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# DARK ALLEYWAY

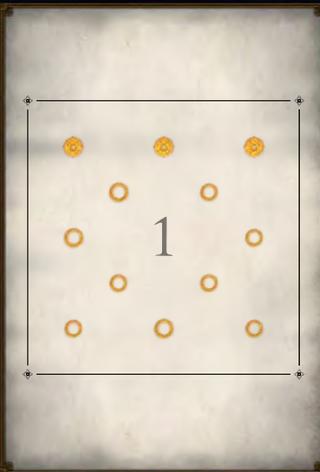


*A narrow and twisting side street, leading to naught but a dead-end and a gleaming silver foe.*

**OBJECTIVE**  
Kill the Silver Knight Swordsman.

**REWARDS:**  
**Souls:** +1 Souls  
**Draw:** 1x Event

**SPECIAL RULES:**  
Reduce the node model limit to 2.



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# BROKEN PASSAGEWAY

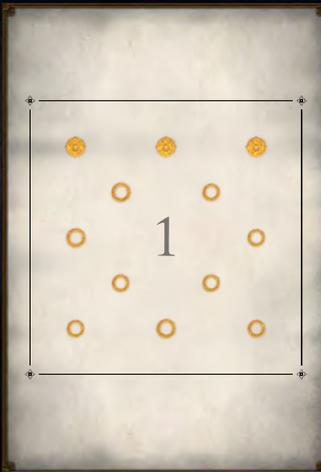


*The streets are rife with decay and ruins, and amongst the rubble an armoured beast roams.*

**OBJECTIVE**  
Survive for 4+2 turns.

**REWARDS:**  
**Souls:** 1x Soul per enemy killed  
**Draw:** 1x Treasure  
1x Event

**SPECIAL RULES:**  
**Timer (2)** Respawn all enemies.  
**Timer (4)** Respawn all enemies.



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# SHATTERED KEEP

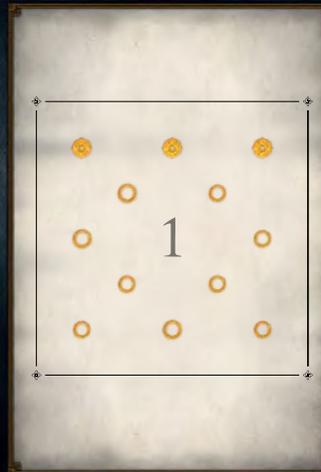


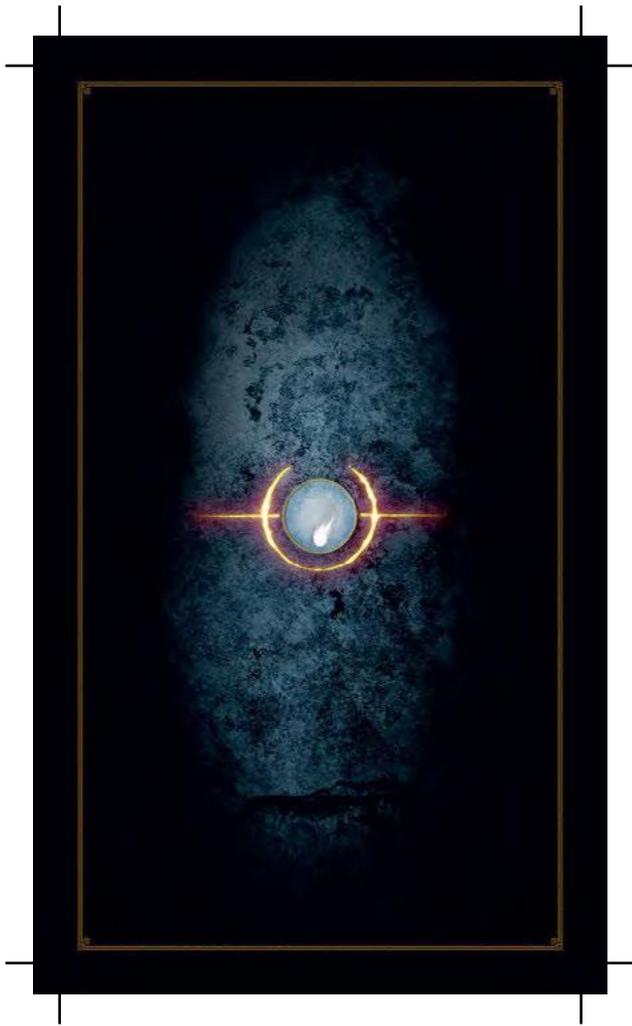
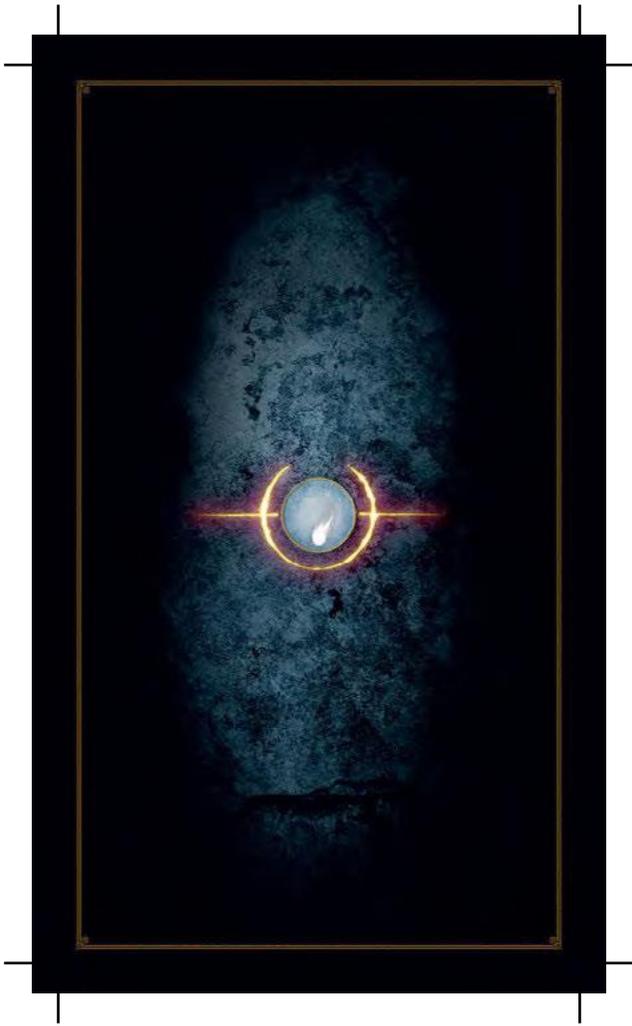
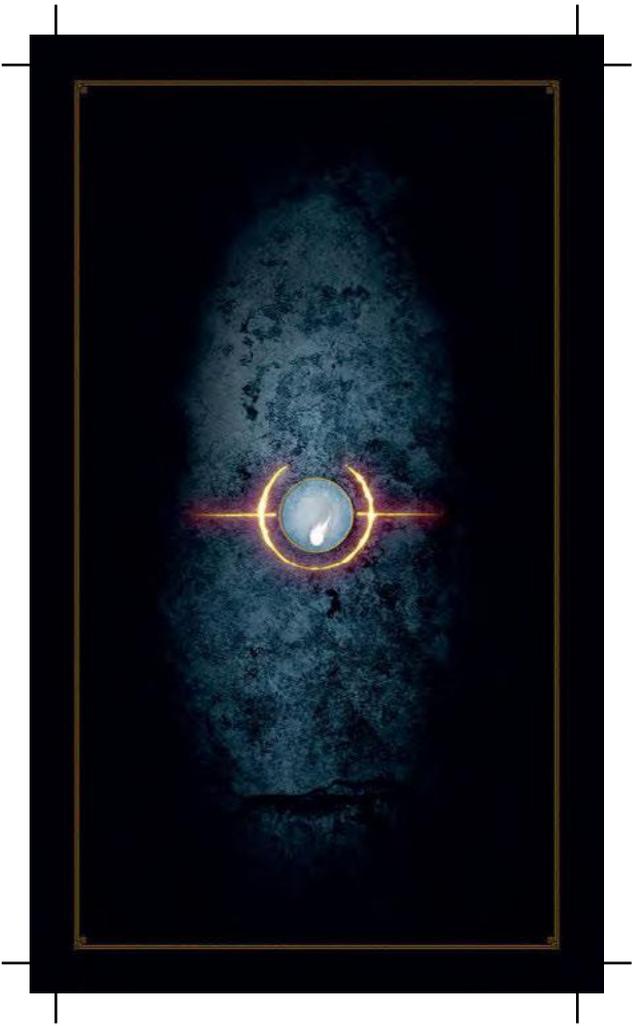
*A half-ruined structure provides a vantage point above the claustrophobic alleyways below.*

