

DARKLIGHT

MEMENTO MORI



Rulebook

“Intermundis has become a frightening place, where the weak suffer and the strong survive. A world in constant battle for supremacy, infested by terrifying creatures fighting each other; where concepts such as Order, Equality and Justice are hard to come by and often replaced by cruelty, greed, and lust for power. The morality of actions can no longer be applied by a set of standard laws, for who’s to say when it’s unjust for a desperate mother to kill the child of another in order to save her own and prevent the same cruel fate from happening to her.

Don’t be too quick to judge the people and settlements you will encounter on your journeys, for grief, loss and desperate times can change or corrupt the heart of even the strongest individual. Can you truthfully say you will remain the same after years of dark, cruel journeys through this accursed world, or would you admit that your survival and the survival of those you value most would take priority over any sense of “good” and “evil” others might use to judge your actions?

Are you ready to take responsibility?

It is time for you to make a choice; live a long life and survive on a blood-drenched path built on the bones of others all the way to the top of this cursed existence, or wither and die alone, to be stepped on by those with power and souls, adding your bones to countless others in paving a chilling and macabre road of death.”

-Accursed Guildmaster Ezokael.

-For Nonna Bianca-

Introduction

Your story begins deep down within the dark corridors of an old, abandoned dungeon as you are awakened on the moist, cold slabs of a prison floor. You have no recollection of who you are or why you are there. Your body aches and you struggle to pick yourself up.

Your cell door unlocks. As you step out you are greeted by the silent stare of a winged being wrapped in black bandages. Floating between their fingers is a heart-shaped crystal glowing with the only source of light around you. With but a few fragments of memories swirling in your mind, you identify this entity as the Grim Warden. You begin hearing their voice even though you cannot see the lipless mouth move.

The Warden tells you that you are being given a Cursed Heart; a crystal which binds your soul to it. Straying too far will result in your death, but feeding it the souls of those you slay will grant you long life and power. You are now one of the Accursed; a slave with chains wrapped around your soul and an as yet unclear purpose.

Your journey begins here as you make your way out of the dungeon and into the world of Intermundis, seeking your own path, trying to make a life for yourself within a land devastated by demonic invasion. Struggling to stay alive and dealing with the difficult choices presented to you.

Summary

Darklight: Memento Mori can be played by 1 to 4 players, each controlling an Accursed fighting for survival, loot and a way out from the shadow cast by the quill of the Grim Warden. The Basic Rules found within the first section of this manual will teach you how to play any of the quests found within the Quest Book. Once a quest ends successfully (by completing the given objectives), or in failure (because every Accursed has died, failed to meet the objectives, or escaped the Dungeon), the players can put all the game components back in the box or start all over.

The Advanced Rules found later in this manual will show you how to record the progress of your Accursed so that you can develop and continue through multiple dungeons with the same character over a period of weeks or months. The Advanced rules will also show you how to bring your Accursed out of the claustrophobic dungeons and through the dangers of traveling the world of Intermundis, as well as giving you the opportunity to develop a reputation within the Settlements you visit and expand your powers and influence.

The final section of this manual, the Roleplaying Rules, will give you the option of adding an extra player known as the Dark Master who will take on the role of creating unique adventures, controlling the Monsters and portraying the characters the Accursed will meet in their journeys.

More information regarding the game and the world of Intermundis can be found on our website at:
www.darkicegames.com/darklight





Components

The following is a list of all the components you will need to play the game and a brief explanation of how to set them up and use them.

1 Rulebook, 1 Quest Book

The Rulebook is required to learn how to play Darklight. Only read the Questbook when instructed by the rules found within this manual.



1 Settlement Booklet

Contains rules for each location found within Settlements (Advanced Rules).



81 Miniatures

The term 'Accursed' will always be used when referencing the characters controlled by players while 'Monster' will always be used to reference any hostile character trying to kill the Accursed. If the game uses the term 'Miniature' or 'Character' it refers to both Accursed and Monsters. Each player picks one of the 4 available Accursed miniatures.



x1 Black Knight



x1 Outcast



x1 Exorcist



x1 Blood Witch



x12 Crawlers



x4 Crawler Eggs



x12 Seekers



x6 Lurkers



x6 Lurker Scouts



x6 Deviants



x6 Devourers



x6 Skorn Savages



x6 Skorn Hunters



x6 Grim Cultists



x3 Skorn Shaman



x3 Skorn Brutes



x1 Dreadworm

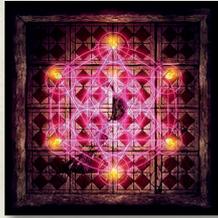


24 Map Tiles

To represent the corridors and rooms where the action takes place, the game uses Map Tiles, each sub-divided into a square grid. A single miniature may only take up 1 square (with the exception of large Monsters which take up 4). A square is considered adjacent to another if they share a side or corner; this is important for Movement or when counting distances between squares.



x1 Idol Room



x1 Arcane Room



x1 Storage Room



x2 Long Corridor



x1 Torture Room



x1 Sacrificial Room



x1 Dweller's Room



x2 Corridor



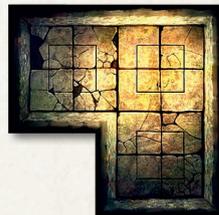
x1 Stairway Up



x2 Junction



x2 Intersection



x2 L-Corridor



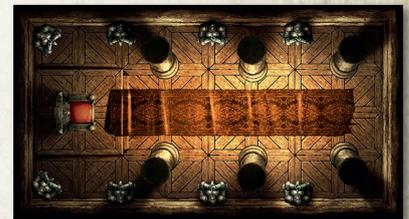
x1 Stairway Down



x1 Necrostream



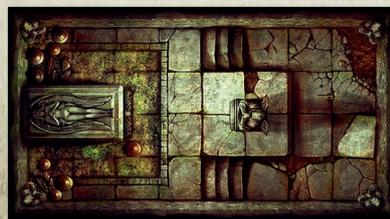
x1 Sanctuary



x1 Hall



x1 Arena



x1 Crypt



x1 Chapel



15 Archways

Archways are used to join 2 Map Tiles together. Each Archway has 2 squares which are considered to belong to **both** Map Tiles, so whenever a rule affects the room an Accursed is currently in, and they are currently on an Archway, they must decide which of the 2 adjoining rooms the rule will affect.



12 Doors

There are 6 regular Doors, 2 Broken Doors, 2 Portcullis, 1 Guillotine and 1 Wailing Wall. Whenever you place a new Archway down, always slot in a regular Door and keep it there until it is opened. The rules governing each type of Door will be found on the cards which create them.



Door

Broken Door

Portcullis

Guillotine

Wailing Wall

4 Dashboards

Dashboards contain all the information about your Accursed; each player should take the one matching their miniature. Dashboards have a male and female side, though there are no rule differences - it's purely a matter of preference.

1. The generic name given to your Accursed.
2. Your Accursed Class which defines what Skills they may learn.
3. A list of starting items for your Accursed.
4. Health determines how many Wounds your accursed can take before they die.
5. Sanity determines how much Insanity your Accursed can suffer before they lose their mind.
6. Movement value determines how many squares an Accursed can move across Map Tiles each round.
7. Initiative determines the turn order while in combat, with the highest score going first. If two or more Accursed have an equal Initiative score they may decide between them who goes first each round. If their score is equal to that of a Monster, the Monster will always go first. The Initiative scores of Monsters can be found on their cards.
8. Some Accursed might have unique rules written here. These will always take priority over any rule found in this Rulebook.
9. These are your Melee and Ranged Attack values. The first number tells you how many attacks you can make per round. The second number tells you the score you must roll with a d6 to successfully hit your opponent (known hereafter as the 'To Hit' value). Example; a Melee value of 1/4+ means you can make 1 attack per round and must score 4 or better to hit your opponent.
10. The Belt size tells you how many Consumable items your Accursed can carry within their Belt Slot.
11. Each character has a set of Attributes which measure their abilities in specific situations; for example, Strength measures the physical might of a character and therefore how damaging their Melee attacks will be. The use of Attributes will become clearer as you read through the Rulebook.

Dice

The game comes with 10 six-sided dice also known as 'd6' and a translucent red die called the 'Darkness Dice'. If the rules ever tell you to roll 2 or more d6 together, you will find it written as 2d6, 3d6 and so on. If the rules ask you to roll a d3 you will roll a d6 and halve the result (rounding up).

Whenever a rule says that you need to roll a specific number or better to achieve success, it will be followed by the '+' sign; so 3+ means you must roll 3, 4, 5 or 6, while 5+ means you must roll 5 or 6.

A numeric modifier to your dice roll will be shown by a '+' or '-' followed by a number; so if you see 1d6+1 it means you must add 1 to your dice roll (giving you a possible result between 2 and 7).

If a rule says you may re-roll one or more dice, take whatever dice you have just rolled and roll again accepting the second result instead. You can never re-roll any dice more than once, regardless of multiple rules giving you the option.

As a general rule, any time you are told to halve a dice roll, round up where necessary (unless otherwise stated).





4 Equipment Boards

Each Accursed takes 1 Equipment Board and places it next to their Dashboard; these are used to keep track of the player's currently Equipped items and resources.



1. *Equipment Slots: place Equipment cards with matching icons in these spaces whenever they are Equipped. Only one item can occupy each Slot (with the exception of the Exorcist's Censer item). Items Equipped in the Hand Slots can go in either hand, unless the Equipment card displays the 2-Hands icon in which case it requires both Hand Slots (and is therefore the only item which can be Equipped in either hand). Any items you own which are not currently Equipped are held in your 'Inventory' which is denoted by placing them face down beside your Equipment Board.*
2. *Whenever your character acquires Source, which is needed to cast spells, place the Source tokens in this area. (As explained on their Dashboard, the Exorcist cannot acquire Source, so they use this area to keep track of Faith instead.)*
3. *Use this area to keep track of your character's Stamina, which is required to perform exceptional feats.*
4. *This area tracks your current number of Wounds, with one token representing the 'tens' and the other the 'units'. Start by placing a red cube on '0' and another on '00' and move these along as your Accursed suffers Wounds throughout the game. Example; if you currently have 12 Wounds you will have one cube on '2' and the other on '10'. A Character may never suffer more Wounds than their Health value.*
5. *This shows your Accursed's Insanity level; it works just like the Wounds tracker, so place a blue cube on both rows at the start of the game and update them as you gain or lose Insanity.*

Note: As per the rules on their Dashboard, the Exorcist is the only character which may equip Censers. These are placed within the Belt Slot but are not considered to take up that Slot.

Cards

There are several decks within the game, each identified by a different card back.

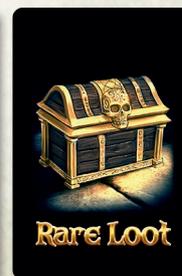
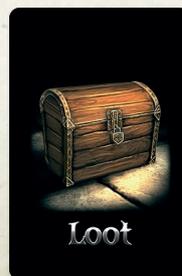
1 Cursed Heart

Nominate any of the current players as the 'Group Leader' and give them this card. The Group leader will lay down the Map Tiles, move the Monsters according to their rules, read the text whenever the rules do not specify who should do so and also take final decisions on disputes or where rules might be unclear. You may only change the Group leader before the start of a Quest.



43 Loot, 51 Rare Loot, 124 Marketplace

These decks represent the Equipment the Accursed may find or buy during their travels. The Marketplace cards are only used if you are playing with the Advanced Rules. Shuffle the Loot and Rare Loot decks individually at the start of each Quest.





Item Card Breakdown

1. Item name.
2. Keywords pertaining to the item, often referenced by the rules.
3. Item weight. An Accursed may only carry items totalling 10 + their Strength value in weight points (this includes both Equipped items and those in Inventory). E.g. an Accursed with Strength 3 may carry up to 13 weight points of items. If they go over this limit they must immediately discard items until they are back inside the limit.
4. Attribute Requirement. If an item has an Attribute Requirement, the Accursed must meet the requirement to be able to equip it. If the requirement is not met, the Accursed may still carry the item in their Inventory, but cannot equip it. If an Accursed is using an Equipped item and the required Attribute is temporarily lowered below the value shown, the item must immediately be unequipped and returned to their Inventory.
5. This shows the Equipment Slot into which the item is placed when Equipped.
6. Value of the item, used if the Accursed wishes to sell it (see Advanced Rules).
7. Properties and rules pertaining to the item when Equipped.

8 Starting Equipment

These are the items the Accursed begin with. The card backs show which Accursed the items belong to. Each player takes all of the cards with the backs matching their Accursed at the start of the game.



10 Heirlooms

These items are somehow tied to the characters' past. Players are encouraged to come up with a story explaining why they are in possession of their item, perhaps tying it to a lost fragment of their memory. Each Accursed draws one random Heirloom card at character creation and keeps it Equipped in the appropriate Slot, where it will grant minor, unique perks. Place all unused Heirloom cards back in the box.



23 Encounters, 13 Bosses

Encounter and Boss cards are used to generate random Monster encounters which pose a deadly threat to the Accursed. Both decks are shuffled individually at the start of each Quest. Each card shows 4 different possible encounters which vary by the number of Accursed in the party. Simply choose the correct encounter for the number of players. Each card also specifies the type of reward gained for defeating its encounter, showing either Loot or Rare Loot icons. Encounter cards also have a unique ID number at the bottom which is referred to by various Quest rules.



40 Events

Event Cards contain all the unexpected occurrences the Accursed will come across while delving through the dungeons, from the mysterious to the downright dangerous. Events are shuffled at the start of every Quest. All Event cards have a unique ID number at the bottom which is referred to by various Quest rules.



20 Warrior Skills, 20 Predator Skills, 20 Witchcraft Skills, 20 Demonologist Skills

Skill cards are unique abilities the Accursed can learn during their development. The card backs show which class each Skill belongs to (e.g. the Black Knight can learn from the Warrior deck). Each Skill card has a name, a requirement and a description of what it does (which will become more clear as you read through these rules). Requirements specify the minimum level a character must be in order to learn the Skill and if there are any other prerequisite Skills which must be learned first. All Accursed start at Level 1. Once the starting Skills have been chosen, the rest can go back in the game box for now.



28 Dungeon

Dungeon Cards are used to generate the Dungeon Deck. Each card corresponds to a Map Tile and contains any special rules regarding that tile. There are also 4 Objective cards used by specific quests.





Cards bearing a skull icon along with their name are only used when specified by Quest rules, so place these along with any unused cards back in the game box after the Quest Set Up is complete.

20 Spells

All Accursed can eventually learn spells under the Advanced rules, but at the start of the game only the Blood Witch starts with Spells (as specified on their Dashboard). Once all required Spell cards have been picked, place the rest back in the game box. All Spell cards feature a symbol and a name which shows the 'Branch' (or 'type') of Magic they belong to.



20 Miracles

The Exorcist is the only Accursed who can use Miracles (again this is detailed on their Dashboard). Miracles are divided into three groups with differing card backs; Offensive, Defensive and Healing. The Exorcist shuffles these decks individually before the game starts, then takes the top card from each category. All unused miracles should be returned to the game box.



19 Monsters

Each Monster in the game has an associated Monster card with information on both sides; one side showing an illustration and a short description of the Monster, and the other containing all the rules and information needed to play (much like the player Dashboards). These do not need to be shuffled, just keep them nearby for easy reference.



40 Journey

These come into play while traveling the dangerous lands of Intermundis when using the Advanced Rules.



4 Reference Charts

New players should take one of these as a handy reference to many of the basic rules, avoiding the need to continually refer back to this Rulebook. Once players become familiar with the rules, these will become less necessary.



Darkness/Dread Wheel

This wheel is double sided. The Darkness Wheel will be used during Quests, while the Dread Wheel is used when the Accursed are travelling outside of dungeons under the Advanced Rules. Each space of the Darkness Wheel is numbered from 1 (the Start) to 12. Move the Darkness Marker token clockwise around the Wheel when instructed to by cards or rules. The position of the Darkness Marker controls various aspects of the adventure while playing. Place the Darkness Wheel beside the Group Leader along with the following decks; Events, Encounters, Boss, Monsters, Loot and Rare Loot.



1. Whenever the Darkness Marker lands on the first space of the Darkness Wheel, players regain 1 use of the Cursed Heart (this is covered in more detail later).
2. These are Encounter spaces. When the Darkness Marker lands on one of these, an Event or an Encounter will take place.





Tokens

The game comes with several cardboard tokens to help you keep track of various aspects of play.

1 Darkness Marker

As previously mentioned, place this at the start of the Darkness Wheel to keep track of the current level of threat.



4 Accursed Tokens

There is one token for Each Accursed. These are used when you are instructed to pick one or more Accursed at random. Shuffle together the tokens for those involved in a given situation and draw one at random to determine who has been chosen. (Alternatively, you can select by having all concerned roll a d6, the lowest score being selected).



6 Cursed Heart Uses

These represent how full the Cursed Heart currently is. Take the correct number of tokens for the number of current players, as specified on the Cursed Heart card. Place the tokens on the card, and put the rest back in the box. Each token has a full and an empty side. Make sure all tokens start on the full side at the start of the game, and turn them over as you spend them.



20 Stamina

Stamina tokens are double sided, showing full or spent, and are used to perform various physical feats. At the start of each dungeon, players place a number of full Stamina tokens on their Equipment board equal to their Endurance Attribute value.



10 Chests

There are 4 different illustrations on the reverse of these tokens; Loot, Rare Loot, Locked and Possessed! Remove the Possessed! tokens if you do not own the 'Exploration Pack Supplement', then shuffle the remaining tokens placing them face down next to the Darkness Wheel. (Possessed chests are discussed later in the Rulebook.)



26 Wound Tokens

Whenever Wounds are inflicted on Monsters, place these tokens next to their associated miniature.

