



**DARK SOULS™**  
THE BOARD GAME

MANUS,  
FATHER OF THE ABYSS

 — 

# MANUS, FATHER OF THE ABYSS

 — 

*It is told in the legends of the fallen kingdom of Oolacile how adherence to the word of a serpent led the people to upturn the grave of Primeval Man and thus unleash the vengeful wrath of Manus. In his rage, he created the Abyss, threatening to consume Oolacile. Only the legendary knight Artorias, one of the Four Knights of Lord Gwyn, dared to stand before the Father of the Abyss. Sir Artorias defeated Manus, but not even he could withstand the taint of such evil. So it was that the people of Oolacile, victims of their own folly, brought calamity upon themselves and doomed their kingdom to a future of ashes despite the knight's sacrifice.*

*If you wish to halt the spread of the Dark, as noble Sir Artorias once did, then you must also face Manus, Father of the Abyss. You may find him at the bottom of the Chasm, still standing vigil over his desecrated resting place, a stone circle surrounding his grave.*

*Beware, though, for the corruption of evil was ultimately too much even for one as stalwart as great Artorias. Overcoming such an enemy will not be an easy task for any who does not prove worthy enough to withstand the might of a creature that emanates the Dark itself.*

## INTRODUCTION

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





# CONTENTS

The *Manus, Father of the Abyss* 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 *Manus, Father of the Abyss* expansion includes the following components:

- 1x Rules Insert
- 1x Manus, Father of the Abyss Miniature
- 1x Manus, Father of the Abyss Health Dial
- 1x Manus, Father of the Abyss Data Card
- 14x Manus, Father of the Abyss Behaviour Cards
- 2x Manus, Father of the Abyss Treasure Cards
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board



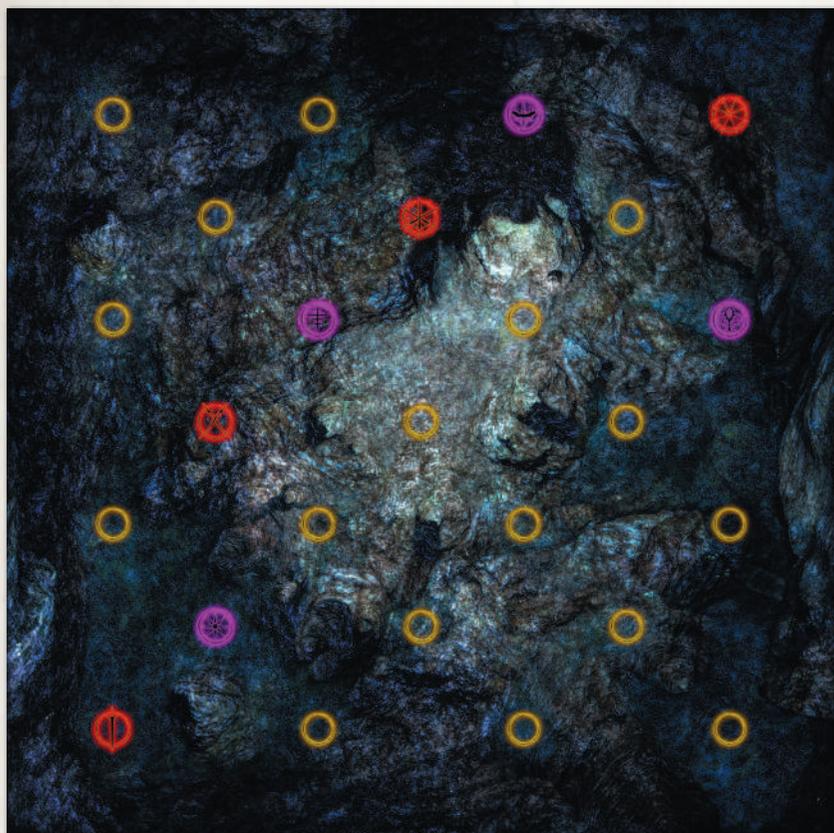
To download this rulebook in your language, go to:

[steamforged.com/darksouls-expansions-rules](https://steamforged.com/darksouls-expansions-rules)



