



DARK SOULS™
THE BOARD GAME

BLACK DRAGON KALAMEET



BLACK DRAGON KALAMEET



Legend tells that long ago, before the forgotten kingdom of Oolacile was swallowed by the Abyss, the last of the ancient Everlasting Dragons made its home in that land. Known to the unwise as the one-eyed dragon, Black Dragon Kalameet was as dark in colour and nature as its true name suggests, the only spark of light the glowing chaos gem between its eyes. Of that terrible stone no accounts speak, other than to say that it was embedded into the creature's very flesh and its crimson glow was devoid of all warmth.

Even now, those who remember that time speak of the terrible wrath of Black Dragon Kalameet, the Bringer of Calamity. Ever one of the most belligerent dragons, after the Sunlight Spears wielded by Gwyn stripped the dragon of its stone skin, Kalameet became more akin to feral beasts than to its draconic fellows. Its terrible fury easily annihilated those upon whom it turned its attention, as the inky blackness of its sorcerous breath threatened to consume the Royal Wood.







The last of the true dragons was felled only by the efforts of an unknown hero, aided by the mighty arm of Hawkeye Gough, a member of the Dragonslayers. Without such mythical heroes, you surely would have no hope against the black dragon and its malevolent Mark of Calamity, no matter your courage or determination.

INTRODUCTION

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



CONTENTS

The *Black Dragon Kalameet* 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 *Black Dragon Kalameet* expansion includes the following components:

- 1x Rules Insert
- 1x Kalameet Miniature
- 1x Kalameet Health Dial
- 1x Kalameet Data Card
- 13x Kalameet Behaviour Cards
- 8x Strafe Cards
- 2x Kalameet Treasure Cards
- 4x Calamity Condition Tokens
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board



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



Black Dragon Kalameet





Mega Boss Game Board



Data Card and Behaviour Cards



Treasure Cards



Health Dial



Strafe Cards



Level 4 Encounter Cards



Calamity Condition Tokens





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: Great Stone Bridge

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.

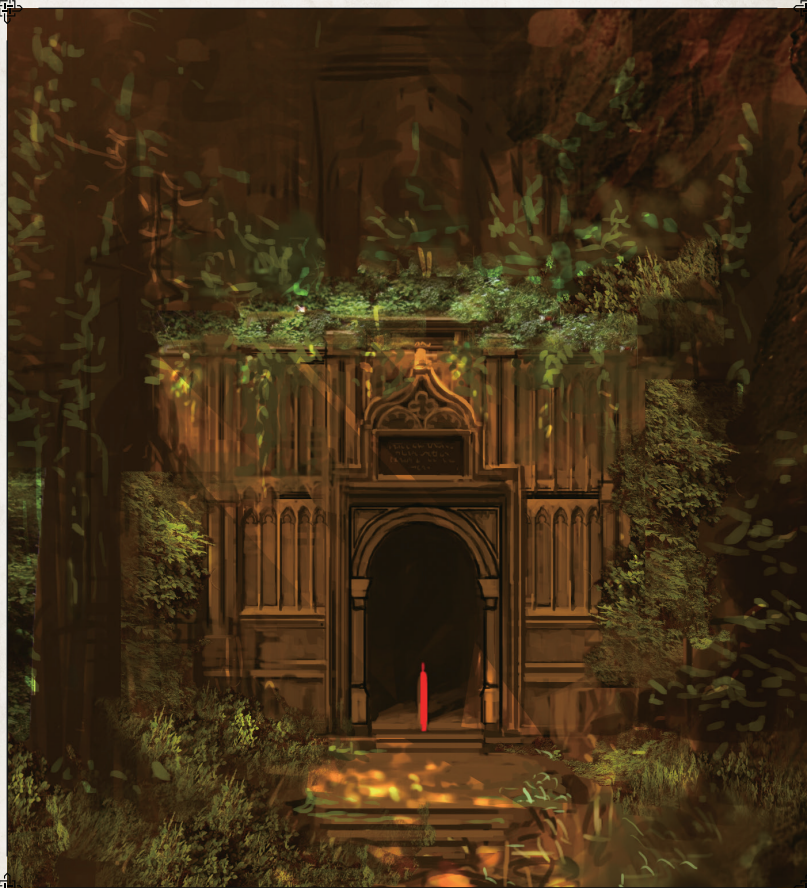


MEGA BOSS ENCOUNTERS

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

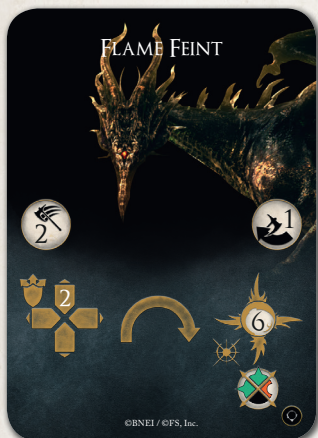
Mega boss data cards include much of the same information as other boss data cards. Each mega boss data card includes the following information:



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 BLACK DRAGON KALAMEET 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 Black Dragon Kalameet 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 Black Dragon Kalameet encounter is creating the boss's behaviour deck as follows:

1. Separate the ten standard behaviour cards, the two Signature behaviour cards (Mark of Calamity and Hellfire Blast), the Heat Up card, and the eight Strafe cards.
2. Take four random standard behaviour cards and shuffle them. (Note that there are more behaviour cards than you will need. This allows Kalameet to behave differently each time you face it.)

