

# VAST

## THE FEARSOME FOES

EXPANSION BY  
**PATRICK LEDER**  
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WITH ART BY  
**KYLE FERRIN**

### Components

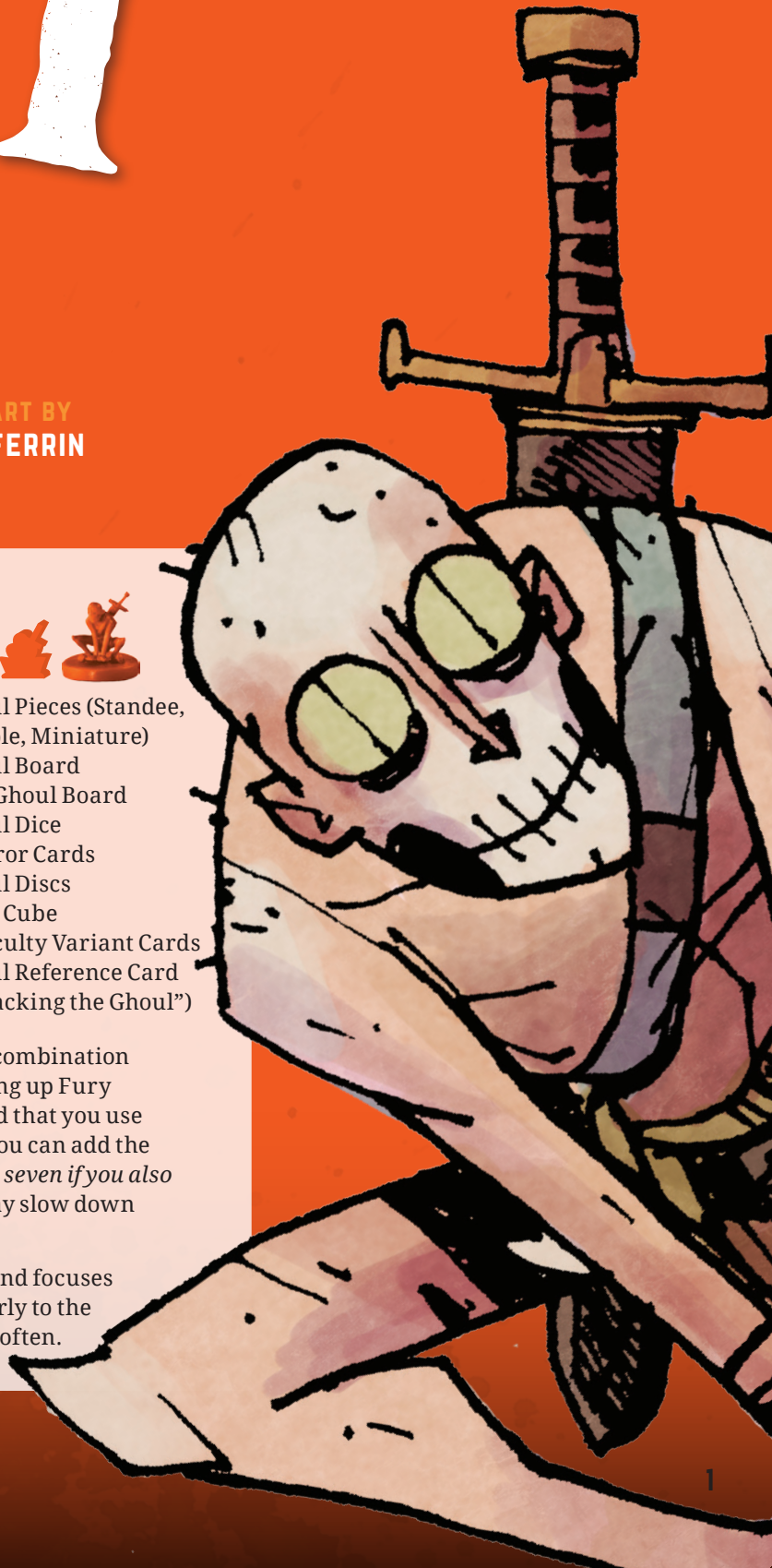


- 3 Ghoul Pieces (Standee, Meeple, Miniature)
- 1 Ghoul Board
- 1 Vile Ghoul Board
- 3 Ghoul Dice
- 13 Terror Cards
- 9 Ghoul Discs
- 1 Fury Cube
- 5 Difficulty Variant Cards
- 1 Ghoul Reference Card ("Attacking the Ghoul")

**The Ghoul** is a player role that can be added to any other combination of player numbers and roles. The Ghoul focuses on building up Fury by hunting and stalking indiscriminately. We recommend that you use the Ghoul to replace one of the five original roles. While you can add the Ghoul to the original roles to accommodate six players (*or seven if you also include the Ghost*), playing with more than five players may slow down the game significantly.

