



DARK SOULS™
THE BOARD GAME

OLD IRON KING



OLD IRON KING



No one now remembers the true identity of the man who became the Old Iron King, once a minor lord with little to his name. Aided by Sir Alonne, an enigmatic knight from the east, his lust for power created a vast and indomitable empire carved from the old kingdom of Venn. Not even the curse of undeath could stay his vision, as he hunted them down and imprisoned their lifeless corpses.

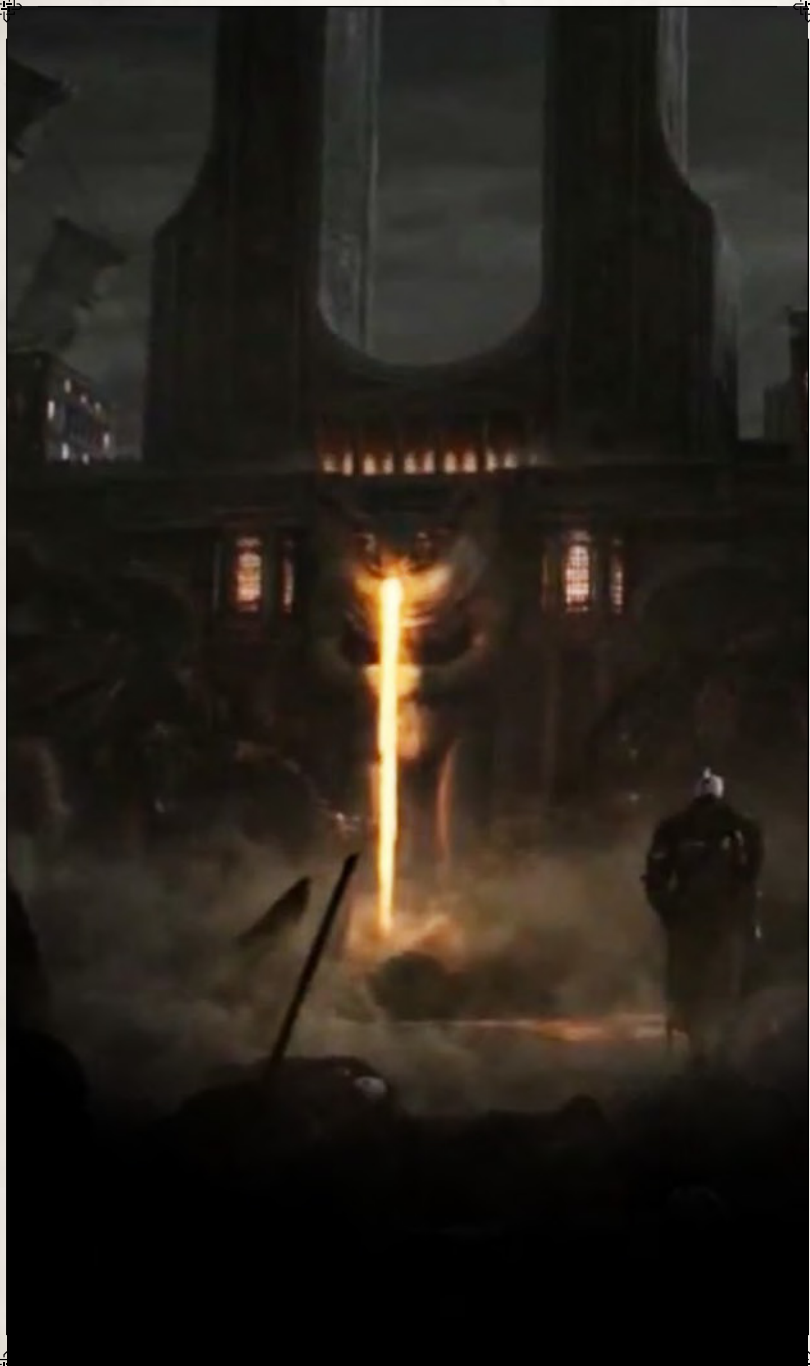
Yet his own hubris would be his undoing. In his obsession to create an impregnable fortress as his throne, he invited disaster: the immense weight of the structure began to pull it into the depths of the earth beneath. Nothing beyond the Iron Keep now remains, and the edifice itself is slowly disappearing into the molten iron.

Murdered in the last moments of his empire, the form of the Old Iron King is not as it once was, his corpse instead transformed into that of Ichorous Earth. His soul has been forever possessed by the great evil from within the flames, that eternal malevolence whose name must never be repeated.







