

Dark Souls™ & ©BNEI / ©FS, Inc.

 FIREKEEPER'S BOON 



Choose a character.
That character can upgrade a stat without spending souls.

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 LIFEGEM 



During the next encounter, this character heals 1 damage at the start of each of their turns.
At the end of the next encounter, discard this card.

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 GREEN BLOSSOM 



During the next encounter, when this character runs, they can move any number of nodes without spending stamina.
At the end of the next encounter, discard this card.

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 REPAIR POWDER 



During the next encounter, this character reduces the damage they suffer from enemy attacks by 1.
At the end of the next encounter, discard this card.

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 ALLURING SKULL 



During the next encounter, this character rolls an extra dodge dice when making defence rolls.
At the end of the next encounter, discard this card.

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 PINE RESIN 



During the next encounter, this character adds +1 to their damage total when they make an attack.
At the end of the next encounter, discard this card.

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 FORGOTTEN SUPPLIES 



Choose a character.
That character flips all of their character tokens to the ready face.

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 FORGOTTEN SUPPLIES 



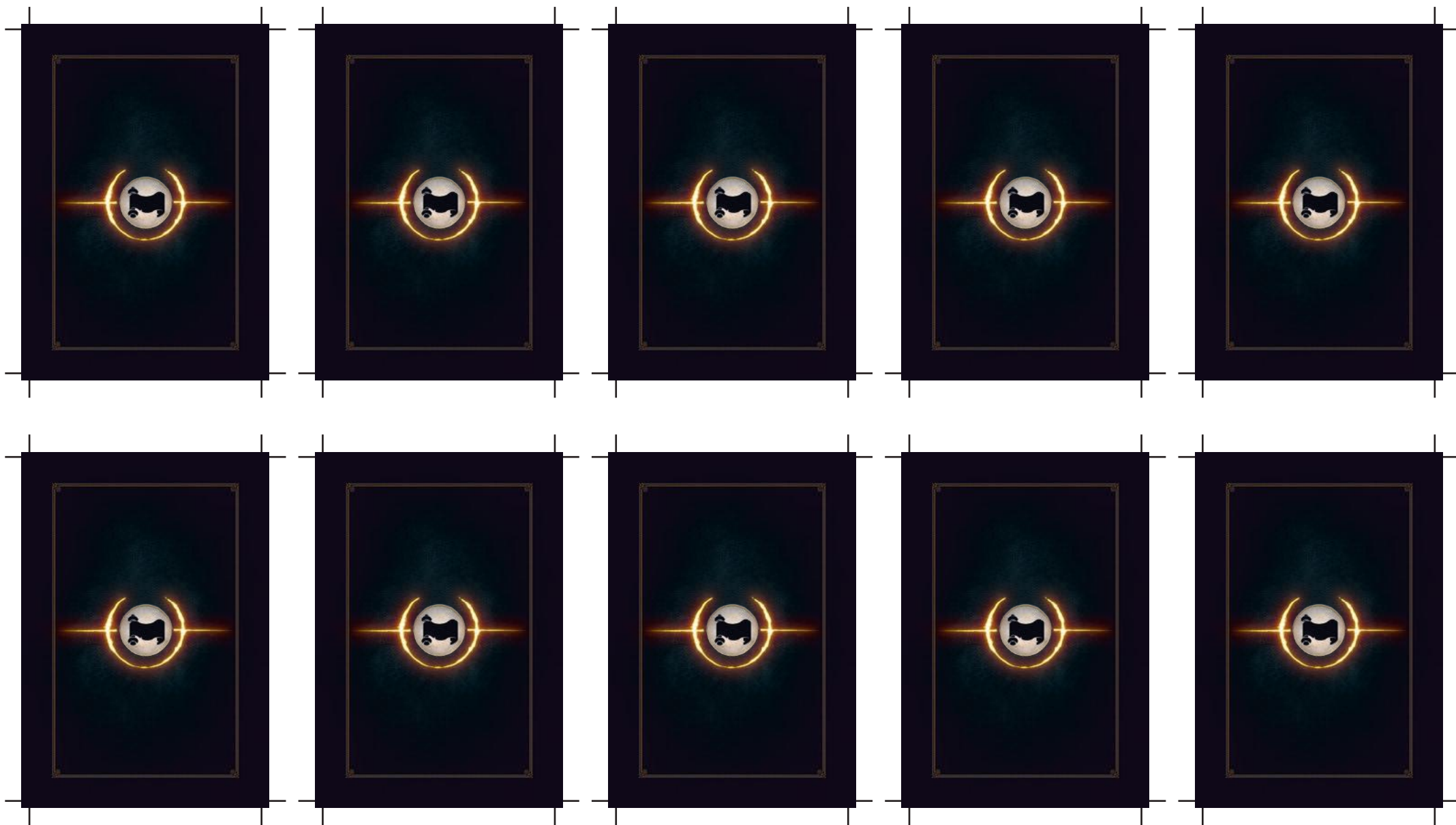
Choose a character.
That character flips all of their character tokens to the ready face.

