



**DARK SOULS™**  
THE BOARD GAME

THE EXECUTIONER'S CHARIOT



# THE EXECUTIONER'S CHARIOT



*When the curse of undeath descended upon the realm of the Old Iron King, he decreed that those afflicted would be confined to the Huntsman's Cops, a dark glade in which they would be hunted like vermin. Furthermore, a bellish gaol for the victims was created: the Undead Purgatory. In this grisly prison, the victims of unlife would be tortured and maimed at the behest of the King, a punishment for daring to rise against humanity.*

*The empire of the Old Iron King has long since been decimated and the lands of Drangleic fallen to the undead, yet still the miserable Purgatory remains, teeming with those that once were banished here. Their excruciation continues, for the watcher over their unholy torment, the Executioner's Chariot, endures.*

*Do not be misled! Although the name would suggest that the Executioner is the danger, the two-headed monstrosity that pulls the Chariot ought to fill you with even greater dread. Spiteful and malevolent, it is a creation made only to torment the endless ranks of the undead, a dark window into the horrendous madness of its master and to a forgotten age of barbarity.*


## INTRODUCTION






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





# CONTENTS

The *Executioner's Chariot* 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](http://steamforged.com/darksouls-expansions-rules)

The *Executioner's Chariot* expansion includes the following components:

- 1x Rules Insert
- 10x Encounter Cards
- 6x Enemy Miniatures
- 2x Enemy Data Cards
- 1x Mega Boss Setup Card
- 2x Executioner's Chariot Miniatures
- 1x Executioner's Chariot Health Dial
- 1x Executioner's Chariot Data Card
- 4x Executioner's Chariot Track Behaviour Cards
- 9x Executioner's Chariot Standard Behaviour Cards
- 3x Executioner's Chariot Heat Up Behaviour Cards
- 2x Executioner's Chariot Treasure Cards
- 1x Mega Boss Game Board



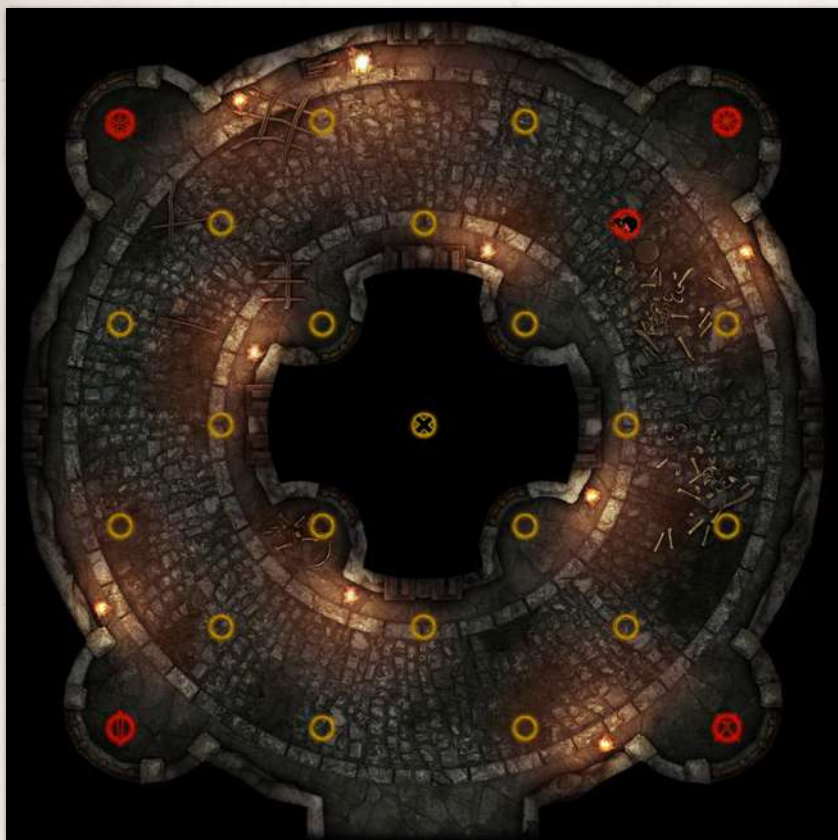
*Executioner's Chariot*

*2 Black Hollow Mages*

*4 Falchion Skeletons*







Mega Boss Game Board



Data Card and Behaviour Cards



Treasure Cards



Health Dial



Track Behaviour Cards



Enemy Data Cards



Level 4 Encounter Cards



Level 1-3 Encounter Cards



## USING EXPANSION ENCOUNTERS

At the start of the game, players can choose to use the expansion encounter cards that include the Falchion Skeleton and Black Hollow Mage. Add these cards to the existing encounter cards according to level and randomise all the cards as normal.

