



DARK SOULS™
THE BOARD GAME

EXPLORERS EXPANSION



EXPLORERS



Not all of the denizens of the Dark will make their presence known by attacking directly, for some, such as the mimics, are possessed of more guile and cunning. Their horrific maws are thought to be a brand of the great sin of avarice; greed has warped these creatures into the form of treasure chests, ready to snare the unwary. Beware them as much as any foe, for encountering such a beast will swiftly turn victory to the cold ashes of defeat.

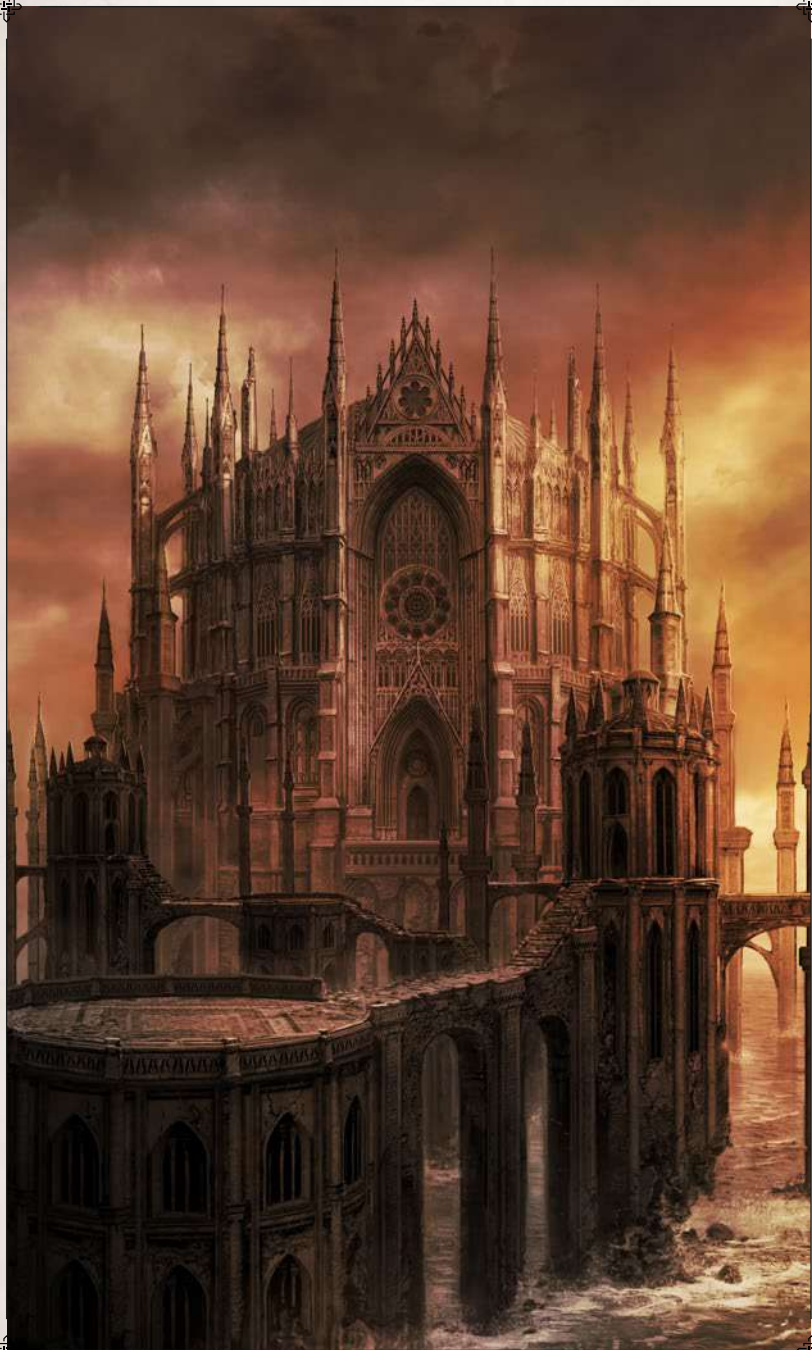
Other enemies that will confront you are more enigmatic still, such as the Old Dragonslayer. His appearance hearkens to that of Lord Gwyn's mighty knights, but his once-lustrous armour appears blackened and a dark corruption seems to have taken hold in this foe from an age long past. Could this be the golden knight from legend, once proud but now lost to the power of Darkness?

