava Hindrances



## 2. THE CHRONICLES OF VASTARYOUS' LAIR

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

This expansion uses all rules from **S&S: Immortal Souls**, in addition to what is detailed in the **Vastaryous' Lair Rules Reference Sheet** and in any other expansion Reference Sheet you have.

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 STANDALONE QUESTS

Playing Vastaryous **ACT II** Quests as standalone uses all Immortal Souls and other expansion rules, but with a small change from previous **ACT II** Quests regarding the following Standalone Quest Value:

- ◆ **Treasures.** This value indicates how many Treasure cards the party must draw before the Quest begins. No power can alter the drawn cards. Usually, **ACT II** Quests differentiate how many cards must be drawn from the **ACT I** and **ACT II** Treasures, **but this is not the case in this expansion.** Since the number of **ACT I** and **ACT II** Treasure cards is now almost the same, there are no more reasons to differentiate the values; simply draw Treasure cards until the value indicated by the Quest is satisfied.

Vastaryous' Lair represents the maximum expression of soul power for the heroes, and for this reason they will play from **Soulrank V** to **VII**. To speed up your game setup and save you a bit of math, we hope you will appreciate this quick **Soulrank** conversion table:

Soulrank	Needed from Soulrank I
I	0
II	4
III	13
IV	29
V	54
VI	90
VII	139

The minimum **Soulrank** is **V** and the maximum limit is **VII**. 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.

## 4. VASTARYOUS AND HER KIN!

This expansion introduces some of the toughest enemies of the Talon Coast... the Drakonians and their Dark Majesty Vastaryous!



### 4.1 About Quest 11

Attempting to prevail against Vastaryous is an EPIC experience that requires time (in rare cases, up to 1 hour per hero), strategy, and extremely sharp gameplay... So, if you think your party is still not ready for this ultimate challenge, you can use the "Whelp" version of Vastaryous!

Simply swap the **Purple** Vastaryous Master Enemy card with the **Whelp** version during **Quest 11 - The Root Of All Evil** and your journey will be quicker and less dangerous.

**But be wary!**

Only by killing the real Vastaryous will you become the most proud and fearless heroes of the Talon Coast... and finally, the last, special reward will be yours!

## 5. FIGHTING VASTARYOUS EXAMPLE

This chapter will show you some hints about how to manage the Vastaryous Master Enemy during a complete Game Round with five heroes; this may help you to understand all the mechanics used in the last Quest of this epic expansion!

**Warning:** This section includes some spoilers about the mighty Vastaryous... some of you may prefer to wait until the very last moment before the final battle to read this info.

If this is your case, simply skip these lines and proceed with the next chapter... come back just before playing Quest 11.





**Note:** Areas with the same **Number** (for example **I** with **I**) are not visible to each other due to the solid rocks identified by the in the middle of the two map tiles.

In the example, the **Purple** Vastaryous Master Enemy card rests near the map because it is dynamically assigned each time to the current active hero. The Dragon **Heads** are randomly assigned (Vastaryous has spawned when the Drakonians were already in play following the standard assignment rules).

The **Red Head** is dead (killed in the previous rounds), so it is placed unassigned near the map, waiting to regrow if a result will be rolled during a future Time Phase.

Remember that only **1** must be rolled, regardless of the number of dead **Heads**.

Assuming no characters are killed during the current Round, this will be the activation sequence for the next Enemy turns (From Ecarus to Laegon) based on the drawn Encounter cards:

- ◆ Encounter card **H** activates first Vastaryous, then the **Blue** Head and finally the **B** Drakonian.
- ◆ Encounter card **D** activates the **White** Head (the lowest **Rank** in play) with the **Otherwise** effect because the **Red** Head is dead.
- ◆ Encounter card **E** activates only Vastaryous.
- ◆ Encounter card **B** activates the **Green** Head and then the **6** Drakonian.
- ◆ Encounter card **L** activates Vastaryous because, as a Master Enemy, it counts as assigned to the current hero and also because the counts as a .



