DARKSIDERS
THE FORBIDDEN LAND

SPECIAL RULE: ACTIVE DEFENSE

In Darksiders: The Forbidden Land, enemies automatically deal damage to the Horsemen. To protect themselves from damage, the Horsemen can build up soak points through their hand cards or by destroying spawn fields. The soak points represent actions like dodging and parrying and for magic shields. We call this 'Passive Defense'. This makes the game much less dice-heavy; it requires fewer rules for fighting and the creature phase comes relatively quickly to an end.

Some fans of Darksiders: The Forbidden Land have asked for an official special rule that allows them to use dice to defend themselves against the enemies' attacks. 'Active Defense' has been specially designed for them:

During the player phase, you can put one or more of your hand cards aside and spend the same number of energy souls to get two defense dice (6-sided dice) for each card. Therefore, if you choose to allocate two cards for Active Defense, you lay those two cards to the side, pay two energy souls, and receive four defense dice. If you take damage during the next creature phase, you can roll the defense dice. Each 4, 5 and 6 means that you have fended off a damage point before it deducts a soak point, armor point or life point. At the end of the creature phase, you must put all cards that you have designated for 'Active Defense' on the discard pile. Unused defense dice are lost and cannot be used for the next active defense.

CLARIFICATION: INVENTORY & RESERVE

In the manual it is stated that when you have for example two body armor pieces you can put the one that you have not equipped underneath the equipped armor on your Character Board. We now think that this could cause some irritation with what you have equipped and what is in your Reserve. So instead place all not equipped weapons, armor pieces and talismans on a seperate card pile beside your Character Board.

NOTE: Once a piece of your armor has been destroyed, you still have to discard one of your hand cards during the player phase if you want to put an armor piece in the then vacated slot on your Character Board.

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GAME ERRATA

- **On Page 27 of the Manual:**
  The last sentence ('Repeat this process for each spawn point of the type specified by the event cards') in the blue IMPORTANT box at the bottom of the page can be a bit confusing, because it should not be included in the box. Meant is: you have to roll the Spawn Dice for each spawn point.

- **On Page 30 of the Manual:**
  Under "Spawn Creatures" (fight against the End Boss) it is wrongly stated that frenzied creatures stay in frenzy until end of the round. Correct is: until beginning of the next Boss Phase.

- **On Page 36 of the Manual:**
  Under "Destroying Spawn Tiles" it states "The Horseman, who destroys a Spawn Tile receives [2 Soak Markers] at the end of the level.". This should read "receives [2 Soak Markers] until end of the level."

- **On Page 53 of the Manual:**
  The last FAQ entry (about Graves and Portals) is wrong. The correct rule to handle Graves and Portals for movement and field of view is already stated in the fourth FAQ entry on page 52 of the manual: 'Every Spawn tile counts as an obstacle to movement and the field of view. Grave and Portal spaces cannot be accessed using abilities like Teleporting or Jumping.'

- **Strife card "Attack":**
  This card applies to ranged attacks, not melee.

- **Death "Crow Master" armor set:**
  The card name 'Feast of Crows' should be 'Murder of Crows'.

- **War card "Warlord Gauntlet":**
  This equipment card is wrongly labeled as 'Shoulder Armor'. The correct type is 'Gauntlet'.

- **Strife card "Stealth Boots":**
  This equipment card is wrongly labeled as 'Shoulder Armor'. The correct type is 'Boots'.

- **Strife card "Focus":**
  The Card Value of this ability card is 3 instead of 6.

- **Fury card "Inferno":**
  The card's text is misleading. The new text is: 'The number of yellow souls spent when casting this spell is the number of damage points available to distribute between adjacent Mob and Boss Mob enemies.'