Encounter cards from the Executioner's Chariot expansion spawn the Falchion Skeleton and Black Hollow Mage miniatures. The information for these miniatures can be found on their corresponding enemy data cards.

Additionally, the Black Hollow Mages have a new Raise Skeleton behaviour icon, allowing them to return defeated skeletons to the encounter.












If there are currently fewer enemies in the encounter with the word 'skeleton' in their name than there were at the start of the encounter, choose one defeated skeleton enemy and place it on the closest enemy spawn node. If multiple enemy spawn nodes are tied for closest, the players choose the enemy spawn node where the skeleton will be placed.



## 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: Undead Purgatory*

## 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:

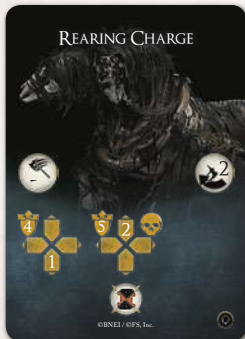


1. Name
2. Threat Level
3. Behaviour Deck Size
4. Starting Health
5. Heat Up Point
6. Block and Resist Values
7. Special Ability
8. Mega Boss Icon & Set Symbol

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.

Unlike other mega bosses, however, the Executioner's Chariot data card flips from the front to the back when the boss heats up. The side shown on the top is used before the heat up point of the encounter, and the side on the bottom (with the heat up icon ) is used after the boss heats up.

# 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 EXECUTIONER'S CHARIOT 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 locate the Mega Boss Setup encounter card.

Place both of the Executioner's Chariot models (the skeletal horse and the chariot) on the mega boss spawn node and place the other enemy models on the enemy spawn nodes as shown.

The next part of setting up the Executioner's Chariot encounter is creating the boss's behaviour decks as follows:

1. Separate the nine standard behaviour cards, the three Heat Up cards , and the four track behaviour cards .
2. Take the four track behaviour cards and place them in order with the card numbered 1 on the top of the deck and the card numbered 4 on the bottom. This is the behaviour deck for the first part of the mega boss encounter. Place it face down within easy reach but do not shuffle it.
3. Take four random standard behaviour cards and one random Heat Up card and shuffle them. This behaviour deck will be used after heat up. (Note that there are more behaviour cards than you will need. This allows the Executioner's Chariot to behave differently each time you face it.)

4. Reveal one random card from the heat up behaviour deck for each gravestone found in the level 4 encounter. Note that you will not be facing these cards right away, so commit them to memory if you can!
5. Shuffle the heat up behaviour deck again and place it face down within easy reach.

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

Unlike other bosses, the Executioner's Chariot uses completely different behaviour decks before heat up than it uses after heat up. For the first part of the encounter, the skeletal horse and the chariot activate together as a single model during the enemy activation using the track behaviour deck. See 'Death Race' on p. 14 for additional information on using the track behaviour deck. Unlike other mega boss encounters, other enemies will also activate during the enemy activation using their threat level to determine activation order as usual. When the Executioner's Chariot is the only enemy model remaining, it will **heat up**.

After heat up, the mega boss encounter continues as a more traditional boss encounter using the Heat Up behaviour deck. See 'Chariot Crash' on p. 15 for additional information.



Standard behaviour cards



Heat Up behaviour cards



Track behaviour 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.

## NO STARTING HEALTH VALUE

Before the Executioner's Chariot heats up, its data card does not have a starting Health value, nor does it have Block and Resist values. An enemy with no starting Health value cannot be attacked or damaged. The players need to eliminate all other enemy models to cause the Executioner's Chariot to heat up. When that happens, flip the mega boss data card to its Heat Up side, which does have a starting Health value as usual.

## DEATH RACE

Before the Executioner's Chariot heats up, it follows a fixed pattern of behaviour determined by the track behaviour deck. This represents its frenzied race around and around the track.

Track behaviour cards have a special type of physical attack. Instead of attacking characters within an arc or at a specific range, their attack targets all characters on particular nodes. To resolve a track behaviour card, first move the horse and chariot to the node shown, with its front arc facing away from the node it was on before it moved. Next, look at the track behaviour card to see which nodes are affected and resolve the physical attack against any targeted characters. (This includes the nodes on which the Executioner's Chariot started and ended its movement.) Additionally, each character hit by the attack is pushed onto an adjacent node that was not targeted by the track behaviour card.

If any enemy models are on nodes targeted by a track behaviour card, they are also pushed onto adjacent nodes that were not targeted by the behaviour card. Remember that enemies' attacks only ever hit characters, so pushed enemies are never damaged by a track behaviour card.

