



DARK SOULS™
THE BOARD GAME

PHANTOMS EXPANSION



PHANTOMS



The White Phantoms of this world can be ephemeral allies if you are of sufficient cunning to secure their service. Some will come to your aid if you bind yourself to them in covenant—or at least do not incur their wrath in your actions. I speak now of the shades of mighty and lesser heroes both, such as Ruined Aflis, the Sellsword Luet, Rogue Witch Beatrice, and the Sword Master. These white phantoms offer their service only to the worthiest warriors and against only the most indomitable opponents.

Other allies are less otherworldly, mortals who will raise their blades alongside yours against your enemies. In your travels you will meet several such individuals, including the noble knights of virtue Siegward of Catarina, Solaire of Astora, and Sirris of the Sunless Realms. Be warned, however: these honourable allies will often be ready to sell their own lives to assist you, so ask for their help sparingly, lest you rob the world of their light forevermore.

Some phantoms are less altruistic or have already pledged their lives to another soul. Here we speak of Horace the Hushed, Lucatiel of Mirrah, and Eygon of Carim. These few will still stand by you in your moment of need, despite their honour being aligned elsewhere. Be no less wary of summoning them, for should they fall, you shall likely doom their charges as well.

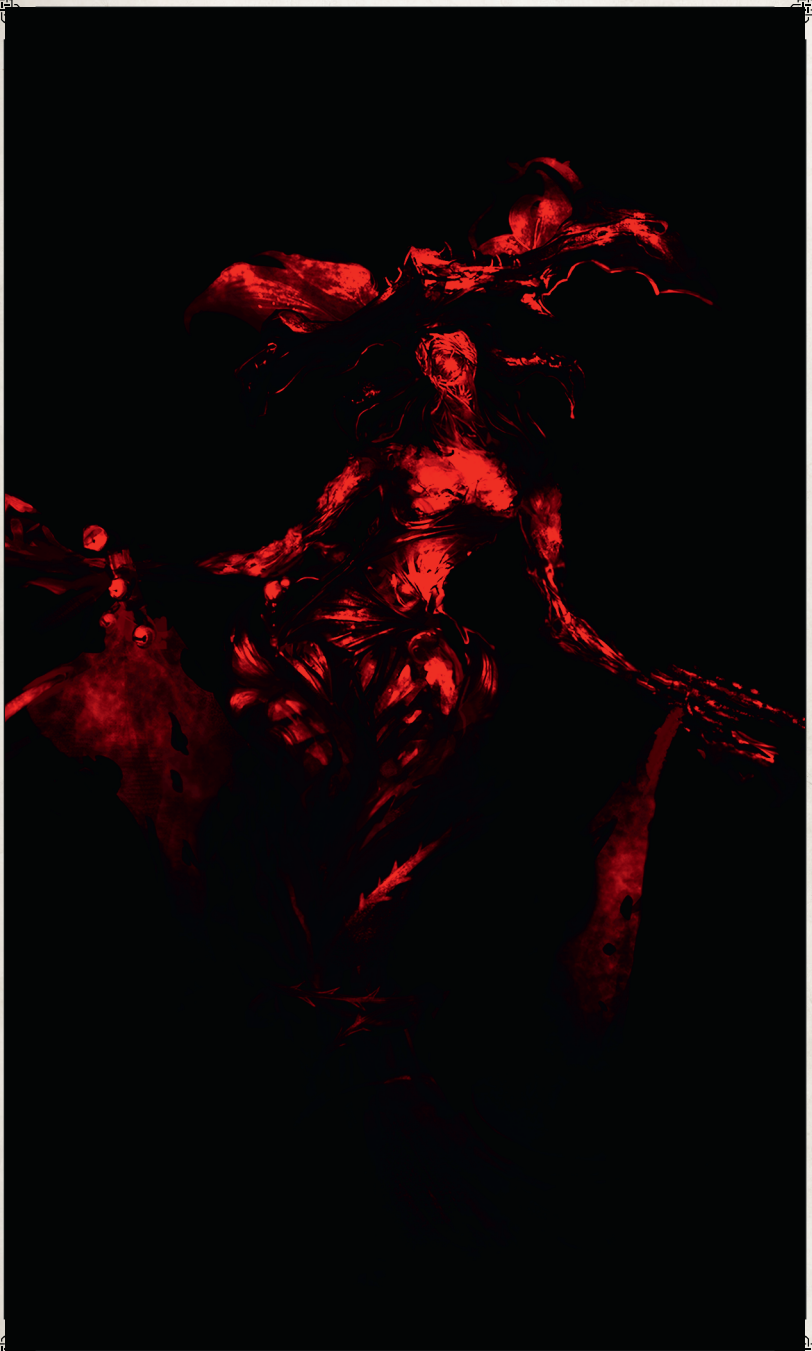
Beware the Red Phantoms, for even more than the other dire opponents you have encountered, they are not of this world. Drawn by the lure of humanity, they pass over in search of sustaining warmth, to challenge the heroic and foolish alike.

