

DARKLIGHT

MEMENTO MORI

ERRATA

Hello, fellow Accursed. It seems a Vile Gobbler has taken a bite out of our Rulebook! But fear not, this Errata will put to rights everything our wonderful community has found which was either missing or unclear.

If you spot any other issues, please contribute by contacting us through our web page at www.darkicegames.com/darklight/contact/ or join the community on the Board Game Geek website.

Entries in **red** show the correct text as it should appear in the manual.



Pg 8.

"All Accursed start at Level 1. Once the starting Skills have been chosen, the rest can go back in the game box for now."

"All Accursed start at Level 1, with 1 Skill card of their choice. Once the starting Skill has been chosen, the rest can go back in the game box for now."

Pg 9

"...information needed to play (much like the player Dashboards)."

"...information needed to play (much like the player Dashboards). The character Attribute labels have been abbreviated to a single letter to fit the card (so S is for Strength, P - Perception, M - Mind, C - Charisma, A - Agility and lastly E for Endurance)."

Pg 11.

"12 Special Locations"

"11 Special Locations"

Pg 14.

"If an attack is Evaded, subtract half the Accursed's Evasion value (rounded up) from the Damage rolled."

"If an attack is Evaded, subtract 1 from the rolled Damage for every 2 points of Evasion."

Pg 18.

"as far away as possible from the Accursed's location making sure they are in LOS"

"as far away as possible from the Accursed's location making sure they are in LOS of at least one of them"

Pg 18.

"When receiving a Critical Hit, Accursed cannot add Equipped items to their Armour value - they must mitigate Damage using their Endurance Attribute value alone."

"When receiving a Critical Hit, Accursed cannot add Equipped items to their Armour value - they must mitigate Damage using their Endurance Attribute value alone. Critical Hits can be Tumbled from or Evaded."

pg 20.

"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."

"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. They can also open an adjacent Door by spending 1 Movement point from their allowance. Doors cannot be closed."

Pg. 20

"If the new location is out of range or out of LoS from the attacker, the attack is avoided and no damage is taken."

"If the new location is out of range or out of LoS from the attacker, the attack is avoided and no damage is taken. An Accursed may choose to Tumble twice in a row if they are still in range of the Attack after the first Tumble."

Pg. 20

"This can happen three times. If the Accursed gains a fourth Injury they suffer Permanent Death."

"If the Accursed gains a fourth Injury they suffer Permanent Death. An Accursed may not gain the same Injury multiple times; if they roll an Injury they already have, they must re-roll until they get a different one."

Pg 27.

"The Rarity number can be found to the left of the Settlement Location's title in the Settlement Book, inside a gold ring."

"The Rarity number can be found beneath the Settlement Location's title in the Settlement Book, between two square brackets."

Pg 27.

"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."

"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. An Accursed may try to find the same Special Location during the following days if their roll has failed."

Pg 28.

“Monsters of Level 4 or higher”

“Monsters of Level 2 or higher”

Faceless Ones Perk:

“Distorted Memories: Weeping stare will cause 2 Insanity instead.”

“Distorted Memories: Melee and Ranged Attacks against the Faceless Ones suffer -1 To Hit.”

Inspire Skill Card:

“Inspired characters gain +1 To Hit on all Attacks...”

“Inspired characters gain +1 To Hit on one Melee or Ranged Attack...”

Deviants Attack:

“Critical Hits will make a character Prone”

“Critical Hits will also make a character Prone.”

Event Card - Collapse:

“All Accursed within this map tile.”

“All Characters within this map tile.”

Spell - Lust of Libithia:

“they will suffer -1 To Hit for every 2 Source dice used to cast this spell”

“they will suffer -1 To Hit until the end of this round for every 2 Source dice used to cast this spell”

Skorn Warlord Monster Card:

“Endurance value at Level 10 is 14 instead of of 11”

Settlement Booklet EMPORIUM Table:

“The correct Buy value of Armband is c80 and for the Wrist Guards c30”

Q&A

This is a collection of questions from our community with the answers highlighted in blue.

Q. If my character opens a door, can I move through that door if I still have movement points?

A. You can step onto the archway squares but you cannot move into the next room until it is explored (which happens during the exploration phase).

