DARK SOULS™

THE BOARD GAME

VORDT OF THE BOREAL VALLEY

Vordt of the Boreal Valley

The vile watchdog of the Boreal Valley, Vordt is tasked with standing sentinel over the gates that lead from the Undead Settlement to the Castle of Lothric. His only companions in this unholy duty are the reanimated dead, hollow soldiers, and Lothric Knights, the living long since passed from this still and broken place. Truly little sign of humanity remains to Vordt, who roams endlessly amongst the ranks of the dead, wreathed in icy mist.

Once an outrider knight in the service of the corrupt Pontiff Sulyvahn, Vordt was driven to the depths of insanity by the gift of the Pontiff's Left Eye. To stare into the black depths of such a bewitched stone is to be ensnared by the endless torment of battles which lead only to death. Not a single soul that dared to look survived intact—Vordt, no exception.

Vordt of the Boreal Valley exists now only as a savage and mindless beast, his mind long since riven into madness by endless visions of bloodshed and carnage. He is never to be found far from the fleeting steps of the ethereal Dancer, for their shared torment is the only memory of the life that once existed for them both.

Introduction

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

Contents

The *Vordt of the Boreal Valley* 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.

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

The *Vordt of the Boreal Valley* expansion includes the following components:

- 1x Rules Insert
- 1x Vordt of the Boreal Valley Miniature
- 1x Vordt of the Boreal Valley Health Dial
- 1x Vordt of the Boreal Valley Data Card
- 6x Vordt of the Boreal Valley Standard Movement Behaviour Cards
- 2x Vordt of the Boreal Valley Heat Up Movement Behaviour Cards
- 6x Vordt of the Boreal Valley Standard Attack Behaviour Cards
- 2x Vordt of the Boreal Valley Heat Up Attack Behaviour Cards
- 1x Vordt of the Boreal Valley Frostbreath Behaviour Card
- 2x Vordt of the Boreal Valley Treasure Cards
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board

Vordt of the Boreal Valley

Mega Boss Game Board

Data Card

Treasure Cards

Health Dial

Movement Cards

Attack Cards

Frostbreath Card

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.
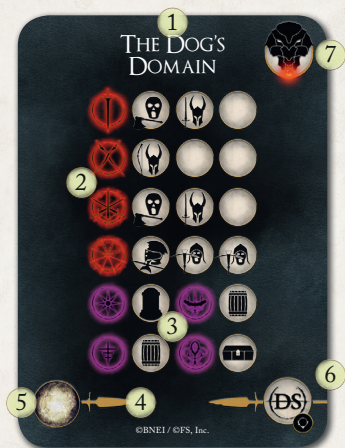
Encounter cards give all of the information necessary to set up an encounter. Each encounter card includes the following information:

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: Guarded Path

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 Vordt of the Boreal Valley 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 Vordt of the Boreal Valley 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 Vordt of the Boreal Valley encounter is creating the boss's behaviour decks as follows:

1. Separate the six standard movement behaviour cards 🐗, the six standard attack behaviour cards 🐫, the two Heat Up movement behaviour cards 🔥, the two Heat Up attack behaviour cards 🔥, and the Frostbreath behaviour card 🦇.
2. Take four random movement behaviour cards and shuffle them to create Vordt's movement behaviour deck. Next, take three random attack behaviour cards and shuffle them to create Vordt's attack behaviour deck. Keep these decks separate! (Note that there are more behaviour cards than you will need. This allows Vordt of the Boreal Valley to behave differently each time you face him.)
3. Reveal one random card from either deck for each gravestone found in the level 4 encounter.
4. Shuffle Vordt's four-card movement deck and place it face down within easy reach. Shuffle Vordt's three-card attack behaviour deck and place it face down within easy reach to the right of the movement behaviour deck.

After creating Vordt's behaviour decks, take the Frostbreath behaviour card and place it face down within easy reach to the left of the movement behaviour deck.

At this point, the mega boss encounter is ready to begin.

Unlike other bosses, Vordt heats up twice: when he is reduced to 28 Health or below, and when he is reduced to 14 Health or below. When Vordt's Health is reduced to its first Heat Up point or below, Vordt will heat up. Take one random attack Heat Up behaviour card and shuffle it into the attack behaviour deck. Do not shuffle the movement behaviour deck at this time. When Vordt's Health is reduced to its second Heat Up point or below, Vordt will heat up again. Take one random movement Heat Up behaviour card and shuffle it into the movement behaviour deck. Do not shuffle the attack behaviour deck at this time. Note that players will need to relearn Vordt's attack or movement pattern after each heat up as well as having to face a new Heat Up card.

Standard and Heat Up movement cards

Standard and Heat Up attack cards

Frostbreath card

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.

Movement and Attack Behaviour Decks

Unlike other bosses, Vordt uses two decks to perform his behaviour during his activation: a movement behaviour deck 🐾 and an attack behaviour deck ⚔.

When Vordt activates, draw the top card from the movement behaviour deck, place it face up on the movement discard pile, and resolve the behaviour shown. Once the movement is resolved, draw the top card from the attack behaviour deck, place it face up on the attack discard pile, and resolve the behaviour shown.

Frostbreath

The first time Vordt activates after he has been reduced to 28 Health, at the start of his activation (before performing any Movement behaviour), turn the Frostbreath behaviour card face up. Perform the Frostbreath behaviour, then continue the activation as normal. At the end of this activation, turn the Frostbreath behaviour card face down.

On Vordt's activation after he has been reduced to 14 Health, at the start of his activation (before performing any Movement behaviour), turn the Frostbreath behaviour card face up. Perform the Frostbreath behaviour, then continue the activation as normal. At the end of this activation, turn the Frostbreath behaviour card face down.

CAMPAIGN SCENARIO
❖ TREASURES OF THE ICE CAVE ❖

Dark Souls™: The Board Game

The following is an extended campaign featuring Vordt of the Boreal Valley and content from the *Invaders* expansion 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 and (for level 4 encounters) the *Vordt of the Boreal Valley* expansion.

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.

SECTION 1
GLACIAL ENTRANCE

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter with Melinda the Butcher and Oliver the Collector*

* Place the named invaders in a randomly drawn level 2 encounter. Both invaders must be defeated before obtaining their treasure. If the party dies during this encounter both invaders will respawn. The party proceeds to Section 2 when the encounter is defeated.

Section 2
Arctic Pass

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Level 3 Encounter
- Boreal Outrider Knight (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
Frozen Corridor

- Bonfire Tile
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Guarded Path Level 4 Encounter with Marvelous Chester and Paladin Leeroy*

Place the named invaders in this specifically named level 4 encounter. Both invaders must be defeated before obtaining their treasure. If the party dies during this encounter all invaders will respawn. The party proceeds to Section 4 when the encounter is defeated.

Section 4
The Boreal Sanctuary

- Bonfire Tile
- Level 3 Encounter
- Level 3 Encounter
- The Dog's Domain Level 4 Encounter*
- Vordt of the Boreal Valley (Mega Boss)

Use this specifically named level 4 encounter for this tile.