The names of some will doubtless be familiar, dark deeds and murderous legend forever surrounding them. The Knight of Thorns, Maneater Mildred, Melinda the Butcher, and the Xanthous King are but a handful of names from their infamous cadre. Although some amongst their number are lesser known, such as Armorer Dennis, Maldron the Assassin, Oliver the Collector, and Fencer Sharron, these creatures should all be treated with equal caution. Finally, there are the truly enigmatic who might pretend to aid you, especially the one known as Marvelous Chester. Never trust such an individual, for they shall doubtless betray you at the first opportunity, nor should you be foolhardy enough to earn the wrath of Paladin Leeroy by careless placement of the Lordvessel.

INTRODUCTION

The *Phantoms* expansion is intended for use with *Dark Souls™: The Board Game*. Summons are allies the party can call upon during boss encounters to assist them with these difficult battles. Invaders are added to encounters when characters gain Ember tokens. Invaders make an encounter more difficult but also give players a chance to claim unique equipment cards and gain additional souls.





CONTENTS

The *Phantoms* expansion includes the following components:

- 1x Rules Insert

SUMMONS

- 10x Summon Miniatures
- 1x Summon Health Dial
- 10x Summon Data Cards
- 40x Summon Behaviour Cards



*Ruined
Affis*

*Eygan
of Carim*

*Horace
the Husbed*

*Siegward
of Catarina*

Sword Master



*Rogue Witch
Beatrice*

*Lucatiel
of Mirrah*

*Sellsword
Luet*

*Sirris of the
Sunless Realms*

*Solaire
of Astora*



INVADERS

- 11x Invader Miniatures
- 1x Invader Health Dial
- 12x Invader Data Cards
- 64x Invader Behaviour Cards
- 12x Treasure Cards
- 3x Blank Invader Tokens
- 6x Standard Invader Tokens
- 6x Advanced Invader Tokens



*Kirk, Knight of Thorns /
Longfinger Kirk*



*Melinda
the Butcher*

*Maldron
the Assassin*

*Maneater
Mildred*

*Xantbous King
Jeremiah*

*Oliver
the Collector*



*Armorer
Dennis*

*Marvelous
Chester*

*Invader
Brylex*

*Paladin
Leeroy*

*Fencer
Sharron*



SUMMON DATA CARDS

At the start of the game, players can choose to add Summons to their game. Summons are temporary allies represented as white phantoms in the world of *Dark Souls™*.

Summon data cards include some of the same information as boss data cards but are much simpler. Each summon data card includes the following information:



1. Name
2. Taunt Level
3. Starting Health
4. Block Value
5. Resist Value
6. Dodge Value
7. Special Ability
8. Mini or Main Boss Summon Icon



*Mini Boss (Standard)
Summon icon*



*Main Boss (Advanced)
Summon icon*

A summon's name, starting Health, and set symbol all function the same way as they do on boss data cards (see 'Boss Data Cards' on p. 26 of the *Dark Souls™: The Board Game* rulebook).

Since they fight against enemies on the side of the party, summons have **taunt levels** like characters instead of threat levels like enemies. These taunt levels work the same as they do for characters, enabling players to know which character or summon the boss will attack (see 'Enemy Attacks' on p. 25 of the *Dark Souls™: The Board Game* rulebook).

