



DARK SOULS
THE BOARD GAME

TOMB OF GIANTS AND
PAINTED WORLD OF ARIAMIS
ERRATA AND FAQs

NOVEMBER 2022

ERRATA

TOMB OF GIANTS ENCOUNTER CARD

Last Rites - amend 'rounds' to 'turns' under Objective.



TOMB OF GIANTS ENCOUNTER CARD

Far From the Sun - the torch should appear on the vacant terrain node, on tile 2.



TOMB OF GIANTS ENEMY DATA CARD

Skeleton Soldier Behaviour - change attack range from 1 to 0.



TOMB OF GIANTS TREASURE CARD

Mask of the Child - amend Special Rule Language as follows:

"Regain an additional point of stamina at the start of your turn."



PAINTED WORLD OF ARIAMIS ENCOUNTER CARD

Cloak and Feathers - amend 'Refresh' to 'Souls' under Rewards



PAINTED WORLD OF ARIAMIS ENCOUNTER CARD

Corrupted Hovel - amend Trial Language as follows:

"Trial (Kill all enemies within 3 turns)"



FAQs

TOMB OF GIANTS AND PAINTED WORLD OF ARIAMIS

Heroic Action Tokens - Heroic action tokens should have an active and exhausted side.



TOMB OF GIANTS AND PAINTED WORLD OF ARIAMIS

Trap Tokens - Treat any trap tokens with the generic trap back on both sides as blank trap tokens.



TOMB OF GIANTS

The starting stats for the Cleric, Pyromancer and Thief are as follows:

CLERIC	BASE	TIER 1	TIER 2	TIER 3
Strength	12	18	27	37
Dexterity	8	15	24	33
Intelligence	7	14	22	30
Faith	16	23	32	40

PYROMANCER	BASE	TIER 1	TIER 2	TIER 3
Strength	12	17	26	35
Dexterity	9	13	20	27
Intelligence	14	21	31	40
Faith	14	19	28	38

THIEF	BASE	TIER 1	TIER 2	TIER 3
Strength	9	16	24	33
Dexterity	13	21	31	40
Intelligence	10	18	27	36
Faith	8	15	23	31

PAINTED WORLD OF ARIAMIS

The starting stats for the Mercenary, Sorcerer and Deprived are as follows:

MERCENARY	BASE	TIER 1	TIER 2	TIER 3
Strength	10	17	26	35
Dexterity	16	22	32	40
Intelligence	10	17	26	35
Faith	8	14	21	30

SORCERER	BASE	TIER 1	TIER 2	TIER 3
Strength	7	14	22	31
Dexterity	12	18	27	36
Intelligence	16	23	32	40
Faith	7	15	24	33

DEPRIVED	BASE	TIER 1	TIER 2	TIER 3
Strength	10	20	30	40
Dexterity	10	20	30	40
Intelligence	10	20	30	40
Faith	10	20	30	40