



DARK SOULS™
THE BOARD GAME

GAPING DRAGON



GAPING DRAGON



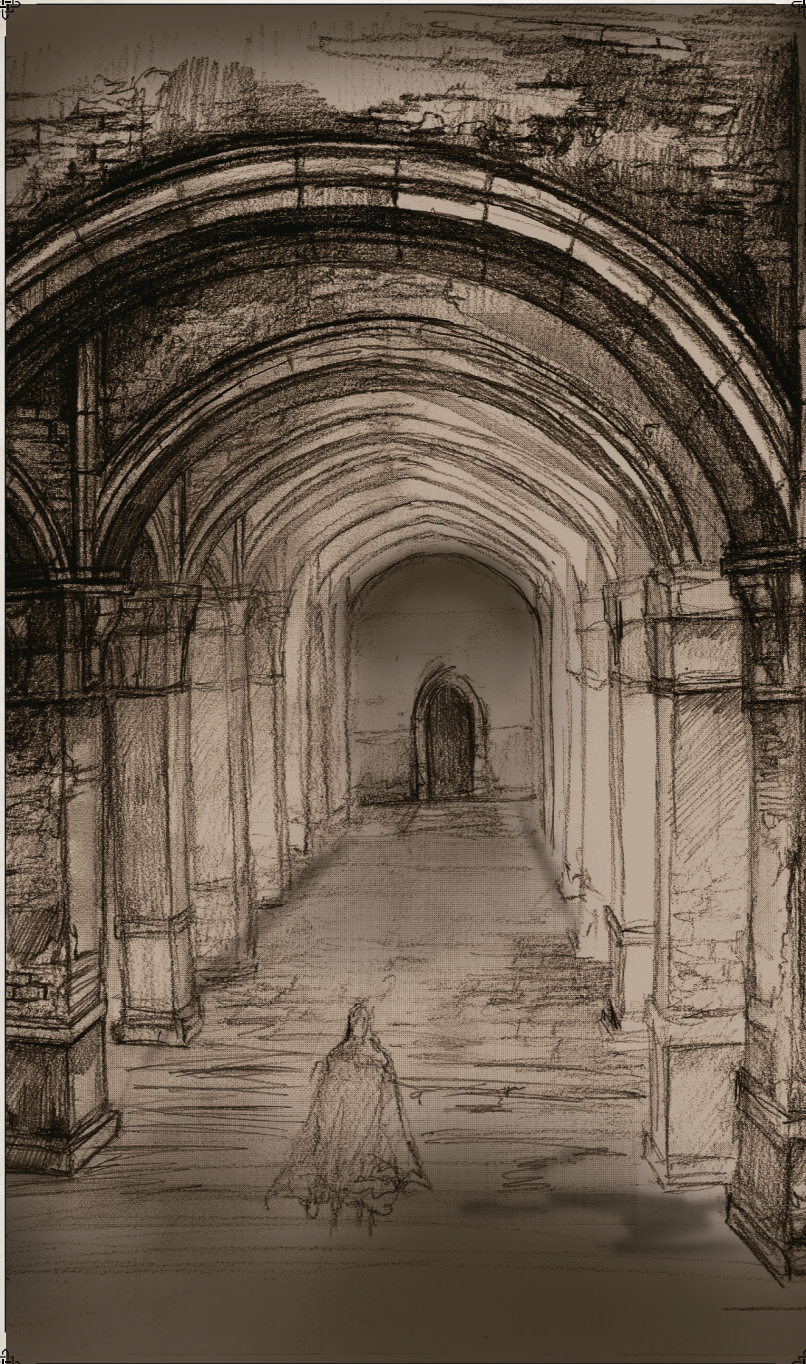
Some are so lost that they are not even worthy of a place amongst the shambling and vengeful corpses of the Undead Burg. Their fate instead is to eternally wander the endless corridors of the flooded and labyrinthine Depths, banished forever from the light of the sun. The Gaping Dragon is one such creature, an abomination hideously transformed by its ravenous hunger.

