



DARK SOULS™

THE BOARD GAME

DARKROOT EXPANSION



DARKROOT



Once the heart of the kingdom of Oolacile, the Darkroot retains several landmarks of that realm of ancient sorceries and myth. Undoubtedly the most poignant amongst them is the final resting place of Sir Artorias the Abysswalker, guarded eternally by his companion, the Great Grey Wolf Sif.

The strongest of the Four Knights of Gwyn, Lord of the Sunlight, Artorias was the first mortal to traverse the Abyss, having made covenant with the beasts within. When Manus, Father of the Abyss came to threaten Oolacile, it was there that Artorias gave his life in his final battle. Overwhelmed by the Dark, Artorias shielded his companion even as the once-proud knight fell to the corruption of the Dark. In that moment Artorias was cursed to wander as an insane and twisted revenant, forever denied his rightful rest.

This tale describes what is surely the most noble and tragic of sacrifices which belong to that lost civilisation, a story whose power is eclipsed only by the eventual defeat of the tainted Artorias by an unnamed hero. By this act Artorias's pristine soul finally returned to his knightly brethren, his honour once more restored and his legend resurrected.

INTRODUCTION

The *Darkroot* expansion is intended for use with *Dark Souls™: The Board Game*. It adds new enemies, encounter cards, and treasure cards as well as introducing the Artorias main boss and the Great Grey Wolf Sif main boss to the game.

The *Darkroot* 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](http://steamforged.com/darksouls-expansions-rules)





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The *Darkroot* expansion includes the following components:

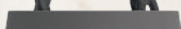
- 1x Rules Insert
- 18x Encounter Cards
- 15x Treasure Cards
- 14x Enemy Miniatures
- 7x Enemy Data Cards
- 1x Great Grey Wolf Sif Miniature
- 1x Great Grey Wolf Sif Health Dial
- 1x Great Grey Wolf Sif Data Card
- 14x Great Grey Wolf Sif Behaviour Cards
- 3x Great Grey Wolf Sif Treasure Cards
- 1x Artorias Miniature
- 1x Artorias Health Dial
- 1x Artorias Data Card
- 13x Artorias Behaviour Cards
- 3x Artorias Treasure Cards



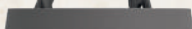
Mushroom Child



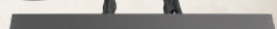
Mushroom Parent



Shears Scarecrow



Plow Scarecrow



Demonic Foliage





Stone Knight



Stone Guardian



Great Grey Wolf Sif



Artorias



USING EXPANSION ENCOUNTERS

At the start of the game, players can choose to use the expansion encounter cards that include the Mushroom Parent and Child, Stone Knight, Stone Guardian, Demonic Foliage, Plow Scarecrow, and Shears Scarecrow. Add these cards to the existing encounter cards according to level and randomise all the cards as normal.

Players who wish to include a greater focus on the expansion enemies can instead choose to remove six level 1, six level 2, and six level 3 encounter cards from their respective decks before shuffling the *Darkroot* expansion encounter cards into the encounter decks.

Encounter cards from the *Darkroot* expansion spawn the Mushroom Parent and Child, Stone Knight, Stone Guardian, Demonic Foliage, Plow Scarecrow, and Shears Scarecrow miniatures. The information for these miniatures can be found on their corresponding enemy data cards.

USING EXPANSION TREASURE

At the start of the game, players can choose to use the expansion treasure cards instead of some of the core game's common treasure cards. During step 6 of setting up the game (see '6. Treasure Deck' on p. 9 of the *Dark Souls™: The*

Board Game rulebook), remove fifteen random cards from the common treasure cards and replace them with all fifteen common treasure cards from the *Darkroot* expansion before shuffling the treasure deck.



0 DODGE DIFFICULTY

Both Sif and Artorias have behaviour cards that have a 0 Dodge difficulty. Even a character with no dodge dice can dodge the attack and automatically succeed by spending 1 Stamina (unless they are equipped with a treasure card that says the character cannot dodge).

Note, however, that characters can still choose to block the attack instead. They'll risk taking some damage but will not have to pay any Stamina.



USING GREAT GREY WOLF SIF

Great Grey Wolf Sif offers players a new main boss option. After defeating the mini boss, players may choose to fight through the recommended encounter levels for Great Grey Wolf Sif, a path that culminates in a battle with this loyal creature as a main boss.

Sif is the first boss in *Dark Souls™: The Board Game* to feature a Cool Down in its behaviour cards. The Cool Down, which occurs when Sif is edging close to death, shows the creature in a weakened state. Make no mistake: this does not mean that Sif makes for an easy encounter. Reaching Sif's Limping Strike is not a task to be taken lightly.



USING ARTORIAS

Artorias offers players yet another new main boss option. After defeating the mini boss, players may choose to fight through the recommended encounter levels for Artorias, a path that culminates in a battle with this agile main boss.

Note that Artorias does not heat up in the same fashion as other bosses. Rather than adding one Heat Up card to his existing behaviour deck, you remove two random behaviour cards and then add all three. Be wary as you approach his Heat Up threshold; the terrifying combination leap attacks that await you can spell your demise if you underestimate them.



CAMPAIGN SCENARIO



FACING THE ABYSS



Dark Souls™ 1

As you set out on your mission, be not unwary in the Garden, for even here shall your enemies prove as relentless as they are unusual. Journeying deeper into the Darkroot will reveal once-peaceful glades now haunted by beings that wish nothing more than to drive the unwelcome from their domain. The great guardian awaits you there, his death opening the dark rift that will return you to an ancient era of myth. Yet in a time before legend you must fear the proud saviour of Oolacile, for the corruption of the Abyss runs deeper still than his honour.



SECTION 1 DARKROOT GARDEN

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Hydra Lake Level 3 Encounter*

** Use this specifically named level 3 encounter for this tile. The party proceeds to Section 2 when the encounter is defeated.*



After completing Section 1, players augment the treasure deck by adding the transposed and legendary treasure cards as described, then reset the play area to begin additional exploration leading up to the main boss encounter in 'Setup After the Mini Boss' on p. 9 of the Dark Souls™: The Board Game rulebook.



SECTION 2 DARKROOT BASIN

- Bonfire Tile
- Level 1 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Great Grey Wolf Sif (Main Boss)

SECTION 3 ROYAL WOOD

- Bonfire Tile
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Artorias (Main Boss)





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Special Thanks:

All of our Kickstarter Backers and Late Pledgers

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