*Manus, Father of the Abyss*





*Mega Boss Game Board*



*Data Card and Behaviour Cards*



*Health Dial*



*Treasure Cards*



*Level 4 Encounter Cards*





## SETUP AFTER THE MAIN BOSS

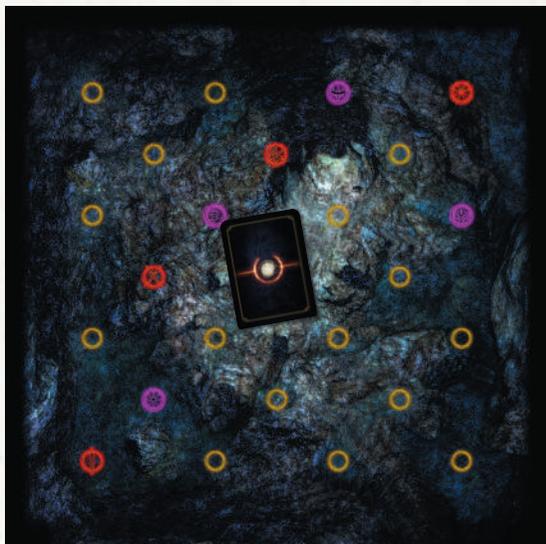
Before a party can face the challenges of a mega boss expansion, the players need to reset certain elements of the game, much as they did after the mini boss (see ‘Setup After the Mini Boss’ on p. 9 of the *Dark Souls™: The Board Game* rulebook).

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:

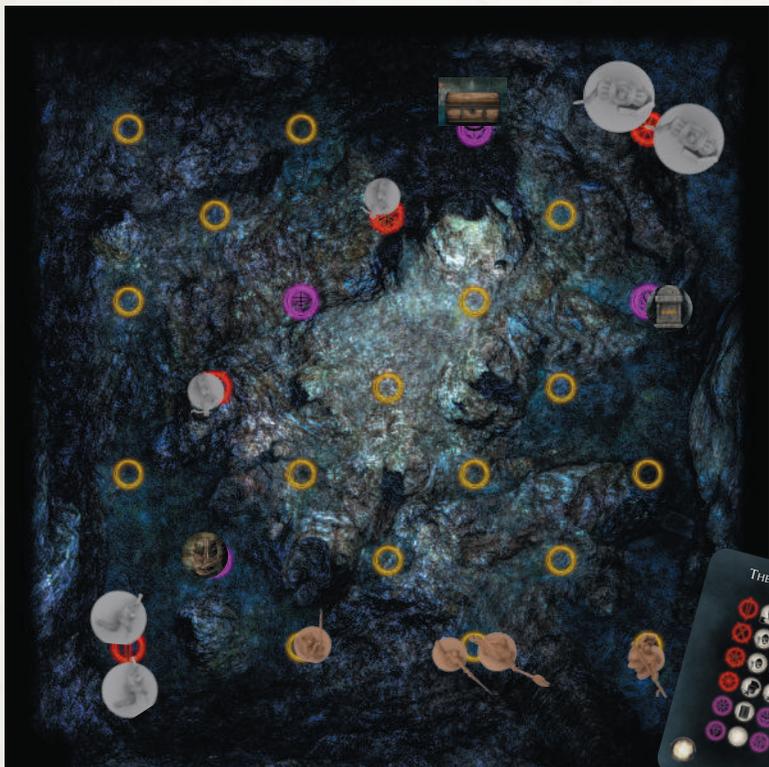
1. Name
2. Enemy Spawn
3. Terrain Spawn
4. Trap Icons
5. Difficulty Level
6. Required Sets
7. Set Symbol

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.

## 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: The Desecrated Grave*

## 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. Heat Up Point
5. Block and Resist Values
6. Special Ability
7. Starting Health
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 MANUS, FATHER OF THE ABYSS 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 Manus, Father of the Abyss model on the mega boss spawn node with its front arc facing the board edge where the entry nodes are located.

The next part of setting up the Manus, Father of the Abyss encounter is creating the boss's behaviour deck as follows:

1. Separate the nine standard behaviour cards and the five Heat Up cards (🔥).
2. Take five random standard behaviour cards and shuffle them. (Note that there are more behaviour cards than you will need. This allows Manus to behave differently each time you face him.)

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.

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

When Manus's Health is reduced to its Heat Up point or below, Manus, Father of the Abyss will **heat up**. Take one random Heat Up behaviour card and place it on top of the behaviour deck. Then take a second random Heat Up behaviour card and, without looking at it, place it face up on the bottom of the discard pile. *Do not shuffle the behaviour deck!*



Standard behaviour cards



Heat Up behaviour cards

## 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.

## SHAFT

Many of Manus's strikes and spells hit a wide area but do not impact the ground directly below his feet. To represent this, many of his behaviour cards have the **Shaft icon** (☞). As with equipment cards that have this icon, these attacks never hit targets at Range 0.

Every model in Manus's front arc within Range 1 will need to block or dodge the Ground Slam attack, for example, unless that model is on Manus's own node (Range 0).



## OVEREXTENDED

In addition to numerous moves that do not hit models right under Manus's feet, it takes him a few critical moments to recover from his heavy palm strikes and massive dark magic spells. This is an opening that players can use to their advantage.

At the end of every boss activation, any character may spend 1 stamina to move one node. This movement is considered a run for purposes of rules interactions. (For example, a character cannot run while wearing Smough's Armour, so that character cannot reposition after Manus's activation.)