The **Block**, **Resist**, and **Dodge** values for a summon also mirror those of characters rather than enemies. A boss deals a fixed amount of damage based on its boss behaviour card; summons, like characters, roll dice to block, resist, or dodge that damage.

Some summons's **special abilities** provide an ongoing bonus, but others can be used once per encounter at any time the players choose. After using such an ability, it may be helpful to place a spare wound token over it to remind you that it cannot be used again.

SUMMON BEHAVIOUR CARDS



Summon behaviour cards are used for summons in the same way that boss behaviour cards are used for bosses (see 'Behaviour Cards' on p. 27 of the *Dark Souls™: The Board Game* rulebook), with just a few small differences.

First, summons do not **heat up**, so none of their cards have Heat Up symbols.

Second, summons do not have arc markings like bosses, so their behaviour cards never include attack arcs or weak arcs.

Third, summons do not have a **Dodge difficulty** since bosses never dodge attacks.

ENDING AN ENCOUNTER BESIDE THE FOG GATE

After the party defeats the encounter on the tile with the Fog Gate token, the party has a difficult choice to make. They may receive souls for defeating the encounter normally, or they can choose to receive zero souls instead to summon an ally into the upcoming boss encounter.

If they choose to receive zero souls, place the five corresponding summon data cards face down beside the Fog Gate token. Use the five cards with the mini boss card back for an upcoming mini boss encounter or the five cards with the main boss card back for an upcoming main boss encounter.



*Mini Boss (Standard)
card back*



*Main Boss (Advanced)
card back*



STARTING AN ENCOUNTER WITH A SUMMON

When the party starts a mini boss or main boss encounter that includes a summon, first set up the encounter as usual (see 'Starting a Boss Encounter' on p. 28 of the *Dark Souls™: The Board Game* rulebook).

Next, shuffle the five summon data cards set aside earlier and choose a card. That is the summon who will assist the party during this boss encounter. Find that summon miniature, its behaviour cards, and the summon Health dial. Set the Health dial to the summon's starting Health. Add the summon miniature to the encounter by placing it on an entry node as if it were a character.

Each summon has its own strengths and weaknesses. Some excel at soaking up damage intended for a character, whilst others prefer to stay away from the boss and strike from a safe distance. Summons are partially controlled by their behaviour cards and partially controlled by the players. Look for ways to use your summon effectively such as moving to take a hit meant for a vulnerable character or to attack the boss in a weak arc. Summons, like characters, gain an additional black die on attacks in the weak arc.

Unlike a boss's behaviour deck, a summon's behaviour deck is made up of all four of their behaviour cards. Simply shuffle the cards together to form the behaviour deck and place it face down within easy reach. Note that not all behaviour cards are created equal. On some turns, a summon may be more (or less!) helpful than others.

At this point, the boss encounter is ready to begin. During an encounter that includes a summon, there will be a **summon activation** after each character activation. This means that summons will activate more often than individual characters but they have fewer options each activation.

In a boss encounter including the Assassin, Knight, and a summon, for example, the activation order could be:

1. Boss activates.
2. *Assassin activates.*
3. **Summon activates.**
4. Boss activates.
5. *Knight activates.*
6. **Summon activates.**

With this addition, activations in encounters that include a summon function as explained in 'Activating Models' on p. 19 of the *Dark Souls™: The Board Game* rulebook.

When a summon's behaviour deck is empty at the start of a summon activation, create the new summon behaviour deck by picking up the behaviour deck's discard pile and turning it face down *without* shuffling it. Combat then continues normally.



SUMMON-SPECIFIC ICONS

Summon behaviour cards include a couple of icons that are not used on other behaviour cards. The Shift icon works the same way that it works on weapons, but the Distract icon is new for summons.



When a summon makes an attack with the **Shift icon**, they may move up to the number of nodes shown. Shift icons that appear before the dice icons allow a summon to move before rolling the dice. Those that appear after the dice allow the summon to move after rolling the dice.



If a behaviour includes a **Distract icon**, then the summon is treated as having the Aggro token during the next boss activation. Do not physically move the token (so you don't forget which character activated last).