A distant descendant of the ancient Everlasting Dragons, the Gaping Dragon still retains the prehensile hands and wings of its ancestors but has long lost any other claim to their likeness. To feed the creature's bulbous stomach, gluttony has warped the Gaping Dragon's ribcage into a cavernous maw—the horrific feature which gives the monstrosity its name. The dragon's sheer weight has long since robbed it of the ability of flight and has forced the growth of two further legs to support its body. Even the creature's head has receded, leaving only an ugly proboscis it uses to further detect prey; little other function remains.

Truly this terrible creature belongs in the Depths, a realm of horror that makes even the darkest of nightmares pale in comparison.

INTRODUCTION

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



CONTENTS

The *Gaping Dragon* 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

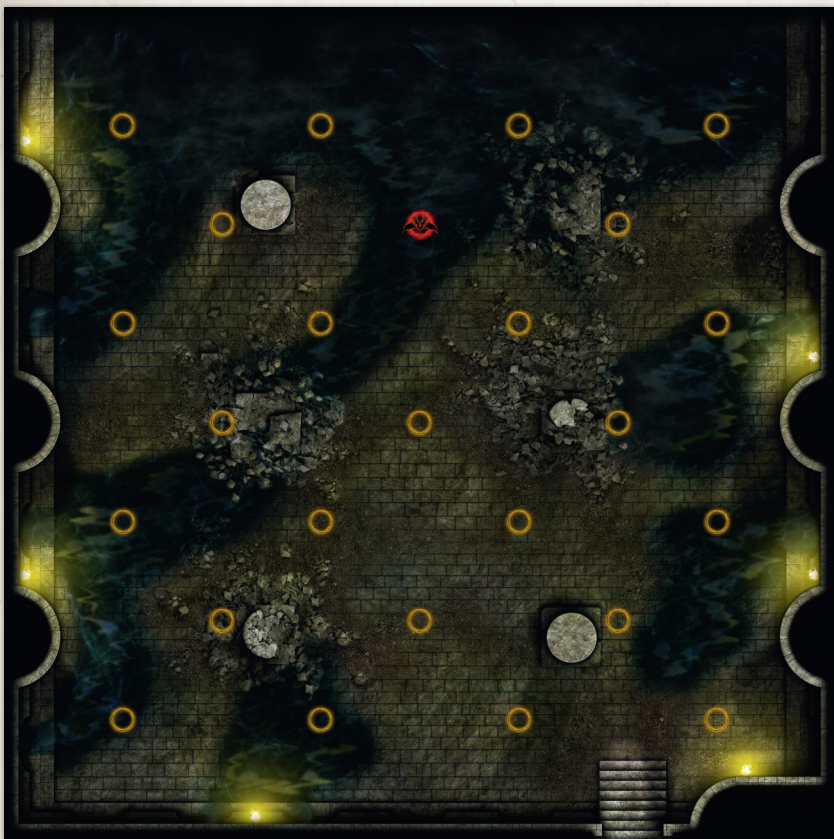
The *Gaping Dragon* expansion includes the following components:

- 1x Rules Insert
- 1x Gaping Dragon Miniature
- 1x Gaping Dragon Health Dial
- 1x Gaping Dragon Data Card
- 14x Gaping Dragon Behaviour Cards
- 2x Gaping Dragon Treasure Cards
- 4x Corrosion Condition Tokens
- 4x Level 4 Encounter Cards
- 1x Mega Boss Game Board