**The Vile Ghoul** is a player role that replaces the Goblins and focuses on killing the Knight, Dragon, or Unicorn. It works similarly to the Ghoul, but uses its dice differently and draws cards more often.

ORIGINAL GAME BY  
**DAVID SOMERVILLE**



# The Ghoul

*Corrupted by the Cave's power and with the last remnants of its humanity long gone, the Ghoul lives only to hunt. It relentlessly stalks and terrorizes others, growing stronger with each battle, until it is again ready to enter the outside world.*

## How to Win

Gain Fury equal to your Fury goal by attacking other players and collecting Treasures, then escape the Cave by entering the Entrance tile.

Your Fury goal equals 7 + the number of players, up to a maximum of 14. *(For example, in a two-player game, you would need 9 Fury, while in a five-player game, you would need 12 Fury.)*

## Setup

Place the Ghoul piece, Ghoul dice, and Ghoul discs near your player board.

Shuffle the Terror cards to form the Terror deck.

Place the Fury cube on the "0" space of the Fury track.

At the start of your first turn, place the Ghoul piece on any unoccupied Dark tile. If no such tile exists, place a Dark tile *(provided by the Cave, if present)* and place the Ghoul piece there.

## Turn Summary

The Ghoul is sixth in turn order, after the Thief and before the Ghost.

Each turn, resolve the following phases in order:

1. **Roll and Set Statistics**
2. **Move and Act**
3. **Set Defense**

Your turn ends when you complete these phases.

## STATISTICS

Unlike the other roles, the Ghoul doesn't have statistics that remain stable throughout play. Instead, the Ghoul rolls dice each turn, giving it points to spend on various actions.

## 1) Roll and Set Statistics

First, remove any Ghoul discs from your Attack space and return them to your supply. *(You won't need to do this on your first turn.)*

Then, roll all three Ghoul dice. If the sum of all three dice is 7 or less, draw a Terror card. *(If you are playing on Hard or Expert difficulty level, you roll only 2 dice, and you draw a Terror card if the total roll is 4 or less.)*

Next, choose two dice and set aside the third die *(it will not be used on this turn)*. The die with the higher value is your **movement points**, and the die with the lower value is your **attack points**.

To track your movement points, use the die you rolled. If you gain movement points and need to track a number higher than 6, use Ghoul discs.

To track your attack points, place an equal number of Ghoul discs on the Attack space of your player board, and set aside the die you rolled. If you gain attack points, add Ghoul discs to this space.

## 2) Move and Act

During this phase, you can spend movement points to move and to collect Treasure tokens and Dragon Gems, and you can spend attack points to attack other players and smash Crystal tokens. You can also use the effects of your Terror cards (page 3).

## MOVE

You may move to an adjacent space by spending 1 movement point.

You may enter Lit and Dark tiles. You do not reveal Dark tiles when you enter them.

You must spend +1 movement point to move through a wall.

You must spend +1 movement point to enter a space that holds any number of other player pieces without immediately attacking. If that space holds any player pieces that you cannot attack, you must spend +1 movement point even if you immediately attack another player piece on that space.

Even if you cannot attack a player piece, you may still enter its space if you spend +1 movement point.

## COLLECT TREASURES AND GEMS

You may collect Treasure tokens and Dragon Gems on your space by spending 2 movement points per Treasure or Gem collected.

- If you collect a **Dragon Gem**, roll the Dragon die. If it affects the center tile, you skitter *(it's a trap!)* and return the Gem to the Dragon's supply. If it does not affect the center tile, take a Treasure token from the Cave's supply *(or map, if supply empty)* and return the Gem to the Dragon's supply.
- If you collect a **Treasure token**, place it on the Treasure space on your player board. The Thief can use Pickpocket to steal Treasure tokens on your Treasure space.

Whenever you have 2 Treasure tokens, you gain 1 Fury and return both tokens to the Cave's supply.