To reduce clutter the tokens have 2 sides, one featuring a single Wound and the other 5 Wounds (flip them as required to keep track).

For Monsters which can endure a large number of Wounds (e.g. high level Boss Monsters with lots of Health), it might be more convenient to keep track of the number of Wounds inflicted on a piece of paper instead.



4 Survivors

These are used by specific Quests and can remain in the box until you need them.



30 Consumables

These include Serum, Bandages, Lockpicks, Oil Flasks and Blessed Water. The Starting Equipment section of each Accursed Dashboard specifies how many Consumables they begin the game with. Choose the correct number and place them within your Belt Slot on the Equipment board. The remaining tokens can go back in the box for now.



24 Source Tokens

Each character with an Equipped item featuring the Catalyst Keyword (for example, the Blood Witch's Cursed Skull) should take a number of Source tokens equal to their Mind Attribute score and place them near their Equipment Board. These will be used as Source is gained throughout the game. Like Stamina tokens, they have an unspent and a spent side. (Source will be explained in more detail later).



9 Faith Tokens

Exorcists gain Faith as they play, so take enough Faith tokens to represent double the Exorcist's Charisma Attribute score and keep them handy.

As the Exorcist gains Faith during the game, they should place the appropriate number of tokens on their Equipment board. The tokens have two different values to reduce clutter.



10 Fire Tokens

These are used to keep track of when a character is Ignited (set on fire) and are placed beside their miniature when this happens. One side features a full flame, the other a half flame as the effects wane.



10 Poison Tokens

These help keep track of how many Poison points a character is suffering from and are placed beside their miniature. The tokens have two different values to reduce clutter.





5 Boss Tokens

There are 5 rare Bosses in the game, each with their own cardboard token. These are treated like miniatures and feature an arrow on one side to help you keep track of which Accursed is being currently targeted. The other side features the silhouette of a man which should be turned up to represent that the Boss is Prone (if there is no Prone side to the token, that Boss does not need it).

Note: if you own the 'Boss Pack Supplement' you can use their miniature counterparts instead and discard these.



2 Boulder Markers

Some Events and Spells will make use of these. They fit within a 2x2 space just like Large miniatures and feature a small arrow which points in the direction that they will roll.



12 Special Locations

These are used to create Settlements when using the Advanced Rules.



Assorted Furniture

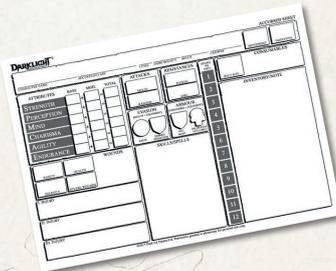
These can be used by the Dark Master (see Roleplaying Rules) to help them create reference points during custom adventures.



Character/Settlement Pad

These will be used to keep a record of your Accursed and/or the Settlements you visit when using the Advanced Rules. If you run out, you can print some more by downloading them from our website:

www.darkicegames.com/darklight/downloads



Set Up a Quest

Instructions for setting up Quests can be found in the Quest Book. There you will find specific rules regarding the setup of the introductory Quest as well as the other 36 Quests found within its pages.

Introductory Quest

If this is your first time playing Darklight or all of your Accursed are newly created, you are strongly advised to begin with the introductory Quest entitled 'Awakening' found on page 3 of the Quest Book.

Random Quest

If you are doing the 'Awakening' Quest, skip to the paragraph 'Read the Prologue' for now. If you have already completed 'Awakening' and are ready to take on new Quests, follow these instructions:

Take the six Quest Room dungeon cards, shuffle them and draw one at random; then roll a d6. Find the group of Quests in the Quest Book matching the room name you have just drawn and then find the Quest number matching your die roll. For example; if you drew the 'Sanctuary' room card and rolled a 5, you would undertake the fifth Sanctuary quest entitled 'Lost Are We'.

Read the Prologue

The Group leader now reads the prologue to all players to set the mood for the Quest they are about to undertake.

Dungeon Deck

Now prepare the Dungeon deck. Remove any Dungeon cards showing the Skull icon, apart from those specified in the Quest rules (if any). Shuffle the remaining cards and then deal out cards into two piles to make the First Half and Second Half decks - the Quest Rules will tell you how many cards to include in each deck. Add any specified Quest Room cards to the decks (some Quests include more than one Quest Room), then shuffle the two individual decks that you have built. Finally, place the First Half deck on top of the Second Half deck. Your Dungeon Deck is now ready for play.

Example: To prepare the Awakening Quest you need 4 cards for the First Half and 4 cards plus the Necrostream for the Second Half. Shuffle all the Dungeon cards (after removing the Skulls) and deal out two decks of 4 cards. Add the Necrostream card to one of the decks - this will be your Second Half Deck. Now shuffle the two decks separately and place the 4 card deck (the First Half) on top of the 5 card deck (Second Half) without any further shuffling. You now have a 9 card Dungeon Deck which is ready to play.

Quest Rules

Here you will find any unique rules specific to each Quest. Be sure to read them carefully and follow each step. Most Quests require you to find the Quest Room to proceed past a certain point. This is the case in the Awakening Quest where you must find the Necrostream before reading to discover what happens when it is revealed.

Stairway Down

Place the Stairway Down Map Tile with an Archway directly opposite the 4 stairway squares (known as the Dungeon Exit squares) and place the Dungeon Deck beside the closed Archway.

The players should now place their Accursed miniatures within any of the 4 Exit squares.



Quest Room

Read and resolve all instructions in the Quest Room section of the Quest Rules once the Quest room has been revealed (no peeking before then!)

Completing the Quest

Once the Quest has been successfully completed, read the Rewards and Epilogue sections of the Quest Rules and enjoy the spoils of your hard work.



The Round

The game takes place in Rounds, each divided into 4 stages: **The Darkness Roll**, **Exploration**, **Events** and then **Turns**. Once these stages have all been resolved the Round is complete and a new one begins.

In or Out of Combat

The Accursed will be engaged in combat from time to time, which will limit their ability to perform certain actions which require specific focus. This means it is important to know whether the Accursed are 'In Combat' or 'Out of Combat'.
If there are currently any Monsters at all present within the dungeon, the Accursed are considered to be In Combat. If no Monsters are present the Accursed are Out of Combat.

DARKNESS ROLL

At the start of each Round, the Group Leader rolls the Darkness Dice and places it in the middle of the Darkness Wheel for everyone to see the result. If the roll is a 1 the Darkness Marker is moved along the Wheel by 1 space, otherwise nothing happens and the Round continues.



When the Darkness Marker moves, look at the space it has landed on and proceed as follows:

Blank Space: Nothing happens - carry on with the Round.

+1 Uses: Replenish 1 spent Use of the Cursed Heart (flip one empty Use token back to the full side). You cannot go above your starting limit, so if there are no empty Use tokens nothing happens.

Encounter Space: Roll a d6. If the roll is 4, 5 or 6 take an Event card and choose an Accursed at random. Place the Event card face down beside the map tile containing the chosen Accursed. If the room already has Events present place any new Events below the previous ones. If the roll is 1, 2 or 3 draw an Encounter card and Spawn the Monsters indicated for the number of players as Ambushing. (How to Spawn Ambushing or Prepared Monsters will be covered later on.)

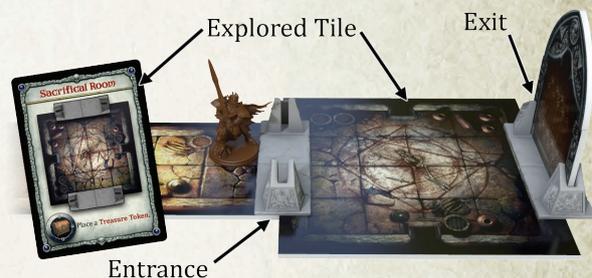
Faith Points

As detailed on their Dashboard, the Exorcist gains a Faith point if the Darkness Roll is a 1, 2, 3 or 4.

EXPLORATION

Exploration only happens if the Accursed are Out of Combat. If they are In Combat (or if no Doors were opened in the previous round) you may skip to the next stage. If one or more Doors are currently open you must Explore one this round (**only one**, even if multiple Doors are open).

To Explore a room take the top card from the Dungeon deck nearest the Archway (you can end up with multiple Dungeon decks as will be explained later), look at the illustration, then find the corresponding Map Tile. Slot the Map Tile into the existing Archway so that it matches one of the Archway positions shown on the card; this becomes the tile Entrance. Take a new closed Archway and slot it in the farthest Archway position from the Entrance as shown on the card; this is the tile Exit. If multiple Archways are the same distance from the Entrance, or the farthest Archway would cause the next map tile to intersect with an existing one, the Group Leader may choose which Archway to use as the Exit. Any special instructions on how to place the map tile or any unique rules associated with it will be written on the Dungeon Card. Discard the card once you have all the information you need from it. Next, move the Dungeon deck you just drew from to the newly revealed Exit.



Finally, move the Darkness Marker along the Wheel by 1. If it lands on an Encounter Space, follow the previous instructions but with the following differences; any Events revealed are placed beside the new map tile rather than beside a randomly chosen Accursed. Any Encounters revealed Spawn as Prepared within the new map tile (we'll explain this soon). **Do not move the Darkness Marker when Exploring the Quest Room.**

Note: When laying Map Tiles try to do it in such a way as to minimise the likelihood of tiles intersecting each other as the map expands. If you still find yourself in that situation either change the position of an unexplored Exit (regardless of its Dungeon Card) or alter the existing Dungeon layout a little to make it all fit.

Multiple Exits

If a Dungeon Card tells you to place 2 or more Exits, the potential path to the Quest Room will be split (with one or more paths leading to a dead end). When this happens, place the Map Tile and then add the number of new



Archways specified on the card (so 2 new Archways if the card says to place 2 Exits). Now deal the bottom card of the current Dungeon deck face down next to one of the new Exits, then the new bottom card to the next Exit and so on until all exits have 1 card. Then repeat this process until you have dealt all the cards from the original deck into a deck for each Exit. Use these new decks when Exploring the Archways they belong to. If no more cards are available or you have found the Quest Room, do not place any new Archways.



Treasure Chests

Whenever a Dungeon card tells you to place a treasure token, take 1 Chest token and place it face down beside that room. The Accursed can Search for the treasure and we will explain this process later.



EVENTS

If there is an Accursed present in a map tile containing an Event card, the Event is activated at the start of the Event stage. Once there are no more Events that can be Activated, the Events stage ends.



Activating Events

To Activate an event, the Accursed responsible for Activation (pick one at random if multiple Accursed are present in the tile) takes the Event card and reads it aloud. The players then follow the card's instructions to resolve it. Unless stated otherwise, discard the Event once it has been resolved. If there are multiple Events to be activated within

the same map tile, start at the top of the pile and work your way to the bottom (decide randomly each time which Accursed is responsible for Activation).

URNS

In Combat, characters take their turns in Initiative order, from highest to lowest. For example, if an Exorcist (Initiative 5), Black Knight (Initiative 3) and a group of Skorn Savages (Initiative 4) are present, the Exorcist will go first, followed by the Skorn Savages and finally the Black Knight. Out of Combat, the Accursed can take their turns in any order, but if combat begins during an Accursed's turn, Initiative order will start with them.

Before the Turns stage begins, the Accursed can adjust their equipment and perform any Channelling if desired.

Trade and Change Equipment

Before anyone takes their turn, the Accursed have an opportunity to exchange any number of equipment cards or Consumable tokens between themselves, provided they have the space to carry them and are no further than 1 Map Tile from each other. They may also Equip or Unequip items, but if they are In Combat only Hand Slot items can be changed.

Channelling

Any character with an Equipped item featuring the Catalyst Keyword now Channels Source (the mystical energy required to cast spells) into their bodies. This happens automatically, whether the player wishes to or not. Any unspent Source Tokens from previous Rounds are discarded as the act of Channelling always replaces any previous results.

The Channelling character gains a number of Source tokens based on the current Darkness Roll:

1: No Source is gained. **2-5:** Half the Accursed's Mind Attribute value (rounded up). **6:** The Accursed's full Mind Attribute value.

Example: The Witch's Mind value is 5 and she is carrying the Cursed Skull, which has the Catalyst Keyword. If the Darkness Roll is between 2 and 5, she will gain 3 Source tokens. If the Darkness Roll is 6, she will gain 5 Source Tokens. If the Darkness Roll is 1 she will have 0 Source tokens (even if she had some left from the previous Round).

The Accursed's Turn

The Accursed's Turn is divided into two Phases; a **Movement Phase** then an **Attack Phase**. Once both phases have been resolved the turn is over. Any number of available Spells or Miracles, and the use of a single Consumable, may be resolved before or after either Phase, as explained in the Combat section of the rules.

During the Movement Phase an Accursed may move their miniature by a number of squares up to their Movement value, but may not move through squares occupied by other characters. If the Accursed has any Spent Stamina

tokens from a previous turn, they can refill 1 by giving up their entire Movement Phase, or they can just skip the movement phase entirely if they do not wish to move.



In the Attack Phase an Accursed can use any number of Melee and Ranged Attacks available to them provided they have weapons Equipped with the requisite Keywords; so if they have 1 Ranged and 2 Melee Attacks and at least one Equipped item with each Keyword, they may deal all 3 Attacks per Turn. Attacks are explained in the Combat Section. Accursed can give up their Attack Phase entirely to Move or to take a Search Action as explained below.

Search Action

A Search Action can be taken if an Accursed gives up their Attack Phase completely. Some Events require the Accursed to take a Search action to resolve them and this will be clearly specified on the Event card. A Search Action can also be used to open Treasure Chests provided the Accursed is in the same Map Tile as the chest. Discard the Treasure Chest token once it has been opened.

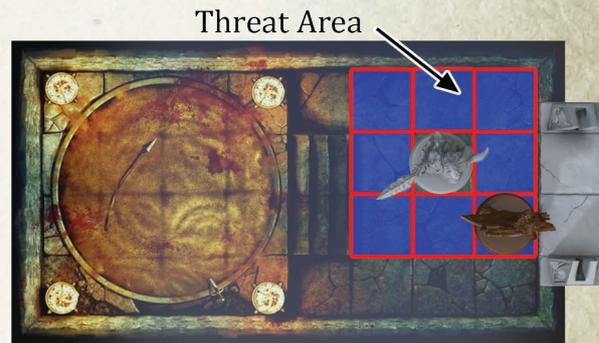
When Searching a Chest, flip the token over to reveal what lies within. Take a Loot Card if you find the Loot icon or a Rare Loot Card if you find the Rare Loot icon; distribute these using the Round Loot rule below. For a Locked chest you must discard a Lockpick consumable to open it, otherwise your Search Action is wasted and the token remains in place until someone successfully Searches and opens it with Lockpicks. Opening a Locked chest awards 1 Loot card (distributed via the Round Loot rules), plus a Rare Loot card which goes to the Accursed who opened the chest (without counting toward their Round Loot).

Round Loot

To keep things fair the game uses a rule to ensure everyone gets some loot during their adventure; this is called the Round Loot rule. When gaining a Loot or Rare Loot card, the Accursed who found it (or the Group leader where this is not applicable) decides which Accursed receives that item; however, no player can receive a second loot item until everybody else in the group has received at least 1 item through the Round Loot rules, nobody can receive a third item until everyone has received at least 2 and so on.

Threat Area

Whenever a Character begins their Turn adjacent to an enemy (this applies to Monsters adjacent to Accursed as well as the other way round), they are 'Threatened' by them, meaning they are under pressure and cannot move freely. The only way for an Accursed to break Threat is to Tumble away from their current square by spending 2 Stamina points before their Movement Phase and moving their miniature to any adjacent square (even one directly adjacent to the same Monster or another Monster). Monsters cannot escape Threatened squares in this way. Any exceptions to the Threat rules for Monsters will be clearly stated on their Monster Card.



Elevation

Some Map Tiles have different levels of elevation (these will be pointed out on their cards). The illustration on the Map Tile will usually show the elevation change clearly, with stairs connecting the different elevation levels. Characters cannot climb to a higher elevation except by moving onto the adjacent stairs, but they can step down from a higher elevation to a lower one without using stairs. Characters on different elevations do not Threaten one another and are not considered to be adjacent. Large Monsters with a 2x2 base ignore the elevation rules completely (they are treated as being on the same elevation level as all other characters)





Monster Information

1. *Monster's Name*
2. *Monster's Initiative value; used to determine their place in the Turn order.*
3. *Movement value; shows how many squares the Monster can move each turn.*
4. *Keywords; provide important information about the Monster e.g. whether they are 'Large'.*
5. *Combat information; tells you of any unique behaviour or important information to be aware of during the Monster's attack phase.*
6. *Behaviour; if the Monster does not follow standard rules, this section will tell you how they behave.*
7. *Perks; these come into play once Monsters gain levels. These are only used when playing with the Advanced Rules.*
8. *Attributes; when playing with the Basic rules you will only have to reference Level 1.*



Accursed within range cannot be divided exactly evenly, randomly choose who gets the additional Monster. Each Monster type is treated separately, so if there is already a group of Skorn Savages targeting the Accursed and then a group of Lurkers approaches, the new group does not take into consideration how many Savages are already attacking each Accursed; they simply spread their own numbers evenly between the available Targets. Monsters who cannot reach an Accursed in their current movement phase always move toward the nearest Accursed, regardless of the distribution of other Monsters.

When moving Large Melee Monsters (with a 2x2 base) select any one of the 4 squares of their base and move it as if it was a single miniature; however, the Monster must finish its movement at a location where all 4 of the base squares are clear of obstacles.