**OBJECTIVE**  
Kill all enemies.

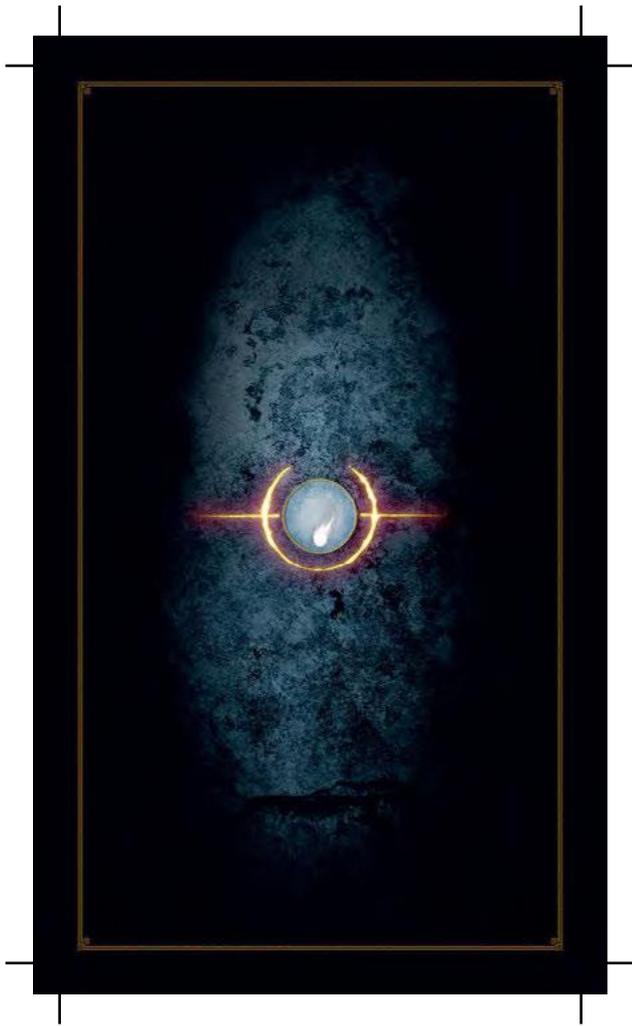
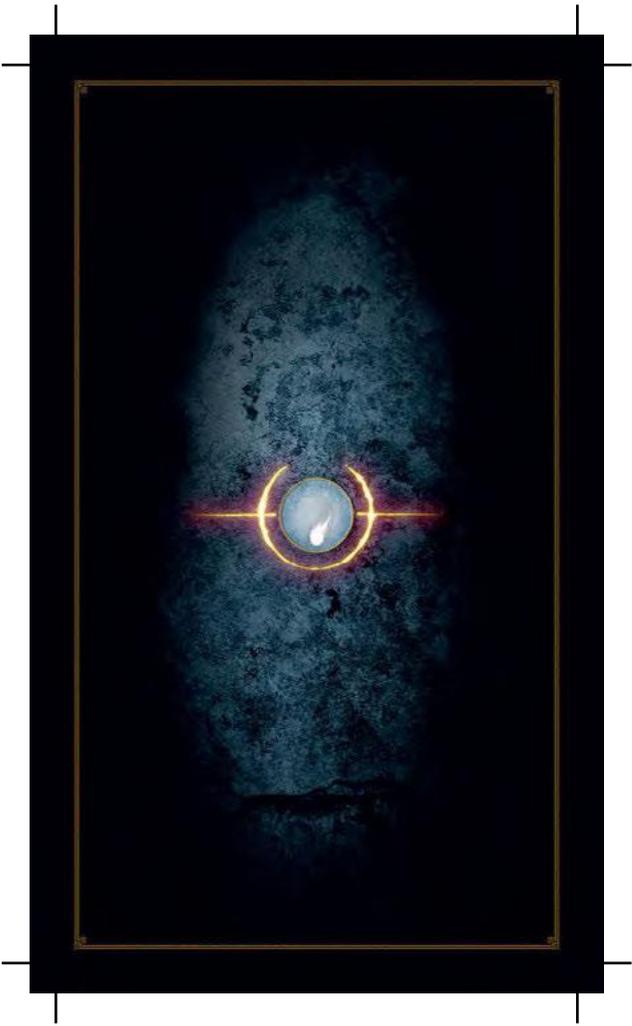
**REWARDS:**  
**Souls:** 2 Souls  
**Refresh:** Luck  
**Search:** Poison Throwing Knives