3. Reveal one random card out of the four for each gravestone found in the level 4 encounter.
4. Take the two Signature behaviour cards, Mark of Calamity and Hellfire Blast, add them to the four random behaviour cards, and shuffle all six cards together to create the behaviour deck. Place it face down within easy reach.

After creating Kalameet's behaviour deck, take the eight Strafe 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 Kalameet's Health is reduced to its Heat Up point or below, Kalameet will heat up. Take the Hellfire Barrage Heat Up behaviour card and shuffle it into the behaviour deck. Note that players will now need to relearn Kalameet's attack pattern as well as having to face another Hellfire card.



Signature behaviour cards



Heat Up behaviour card



Strafe 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.

CALAMITY CONDITION

The *Black Dragon Kalameet* encounter introduces a new condition, **Calamity**. When an attack has the calamity condition, place a Calamity token on the character (or characters) hit by that attack.




When a character that has a Calamity token makes a block, resist, or dodge roll, they suffer -1 success on the roll. If they suffer damage from the attack, remove the Calamity token. (Note that a Calamity token, much like a Bleed token, is *not* removed at the end of a character's activation.)

STRAFE ATTACKS

The *Black Dragon Kalameet* encounter also introduces a deck of Strafe cards that are used when Kalameet flies into the air and strafes the ground with roaring flames. When a Strafe attack icon is revealed, players need to draw and resolve a Strafe card.

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



The **Strafe** icon indicates a special type of magical attack. Instead of attacking characters within an arc or at a specific range, the Strafe attack targets all characters on particular nodes. To resolve a Strafe attack, first remove Kalameet from the tile. Any models that were on the same node as Kalameet remain on that node. Then reveal the top card of the Strafe deck to see which nodes are affected, and resolve the magical attack against any targeted characters. Lastly, discard the Strafe card and place Kalameet on the **landing node**  shown on the Strafe card. Any characters on the landing node are pushed onto any adjacent node.



Landing node



Nodes targeted by the Strafe attack

CAMPAIGN SCENARIO

BATHED IN FLAME

Dark Souls™ 1

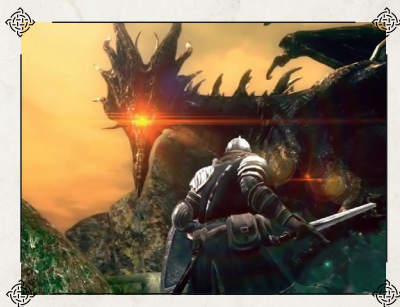
Even after proud Ornstein and his vile ally are defeated, there yet remains reason to continue in the search of this noble fraternity of knights. The illuminated few will know to journey onwards to the Royal Gardens, where a member of Gwyn's mighty Dragonslayers may be found—but it is not Hawkeye Gough that should be your quarry. The last of the Everlasting Dragons, Kalameet the Black, dwells in these glades, an ancient evil awaiting those foolish enough to come in search of the calamity stone embedded in its skull. But is obtaining this potent artefact worth the folly of challenging such a terrifying and dangerous foe?











SECTION 4 ROYAL WOOD

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

The *Black Dragon Kalameet* expansion can be added to the end of The First Journey campaign found on pages 34 and 35 of the *Dark Souls™: The Board Game* rulebook.



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



Example of the Royal Wood setup





Dark Souls™ series by: BANDAI NAMCO Entertainment Inc.

Game Concept: Mat Hart and Rich Loxam

Game Design: David Carl, Alex Hall, Mat Hart, Bryce Johnston, Rich Loxam, Steve Margetson, and Jamie Perkins

Development Leads: David Carl and Alex Hall

Graphic Design & Layout: Tom Hutchings

Texture Artist: Ed Bourelle

Lead Writer: Sherwin Matthews

Editing: Darla Kennerud

Sculpting: Tom Lishman

Steamforged Games: Charles Agel, Christine Agel, Philip Andrews, Mike Appleton, Michael Archer, Edward Ball, Ash Beria, Russ Charles, Corey Davies, Matthew Elliott, Jay Finnegan, John Ford, William Freer, Jamie Giblin, James Hasker, John Hockey, Michael Jenkins, Richard Jennings, Ronan Kelly, Adam King, Bryan Klemm, Andy Lyon, Hussein Mirza, Louis Moore, Samuel Page, Haydon Parker, Greg Plail, Firoz Rana, Gareth Reid, Doug Telford, Jak Thraves, Adam Tudor, Matthew Warren, Marc Williams

Special Thanks:

All of our Kickstarter Backers and Late Pledgers

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