Gaping Dragon





Mega Boss Game Board



Data Card and Behaviour Cards



Treasure Cards



Health Dial



Strafe Cards



Level 4 Encounter Cards












Corrosion Condition Tokens





SETUP AFTER THE MAIN BOSS

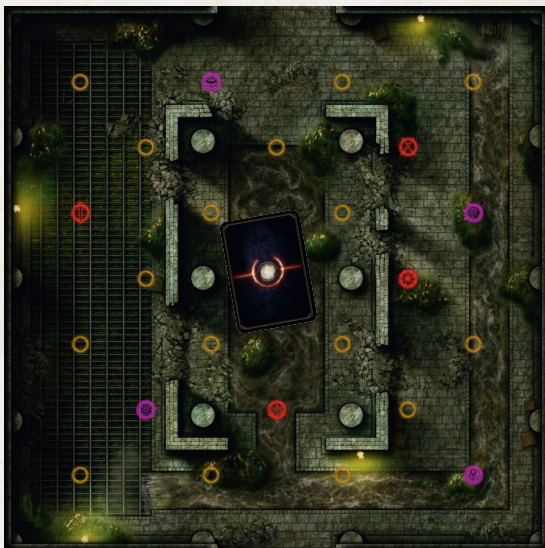
Before a party can face the challenges of a mega boss expansion, the players need to reset certain elements of the game, much as they did after the mini boss (see 'Setup After the Mini Boss' on p. 9 of the *Dark Souls™: The Board Game* rulebook).

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: The Depths

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.

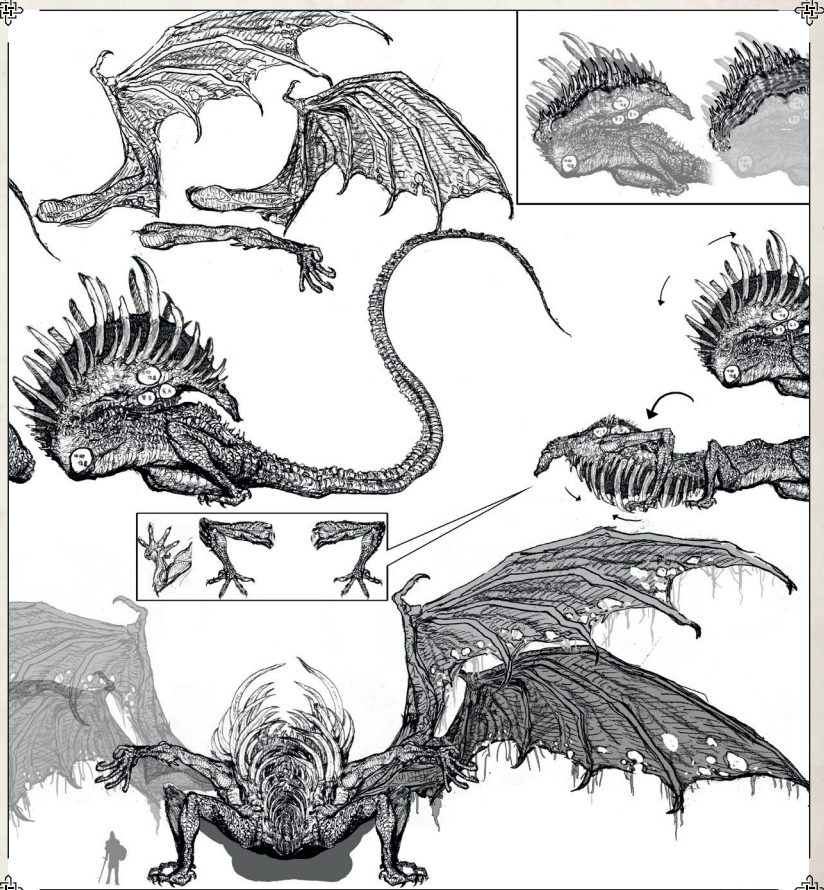


MEGA BOSS ENCOUNTERS

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 GAPING DRAGON 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 mega boss 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 Gaping Dragon encounter is creating the boss's behaviour deck as follows:

1. Separate the seven standard behaviour cards, the two Signature behaviour cards (A), the Heat Up card (H), and the Crawling Charge card (C).
2. Take three random standard behaviour cards and one random Heat Up card, and shuffle them. (Note that there are more behaviour cards than you will need. This allows the Gaping Dragon to behave differently each time you face it.)

3. Reveal one random card out of the four for each gravestone found in the level 4 encounter.
4. Take the two Signature behaviour cards (A), both of which are Stomach Slam, add them to the four random behaviour cards, and shuffle all six cards together to create the behaviour deck. Place it face down within easy reach.