Ranged Monsters are not required to Target an Accursed unless forced adjacent to one; all they need is Line of Sight to at least one Accursed (the rules for Line of Sight are explained in the Combat section of this Rulebook). If a Ranged Monster does not have Line of Sight to at least one Accursed, they will move until they do (up to the limits of their Movement value), even if this brings them adjacent to an Accursed. When a Ranged Monster is adjacent to an Accursed they must use Melee Behaviour and deal Melee Attacks only, returning to their Ranged Behaviour once they are no longer adjacent to any Accursed.

Monster Turns

Monster turns are resolved according to the Behaviour shown on their card. All Monsters with the same name act at the same time; first moving then attacking. Move the Monsters in the same manner as the Accursed, then once all Monsters have moved, those with valid targets will attack. Always check the Monster's Behaviour section for any unique or custom behaviours and follow those rules ahead of any general rules found in this Rulebook.

Monsters can have both Melee and Ranged attacks; you will find the appropriate Keywords on the Monster Card. Melee Monsters must move adjacent to an Accursed to Target them (turn the Monster miniature to face their Target to help keep track of who is attacking who). Monsters will always have a Target if there is an Accursed adjacent to them, so if their current Target moves out of range and there is another Accursed adjacent, turn the Monster miniature immediately to face them to show that they are the new Target (even if it isn't the Monster's turn).



Monsters of the same type should always be distributed evenly between all Accursed in their movement range, e.g. if there are 4 Monsters and 4 Accursed within their movement range, each Monster will move and Target a different Accursed. If the number of Monsters and



Melee Monsters will spend their entire Melee Attack allowance on their current Target until they are dead or out of range. Successful Ranged Attacks by Monsters must be distributed evenly among all Accursed in Line of Sight; so make all of the ranged To Hit rolls, then distribute the successful hits evenly between all Accursed in Line of Sight. E.g. if there are 6 ranged Monsters with 1 ranged attack each and 4 Accursed who can be attacked, roll for all 6 attacks and assign the hits as evenly as possible between the 4 Accursed (if this is not possible because of a custom attack behaviour, assign the attacks evenly before rolling).

Monsters being Threatened will never move unless their card specifically says otherwise.

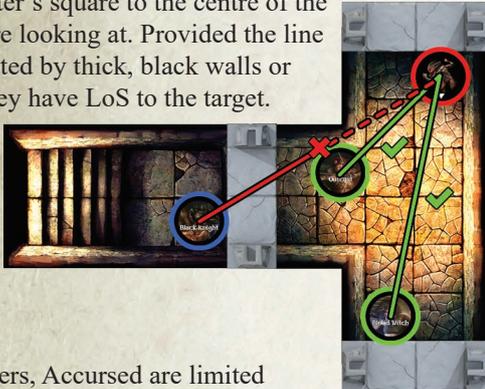
Designer's Note: Monsters will always try to pick the best movement routes to avoid hindering their comrades where possible. Try to keep this in mind while moving them, but don't spend too much time pondering and slow down the game (even Monsters make tactical mistakes in the heat of battle!)

Combat

Attacking works the same for both Monsters and Accursed, with the Group Leader rolling for the Monsters unless the group has agreed otherwise before the game starts.

Line of Sight

Line of Sight (or LoS) determines whether one character can see another, which is necessary for any kind of interaction, including attacking. To decide if a character has LoS to another, trace an imaginary line from the centre of that character's square to the centre of the square they are looking at. Provided the line is not interrupted by thick, black walls or Doors then they have LoS to the target.



Unlike Monsters, Accursed are limited to natural eyesight, so the darkness of a Dungeon can be a limiting factor to LoS. An Accursed only has LoS within Map Tiles which are currently lit. The Cursed Heart lights the Map Tile it is currently in, as well as any adjacent tiles. Equipped items with the Light Keyword also light the Map Tile they are in (but not adjacent tiles).



The red tiles are considered out of the Accursed's LoS because they are not currently lit.

Spawning Monsters

This section explains how to 'Spawn' (place down miniatures for) Monsters generated by Encounters or Boss cards. Monsters can Spawn as either Ambushing or Prepared depending on whether they were caused by the Darkness Roll (Ambushing) or the Exploration of a new Map Tile or Quest Room (Prepared within the room). Before placing Monsters always read the Behaviour section of the Monster Card in case they have a unique Spawning rule which takes priority over the regular rules.

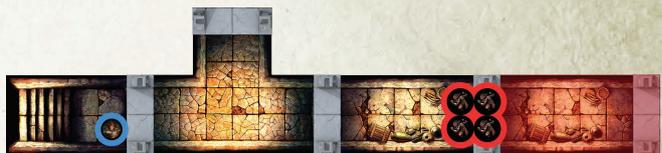
The first steps are the same for both Ambushing and Prepared Monsters. Determine how many and what type of Monsters are required by looking at the card which is spawning them. In some cases a dice roll is required to determine the numbers. Gather the miniatures and Monster Cards for each Monster type being spawned.

Always Spawn Ranged Monsters first, starting with those with the lowest Initiative value. If Spawning them as Prepared, place them in the newly revealed room as far as possible from the Entrance, stacking them up adjacent to one another.



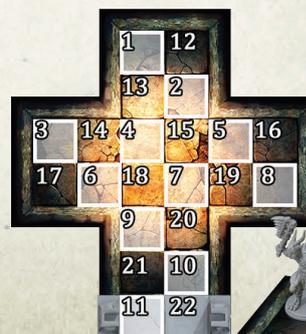
Spawning 6 Skorn Hunters (Ranged) as Prepared

If spawning as Ambushing you should still stack them together, but place them as far as possible from the Accursed's current location, making sure they are in LoS and no more than 2 Map Tiles away.



Here, the Ambushing Ranged Monsters (Red) cannot be placed further than 2 Map Tiles from the nearest Accursed in LoS (Blue)

Once there are no more Ranged Monsters to place, begin spawning Melee Monsters. If spawning them as Prepared, begin with the lowest Initiative value. Prepared Melee Monsters are placed in the newly explored room as far as possible from the Entrance, and arranged in a diagonal pattern (as if placing them all on the black squares of a Chessboard). If the room fills up and you still have miniatures to place, start filling in the gaps, starting with those furthest from the Entrance.



Spawning 6 Skorn Savages (Melee) as Prepared





When placing Ambushing Melee Monsters, start with those with the highest Initiative value and distribute them as evenly as possible, adjacent (or as close as possible) to each Accursed in the Dungeon.



Spawning 4 Skorn Savages (Melee) as Ambushing

If during the placement of Prepared Monsters there is no more room in the newly revealed Map Tile, they will ‘spill’ into adjoining Map Tiles. Continue placing them in the same manner in the other tiles. If there are not enough miniatures to place newly spawned Monsters, or there is no free space anywhere in the dungeon to place them, they simply do not spawn (the Accursed clearly have enough on their plate already!)

When placing Large Monsters ignore the diagonal pattern rule; you can place them adjacent to one another. If there is not a large enough space to spawn them because of other Monsters, you can move nearby regular-sized Monsters by 1 space to make enough space for the Large ones to fit.

Melee Attacks

To deal a Melee Attack a character must be adjacent to their Target and be in LoS. If these requirements are met they can attack by rolling a d6 and comparing it to their To Hit value. If the roll is equal to or higher than the To Hit value, the character scores a Hit, otherwise the attack misses. Always remember to take into account any modifiers (positive or negative) which affect the dice roll (such as ‘+1 To Hit’ on an Equipped item).

If an attack Hits, work out how much Damage it has caused by looking at the card for the weapon used to deal the attack (for Accursed) or in the Combat section of the Monster Card (for Monsters). Take this base value and add the Attacker’s Strength value to determine the total amount of Damage caused.

Example: The Black Knight has Strength 4, and is attacking with a Broken Sword which deals 1d6 Damage and has a Melee value of ‘2/4+’ (meaning he can make 2 attacks which require a roll of 4 or more to hit). He rolls a d6 and gets a 3, meaning his first attack has missed. He rolls for the second attack and gets a 4, scoring a hit. He rolls 1d6 for damage (from his Broken Sword) and scores 3, which means he has dealt a total of 7 Damage once his Strength value has been added.

Ranged Attacks

As previously mentioned, Ranged Attacks cannot be performed if the Character is adjacent to an enemy (hence Ranged Monsters switch to Melee behaviour if adjacent to an Accursed). Monsters are always considered to be in range as long as their target is within LoS. Accursed, on the other hand, are restricted by the Range value shown on the Item Card for the weapon they are using (e.g. if the Range of a weapon is 4, it means that weapon cannot be used if the target is 5 or more squares away).

Like Melee Attacks, Ranged Attacks require the character to roll a d6 and achieve a number equal to or better than their Ranged To Hit value. Damage is calculated by Adding Perception to the base Damage rather than Strength.

Example: The Outcast has Perception 4, and is using a Shortbow (Range 12) which deals 2d6+2 Damage and has a Ranged value of 2/4+. She rolls a d6 and scores a 5, so the attack is a Hit. Then she rolls a total of 7 with 2d6 and adds 2 to the result, making a base damage of 9. Finally she adds her Perception value of 4, making a grand total of 13 points of Damage dealt to her enemy.

Damage Reduction

Damage becomes Wounds if not mitigated by Armour. A character’s Armour value is equal to their Endurance plus any bonus from Equipped items (for Accursed only). The victim of an attack subtracts their full Armour value from the Damage an enemy has caused. Any remaining Damage points become Wounds.

Example: The Black Knight scores 9 Damage points against a Lurker which has 5 Endurance. The number of Wounds inflicted on the Lurker is 4 (9 minus 5).

Critical Misses and Critical Hits

Whenever the To Hit die roll is a 1 (regardless of any modifiers) it will always result in a Critical Miss and the attack automatically fails.

Conversely if the die roll is a 6 (again, ignoring modifiers) it will always be a Critical Hit.

On scoring a Critical Hit the character does not roll for Damage; instead they use the maximum possible Damage value for the weapon used and add the appropriate Attribute value. For example, if the Damage caused would normally be 1d6 plus their Strength of 4, they will automatically cause 10 Damage on a Critical Hit. When receiving a Critical Hit, Accursed cannot add Equipped items to their Armour value - they must mitigate Damage using their Endurance Attribute value alone.

Wounds and Trophies

When an Accursed suffers Wounds, note them using the red cubes on their Equipment board. When a Monster suffers Wounds, place the appropriate value of Wound Tokens beside their miniature. If a Monster suffers a total number of Wounds equal to its Health value it is killed and the Accursed who killed it takes the Miniature as a ‘trophy’

and places it beside their Equipment board. In the event that the rules require you to spawn new Monsters but they are all currently being used as trophies, make a note of the trophies on paper and re-use the miniatures for the new Monsters. If a Monster is killed by an event or there is no clear way to know who caused its death, distribute this trophy randomly. (See the 'Combat Rewards' section for more information on trophies)

Dealing with the Death of an Accursed will be covered a little later.

Resistances

When an Accursed gains items which grant resistance to Fire or Poison, they become less likely to suffer those effects.

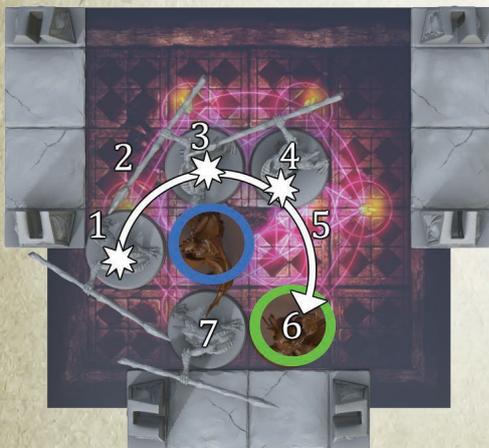
For Fire Resistance, total up the values of all relevant items; when Fire Based Wounds should be taken roll a d6 and if the roll is equal to or less than the Resistance value, no Wounds are taken. Likewise when an Accursed is about to be Poisoned, roll a d6 and if the result is equal to or less than the total value of their Equipped Poison Resistance items they do not become poisoned.

Cleave

Some weapons have the keyword Cleave in their Attack specification. These weapons are capable of continuing in an arc after a killing blow has been dealt, potentially hitting additional targets.

If a weapon has Cleave and the initial Attack deals enough Damage to kill an opponent, the player can choose to deal a Cleave Attack. Decide whether the weapon will swing Clockwise or Anticlockwise from the square of the first victim and deal a new attack to the next victim in line.

If the Cleave Attack kills the next opponent, the Cleave attack can continue to the next enemy in line and so on. A Cleave Attack will end if the Attack roll misses or if the Hit does not cause enough Damage to kill the target. If a wall or another Accursed is in the path of the Cleave arc, that will also cause it to stop.



The Black Knight (blue) kills Lurker 1 with his Melee Attack. The Player decides the Cleave will swing Clockwise, skipping space 2 as it is empty and hitting the Lurker at 3, killing it. The Cleave attack continues to 4, killing that enemy too. The attack cannot continue to the Lurker at 7 because the Witch in square 6 blocks the path of the weapon.

Unarmed Attack

At any point an Accursed can deal an unarmed attack, using their body instead of their Equipped weapon (or if they have no weapons Equipped at all). An unarmed Melee Attack can be made against any adjacent character, dealing 1d3 Damage (plus their Strength value) and suffering -1 To Hit.

Dual Wielding Attacks

If an Accursed has a one-handed weapon of the same category Equipped in each hand (either both Melee, or both Ranged), they can perform a Dual Wielding attack, using both weapons simultaneously as a single Attack action. When performing a Dual Wield attack, roll a single d6 To Hit, and if successful sum the Damage values of both weapons, adding the Strength (for Melee) or Perception (for Ranged) value only once.

Dual Wield attacks suffer -1 To Hit, cannot use any extra attacks granted by either weapon, cannot Cleave and must still roll for Damage on Critical Hits.

Invoking a Miracle

During their Turn, the Exorcist can use any number of available Miracles before or after either their Move or Attack Phase, provided they have enough Faith Points to cover the Faith Cost of the miracle (found on the top right corner of the card). Discard an amount of Faith tokens equal to the Miracle's Faith Cost, then read the instructions on the card and carry out the effects.

Cast a Spell

If an Accursed has one or more available spells they may choose to cast any number of them before or after either their Movement or Attack Phase, provided they have enough unspent Source tokens. To cast a spell, the caster must match or surpass the Source Cost found at the top right corner of the spell card by using Source tokens in the following way: First, decide how many Source tokens they wish to spend (it could be one, several or even all), then take an equivalent number of d6 and roll them together. If the resulting total is equal to or greater than the Source Cost of the Spell, it is cast successfully and the player resolves the effects as written on the card. If the total is not high enough to meet the Source Cost, the spell has failed and the Source Tokens are simply lost.

Channelling Penalty

Some materials interfere with use of the Source, particularly metals, decreasing the chances of successfully casting a spell. For each item the caster has Equipped with the Medium Armour Keyword, subtract 2 from the spellcasting dice roll. For each Equipped item with the Heavy Armour Keyword, subtract 3 from the roll.



Source Burns

The Source is a wild and dangerous form of energy; the more power that is channelled into a spell, the greater the risk to the caster. For each 'double' rolled during the casting of a spell, the Accursed receives 1 Source Burn and for each 'triple' rolled they receive 2 Source Burns. After casting a spell (whether successful or not) add up the number of Source Burns received, then consult the 'Source Burns' chart at the back of this Rulebook. Find the Spell Branch matching the one used (e.g. Odinash) to discover the effects that the Source Burns will have on the Afflicted.

Example: The Blood Witch casts a Blood spell and rolls 3,3,4,5,5,5. As a result she receives a Level 3 Source Burn (1 for the double 3 and 2 for the triple 5). After resolving the spell effects she consults the Source Burns chart to find the effects of a Level 3 Source Burn for a Blood spell and discovers that she has suffered a Heart Attack! Oops.

Insanity

When an Accursed suffers Insanity, keep track of it using the blue cubes on the Equipment board. If the Accursed accumulates an amount of Insanity equal to their Sanity Attribute value, they become Distressed, which lowers all Attribute values by 1 point until their Insanity score is lowered. If they accumulate Insanity equal to twice their Sanity Attribute they go permanently Insane and are out of the game forever. Insanity can be removed by certain items or in a Settlement when using the Advanced Rules.

Evasion

Each Accursed has an Evasion value which can be used to mitigate damage (separate from Damage mitigation through Armour). An Accursed's Evasion value is equal to their Agility Attribute value, plus any bonuses from Equipped items granting Evasion points. So an Accursed with 5 Agility and no bonuses from items has an Evasion value of 5. An Accursed may Evade a Melee or Ranged Attack by spending 1 Stamina, declaring it after an attack has been rolled against them but before rolling Damage. If an attack is Evaded, subtract half the Accursed's Evasion value (rounded up) from the Damage rolled. Any remaining Damage can then be mitigated by Armour as normal. Evasion cannot be used if the Accursed is Prone.

Tumble

A Tumble can be used to avoid the effects of a Melee or Ranged Attack completely. The player may declare that they will Tumble away from an Attack after it has been rolled against them but before the Damage is rolled. The Accursed must spend 2 Stamina tokens then move their miniature to a free adjacent square. If the new location is out of range or out of LoS from the attacker, the attack is avoided and no damage is taken.

Conditions

There are several Conditions that can affect all types of characters (unless their individual rules specifically state that they are Immune).

Ignited: When a character is Ignited place a Fire Token

next to their miniature with the Full Flame side facing up. At the start of their turn the affected character takes 1d3 Fire based Wounds then flips the token to the Half Flame side. At the start of the following turn the character suffers another 1d3 Fire based Wounds, then the token is removed and the effect ends. The effects of Ignite do not stack; if a character already has a Fire Token showing the Half Flame side, simply flip it back to the Full Flame side if the Ignite effect is applied again.

