

# Errata & Frequently Asked Questions

Everybody makes mistakes, and with the second printing of the *Doomsong* corebook around the corner, now seems as good a time as any to admit to a few of ours. This document will be updated when a new print run is released or if a major error is discovered.

## Doomsong Corebook Errata

Various typos and image updates throughout.

- P.67 Priest Path (Result 4) says 'Gain the Forbidden Knowledge ability.' This has been replaced with 'Gain the Hex ability.'
- P.88 In the first box, End of Round and Retreat are in the wrong order.
- P.97 The way the Doomcoin interacts specifically with the Damage Effect table has been made clearer. Flipping the Doomcoin on a damage result moves the result one step up or down the table, rather than to a critical success.
- P.120 It is now suggested that mounted parties travel twice as fast as a party on foot.
- P.167 Familiars and wycces no longer lose toughness when the other does, though they still share injuries and death.

## GM Reference Cards Errata

The standard difficulty of a heal check is 5, not 3.



## Frequently Asked Questions

Have a question and it's not here? You can ask over on our [discord](#)! We are always happy to help and find ways to make Doomsong easier to play and run.

In *Lord Have Mercy Upon Us*, an encounter table is described and I can see numbers on the right hand side of location pages, but can't find creatures anywhere.

*It is hiding on the dust jacket. You can line the dust jacket up with the encounter table on each page to get a result.*

During combat, how long does losing an action die last?

*Until the end of that combat. At the start of a combat, all PCs gain 2 action dice, even if they lost action dice in a previous combat.*

How do I kill swarms, if they are immune to attacks?

*With great difficulty! Phlegethene fire (DS:144) is a good solution, as is thinking outside of the box or relocating to a new location. Not everything needs killing.*