## ATTACK

If you are on a space with another player piece, you can attack the player piece by spending Ghoul discs equal to 1 + the target's defense statistic *(Strength, Armor, or Stealth)*.

You cannot attack the same player piece more than once during the same turn.

If you attack a player, you do not spend +1 movement point to enter their tile.

### When you attack, deal the following effect:

- **Knight:** She loses 1 Grit for each Hero cube she has available, or 1 Health, or 1 Treasure card, her choice. Place lost Treasure cards at the bottom of the Treasure deck.
- **Goblin Tribe:** The Tribe scatters.
- **Dragon:** He discards Power cards equal in number to his Armor, or loses 1 Health, or returns 1 Sloth token from his Wakefulness track to any open Sloth space, his choice.
- **Unicorn:** He loses 1 Health or discards Unicorn cards equal in number to his Armor, his choice. (*The Unicorn Teleports after you skitter.*)
- **Crystal:** You must spend 3 Ghoul discs to smash a Crystal token. (*The Crystals you smash count toward the victory conditions of other players.*)
- **Thief:** He is killed. Draw Terror cards equal in number to the Thief's Loot Drop Level (*minimum 1*), keep one, and return the others to the bottom of the Terror deck. (*When resolving this attack, if the Thief uses Unnatural Evasion and rolls successfully, he moves after you skitter.*)

After resolving the attack, you gain 1 Fury and then skitter.

## 3) Set Defense

Note how many Ghoul discs you have remaining on your Attack space. This is your **Defense**, which determines whether other players can attack you, until the start of your next turn. (*Do not remove discs when attacked by other players.*) If no discs remain, your Defense is 0.

## Fury

Fury is a measure of the Ghoul's anger and growing power.

You gain 1 Fury whenever you attack a player and whenever you have collected 2 Treasure tokens.

As you gain Fury, move the Fury cube up the Fury track. Whenever it reaches an even-numbered space, draw a Terror card.

**You win if you have Fury equal to 7 + the number of players, and then you escape the Cave by entering the Entrance tile.**

## Terror Cards

Whenever you draw a Terror card, place it face-up near your player board.

Each Terror card has two effects:

- A **persistent** effect or a **once per turn** effect.
- A **once per game** effect.

A persistent effect applies every time its trigger condition is met.

Once you resolve a card's once per game effect, you must remove the card from the game. If you resolve a once per game effect that begins with "During this turn," remove the card from the game at the end of your turn.

You cannot use both of a card's effects on the same turn, and you cannot use the once per game effect of identical cards on the same turn.

(*For example, you may use the once per game effect of a Chase card and the once per game effect of a Hunt card on the same turn, but cannot use the one per game effect of two Chase cards.*)

Some effects require that you spend movement points. This is abbreviated to "movement" to save space.

## Other Players

At the end of your turn, your remaining attack points become your defensive attribute: **Defense**. After resolving any

attack, shot, or effect listed below, you immediately skitter unless otherwise noted.

**The Knight** can enter your space only if her Strength is **greater than** your Defense. If she enters your space, she attacks you. This attack completes her *Daring* Sidequest card. It also completes her *Stalwart* Sidequest if your Defense was 3 or greater. It also completes her *Fearless* Sidequest if you were on a Dark tile that she just revealed.

She may shoot you with her Bow if her Strength is 2 or greater.

**A Goblin Tribe** can enter your space only if its Strength is **greater than** your Defense. If it enters your space, it attacks you. The Goblins gain 1 Rage (*instead of losing 1*), and the Tribe does not scatter.

While underground, **the Dragon** can enter your space freely. While on the surface, the Dragon can enter your space only if his Armor is **greater than** your Defense. He may attack you using Claw or Scratch.

- Claw counts as the Dragon eating 1 Goblin.
- Scratch counts as the Dragon eating 3 Goblins and forces you to discard 1 Terror card.
- Hiss does not affect you.
- If you enter a space with a Flame Wall, you skitter but are otherwise unaffected.

**The Unicorn** can enter your space freely. When he enters your space, he attacks you. If the Unicorn attacks while he has 3 Anger, you must discard 1 Terror card.

**The Cave** can target you with Soporific Spores to reduce your Fury by 1 (*you do not lose any Terror cards*).

**The Thief** can enter your space only if his Stealth is **greater than** your Defense. He can attack you with Pickpocket or Backstab.