Poisoned: For each point of poison applied to a character, place a Poison Token next to their miniature. At the start of their turn, the poisoned character rolls a number of d6 equal to their Endurance Attribute value and removes a Poison Token for every 6 rolled. Each remaining Poison Token causes 2 Wounds. The poison will continue to cause Damage until it is all removed. There is no limit to the number of Poison Tokens a character can be affected by.

Prone: When a character is made Prone by the effects of an Attack or Spell, place their miniature on its side within the same square. An Accursed must skip their entire Movement Phase to get back on their feet. If they choose not to do this, no further action is possible and their turn is skipped. Monsters must also use their entire Movement Phase to get back up and they will always do this on their turn. Prone characters give +1 To Hit to anyone attacking them and do not cause Threat.

Accursed Death

When an Accursed dies it is not necessarily the end of their journey; there is still a chance that they can be returned to life (unless all the Accursed currently in the game are dead, in which case they are all forever lost).

When an Accursed dies, swap their miniature for the corresponding Accursed token (the square the token is in is now considered free) and remove any Conditions they might have been suffering from such as Poison or Ignited. All of their Equipment immediately ceases to have an effect (e.g. the Exorcist's Censer or items with healing properties) and they no longer cause Threat. Any Souls accumulated are forever lost and no further damage can be inflicted on them (Monsters will completely ignore their presence).

The deceased Accursed rolls 2d6 on the Injuries chart at the end of this Rulebook and makes a note of any injury sustained. This will take effect when (if) they are resurrected. This can happen three times. If the Accursed gains a fourth Injury they suffer Permanent Death. Permanent Death offers no possibility of resurrection, so the character is out of the game forever and the player's only option is to create a new Accursed at the start of the next Quest. If the deceased Accursed was carrying the Cursed Heart it is immediately passed to another Accursed willing to take it.

Other Accursed can apply healing to the dead character in the same way they would if they were still alive, with each Wound healed increasing the chance of resurrection.



At the start of their turn, provided they have been healed by at least 2 Wounds, the Accursed's soul will attempt to re-enter their body. The player rolls 2d6 and if the score is equal to or less than the number of Wounds that have been healed since the character died, they are successfully resurrected. If the roll fails or less than 2 Wounds have been healed, the character simply skips their turn and must try again on a subsequent turn.

When the Accursed comes back to life, swap their reference token for their miniature again and place them Prone in the same square (or the nearest available free square if theirs is now obstructed). The Accursed begins taking their turns as normal, starting with the round in which they were resurrected.

Example: An Accursed heals their dead comrade of 3 Wounds. The dead Accursed rolls 2d6 at the start of their turn, scoring a 4, which is above the target score of 3; the resurrection attempt fails. The dead Accursed receives further healing of 4 Wounds, bringing the total to 7. On their next turn the dead Accursed rolls 2d6 and scores 7, allowing them to re-enter their body and come back to life.

Any Accursed who is dead at the end of a Quest is automatically resurrected.

Using the Cursed Heart

The Cursed Heart is a very powerful healing tool and it can often make the difference between life and death. At any point during the round, provided it does not interrupt the resolution of a dice roll, the Cursed Heart can be used to heal the entire group as many times as the Group leader wishes as long as there are unspent uses left. Each time a single use of the heart is spent, each Accursed in the group is healed by a number of Wounds equal to the current Darkness Roll.

Example: The Current Darkness Roll is 3, and the group is badly Wounded. The Group Leader decides to spend 2 uses of the Cursed Heart, healing 6 Wounds from each Accursed.

You may also use a single use of the Cursed Heart to immediately resurrect a dead Accursed. Remove a number of Wounds from the dead character equal to the current Darkness Roll, then resurrect them, replacing their miniature in the Prone position as described previously.

The Heart is fully replenished at the start of each quest.

Combat Rewards

Once there are no more Monsters left alive in the Dungeon (for the time being at least), combat ends and the Accursed can claim their rewards for surviving the fight. First, each Accursed counts how many trophies of each type they have earned during combat, and totals the Soul values shown on the respective Monster cards; so if an Accursed has killed 5 Crawlers, each with a Soul value of 1, they gain 5 Souls. Once the trophies have been converted into Souls they can be returned, ready to be used

again if more Monsters spawn. If players forget to claim their Souls, the Grim Warden takes them away and the rewards are forever lost.

Souls and Crowns are both currencies which should be noted on a piece of paper for now (or on a Character Sheet if playing with the Advanced Rules).

Next, look at the Encounter/Boss card(s) which spawned the Monsters and take a Loot or Rare Loot card for each icon shown in the Rewards section. Draw cards one at a time, assigning them according to the Round Loot rules.

Using Consumables

An Accursed may use one Consumable each turn, before or after their Move or Attack Phase. Discard the appropriate Consumable token then follow the rules for that Consumable.

Bandages: Remove 1d6 Wounds from your Accursed or another adjacent to them.

Lockpicks: Discard to open a Locked Chest. Gain 1 Loot card for the group and 1 Rare Loot card for yourself.

Blessed Water: Target an area of 2x2 squares with at least one of those squares in LoS and no further than 6 squares from your current position. Deal 1d6+2 Wounds to each Demon within it (roll Damage separately for each).

Oil Flask: Target an area of 3x3 squares with the central square in LoS and no further than 6 squares from your current position. Deal 2d6 Damage plus your Perception Attribute value to all characters in the area of effect (roll Damage separately for each).

Serum: Remove all Poison Tokens from yourself.

Attribute Tests

From time to time the rules will require a Character to take an Attribute Test. When this happens the Attribute name and difficulty of the test will be specified; so a Strength 1 Test means this is an Attribute Test against the character's Strength and the difficulty level is 1.

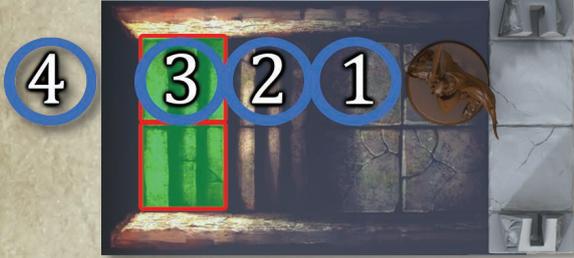
To take an Attribute test the player involved rolls a number of d6 equal to the Attribute value that is being tested. To pass the test they must roll at least one 6 for each level of the test (e.g. to pass a level 2 test, at least two 6's must be rolled). Anything less and the test has failed. The consequences of success or failure will be detailed along with the test requirements.

Example: The Black Knight has Strength 4 and must pass a Strength 2 Test to succeed in his attempt to climb up a perilous wall. The Black Knight rolls 4d6 and scores 1, 4, 5 and 6. The single 6 rolled is not enough to pass the test; at least two were needed.



Escaping the Dungeon

In the event that a Quest is proving too difficult, the Accursed may flee the Dungeon using the Exit squares found in the Stairway Down starting Map Tile. An Accursed successfully escapes if they step onto a stairway square and spend 1 Movement Point to ‘step off’ the Map Tile.



Once all the Accursed have left the Dungeon, the Quest ends in Failure and no Quest reward is given. If the quest is successfully completed by those who remain in the Dungeon, no reward is given to those who have fled.

Note: Some Quests do not allow the Accursed to escape the Dungeon early. Check the individual Quest rules.

Optional Rules

The following are optional rules that you can use if all players agree before starting the game.

Fair and Square: At the end of combat, instead of calculating each Accursed’s trophies individually, pool them all together and divide the total number of Souls gained equally between all the Accursed.

Need or Greed: Instead of using the Round Loot rules, when the group must decide who gets a treasure card, each Accursed declares either “Need”, “Greed” or “Pass”. If one or more players have said “Need” they get the item (decide randomly between the “Need” players if there is more than one). If no players say “Need”, randomly choose one Accursed from those who have said “Greed” and assign them the treasure card. If everybody said “Pass”, assign the treasure to someone at random.

Hard Mode: If you want your Monsters to provide a more difficult challenge, add 1d6 to each of their Damage rolls. When playing with this rule all Encounters/Boss Cards award 2d6 more souls at the end of Combat. This bonus is distributed amongst all Accursed as evenly as possible.

That concludes the basic rules on how to play Darklight. We strongly recommend that you play a few games to get thoroughly familiar with the mechanics before moving on to the Advanced Rules



Advanced Rules

The Advanced rules allow you to delve even further into Darklight: Memento Mori. Travel through the dangerous lands of Intermundis discovering new Settlements, increasing in power, trading, taking part in competitions, or completing activities.

These rules provide information on developing your characters, journeying through Intermundis, playing through the narrative and more.

CHARACTER SHEET

In the Advanced rules, each Accursed will require the use of a Character Sheet. This allows Accursed to track their Attributes, Souls, Injuries, and any other important information. Players may use the Character Sheet as a replacement for the Character Dashboard if they wish. They may also use the two in conjunction.

Filling in the Character Sheet

- Character Name:** Your character's name. Accursed do not remember much of their former lives and must choose a new name for themselves; perhaps something that fits their fragmented memories or personality.
- Accursed/Class:** The type of Accursed you are playing, along with their class. E.g. Black Knight/Warrior.
- Level:** Note your Accursed's current Level here. Each new character starts at Level 1.
- Dark Bounty:** How many Quests have been undertaken. Count both Successful and Failed Quests.
- Souls:** This is the number of Souls currently held by your Accursed.
- Crowns:** This is the number of Crowns currently held by your Accursed.
- Movement:** Use this section to record your character's Movement value.
- Initiative:** Use this section to record your character's Initiative value.
- Attributes:** Base Attributes are those your character starts with and they are found on the appropriate Accursed Character Card. Modifiers (Mod.) are any numbers that may affect your Base Attribute. The sum of your Attribute scores should be written in the Total column and updated as play progresses.
- Attacks:** The number of Attacks your Accursed can attempt each round, both Ranged and Melee, can be recorded in these boxes.
- Evasion:** Your Evasion value is the total of your Agility Attribute plus any Evasion bonuses gained from Equipment. Damage Reduction refers to the amount of Damage that can be mitigated via Evasion, and is equal to half your Evasion value (rounded up).
- Armour:** Your Armour value is the total of your Endurance Attribute plus any Defence bonuses granted by Equipment.
- Resurances:** Use these fields to record the values of your Poison and Fire Resurances from Equipped items or Skills.
- Source or Faith:** You may want to keep track of how much Source or Faith you currently have with one of the Wooden cubes. This can be useful if you are running low on Source or Faith tokens.
- Belt:** Use this section to record the number of items that your character can hold within their Belt. The default value for this can be found on their Accursed Dashboard.
- Consumables:** You can use this section to write a list of the Consumables you own.
- Sanity:** Use this section to record your character's Sanity value.
- Insanity:** Use this section to record the number of points of Insanity that have been inflicted on your character. You can continue to use the Equipment board to track this, but it may be useful to note it here in case of interrupted play.
- Health:** Use this section to record your character's Health value.
- Wounds:** Use this section to record the number of Wounds your character is carrying. You can continue to use the Equipment board to track this, but again it may be useful to keep a note here as well.
- Severe Wounds:** Use this section to record Severe Wounds. During play with the Advanced Rules, your character may suffer from Severe Wounds. For each Severe Wound your character suffers, their total Health value is reduced by 1. If the number of Severe Wounds suffered is equal to or more than your character's Health value, they will die permanently. Record the number of Severe Wounds that a character has suffered here. A Healer within a Settlement can help you to recover from Severe Wounds.
- Skills/Spells:** Use this section to record the names of any Skills/Spells that your character knows. This is especially useful in case of interrupted play.
- Injuries:** Use this section to record any Injuries that your Accursed has suffered. If your character receives 4 Injuries in total, they are permanently dead.
- Inventory/Notes:** Use this section to record any items that your character currently owns. This is especially useful in case of interrupted play.



Designer's Note: Blank Cards.
Occasionally, the players will be faced with a situation where they may want to duplicate certain cards; when this occurs, use the Blank Cards provided with the game, recording any necessary information on them for further reference. For example; if two players wish to play as a Black Knight, both of them will require copies of the Black Knight's Skill cards.

Blank Cards may also be used to duplicate an item, allowing several players to own rare items or even allowing players to return the original card to the deck so that it can be found again by another player. Items that bear the 'Unique' Keyword and a purple background cannot be duplicated as only one of these items exists in Intermundis.



Blank Cards are double sided so that they may be used as any other card; one side is designed to be used for an Inventory or Equippable item, the other side is designed to be used for any other purpose. There are more Blank Cards available to download and print for free on the Dark Ice Games website so you can use as many as you need:
www.darkicegames.com/darklight/downloads

HAZARD CHART

The Hazard chart can be found at the end of this Rulebook. It is a reference guide for use with the Advanced rules and contains pertinent information on various aspects of the game.

Severe Wounds

During play with the Advanced Rules, characters may suffer from Severe Wounds. For each Severe Wound a character suffers, their total Health value is reduced by 1. If the number of Severe Wounds suffered is equal to or more than the character's Health value, they will die permanently. Record the number of Severe Wounds that a character has suffered here. A Healer within a Settlement can help characters to recover from Severe Wounds.

Fatigue

When a character becomes Fatigued, all of their Attribute value totals are reduced by half (round up). In order to remove Fatigue, a character must perform the Rest action at a Settlement's Tavern or their home. A character can only be Fatigued once; if they are already Fatigued or they suffer multiple bouts of Fatigue, they suffer a Severe Wound instead for each additional time they are Fatigued.

Illness

Characters who are suffering from the effects of being Ill are only healed by half the normal amount (rounded up). E.g. To remove 1 Wound from a character who is Ill, they must be healed by 2 points.

A character may become Ill multiple times; for each additional Illness the character suffers from, the number any healing received is divided by increases by 1. E.g. a character who is Ill twice must be healed by 3 points to remove a single Wound.

Keep a note of how many times a character is Ill by writing 'Ill' followed by the number of times Illness is being suffered. E.g. If a character is Ill twice, a player would record it as Ill (2).

Illness can be removed by visiting a Settlement's Healer.

Settlement Chart

On the bottom of the Hazard Chart you will find the Settlement Chart. It details everything players will need to reference Settlement Reputation as well as randomly generate Settlement names.

JOURNEYS

Once a Dungeon has been completed (whether the Quest succeeded or failed), the Accursed must leave the relative safety of the Quest area and travel through the world of Intermundis. Players should remove all Wounds, replenish all Stamina, and remove effects such as Poison and Ignited before continuing.

If the players are not currently following Narrative play, they must now choose whether to travel to a Settlement or begin another Quest.

Another Quest

To begin a new Quest, simply follow the rules for rolling a random Quest and begin the Dungeon with all items and Souls gained from any previous sessions.

Beginning a new Quest will always advance the in-game time by 1 day. This is important to note when tracking effects or events that resolve after a certain length of time. Players may also wish to keep a note of how many days have passed so they can track how long their Accursed manage to survive in this harsh world.





The Journey - Set up

Flip the Darkness Wheel so that the Dread Wheel is face up and place the Darkness Marker at the centre of the Pentagram illustration.

Players must first decide what level of Settlement they wish to visit; there are 3 levels that increase in size along with the level. A level 1 Settlement will provide basic items, places to explore, cheaper prices, and a quicker stopping or resting point. A level 3 Settlement will provide many more goods, services and locations to visit.



Each level of Settlement requires a different number of days Journey for the Accursed to reach it. This information is also located on the Settlement Chart.

- Level 1 - **Hamlet** - 3 Days Journey.
- Level 2 - **Village** - 5 Days Journey.
- Level 3 - **Town** - 8 Days Journey.

If the players have travelled to this Settlement before it is referred to as a Known Settlement and the Journey will take 1 day less than normal. E.g. Travelling to a Village which has previously been visited will take 4 days instead of 5.

Before setting off, shuffle all the Journey cards into a Journey Deck. After shuffling, draw a card face down for each day that the Journey will last. Place the drawn cards in the centre of the play area and place the Journey Deck to the side. The Journey set up is now complete.

Journey Rounds

Much like Dungeons, play during a Journey progresses through a number of Rounds with each Round representing a day of in-game time. Each Round consists of the following Phases.

Trade and Equip

At the beginning of each Round, all players may trade items, Souls and Crowns without penalty. Players may also Equip or Unequip items as they see fit during this Phase (they may not do this during any other part of the Journey Round). Once Trades and Equipment changes have taken place (if there were any), play moves to the next Phase.

Resolve a Journey Card

Draw the top Journey card from the centre of the play area and read it. No additional rules are required to resolve Journey Cards, the information is all contained on the card.

Many cards will provide players with a choice; these may come in the form of choices that have to be made

by the whole group or choices that can differ between each individual player. Any choices to be made will be highlighted on the card in red.

Once a choice has been made, resolve the effects as detailed on the card. Take care not to read too far before making the decision, as it could affect the outcome of the choice and, as a consequence, the enjoyment of the game.

If a Journey Card instructs you that the day is over, or there are no more instructions to read, you have finished resolving the effects. Play now moves on to the next Phase.

Dread Roll

After the Journey Card has been resolved, it is time to make a Dread Roll.

To make a Dread Roll, roll 2d6. If the result is not a double, play continues to the next Phase. If a double is rolled, the players must move the Darkness Marker clockwise around the Dread Wheel the number of spaces shown on one of the dice. E.g. If the dice roll is a double 3, the Darkness Marker will move forward by 3 spaces. If this is the first Dread Roll to score a double, the Darkness Marker begins at number 1.



If the Darkness Marker lands on an empty space, nothing happens and play continues to the next Phase. If the Darkness Marker lands on the Grim Warden space (number 7) then the group must roll 1d6 and resolve the effects of the result shown on the Journey Hazard chart.

Note: Any Journey Cards that specifically affect the Dread Roll cannot be resolved until this Phase. When this happens, the resolution and the Dread Roll occur at the same time.