**SPECIAL RULES:**  
Crossbow Hollow attacks gain 1.

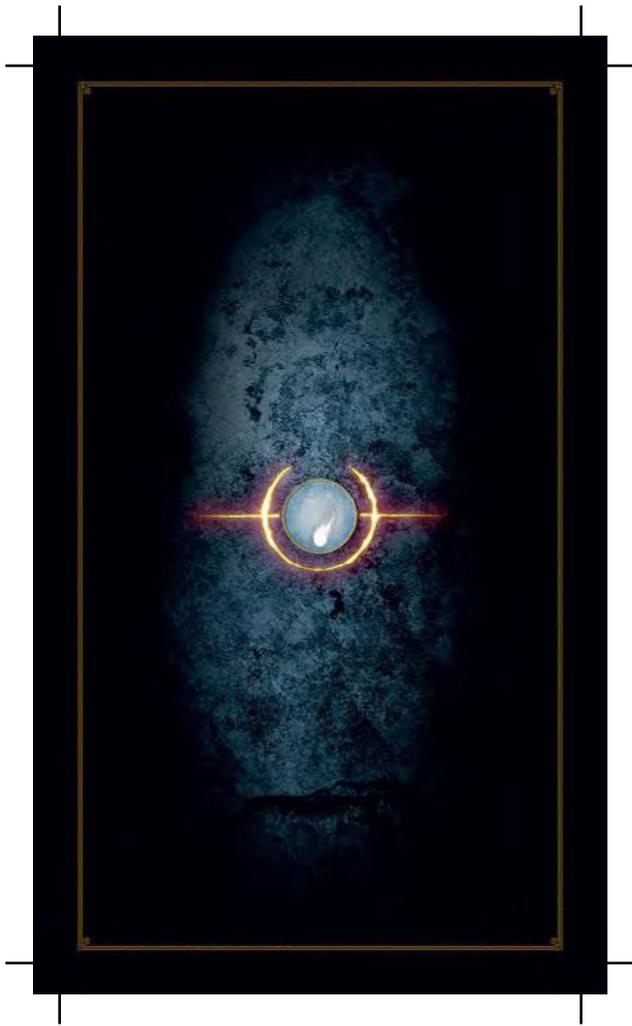
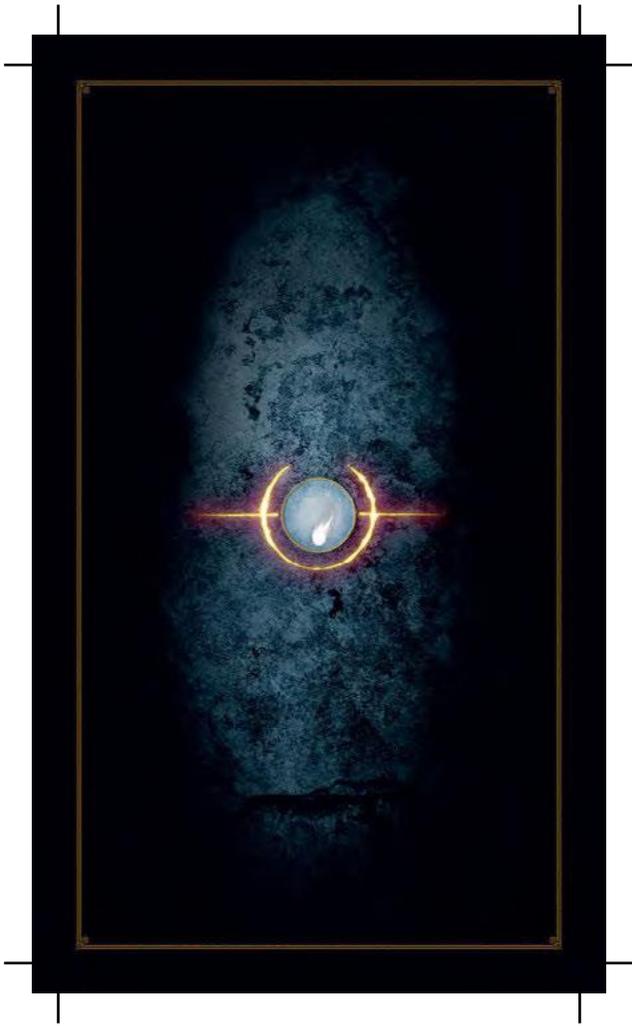
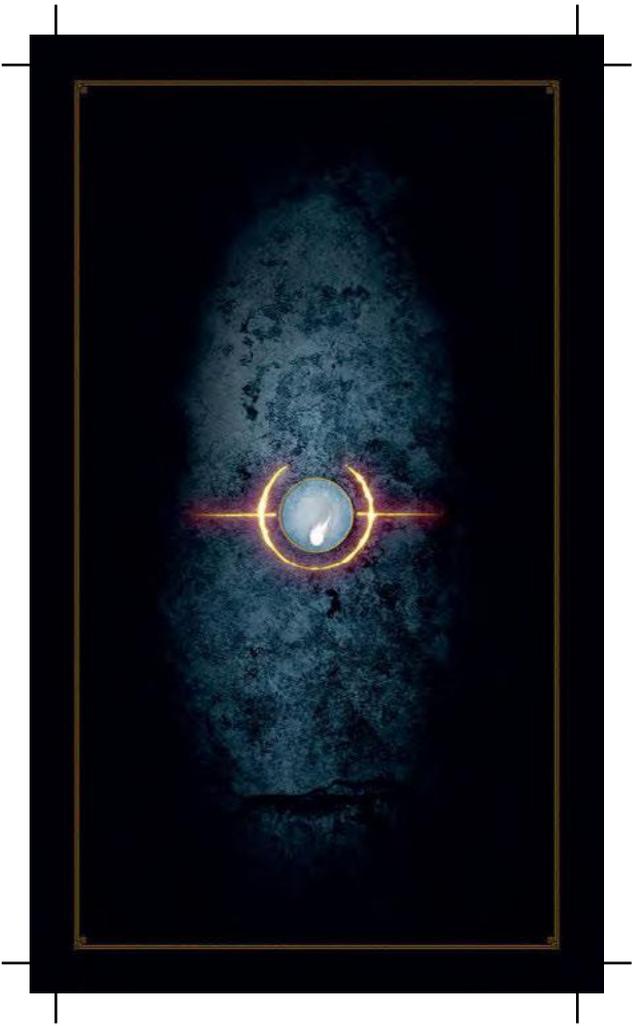