- When he uses Pickpocket, he may choose to steal a Treasure token from

your player board or to discard a Terror card, shuffling it back into the Terror deck. (If you do not have any Treasure tokens or Terror cards, he cannot Pickpocket you.)

- When he uses Backstab, it reduces your Movement during your next turn by 1 for each Action cube he spends. (If this reduces your movement points to 0, you cannot move.) Place the Thief's Action cubes on your player board as a reminder, and return them to the Thief after adjusting your movement points during your turn.

## Forced Movement

You cannot be forced to move through walls or onto spaces that hold other players.

## Skittering

After you resolve an attack, or after you are attacked by another player, you immediately **skitter**.

The player whom you attacked, or who attacked you, announces a Dark tile symbol (*Fangs, Bones, or Eye*) that is shown on any unoccupied Dark tile on the map. Then, you must place your figure on any unoccupied Dark tile showing the matching symbol.

If the attack did not involve another player (for example, if you smash a Crystal in a game with no Cave player, or if you are attacked by the non-player Shadow Unicorn), then you must place your piece on any unoccupied Dark tile whose symbol matches the top tile of the Cave tile stack. During the Collapse, randomly select a Dark tile symbol using tiles that have already collapsed.

If there are no unoccupied Dark tiles on the map (usually due to the Collapse), you must instead place the Ghoul on any unoccupied space surrounding the Entrance tile.

## SKITTER VARIANT

Some groups may want the Ghoul to move further when it skitters, or may want to give opposing players more input. This variant switches the choices of the players involved in an attack. Players must agree during setup whether to use this variant, and the variant rules must be used for the entire game.

In this variant, when the Ghoul skitters, **the Ghoul** chooses a Dark symbol (*Fangs, Bones, or Eye*) matching an unoccupied Dark tile, and then the opposing player in the attack places the Ghoul piece on any unoccupied Dark tile showing the matching symbol.

If there are no unoccupied Dark tiles on the map, the opposing player may place the Ghoul piece on any unoccupied space surrounding the Entrance tile. Use the standard skitter rules for attacks not involving another player.

## Terrain

The Ghoul interacts with Terrain tiles as follows:

- When you enter the **River**, you may immediately move for free in the direction of the current.
- You may move through **Pits**, spending movement points normally.
- You cannot enter the impassable spaces of the **Canyon**.
- If you end your turn on **Magma**, you skitter but are otherwise unaffected.

## Player Variants

If you are also playing with the Ghost, set up the game for the desired variant below, then follow the instructions in the Ghost's **Player Variants** section.

### 4+ PLAYERS

The Ghoul can be added as another role to any existing variant for four or more players.

In games without the Cave player, make the following changes:

- Give the Ghoul the **Past Plunder** Variant card. The Ghoul gets this card **instead** of any other player, and gets this card even if the variant would not include it.
- Each player places or collapses only 1 tile at the end of their turn (instead of placing 1 or collapsing 3).

### 3 PLAYERS

#### -ANY 2 ROLES- vs. GHOUL

- Set up and play the Ghoul as normal.
- All other players follow the rules for the corresponding two-player variant.
- Do not move any cubes from the Hunger track to the Wakefulness track on the Dragon's player board.
- Give the Ghoul the **Flare** Variant card. If other players also get **Flare**, place the card near the map; each of those players may use it. The Ghoul may target its current space with **Flare**, spending 1 movement point each time.
- If a player other than the Ghoul would get the **Past Plunder** Variant card, give it to the Ghoul instead. (However, if the Ghost is also present, she gets the card instead.)
- The Ghoul wins if it gains 10 Fury and then escapes the Cave.

### 2 PLAYERS

#### KNIGHT vs. GHOUL

- Give the Knight the **Goblin Infestation** Variant card and the **Monster tokens**. Use the rules for Normal Goblins (line A).
- Give the Ghoul the **Past Plunder** Variant card.
- The Knight wins if she smashes 5 Crystals and then escapes the Cave.
- The Ghoul wins if the Knight is killed, or if it gains 9 Fury and then escapes the Cave.
- Both players lose if the Cave collapses.

### GOBLINS vs. GHOUL

- Place the **Flare** Variant card near the map; both players may use it. The Ghoul may target its current space with *Flare*, spending 1 movement point each time.
- Give the Ghoul the **Past Plunder** Variant card.
- The Goblins win if they smash 5 Crystals and then escape the Cave.
- The Ghoul wins if it gains 9 Fury and then escapes the Cave.
- Both players lose if the Cave collapses.