Finally, forget not the Pursuer, a mysterious knight who hunts those seeking to restore their humanity from the affliction of undeath. A truly imposing figure, this hunter is as persistent as his name implies, relentlessly tracking his quarry throughout Drangleic. On his back he wears a sling full of weapons; these are trophies stolen from vanquished prey. Grislier tokens are etched into his armour—the faces of his victims screaming in eternal torment. It is unknown whether this relentless figure is a solitary hunter or part of a sinister brotherhood that seeks the Bearer of the Curse—for surely even as the Pursuer can be defeated, this will not be the last you see of him.

INTRODUCTION

The *Explorers* expansion is intended for use with *Dark Souls™: The Board Game*. It adds new enemies, encounter cards, and treasure cards as well as introducing terrain miniatures, Mimics, the Old Dragonslayer mini boss, and the Pursuer main boss to the game.





CONTENTS

The *Explorers* 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: steamforges.com/darksouls-expansions-rules

The *Explorers* expansion includes the following components:

- 1x Rules Insert
- 15x Encounter Cards
- 15x Treasure Cards
- 18x Terrain Miniatures
- 6x Enemy Miniatures
- 2x Enemy Data Cards
- 1x Pursuer Miniature
- 1x Pursuer Health Dial
- 1x Pursuer Data Card
- 13x Pursuer Behaviour Cards
- 3x Pursuer Treasure Cards
- 1x Old Dragonslayer Health Dial
- 1x Old Dragonslayer Data Card
- 8x Old Dragonslayer Behaviour Cards
- 2x Old Dragonslayer Treasure Cards
- 2x Mimic Miniatures
- 1x Mimic Health Dial
- 2x Mimic Data Cards
- 14x Mimic Behaviour Cards
- 5x Mimic Ambush Cards



Mimic



*Closed Mimic
(after the party is defeated by a Mimic)*





Gravestone



Bonfire



Barrels



Treasure Chest



Silver Knight Spearman



Firebomb Hollow



Old Dragonslayer Dial and Cards



The Pursuer



USING EXPANSION ENCOUNTERS

At the start of the game, players can choose to use the expansion encounter cards that include the Firebomb Hollows and the Silver Knight Spearmen. To use these cards, add them to the existing encounter cards according to level and then randomise all of them as normal.

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

Encounter cards from the *Explorers* expansion spawn the Firebomb Hollow and Silver Knight Spearman miniatures, whose information 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. Replace them with all fifteen common treasure cards from the *Explorers* expansion before shuffling the treasure deck.

USING THE TERRAIN MINIATURES

The barrels, gravestones, and treasure chest tokens from the core set can all be replaced with the plastic miniatures included in the *Explorers* expansion.

In order to make it easy to remember which treasure chests have been opened and which have not, we recommend placing two cards from the treasure deck beneath each treasure chest miniature

when it is placed onto a tile. When the chest is opened, players retrieve the cards from beneath the chest. This system will help players avoid forgetting to draw treasure cards or accidentally drawing treasure twice from the same chest.

Additionally, place the bonfire miniature on the Spark dial or beside it, as players see fit.





USING THE PURSUER

The Pursuer offers players a new main boss option. After defeating the mini boss, players may choose to fight through the recommended encounter levels for the Pursuer, a path that will culminate in a battle with this relentless main boss.