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 RITE OF REKINDLING 



The next time the party returns to the bonfire, each character can undo any number of their upgraded stats, and return the number of souls spent upgrading them to the soul cache.
Once this card has been resolved, it is discarded.





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**STOLEN
ARTEFACT**

Draw five cards from the treasure deck. Place one card in the inventory, then return the remaining cards to the bottom of the deck.



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**STOLEN
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Draw five cards from the treasure deck. Place one card in the inventory, then return the remaining cards to the bottom of the deck.



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**UNDEAD
MERCHANT**

After completing this encounter, the party can purchase treasure.



Dark Souls™ & ©BNEI / GFS, Inc.
**UNDEAD
MERCHANT**

After completing this encounter, the party can purchase treasure.



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**SCOUT
AHEAD**

If this space is blank, draw an extra encounter card when moving onto it.
If this space already has a card, instead draw the top card from the corresponding deck, and either replace the existing card with the new card, or discard the new card.
Once this card has been resolved, discard it.



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**SCOUT
AHEAD**

If this space is blank, draw an extra encounter card when moving onto it.
If this space already has a card, instead draw the top card from the corresponding deck, and either replace the existing card with the new card, or discard the new card.
Once this card has been resolved, discard it.



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**SCRYING
STONE**

Look at the top three cards from the event deck. Return each to either the top or bottom of the deck in an order of your choosing.



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**BLACKSMITH'S
TRIAL**

During the next encounter, this character can discard this card to reroll an attack or defence roll.
If the encounter is completed and this card has not been discarded, search the treasure deck until an upgrade card is revealed, then either add it to the inventory or use it to upgrade a card. Then, shuffle the treasure deck and discard this card.



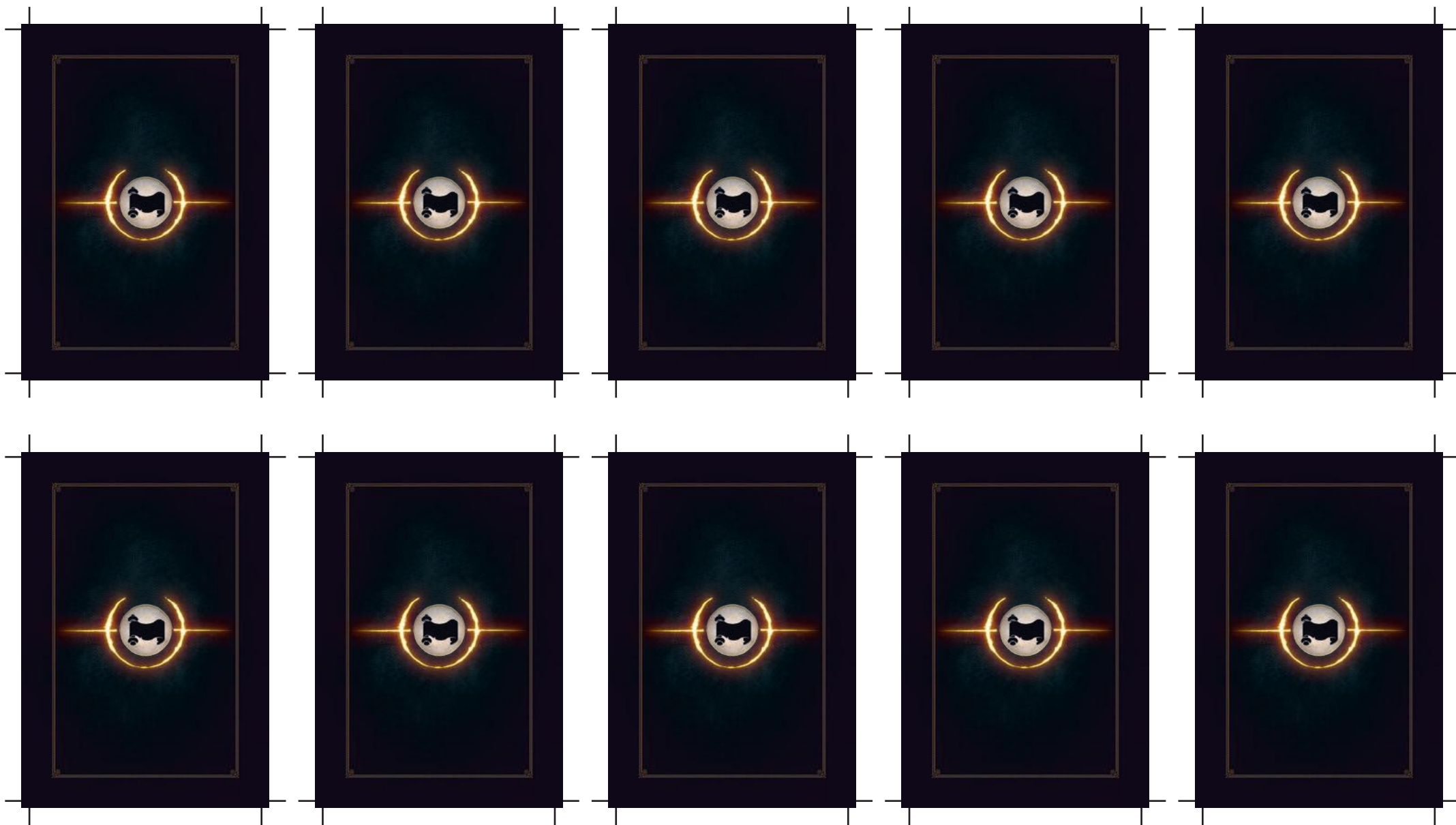
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**UNHALLOWED
OFFERING**