### DRAGON vs. GHOUL

- Place the **Ash Dragon** Variant card near the map.
- Give the Ghoul the **Past Plunder** Variant card.
- Do not move any cubes from the Hunger track to Wakefulness.
- The Dragon wins if he awakens, comes to the surface, and then escapes the Cave.
- The Ghoul wins if the Dragon is killed, or if it escapes the Cave after gaining 9 Fury.
- Both players lose if the Cave collapses.

### CAVE vs. GHOUL

- Give the Ghoul the **Flare** Variant card. The Ghoul may target its current space with *Flare*, spending 1 movement point each time.
- The Cave wins if it collapses.
- The Ghoul wins if it gains 9 Fury or smashes 6 Crystals, and then escapes the Cave.

### THIEF vs. GHOUL

- Place the **Flare** Variant card near the map; both players may use it. The Ghoul may target its current space with *Flare*, spending 1 movement point each time.
- The Thief wins if he stashes 6 Treasure tokens.
- The Ghoul wins if it gains 9 Fury and then escapes the Cave.
- Both players lose if the Cave collapses.

### GHOUL vs. GHOST

- Refer to the Ghost's **Player Variants** section for details.

#### SOLO

- Take the **Alone in the Dark II** Variant card.
- Take the **Flare** Variant card. You may target your current space with *Flare*, spending 1 movement point each time.
- You win if you gain enough Fury or smash enough Crystals, and then escape the Cave. **Choose your difficulty level:**
  - **Easy:** Gain 7 Fury or smash 5 Crystals.
  - **Medium:** Gain 8 Fury or smash 6 Crystals.
  - **Hard:** Gain 9 Fury or smash 7 Crystals.
- You lose if the Cave collapses.

#### Difficulty Variants

You can adjust the difficulty of the Ghoul as follows:

- **Ragpicker (Easiest):** You must gain Fury equal to 5 + the number of players.
- **Scavenger (Easy):** You must gain Fury equal to 6 + the number of players.
- **Ghoul (Standard):** You must gain Fury equal to 7 + the number of players.
- **Stalker (Hard):** You must gain Fury equal to 7 + the number of players. You use only 2 Ghoul dice.
- **Hunter (Expert):** You must gain Fury equal to 8 + the number of players. You use only 2 Ghoul dice.

Regardless of the difficulty level or number of players, the Ghoul's Fury goal cannot exceed 14.



# The Vile Ghoul

*Power corrupts, and absolute power corrupts absolutely. This creature has grown quite at home in the Cave, in the—how long has it been now? Years? Decades? Now, interlopers are no mere prey to be spooked and scared away with bared claws and an ancient blade. No, the Vile Ghoul needs more, seeks more, wants more decorations for its home and food for its belly.*

When playing the Vile Ghoul, follow all of the rules for the Ghoul except where noted otherwise.

## How to Win

Kill the Knight.

If there is no Knight, you must kill the Dragon.

If there is no Dragon or Knight, you must smash 5 Crystals and then escape the Cave by entering the Entrance tile.

## Setup

Use the Vile Ghoul player board.

Set the Ghoul piece, Ghoul dice, and Ghoul discs near your player board.

Shuffle the Terror cards to form the Terror deck.

At the start of your first turn, place the Ghoul piece on any unoccupied Dark tile. If no such tile exists, place a Dark tile (*provided by the Cave player, if present*) and place the Ghoul piece there.

## Turn Summary

The Vile Ghoul replaces the Goblins in turn order, after the Knight and before the Dragon.

Each turn, resolve the following phases in order:

1. **Prepare Board**
2. **Select Statistics**
3. **Move and Act**
4. **Set Defense**

Your turn ends when you complete these phases.

## 1) Prepare Board

If you have no dice in your supply, then collect all three Ghoul dice from the dice chart, roll them, and place them in your supply. (*You will perform this step on your first turn.*)

Otherwise, slide the die from the left side of the dice chart to the right side of the same row. Do not move any dice already on the right side.

Remove any Ghoul discs on your Attack space and set them beside your player board.

## 2) Select Statistics

First, select one die from your supply (*do not roll it*) and place it on the matching die face on the dice chart.

