



DARK SOULS™

THE BOARD GAME

ASYLUM DEMON



ASYLUM DEMON



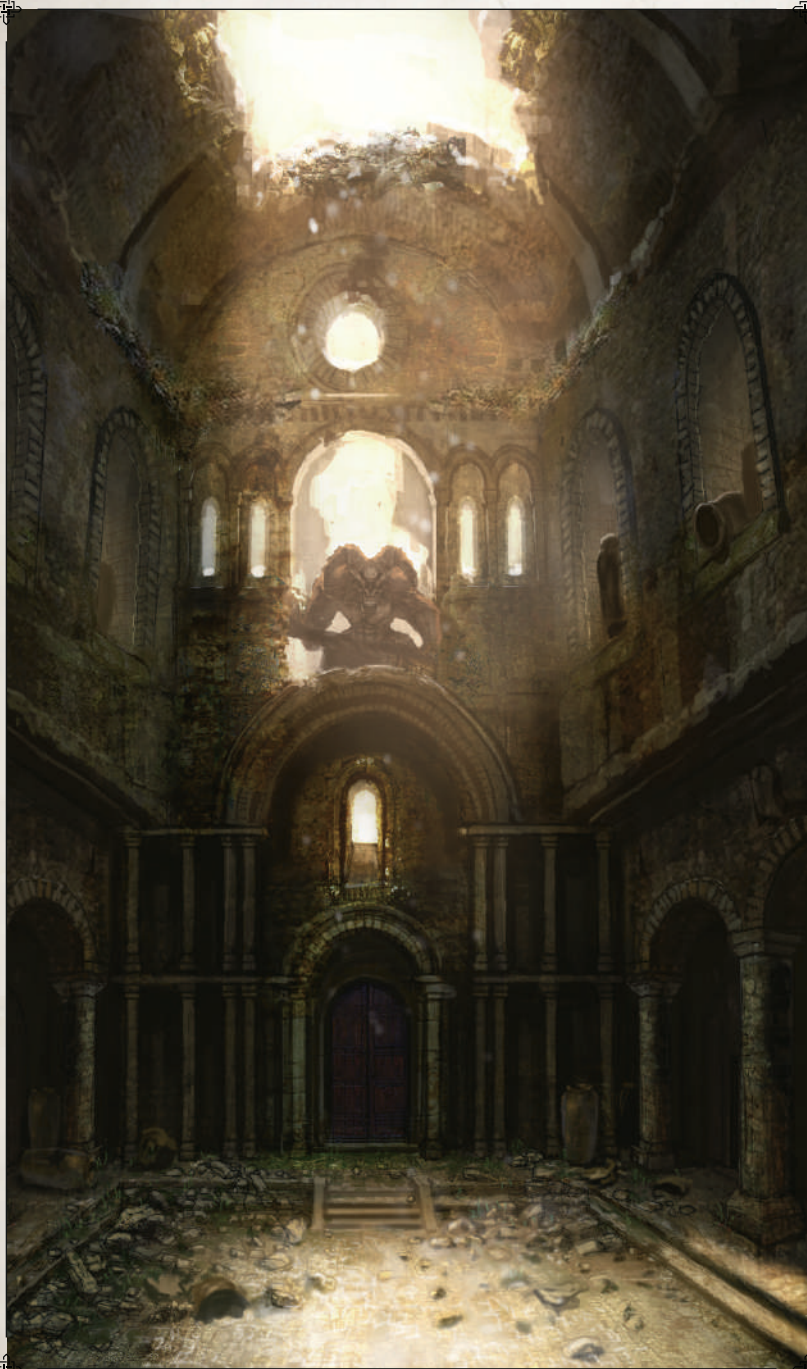
Not all demons are storied, with names that leap from the pages of history. Unknown amongst the scholars of men are those damned and contemptible creatures of vitriolic darkness which prefer the company of kindred spirits to that of mortals.