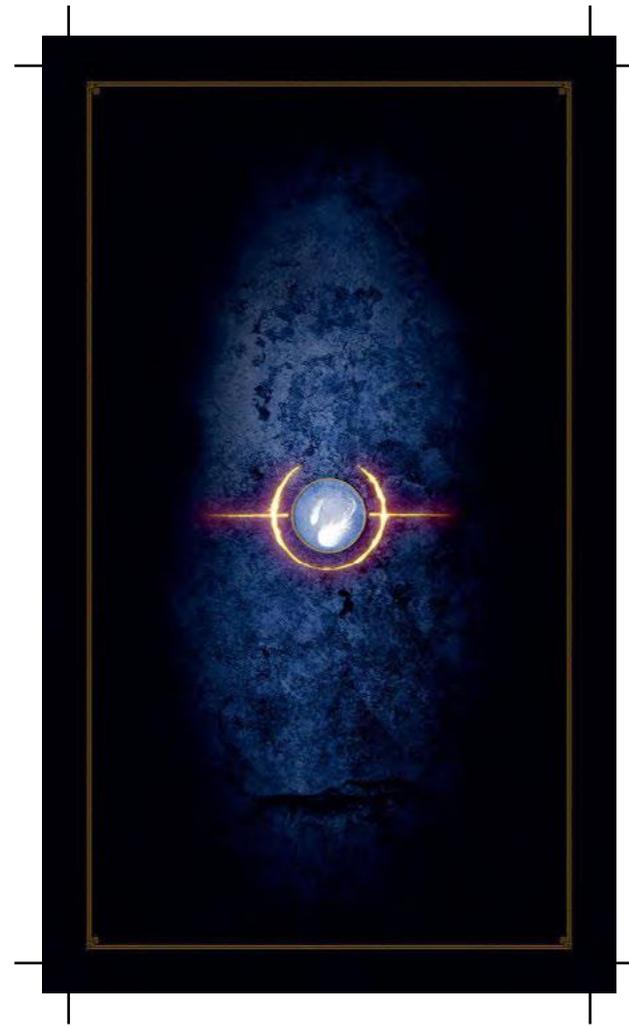
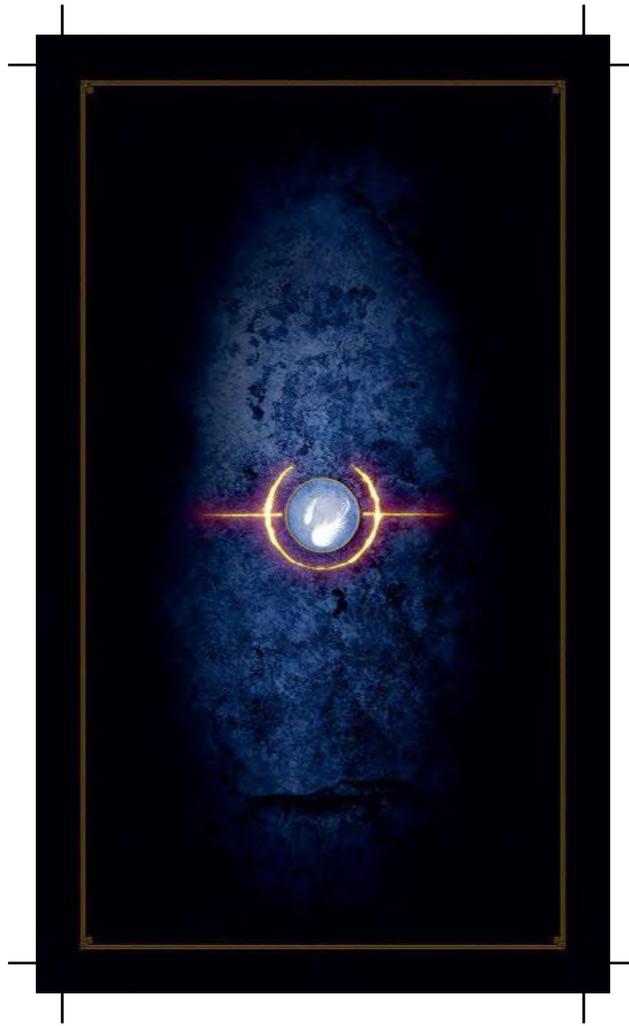
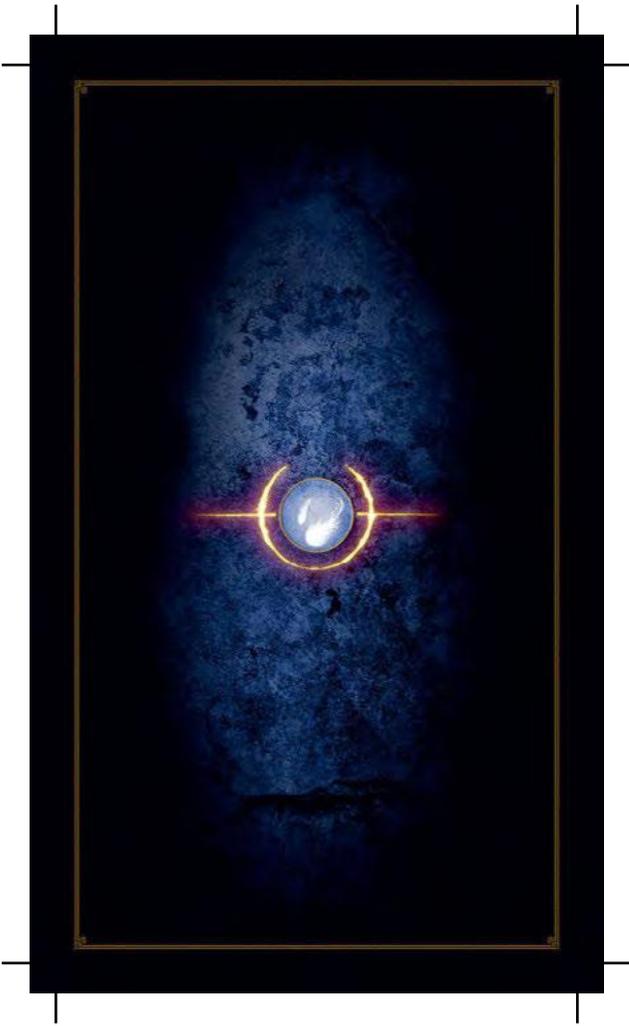