- ◆ In the next Time Phase, since Vastaryous is now fully charged, she will use the **Aerial Stance** power; that means flip her Master Scroll card and immediately use **Dragon Wings**, gaining the **Airborne** token until the beginning of her next activation.

*Note:* Vastaryous' **Heads** will inherit the **Airborne** status, but not interrupt it, because only the **Purple** Vastaryous activation counts for this matter...

Let the new Battle Phase Begins!

## THE LEGEND CONTINUES...





# ACT II - QUEST VIII

## Smoke & Mirrors

### INTRODUCTION

A blinding light momentarily halts the lives of Marcus and the heroes. The next moment, they awake scattered along a beach of black sand and ash on a faraway volcanic island! Ripped away from their former lives by some sort of sorcery and brought to an unknown land, they face a horde of ferocious orcs ready to defend their home turf! Wherever this turf may be...

### Standalone Quest Values

Soul Points:  
90xHero

Crowns:  
500

Treasures:  
20

Soul Weapons:  
3

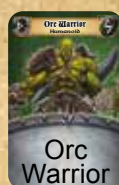
### Enemy Deck



2



1



2



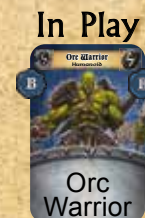
1



2



1

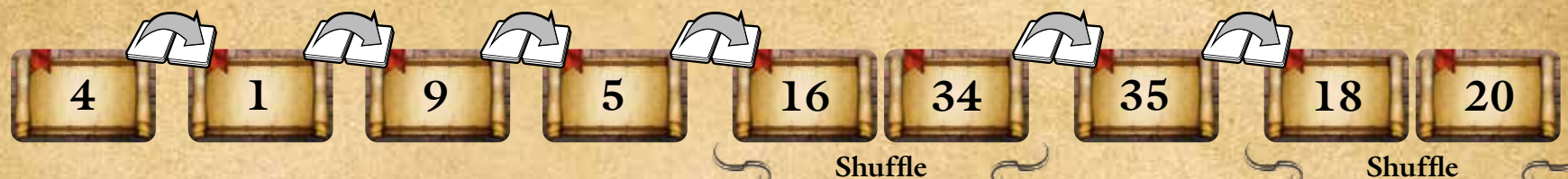


1



1

### Event Deck



### Special Locations

Place Story Event 2 as indicated on the map.

Shuffle Event 7 , Event 32 , and Event 17 and place them face down in Location A, Location B, and Location C. Immediately discard each of them once resolved.

### Special Quest Rules

**Starting Areas:** Each hero must begin this Quest in one of the three starting areas. No hero may be placed in an occupied starting area until all three areas are occupied.

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

**Night (Event 5):** When it enters play, see Paragraph §8.9.

**Quest Fail:** The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §8.21.



# Quest Setup

Map Tiles: 1B, 2B, 5B, 6B, 7B, 8B, 13B, 14B, 15B, 16B, 17A, 19B, 37B, 38B, 39B, 40B, 42B, 43B.

Wall Tiles: Inside 13B, Inside 14B.



## Tokens



1x Open  
Spawn Gate



1x Open  
Spawn Gate



1x Closed  
Spawn Gate



1x Closed  
Spawn Gate



3x Search  
Area



2x Chest



1x Normal  
Door



2x Locked  
Door



5x Shadow



5x Shadow



1x Open  
Shrine



1x Closed  
Shrine



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



1x Story Event (2)

## Shadow Reserve

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

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	8.1	Waypoint 1	8.2
Story Event 2	8.15	Waypoint 2	8.5
Night	8.9	Waypoint 3	8.6
		Waypoint 4	8.11
		Waypoint 5	8.12
		Waypoint X	8.10



## ACT II - QUEST IX

# Enslaved

## INTRODUCTION

The road revealed by the orcs leads the party to the entrance of a deep and dark cave system. According to the orcs' tales, the heroes will now face a web of dead-end tunnels; patrols of enslaved orcs; and the slave wardens, beings the greenskins call "sentient reptiles," the corrupt spawn of Vastaryous. The road to the Black Queen's lair is lit by the torches the party brings forth as they venture into the darkness...