This creature is one such demon, content to dwell amongst the voiceless hollowed, soldiers and peasants both. The Undead Asylum where it can be found is a lonely and quiet place, moribund and uninviting. The demon may be lesser amongst its kind, but it nonetheless remains capable of lethal rage, its mind still ruled by virulent thoughts. In its hands it wields an immense hammer, constructed from stone archtrees and prohibitively heavy to any not possessed of such unnatural strength. Although by no means the mightiest or most enchanted of weapons, this hammer can easily crush bone into dust at the wielder's whim.

Beware this foe. For all that you will fight stronger, more cunning, and more agile opponents, complacency will hasten your end at its hands all the same. Such a death is just as ignoble as any other, with your corpse soon merely another to roam the Asylum with the hollowed.

INTRODUCTION

The *Asylum Demon* expansion is intended for use with *Dark Souls™: The Board Game*. The Asylum Demon is typically used as a mega boss: the Stray Demon, a powerful enemy players can face after fighting through numerous encounters, a mini boss, and a main boss. Alternatively, players can choose to face the Asylum Demon in the form it took in the very first boss fight of the *Dark Souls™* series, the Asylum Demon mini boss.



CONTENTS

The *Asylum Demon* expansion includes components in English, French, German, Italian, and Spanish. Cards with the universal icon  on them are intended for use with all languages. Cards with one of the flag icons      on them are intended for use with just one of these five languages. Before you play for the first time, be sure to set aside any cards with flag icons that are not for your preferred language. This will leave only the universal cards and the cards which are marked for use with your preferred language.



To download this rulebook in your language, go to:
steamforged.com/darksouls-expansions-rules

The *Asylum Demon* expansion includes the following components:

- 1x Rules Insert
- 1x Asylum Demon Miniature
- 1x Asylum Demon Health Dial
- 1x Asylum Demon Data Card
- 9x Asylum Demon Mini Boss Behaviour Cards
- 2x Asylum Demon Treasure Cards
- 1x Stray Demon Data Card
- 13x Stray Demon Mega Boss Behaviour Cards
- 2x Stray Demon Treasure Cards
- 4x Pillar Tokens
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board





Mega Boss Game Board



Asylum Demon Data Card and Behaviour Cards



Pillar Tokens



Health Dial



Stray Demon Data Card and Behaviour Cards



Treasure Cards



Level 4 Encounter Cards



ASYLUM DEMON MINI BOSS

CHOOSING THE ASYLUM DEMON

Players may choose the Asylum Demon as the mini boss during '3. Boss Selection' of game setup (see 'Setup' on p. 8 of the *Dark Souls™: The Board Game* rulebook). The Asylum Demon is used just like any other

mini boss except that the boss encounter takes place on the Mega Boss game board instead of the Mini Boss tile, and the Asylum Demon's special ability requires some additional explanation as detailed here.

CUSTOM GAME ELEMENTS

Each mega boss expansion includes custom gameplay elements that bring unique challenges and opportunities to *Dark Souls™: The Board Game* players.

PILLAR SMASHER

The Asylum Demon mini boss and Stray Demon mega boss encounters both include pillar terrain features. During encounter setup, place one pillar token on each of the four pillar nodes  found on the Mega Boss game board. Pillars block movement.

When the Asylum Demon or Stray Demon makes a physical attack  that has the area icon , check to see if there are any pillar tokens within the affected area. If there are, any characters within one node of the pillar token immediately suffer 1 damage and the stagger condition. Then remove the

pillar token from the Mega Boss game board. Resolve the area attack itself (including any pushes or dodges) after resolving the pillar's destruction. Depending on models' positions, it is possible for a demon to smash through multiple pillars at once or even for a model to be hit by multiple shattering pillars at once. Be sure to keep the pillars in mind when moving!

Once a pillar is destroyed, pillar nodes are treated as basic nodes for the remainder of the encounter. When the party rests at the bonfire, return any destroyed pillars to their pillar nodes on the Mega Boss game board.

