**THE LANDS OF LOTHRIC EXPANSION RULES**

* You can enter Lands of Lothric by finding Darksign card.
* Use the Darksign card to move you to Firelink Shrine.
* In the Lands of Lothric you move 1 step per round. (no dice for movement except for wearing a special ring)
* Once you are in Lands of Lothric, you lost your soul and became Hollow.
* After you kill the final boss Soul of Cinder, you will get the Ember and Talisman card.
* If you use the Ember, you will get your soul back and became human again. Then you must discard the card.
* You must be human to get back to the lands of Talisman.
* For further progression you need to obtain certain items that are shown on the board.
* To enter the final boss area you need to kill certain bosses and obtain 5 items that are shown on the board.
* In each area you draw 1 card from the Lands of Lothric adventure deck.
* All bosses have their own cards.
* There are 10 Titanite Slabs. If you get all of them, you can exchange them for 5 upgreade points. ( Print as many you need to play, or you can use custom tokens.)
* Flasks can replenish you 1 life or 1 fate point to your max capacity. Can be used only once per game circle.
* If you kill a boss, you will get his soul. ( Print as many you need to play, or you can use custom tokens.)
* Once you get Transposing Kiln and give it to Ludleth of Courland, you can transmute boss souls for Gold, Upgreade points, Life points or Fate points. (Life only to starting Character limit)
* If you leave Lands of Lothric after using the Amber, you can come back, but all the Bosses will be alive again and they add +1 point to their attack. (New Game +)
* Havel’s set – This special set of armor can be wear only with the Havel’s ring. The Ring allows you to wear full Havel's set without restriction of maximum carrying objects.
* If you wear full set of Havel’s armor you can‘t lose a life. However if you are defeated in a battle you still lose the battle.
* If you are killed, you must start again from Firelink Shrine with the same Character.
* Tarrain cards are put back to deck after use.
* You can sell items to merchant for same price.
* You dont need to open a chest, but if you do, you must draw a card from chest deck. Opened chests are put away from the game board.