



**DARK SOULS™**  
THE BOARD GAME

IRON KEEP EXPANSION



# IRON KEEP



Once the seat of the Old Iron King, the Iron Keep was the vast fortress at the centre of his empire, carved from the old kingdom of Venn by the king and his ally, the enigmatic Sir Alonne. The keep was designed to be both impregnable and indomitable and is constructed of solid iron. It came to pass that as the Iron Keep expanded and became ever more imposing, it began to sink into the ground. Legend tells that as the earth opened to consume the great fortress, the walls did become molten and flames rose to seal the fate of the empire.

The fate of the Old Iron King himself was darker still. He is said to have been murdered by the Smelter Demon even as his kingdom fell. This creature was of pure iron, given unholy life by pyromancers who sought to impress the king with their attempts to harness fire. Such a fate points to the Old Iron King's everlasting conceit. Lifeless, his body was passed into the flames to share the fate of his beloved keep, entirely consumed by his folly.

## INTRODUCTION

The *Iron Keep* 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 Sir Alonne main boss and the Smelter Demon main boss to the game.

The *Iron Keep* 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)



*Alonne Sword Knight*



*Alonne Bow Knight*



*Alonne Knight Captain*



# CONTENTS

The *Iron Keep* expansion includes the following components:

- 1x Rules Insert
- 18x Encounter Cards
- 15x Treasure Cards
- 3x Titanite Scale Cards
- 14x Enemy Miniatures
- 5x Enemy Data Cards
- 1x Sir Alonne Miniature
- 1x Sir Alonne Health Dial
- 1x Sir Alonne Data Card
- 13x Sir Alonne Behaviour Cards
- 2x Sir Alonne Treasure Cards
- 1x Smelter Demon Miniature
- 1x Smelter Demon Health Dial
- 1x Smelter Demon Data Card
- 13x Smelter Demon Behaviour Cards
- 3x Smelter Demon Treasure Cards



*Ironclad Soldier*



*Crystal Lizard*



*Sir Alonne*

*Smelter Demon*



## USING EXPANSION ENCOUNTERS

At the start of the game, players can choose to use the expansion encounter cards that include the Alonne Knight Captains, Alonne Bow Knights, Alonne Sword Knights, Ironclad Soldiers, and Crystal Lizards. 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 *Iron Keep* expansion encounter cards into the encounter decks.

Encounter cards from the *Iron Keep* expansion spawn the Alonne Knight Captain, Alonne Bow Knight, Alonne Sword Knight, Ironclad Soldier, and Crystal Lizard 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 *Iron Keep* expansion before shuffling the treasure deck.




## USING CRYSTAL LIZARDS

The Crystal Lizards are a unique enemy in *Dark Souls™: The Board Game* that functions differently from past enemy models. Crystal Lizards spawn on terrain nodes instead of spawn nodes, do not actively attack the party when they activate, and do not need to be killed in order to defeat the encounter.

If an encounter contains one or more Crystal Lizards, place one Crystal Lizard on each indicated terrain node. If the party kills all other enemies, the party defeats the encounter, and the Crystal Lizards are removed from the tile. (They escape from the encounter.) If the party kills all the Crystal Lizards before

defeating all the other enemies *and* they successfully defeat the encounter, add one Titanite Scale card to the inventory. Players may wish to place an opened chest token beside the tile to help them remember that they have already claimed that encounter's Titanite Scale card. Once defeated, Crystal Lizards do *not* respawn when the characters start that particular encounter.

Once the party has defeated three different encounters with Crystal Lizards, there will be no Titanite Scale cards remaining. Ignore all Crystal Lizard icons  on future encounters.

## USING THE SMELTER DEMON

The Smelter Demon offers players a new main boss option. After defeating the mini boss, players may choose to fight through the recommended encounter levels for the Smelter Demon, a path that culminates in a battle with this fiery main boss.

Note that the Smelter Demon does not heat up in the same fashion as other bosses. Instead of adding a card and reshuffling during Heat Up, replace the five-card behaviour deck with a deck of five random Heat Up cards.

## USING SIR ALONNE

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



## CAMPAIGN SCENARIO

# PLAYING WITH FIRE

### *Dark Souls™ 2*

*Your journey begins in the desolate Harvest Valley, amongst the poisonous pits and treacherous mines. Beware this charred quarry, for death awaits the unwary, even at this early stage. Yet as you approach the blasted and damned walls of the Iron Keep, you may grow reluctant to leave, for the path ahead will only prove more dangerous. Nowhere can this be more true than in Brume Tower, your final location standing atop the bleakest wasteland imaginable. It is here that your last adversary, a figure of myth and legend, awaits.*



## SECTION 1 POISON POOL

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Smoking Gallery 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 THRESHOLD BRIDGE

- Bonfire Tile
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Smelter Demon (Main Boss)

## SECTION 3 IRONHEARTH HALL

- Bonfire Tile
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Sir Alonne (Main Boss)





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