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## THE HELLKITE BRIDGE



*A scorched bridge provides passage, the stonework still hot from whatever laid waste to it.*

**OBJECTIVE**  
Reach the exit node.

**REWARDS:**  
**Souls:** +3 Souls  
**Search:** Ember  
**Shortcut**

**SPECIAL RULES:**  
Models can't move between tiles until the lever has been activated.  
If a character is damaged by a trap, they suffer 1.

Map showing two nodes, 1 and 2, with various icons and a lever icon.



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## THE SHINE OF GOLD



*Warm sunlight bathes the scene, yet the peace is broken as a vile foe springs forth with voracious intent.*

**OBJECTIVE**  
Kill the Mimic.

**REWARDS:**  
**Souls:** +2 Souls  
**Refresh:** Luck  
**Draw:** 3x Treasure

**SPECIAL RULES:**  
**Timer (4) Respawn the Hollow Soldiers**  
Increase the Mimic's block and resistance values by +1.  
During this encounter, the Mimic always targets the closest character. Mimic attacks gain 1.

Map showing a single node, 1, with various icons and a Mimic icon.



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## DEATHLY TOLLS



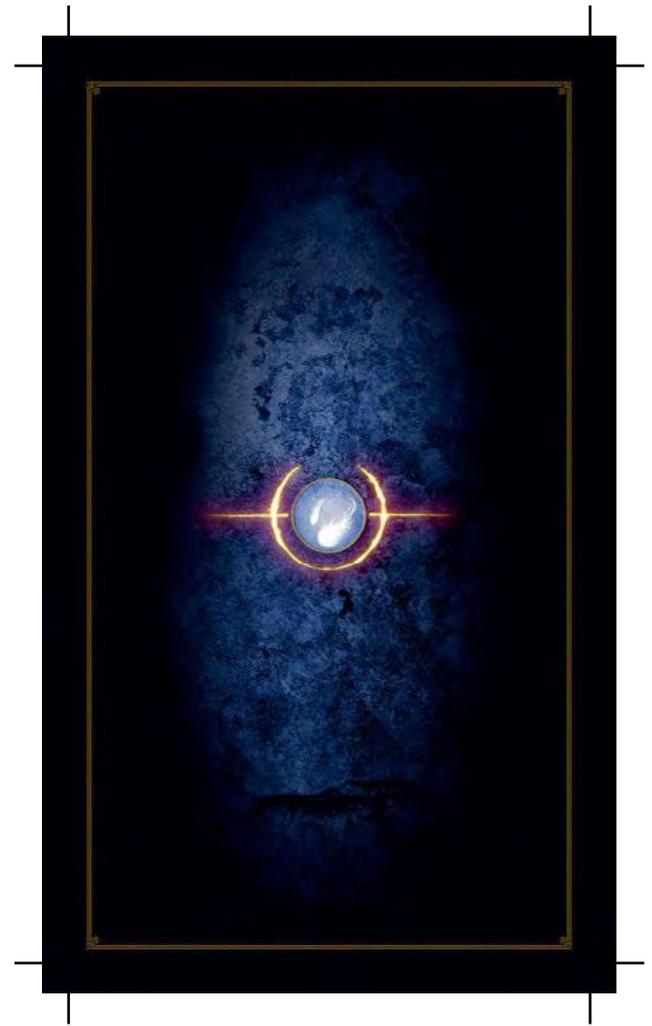
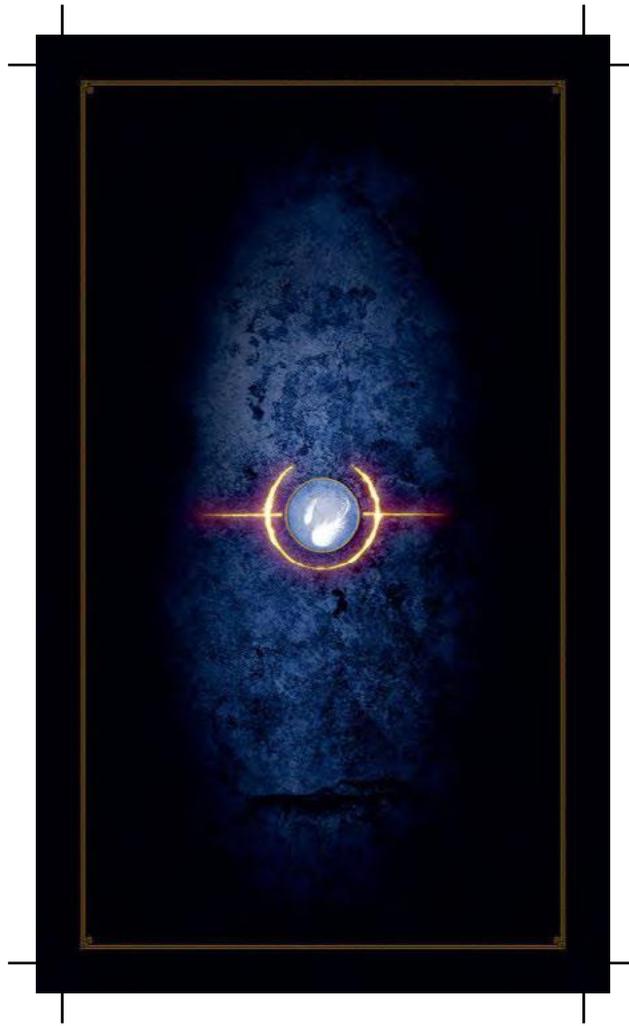
*The ancient bell tolls once more, deafening and alerting your foes to your presence.*

**OBJECTIVE**  
Survive for 3 turns.

**REWARDS:**  
**Souls:** 2 + 1 Soul per enemy killed  
**Draw:** 1x Event  
**Search:** Ember

**SPECIAL RULES:**  
**Mimic**  
**Onslaught**  
**Gang**  
**Timer (4) Respawn enemies on tile two**

Map showing two nodes, 1 and 2, with various icons and a bell icon.





