

VAST

THE HAUNTED HALLWAYS

Introduction

Vast: The Haunted Hallways offers players two new roles: The Armored Knight (hero) and the Shadow Paladin (monster). These roles were originally developed for *Vast: The Mysterious Manor* but can also be used in *Vast: The Crystal Caverns* by using the rules on the back of this booklet.

Regardless of which game you play, these new roles replace the roles of matching color in the base game: the Shadow Paladin replaces the Spider, and the Armored Knight replaces the Paladin. In games with the Shadow Paladin, any game text that refers to the Spider instead refers to the Shadow Paladin. In games with the Armored Knight, any game text that refers to the Paladin instead refers to the Armored Knight.

In addition, this expansion includes miniatures, which can replace many of the pieces in *Vast: The Mysterious Manor*, as well as four new Skeletons with their own gear cards, which can replace Skeletons from *The Mysterious Manor* one-for-one in any combination.

Components

Shadow Paladin

- ▶ 1 Player Board and Setup Sheet
- ▶ 1 Shadow Paladin Figure
- ▶ 20 Ruin Cubes, 1 Health Cube, 5 Ice Tokens
- ▶ 16 Power Cards, 12 Chain Cards

Armored Knight

- ▶ 1 Player Board and Setup Sheet
- ▶ 1 Armored Knight Figure
- ▶ 7 Hero Cubes, 1 Health Cube, 1 Grit Cube, 3 Javelin Tokens, 3 Armor Tokens
- ▶ 10 Sidequest Cards, 7 Artifact Cards

Miniatures

1 Shadow Paladin, 1 Armored Knight, 4 Skeletons, 6 Force Walls, 9 Poltergeists, 10 Treasures, 10 Webs, 3 Eggs, 1 Pillar of Light

Skeletons

- ▶ 4 Skeleton Figures
- ▶ 12 Gear Cards, 4 Skeleton Cards



The Shadow Paladin

You win if you advance to the final space on your Shadow track and then move through the Manor's entrance (*open edge by the stairs*).

Traits

Agile: You always hit on attacks and cannot be forced to attack.

Cowardly: You cannot enter tiles with any figures. Also, whenever you are hit, you must immediately move to the nearest Dark tile.

Formidable: Your figure is not removed when hit. Each time you are hit by the Paladin (*or Armored Knight*), you lose 1 Health.

Sadistic: When revealing a tile, you can place it so no open edge touches an open edge of an adjacent tile.

Strength and Defense

You have no Strength and 1 Defense. (*Your Defense increases as you advance on your Shadow track.*)

1) Collect Ruin

Collect each ruin cube on the map and place them in your Ruin box.

2) Move and Act

During this phase you may move up to 2 spaces, crossing up to 1 wall. Before, after, or during a move, you may take the following actions in any order and number.

PLAY POWER CARD

You can play a power card from your hand to use its effect, then discard it.

- ▶ **Gaze:** Reveal your tile or an adjacent visible tile.
- ▶ **Float:** Move 1 space. You may cross a wall and enter a tile with any enemy figures.

▶ **Shroud:** Flip an adjacent visible Lit tile to its Dark side. (*The center of the target tile must be visible.*)

▶ **Strike:** Attack all visible figures and treasure markers in adjacent visible tiles. Remove attacked treasures. Gain 1 Ruin per piece attacked.

BREAK CHAIN

Discard 2 matching power cards to break any locked chain card.

When you break a locked chain card, remove it from its Locked Chains slot, and place it near your board. For the rest of the game, you can use this broken chain without needing to pay debt.

Then, you may discard any number of chain cards from your Locked Chains spaces, and then draw chain cards and place them in your Locked Chains spaces until all three are filled.

USE BROKEN CHAIN

Use an ability on any chain you have broken.

PAY DEBT

Discard 1 power card to treat any 1 unbroken chain as if it were broken until the end of your turn.

SUMMON WALL

Spend 1 Ice to place a force wall on any visible open edge.

3) Advance Shadow Track

You can advance your shadow marker to the next space of the Shadow track by spending the Ruin shown by the Cost column. (*You can advance it multiple times during the same turn by spending the required Ruin.*)

4) Mark Isolated

Tiles with Ruin Cubes

Place a ruin cube on each Lit tile with no open edges touching an open edge of another Lit tile.

During another player's turn, if a tile with a ruin cube becomes Dark or gains a shared open edge with another Lit tile, remove the ruin cube immediately.

5) Draw Power Cards

You may discard any number of power cards. Then, draw power cards until you have a number in your hand equal to your Spirit. (*Your Spirit is determined by the marker on your Shadow track. Unlike the Spider, you are not required to discard power cards from your hand.*)

6) Gain Ice

If you did not break a chain this turn, gain 1 Ice. (*Track this by placing ice tokens on the Ice box.*)

Other Rules

CHAINS

Your **chain cards** give you various special abilities, which you can use at any time on your turn by paying the cost shown on the card.

Chains in the Locked Chains spaces of the Shadow Paladin's board are **locked chains**. To use a locked chain, you must first discard 1 power card to pay debt (*in addition to paying the cost listed on the card*).