INTRODUCTION

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





CONTENTS

The *Old Iron King* 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 *Old Iron King* expansion includes the following components:

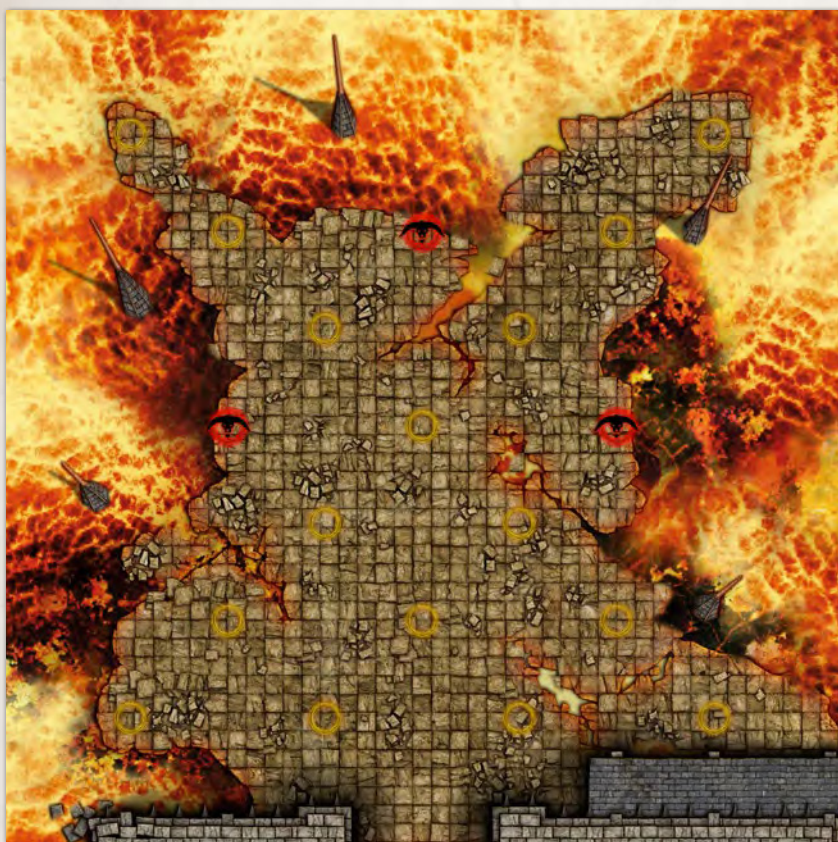
- 1x Rules Insert
- 1x Old Iron King Miniature
- 1x Old Iron King Health Dial
- 1x Old Iron King Data Card
- 12x Old Iron King Behaviour Cards
- 6x Fire Beam Cards
- 2x Old Iron King Treasure Cards
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board

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



Old Iron King





Mega Boss Game Board



Data Card and Behaviour Cards



Treasure Cards



Health Dial



Fire Beam 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: Ironhearth Hall

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 OLD IRON KING 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, place the mega boss model on the Iron King node (see page 13) opposite the doorway, with its front arc facing the centre of the mega boss game board.

The next part of setting up the Old Iron King encounter is creating the boss's behaviour deck as follows:

1. Separate the six standard behaviour cards, the three Signature behaviour cards (👤), the three Heat Up cards (🔥), and the six Beam cards (🔫).
2. Take three random standard behaviour cards and shuffle them. (Note that there are more behaviour cards than you will need. This allows the Old Iron King to behave differently each time you face it.)
3. Reveal one random card out of the three for each gravestone found in the level 4 encounter.

4. Take the three Signature behaviour cards (👤), all of which are Fire Beam, add them to the three random behaviour cards, and shuffle all six cards together to create the behaviour deck. Place it face down within easy reach.

After creating the Old Iron King's behaviour deck, take the six Beam 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 Old Iron King's Health is reduced to its Heat Up point or below, the Old Iron King will heat up. All three Fire Beam cards now have their damage and dodge difficulty increased by +1. Add one random Heat Up behaviour card and shuffle it into the behaviour deck. Note that players will now need to relearn the Old Iron King's attack pattern as well as having to face upgraded beam attacks and a powerful Heat Up card.



Signature behaviour cards



Heat Up behaviour cards



Beam 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.



MOLTEN IRON DWELLER

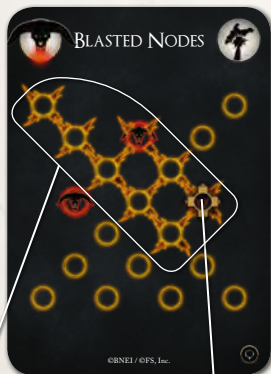
There are only three **Iron King nodes**  on which the Old Iron King may be placed during the encounter. The Old Iron King submerges into and emerges from these three nodes during his Beam attacks.