If the track behaviour deck is empty when a behaviour card needs to be resolved, pick up the discard pile and turn it face down without shuffling it, as if it were any other boss behaviour deck.





## CENTRAL WALL

Due to the shape of the track, the Executioner's Chariot Mega Boss game board does not have a node in the centre, and nodes are not adjacent to each other across the centre of the board. Treat the centre of the Executioner's Chariot game board as if it were a node covered by a chest or gravestone in any other encounter in *Dark Souls™: The Board Game*.

## CHARIOT CRASH

Like so many things in the *Dark Souls™* universe, the chariot is fated for destruction. When the Executioner's Chariot heats up, remove the chariot model from the board, flip the mega boss data card to its Heat Up data card side, and replace the track behaviour deck with the Heat Up behaviour deck. Characters can now damage the monstrous skeletal horse, allowing the players to claim victory if they inflict sufficient damage to dispatch this mighty foe.

Note that players will need to completely relearn the mega boss's attack and movement patterns now that the skeletal horse is unleashed from the chariot.









# CAMPAIGN SCENARIO

## — THE UNDEAD COLOSSEUM —

### *Dark Souls™: The Board Game*

The following is an extended campaign featuring the Executioner's Chariot and content from the *Explorers*, *Darkroot*, and *Vordt of the Boreal Valley* expansions that can be played over a series of six game sessions. Level 1–3 encounters should be drawn from a shared deck from the core game, *Explorers*, and *Darkroot*. Level 4 encounters should be drawn from a shared deck from *Vordt of the Boreal Valley* and *Executioner's Chariot*.

In the Undead Colosseum, there is no turning back. The party must fight its way through increasingly unfavourable odds to escape this nightmare. Within this relentless campaign, players do not turn encounter cards face

down when the party rests at the bonfire. After an encounter is defeated, players can never encounter it again in the hopes of claiming additional souls for their journey.

Some hope remains, however, for the players gain 4 souls per player each time they defeat an encounter (regardless of the number of sparks they have or the level of the encounter). They must spend each soul wisely for any chance of escaping the Undead Colosseum.

Each section also includes one of the six encounter cards from the *Executioner's Chariot* expansion. Use the specifically named encounters on those tiles.

### SECTION 1 WARM WELCOME

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



### SECTION 2 GUARDIAN'S GATE

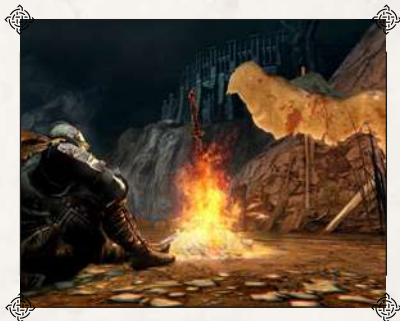
- Bonfire Tile
- Quiet Graveyard Level 1 Encounter
- Level 2 Encounter
- Level 2 Encounter
- Old Dragonslayer (Mini Boss)\*

\*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 TRAINED BEAST

- Bonfire Tile
- Level 2 Encounter
- Level 2 Encounter
- Mausoleum Ruins Level 2 Encounter
- Level 3 Encounter
- Sif, the Great Grey Wolf (Main Boss)



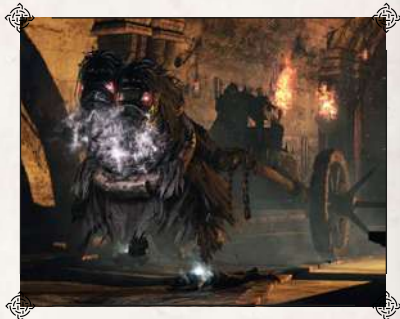
## SECTION 4 HAUNTING WARRIOR

- Bonfire Tile
- Misty Burial Site Level 2 Encounter
- Level 3 Encounter
- Pursuer (Main Boss)

## SECTION 5 DARK CHAMPION

- Bonfire Tile
- Corrupted Crypt Level 3 Encounter
- Level 4 Encounter\*
- Executioner's Chariot (Mega Boss)

*\* If the party rests at the bonfire, the level 4 encounter will not reset like level 1–3 encounters do.*



## SECTION 6 TERROR OF THE RING

- Bonfire Tile
- Desolate Cemetery Level 3 Encounter
- Level 4 Encounter\*
- Vordt of the Boreal Valley (Mega Boss)

*\* If the party rests at the bonfire, the level 4 encounter will not reset like level 1–3 encounters do.*





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