The selected row lists your **Movement** and **Attack** for this turn. Any dice on the right side of the selected row are **Boost dice**, which you can spend during the Move and Act phase of this turn.

Place Ghoul discs equal in number to your Attack on the Attack space on your player board. (*You won't spend these Ghoul discs, but they do provide a helpful reminder of your Attack to the other players.*)

## 3) Move and Act

This phase works identically to the Move and Act phase of the Ghoul, except for the following changes.

Instead of spending attack points, your Attack remains constant throughout your turn, except for temporary bonuses that you add by spending Boost dice and using the effects of the *Hunt* Terror card.

You can spend **Boost dice** to gain various bonuses during this phase. When you spend a Boost die, do not remove it from its space. It remains there, but it cannot be spent again on this turn.

## MOVE

You can spend Boost dice in place of movement points.

You can enter a space with another player piece, but you must spend +1 movement point to do so if your Attack is less than or equal to that player's defense statistic (*Strength, Armor, or Stealth*) **or** if you choose not to immediately attack that player piece.

To add a temporary bonus to your Attack, you can spend Boost dice or use effects from your *Hunt* Terror cards. This bonus lasts **only** for the current movement and the immediate attack upon entering a space. (*Do not add Ghoul discs to your Attack space.*)

## COLLECT TREASURES AND GEMS

You can spend Boost dice in place of movement points.

## ATTACK

You can attack a player piece on your space only if your Attack is **greater than** that player's defense statistic (*Strength, Armor, or Stealth*).

- If you added a temporary bonus to your Attack in order to move into your current space, the temporary bonus persists until you complete your attack.
- To smash a Crystal, you must have at least 3 Attack.

Your attack deals the same effects as the Ghoul's attack, except for three differences:

- **Do not** remove Ghoul discs from your Attack space. Your Attack remains constant throughout your turn.
- The Knight must lose 1 Health.
- If you have a victory condition of killing the player whom you are attacking, they **must** choose to lose Health as the result of the attack.

## 4) Set Defense

Your Attack is also your Defense, as described in the Set Defense phase of the Ghoul's rules.

You cannot spend Boost dice to improve your Defense.

## Fury and Terror Cards

The Vile Ghoul draws a Terror card **each** time it successfully attacks or collects 2 Treasures or Dragon Gems (*not every other time, as the Ghoul does*). As such, the Vile Ghoul does not need to track Fury.

## Player Variants

### 2+ PLAYERS

- The Vile Ghoul is an alternative to the Goblins, so it may be used in any variants that would include the Goblins, using their setup instructions and victory conditions.
- In any setup with the Knight, she **also** takes the **Goblin Infestation** Variant card and the **Monster tokens**. Use the Normal Goblins difficulty level (line A). If she is killed by an Ambush, it counts toward the Vile Ghoul's victory condition.

In addition, make these changes to the rules of specific role combinations:

- **Vile Ghoul vs. Dragon (+Any):** Do not move any of the Dragon's Hunger cubes to Wakefulness.
- **Vile Ghoul vs. Cave:** The Vile Ghoul must smash 6 Crystals.
- **Vile Ghoul vs. Thief (vs. Cave):** The Thief must stash 5 or 6 Treasures to win. (*The players must agree to the goal number during setup.*) The Vile Ghoul must smash **one more** Crystal than the number of Treasures that the Thief must stash.