WIND UP

The Asylum Demon and Stray Demon have a number of sluggish yet powerful attacks. A character can take advantages of these telegraphed attacks by moving to a more advantageous position.



The **Wind Up** icon gives characters an opportunity to reposition. When the behaviour icon is resolved, any character may spend 1 stamina to move one node. This movement is considered a run for purposes of rules interactions. (For example, a character cannot run while wearing Smough's Armour, so that character cannot reposition when a Wind Up icon is resolved.)



STRAY DEMON MEGA BOSS

SETUP AFTER THE MAIN BOSS

Before a party can face the challenges of a mega boss expansion, the players need to reset certain elements of the game, much as they did after the mini boss (see 'Setup After the Mini Boss' on p. 9 of the *Dark Souls™: The Board Game* rulebook).

After the characters defeat the main boss, add the main boss treasure cards to the inventory. Then pick up all the tiles except for the Bonfire tile and place them back in the game box. For step 1 (Tile Setup), place the double-sided Mega Boss game board so that its doorway is aligned with one of the Bonfire tile doorways. Ensure that the faceup side shows the enemy spawn nodes (❶❷❸❹❺❻) and terrain spawn nodes (❼❽❾❿) (not the side with the mega boss spawn node ❶❷❸❹❺❻). Reset the bonfire sparks in step 2 as usual, and in step 4 find the

game elements for the mega boss. Perform step 4 (Encounter Cards) as explained below, and skip over steps 5–7 since there are no changes to the character boards, treasure deck, or tokens after the main boss encounter.

Instead of four random encounters of different levels, the party will face just one level 4 encounter before the showdown with the mega boss. Randomly select one of the four **level 4 encounter** cards provided with the mega boss and place it face down on the Mega Boss game board. Note that some level 4 encounters use components from *Dark Souls™: The Board Game* expansions. If you do not have some of the components listed on a revealed level 4 encounter card, randomly choose a different level 4 encounter card to replace it.

*The encounter side of the
Mega Boss game board*



LEVEL 4 ENCOUNTER CARDS

Level 4 encounters are a new type of encounter for *Dark Souls™: The Board Game* that is used with mega boss expansions. Before entering an encounter with a mega boss, you must first successfully clear the level 4 encounter. Once it is defeated, you cannot complete the level 4 encounter again but must instead set up the mega boss encounter directly adjacent to the Bonfire tile.



Encounter cards give all of the information necessary to set up an encounter. Each encounter card includes the following information:

1. Name
2. Enemy Spawn
3. Terrain Spawn
4. Trap Icons
5. Difficulty Level
6. Required Sets
7. Set Symbol

The information on a level 4 encounter card functions the same way as it does for level 1–3 encounter cards (see p. 17 of the *Dark Souls™: The Board Game* rulebook). However, there are twice as many enemy spawn nodes and terrain nodes in these epic encounters, and trapped level 4 encounters contain quite a few more trapped nodes than trapped level 1–3 encounters. Additionally, in a level 4 encounter, all four nodes along the wall beside the doorway are entry nodes rather than the usual three nodes in lower-level encounters.

ENDING A LEVEL 4 ENCOUNTER

If the party defeats all the enemies and no characters are killed, the party wins. Remove all black and red cubes from the characters' endurance bars (see 'The Endurance Bar' on p. 20 of the *Dark Souls™: The Board Game* rulebook). Then add 8 souls per character to the soul cache.





Example of a level 4 encounter: Demon's Antechamber

SETUP AFTER A LEVEL 4 ENCOUNTER

Once the party has successfully defeated all enemies in the level 4 encounter, it is time for the mega boss encounter.

Place the character models on the Bonfire tile. The party may visit Blacksmith Andre and/or the Firekeeper at this time, but there is no further exploration. Note that characters do not gain a free rest after successfully

defeating a level 4 encounter; if they wish to rest at the bonfire they must spend a spark to do so. Next, remove all tokens and models from the Mega Boss game board and flip it over to the side that shows the mega boss spawn node. Align the doorway with a doorway on the Bonfire tile, and place the Fog Gate token on that doorway.