The area behind the Iron King nodes consists of lava. Models can never move into the Old Iron King's back arc and can never move into this area. The area behind the Old Iron King is treated the same way as the wall of a game tile (see 'Boss Arcs' on p. 28 of the *Dark Souls™: The Board Game* rulebook).

BEAM ATTACKS

The *Old Iron King* encounter also introduces a deck of Beam cards that are used when the Old Iron King submerges into the lava and emerges firing a beam of molten energy from his palm. When a **Beam** attack icon is revealed, players draw and resolve a Beam card.

 The Beam icon indicates a special type of magical attack. Instead of attacking characters within an arc or at a specific range, the Beam attack targets all characters on particular nodes. To resolve a Beam attack, first reveal the top card of the Beam deck and move the Old Iron King to the Old Iron King movement node shown, with its front arc facing the centre of the Mega Boss game board. Any models that are on the same node as the Old Iron King are pushed onto any adjacent node (in the same way you would resolve a Leap icon ). Next, look at the Beam card to see which nodes are affected and resolve the magical attack against any targeted characters. Lastly, discard the Beam card.



 Nodes targeted by the Beam attack  Movement node

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

CAMPAIGN SCENARIO









GO BEYOND DEATH

Dark Souls™ 2

Rest not as the Old Dragonslayer falls, but instead turn your eye to the Iron Keep. Here lies your true destination, far from the path you already know. Barely past Threshold Bridge shall be your first challenge, the vile Smelter Demon, a creature as responsible for the destruction of this land as the folly of its ruler is. Topple this mighty goliath and your reward will be to encounter the Knightly pursuer of your curse, who stalks you through this monstrous tomb. Finally, should you overcome his challenge, you shall meet your true adversary—none other than the Old Iron King himself.

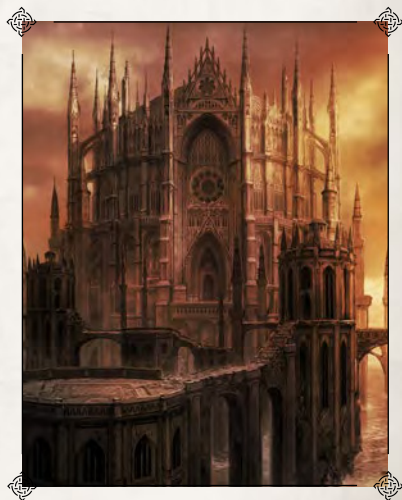
The following is an extended campaign featuring the Old Iron King and content from the *Explorers* and *Iron Keep* expansions that can be played over a

series of four game sessions. Encounters should be drawn from a shared deck of encounters from the core game, the *Explorers* expansion, and the *Iron Keep* expansion. Level 4 encounters should be drawn from the Old Iron King expansion.

During setup for section 3 and 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. When the party rests at the bonfire, level 4 encounters do not reset like level 1–3 encounters do.

SECTION 1 TOWER OF FLAME

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Old Dragonslayer (Mini Boss)



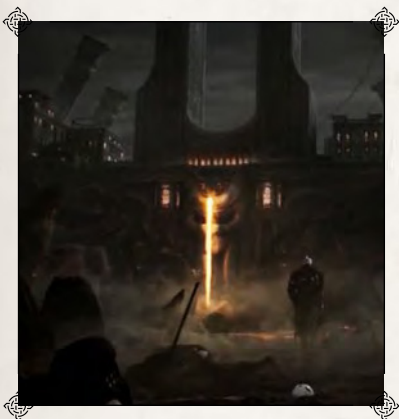
SECTION 2 THRESHOLD BRIDGE

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



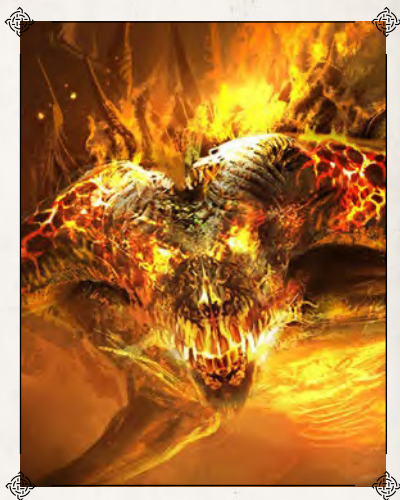
SECTION 3 IRONHEARTH HALL

- Bonfire Tile
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Fortress Gates Level 4 Encounter
- Pursuer (Main Boss)



SECTION 4 EYGIL'S IDOL

- Bonfire Tile
- Level 3 Encounter
- Blazing Furnace Level 4 Encounter
- Old Iron King (Mega Boss)





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