

## QUEST 3

### Card 3-18

Should say “**Gain 3 coin and Prompt Q-4.**”

## QUEST 4

### Cards 4-16 and 4-17

The silhouettes didn't get fully updated to the newest form. If in doubt, here are the enemy positions: Flame Lord in the middle, Flame Ape up top, Flame Hound by the lower left, and Flame Lizard to the lower right.

## QUEST 5

### Overlays 5-B and 5-C

The small number at the bottom that tells you where on the enemy's sheet to place these cards should be **3**.

## QUEST 6

### Memory 6-E

Should say, “At any time, you may go to the cemetery via **6-11.**”

### Memory 6-F

Should say, “At any time, you may go to the cemetery via **6-11.**”

## QUEST 10

### Map 12

The spaces at the corners of the map (marked A and C) should be blank with no printed penalty.

### Overlay 10-A

Should be labeled **Overlay 10-C**.

### Overlay 10-B



Should have no penalty.

### Overlay 10-C

Should be labeled **Overlay 10-A**.



## QUEST 11

### Map 13

The top-center and bottom-center spaces on the map should read, “+3  vs. .

## QUEST 12

### Map 14

The lower-right space on the map should read, “-1  vs. .

## QUEST 13

### Card 13-10

Typo: “torwards” should be “towards”.

## QUEST 18

### Card 18-5

Missing this sentence: **“Put Allies 18-A, 18-B, and 18-C into play.”**

### Map 22

There should be a flag in the center space next to the bones.

## DIN'LUX CITY CARDS

### Event D-G

Event D-G should read that **D-44**, not D-24, should be removed from Din'Lux.

## RULEBOOK 2

### Fate Tokens

Typo: “so make sure you’ve punched them out from the quest’s cardboard sheet and placed them ~~in~~ ~~them~~ properly in the correct spots.