### 1 PLAYER / SOLO

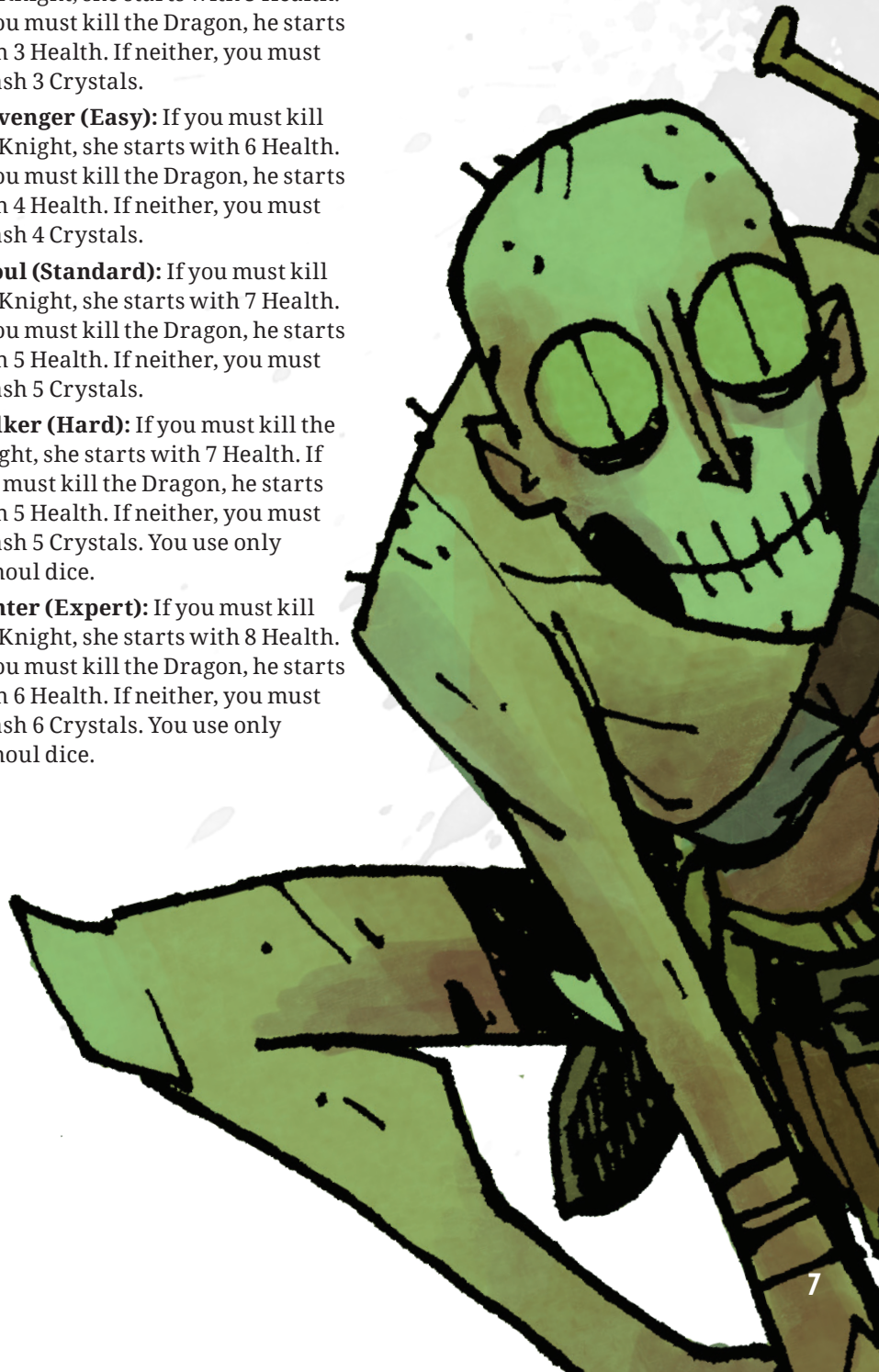
- Take the **Alone in the Dark II** Variant card and the **Flare** Variant card. You may target your current space with *Flare*, spending 1 movement point each time.
- You win if you smash enough Crystals and then escape the Cave. **Choose a difficulty level:**

- **Easy:** You must smash 5 Crystals.
- **Medium:** You must smash 6 Crystals.
- **Hard:** You must smash 7 Crystals.
- You lose if the Cave collapses.

## Difficulty Variants

You can adjust the difficulty of the Vile Ghoul as follows:

- **Ragpicker (Easiest):** If you must kill the Knight, she starts with 5 Health. If you must kill the Dragon, he starts with 3 Health. If neither, you must smash 3 Crystals.
- **Scavenger (Easy):** If you must kill the Knight, she starts with 6 Health. If you must kill the Dragon, he starts with 4 Health. If neither, you must smash 4 Crystals.
- **Ghoul (Standard):** If you must kill the Knight, she starts with 7 Health. If you must kill the Dragon, he starts with 5 Health. If neither, you must smash 5 Crystals.
- **Stalker (Hard):** If you must kill the Knight, she starts with 7 Health. If you must kill the Dragon, he starts with 5 Health. If neither, you must smash 5 Crystals. You use only 2 Ghoul dice.
- **Hunter (Expert):** If you must kill the Knight, she starts with 8 Health. If you must kill the Dragon, he starts with 6 Health. If neither, you must smash 6 Crystals. You use only 2 Ghoul dice.





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