



DARK SOULS™
THE BOARD GAME

THE FOUR KINGS

THE FOUR KINGS

Now dwellers of the bleak and lonely Abyss, the Four Kings at one time were great leaders amongst men, the rulers of New Londo. As that once-proud kingdom now lies in ruins, so too is spent the virtue and humanity of the Four Kings, who remain to watch over that flooded and cruel place alongside their Darkwraith knights.

In a time long since passed, it was told that in recognition of their foresight, Lord Gwyn did apportion each of their number a fragment of his Lord Soul. Still the Four Kings fell to seduction by evil, tempted by the arts granted by the Primordial Serpent Darkstalker Kaathe. Eventually, their deeds grew to be so heinous and present such threat to the surrounding lands that New Londo was flooded, trapping them and their dark followers in the Abyss and sacrificing countless innocent lives.

Bitter and spiteful, the Four Kings harbour a boundless wrath at their imprisonment. With vile talons they reach for the living, to steal humanity away for an eternity, just as theirs has eroded.

INTRODUCTION

The Four Kings expansion is intended for use with Dark Souls™: The Board Game. The Four Kings comprise one mega boss, a powerful enemy players can face after fighting through numerous encounters, a mini boss, and a main boss.



CONTENTS

The Four Kings 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.

The Four Kings expansion includes the following components:

- 1x Rules Insert
- 4x Four Kings Miniatures
- 4x Four Kings Health Dials
- 1x Four Kings Data Card
- 4x Four Kings Identifier Tokens
- 20x Four Kings Behaviour Cards
- 2x Four Kings Treasure Cards
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board

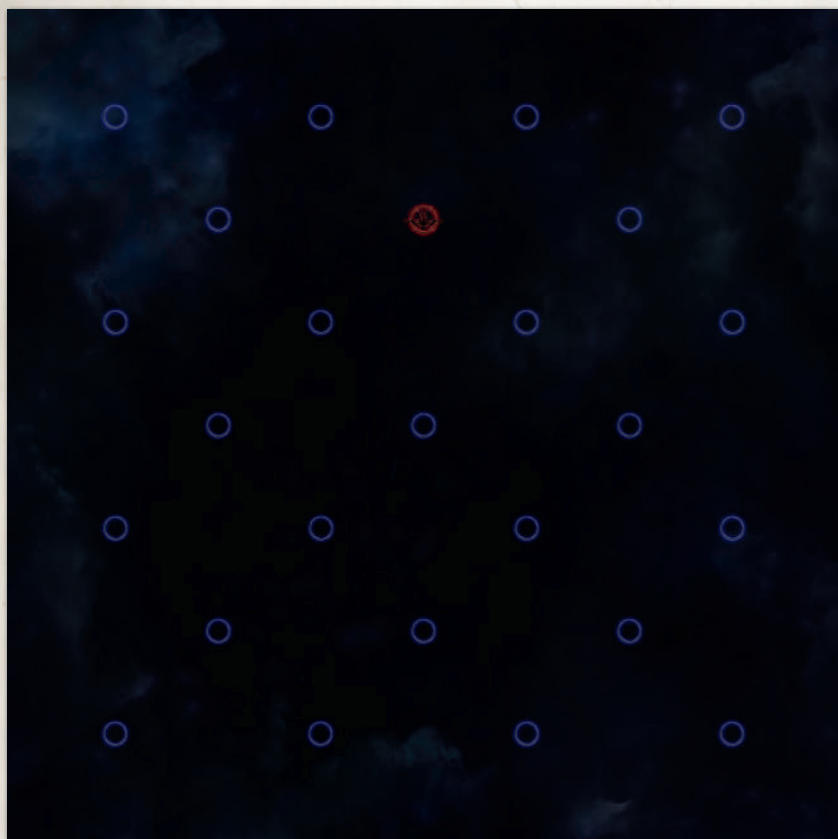


To download this rulebook in your language, go to:
steamforged.com/darksouls-expansions-rules