# FLOODED FORTRESS



*Multiple figures wade through the water soaked basement, their gaze turned resolutely upon you.*

**OBJECTIVE:**  
Reach the exit node.

**REWARDS:**

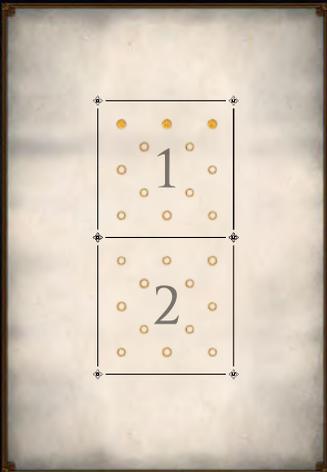
**Souls:**  
+3 Souls  
**Draw:**  
1x Event

**Trial:**  
**Search:**  
Adventurer's Armour

**SPECIAL RULES:**

**Trial:** (Kill 2 enemies)  
**Gang**

Characters must spend 1 stamina if they make their normal movement during their turn. Running is unaffected.



# GLEAMING SILVER



*A ruined barracks contains a number of venerable foes, barring your passage through.*

**OBJECTIVE:**  
Kill all enemies.

**REWARDS:**

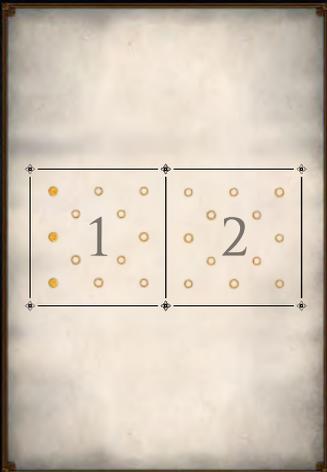
**Souls:**  
1 Soul per flipped trap token

**Trial:**  
**Souls:**  
+3 Souls  
**Refresh:**  
Heroic Action

**SPECIAL RULES:**

**Trial:** (+3 turns)  
**Mimic**

Increase Silver Knight block and resistance values by +1. Silver Knight attacks gain.



# THE IRON GOLEM



*At last you arrive at the fortress peak, only to be greeted by an enormous iron plated guardian.*

**OBJECTIVE:**  
Kill the Sentinel.

**REWARDS:**

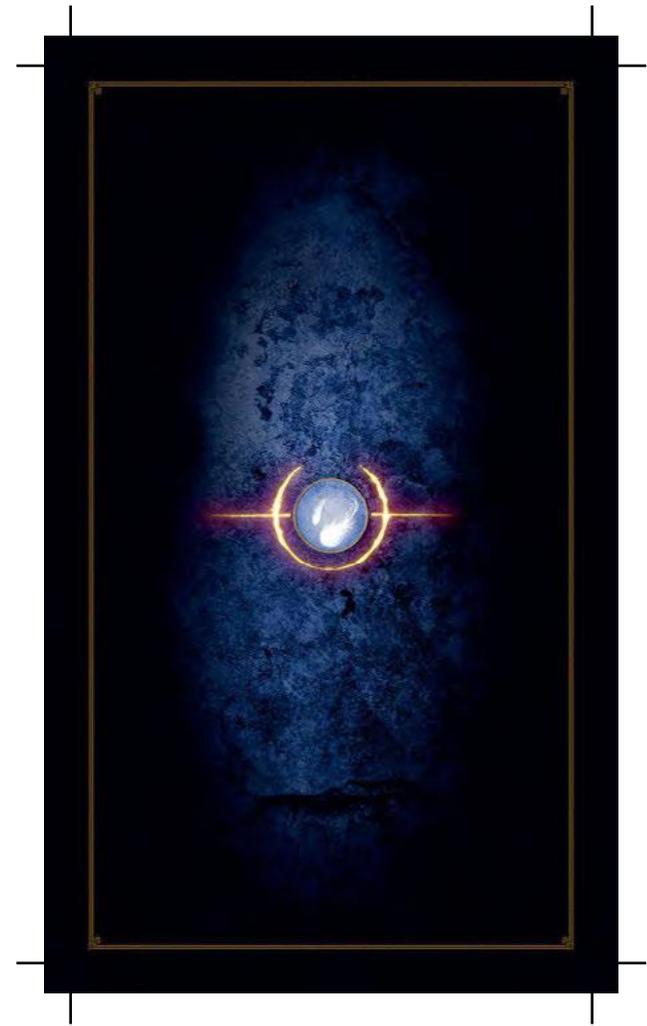
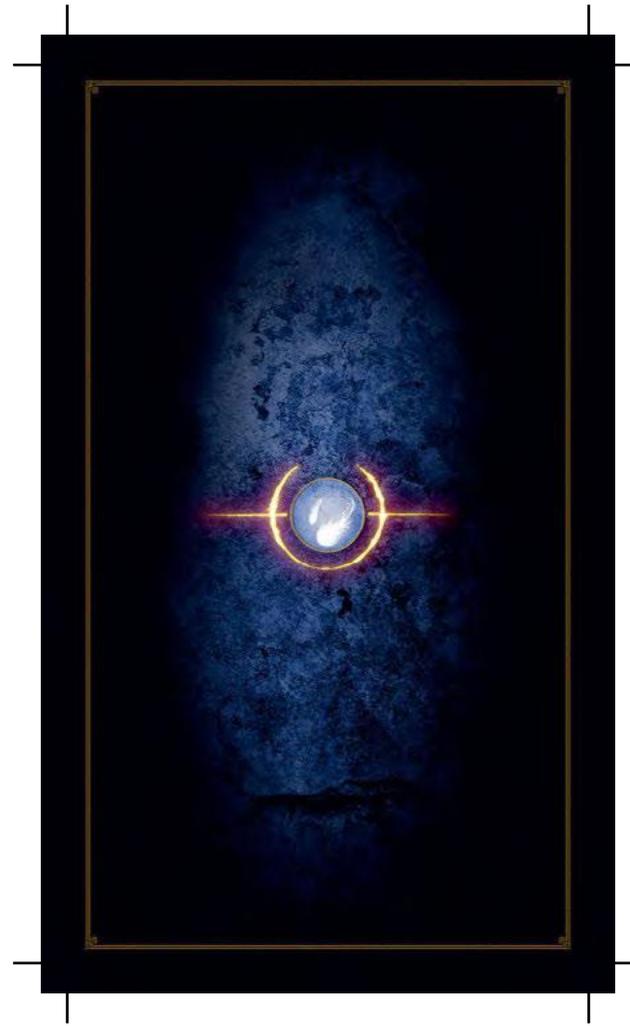
**Souls:**  
+4 Souls  
**Refresh:**  
Estus Flask  
Heroic Action  
**Search:**  
Giant's Halberd

**SPECIAL RULES:**

Increase the Sentinel's block and resistance values by +1.