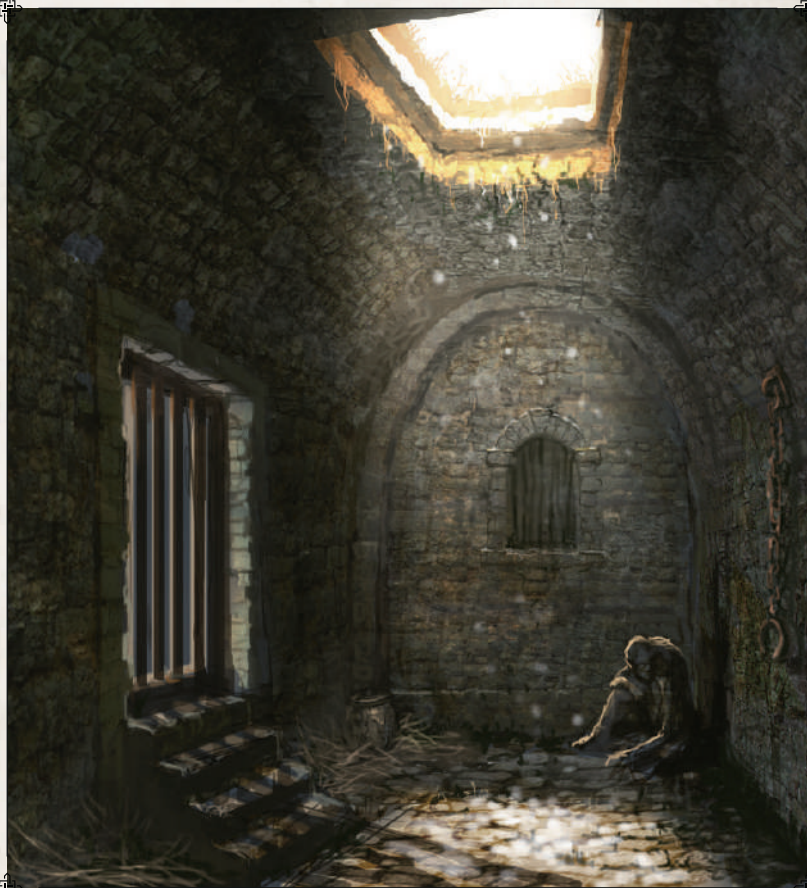


MEGA BOSS ENCOUNTERS

MEGA BOSS BASICS

After successfully navigating a level 4 encounter, a mega boss lies in wait. Mega boss encounters are the final test of a party in *Dark Souls™: The Board Game*. Often, mega bosses have more Health than main bosses, and their attacks can prove to be even more devastating.

Mega bosses follow many of the same rules as other enemies, but there are also some key differences. Follow the standard rules for enemy encounters and enemy activations except as detailed below.



MEGA BOSS DATA CARDS

Mega boss data cards include much of the same information as other boss data cards. Each mega boss data card includes the following information:



1. Name
2. Threat Level
3. Behaviour Deck Size
4. Starting Health
5. Heat Up Point
6. Block and Resist Values
7. Special Ability
8. Mega Boss Icon & Set Symbol

This information all functions the same way as it does for boss data cards (see 'Boss Data Cards' on p. 26 of the *Dark Souls™: The Board Game* rulebook), except that each mega boss has a mega boss icon  in place of the mini or main boss icon.

MEGA BOSS BEHAVIOUR CARDS



Mega boss behaviour cards work exactly the same way as other boss behaviour cards (see 'Behaviour Cards' on p. 27 of the *Dark Souls™: The Board Game* rulebook).

Note, however, that many mega bosses have more detailed behaviour deck setup described in their rules for starting the mega boss encounter and/or additional cards or effects described in their 'Custom Game Elements' rules.