DEATH OF A SUMMON

When a summon is killed, remove their model from the tile. Summons are not character models, so their death does *not* force the players to rest at the bonfire.



GAME SETUP WITH INVADER ENCOUNTERS

At the start of the game, players can choose to add Invaders to their game. Invaders are lured to the vestiges of humanity represented in *Dark Souls™* as embers. When a player finds an Ember card in the treasure deck and gains an Ember token (see 'Embers' on p. 12 of the *Dark Souls™: The Board Game* rulebook), an invader is added to a future encounter using the invader tokens as explained on the next page.

During setup, separate the blank tokens, standard invader tokens, and advanced invader tokens into three distinct piles and place all tokens face down.



Invader Token Back



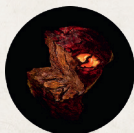
Standard Invader Kirk, Knight of Thorns



Standard Invader Melinda the Butcher



Standard Invader Maldron the Assassin



Blank Invader Token



Standard Invader Maneater Mildred



Standard Invader Oliver the Collector



Standard Invader Xanthous King Jeremiah



Advanced Invader Longfinger Kirk



Advanced Invader Armorer Dennis



Advanced Invader Marvelous Chester



Advanced Invader Invader Brylex



Advanced Invader Paladin Leeroy



Advanced Invader Fencer Sharron



USING INVADER TOKENS

When a character gains an Ember token, if there are no invader tokens already in play and there is at least one unexplored tile, then a random encounter becomes invaded as follows:

- If the players have not yet defeated the mini boss, take one random standard invader token and enough blank tokens to have one token for each unexplored encounter tile. Randomly place one of the selected tokens on each facedown encounter card.
- If the players have already defeated the mini boss, take one random advanced invader token and enough blank tokens to have one token for each unexplored encounter tile. Randomly place one of the selected tokens on each facedown encounter card.

Note that if there is just one unexplored tile, the invader token will be guaranteed to be in that encounter. Otherwise, the players will not know exactly when the invader will strike.

Example: The party gains an Ember token after exploring two tiles, before the mini boss.

The party takes one blank invader token and one standard invader token (chosen at random) and places them on top of the encounter cards on the remaining tiles.



INVADER DATA CARDS

Invader data cards include much of the same information as boss data cards. Each invader 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. Mini or Main Boss Invader Icon

With the exception of the Mini or Main Boss Invader icon, 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).

The **Mini or Main Boss Invader icon** lets a player know whether that invader is used whilst players are exploring the world of *Dark Souls™* leading up to their encounter with the mini boss or their encounter with a main boss.



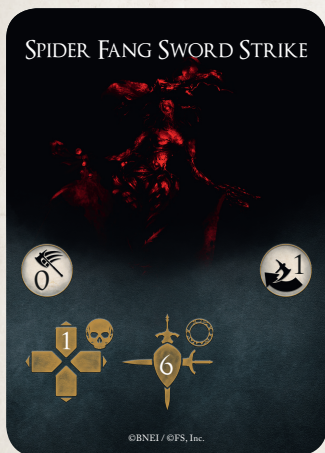
*Mini Boss (Standard)
Invader icon*



*Main Boss (Advanced)
Invader icon*



INVADER BEHAVIOUR CARDS



Invader behaviour cards are used for invaders in the same way that boss behaviour cards are used for bosses (see 'Behaviour Cards' on p. 27 of the *Dark Souls™: The Board Game* rulebook), with just two small differences.

First, invaders do not have dedicated **Heat Up** cards with Heat Up symbols. Instead, shuffle any one remaining behaviour card into an invader's behaviour deck when it heats up.

Second, invaders do not have arc markings like bosses, so their behaviour cards never include attack arcs or weak arcs.



STARTING AN INVADED ENCOUNTER

When the party enters a tile that has a token beside it, first set up the encounter as usual (see 'Encounter Setup' on p. 17 of the *Dark Souls™: The Board Game* rulebook).

Next, flip over the token beside that tile. If the token is blank, place it back in the pool of blank tokens. If it is an invader token, find that invader miniature, its data card, its behaviour cards, its treasure card, and the invader Health dial. Set the Health dial to the invader's starting Health, and place the token back in the game box.