Q. If we spawned Monsters during the last round and now have to draw another monster card, do Monsters spawn again?

A. Yes. Monsters must spawn whenever required by the rules. There is no limit, except for miniatures.

Q. During the dread roll, does a hazard event only occur if the marker stops on the grim warden space, or does it occur even if the marker goes past?

A. Only when it stops there .

Q. Can a player give up their attack phase to move again?

A. Yes they can.

Q. About using the heart; if we used the heart at the beginning of a round, can we use the heart again during the same round or can we just use it once per round?

A. The heart can be used at any time during a round, as long as it is done before or after an action (you cannot interrupt someone's movement or attack).

You can consume all of your Uses at once or over multiple occurrences throughout the round.

Q. Why do many melee Monsters have ranged attacks? How are they supposed to use them?

A. Monster card stats are there in case you feel creative and want to use an alternative version of the same Monster (Grim Cultists with crossbows for example). This is mainly just a Roleplaying aid.

Q. If am attacked by 3 melee Monsters, each with a 1/3+ attack, do I roll 3 dice at once or make each attack separately?

A. You can roll them together to save time in certain situations (like when you know you cannot Tumble and there are no other Accursed in range if you get killed). You cannot roll them together if you wish to Evade or Tumble any of them. Also bear in mind that each Attack which Hits has to have its Damage rolled, then reduced by Armour and Endurance individually.

Q. If I tumble away from an attack, and I move out of range from all 3 attackers, have I dodged all their attacks?

A. Tumble can be used to avoid 3 attacks if you Tumble right after the first, because the other 2 will not have a target any more (unless of course other adjacent Accursed can be

targeted or they have Ranged attacks).

Q. If I am adjacent to an enemy in my turn and decide not to tumble away to move, may I regain 1 stamina?

A. If you didn't move for that turn you can regain Stamina. You are using your Movement Phase to regain Stamina. Tumbling is only something you do to avoid attacks or disengage Threat so it has no bearing on this.

Q. Do Events still activate during the Event Phase while in combat?

A. Yes they do.

Q. Does the "Unstoppable" skill of the Nephilim replace his basic skill of healing/recovering stamina, or he can use both in the same turn (i.e. spending 5 fury)?

A. It adds another way to spend fury, so yes you can use them both in the same turn. This goes for all of his skills which use Fury.

Q. If you give up your movement for Stamina regeneration, can you still move with your attack action?

A. Yes, if you forego your regular Movement Phase to recover stamina, you can still trade your Attack for a Move instead.

Q. When the last enemy dies, do the rest of the characters that didn't have a turn yet still get a turn? If so, can they decide again on Initiative order?

A. Yes to both.

Q. After defeating the last enemy, do you automatically get the reward or do you need to do a search action for that?

A. It always happens automatically and should be noted. If you forget, the Grim Warden comes and takes the souls from them instead.

Q. Can you evade or tumble an event? (To reduce the damage and possibly avoid dying)

A. Only if the Event specifically deals an Attack, not Damage or Wounds.

Q. Can the shaman make its magical attacks when threatened?

A. Yes. Only Ranged Attacks cannot be made if adjacent to an enemy.

Q. What happens when the Black Knight fails its parry skill? Do you still use your Evade damage reduction or just Armor+Endurance

A. You are using Parry instead of Evading, so essentially you are trading one for the other. You cannot make multiple Evasions within the same Attack, so similarly you cannot take a Parry and then Evade.

Q. Are there special rules concerning corners and movement (i.e. can you move between a corner and a monster/accursed)?

A. You can move through corners without any restrictions, even if there are Accursed or Monsters present.

Q. If the bearer of the cursed heart is killed, can you immediately revive them with a Cursed Heart charge?

A. Unless they are the last one standing, yes - because you can immediately pass it over to someone else upon death. The player who receives the Heart can declare they will be using it to resurrect the dead bearer, and the Cursed Heart is immediately transferred back to the original owner when they

are raised. (Remember to always apply Injuries on death, regardless of when the character is resurrected).

Q. Do melee Monsters follow their target or go after the closest

Accursed if their initial target has fled? For example; if the Blood Witch runs from a monster and my Black Knight is closer but not adjacent to that monster, who will the monster target?