Each character can flip any number of their player tokens from their ready face to their used face.
Add a soul to the soul cache for each token that was flipped.



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**HEARTY
BONFIRE
ASCETIC**

Increase the starting health of all enemies in this encounter by one.
If the party completes this encounter, they receive a number of extra souls equal to $\text{HP} + 2$.
Discard this card at the end of the encounter, regardless of whether it was completed or failed.



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MARTIAL BONFIRE ASCETIC



Increase the damage value of all enemy attacks in this encounter by one.

If the party completes this encounter, they receive a number of extra souls equal to +2.

Discard this card at the end of the encounter, regardless of whether it was completed or failed.

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BLEAK BONFIRE ASCETIC



Increase the dodge difficulty value of all enemies in this encounter by one.

If the party completes this encounter, they receive a number of extra souls equal to +2.

Discard this card at the end of the encounter, regardless of whether it was completed or failed.

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BLOODSTAINED BONFIRE ASCETIC



Add to all enemy attacks during this encounter.

If the party completes this encounter, they receive a number of extra souls equal to +2.

Discard this card at the end of the encounter, regardless of whether it was completed or failed.

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VIRULENT BONFIRE ASCETIC



Add to all enemy attacks during this encounter.

If the party completes this encounter, they receive a number of extra souls equal to +2.

Discard this card at the end of the encounter, regardless of whether it was completed or failed.

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FROZEN BONFIRE ASCETIC



Add to all enemy attacks during this encounter.

If the party completes this encounter, they receive a number of extra souls equal to +2.

Discard this card at the end of the encounter, regardless of whether it was completed or failed.

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CRACKED BONFIRE ASCETIC



Add to all enemy attacks during this encounter.

If the party completes this encounter, they receive a number of extra souls equal to +2.

Discard this card at the end of the encounter, regardless of whether it was completed or failed.

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BIG PILGRIM'S KEY



This card counts as a shortcut.

If this encounter gains a shortcut token, shuffle this card back into the deck.

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LOST ENVOY



At the start of this encounter, one character is not placed on the starting tile.

At the start of the encounter, roll . When the timer token reaches the indicated value on the die, the remaining character is placed on .

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PRINCESS GUARD

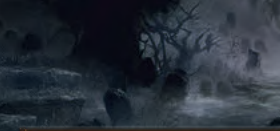


If this character is attacked and would die, ignore the attack and discard this card instead.

If the encounter is completed and this card has not been discarded, search the treasure deck until an Ember card is revealed, then add it to the inventory. Then, shuffle the treasure deck and discard this card.

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LOST TO TIME



One at a time, roll for each card in the inventory.

The first time a blank result is rolled, discard the treasure card, then return this card to the box for the remainder of the campaign.

If no blank results are rolled, shuffle this card back into the deck instead.