The Four Kings





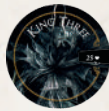
Mega Boss Game Board



Data Card and Behaviour Cards



Treasure Cards



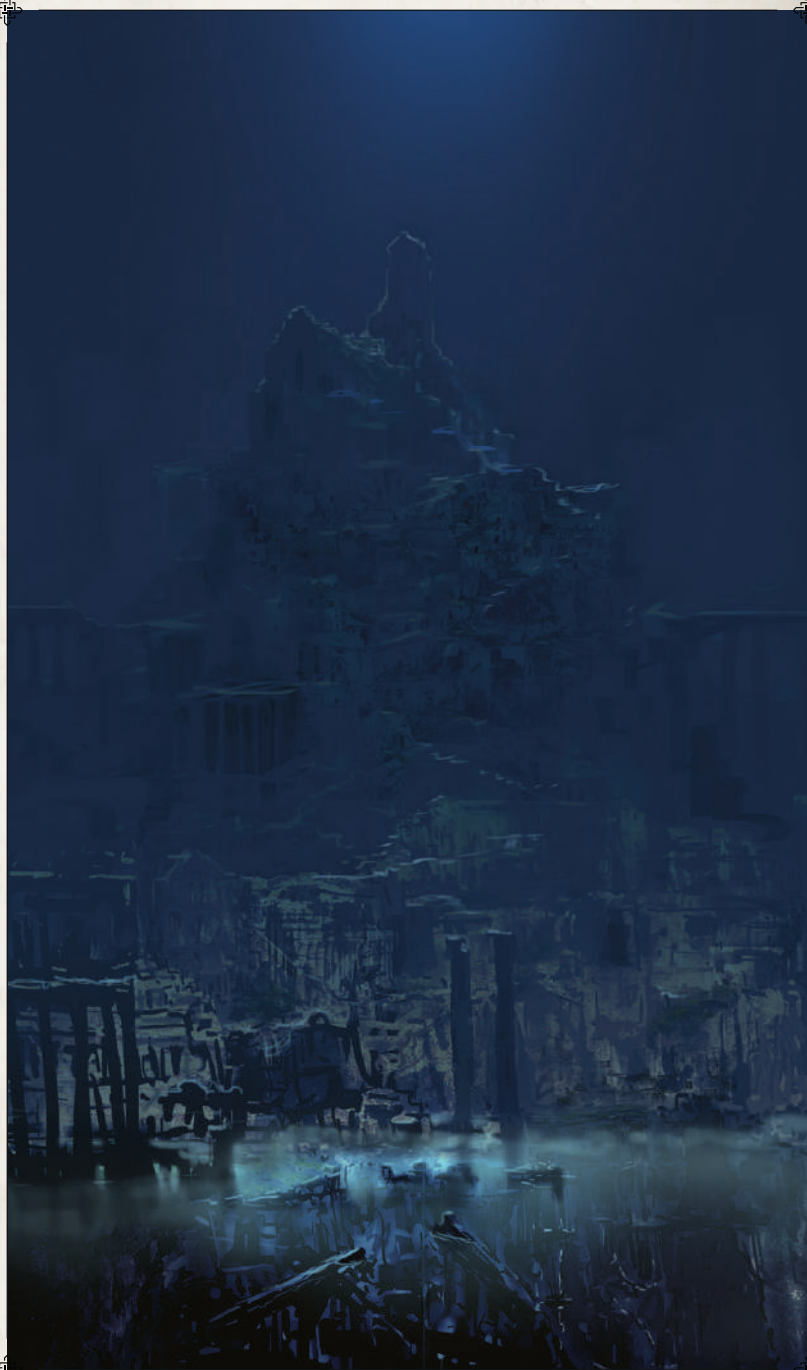
Identifier Tokens



Level 4 Encounter Cards










Health Dials





SETUP AFTER THE MAIN BOSS

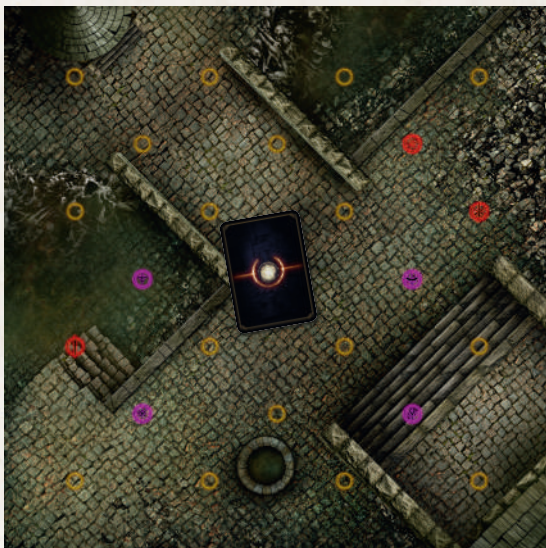
Before a party can face the challenges of a mega boss expansion, the players need to reset certain elements of the game, much as they did after the mini boss (see 'Setup After the Mini Boss' on p. 9 of the *Dark Souls™: The Board Game* rulebook).

