



DARK SOULS™
THE BOARD GAME

THE LAST GIANT



THE LAST GIANT



He is the last remaining of his kind, left brutally maimed, with the swords of the fallen spitefully embedded in his stony flesh. Imprisoned and left to rot beneath a forest filled with the corpses of his brethren, he prepares for his final breath — yet the willful and strong soul of his kind denies him rest. Do not think him weak or mistake the pitiful creature for an easy opponent, for he is neither.

Once, when his people ravaged the land, the creature now known as the Last Giant was their king, the greatest amongst them. The Last Giant is no barbarian to be conquered, but a powerful spirit who for generations laid waste to an entire kingdom in retribution for a slight visited upon him by mankind. Though he was eventually defeated by an anonymous hero of old, due to his immense strength he could only be imprisoned below the fort where he fell.

Face him with wary respect for his iron will and power. Both yet remain within him now, and he will punish those who seek to finally rid the world of his kind.

INTRODUCTION

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





CONTENTS

The Last Giant 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 Last Giant expansion includes the following components:

- 1x Rules Insert
- 1x Last Giant Miniature
- 1x Last Giant Health Dial
- 1x Last Giant Data Card
- 16x Last Giant Behaviour Cards
- 2x Last Giant Treasure Cards
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board

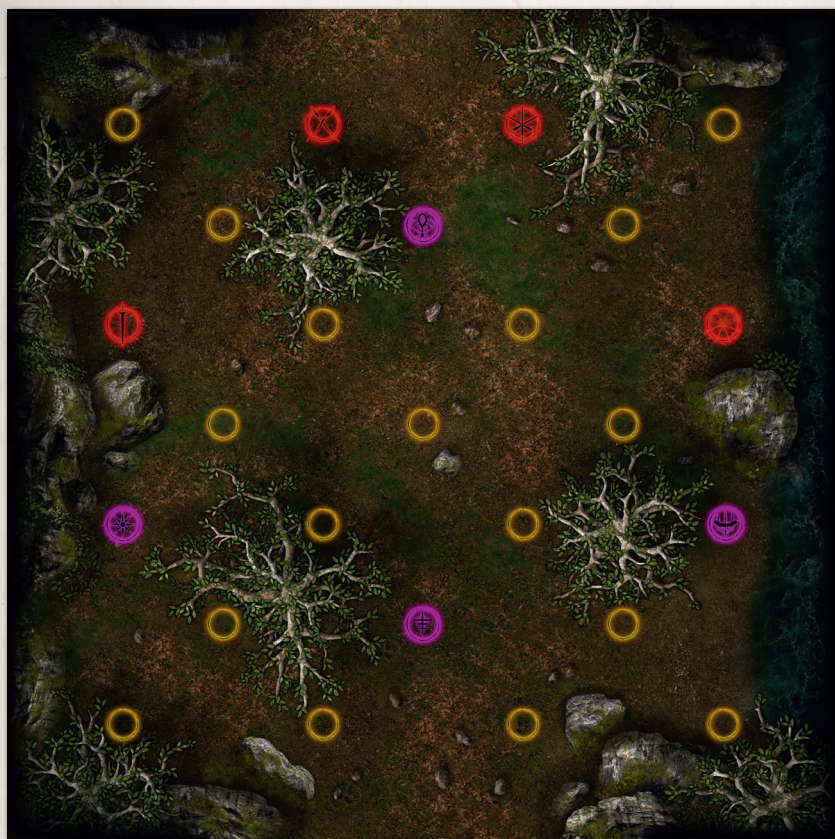


To download this rulebook in your language, go to:
steamforged.com/darksouls-expansions-rules



The Last Giant





Mega Boss Game Board



The Last Giant 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: Forest of Fallen Giants

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 Points
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 LAST GIANT 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 Last Giant 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 Last Giant encounter is creating the boss's behaviour decks as follows:

1. Separate the five standard behaviour cards, the five Arm behaviour cards, the five Heat Up cards, and the Slam card.
2. Take three random behaviour cards and three random arm behaviour cards and shuffle them. (Note that there are more behaviour cards than you will need. This allows the Last Giant to behave differently each time you face him.)

3. Reveal one random card out of the six 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 the Last Giant's Health is reduced to its Heat Up point or below, the Last Giant will heat up. Add the Slam behaviour card  to the behaviour deck, remove all three Arm behaviour cards , add three random Heat Up cards , and shuffle the new behaviour deck. At this point in the battle, the Last Giant rips off his own left arm to use as a massive club, granting his arm attacks deadly reach. Note that players will now need to relearn the Last Giant's attack pattern as well as having to face these deadly Heat Up 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.

WIND UP

The Last Giant has a number of sluggish yet powerful attacks. A character can take advantages of these telegraphed attacks by moving to a more advantageous position.



The **Wind Up** icon gives characters an opportunity to reposition. When the behaviour icon is resolved, 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 when a Wind Up icon is resolved.)

CAMPAIGN PLAY

— FOOTSTEPS OF GIANTS —

Dark Souls™: The Board Game

The following is an extended campaign featuring the *Last Giant* and content from the *Darkroot* expansion that can be played over a series of five game sessions. Encounters should be drawn from a shared deck of encounters from the core game and the *Darkroot* expansion.

The *Footsteps of Giants* campaign leads up to a final showdown with the *Last Giant*, but there are countless massive foes the party

will need to dispatch along the way. When players draw a level 2 or level 3 encounter, discard that encounter and draw again unless it contains one of the following enemies:

- Large Hollow Soldier
- Sentinel
- Mushroom Parent
- Stone Knight
- Stone Guardian

SECTION 1 ECHOES OF GIANTS

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 1 Encounter
- Winged Knight (Mini Boss)



SECTION 2 HALL OF REMEMBRANCE

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Titanite Demon (Mini Boss)*

**After completing Section 2, 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 3 TWISTED WOOD

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Great Grey Wolf Sif (Main Boss)



SECTION 4 GROVE OF GIANTS

- Bonfire Tile
- Level 3 Encounter
- Level 3 Encounter
- Forest of Fallen Giants Level 4 Encounter*
- Artorias (Main Boss)

**Use this specifically named level 4 encounter for this tile. If the party rests at the bonfire, the level 4 encounter will not reset like level 1–3 encounters do.*

SECTION 5 THE GIANT'S REST

- Bonfire Tile
- Level 3 Encounter
- Level 3 Encounter
- The Petrified Fallen Level 4 Encounter*
- The Last Giant (Mega Boss)



**Use this specifically named level 4 encounter for this tile. 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: Tom Hutchings,

Abigail Thornton and Timothy K. Toolen

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.