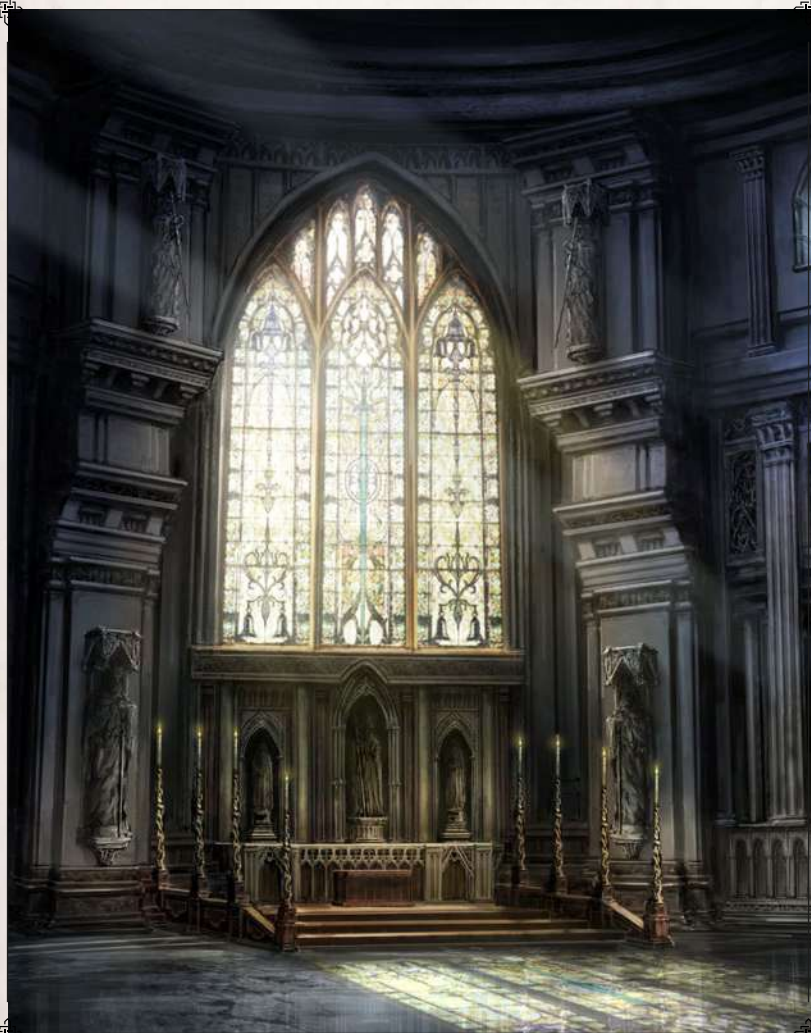
The Pursuer has behaviour cards that have a 0 dodge difficulty. Even a character with no dodge dice can dodge the attack and automatically succeed by spending 1 Stamina (unless they are equipped with a treasure card that says the character cannot dodge). Note, however, that characters can choose to block the attack instead, just as they can for attacks with higher dodge difficulties. They will risk taking some damage but will not have to spend any Stamina.



USING THE OLD DRAGONSLAYER

The Old Dragonslayer offers players a new mini boss option. The Old Dragonslayer is a boss encounter from *Dark Souls™ 2* based on a dark magic-wielding version of Ornstein from *Dark Souls™ 1*.

This mini boss uses the miniature for Ornstein, half of the Ornstein & Smough main boss from the core set for *Dark Souls™: The Board Game* alongside this new boss's health dial, data card, behaviour cards, and treasure cards found here in the Explorers expansion.



GAME SETUP WITH MIMICS

At the start of the game, players can choose to add mimics to their game. Mimics disguise themselves as chests and wait for victims to try to open them. When a party finds a chest and chooses to open it, there is a chance it could be a mimic.

During tile setup (see '1. Tile Setup' on p. 8 of the *Dark Souls™: The Board Game* rulebook), place one facedown Ambush card beside each tile.

USING AMBUSH CARDS

When the party opens a chest (see 'Chests' on p. 17 of the *Dark Souls™: The Board Game* rulebook), flip over the Ambush card beside the tile containing that chest. If the card shows 'Treasure', resolve the chest normally. If it shows 'Mimic', a battle with a mimic ensues instead.



