

# Darkest Dungeon<sup>®</sup>

THE BOARD GAME

## Frequently Asked Questions

### Core Game

#### Typos and Misprints

- Q:** In the Old Road booklet, on page 7, turn 3, step 4 it says that the Monster will score a CRIT if you roll 1-4. Yet its CRIT is 3.
- A:** This is a typo. Rolling 1-3 should be a CRIT and 4-9 a hit.
- Q:** The CRIT for the Trap in the rulebook is different than the one on the player aid card. Which one should I use?
- A:** The one on the player aid card is the correct one (CRIT 2).
- Q:** The Sanitarium and the Guild have a different text on the Hamlet board than what the rulebook explains.
- A:** Follow the rulebook.

#### Questions

##### ● Hamlet

- Q:** Does Hellion's Hamlet Skill remove the Caretaker until the end of Day or for the rest of the Hamlet phase?
- A:** Until the end of Day.
- Q:** Do we roll 2 Provision Dice per Hero each time we start a Quest or just for the first one?
- A:** Each time. Before you start your quest, each Hero rolls 2 Provisions Dice plus or minus any other they gained or lost during the Hamlet Phase.
- Q:** There are some Hero Skills that affect the Dungeon (like the Bounty Hunter one). Yet the dungeon is not set yet.
- A:** Just keep track of how many times you used the Skill and once you set up the dungeon, apply its effects.

##### ● Exploration

- Q:** Can we Scout when we're on a dot of a long corridor?
- A:** No.
- Q:** Does the Light being below 5 give a +1 crit to the Traps as well?
- A:** No, as Traps are not Monsters.



## ● Battle

**Q:** If there are Areas in a Room that meet at their corners, can I move diagonally from one to the other?

**A:** No. Movement must be done from an Area to one that is clearly adjacent to.

**Q:** Can I target an empty Area with a Skill?

**A:** Yes.

**Q:** When a Character that has already acted in a Battle round gets Shuffled, does the Initiative card stay with them?

**A:** Yes (check the example on rulebook page 22).

**Q:** What is a “fully occupied Area”?

**A:** A fully occupied Area is an area that contains equal or more monsters than the dots depicted in it. Remember, Large Monsters take up two dots.

## ● Other

**Q:** If my Hero has a Disease and, by levelling up, they gain immunity to Disease, does it leave immediately or it must be cured first?

**A:** It stays until it's cured.

**Q:** Do we always have to play with 4 Heroes at the same time?

**A:** Yes. After all, if you can't form a party of 4 Heroes, your Campaign ends in failure.

**Q:** Can Heroes freely exchange Trinkets between them?

**A:** No. Heroes can pass Trinkets from one to another only when one is initially acquired and when a Hero dies.

**Q:** What is “completing a quest”?

**A:** Going for a quest and returning to the Hamlet. Doesn't matter how many objectives you manage to complete.

**Q:** Should I shuffle the Boss Room cards with the standard ones of the Location I'm at?

**A:** No, Boss Rooms should be set aside and be used as a reference only when you fight the specified Boss.

**Q:** What happens if there's more tokens needed for conditions, than the ones provided?

**A:** Simply use tokens from conditions that are not needed at that moment and place them at the bottom of the stack.



## The Crimson Court



## Typos and Misprints

The Level III Quest “Breeders” asks to spawn two Crocodilians in Objective Rooms. Change this with spawning 1 Crocodilian and 1 Adder (Common Level III Monster) instead.