After creating the Gaping Dragon's behaviour deck, take the Crawling Charge card and place it face up next to the boss data card (see 'Crawling Charge', below).

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

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



Signature behaviour cards



Heat Up behaviour cards



Crawling Charge 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.


CORROSION CONDITION

The *Gaping Dragon* encounter introduces a new condition, **Corrosion**. When an attack has the corrosion condition, place a Corrosion token on the character (or characters) hit by that attack.



When a character that has a Corrosion token makes a block roll, they suffer -1 success on the roll. If they suffer damage from the attack, remove the Corrosion token. (Note that a Corrosion token, much like a Bleed token, is not removed at the end of a character's activation.)

CRAWLING CHARGE

The *Gaping Dragon*'s Crawling Charge behaviour card  is used when the *Gaping Dragon* slams its barbed maw forward before rapidly skittering across the ground. This behaviour card is never part of the behaviour deck; the *Gaping Dragon* performs this fast-moving behaviour whenever a **Crawl** icon comes up.



The Crawl icon allows the *Gaping Dragon* to immediately perform the Crawling Charge behaviour. After the *Gaping Dragon* completes the Crawling Charge, its activation ends.











CAMPAIGN SCENARIO

◆ INTO THE DEPTHS ◆

Dark Souls™ 1

The following is an extended campaign featuring the Gaping Dragon 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, the *Darkroot* expansion, and (for level 4 encounters) the *Gaping Dragon* expansion.

If you would like to play this campaign but do not have access to the *Darkroot* expansion, you can leave the *Darkroot* encounter cards out of the encounter deck and substitute the *Dancer* for *Artorias* in the *Crypt of the Fallen*.

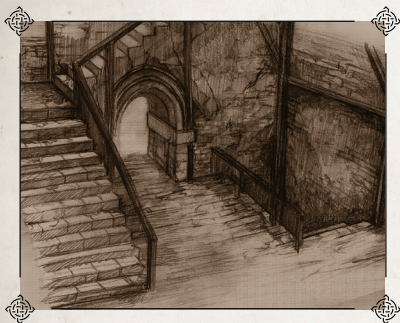
When the party reaches section 4, place the double-sided Mega Boss game board with the side that has the enemy spawn     and terrain spawn nodes     face up, and align the doorway with a doorway from the level 3 encounter rather than the Bonfire tile. When the level 4 encounter is defeated, flip the 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 BROKEN PATH

- Bonfire Tile
- Level 1 Encounter
- Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Winged Knight (Mini Boss)





SECTION 2 SHATTERED SPIRE

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

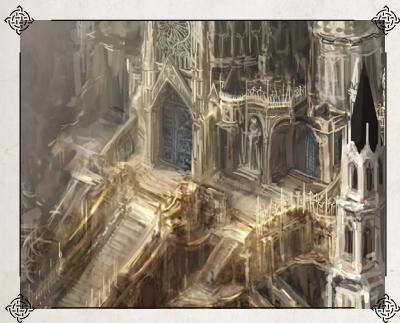
SECTION 3 CRYPT OF THE FALLEN

- Bonfire Tile
- Level 2 Encounter
- Level 3 Encounter
- Level 3 Encounter
- Artorias (Main Boss)



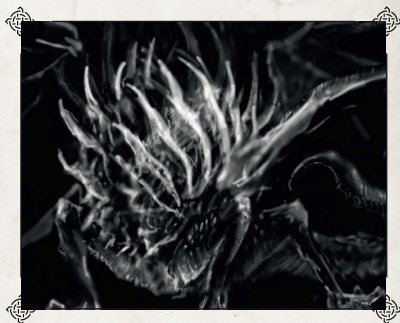
SECTION 4 WARRIORS' REVENGE

- Bonfire Tile
- Level 3 Encounter
- Level 3 Encounter
- Outskirts of Blighttown
Level 4 Encounter
- Ornstein & Smough (Main Boss)



SECTION 5 THE DEPTHS

- Bonfire Tile
- Darkened Chamber
Level 4 Encounter
- The Depths Level 4 Encounter
- Gaping Dragon (Mega Boss)





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