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     and terrain spawn nodes     (not the side with the mega boss spawn node ). 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: Cursed Cavern

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 FOUR KINGS 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 first Four Kings mega boss model on the mega boss spawn node with its front arc facing the centre of the Mega Boss game board.

The next part of setting up the Four Kings mega boss encounter is creating the boss's behaviour deck as follows:

1. Separate the eight standard behaviour cards , the four second king behaviour cards , the four third king behaviour cards , and the four fourth king behaviour cards .

2. Take four random standard behaviour cards and shuffle them. (Note that there are more behaviour cards than you will need. This allows the Four Kings to behave differently each time you face them.)
3. Reveal one random card out of the four for each gravestone found in the level 4 encounter.
4. Shuffle the behaviour deck and place it face down within easy reach.

At this point, the mega boss encounter is ready to begin

The Four Kings do not **heat up** like other bosses. Instead, each time a new king arrives in the encounter, players add new cards to the behaviour deck and then shuffle it as explained under 'Royal Summons.'



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).





CUSTOM GAME ELEMENTS



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

ONE THROUGH FOUR

In order to defeat the Four Kings encounter, the party must defeat all four of the ancient kings.


The Four Kings' Health dials are numbered for kings one through four. Their identifier tokens can be placed on the models' bases to ensure that the right king model is associated with the right Health dial.

The kings share a single boss data card and encounter deck. During a boss activation, any kings in play perform the listed behaviours on the behaviour card.

The Four Kings do not have a standard threat level that determines their order of activation. Instead, when there are multiple kings in play during a boss activation, activate them in numerical order (king one, then king two, etc.).

ROYAL SUMMONS

The first three times the boss behaviour deck is empty at the start of the Four Kings' activation, perform a **royal summons** instead of picking up the discard pile and turning it face down. To perform a royal summons:

1. Place the next king model (king two for the first royal summons, then king three, then king four) on the mega boss spawn node. Any other models on the node are pushed onto an adjacent node resolved in the same way as the Leap icon .
2. Randomly remove one card from the behaviour deck without looking at it.
3. Add two random behaviour cards for the king you just added to the behaviour deck (king two for the first royal summons, then king three, then king four).
4. Shuffle the behaviour deck and place it face down within easy reach. Then combat continues normally.

Once all four kings have been placed onto the mega boss spawn node, when the boss behaviour deck is empty at the start of the Four Kings' activation, pick up the discard pile and turn it face down as usual.

TAKE A BREATHER

Although it is not common, it is possible for there to be zero boss models in play when it is time to perform a boss activation. If this happens, flip over a behaviour card as normal. Then each character gains 1 Health, and the boss activation ends.

Continue to the next character activation, next boss activation, etc. as normal.



CAMPAIGN SCENARIO









CALL OF THE ABYSS

Dark Souls™ 1

Why must you so relentlessly hunt the final memories of Lord Gwyn, Chosen One? Must your own legacy of dark deeds truly eclipse those of the fallen? If your destiny is such, then at least consider the magnitude of the task before you. Your first opponent after the wretched Parish must be the noble guardian. Be you heartless enough to cause his ruin, then you must turn your blade to the order of the Dragonslayers, those once corrupted and now only stern of heart. Yet your true fate lies in the eternal darkness of the Abyss, where you must face those once bequeathed the Lord Soul. And surely, for all your supposed might, against such an array of enemies you cannot hope to prevail.

The following is an extended campaign featuring *The Four Kings* and content from the

Darkroot expansion that can be played over a series of five game sessions. Encounters should be drawn from a shared deck of encounters from the core game and the *Darkroot* expansion. Level 4 encounters should be drawn from the *The Four Kings* expansion.

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 encounters will not reset like level 1–3 encounters do.

SECTION 1 UNDEAD PARISH

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





SECTION 2 DARKROOT BASIN

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

SECTION 3 ROYAL WOOD

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



SECTION 4 PENULTIMATE TRIAL

- Bonfire Tile
- Level 3 Encounter
- Level 3 Encounter
- Level 4 Encounter
- Ornstein & Smough (Main Boss)

SECTION 5 THE ABYSS

- Bonfire Tile
- Level 4 Encounter
- Level 4 Encounter
- The Four Kings (Mega Boss)





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