Chains near the Shadow Paladin's board are **broken chains**. You do not need to discard a card to pay debt (*but you must still pay any cost listed on the card*).

STARTING RUIN

In games with the either the Paladin or the Skeletons, the Shadow Paladin begins with 5 ruin cubes.

The Armored Knight

You win if you kill the Spider.

Traits

Formidable: Your figure is not removed when hit. Each time you are hit by a Skeleton, you lose 1 Health.

Strength and Defense

You start with 1 Strength and 1 Defense. (You can increase Strength by taking the bolster action, and you can increase them both by placing hero cubes on your Strength & Defense track.)

1) Collect Hero Cubes

Take all the hero cubes off your board, and place them on the Unassigned Hero Cubes box on your board.

2) Move and Act

During this phase, you can move a number of times equal to your Movement, and you can have a number of encounters equal to your Perception.

You can move and have encounters in any order, but you cannot move if you have no encounters left.

Whenever you enter a Dark tile, you must encounter it, as described below.

You can end this phase after completing any move or encounter. If you are forced to encounter a tile, you must complete the encounter before you end this phase.

ENCOUNTERS

When you have an encounter, resolve all of the following steps in order. (This works much like the *Paladin's crusade*, though some effects are different.)

1. Reveal Dark Tile
2. Attack Figures
3. Use Shrine
4. Collect Treasures

1: REVEAL DARK TILE

If you are on a Dark tile, reveal it. You gain 2 Grit. An open edge of the revealed tile must touch the tile from which you moved.

2: ATTACK FIGURES

You can attack figures on your tile. You must attack figures that force attacks before ones that do not.

- ▶ **Skeleton:** Its Undead trait triggers.
- ▶ **Spider:** Her Shapeshifter trait triggers.
- ▶ **Egg:** Remove all blood tokens on its tile. Gain 5 Grit.
- ▶ **Poltergeist:** Gain 3 Grit.

3: USE SHRINE

While on a Shrine, you may discard any number of sidequest cards to draw the same number of sidequest cards.

4: COLLECT TREASURES

Remove all treasure markers on your tile, one at a time. For each, you may gain 5 Grit or you may gain a javelin token and place it on the matching space in your Throw Javelin box.

Other Rules

STATISTICS

At any time during the Move and Act phase (even during an encounter), you may place any unassigned hero cubes on an empty box of a statistic track (*Perception, Movement, or Strength & Defense*). You must place hero cubes on a given track from left to right.

Placing a hero cube on a statistic track increases that statistic by the number below the space on which you placed the token.

ACTIONS

At any time during the Move and Act phase, you may place your hero cubes as you choose on an action to use its effects.

- ▶ **Throw Javelin:** Once per turn, place a hero cube on this box and remove the javelin token from this box to attack a visible figure. Place the javelin token on the defender's tile. If you attacked the Spider, return this javelin token to the box. While on a tile with a javelin token, you may take it and place it in this box.
- ▶ **Lob Bomb:** Place a hero cube to place a breach token on a visible wall.
- ▶ **Intuit:** Place a hero cube to pick up each adjacent Dark tile, look at it, then return each to its original crypt on the map.
- ▶ **Repair Armor:** Once per turn, place 2 hero cubes on this box to place an armor token here. Whenever you would lose Health and an armor token is in this box, return the armor token to the box and lose 1 less Health.
- ▶ **Bolster:** Once per turn, place a hero cube on this box to gain 2 Strength on your next attack.

SIDEQUESTS

At any time during your Move and Act phase, you may reveal a sidequest card from your hand if you satisfy the card's requirements. If you do, return it to the box and resolve the effect listed on the card, then draw a new sidequest card.

GRIT

As you gain and lose Grit, track it on your Grit track (*calling back to the Knight in Vast: The Crystal Caverns*).

If your Grit reaches **6, 13, 22, 32, or 43**, immediately take a hero cube from your supply and place it on your Unassigned Hero Cubes box. (*You can place this cube during the same turn.*)

If your Grit falls below **6, 13, 22, 32, or 43**, immediately remove a hero cube from your board and return it to your supply.

ARTIFACTS

At any time during your Move and Act phase, you can play an artifact card from your hand.

Played artifact cards give you persistent effects, and you can place hero cubes on them to use their effects at any time (*even during an action*) during your Move and Act phase.

Credits

Game Design by Patrick Leder

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Visiting the Cave

Though best suited for *Vast: The Mysterious Manor*, both the Armored Knight and Shadow Paladin can be used in *Vast: The Crystal Caverns* using these rules.

Shadow Paladin

- ▶ The Shadow Paladin must get to the Entrance tile to escape.
- ▶ Attacking a Goblin Tribe causes it to scatter.
- ▶ The Shadow Paladin cannot use Shroud on Crystal tiles.
- ▶ The Shadow Paladin can use Shadow Crawl to move to Ambush tiles.
- ▶ The Knight can roll the Dragon die against the Spider or Shadow Paladin when her Strength equals the defender's Defense.

Armored Knight

- ▶ The Armored Knight uses the Knight's sidequest cards while in the Cave. If she completes a sidequest, she gains an artifact, not Grit.