The Darkness Marker's current position will reset at the start of every Quest, so you won't need to keep track of it when the Dread Wheel is not being used

Day End

After the Dread Roll, the current Round (and therefore the Day) is officially over. Any effects that require the players to wait for the end of a Day to be resolved can now be resolved.

Continue performing Rounds until there are no more Journey Cards in the centre of the play area. Once all the cards are gone, the players have arrived at their chosen Settlement.



Adding or Subtracting days from a Journey

Some Journey Cards instruct players to add or subtract days to or from their Journey.

If told to add days to a Journey, the players should draw additional face down Journey Cards from the Journey Deck and add them to the top of the Journey Cards at the centre of the play area.

If told to subtract days from a Journey, the players should remove this number of cards face down from the Journey Cards at the centre of the play area and return them to the Journey Deck.

SETTLEMENTS

If this is the first time the players have visited this Settlement, they will need to create it. If not, they are not required to use this section.

When a new Settlement is created, it is necessary to record its information in order to keep track of things such as Reputation during further gameplay. Recording a Settlement's information is done on a Settlement Sheet; if players run out of these, more can be downloaded from our website:

www.darkicegames.com/darklight/downloads

Note: It is suggested that one player read through the Settlement Book before the beginning of the game. This will allow one player to have a better grasp on proceedings and help the other players, avoiding unnecessary delays caused by each player reading the rules separately as they go along.

Name

Record the name of the Settlement here. If the group does not wish to name the Settlement themselves then they may use the Settlement Naming Chart located at the end of this Rulebook.

In order to generate a name for a Settlement, first roll for the Prefix (the first part of a Settlement's name) and then the Suffix (the second part), either as two words (E.g. Old Creek) or one word if the Suffix begins with '-' (E.g. Darkend). To do this, roll 1d6 to find which row to consult, then roll another 1d6 to find which column to consult. Do this on both the Prefix and Suffix tables to generate the Settlement's Name.

Type

Record what type of Settlement this is by ticking the appropriate box and leaving the others blank. This section also contains information as to how many Crowns each Accursed must pay in Living Expenses per day spent in the Settlement as well as how long it usually takes to make a Journey there (not counting the 'Known Settlement' bonus). There is also a list of available Locations the Settlement has and how many Special Locations may be on offer.

Settlement Type also indicates to the players what Level

the Settlement is, which is important when referencing other rules.

DARKLIGHT		SETTLEMENT SHEET		
		HAMLET (Level 1)	VILLAGE (Level 2) <input checked="" type="checkbox"/>	TOWN (Level 3)
SETTLEMENT NAME				
TYPE	BASIC EXPENSES	LOCATIONS	SPECIAL LOCATIONS AVAILABLE	
3 Days HAMLET	1 Crown per day	Tavern Marketplace Church 1 Special Location	1	
5 Days VILLAGE	5 Crowns per day	Tavern Marketplace Church 3 Special Locations	2	
7 Days TOWN	10 Crowns per day	Tavern, Marketplace Church Stables 5 Special Locations	3	
			4	
			5	

Reputation

Each individual Accursed has the chance to increase or damage their Reputation with a Settlement. The Settlement Sheet contains 4 boxes, one for each possible Accursed

ACCURSED NAME	REP.	LIVING EXPENSES	ACCURSED NAME	REP.	LIVING EXPENSES
EZOKAEL	5	6			
Own A MEDIUM HOUSE			PERSONAL NOTES		
PERSONAL NOTES			PERSONAL NOTES		
ACCURSED NAME	REP.	LIVING EXPENSES	ACCURSED NAME	REP.	LIVING EXPENSES

who can play; record the names of the Accursed and their current Reputation with this Settlement in these areas. All Accursed start with a Reputation of 0 with each new Settlement. Accursed can gain or lose Reputation (gaining advantages or disadvantages) in a range from -10 to 10. When an Accursed's Reputation changes with a Settlement, check for any rules that may take effect.

Settlement Map

At the back of the Quest book players can find a map representing a Settlement. The map is split into 3 versions that can be used to help keep track of the Settlement Type.





Above the River - The Locations above the River make up a Hamlet.

Above the Hill - The Locations above the Hill and River make up a Village.

Everything - All Locations on the map make up a Town.

The group should place the map at the centre of the play area during a visit to a Settlement and use it to mark discovered Locations with the provided Location Markers. Each Location Marker corresponds to an illustration at the bottom of the pages in the Settlement booklet. Players can place their miniatures on or near the Location they are currently visiting to help keep track of where everyone is.

Buying Crowns with Souls

At any point during their stay within a Settlement, an Accursed may exchange Souls for Crowns at a rate of 10 Crowns for every 1 Soul.

Note that you cannot buy Souls with Crowns and the exchange is not reversible once conducted.

Optional Rule: Players may choose to exchange Souls for Crowns at a rate more realistic to the world of Intermundis. With this rule, the exchange rate for Souls varies with the size of the Settlement and the desperation of its inhabitants. When entering a Settlement, roll a number of d6 equal to the Settlement level; this is the number of Crowns that each Soul is worth. E.g. A party visiting a Village (Level 2) rolls 2d6 and the result is 12, which means they may sell Souls for 12 Crowns each.

A Day in the Settlement

Much like Journeys, play in a Settlement progresses through the use of Rounds, where each Round represents a day of in-game time.

Each player may conduct their business as they wish; they are not required to perform the same activities or visit the same locations as each other. However, each player should conduct their day's activities in turn to avoid confusion. The group can follow Initiative order for this but it is not essential.

Each Round consists of the following Phases.

Trade and Equip

At the beginning of each Round, all players may trade items, Souls, and Crowns without penalty. Players may also Equip or Unequip items as they see fit during this Phase (they may not do this during any other part of the day).

Once Trades and Equips have taken place (if there were any), play moves to the next Phase.

Choose a Location

Each Accursed now has the chance to visit a location. In turn, each player declares which Location they are going to visit and places their miniature on the Settlement Map beside this Location.

Locations within a Settlement vary based on its size:

A **Hamlet** offers the Tavern, the Marketplace, a Church, and 1 Special Location.

A **Village** offers the Tavern, the Marketplace, a Church, and 3 Special Locations

A **Town** offers the Tavern, the Marketplace, a Church, the Stables, and 5 Special Locations

The Accursed may also choose to wait outside the Settlement when they have completed their business there; once they do this they may not re-enter the Settlement until they have made a Journey to a different location. Once all the Accursed leave the Settlement, a new Journey or Quest can be undertaken.

The Accursed may **never** separate from the group any further than this; each is linked to the Cursed Heart on pain of death and they must therefore **always** travel together.

Special Locations

Each Settlement has a number of Special Locations based on its size. Special Locations are marked as such with a subtitle under their name in the Settlement Book.

To visit a new Special Location, players must visit a free Special Location space and declare which of the Special Locations they are looking for. Then they roll a number of d6 equal to the Level of that Settlement; if the result matches or exceeds the Special Location's Rarity number then it has been discovered. The Rarity number can be found to the left of the Settlement Location's title in the Settlement Book, inside a gold ring.

Record the Special Location on the Settlement Sheet and add the corresponding Location Marker to the Settlement Map in place of the free Special Location space. This Special Location will remain in this position, in this Settlement, permanently. Players may now visit this Location without the need to roll again.

If there are no more free Special Location spaces available, then no more Special Locations can be discovered within this Settlement. In the case that more than 1 Accursed wishes to roll for a Special Location, only the first Accursed to discover it may do so (all subsequent attempts automatically fail). If an Accursed tries to discover a Special Location but fails the roll, another Accursed may attempt to find a different Special Location at this space instead.

Choose an Activity

The player whose turn it is chooses an Activity from the Location's page in the Settlement Book. Each activity has full instructions provided. Unless specified otherwise, each player may only perform one Activity per day.

Optional Rule: To create a more realistic experience, players may instead shuffle all Special Location tokens and assign one at random to each available slot. This can make searching for a Settlement more exciting, tense, and heart breaking.



Location Events

After performing an activity, each player must then roll for Events. Using the Event Chart for the Location they have visited (found next to that Location's page in the Settlement Book), the player must roll 2d6 and resolve the effects as described according to their roll.

If an Accursed visits a Location but does not perform any Activities, they must perform an additional Dread roll at the end of this Round.

Note: Some activities specify not to roll for an Event.

Pay Living Expenses

After all Accursed have resolved their Events, each must individually choose to Remain within the Settlement or Leave.

Leave: By leaving, the Accursed will wait outside of the Settlement's confines for their allies to join them. They will not have to pay Living Expenses, but they cannot return to the Settlement until they have made a Journey elsewhere.

Remain: Those who choose to remain must now pay their Living Expenses according to the type of Settlement that they are currently visiting (you can find this information on the Settlement Sheet). If an Accursed cannot afford the required Living Expenses, they must choose the Leave option instead.

Note: Gaining or losing Reputation with a Settlement, owning a Horse, or caring for an Orphan can affect how much the Accursed must pay in Living Expenses, so be sure to check before paying.

The Dread Roll

As the day is now almost over, it is time to resolve the Dread Roll. If the Darkness Marker lands on the Grim Warden space, resolve the consequences by rolling 1d6 on the **Settlement Hazard Chart**.

Day End

After the Dread Roll, the current Round (and therefore the Day) is officially over. Any effects that require the players to wait for the end of a Day to be resolved can now be resolved.

Continue performing Rounds until all Accursed have left the Settlement; then it is time for the players to move on to the next Journey or Quest.

Settlement Quests

Settlement Quests can allow you to quickly increase your Reputation with a specific Settlement. To begin a Settlement Quest, the group must declare their intention at the point where they would otherwise be choosing to visit a Settlement or pursue a Quest.

To pursue a Settlement Quest, prepare a random Quest and complete it as you normally would. If the Quest is

successful, each Accursed gains 1 Reputation with the Settlement they have visited most recently. However, if the Quest is failed, each Accursed loses 2 Reputation with that Settlement.

LEVELLING UP

Group Level

Darklight: Memento Mori is designed so that the challenges within the game evolve along with the increased Skills and Levels of the Accursed. Monsters will become tougher and give greater rewards. This system operates according to the current level of the Group.

To calculate the Group Level, add all of the Accursed's levels together then divide that total by the number of Accursed playing (rounding up). Use this number when consulting a Monster's Card to determine its Attributes.

Example: There are 4 Accursed in the game and they are levels 2, 3, 3, and 4 respectively; the Group Level for these Accursed would therefore be their levels added together (2+3+3+4) and then divided by the number of Accursed (4), making the final equation:

$$(2+3+3+4) \div 4 = 3$$

So their Group Level is 3.

Dark Bounty

This value represents how much of a threat the Accursed are perceived to be in the eyes of their enemies. Each Accursed increases their Dark Bounty by 1 at the end of every Quest.

When calculating Group Level, add 1 to each Accursed's Level value for every 3 Dark Bounty points they have (e.g. if an Accursed is Level 4 and they have 3 points of Dark Bounty, they will be counted as being Level 5 when calculating the Group level).

Whenever the Accursed Level Up at the Accursed Guild, their Dark Bounty returns to 0.

Perks

Monsters of Level 4 or higher will gain Perks as detailed on their Monster Card (the exact number of Perks is shown on the Monster Attributes table on the Monster Card). When new Monsters spawn, Roll 1d6 and consult the Perks chart on the Monster Card. Use these rules until this Monster (or group of Monsters) has been defeated. If a Monster gains multiple Perks, roll on the chart the required number of times. No Monster can have the same Perk twice so re-roll any duplicates.

Each time a new pack of Monsters spawns, the Perks should be rolled fresh, regardless of which Perks previous Monsters of the same type might have had.

An easy way to track the Perk(s) a Monster has is to leave dice showing the rolled numbers next to its Monster Card.



EXPANSIONS

Possessed Chests

When shuffling the Chest Tokens at the beginning of a Quest, include the 2 Possessed Chest Tokens face down.

When a Search action uncovers a Possessed Chest, the player discards that Treasure Token and places the Possessed Chest Monster Miniature as Ambushing, as close as possible to the Accursed who performed the Search action. Take the corresponding Possessed Chest Monster Card for reference, making sure to read the Behaviour section of the card.

Environment Cards

Environment cards represent items and environments that may be found whilst adventuring. Shuffle the Environment Cards at the start of a Quest and place them face down next to the other card piles. At the end of the Exploration phase, if one of the 6 rooms with dimensions of 4x4 has been revealed, draw an Environment Card and place it face up next to the Map Tile.

All effects on the card come into play immediately it is revealed. All the information you need to use an Environment Card will be written on the card.









Roleplaying Rules

The third part of the Rulebook for Darklight: Memento Mori covers the Roleplaying Rules which allow you to turn the Basic and Advanced versions of the game into a full Roleplaying experience.

The Roleplaying Rules differ to the other versions of gameplay in one very big way; they require a player to take on the mantle of the Dark Master (or DM). This player will not control an Accursed, but instead they will control non-player characters, Monsters, create stories, and keep oversight on the game as a whole.

Darklight: Memento Mori does not require a DM. If you have no desire to become a DM or use one in your games, there is no need to read any further.

Note: These rules act as a guideline for prospective DMs; bear in mind that they can be altered to meet the needs of your story and the preferences of you or your players.

DM Tip: The most rewarding experience for a Dark Master is knowing that everybody has had a great time and can't wait to play their next session. For the Accursed players, it is about overcoming the challenges presented by the DM and remaining alive as long as possible while forging an epic story.

What is Roleplaying?

When it comes to Roleplay, there are many ways to enjoy it. Some people like the aspect of being guided by the Dark Master through unique stories, fights and puzzles as well as solving the given objectives, just like in any other quest. Other groups might enjoy Roleplaying itself; impersonating their characters and acting out their lives as if it were their character speaking or acting.

It is entirely up to the group what approach to use; in light Roleplaying each player is aware that their character is in a game. Conversely, heavy Roleplaying is presented as if the characters do not know they are in a game. It is best to decide which approach is being taken at the start of the game; that way everyone can follow the same directions and nobody feels awkward, confused, or out of place.

Example: A Roleplayer interested in light Roleplaying might say: "My character will roll an agility test to see if they can climb that wall to check if there is anything hidden behind it."

However, a Roleplayer interested in heavy Roleplaying might say: "I am going to climb over that wall and see if I can find anything useful".

The same can apply to various Dark Masters' playing styles. A DM who is interested in light Roleplaying might say: "Paul, your character fails to spot that trap and suffers 6 Damage, minus 4 from your Armour for a total of 2 Wounds inflicted." However, a DM interested in heavy Roleplaying might say: "Vaerilis, you hear a mechanical clicking sound coming from the wall to your right, soon followed by the whistling sound of an arrow that pierces your armour and sinks into your flesh. Suffer 2 Wounds."

Does the Dark Master need Extra Components?

As the Dark Master, you will often have to hide information from the players. Use of a DM screen can help in this instance. As there is no DM screen provided with the game, players may either buy their own from a local specialist store, or use the lid of the game box.

The Dark Master's Golden Rule.

The Dark Master has many Roles, but perhaps the most important aspect of being a DM is to make sure the Group has the best possible Roleplaying experience. If everyone has had fun, then you know you've done a great job.

Progressing the Game

Perhaps the most daunting part of being a DM is knowing how to get things started and how to keep things moving. The advice in this rulebook will hopefully allow a new DM to figure out the basics as they go but, when stuck, it's a good idea to keep this simple 3-step process in mind:

1. The Dark Master lays out the situation for the players by describing what is currently happening in the game, where the characters are, where other important elements of the game are, and what those elements are doing.
2. The players communicate to the Dark Master what they want to do in the situation and make dice rolls as instructed.
3. The Dark Master describes the outcome of the players' actions according to the dice rolls.

E.g. Dark Master: "You enter a room which is lit by a dim torch on one wall. At the centre of the room stands a small Demon. The Demon sees you enter and turning with a menacing glee, it bares its claws and runs toward you. What do you do?"

Player: "I tumble to the side before attacking with my sword."

The Dark Master tells the player which dice to roll and calculates the outcome, which is that the player Wounds the Demon.

Dark Master: "The Demon skids to a stop as you tumble away from its grasp, swinging your sword upwards as you roll, gouging a crimson trench in its chest."



DM Tip: As with Light and Heavy Roleplaying, it is up to the group (led by the DM) as to how the 3-step process is used, along with how much description is involved and how the players interact with the DM.

DM Tip: Not all players know when to start talking and when to give their input as a character. Sometimes it can be helpful to simply ask the question, “What do you do?” after laying out each situation.

Random Quests, Quests by the Dark Master, and Narrative Play

Random Quests with a Dark Master

Instead of taking the usual steps to roll for a random Quest, the DM has several options for selecting one of the 36 base Quests to play:

- ◆ The DM may choose a specific Quest for the Accursed to play by reading through the Quest book and selecting one they think is appropriate. This can help with gameplay as it will prevent the Accursed from gaining too much knowledge about the Quest Room or the true size of the Dungeon Deck (in which case it is advised that the DM hide the Dungeon deck behind his screen).
- ◆ The DM may also come up with creative ways to get the players to choose one of several possible Quests.

E.g. During the DM's narrative, the players may spot an announcement calling for adventurers, whilst simultaneously being approached by someone from a local Settlement. The DM may offer the players the choice of aiding the person or responding to the announcement.

- ◆ The DM could also take the structure of one of the 36 base Quests but use their own prologue and epilogue to provide a more personal experience for the Group.

Quests by the Dark Master

We have playtested all of the Quests that are provided with the base game, however the DM may also choose to generate their own Dungeons. This can be achieved using advice from the section entitled ‘Roles of a Dark Master (Before the Dungeon)’ as a guide as well as other useful sections throughout this Rulebook.