If the Sentinel cannot hit a target within its attack range, it attacks the character with the aggro token instead, ignoring range.







# GRIM REUNION



*This fortification presents an impassable blockade, only unlockable from the inside...*

**OBJECTIVE**  
Activate the lever. Reach the exit node.

**REWARDS:**  
**Souls:** +5 Souls  
**Shortcut**

**Trial:**  
**Draw:** 2x Treasure

**SPECIAL RULES:**  
**Trial (Kill the Mimic)**

If a character opens the chest, instead of drawing a card from the treasure deck, replace the chest token with the mimic model.

Models cannot use the doorway node between tile one and tile two until the lever on tile two has been activated.

The board is a 2x2 grid of nodes. Node 1 (bottom-right) contains 5 yellow dots. Node 2 (top-right) contains 5 yellow dots. Node 3 (top-left) contains 5 yellow dots. To the right of the board is a vertical column of 15 tokens: 10 red tokens with various symbols, 3 purple tokens with symbols, and 2 yellow tokens with symbols. A red number '1' is placed above the tokens, and a red number '2' is placed to the right of the tokens. A red number '3' is placed to the right of the tokens.



# CASTLE BREAK IN



*Countless arrows darken the sky and your only path to the inner castle is perilous.*

**OBJECTIVE**  
Reach the exit node.

**REWARDS:**  
**Souls:** +7 Souls  
**Refresh:** Luck  
**Search:** Dragonslayer Greatbow

**SPECIAL RULES:**

**Timer (3)** Each character on tile one suffers 3 damage.

**Timer (6)** Each character on tile two suffers 3 damage. Reset the timer.

Characters can't enter tile three until all enemies on tiles one and two are killed.

The board is a 2x2 grid of nodes. Node 1 (bottom-right) contains 5 yellow dots. Node 2 (top-right) contains 5 yellow dots. Node 3 (top-left) contains 5 yellow dots. To the right of the board is a vertical column of 15 tokens: 10 red tokens with various symbols, 3 purple tokens with symbols, and 2 yellow tokens with symbols. A red number '1' is placed above the tokens, a red number '2' is placed to the right of the tokens, and a red number '3' is placed to the right of the tokens.



# ARCHIVE ENTRANCE



*The grand library's knowledge is protected by numerous armoured foes, and a strange music box.*

**OBJECTIVE**  
Kill all enemies.

**REWARDS:**  
**Souls:** 3 Souls  
**Draw:** 2x Treasure

**Trial:**  
**Souls:** +2 Souls

**SPECIAL RULES:**

**Trial (Don't discard the lever token)**

If an enemy is within one node of the lever at the start of its turn, increase its damage and dodge difficulty values by +1 for the rest of the turn.

If the lever is activated, discard the lever token from the board.

The board is a single node containing 10 yellow dots. To the right of the board is a vertical column of 15 tokens: 10 red tokens with various symbols, 3 purple tokens with symbols, and 2 yellow tokens with symbols. A red number '1' is placed above the tokens.





# CENTRAL PLAZA

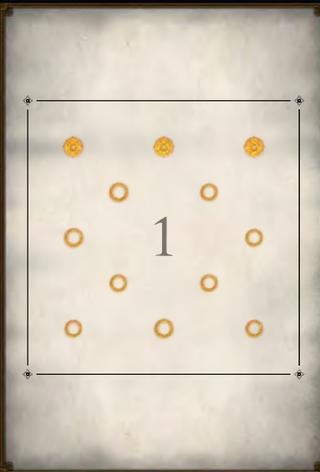


*Perhaps the central spire's mechanical system can raise you towards one of the upper levels...*

**OBJECTIVE**  
Activate the lever times. Kill all enemies.

**REWARDS:**  
**Souls:**  
8 Souls  
**Draw:**  
1x Event  
**Shortcut**

**SPECIAL RULES:**  
All enemies on the tile must be killed before the lever can be activated.  
All enemies respawn each time the lever is activated.  
The second time the lever is activated, place a Sentinel on .



# HANGING RAFTERS

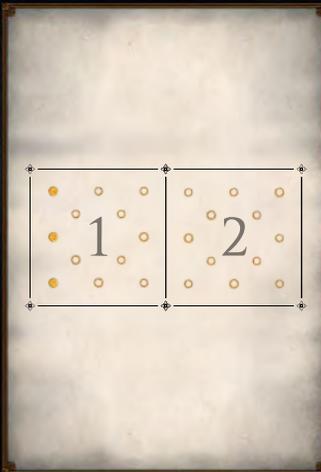


*To progress, you must inch across narrow beams as crossbow bolts pelt your position from below.*

**OBJECTIVE**  
Reach the exit node.

**REWARDS:**  
**Souls:**  
 +6 Souls  
**Draw:**  
2x Event  
**Search:**  
Dark Wood  
Grain Ring

**SPECIAL RULES:**  
**Trial (Kill +3 enemies)**  
**Onslaught**  
Reduce the node model limit to two.  
If a character is pushed by an enemy attack, they suffer .  
If a character is pushed, they are always pushed towards the closest trap token.