### Standalone Quest Values

Soul Points:  
100xHero

Crowns:  
500

Treasures:  
21

Soul Weapons:  
3

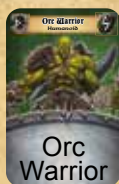
### Enemy Deck



1



1



2



2



2



2

### Event Deck





### Special Locations

Shuffle Story Event 1 , Story Event 2  and Story Event 3  and place them face down in Location D, Location E, and Location F.

Shuffle Waypoint 2, Waypoint 4 and Waypoint X and place them face down in Location A, Location B, and Location C.

### Special Quest Rules

 Day (Event 4): No additional effects.

 Night (Event 5): When it enters play, see Paragraph §9.4.

Quest Shadow: If the Quest Shadow is revealed, go to §9.16.

Quest Fail: The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §9.29.



# Quest Setup

Map Tiles: 7B, 9B, 10B, 11B, 12B, 17B, 18B, 19B, 35B, 36B, 37B, 38B, 39B, 40B, 42B, 43B.



## Tokens



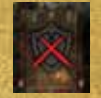
1x Open  
Spawn Gate



1x Closed  
Spawn Gate



1x Closed  
Spawn Gate



1x Closed  
Spawn Gate



4x Search  
Area



1x Open  
Shrine



6x Shadow



6x Shadow



3x Story Event (1,2,3)



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

## Shadow Reserve

Heroes				
Citizen				
2-3	1	1	2	3
4-5	1	4	2	6

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	9.8	Waypoint 1	9.5
Story Event 2	9.10	Waypoint 2	9.1
Story Event 3	9.15	Waypoint 3	9.6
Night	9.4	Waypoint 4	9.2
		Waypoint 5	9.7
		Waypoint X	9.3

## Miscellaneous

Quest Shadow	\$9.16		
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## ACT II - QUEST X

# Be Quick Or Be Dead

## INTRODUCTION

The party stops for just the time necessary to recover its strength and then starts its pursuit of the fire drakonian who, although wounded, is still quick and lethal. The heroes have now witnessed the impressive fighting abilities of the drakonians and prepare themselves to face untold dangers as they draw ever closer to Vastaryous' lair! As the party ventures deeper and deeper into the abyss, the surrounding environment becomes even more extreme, replete with overflowing lava and sulphurous vapors. The heroes begin to find it difficult to follow the tracks of the drakonian (the face down Waypoints)...

## Standalone Quest Values

Soul Points:  
110xHero

Crowns:  
500

Treasures:  
22

Soul Weapons:  
3

## Enemy Deck



1



1



1



1

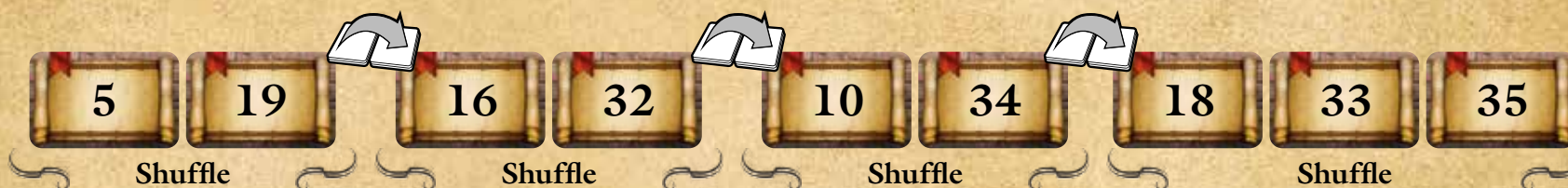


1



1

## Event Deck



## Special Locations

Shuffle Waypoint 1, Waypoint 2 and Waypoint X and place them face down in Location A, Location B, and Location C.

## Special Quest Rules

Day (Event 4): When it enters play, see Paragraph §10.17.