Narrative Play with a Dark Master

Instead of following the narrative story provided in the base game, some Dark Masters may choose to construct their own story based in the world of Intermundis.

The specifics of this narrative are completely up to the DM, though they may wish to start by reading the game's Lore section to get better acquainted with the historical events that have created modern day Intermundis.

Intermundis is vast and its citizens lead lives of constant change and danger, making it a perfect setting for your own story.

DM Tip: Be prepared for players to do the unexpected. Roleplaying is an exercise in shared storytelling and many players' imaginations will run wild as they listen to your descriptions of people and places. Pieces of information

that you had not planned to be important may become the focus of the players' minds, or they may choose to run off in the opposite direction on a hunch that you had not planned for.

Try to fit these whims into your story as far as possible, moulding your planned story as best you can by perhaps changing the location of the next Dungeon, or allowing the players' random search of someone's home to reveal a vital clue leading them back towards your planned adventure.

Forcing your players through your story (also known as railroading) without their own choices being explored can be a frustrating experience for everyone. Everyone's Roleplaying experience will benefit from following one simple rule: say yes whenever possible.

Example: You may have planned for a passing NPC to be a source of information, only to have the players focus on some trivial information that was not originally meant to be relevant (like a farmer's wooden leg or the fact that a barman has a fear of fire).

Instead of trying to dissuade players from focusing on this information, allow it to lead somewhere; perhaps they find out that the farmer lost his leg to a local Demon infestation which leads the players to hunt those Demons down (in the Dungeon you had already prepared).

This may not fit your original story, but a great DM can then find a way to incorporate the next aspect of the planned story into the players' seemingly irrelevant chase of some Demons.

Story Hooks

At first it may seem difficult to get the players to follow your story; this is a perfect time for the DM to invent and implement a Story Hook.

Story Hooks are little events or pieces of information that grab the attention of the players and cause them to start following the events of the DM's narrative. They can be simple or vast in scope, it's entirely up to the DM.

E.g. Perhaps the Accursed are staying the night at a Tavern, only to find that the Tavern owner is dead when they go to pay their bar tab the next day. The Tavern owner holds a piece of paper with the name “Celeste” written on it, prompting a desire for the players to investigate and find out what is going on.



Feel free to come up with your own Story Hooks, or you can roll 2d6 on the following list and add your own outcomes:

- 2:** The Accursed receive a mysterious package containing instructions.
- 3:** The Accursed are witness to a murder by a creature with red eyes who then vanishes into the night.
- 4:** A stranger sits motionless in a Tavern all evening. When the characters investigate, they find the stranger dead, an occult symbol carved into their face.
- 5:** A large skirmish occurs nearby and, as the Accursed pass, an explosion occurs which kills everyone. The only sound that remains is a crying baby.
- 6:** A local Noble has a request to make of the Accursed.
- 7:** A sink hole in the local area has caused several townfolk to fall in. Other locals suspect that something lurks below the surface; they ask the Accursed to investigate.
- 8:** The Accursed meet a lone refugee on the road, the sole survivor of a destroyed Settlement.
- 9:** A pre-Soul Plague Settlement appears through a rift in the Continuum.
- 10:** A Skorn Warlord has been issuing challenges to adventurers.
- 11:** The Accursed find a magical artefact that may hold answers to their true identities.
- 12:** The Grim Warden appears. However, instead of demanding souls, he gives the Accursed a series of instructions.

DM Tip: Appearances by the Grim Warden are rare; a DM should use them sparingly, keeping interaction to a minimum and possibly even disguising the fact that the being in question is the Grim Warden entirely.

A World of Possibilities

There are no set events that a DM must adhere to when they are creating their own story for Darklight: Memento Mori. However, the world is built on the idea that humanity is struggling for survival in the wake of the disasters that wiped out most of the population and brought Demons rampaging into their level of reality.

Although not essential, adherence to themes found in the Dark Fantasy genre will aid a DM's creation of stories greatly.

DM Tip: Use the stories and genres that you love to infuse your stories as a Dark Master. Anything goes, and almost anything will work as long as you are telling a story you love.

E.g. We at Dark Ice Games have personal Dark Fantasy inspirations that are vast and have influenced the work we do; everything from books of classical literature (like Dante Alighieri's "Divine Comedy"), through graphic novels (like James O'Barr's "The Crow"), adventure books (like Joe Dever's "Lone Wolf" series), and all sorts of computer games, wargames, and Roleplaying Games.

Although we have listed several examples here, our real inspirations are too many to name and move so much further beyond the realms of Dark Fantasy. Taking inspiration from great storytelling can massively improve your own story creation.

A Narrative Play Map

A Map of Intermundis can be found in the Quest Book, which is useful for a DM when planning where their narrative takes place. Sometimes a DM may wish to go into more detail about the geographical landscape, Settlements, Dungeon Entrances and other elements that make up the map of their narrative; in this case a DM may find it useful to draw a Narrative Play Map for the players.

DM Tip: You may find it useful to use squared or hexagonal paper when drawing your map. That way, each square or hexagon can represent a certain distance, allowing you to chart the Accursed's Journeys more easily.

Whispers of a Multiverse

If you do not wish to adhere strictly to the official Lore of the game, don't worry. The world of Darklight is extremely strange, even at its most normal; different realities and alternate histories exist only just out of reach. The citizens of Intermundis cannot reach these other realities, but that doesn't mean that you can't. A DM should feel welcome to set their game in one of these alternative versions of Intermundis if they feel it will better allow their story to unfold.

An alternate Intermundis may only differ in its characters' reactions, or it may involve a completely different set of events where the Nephilim band together and march south. The choice is up to you as the DM.

DM Tip: Not every group will enjoy a story about murdered children or kidnapped family members being tortured; some just want to be a hero and feel good about slaying some huge Monsters. In this case it is important to treat certain topics with sensitivity.

Other groups will relish the chance to investigate something brutal, dark, and gruesome. They may want a gritty experience that has them on the edge of their seat and clinging on for dear life; this can allow you to expand upon any darker ideas you might have.

Gauge how your group feels, have a discussion about what they want, and be open with them about your desired direction as a DM. This approach allows everyone to engage with your stories and get the most out of the game.

Roles of a Dark Master (Before the Dungeon)

Set Up

The DM sets up a Quest as normal, but can keep the Event, Environment, Monster Encounter, and Dungeon Decks behind their screen. The DM will be responsible for drawing these cards and either reading them or handing them to the Accursed during gameplay.

At the beginning of the Quest, the DM should share any applicable Objectives and Special Rules with the players in the Group.

When the Accursed find the Quest Room, the DM will read out the Quest Room Rules section of that particular Quest.

Roles of a Dark Master (Inside the Dungeon)

Exploration

During the Exploration of Rooms, it will be the job of the DM to fetch Map Tiles, decide the placement of the Map Tiles, explain any additional Rules that come into play during Exploration, and anything else that may crop up that the Group Leader would usually attend to.

The DM does not operate the Cursed Heart or use the Darkness Wheel; these mechanics stay in the hands of the Group. Optionally the Group leader may still roll for Darkness but the Darkness Wheel can be hidden behind the DM screen to create more tension and uncertainty.

Events

The DM also has control over the drawing and resolution of Event Cards during the Events phase.

If an Event gives the Group options from which to choose, it is the DM's job to pose that decision to the Group and ask them what they want to do. This method can be handy as it prevents the Group from reading too far ahead on the Event card and ruining the outcome for themselves.

Furthermore, The DM may feel free to hide the full facts of any actual changes from the players until those changes come into play. This keeps a level of real life mystery to the game's proceedings, allowing the players themselves to decide whether they should risk a dangerous situation.

E.g. An Event card has placed a Guillotine over a Archway which will require the players to make an Agility 2 Test.

The DM tells the players: "You can try to run through the Guillotine trap but it will require great coordination."

This way, the players know that they must do something to get past the Guillotine; they might even assume that it's an Agility Test, but they won't know if they have passed the test until the DM sees the dice roll and confirms their success (or failure).

DM Tip: While hiding some facts from the players may help them to experience the game in a more immersive way, it is worth noting that hiding everything from a Group can quickly lead to frustration with the Roleplaying experience.

Likewise, we know the temptation to change the outcome of a Test may be very great for some DMs, but this should only be done in very unique situations (good or bad) if it is done at all.

Encounters and Spawning

For Encounters, the DM may place Monsters as they wish, as long as they abide by the Prepared and Ambushing rules for those Monsters.

This means that the DM may place Prepared Monsters in any order they wish but may not ignore the rules on where to place Prepared Monsters.

Likewise, the DM may distribute Ambushing Monsters as they see fit as long as they abide by the rules that mean each Accursed gets an equal spread of the Monsters Ambushing them.

DM Tip: It is useful to note that actually trying to overwhelm and kill the Accursed, while hilarious for a particularly sadistic DM, is probably not the best way for the Group to enjoy the gameplay or their Roleplaying experience. These rules are flexible so that the DM may create unique and unexpected circumstances as they see fit.

Monster Behaviour

A DM must follow the standard Melee or Ranged rules for any Monsters they are controlling. Other than that, the DM may freely decide how Monsters will move, who they will Target or Attack, and how any other behaviours are used.

If a Monster has a unique rule that is tied to a condition such as the Darkness Roll, it is up to the DM to choose which of the available Behaviours to use.

E.g. In the basic rules, Devourers can either use Eye of Terror or a Melee Attack based on the outcome of the current Darkness Roll. When a DM is present, they may choose which is used irrespective of the Darkness Roll.

DM Tip: When choosing Monster behaviours, a useful tactic for a DM to use is to try and get the Monsters in game to act as much as possible like the creatures they are supposed to be. This will aid player immersion and add to the Group's Roleplaying experience. We strongly advise against going with tactics that will slaughter the whole



Group as fast as possible, unless that Group is purposefully looking for a (much) bigger challenge.

E.g. A DM may see the best current tactic to be using a group of Crawlers to flank the Accursed and block their escape while a Skorn Berserker charges and pummels them. However, Crawlers are not creatures that would not have the presence of mind to make that decision on their own, so this may not be the tactic that works best for that Monster or the Group's Roleplaying experience.

Total Control (An Optional Role)

A DM who is experienced with the game has the opportunity to make the gameplay much more customisable. They may use Events or Spawn Encounters whenever they see fit, either in addition to those that are

drawn during the game or outside of the normal conditions for their use. This allows a DM to create great themed Dungeons and have greater control over the proceedings.

E.g. A DM may want to make a Dungeon that is only occupied by Skorn, or they may want a Dungeon that has a lot more Pit Traps than is normal.

DM Tip: We advise the use of Total Control sparingly. Your ideas may be fantastic but the Group's enjoyment and Roleplaying experience should come first.

Finally, several copies of the game may be useful in circumstances where the DM wishes to use a Dungeon full of one specific type of Monster (Like the Skorn).

Roles of a Dark Master (Journeys)

Set Up

The DM prepares the Journey Deck according to the normal rules and may choose to keep the Journey Deck hidden behind their screen. This will prevent the Group from knowing exactly how long they will be Journeying for.

Destinations

The DM may choose a Destination based on their narrative, randomise a Destination (for example, roll 1d3 for the type of Settlement), or they may give the Group a choice of Destinations based on a branching narrative.

DM Tip: A good DM allows their Survival gameplay to adapt and suit the needs or desires of the Group. This does not mean giving the players everything that they want, but instead allowing the gameplay to progress without letting players go for too long without something that would increase their enjoyment.

E.g. One player requires a larger Settlement in order to find a seller with rare items, or a large number of Special Locations. Other players also wish to visit a Settlement as they have Severe Wounds; however, they only require the services of a Healer which is available in smaller Settlements. Finally, The Dark Master has planned to go immediately from the previous Dungeon into a new Dungeon to fit with their narrative.

A good DM would consider all 3 sides and come up with a solution that still fits the narrative but prevents the gameplay from becoming too frustrating for the players.

The DM can tell the Group that they can make the arduous Journey to the larger Settlement (to satisfy the first player) but it requires a rite of passage that includes the next Dungeon the DM had in mind (satisfying the DM's plans). On the way to the new Dungeon, the DM allows the Group to stumble upon a small Settlement, allowing the players with Severe Wounds a chance to heal before continuing.

In this instance, the DM has woven all of the players' needs into the overarching narrative, continuing their story whilst providing for the Group.

Journey Cards

The DM also has control over the drawing and resolution of Journey Cards during the Journey phase.

If a Journey Card gives the Group options from which to choose, it is the DM's job to pose that decision to the Group and ask them what they want to do. This method can be handy as it prevents the Group from reading too far ahead on the Journey Card and ruining the outcome for themselves.

Furthermore, The DM can hide the full outcome of choices from the players, until those changes come into play. This keeps a level of real life mystery to the game's proceedings, allowing the players themselves to decide whether they should risk a dangerous situation.

E.g. A Journey Card offers the Group a chance to help a farmer with their crops if they wish to. The DM poses this choice to the players whilst hiding the possible rewards/penalties that they may get when rolling for the Journey Card's outcome.

Dread Wheel

The DM has the ability to keep track of the Dread Wheel. They may do this in front of the players or behind their DM screen.

The advantage of keeping the Dread Wheel hidden from the players is that they will never truly know how close the Grim Warden is to them; this mystery is the same that would plague the real Accursed.



Total Control (An Optional Role)

A DM who is experienced with the game's Journey Cards has the opportunity to make the gameplay much more customisable. The DM may change the number of Journey Cards, have the Group travel through only certain types of terrain (such as only Swamps, or Mountains followed by Forests), or any other changes that may suit their narrative.

The exception to the Total Control role is that the DM may never change the outcome of the Dread Roll or ignore any rules that advanced (or do not advance) the marker on the Dread Wheel.

DM Tip: We advise using Total Control sparingly. Your ideas may seem fantastic but the Group's enjoyment and Roleplaying experience should come first.

Roles of a Dark Master (Settlements)

Set Up

The DM is responsible for many of the core elements of visiting a Settlement, including the name, the Settlement Map (including its Special Locations), and the recording of information on a Settlement Sheet if the players are using one.

The Settlement Map should be set up in a place where the players can interact with it, since they are still responsible for placing their own miniatures during visits.

Naming the Settlement

The DM may call the Settlement whatever they want. If they are stuck for a name, they can roll a random name using the Settlement Name Generator provided with the base game.

DM Tip: Keep in mind that comedy names do not always help player immersion; good names allow a more in-depth Roleplaying experience.

E.g. A Settlement called Grimton will provide a sense of atmosphere, whereas a Settlement called Fart-town may make people laugh but will detract from the seriousness of your narrative.

Special Locations

Unless the DM requires a specific Special Location for their narrative, the players should still search for and find these in accordance with the Advanced Rules and the type of Settlement that they are visiting.

During the Settlement Visit

It is the role of the DM to guide the Group through their Settlement visit; this includes keeping hold of the Settlement Booklet, asking each player which Location they would like their Accursed to visit, asking players what Activity they wish to do at a Location, resolving any effects that may occur, and also guiding players through rolling for Location Events.

DM Tip: When dealing with new players, it may be helpful to suggest Locations they may want to visit based on what they need.

E.g. A DM who is guiding a new player whose character has recently suffered Severe Wounds may direct them to the Healer of a Settlement. Likewise, if that same character has suffered Insanity, they may direct them to the Tavern.

Advanced Dark Master

The following rules will guide those Dark Masters who wish to have greater control over more aspects of the game.

The idea of the following sections is to provide a base which a DM can use to broaden their skills and ideas with a view to creating content for the world of Darklight.

Additional Mechanics (Dungeons)

Additional Mechanics are optional gameplay elements that can be used by Advanced Dark Masters.

Playing Order

It is up to the DM when and in what order the players take their turns. They may do this in accordance with the basic rules or make up their own order of play.

DM Tip: Make sure your ideas for playing order allow each Accursed to take a Turn per Round, otherwise some players will quickly feel unjustly punished or left out.

Darkness

The DM now has the ability to control the Darkness level within the Dungeon, transferring many components that are reliant on the Darkness Roll to the DM. Through this mechanic, the DM decides when to trigger things such as Events or Monster Ambushes.

Bear in mind that this mechanic will not fully remove the need for a Darkness Roll as game elements such as Faith Points and Channelling still rely on its outcome.



DM Tip: A good DM will vary situations in order to prevent them from becoming too quiet (with too few Events and Monsters) or predictable (with too many Events and Monsters). This is a fine balance that becomes easier with practice.

Exploration

Through this mechanic the DM gains the ability to change when the Exploration of a new room occurs. This could be through player interactions such as opening a Door, pulling a lever, or solving a puzzle which leads to the room's Exploration. It could even be that all Doors in the Dungeon are already open and Exploration occurs as soon as an Accursed has LoS to a room. The DM may also opt for a combination of Exploration types that includes the normal Exploration phase.

The DM also has control over what is placed when Exploration of a room Spawns Monsters or Objects.

Events

Similarly to the Darkness section above, the DM can gain greater control over Events through this mechanic. They can spawn Events at the moment they feel is best as well as adapting these Events to suit their needs.

E.g. An Accursed wishes to take a look behind a Door. The DM has decided that the Door is Equipped with a Pressure Plate as per the Event Card. The DM asks the Accursed to take a Perception Test (as stated on the card) but does not inform them of why until the consequences are revealed.

Event Cards in the base game can be taken and extended or shortened to fit with the narrative that the DM has in mind for their Dungeon.

E.g. A DM may cover their Dungeon in 'Sinister Mist' which emulates one of the Event Cards provided in the base game, making it more difficult for the Accursed to fight. The DM makes this Event Card constant throughout play until the players find the source of the Sinister Mist and put an end to it.

