


Vastaryous' Lair Rules

Vastaryous' Lair 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) ONLY if the heroes play any Vastaryous' Lair ACT II Quest (or when a custom Quest requires it).** **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.



Lava Hindrance token



The Lava Hindrance token represents the perpetually burning fires of a map tile's area. It can be part of the initial setup or be placed later on the map, but in either case, each area cannot have more than 1 Lava token. Each non-flying character moving into an area with a Lava token immediately suffers a **Fire** effect (i.e. taking the appropriate Fire token) equal to the **ACT** of the Quest played. The Lava tokens on the map usually remain until the end of the Quest, unless a special game effect indicates differently.

Vastaryous Map Tiles

This expansion provides new map tiles. For a quick reference:

- ◆ The very large areas are designed to easily accommodate Vastaryous, but they count as standard areas in terms of game effects.
- ◆  The solid black volcanic rocks drawn on most tile edges block L.O.S.
- ◆  The thin volcanic lines help to visually identify each area.


Heroes

Soulrank Rules for Vastaryous' Lair



The minimum **Soulrank** required for **Vastaryous' Lair** Quests is **V**. No hero can go below it. This means heroes begin any Quest of this **S&S** expansion with a minimum **Soulrank V** and, even in case of death, the Soul Gem will **never** shift down to **Soulrank IV** (i.e. a dead **Soulrank V** hero remains **V** and must pay 5 **Soul Points** to resurrect using a **Shrine**).

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.



Soulrank VII Talents

When each hero reaches **Soulrank VII**, together with a Legendary Power, he also gets an additional Talent. This new Talent can be chosen from the ones available in previous **S&S** expansions or one of the new **Soulrank VII** Talents included in this expansion. While there are 2 generic  Talents, most of these new Talents are related to the 4 specific Fighting Styles: . This means only heroes with at least one matching fighting style can choose them.

Note: No hero can have more than one **Soulrank VII** Talent, even using the Wizardry Tower **Building** of the Darkness Falls expansion.

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 	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.	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.
Back 	Flip it (back side) in the next Time Phase, and then remove it during the subsequent Time Phase.	Flip it (back side) in the next Time Phase, and then remove it during the subsequent Time Phase.

Enemies

This expansion introduces new enemies of the Talon Coast... The Drakonians and their queen Vastaryous!

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.

Vastaryous!

The Black Queen is almost awakened, but there is still time to save the Talon Coast!

Setup

Vastaryous is a Dragon-Hydra with multiple heads, the most diverse Master Enemy ever created! She is formed by a Master Enemy Scroll card, representing the main body, and up to 4 additional Enemy Scroll cards, indicating the chromatic dragon heads. In game terms, she is based on a **Purple** Master Enemy Scroll (with a distinct combat stance on each side) referred to as Vastaryous enemy, plus a variable number of colored Enemy Scrolls and cards of different **Ranks**: **Red**, **Blue**, **Green** and **Colorless**, referred to as Dragon Heads enemies.


The number of **Heads** (Dragon Heads enemies) is based on the number of heroes initially facing Vastaryous' Quest: two **randomly** chosen **Heads** for 2-3 heroes, or all four **Heads** for 4-5 heroes.




When Vastaryous comes into play, place the Master Enemy Scroll card in a common spot for all players to see and assign the Dragon Heads Scrolls and their related Enemy cards to the heroes as for standard enemies.


Note: In a 2-3 heroes game, once the Heads are randomly chosen, return the unused heads to the game box, as they will not be used during the Quest.

Playing Vastaryous




Vastaryous' body and each Dragon Head count as different enemies, with their own fighting styles, preferred victims, **HP**, A.I., powers, and weapons, but, at the same time, all are bonded to a single giant **Purple** figure guided by standard Master Enemy rules, with these exceptions:

- ◆ Vastaryous' body is a  **Purple** Master Enemy, so it always activates as if it is assigned to the current Active hero. The Heads are permanently (until death) assigned to the heroes and activated as standard enemies.
- ◆ The Menacing hero system is used only by the **Purple** Vastaryous Master Enemy. Any attack performed against her Heads will not affect the Menace token.
- ◆ Vastaryous and her Heads are always located in the same area but are different enemies, so they must be treated as such in terms of targeting and combat.
- ◆ All Dragon Heads belong to Vastaryous' body, so each behavior rule indicating movement always refers to Vastaryous' movement.
- ◆ Any effect interacting with enemy movement, such as the Laegon's Trap or Caltrops, will affect only Vastaryous, without impacting her Heads.

- ◆ Dragon Heads inherit, without exception, Vastaryous' **Airborne** status, but do not interrupt it.
- ◆ Vastaryous and all Dragon Heads ignore the **AoE**  effect of heroes' attacks. In these cases, only the chosen main target (Vastaryous or one of the Heads) is attacked. **AoE**  or other effects that may target multiple enemies work as usual; this means that an **AoE**  attack will target Vastaryous and all her Heads.


Note: The White Dragon Head is a colorless  Rank, so it isn't activated by the main condition of the color-Rank based Encounter cards (A, B, C and D), and it is always considered the lowest Rank in play.


Fighting Vastaryous

Vastaryous' strength is heavily based on the number of Dragon Heads alive. On fact, each Head still alive (not killed or in the game box) provides **Resistance** to the body, subtracting 2  from each attack the body defends. This means initially, Vastaryous' body reduces -4  fighting 2-3 heroes and -8  fighting 4-5 heroes, unless the heroes' attacks ignore enemy resistances.

Vastaryous is killed when its Master Enemy Scroll card (the body) reaches 0 **HP**, **regardless of the status of any other Dragon Head**.

Each time any Dragon Head is killed, its “**Color**” **Wyrms Head** Power is triggered, with these effects:

- ◆ It drops Items and Soul Points.
- ◆ All its wounds, Body Conditions and other tokens are discarded.
- ◆ Vastaryous (Master Enemy Scroll card) gains 1 .
- ◆ The dead Dragon Head Scroll card is flipped and its Enemy card is placed, unassigned, beside that Scroll, waiting for possible regrowth in future Rounds.
- ◆ A dead Head is not considered an enemy in play.

During each Time Phase, **if there is at least 1 dead Head**, the active hero must roll 1 single , regardless of the number of dead Heads present. If the die result matches one of the dead Heads, it regrows! Flip the Enemy Scroll to the front side and assign the related Enemy card normally. It returns with maximum **HP** (based on the number of heroes facing the Quest) and full **Charges**. The Dragon Head will act normally during future Enemy Turns.

Note: A dragon Head may regrow several times during the fight!

Vastaryous' Spells

The Blue and the White Dragon Heads are able to cast spells on the battlefield!

Blue Head



The two Spell tokens are used to keep track of which Power effects are 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. Apply the matching result from the face up side of the token, based on the related Enemy Scroll card.

White Head



BE PREPARED TO FIGHT THE MOST EPIC CHALLENGE OF THE ENTIRE SWORD & SORCERY SAGA!