Next, add the invader miniature to the encounter. The invader will fight alongside the other enemies present in the encounter. Place the invader on the centre node of the tile if that node is unoccupied. If that node is occupied, then place the invader on any unoccupied node that is at least two nodes away from the entry nodes beside the door that is aligned with the tile the party moved from.

The next part of setting up the invaded encounter is creating the invader's behaviour deck as follows:

1. Take a number of random standard behaviour cards equal to the behaviour deck size on the invader's data card for the behaviour deck.
2. Shuffle the behaviour deck and place it face down within easy reach.

At this point, the invaded encounter is ready to begin.

When the invader's Health is reduced to its Heat Up point or below, the invader will **heat up**. Take one random unused behaviour card and shuffle it into the behaviour deck. Note that players will now need to relearn the invader's attack pattern as well as having to face an additional behaviour card.

Some invaders have special rules on their invader data card which alter how they activate or how the Heat Up functions, so be sure to check them before starting the fight.

When an invader's behaviour deck is empty at the start of its activation, create the new invader behaviour deck by picking up the behaviour deck's discard pile and turning it face down *without* shuffling it. Combat then continues normally.

Some invaders have special rules on their invader data card which alter how they activate or how the Heat Up functions, so be sure to check them before starting the fight. Once an invader heats up, it will not heat up again, even if its special rule allows it to gain Health.



DEFEATING AN INVADER

If the party successfully kills the invader, *immediately* add the invader's treasure card to the inventory and *immediately* add three soul tokens to the soul cache, even if other enemies still remain in the encounter.

If the party is defeated before killing the invader, remove the invader from the table. That invader will not return to play, even when the players return to that encounter. The party has missed its chance to gain that invader's treasure this game.



CAMPAIGN SCENARIO

AMBUSH LIES AHEAD

Dark Souls™

This is a path you have trodden before, yet it is more treacherous than ever—for now not only do you journey to Anor Londo and your confrontation with the Dragonslayer and his vile Executioner, but you must do so under the watchful gaze of the dark spirits.

These invaders are creatures that hunger only for humanity, and they are relentless in their pursuit. Truly, once one has chosen you as their quarry, you have no choice but to defeat them in battle before you may resume the path of your destiny. Dare you step forwards once more, now that word of your tremendous feats has attracted the attention of those hunters not of this world?

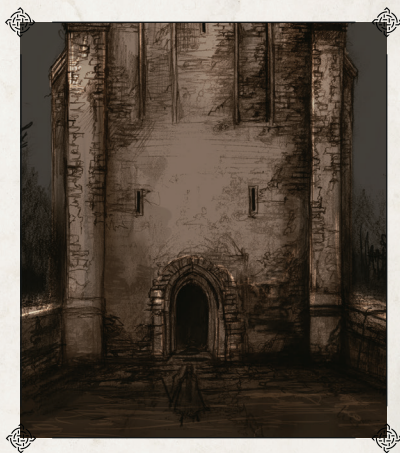
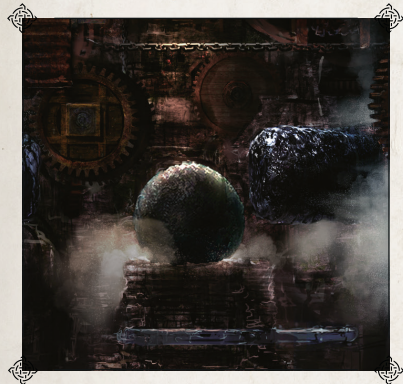
When a character gains an Ember token during the Ambush Lies Ahead campaign, do not place invader tokens. For encounters that list an invader, that invader is part of the encounter the first time the party enters that encounter regardless of whether a player has an Ember token. Win or lose, the invader will not reappear during the campaign.