A. Unless the monster has a unique behaviour, you must always keep in mind the rules of "Even distribution by monster type". If each Accursed already has 1 Skorn targeting them, and the character who has just moved away is still in range, the remaining Skorn will continue to target them. However, if they have moved out of range the Skorn will target any of the other available Accursed (as always, the Group leader gets to decide if there are multiple valid options).

Q. An Exorcist can only use the Vita option if there is such an option. The Church location states: Pick one of the options. Only one has a Vita symbol though: Pray.

Does that mean an Exorcist can only pray in the church and none of the other options?

A. The rules state that when you are given options you must pick one. If you have a list of 10 things you can do and one of them has the symbol of Vita, you MUST pick it. However, when you visit the Church you are choosing from a list of Visiting Activities and the Vita symbol is inside one of those Activities, which means it only becomes active if you choose the Activity that contains it - it does not force you to choose that Activity.

Including the Vita symbol may seem strange since there is only 1 option within that Activity; however, the Necromancer is not allowed to do Activities that have the symbol of Vita, so if the Necromancer chooses the Activity 'Pray', the visit would be wasted. The symbol is included for that distinction.

Q. In the Village, one of us wanted to buy Lockpick Consumables, but we could not find the right location for buying those.

A. The Lockpicks open rare loot chests which are meant to be a big, satisfying thing to get; therefore Lockpicks are scarce and can only be found by opening regular chests. If it starts becoming a problem in your game, you can optionally allow Lockpicks to be bought from the Blacksmith for c50 each. We believe everyone's experience is unique; not all rules will work for everyone, so you should feel free to experiment to get the best play experience from the game.

Q. Does every Accursed need his own House location to use all House facilities? Seems like only the "Bedroom" may be used by non-owning Accursed, while Hearth/Storage/Kitchen/Baths/Study is restricted to the Owner of the house only. Correct?

A. This is a tricky one. Rules-wise you cannot share your House. The reason for this is simply that from a roleplaying point of view, the Accursed may well hate one another (the Exorcist hating the Necromancer/Outcast for example), and we didn't want to get bogged down in pages of rules about who can invite whom, or create disadvantages based on your choice of Accursed. However, our testing groups often created

house rules (no pun intended) that allow you to share, and we believe it is more important for people to have fun than follow every single rule to the letter. The reason why the bedrooms have multiple beds is because of the potential for adoptions, where you would need the extra beds.

Q. Just to make sure: if you can use your Attack phase to move instead, could you then trade that move for a second Stamina Refill? (i.e. double Stamina Refill in one round: 1 + 1 = 2?)

A. You may not. Only the Movement Action can be traded.

Q. What do the different colored Backgrounds on the names of the item cards mean?

A. These show the rarity of the item; Red = Common, Green = Rare, Purple = Unique. They have no bearing on the game rules, they are just there for aesthetic reasons.

Q. Damage spells like "Devil's Breath: Target 2 characters adjacent..."; does it have to be exactly two targets or can it be UP to 2 targets? So can I use it even only on 1 appropriate target?

A. Up to. Unless preceded by the words "you must target..." there is no requirement to have the maximum number of targets.

Q. When using the offensive Miracle "Golden Wings" can I ignore the current threat area and its usual effect on movement? It says "place yourself" instead of move...

A. Yes. In most situations if a spell, miracle or rule grants you exceptional movement abilities, you can ignore threat areas.

Q. I do not understand the 2nd part of the Heirloom "Vial of Blood". What does "if you are not tied to the Cursed Heart" mean?

A. The Revenant is not tied to the Cursed Heart (as per his special rule). There are also optional rules to allow your characters to be played without the ties of the Cursed Heart (where they cannot be healed or resurrected by it).

Q. Some attacks specifically hit Accursed (like the dread worm). Do the Invoked get hit by such attacks?

A. Yes - as their rules summary explains they are treated exactly like the Accursed by Monsters.

Q. Invoked humans can make ranged attacks?

A. Yes

Q. Can an Invoked be activated in the same turn he was summoned?

A. Yes

Q. Can an Invoked open doors?

A. Yes

Q. What happens if the Necromancer dies?

A. At the end of the Quest, or if the Necromancer dies, all Invoked are automatically released (no Mind test is required).