Map Tiles

The Dungeon Tiles provided with the Base Game are double sided; one side contains the usual gameplay art whilst the other side is empty. The DM may feel free to make use of the empty side of Map Tiles, allowing for more creative freedom when planning and creating Custom Dungeons.

E.g. The DM has planned a Dungeon that takes place upon the upper reaches of a monolithic citadel. It is plausible that the top floor of this citadel contains a torture room, so the DM uses the regular side of the Torture Room Map Tile. However, it is less plausible that this floor would contain a Crypt, so the DM uses the empty side of that Map Tile to depict something else.

DM Tip: If, for any reason, you require the real world measurement of a single square within a Dungeon, they are approximately 150 cm by 150 cm.

Description

As the Dark Master, it is your role to act as the eyes and ears of the Accursed, bringing every sight, sound, smell and sensation to life for each person, to bring excitement and immersion to their adventures.

One of the most important things when Roleplaying in a Dungeon is to make sure that the player feels that each room is more than just the stone bricks depicted on the Map Tile. It can be empty save for bones, full of tables below a fancy chandelier, or even covered in strange patterns. The choice is yours, but remember that it is your job to let the players know all the facts.

In-Depth Roleplay

Much like with Description, it falls to you as the DM to facilitate the many things a player might want to do within a Dungeon. The players should be able to do (or at least attempt) almost anything they wish, as long as there is an action in game to facilitate their choice. You may also feel free to add additional tests or narrative slices to work with the player's choice of action.

E.g. A player wishes to Search behind one of the Bookcases you have described, saying "I wish to search behind this bookcase."

*You allow them to do so, but feel that performing a Search action alone is not enough; more effort should be involved. You reply "Searching behind the bookcase will take an act of Strength." before asking the player to perform a Search action **and** take a Strength 2 Test.*

What happens after the Test is up to you. Perhaps there is something nice behind the bookcase. Perhaps there is nothing. Perhaps the bookcase falls on the Accursed who failed the Strength Test. It is the DM's choice.

DM Tip: If you think a player's desired action is unreasonable, likely to dampen the Group's enjoyment, or ruin the Roleplaying Experience, then feel free to inform them that they cannot do so. When doing this, it can be even more useful to weave the reason why into the narrative for the game (or even to punish them creatively).

E.g. One player wishes to write a message on a piece of paper that would break the fourth wall by referring directly to another player by their real name.

As a DM, you may feel free to stop them from doing so. However, you may also allow them to write it but give them consequences such as "No one understands your message and they ignore it." or "People see your message, it makes little sense and they shun you. Gain 2 Insanity."



DM Tokens

DM Tokens are an excellent way to mark things that can be found within Dungeons; these can range from secret doors, to barrels for characters to hide in (or drink from), even levers. DM's are encouraged to let their creativity flow freely when thinking of things to fill their Dungeons.

DM Tip: Lever components can be used to face one way when they have yet to be activated and another way once they have been activated. This is a small piece change but a great way to improve the Group's Roleplaying experience.

Custom Dungeons

Advanced Dark Masters are encouraged to create their own Dungeons where needed. Using the additional mechanics above and the advice below, it will be possible to create your own unique Dungeons to go hand in hand with your narrative.

A Prologue

The prologue is perhaps the most important story element of a Dungeon; it is a piece of descriptive narrative that sets the scene for the players, allowing them to get a feel for where they are and giving them a reason for performing the actions they are undertaking.

Be as detailed or as vague as you wish with the prologue, but bear in mind that going on too long may cause players to feel like they are simply watching the story unfold rather than causing it to unfold.

As DM, you may also ask players to describe what they are looking at, which can help to increase immersion and enhance the Roleplaying experience.

Dungeon Entrance

The Dungeon Entrance is any Tile upon which the Accursed begin the Dungeon. It is traditionally the Stairway Down Tile, which we use to signify that the Accursed are descending into the mysteries that await them. However, any other Tile is suitable to use as a Dungeon Entrance, as long as the DM can come up with a reason for it being there.

The Dungeon Entrance can even be something more simplistic; perhaps a ladder or some other type of Entrance.

The Dungeon Objective

The idea of a Dungeon revolves around a task, or set of tasks, that the Accursed must accomplish which is traditionally capped off with a Quest Room to provide a culmination to the action. We have provided a very simplistic example Dungeon below. In addition, there are plenty of examples of traditional structured Quests and variations thereupon within the Quest Book provided with the Base Game.

DM Tip: Try not to let all of your Dungeons become a simple task of finding and killing the Boss Monster; this will become repetitive for your players. Conversely, it is good practice to create a few straightforward Dungeons every now and then to vary pacing and allow for variation in play styles.

The Dungeon Deck

The Dungeon Deck determines how long the Dungeon will be. When trying to come up with a Dungeon Deck number, consider how long you want the Dungeon to take to complete. The Group will usually have to play through the whole of the First Half of the Dungeon Deck and it can be a great way to control the length of a specific Dungeon. The Second Half is much more variable in length and can be used to portray a vastly changeable Dungeon.

Dungeons without a Deck

It is also possible for a DM to draw their own Dungeons for use as needed; for this, we suggest the use of some squared paper to draw the map on. The paper can be any size, as long as it is big enough to fit the DM's Dungeon; just make sure the squares are big enough to contain the Accursed miniatures should the players be using them.

DM Tip: You don't have to be a fantastic artist to create great Dungeons. Simple rooms drawn onto squared paper will suffice if you pair it with some great descriptions of the contents of the room. Think about things such as smells, sounds, what kind of things are visible in the light, and anything else from the picture of the room that you have in your mind.

Dungeon Dangers

It is up to the DM what kind of Dangers await within a Dungeon. The DM may feel free to randomly generate any Events and Encounters according the Basic and Advanced rules; they are also free to plan everything in secret by themselves to create a truly unique experience.

Epilogue

Much like the Prologue, the Epilogue is a piece of narrative which serves an important purpose. The Epilogue ends the Dungeon and this particular part of the story; it resolves the play element of the Dungeon. If the DM wishes, the Epilogue can lead directly to the next portion of the story, posing new questions or showing the players new clues to investigate.

A Basic Dungeon with Dark Ice Games as DM.

Below you will find a basic Dungeon designed for 4 Accursed which combines the above advice. It has been drawn in a more simplistic style to show how easily Dungeons can be made with a pen and some squared paper. The example is narrated as if we at Dark Ice Games were the Dark Master; we have also explained some of our



choices to help a DM understand the thought process. A DM may also use this Dungeon as their first if they wish.

Dungeon Premise: Through a narrative we had planned as well as some improvisation along with the players' decisions, our players have discovered clues that could be linked to a Demonic cult within their current Settlement. After questioning the locals, one scared urchin gave the Accursed the name of a man called Taedus who attends the cult's Demonic rituals.

When Taedus was confronted he ran away from the Accursed. They gave chase through the streets of the Settlement, before eventually losing him near an abandoned house. After performing a search of the house and its grounds, the Accursed find some stairs descending into an empty cellar.

Prologue: We start by reading the following prologue to the players: "Your frustrated search for Taedus has led you to two open wooden doors set in the lower level of the house. There are carvings upon the Archway above the doors; however, they are too faded to read and deeply stained with blood marks. Beyond the doors lie cold stone steps, and a winding staircase that descends into the darkness.

We may add a "What do you do?" question to the end of the prologue if the players look like they are having trouble beginning.

Dungeon Drawing: Below you'll find a simplistic Dungeon we have drawn on squared paper. It consists of several rooms for which we have also provided our own notes. These are notes we've made for ourselves as DM, to help with describing each room and guiding our players through the Dungeon.

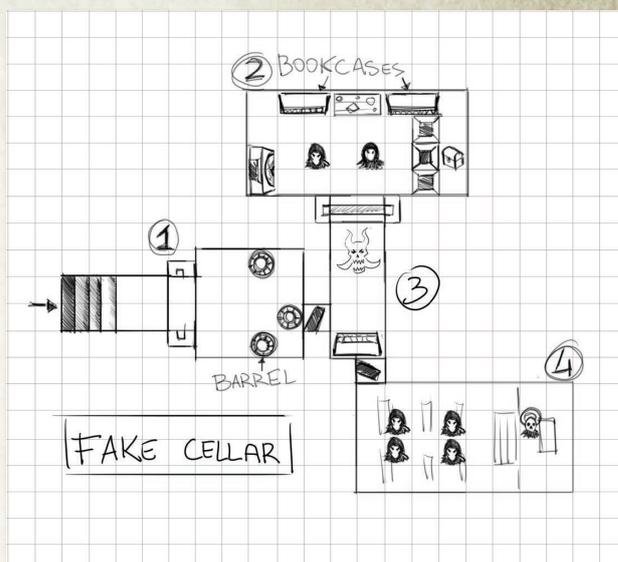
An Empty Map: While the hand drawing we have provided contains locations of Monsters and objects like bookcases, this is for our own benefit as DM and to display how we would create the Dungeon. We might draw two Maps; one fully filled-in as a reminder to ourselves and an empty one for the Accursed to move around in. Conversely, we might just draw one full map and cover up the rooms the Accursed have not explored yet.

For objects like the Bookcases, Barrels and Treasure chests, we would use the Dungeon Tokens provided with the main game to add a bit of depth to our hand drawn Dungeon Map.

For the Monsters, we would place Darklight: Memento Mori miniatures where we've planned for them to be. Of course, we'd only place the miniatures and tokens when the Accursed could actually see them during play.

Dungeon Entrance: Here we've used a hand drawn depiction of the Stairway Down Tile, combining the familiar layout of the Map Tiles from the base game with

our own hand drawn Dungeon Map allows the players a familiar place to start before venturing into a brand new Dungeon.



The Dungeon Objective: We have previously decided that the players must defeat a Boss Encounter in order to stop the Demonic ritual of Taedus and his allies.

We looked through the Boss Encounter Cards and chose the Grim Cultist Overlord for the Accursed to defeat in order to stop the Demonic cult from achieving their goals.

If we wanted to create more variation for our Dungeon, we might decide that the Cultists must be stopped within a certain number of Turns or Rounds. We could also increase the Dungeon difficulty by Spawning a Skorn Brute to guard Room 3 from any intruders (as shown on the drawing).

Guiding the Game: As previously mentioned, we would then guide the players through the Dungeon using a combination of the Basic Rules, the Advanced Rules, the notes below, and our 3-step process (detailed earlier in this rulebook).

Room 1: A seemingly empty room containing 3 Barrels. On first glance it looks like there is nothing odd about the cellar. We would make the players take a Perception check; if failed, the players may have to leave and start their search for the cult from scratch, or start moving barrels around on a hunch. If the Perception check is successful, we would explain that the players have found scrape marks on the floor near one barrel. Moving it, they find a secret door that leads to Room 3. We may also include a locked door, a broken door, or some other obstacle as an additional challenge.

Example description for Room 1: The cellar is cold and damp. A green film covers most of the bricks, especially on the walls; sludge caused by years of humidity. As you enter, rats scatter and scurry away to hide behind the stacks of barrels that can be found throughout the room.



Room 2: This room is an occult study for the cultists to use; it contains bookcases on the north wall and a table with some implements, also on the north wall. In the east of the room is a Treasure Chest. The three squares in front of the Treasure Chest are traps (we may create our own or find some in the Events Deck). The Treasure Chest contains 2 Loot Cards. The room also contains 2 Grim Cultists that we will Spawn when the Accursed explore the room.

Example description for Room 2: As you push open the door, your eyes fall upon several bookcases that cover the majority of the opposite wall. In between the bookcases is an oak table covered in sharp implements and ritual tools. Your eyes dart to the right, catching a brief glimpse of a chest emblazoned with golden filigree, before quickly settling on two Grim Cultists. They make ready to attack.

Room 3: Room 3 is a corridor without much light. At its north end is a closed door, at its south end a bookcase. The corridor may contain a Skorn Brute if we wish to give the Accursed an extra challenge. The northern door leads to Room 2. The bookcase is another secret doorway that can be activated by pulling one of the books. The Accursed will be able to perceive this with a successful Perception test. If they fail multiple times, we may get the Overlord to open the door from the other side.

Example description for Room 3: As the secret door opens, a stale air washes over you. Cold, the air bears the smell of freshly burned incense. In the dim light that drowns the corridor you can make out a huge shape. It growls before advancing.

Then, after the Skorn Brute is killed: Breathing heavily, you survey the corridor. To one end you find a closed door made of oak wood; a light can be seen coming from beyond. At the other end is a bookcase, each book placed upon the shelves in an impossibly neat fashion.

Room 4: This room is a chapel in which the Grim Cultists are performing their ritual. At the far east end lies an altar. There are pews or other forms of benches arrayed in the room facing the altar. Four Grim Cultists and a Cultist Overlord are in the room.

Example description for Room 4: With dawning realisation you become aware that the study room was merely a decoy; the bookcase shudders and shifts, sliding into the wall as if carried by an unseen force. The smell of incense almost overwhelms you. Peering into the room beyond you can see a rudimentary chapel; blood painted on the walls and pews arranged as if in worship toward a main altar. Cultists sit chanting upon the pews, facing towards a hunched form in black robes. As if sensing your arrival, the form draws itself up to full height. Turning, you see the golden mask of this Cult's Overlord. The chanting ceases. The Cultists turn on you. Clicking his fingers, a scythe is summoned to the Overlord's hands.

Epilogue: After the Dungeon, if the players were successful, we would read out the following Epilogue: "The Cult has been prevented from completing their ritual. As the Overlord takes his last ragged breaths, he tries to lay a curse upon you. Luckily, the words stutter and dissipate as death takes him. You drive your blade through the Overlord one last time, just to be sure, before gathering everything of value and making your way out of the cellar."

The nature of the epilogue may change if the players did not stop the Overlord in time or had we included the Skorn Brute Encounter. This would be our call to make as DM.

DM Tip: Being the Dark Master is a great exercise in improvisation. Try to constantly adapt to how your group is playing the game; allow them to try out their crazy ideas and half-baked plans. Both successful and failed ideas will make for great stories and keep the players engaged with your game.



Additional Mechanics (Survival)

Passage of Time

It may be necessary for the DM and Players to consider the passage of time. This can be for greater reasons than the increased danger that darkness brings; it can also allow time-sensitive items to be used, spells to have durations, and for the world to change in real time.

For the purpose of reference, a Combat Round within a Dungeon would usually take about 6 seconds for the Accursed; however, a Round outside of Combat can take anywhere between 10 seconds and 30 minutes depending on what the Accursed are doing.

Example: Perhaps the DM wishes to limit the amount of conversation the players can have during Combat, allowing them to say only the number of words that would fill 6 seconds.

DM Tip: Use this last example sparingly. Realistic games may seem like an excellent idea but often devolve into frustration.

Mortality

Accursed, like any mortals, must sleep, eat, and spend time relaxing. The DM may impose restrictions on what the Accursed can do if they haven't tended to their mortal needs.

DM Tip: It can be useful to ask yourself questions such as: Do the Accursed need to carry water into a Dungeon in case their increasing thirst causes them to develop Fatigue? Do the Accursed need to sleep in order to have their full Charisma value? Do the Accursed need to eat in order to carry everything within their bags?

Abilities

If you wish, you may provide the Accursed with a deeper set of Abilities that allow them to perform specific or specialised tasks. These Abilities should be gained during Character creation (unless you can think of an inventive way for them to be gained afterward). An Accursed gains 1d3 Ability points for each level they gain.

Abilities can replace normal tests for a specific task.

Example: If the Accursed is trying to spot a trap, instead of the usual Perception Test, they could use their "Spot Trap" Ability and perform the associated Test.

An Ability Test requires 1d6 to be rolled for every point the Accursed has in that Ability. The number of Ability points (and therefore dice to roll) that the Accursed has can be calculated using the Attribute Bonus column on the Ability Chart (see next page). The Accursed will get a number of dice equal to their calculated Attribute scores (round down where necessary).

Example: An Accursed with Agility 4 performs a roll for the Jump Ability. They will roll 4d6 as the Jump Ability has an Attribute Bonus of (1) Agility. Next, An Accursed with 3 Strength and 4 Agility wishes to use their Climb Ability. They will roll 3d6 which uses (0.5) Strength and (0.5) Agility for a total of 3.5 which must then be rounded down.

As a rule, a roll of 6 usually denotes a success, with each additional 6 increasing the success in the use of that Ability.

The DM may, if they wish, allow the Accursed to add 1d6 to each roll if they spend a Stamina Token (which replenish at a rate of 1 every 10 minutes). This may allow the Accursed to become over-powered, so use it sparingly.

The DM may also choose to make Ability rolls in secret for the Accursed, only allowing them to know the outcome. This can enhance the Roleplaying experience by allowing characters to spot traps only if they succeed through the DM's roll; that way, the players are not aware that there may be traps around.

On the next page you can find a list of Ability suggestions. This list is not intended to be comprehensive, so the DM can use their own discretion to create more Abilities that suit their players and narrative.