## CAMPAIGN SCENARIO

# — ◆ BIG GAME HUNTING ◆ —

### *Dark Souls™: The Board Game*

The following is an extended campaign featuring Manus, Father of the Abyss and content from the Asylum Demon and The Last Giant mega boss expansions. This campaign can be played over a series of four game sessions. Level 4 encounters should be drawn randomly from the level 4 encounter cards for the mega boss found in that section of the campaign.

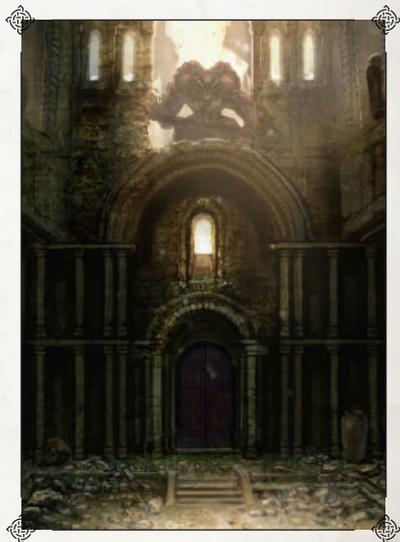
In the Big Game Hunting campaign, each boss fight takes place on a mega boss tile, even the mini boss fight at the end of Section 1! When the party successfully defeats Section 1, each character gains 16 souls in addition to the souls they would gain normally (1 soul per character for each spark remaining on the bonfire).

Players may then explore Sections 2a, 2b, and 2c in any order they choose. Players are also welcome to play Big Game Hunting with additional mega bosses or with alternative mega bosses to those listed here.

## SECTION 1 ASYLUM HUNT

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Asylum Demon (Mini Boss)\*

*\* After completing Section 1, players augment the treasure deck by adding the transposed and legendary treasure cards as described in 'Setup After the Mini Boss' on p 9 of the Dark Souls™: The Board Game rulebook.*





## SECTION 2A FOREST HUNT

- Bonfire Tile
- Level 4 Encounter\*
- The Last Giant (Mega Boss)

*\*If the party rests at the bonfire, the level 4 encounter will not reset like level 1–3 encounters do.*

## SECTION 2B BRIDGE HUNT

- Bonfire Tile
- Level 4 Encounter\*
- Stray Demon (Mega Boss)

*\*If the party rests at the bonfire, the level 4 encounter will not reset like level 1–3 encounters do.*



## SECTION 2C CHASM HUNT

- Bonfire Tile
- Level 4 Encounter\*
- Manus, Father of the Abyss (Mega Boss)

*\*If the party rests at the bonfire, the level 4 encounter will not reset like level 1–3 encounters do.*





*Dark Souls™* series by: BANDAI NAMCO Entertainment Inc.

**Steamforged Games Team Credits**

**Founder & CEO:** Rich Loxam

**Founder & CCO:** Mat Hart

**Design & Development:** David Carl, Jordan Connolly,

Alex Hall, Bryce Johnston, Steve Margetson,

Sherwin Matthews and Jamie Perkins

**Sculpting & Art:** Ben Charles, Russ Charles,

Tom Lishman and Doug Telford

**Graphic Design & Layout:** Rhys Pugh,

Tom Hutchings and Abigail Thornton

**Editor:** Darla Kennerud

**Production:** Edward Ball, Matthew Elliott,

Charlotte Holland, Louis Moore, Haydon Parker,

Tom Rochford and Paul Waters

**Finance & IT:** John Ford and Adam King

**Marketing & Community Management:** Derek Baker,

Jamie Giblin and Ronan Kelly

**Human Resources & Operations:** Gareth Reid

**Fulfilment & Logistics:** Mike Appleton, David Fear,

John Hockey, Richard Jennings, Steve Loxam,

Andy Lyons and Luke Pitter

**Support & Sales:** Alex Black, Rachel Hall, Firoz Rana,

Kieran Shiach and Ben Taylor

**Playtesting:** Steve Atkinson, Bill Boysen, James Brannan,

Adam Brown, Adam Camp, Jessica Carl, Henry Clark,

James Clark, Dan Doré, Vaughn Ferguson, Charles Foster III,

Justin Foster, David Gardner, Jason Garvin,

Alexander Horn, Ben Josling, Fabian Kerschl,

Daniel Knauss, Samantha Laydon, Jen LeGrand,

Ann-Marie Manwaring, Phil Manwaring, Brian Palmer,

James Philip, Paul Porter, Chris Rutter, Owen Rutter,

Werner Schosser, Andrew Sykes, Dominic Westerland

and Chris Wills

**Special Thanks:**

Claire and George

Andrea, Katherine and Tom

All of our Kickstarter Backers and Late Pledgers

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