Q. If I have equipped two one-handed weapons and one of them grants +1 attack, may I use that extra attack with the other weapon or am I forced to do that extra attack with the weapon which has the bonus?

A. You cannot use the extra attacks to make dual-wielding attacks. You can use them for attacks with the individual

weapon if you attack with each weapon separately rather than dual-wielding (provided you have the required Melee/Range attack number).

Q. If you tumble to evade an attack completely, do you have to tumble out of the attacker's range or just away from the square you were standing on when you received the attack?

A. You must be out of range of the attack to avoid it - meaning if you are still in their attack range after Tumbling you will get hit! Lurkers with spears can be pretty annoying that way.

However, you can Tumble a second time to get out of range if you have the Stamina for it.

Q. When I play with the basic rules, (i.e. not traveling between towns etc.), are there any rules for leveling up without visiting the Accursed Guild? Is it possible to learn Spells in the basic rules?

A. You cannot level up within the basic rules and you cannot learn new spells. The basic rules are just designed to help you learn how to play the game - Darklight shines at its best when combined with the Advanced rules.

Q. Is it possible to "heal" dead Accursed with bandages before resurrection?

A. Yes, you can heal, but the spirit waits outside the body until resurrected; this is actually how resurrection works outside of the Cursed Heart.

Q. Do Source Burns also count in Basic rules? Are Severe Wounds only used in the Advanced rules?

A. Yes they do, but usually when playing with the basic rules you stop playing at the end of a dungeon, so Severe Wounds are of little consequence unless you start racking them up. Generally, you can ignore them unless playing with the Advanced Rules.

Q. I have a question about initiative in combat in case there is the same initiative value. Who acts first? Accursed (player) or monster?

A. If the Accursed's Initiative is equal to the Monster's, the Monster goes first.

If the Accursed's Initiative is equal to other Accursed, the Group Leader decides who goes first. The same rule applies between Monsters who share the same Initiative value.

Q. "Sleeping Beast" Event: The event card says an Accursed can wake the beast by moving more than 1 square or searching (failing the Agility test). Does this happen even outside of the room? If I fail a search in another room will I wake the beast?

A. The Event only affects the room it is currently in.

Q. Both undead humans and the champion have melee and ranged attacks, and according to the invoker's guide these are treated as Accursed.

Can they they perform 1 melee attack and 1 ranged attack like an Accursed as long as they are in range?

A. Yes they can. If they are adjacent to a Monster and they kill it with Melee, they can then deal a Ranged attack (provided no other Monsters are adjacent).

Q. Can you explain a bit more about the "Zombie" Skill card of the Necromancer?

A. This is an Invoked which has its summoning cost and upkeep paid for, but still counts toward your Invoked limit - i.e. if your limit is 3 Invoked humans, the Zombie still counts

as one of those 3. All the skill does is remove the costs normally required to summon the Invoked by sacrificing a trophy.

Q. The “Bone Cage” Skill card allows the golem to be used as a “shield” around the Necromancer, blocking the line of sight of any other miniature towards him. Does the same apply to the Necromancer’s line of sight out?

A. No, the Necromancer ignores the restriction to line of sight imposed by the golem.

Optional Rules

Extra rules you may or may not use during your games.

Solo Aid

This rule can be very useful if you are finding the game too hard when using 1 Accursed alone. Upon death you still gain an Injury, but you may use the Cursed Heart to immediately resurrect yourself and then skip any remaining Monster turns until it is your turn again.

Lockpicks!

If you find it frustrating not having Lockpicks when you find a Rare chest, you can buy Lockpicks Consumables at the Blacksmith for 50 Crowns each.

Attribute Tests Aid

This optional rule can really come in handy if you have no luck with your Attribute Tests. Count a success for every 5 or 6 scored (as opposed to 6 only).

Don’t leave me alone!

Have your companions being permanently killed and you want them to come back in play? At any point while in a Settlement you may create any new Accursed of Level 1. Alternately you may recreate them with the same Level and Equipment they perished with.

Small World

If travelling through Intermundis is getting too hard on you, use this rule. Whenever you are asked by the rules to travel only travel half the required amount of days (round up).