DARK SOULS™
the Board Game

Darkroot Expansion
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 are intended for use with all languages. Cards with one of the flag icons 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 *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
**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.

**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.
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.
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.
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)
Dark Souls™ series by: BANDAI NAMCO Entertainment Inc.
Game Concept: Mat Hart and Rich Loxam
Game Design: David Carl, Alex Hall, Mat Hart, Bryce Johnston, Rich Loxam, Steve Margetson, and Jamie Perkins
Development Leads: David Carl and Alex Hall
Graphic Design & Layout: Tom Hutchings
Lead Writer: Sherwin Matthews
Editing: Darla Kennerud
Sculpting: Dave Kidd, Duncan Louca


Special Thanks:
All of our Kickstarter Backers and Late Pledgers

Dark Souls™, Dark Souls™ II, Dark Souls™ III & ©BANDAI NAMCO Entertainment Inc. / ©FromSoftware, Inc.