Night (Event 5): No additional effects.

**Magic Key:** If acquired by a hero, the token must be treated as a standard **Permanent** Item, except it does not require an Inventory Slot to be carried or exchanged.

**Quest Fail:** The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §10.25.



# Quest Setup

Map Tiles: 9B, 11B, 17B, 18B, 19B, 34B, 35A, 36A, 37A, 38A, 39A, 41A, 43A, 44A.



## Tokens



1x Open  
Spawn Gate



1x Closed  
Spawn Gate



4x Search  
Area



1x Open  
Shrine



3x Difficult  
Overlay



1x Blind  
Overlay



2x Lava  
Hindrance



4x Shadow



3x Shadow



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

## Shadow Reserve

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

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	10.8	Waypoint 1	10.1
Story Event 2	10.12	Waypoint 2	10.2
Story Event 3	10.23	Waypoint 3	10.3
Day	10.17	Waypoint 4	10.9
		Waypoint 5	10.14
		Waypoint X	10.6



## ACT II - QUEST XI

# The Root Of All Evil

## INTRODUCTION

Before the final battle, the heroes get their chance to rest. A vision of the Council of Elder Sorcerers of Talon-ancient, mysterious hooded figures-brings a message to the party: *"Your fearless actions brought you before the doors of Destiny - the Destiny of us all. Even though you will cross the door alone, each free soul in the Talon Coast will be with you in the coming battle. Upon awakening, you will find items beside you; these are our meager help. May the Gods guide you to the dawn of victory!"* As the heroes open their eyes, they find the best equipment that crowns can buy. See Paragraph §11.1.

### Standalone Quest Values

Soul Points:  
132xHero

Crowns:  
500

Treasures:  
23

Soul Weapons:  
4

### Enemy Deck



1



1



2



2

### Event Deck



### Special Locations

Place Story Event 3 as indicated on the map.

### Special Quest Rules

**Emporium:** At the beginning of this Quest, each hero can visit the Emporium to acquire any Emporium card for free (excluding **Bounties** and **Hollywood Armory** cards), up to his maximum Inventory capacity. Each hero can also use any Non-**Tavern** Building for free.

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

**Waypoints 1, 2, 3 areas:** These are considered Small Caves areas, the **Purple** Vastaryous can't move into or across these areas. In addition, there is no L.O.S. between Vastaryous (including all her **Heads**) and all heroes located into these three areas, so they can't target/attack each other.

**Day (Event 4):** When it enters play, see Paragraph §11.26.

**Night (Event 5):** When it enters play, see Paragraph §11.18.

**Quest Fail:** The quest fails if the last Event card is discarded OR all heroes are Ghost Souls, see Paragraph §11.35.



# Quest Setup

Map Tiles: 17B, 18B, 19B, 34A, 35A, 36A, 37B, 38A, 39A, 40A, 41A, 42A, 43B, 44A.

Wall Tiles: 36A-44A.



## Tokens



1x Open  
Spawn Gate



1x Open  
Spawn Gate



4x Search  
Area



3x Chest



2x Difficult  
Overlay



1x Barrier  
Overlay



1x Deadly  
Overlay



2x Lava  
Hindrance



2x Shadow



2x Shadow



1x Open  
Shrine



1x Locked  
Door



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



1x Story  
Event (3)



1x Magic  
Lock

## Shadow Reserve

H e r o e s		
	2 Enemies	Champion
	2-3	2
4-5	2	3

## Book of Secrets

Story Events	\$	Waypoints	\$
Story Event 1	11.7	Waypoint 1	11.5
Story Event 2	11.21	Waypoint 2	11.12
Story Event 3	11.23	Waypoint 3	11.15
Night	11.18	Waypoint 4	11.4
Day	11.26	Waypoint 5	11.13
		Waypoint X	11.17

## Miscellaneous

Quest Enemy	11.27	Wyrms Egg	11.24
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TAKE CONTROL OF UP TO 5 GD 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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