Ability name	Attribute Bonus	Suggestions
Jump	(1) Agility	Jump 2 squares for the first 6 scored during a test and an additional 0.5 squares (round up) for every additional 6.
Climb	(0.5) Strength (0.5) Agility	Allows the player to vertically traverse a climbable surface for 2 meters per 6 rolled. Reduce the number of successes by 1 for each level of difficulty the wall has.
Swim	(0.5) Agility (1) Strength	Swim 2.5 squares (round down) for each 6 rolled (this must be used instead of the character's normal Movement value). For every 2 Weight points the Accursed Carries, the DM may remove 0.5 squares of Movement (if the Movement becomes negative the Accursed will sink by that number of squares).
Intimidate	(0.5) Strength (0.5) Charisma	The more 6's rolled, the more you have Intimidated your target. For example: one 6 will make the target cooperate, two 6's will make the target cooperate and give more information. Reduce the number of d6 rolled by 1 for every 2 Strength points the target has.
Persuade	(0.5) Perception (0.5) Charisma	See 'Intimidate'. However, reduce the number of d6 rolled for every 2 Perception the target has instead.
Barter	(0.5) Mind (0.5) Charisma	For each 6 scored, reduce the cost of an item by 5% (max 90%).
Spot Trap/Set Trap	(0.5) Mind (0.5) Perception	For each 6 scored, detection of a Set Trap becomes more difficult by 1 point. For example: if the Set Trap roll shows two 6's, then a character would have to pass a Spot Trap 2 Test to discover the trap.
Lockpicking	(1) Perception (0.5) Agility	<p>The number of 6's required to pick a lock changes depending on the lock's difficulty:</p> <p>Easy: 1 Challenging: 2 Hard: 3 Very Hard: 4</p> <p>A Lockpick will add 3d6 to this roll. If the Test fails, the Lockpick breaks permanently.</p>
Source Sensitive	(0.5) Mind	Detect Source energies, artefacts, traps with Source Charges, or premonitions of impending danger. For each 6 scored the ability to detect information about the Source object grows. Example: Fewer successes (1-2) can detect Source traces. Greater successes can identify what kind of spell was cast.
Knowledge X (X represents any field in which the character has Knowledge such as 'Outdoors', 'Religion', or 'Historical Languages'.)	(0.5) Mind	During character creation, the Accursed is allowed to permanently add 2 Ability points to one of their Knowledge Abilities.



Common Items

There are some items you may wish to use that might not have been included in the base game. We have provided a list of some items that you may wish to use as DM, their weights, and costs as well. The DM can add more items as they wish and may also add relevant keywords to any of the listed items as they see fit.

Any items with a number of dice listed before the name allow you to roll to buy that number of items at the same price. After rolling, the number of items bought in a stack

will stay the same until the next day.

The weights listed for items describe how much a full stack weighs. *Example: An Accursed may carry 2d6 Candles at a total weight of 0.5.*

During character creation the DM can choose to allow Players to roll 3d6x10 Crowns for use in purchasing things from the item list or base game Marketplace. This is a handy way to generate a starting budget.

Items on this list may be sold back to a vendor for 1/3 of their original price.

Item	Avail.	Cost	Weight	Description
2d6 Candles	2+	c1	0.5	Creates light that extends up to 3 metres in each direction. Each lasts 1 hour.
Basic Meal	2+	c1	0.5	A loaf of Bread and canteen of Water, often provided alongside an old bed during stays in a Hamlet.
1d6 Dry Rations	2+	c1	0.5	Strips of dried meat, each ideal for a single meal.
Waterskin	3+	c5	0.5	A canteen that holds up to 1.5 Litres of liquid.
Whetstone	3+	c2	0.5	Used in the maintenance of certain weapons. A whetstone can prevent a weapon from decreasing in Damage.
Good Meal	3+	c5	1	A meal made with meat, beans or fish. Often accompanied by cheap ale and a small bed for the night.
Hemp Rope	3+	c10	1	15 meters of sturdy rope. (+c1 for every 3 metres after that and +c20 for a hook mounted at the end).
Cheap Wine Bottle	4+	c5	1	Used to forget the horrible sights of the world. See rules for Tavern drinking, but the player must pick the lowest dice score to see how much Insanity is lost.
Flint and Tinder	5+	c10	1	Ideal for starting fires.
Fine Meal	5+	c10	1	A delicious meal composed of 2 courses and accompanied by a small single room in Towns.
Rucksack	5+	c30	-	A strapped carrying pack that grants the ability to carry an additional 4 Weight. If the carried weight goes over the player's original carrying capacity, their Agility decreases by 1. If their Agility is already 1, their Movement decreases by 1. Only 1 Rucksack can be carried at a time.
Sleeping Pelts	6+	c45	1	Thick pelts for warmth whilst sleeping outside. Possibly facilitating a comfortable night's sleep, preventing Fatigue and causing Severe Wounds to heal as normal.
Good Wine	6+	c45	1	Used to forget the horrible sights of the world. See rules for Tavern drinking.
Winter Gear	7+	c50	1	An assortment of pelts and various body protection, ideal for travelling through Winter climates.



Non Player Characters

Also known as NPCs, Non Player Characters represent any character who is controlled by the Dark Master and not the Players themselves.

NPCs allow the players to have interactions with other inhabitants of Intermundis. It is the job of the DM to bring these NPCs to life, Roleplaying them, creating their personalities and, at times, their whole backstory.

When it comes to NPCs, there is no golden rule on how to set their Attributes or Special rules for Combat (if the Accursed somehow end up in a fight with an NPC). Feel free to borrow Attribute/Combat inspiration from existing Monsters in the game.

DM Tip: An NPC's personality motivates them to make choices that can have a great effect on the gameplay. Some may alert the Accursed if they see a street urchin picking their pockets, others won't care or may even attempt to distract the Accursed.

DM Tip: You may find it useful to create a few NPCs before play commences. All a DM needs to make a believable NPC is a name, what they look like, how they feel, and what they are afraid of. It doesn't sound like much but a few notes like this will allow you to create more memorable interactions.

DM Tip: Keep a list of names on hand; that way, if the players wish to interact with an NPC you haven't prepared,

you can quickly give them a name before moving on from there. Nothing tells the players that an interaction is one they should skip more than an NPC who has no name.

Below is an NPC suggestion as well as some suggestion points for interacting with this character.

Name: Edwaros Widey

- ◆ A Scrawny man with dark, beady eyes and oily black hair cut at cheek length.
- ◆ Knowledge (Geography) 1.
- ◆ Resident of Grimland. However, his dark complexion and unusual accent denote he originates from somewhere further afield (Cilneas)
- ◆ Wearing second hand, Gothic style clothing. The chestpiece is black with dark swirls; he uses it to put forward a false air of dignity.
- ◆ A Perception 1 Test will reveal that he appears to be nervous, as if he expects someone to jump out from the shadows.
- ◆ During an investigation, he will try to deny involvement as much as possible. A Persuasion 2 or Intimidation 2 Test will cause him to reveal that he witnessed the culprit of the investigation and has information about their appearance. (Roll an additional 2d6 if the Accursed are aware that he is from Cilneas).

The DM may feel free to use the following sheet to keep track of created NPCs. It can be downloaded from: www.darkicegames.com/darklight/downloads

DARKLIGHT <small>MEMENTO MORI</small>		NPC SHEET									
CHARACTER NAME _____		S	P	M	C	A	E		ATTACKS		
	LEVEL _____							HEALTH	MELEE	INITIATIVE	
									RANGED	MOVEMENT	
INVENTORY/NOTES					INVENTORY/NOTES						



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uncle made a really cool game!

COUNTLESS demons were harmed during the making of this
game... but they deserved it!

Rulebook Version: 1.0

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HAZARDS

JOURNEY HAZARDS

- 1. Death Awaits:** *The Grim Warden demands souls.* Each Accursed must pay a number of **Souls** equal to 5 times their current **Level**. If they cannot pay, they suffer **Permanent Death**.
- 2. I don't think we're in Intermundis anymore:** *You find yourself in a foreign realm.* It will take a strong mind to return. Add **1d6+3** days to your Journey.
- 3. Soulhounds:** *Soulhounds have found you based on the scent of your collected souls.* Each Accursed must lose half of their Souls (Round up) or suffer **3d6 Severe Wounds** whilst fighting off the Soulhounds.
- 4. Shadows in the Night:** *Silent thieves ransack your camp at night.* Each Accursed loses **1d6x50 Crowns**.
- 5. Steal my Heart:** *A demon appears and swiftly steals the Cursed Heart. Chase it down.* Add **1d3 days** to your Journey.
- 6. Always Watching:** *The Grim Warden follows you from a distance and then disappears without a trace.* Nothing else occurs.

SETTLEMENT HAZARDS

- 1. Fire:** *A fire tears through the settlement.* One random **Special Location**, along with its **Special Slot**, is permanently destroyed. If there are no **Special Locations** within this Settlement, then the Settlement is permanently destroyed.
- 2. Flood:** *A devastating flood has forced an evacuation.* All **Accursed** must leave this Settlement and may not return until they have completed a Quest.
- 3. Demon's Flu:** *A consuming disease spreads through the local livestock.* Each **Accursed** must pay **50 Crowns** for every **Stable Animal** they own at this Settlement. If they cannot pay, the **Stable Animal** dies.
- 4. Invasion:** *An invading demon force destroys much of this settlement before vanishing.* Each **Accursed** must pay an additional **4 Crowns** in **Living Expenses** and may not visit the **Marketplace** until they have completed a Quest.
- 5. Storm:** *The worst storm in living memory forces everyone to stay indoors.* For **1d6 days**, **Accursed** may only visit the **Tavern** or their **Homes**.
- 6. All is well:** *The sun shines and the locals go about their business.* Nothing else occurs.

Ill: If you are suffering from being Ill, you will require an additional Healing point to heal **1 Wound** (Eg. You will require 2 Healing points to Heal 1 Wound). For each extra time you become Ill, you will require a further Healing point to Heal 1 Wound. (Eg. If you are Ill 3 times, you will require 4 Healing points to Heal 1 Wound). Illness can be cured at a Settlement's Healer.

Severe Wounds: For each **Severe Wound**, your total **Health** decreases by 1. You may suffer from multiple **Severe Wounds**. If your total of **Severe Wounds** is equal to or greater than your base **Health**, suffer **Permanent Death**. **Severe Wounds** can be cured at a Settlement's **Healer**. You may use **Wound Tokens** to keep track of **Severe Wounds**.

Fatigued: If you become **Fatigued**, all of your **Attribute** scores will decrease by half of their base value (Round up). You cannot be **Fatigued** more than once at a time. If you become **Fatigued** again, suffer **1 Severe Wound**. To recover from being **Fatigued** you must **Rest** at a **Tavern** or your **Home**.

SETTLEMENTS

Reputation: For all **Accursed**, **Reputations** with each new Settlement begin at level 0. Your **Reputation Level** with a Settlement will cause the following effects.

Reputation	Effects
-8: Renegade	You are immediately forced to leave this Settlement and may not return.
-7, -6, -5: Troublemaker	You may no longer use this Settlement's Marketplace . Your Living Expenses are doubled.
-4, -3, -2: Mistrusted	All Marketplace items are now one and a half times their original price for you (Round up).
-1, 0, 1, 2, 3, 4: Stranger	No effect.
5 to 9: Popular	Living Expenses are reduced by 2 Crowns .
10 to 14: Distinguished	Living Expenses are reduced by 2 Crowns . +1 to Availability at the Marketplace .
15 to 19: Local Hero	You are no longer required to pay basic Living Expenses . +3 to Availability at the Marketplace . You may purchase a Home for half price.
20+: Paragon	You are no longer required to pay basic Living Expenses . +4 to Availability at the Marketplace . All Marketplace items are half price for you (Round up). You may purchase a Home for half price.

Settlement Name: In order to generate a name for a Settlement, first you must roll for the **Prefix** (the first part of a Settlement's name) and then the **Suffix** (the second part), either as two words (Eg. Old Creek) or one word if the Suffix begins with '-' (Eg. Darkend). To do this, roll **1d6**, the result will tell you which row to consult, then roll another **1d6** and use this result to tell you which column to consult. Do this on both the **Prefix** and **Suffix** tables below for the Settlement's Name.

		1	2	3	4	5	6
PREFIX	1	Meadow	New	Fallen	White	Dark	Lost
	2	Dawn	Dead	Old	Lake	Red	Grim
	3	Shen	Green	Loch	River	North	Spring
	4	Ever	Water	Blood	West	East	Black
	5	Udin	Soul	Shadow	Last	Holy	High
	6	Dusk	Silent	Bright	Dread	South	Cold
		1	2	3	4	5	6
SUFFIX	1	-wood	-land	Valley	Pass	-ham	-ton
	2	Hope	-moon	-rim	-light	-field	-chester
	3	Horizion	-field	Hill	-mist	Fern	-land
	4	-deen	Bridge	Stones	-ford	-end	-dale
	5	-mare	-borough	Steps	Creek	Coast	Crags
	6	-shire	-sky	-gard	-marsh	-dom	View

INJURIES

Unless specified otherwise, all Injuries can be cured at a Healer. See the Settlement Book for details.

2. **End of the line:** A grey mist of timeless oblivion surrounds you. The black bandaged figure of the Grim Warden approaches. He takes a long black feather from his wings and uses it to write your name in his Dark Grimoire. Then he vanishes with your soul. Suffer **Permanent Death**.

3. **Internal Bleeding:** That last blow has lacerated your insides. A deep, hot pain fills your body. During the **Darkness Phase**, whenever a 1 is rolled, suffer **1 Wound**.

4. **Crippled Leg:** One of your legs has been badly damaged, it is difficult to use this leg to support any of your weight. Your **Movement** decreases by 2.

5. **Fractured Ribs:** Your chest feels as though it is shattered, you can barely breathe. Your **Agility** and **Endurance** scores decrease by 1.

6. **Concussion:** Several blows to the head leave you feeling sleepy and dazed. Your **Mind** score decreases by 1.

7. **Broken Teeth:** That last fight knocked the large majority of your teeth out. Your **Charisma** score decreases by 1 and your **Health** decreases by 2. This **Injury** may only be cured at a **Blacksmith**.

8. **Deep Cut:** A trench like gouge has been cut into your body. Your **Strength** score decreases by 1 and your **Health** decreases by 2.

9. **Eye Wound:** A blow to the face causes your vision to swim. Your **Perception** score decreases by 1.

10. **Broken Hand:** With an excruciating set of cracks, the bones in your hand splinter. Suffer **-1 To Hit** on all **Attacks**.

11. **Lost Arm:** The sheer force of that last blow tears off your arm. You may only **Equip** Items in **1 Hand**. This **Injury** may only be cured at a **Blacksmith**.

12. **Tormented:** The damage to your physical body is so severe that your soul can barely keep its grasp on the mortal realm. It is caught between life and limbo. If there are any other Accursed in the game, they may visit a Church to save you from being Tormented. If there are no other Accursed in the game, suffer **Permanent Death**.

SOURCE BURNS

Unless specified otherwise, all Curses can be lifted at a Church. See the Settlement Book for details.

Doubles	Effect	ODINASH 
1	Flames of Fury: Become Ignited Severe Burns : Your Movement score decreases by 1 and your Health decreases by 2 until the end of Combat. You can suffer from this effect multiple times, however further Severe Burns will only reduce your Health .	
2	Curse of Odinash: Flames stir within you. During the Darkness Phase , whenever a 1 is rolled, suffer 1d6 Wounds and become Ignited . If you already have Curse of Odinash , you are consumed by flames, suffer Permanent Death .	
3	Hellfires: Flames engulf you, destroying your body and soul. Suffer Permanent Death .	

Doubles	Effect	GULAROTH 
1	Vile Gas: You are Poisoned 1d3 times . The Sickness: Your Strength , Mind and Perception scores decrease by 1 until the end of Combat. You can suffer from this effect multiple times, however any further times causes your Health to decrease by 2 instead.	
2	Curse of Gularoth: A parasite grows deep within you. During the Darkness Phase , whenever a 1 is rolled, suffer 1 Severe Wound . If you already have Curse of Gularoth , the parasite bursts from your chest, suffer Permanent Death .	
3	Digested: You are drenched in acidic bile that quickly causes your body to melt. Suffer Permanent Death .	

Doubles	Effect	AGORAS 
1	Panic!: Suffer 1 Insanity .	
2	A glimpse of Argoras: Suffer 3 Insanity and immediately end your current Turn. Curse of Argoras: Your mind is being pulled to Argoras' lair. During the Darkness Phase , whenever a 1 is rolled, miss your turn for this round. If you already have Curse of Argoras , your mind is ripped from your body, causing your head to burst, suffer Permanent Death .	
3	Whispers of Argoras: Your mind is filled with Argoras' Insanity . It liquefies and leaks from your ears. Suffer Permanent Death .	

Doubles	Effect	LIBITHIA 
1	Weak Knees: Your Endurance score decreases by 1 until the end of Combat. You can suffer from this effect multiple times, however any further times causes your Health to decrease by 2 instead.	
2	Exquisite Pain: At the beginning of each turn, take a Mind 2 Test . If you succeed, you no longer suffer Exquisite Pain . If you fail, suffer 1d6 Wounds . Curse of Libithia: Questionable tentacles sprout from various places on your body. Your Charisma score decreases by 2. Suffer -1 To Hit on all Attacks . If you already have Curse of Libithia , you become a tentacled demon of lust forever, suffer Permanent Death .	
3	Bondage: Chains spring from the ground and hook into your flesh. They slowly drag you into the Abyss. Suffer Permanent Death .	

Doubles	Effect	BLOOD 
1	Minor Bleed: Suffer 2 Wounds . Bleeding Out: Suffer 1d6 Wounds . At the beginning of each turn, take an Endurance 2 Test . If you succeed, you are no longer Bleeding Out . If you fail, suffer 1 wound .	
2	Heart Attack: Gain the Injury 'Internal Bleeding' . If you already have this Injury, suffer 5d6 Wounds .	
3	Blood Storm: Every drop of blood within you suddenly expands in your veins, causing you to burst violently. Suffer Permanent Death .	

Doubles	Effect	NECROMANCY 
1	Link Severed: All of your Invoked cannot act until the start of your next turn.	
2	Curse of the Dead: All of your Invoked are destroyed immediately. For each Invoked that is destroyed, suffer 2 Wounds .	
3	Gangrene: Suffer 4 Severe Wounds .	
4	Forever Lost: Your soul is torn from your body and cast into a sea of tortured spirits. It is lost forever. Suffer Permanent Death .	