DARK SOULS™
THE BOARD GAME

GUARDIAN DRAGON

Guardian Dragon

Guardian of the passage to the Dragon Aerie from Lord Aldia's Keep, this creature is not truly a dragon as those Everlasting were but is, rather strictly speaking, a drake. It is no less mighty or fearsome for its breed, however, and its kind rule the skies far above the earth, unquestionably the predominant predators of their domain. To interlope amongst such monsters in their hallowed territory is to invite instant and baleful death.

Surely few creatures of this world can rival the fierce and untamed presence of these dragons, with scales as vibrant a red as the fiery breath which they expel, and each possessed of an elegant agility unknown beyond their kind. It is inconceivable that the dragons would act on any will other than their own; so powerful and bestial a creature is unlikely to be compelled by any lesser being.

Does the Guardian Dragon stand sentinel as protector of the realm of mankind or as defender of its own kin?

Introduction

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

CONTENTS

The *Guardian Dragon* 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 *Guardian Dragon* expansion includes the following components:

- 1x Rules Insert
- 1x Guardian Dragon Miniature
- 1x Guardian Dragon Health Dial
- 1x Guardian Dragon Data Card
- 11x Guardian Dragon Behaviour Cards
- 4x Fiery Breath Cards
- 2x Guardian Dragon 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**

Guardian Dragon

Mega Boss Game Board

Data Card and Behaviour Cards

Treasure Cards

Health Dial

Fiery Breath Cards

Level 4 Encounter Cards

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.
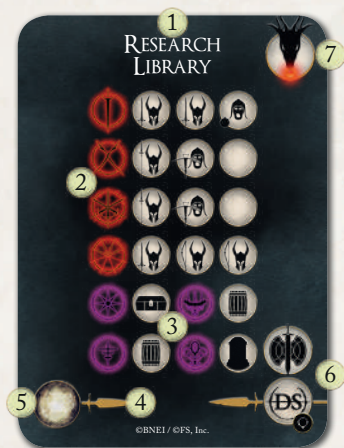
Encounter cards give all of the information necessary to set up an encounter. Each encounter card includes the following information:

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.

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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: Dragon Shrine

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.
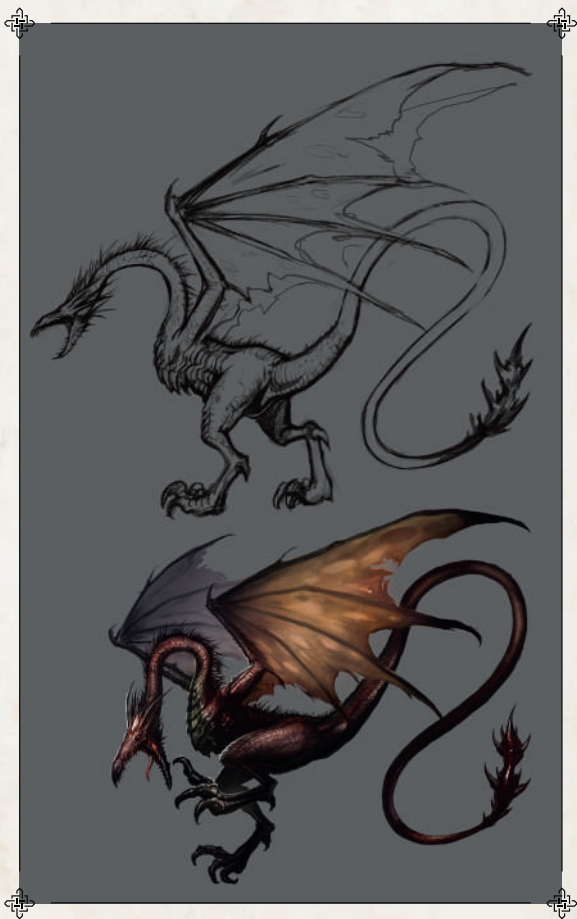
Mega Boss Data Cards

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 Guardian Dragon 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 Guardian Dragon 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 Guardian Dragon encounter is creating the boss's behaviour deck as follows:

1. Separate the nine standard behaviour cards, the two Heat Up cards (🔥), and the four Fiery Breath cards (🕸).
2. Take five random standard behaviour cards and shuffle them. (Note that there are more behaviour cards than you will need. This allows the Guardian Dragon to behave differently each time you face it.)

3. Reveal one random card out of the five for each gravestone found in the level 4 encounter.
4. Shuffle the behaviour deck again and place it face down within easy reach.

After creating the Guardian Dragon's behaviour deck, take the four Fiery Breath cards, shuffle them, and place them face down next to the behaviour deck within easy reach.

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

When the Guardian Dragon's Health is reduced to its Heat Up point or below, the Guardian Dragon will **heat up**. Take *both* Cage Grasp Inferno Heat Up behaviour cards and shuffle them into the behaviour deck. Note that players will now need to relearn the Guardian Dragon's attack pattern as well as having to face these deadly Heat Up cards.