STARTING THE STRAY DEMON MEGA BOSS ENCOUNTER

Once the players choose to enter the Fog Gate, place the character models on the entry nodes beside the door, remembering that a node cannot contain more than three models. Then place the Aggro token on one of the characters, and place the Stray Demon model on the mega boss spawn node with its front arc facing the centre of the Mega Boss game board.

The Stray Demon follows the standard rules for behaviour deck creation and heats up like a mini boss or main boss does.

ENDING THE MEGA BOSS ENCOUNTER

When the party defeats a mega boss, they win the game! Mega bosses do have their own treasure cards to be added to the inventory when they are defeated, but these are used only in custom

campaigns in which the party continues their adventures after defeating a mighty mega boss (see 'Campaign Rules' on p. 32 of the *Dark Souls™: The Board Game* rulebook).





CAMPAIGN SCENARIO



DEMON HUNTING



Dark Souls™ 1

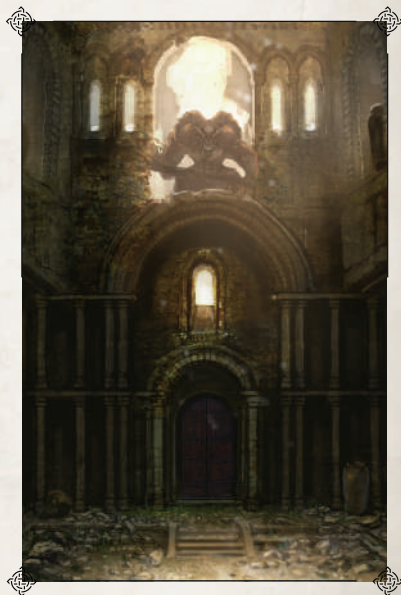
Think now to the beginning of your pilgrimage, those first faltering steps along the path of your destiny. Remember that cold and forgotten place under cloudy grey skies, a forsaken gaol far from the eyes and realms of mortals. In your haste to escape you might not have heeded the faint echoes of footsteps remaining after the fall of the Asylum Demon, but rest assured that deep in the darkness the kindred of your vanquished foe yet remain. Dare you return to face a more formidable adversary, the stray brother to the cursed creature which you defeated to become Chosen?

The *Asylum Demon* expansion can be added to The First Journey campaign found on pages 34 and 35 of the *Dark Souls™: The Board Game* rulebook.

When the party reaches section 4, place the double-sided Mega Boss game board with the side that has the enemy spawn     and terrain spawn nodes     face up, and align the doorway with a doorway from the level 3 encounter rather than the Bonfire tile. When the level 4 encounter is defeated, flip the Mega Boss game board over. If the party rests at the bonfire, the level 4 encounter will not reset like level 1–3 encounters do.

SECTION 1 UNDEAD ASYLUM

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Asylum Demon (Mini Boss)





SECTION 2 UNDEAD BURG

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Gargoyle (Mini Boss)*
- Gargoyle (Mini Boss)*

* The party receives the Gargoyles' treasure only if they defeat two Gargoyle boss encounters back-to-back. If they are defeated by the second Gargoyle, they must fight both Gargoyles after making their way back to the Fog Gate.

SECTION 3 SEN'S FORTRESS

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Titanite Demon (Mini Boss)

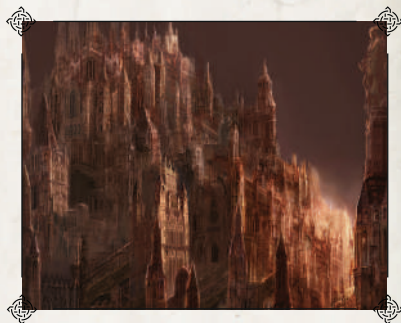


SECTION 4 NORTHERN UNDEAD ASYLUM

- Bonfire Tile
- Level 2 Encounter
- Level 3 Encounter
- Level 4 Encounter
- Stray Demon (Mega Boss)

SECTION 5 ANOR LONDO

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Ornstein & Smough (Main Boss)





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