SECTION 1 UNDEAD BURG

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Gargoyle (Mini Boss)*
- Gargoyle (Mini Boss)*

** The party receives the Gargoyles's treasure only if they defeat two Gargoyle boss encounters back-to-back. If they are defeated by the second Gargoyle, they must fight both Gargoyles after making their way back to the Fog Gate.*



SECTION 2 SEN'S FORTRESS

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter with Kirk, Knight of Thorns
- Level 2 Encounter
- Level 2 Encounter with Maneater Mildred
- Titanite Demon (Mini Boss)

SECTION 3 ANOR LONDO

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter with Xanthous King Jeremiah
- Level 3 Encounter
- Level 3 Encounter with Paladin Leeroy
- Level 3 Encounter
- Ornstein & Smough (Main Boss)

** After completing Section 1, players augment the treasure deck by adding the transposed and legendary treasure cards as described, then reset the play area to begin additional exploration leading up to the main boss encounter in 'Setup After the Mini Boss' on p 9 of the Dark Souls™: The Board Game rulebook.*



CAMPAIGN SCENARIO

THE GAUNTLET

Neither a journey nor a quest, this is not a feat you should consider lightly. Be you Chosen Undead, Bearer of the Curse, or Ashen One, the challenge is one and the same.

This is the Gauntlet.

You shall face each of the invaders one after another, with barely a moment's respite to feel the warmth of the bonfire should you prove yourself worthy. Beware, for although you may readily step forwards to face your first adversary, few manage such stoicism when the Butcher leaps into the fray whilst the flames from Jeremiah's pyromancy have barely cooled—and these are but two of those you must defeat. Eleven in number, each of these enemies is more fearsome than the last, whilst your own strength inevitably wanes. Even if you should emerge triumphant against your final foe, your reward is only to face the Knight of Thorns once more.

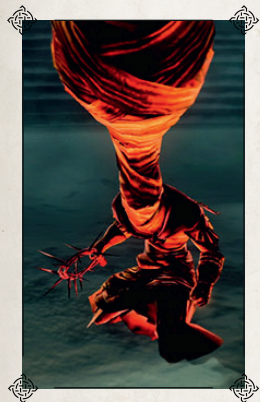
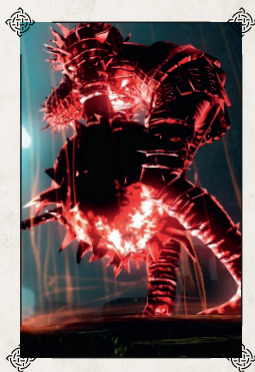
Are you possessed of fortitude and determination enough to accept this calling and run the Gauntlet?

When a character gains an Ember token during The Gauntlet campaign, do not place invader tokens. Unlike the standard invader rules or other campaign encounters, when an encounter lists an invader, that invader is part of the encounter every time the party enters that encounter until the invader is defeated.



SECTION 1 INVADER RUINS

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 1 Encounter with Melinda the Butcher
- Level 1 Encounter with Maldron the Assassin
- Level 2 Encounter with Kirk, Knight of Thorns*

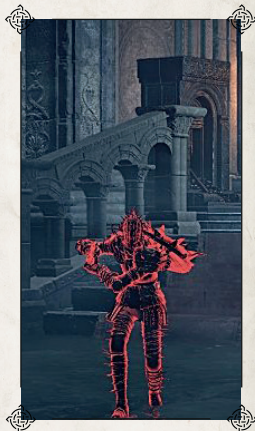


SECTION 2 INVADER HALL

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter with Oliver the Collector
- Level 2 Encounter with Xanthous King Jeremiah
- Level 3 Encounter with Maneater Mildred
- Level 3 Encounter with Fencer Sharron

SECTION 3 INVADER SPIRE

- Bonfire Tile
- Level 2 Encounter with Armorer Dennis
- Level 2 Encounter with Paladin Leeroy
- Level 3 Encounter with Marvelous Chester
- Level 3 Encounter with Invader Brylex
- Level 3 Encounter with Longfinger Kirk



**After completing Section 1, players augment the treasure deck by adding the transposed and legendary treasure cards as described, then reset the play area to begin additional exploration leading up to the main boss encounter in 'Setup After the Mini Boss' on p 9 of the Dark Souls™: The Board Game rulebook.*





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

Lead Writer: Sherwin Matthews

Editing: Darla Kennerud

Sculpting: James Cain, Laslo Forgach, Michael Jenkins, Dave Kidd, Tom Lishman, NL, Kieran Russell, Sean Sutter

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.