

Darkness Falls Rules

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

New Emporium Buildings

Gods' Altar - Temple



Seek the gods' favor by praying to them, while offering a small donation! Any hero can use this **Building** (at the Emporium or with a Pray action), discarding the required Crowns and rolling the 3 **Red** Dice.  heroes roll +1 **Red** Die.

With at least one  result, the hero gains the **God's Blessing** Power related to his **Soul Nature**, if available, otherwise nothing happens.

The **Gods' Altar** card can be used only once per hero for each visit at the Emporium, or once per Round for each hero as a Pray action.

Slaughtered Lamb - Tavern



Just like the Rising Pony Tavern, any hero may push his luck playing at this new Tavern. After paying the cost, roll the Dice.

Each  and  result gives Crowns to the hero, while  results take Crowns. If, at end of the roll, the hero has no Crowns to pay the ultimate loss to the Tavern, he suffers **1 HP** for every 10 Crowns of debt.

The **Slaughtered Lamb** card can be used only once per hero for each visit to the Emporium.

Wizardry Tower - Magic Circle



Any hero visiting the Emporium can use the Wizardry Tower by spending its cost to perform one of these two operations:

- ◆ **Recharge an Artifact card.**

The Artifact regains all of its  charges.

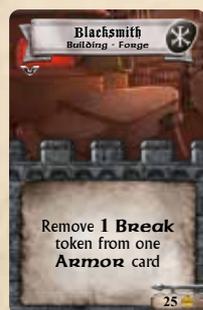
- ◆ **Exchange one Power card.**

Replace an unused (not in cooldown) Power card with a new one.

The new Power card must respect all the rules about acquiring new powers. Return the old Power card to the Power deck. The hero may regain it in the future.

The **Wizardry Tower** card can be used multiple times, as long as the hero pays the cost and does not leave the Emporium.

Blacksmith - Forge



Heroes can use the Blacksmith while visiting the Emporium to repair their broken armor.

After paying the cost, a hero can remove 1 **Break** token  from one of his Armor cards, regardless of whether it is equipped or in Inventory.

The **Blacksmith** card can be used multiple times, as long as the hero pays the cost and does not leave the Emporium.

Heroes

Soulrank Rules for Act II

The minimum **Soulrank** required for **ACT II** is **III**. No hero can go below it.

This means heroes begin any **ACT II** Quest with a minimum **Soulrank III** and, even in case of death, the Soul Gem will never shift down to **Soulrank II** (i.e. a dead **Soulrank III** hero remains **III** and must pay 3 **Soul Points** to resurrect using a **Shrine**).

The suggested **Soulrank** limit for this expansion is **VI**, reaching the **VII** can be possible only combining Vastaryous' Lair expansion, but it may reduce the game challenge.

New Hero Action

 **Pray** - During Quests, any hero not engaged in combat in the same area as an open **Shrine**, can spend one Action, no more than once per Round, asking for the gods' favor by visiting the Gods' Altar Building (pay the cost and roll the Dice as detailed on the card).

Gods' Blessing Powers

Blessing Power cards represent the gods' aid, given to brave heroes during quests. These powers can be obtained using the Gods' Altar – meaning visiting the Emporium or executing the Pray action in the same area of an open **Shrine**. A hero may only obtain the Blessing card related to his Soul Nature (Law, Neutral, or Chaos). If the card is already assigned to another hero, nothing happens.

A Blessing Power is an extra power and does not count as a standard  for the **Soul Gem** limit.

Once obtained, the Blessing card remains near the Hero Sheet until used, then it must be immediately discarded (in order to become available for the next Gods' Altar use). Heroes must discard unused Blessing cards at the end of the Quest.

Legendary Powers

 Legendary Powers are incredible feats acquired as standard  Powers when a hero reaches **Soulrank VII** (together with an additional Talent). Legendary Powers can be easily identified by the Legendary icon in place of the cooldown icons. **These powers can be used only once per Quest**. When used, leave the card face up and rotate it upside down. This means a Legendary Power never flips and is not affected by the cooldown system.

Additional Form

During quests, some heroes may acquire extraordinary powers enabling them to change their Human Form into something of more wild and deadly...

Lycanthropy - Wolf Form

If acquired, take the **Lycanthropy** Power card. It is considered an extra  and does not count for the **Soul Gem** limit. When used, take the **Wolf Form** Sheet and follow the the instructions detailed on its back side.

Dark Gift - Vampire Form

If acquired, take the **Dark Gift** Hero card and follow the the instructions detailed on its back side.

Also take the 3 **Vampire Power**  cards. They are considered extra  and do not count for the **Soul Gem** limit.

Vampire Form and the 3 **Vampire Power**  cards can be permanently discarded by spending 100  at the God's Altar **Building** or by voluntarily losing 1 **Soulrank** during a **Pray** Action.

Enemies

Dark Raiders

This S&S expansion uses the Raiders enemy figures of the Immortal Souls game set to represent a new enemy, the Dark Raiders. They share the Raider figures but have their own Enemy and Scroll cards.

Note: Creating custom Quests using both Raiders and Dark Raiders is not recommended to avoid confusion in recognizing enemies.

Enemy Powers

Break



A hero suffering the **Break** effect must place the related token on the equipped **Armor** card.

Each Break token reduces the Armor value by 1. If the Armor value is 0, because it is already broken or because the equipped armor offers no armor value at all, the hero suffers 1 **HP** instead of placing the token.

In Campaign Mode, any armor remains broken until repaired using the **Blacksmith Building** (available in the Darkness Falls expansion).

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.”

Note: Enemies must always have at least 1  to use its charge-based power.

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.

Last Battle!

The pure Evil has no name, but you recognize it when it comes, because the air is filled with the chilled void of Death!



The Undead Lord Master Enemy represents the Darkness corrupting the Talon Coast. Able to cast the powerful “**Spell of Doom**” and with the cruel undead army at its service, it will be a most epic challenge for the Immortal Heroes! The Spell token is used to keep track of which Power effect is active at the moment. “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 EVIL
IN THIS DARK ETERNAL NIGHT!**