Ambush card back



Ambush card Treasure face



Ambush card Mimic face

Example of a game setup with facedown Ambush cards by each tile.



MIMIC DATA CARDS



Mimic data cards include much of the same information as boss data cards. Both types of mimic data cards include the following information:

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

The information on a mimic data card 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).

MIMIC BEHAVIOUR CARDS



Mimic behaviour cards are used for mimics in the same way that boss behaviour cards are used for bosses (see 'Behaviour Cards' on p. 27 of the *Dark Souls™: The Board Game* rulebook), with just two small differences.

First, mimics do not have dedicated **Heat Up** cards with Heat Up symbols. Instead, shuffle any one remaining behaviour card into a mimic's behaviour deck when it heats up.

Second, mimics do not have arc markings like bosses, so their behaviour cards never include attack arcs or weak arcs.



STARTING A MIMIC ENCOUNTER

After defeating an encounter that contains a chest, players remove all black and red cubes from the characters' endurance bars and gain souls normally. Then, flip over the Ambush card. If the Ambush card shows a Mimic, a fight similar to a boss encounter ensues before the party can claim their treasure. Characters are not placed on the entry nodes at the start of the mimic encounter. Instead, they remain on the nodes they occupied at the end of the encounter containing the chest.

If the players have not yet defeated a mini boss when they encounter a mimic, use the enemy data card and behaviour cards for the **Hungry Mimic**. If they have already defeated a mini boss, use the enemy data card and behaviour cards for the **Voracious Mimic** instead.

The next part of setting up the mimic encounter is creating the mimic's behaviour deck by taking a number of random behaviour cards equal to the behaviour deck size listed on the mimic's data card and shuffling them. Place this behavior deck face down within easy reach.

At this point, the mimic encounter is ready to begin.

When the mimic's Health is reduced to its Heat Up point or below, the mimic will heat up. Take one random unused behaviour card and shuffle it into the behaviour deck. Note that players will now need to relearn the mimic's attack pattern as well as having to face an additional behaviour card.

When a mimic's behaviour deck is empty at the start of its activation, create the new mimic behaviour deck by picking up the behaviour deck's discard pile and turning it face down without shuffling it. Combat then continues normally.



Hungry Mimic



Voracious Mimic

DEFEATING A MIMIC

When a mimic is defeated, remove it from the tile. Remove all black and red cubes from the characters' endurance bars, but do not add any souls to the soul cache. Instead, the party gains treasure cards as if they had opened two chests. A defeated mimic does not return to the tile, even after encounters reset when the party rests at the bonfire.

If the party is defeated, the mimic returns to its terrain node and remains on the tile. If the party returns to the tile and successfully defeats the encounter, they may choose to engage the mimic again. They may continue to do so until the mimic is defeated or the party runs out of sparks.



CAMPAIGN SCENARIO

A HOLLOW PURSUIT

Dark Souls™ 2

Your first steps shall be along the trails leading through the depths of the Forest of Fallen Giants, towards The Crestfallen's Retreat. If you are to prevail against the foes in this haunted glade, next you must journey to the Lower Earthen Peak and face the vile adversaries awaiting you there. Should you emerge victorious once more, the last destination is within the Keep itself, atop Threshold Bridge. It is there you shall stand or fall against your final opponent, a mighty knight who denies you further progress on the path of your destiny.



SECTION 1 THE CRESTFALLEN'S RETREAT

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

**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 LOWER EARTHERN PEAK

- Bonfire Tile
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Gallery of the Hidden Warrior Level 3 Encounter with a Voracious Mimic†

† Use this specifically named level 3 encounter for this tile. Do not place an Ambush card beside this tile; the chest is automatically a mimic. The party proceeds to Section 3 when the mimic is defeated.

After completing Section 2, 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 3 THRESHOLD BRIDGE

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





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