Standard behaviour cards   *Heat Up behaviour cards*   *Fiery Breath card*

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.

Cage Nodes

At the corners of the Guardian Dragon mega boss game board, there are four nodes representing the bars of the Guardian Dragon aerie. Like terrain features, these **cage nodes** block movement except when resolving a Cage Grasp Inferno card as explained below.

Cage Grasp Inferno

The *Guardian Dragon* encounter also introduces a deck of Fiery Breath cards that are used when the Guardian Dragon grasps onto the bars of its massive cage and bathes the area beneath in flame. The dragon's Heat Up cards, both of which are Cage Grasp Inferno behaviour cards, utilise two new icons during their resolution.

The **Inferno** icon is a special type of magical attack. Instead of attacking characters within an arc or at a specific range, the Inferno attack targets all characters on particular nodes. To resolve an Inferno attack, first remove the Guardian Dragon from the tile. Any models that were on the same node as the Guardian Dragon remain on that node. Then reveal the top card of the Fiery Breath deck. Place the Guardian Dragon on the indicated node facing the tile's centre node. Then check which nodes are affected and resolve the magical attack against any targeted characters. Lastly, discard the Fiery Breath card.

If the Fiery Breath deck is empty when a behaviour card with an Inferno icon is resolved, create the new Fiery Breath deck by picking up the discard pile and turning it face down without shuffling it. Combat then continues normally.

The **Bonus Behaviour** icon allows the Guardian Dragon to immediately perform an additional behaviour card. These icons mean the Guardian Dragon's Heat Up cards will allow it to perform multiple behaviour cards during a single activation.

Indicated cage node

Nodes targeted by Fiery Breath

FIERY BREATH

5

1

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CAMPAIGN SCENARIO

✧ —— DEMONS & DRAGONS —— ✧

Dark Souls™: The Board Game

The following is an extended campaign featuring the Guardian Dragon and content from multiple other mega boss expansions. This campaign can be played over a series of five game sessions. Level 4 encounters should be drawn from a shared deck and should use the encounter side of the game board from their original expansion.

In the Demons & Dragons campaign, encounters do not reward souls. Instead, each encounter rewards one card from the treasure deck per player. Additionally, level 4 encounters reward the party with 1 spark. Note, however, that when the party rests at a bonfire, level 4 encounters and mega boss encounters will not reset like level 1–3 encounters do.

- At the start of Section 1, each player may increase two stats from Base to Tier 1 and may then increase one stat from Tier 1 to Tier 2.
- At the start of Section 2, each player may increase two stats from Base to Tier 1 and may then increase one stat from Tier 1 to Tier 2.
- At the start of Section 3, each player may increase one stat from Tier 1 to Tier 2 and may then increase one stat from Tier 2 to Tier 3.
- At the start of Section 4, each player may increase one stat from Tier 1 to Tier 2 and may then increase one stat from Tier 2 to Tier 3.
- At the start of Section 5, each player may increase two stats from Tier 2 to Tier 3.

SECTION 1
THE DUNGEON'S GATES

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 1 Encounter
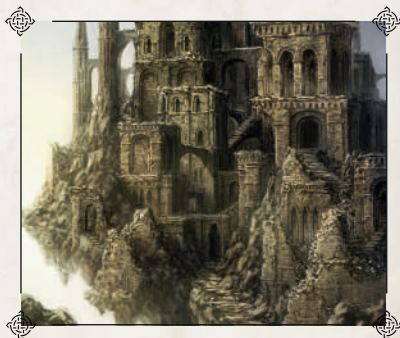- Level 2 Encounter
- Asylum Demon (Mini Boss)
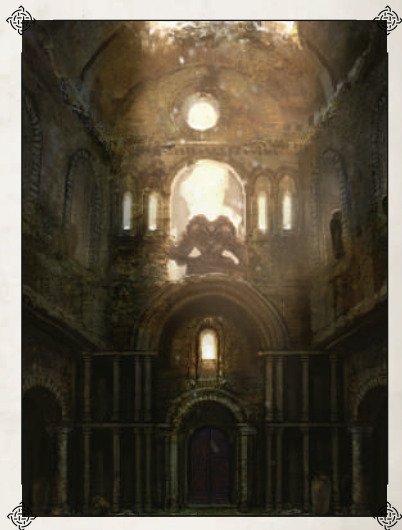
Section 2
The Bloody Road

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

Section 3
The Peak of Peril

- Bonfire Tile
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Level 4 Encounter
- Guardian Dragon (Mega Boss)

Section 4
The Maw of Death

- Bonfire Tile
- Level 3 Encounter
- Level 3 Encounter
- Level 4 Encounter
- Gaping Dragon (Mega Boss)

Section 5
The Final Conflict

- Bonfire Tile
- Level 4 Encounter
- Stray Demon (Mega Boss)
- Level 4 Encounter
- Black Dragon Kalameet (Mega Boss)