# DEPTHS OF THE CATHEDRAL



*As you head deeper into this sprawling place, servants and soldiers appear from forgotten chambers.*

**OBJECTIVE**  
Kill all enemies on a number of tiles equal to (if there are four characters, kill all enemies).

**REWARDS:**  
**Souls:**  
5 Souls per tile cleared of enemies  
**Refresh:**  
Estus Flask  
**Draw:**  
1x Treasure

**SPECIAL RULES:**  
**Mimic**  
**Gang**  
Characters can only leave a tile if there are no enemies on it.







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# TROPHY ROOM

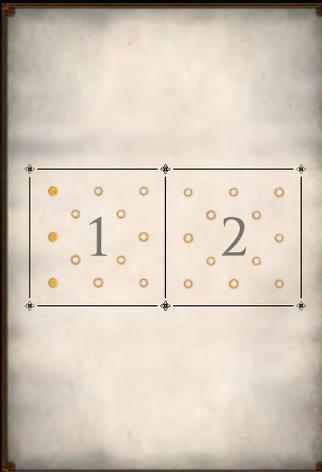


*Mounted heads watch as the aged hunters usher their underlings into a headlong charge.*

**OBJECTIVE:**  
Kill the Silver Knight Swordsmen.

**REWARDS:**  
**Souls:**  
10 Souls  
**Search:**  
Havel's Greatshield

**SPECIAL RULES:**  
Increase Silver Knight starting health by +1 and their block, resistance and dodge difficulty values by +1.  
Silver Knight attacks gain



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# THE GRAND HALL

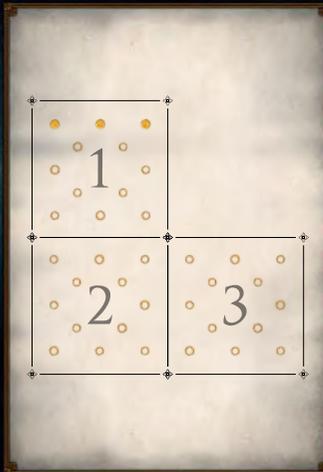


*Guards patrol halls where legends once walked. Unlock the great doors and enter the inner sanctum.*

**OBJECTIVE:**  
Activate the lever.

**REWARDS:**  
**Souls:**  
+9 Souls  
**Draw:**  
1x Event  
**Trial:**  
**Draw:**  
2x Treasure

**SPECIAL RULES:**  
**Trial (Kill all enemies)**  
**Mimic**  
Characters can only leave a tile if there are no enemies on it.  
Enemies that begin on tile three gain +1 dodge difficulty and their attacks gain +1 damage.



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# TWILIGHT FALLS

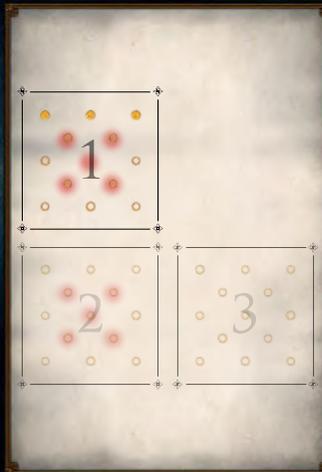


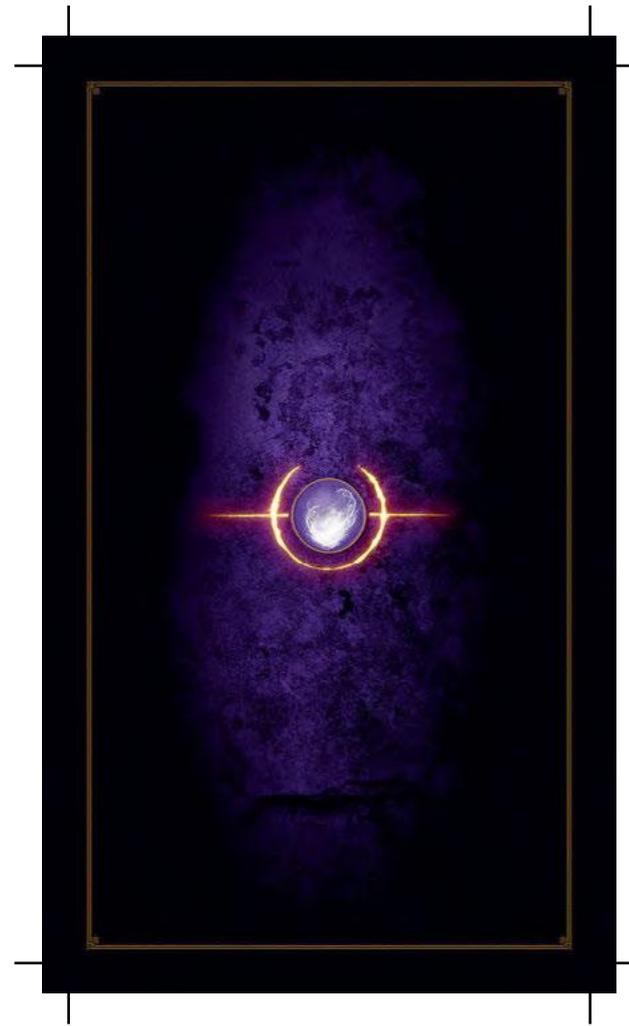
*Darkness descends. Swathed in moonlight, illusions now falter. How much of this place was even real?*

**OBJECTIVE:**  
Kill all enemies.

**REWARDS:**  
**Souls:**  
+3 Souls  
**Refresh:**  
Heroic Action  
**Shortcut**

**SPECIAL RULES:**  
**Illusion**  
**Gang**







# TITANITE DEMON



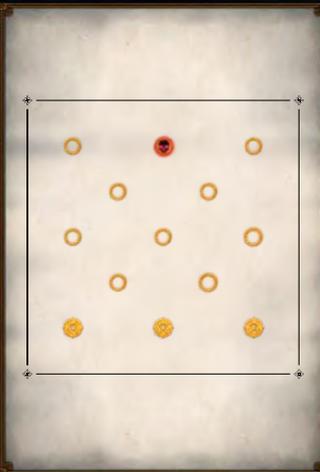
*After the Nameless Blacksmith's death, terrible demons rose from the unshaped metal of the gods...*

**OBJECTIVE:**  
Kill the Titanite Demon.

**REWARDS:**

**Souls:**  
+6 souls  
**Search:**  
Titanite  
Titanite Catch Pole

**SPECIAL RULES:**  
When this encounter is completed, read pg. 31 of the *DARK SOULS: The Sunless City* rulebook.



# ORNSTEIN AND SMOUGH



*At last, the final threshold and its guardians... the captain of the Knights of Gwyn, flanked by the city's deranged executioner.*

**OBJECTIVE:**  
Kill Dragon Slayer Ornstein and Executioner Smough.

**REWARDS:**

You have completed the campaign!

