This errata is for the Quest Compendium: Volume One for board game Descent: Journeys in the Dark. The following scenarios appear in this document with revised or clarified rules, but didn’t have errata that required the inclusion of a updated map: “Mercy!!!,” “A Deathly Problem,” “Claustrophobia,” and “The Blood Arena of Dawnsmoor.” On the other hand, the scenario “Shadows Hide the Truth” only includes an updated map—no additional text was necessary.

Mercy!!!

This scenario requires only Descent: Journeys in the Dark. Also, if a hero is killed, he respawns on the nearest activated glyph. If two Glyphs are equally distant from where the hero was killed, the hero chooses at which glyph to respawn. Heroes that are killed do not move to Town and cannot take Town actions (shop, sell, or train).

A Deathly Problem

Area 4

Maravek the Necromancer does not have Undying. Maravek and each hero can each be affected by up to one Shadowbind Amulet (represented in this scenario by spare fatigue tokens). When a figure is killed and affected by a Shadowbind Amulet, its newly created shadow form is immediately placed in the same space its original form occupied before it was killed.

All shadow form heroes and monsters are controlled by the overlord and act on his turn. Shadow form heroes can only perform Advance actions.

Claustrophobia

When a hero is killed, he is removed from the board. At the beginning of this next turn, he is automatically placed on any activated glyph (player’s choice). Heroes that are killed do not move to Town and cannot take Town actions (shop, sell, or train).
The Blood Arena of Dawnsmoor

Area 3
If both the Carrock Dragon and the Giant of the Broken Hills are still alive after Area 3 has been revealed, any wound tokens already placed next to them do count as inflicted wounds.

Additional Rules
As soon as Area 3 is revealed, the dueling monster (either the Carrock Dragon or the Giant of the Broken Hills) that is closest to death is immediately killed by the other dueling monster. If there is a tie, the Overlord chooses which dueling monster is killed. The remaining dueling monster is then rejuvenated to full health and gains bonuses to its health and armor according to rules on page 23 of the Quest Compendium.

Area 7
The encounter markers in this area represent the victory podium. If a hero enters either of the spaces, the heroes win.
The Broken Bridge

In addition to the required listed products, this scenario also requires The Road to Legend expansion.

It is recommended that the dungeon tiles for this scenario be set up on top of a battle grid (with appropriately scaled squares). Alternatively, you can use the large fold-out map water map included with The Sea of Blood expansion.

The second sentence under “Special Monster Rules” should read:

As soon as the heroes reveal Area 1, also reveal Areas 2, 3, 4, and 6. Do not reveal Areas 5 and 7. The descriptive text for each area should only be read aloud by the overlord as the heroes enter each area.

The second paragraph under “Dwellers in the Chasm” should read:

Any other monster in this scenario with the Fly ability that moves adjacent to any square in Area 3 also gains the Soar ability, as described in The Road to Legend (ignoring the first sentence of its description that says Soar is only used in outdoor encounters). Heroes cannot have Soar.

Pit Spaces

The paragraph under “Pit Spaces” should read:

All pit spaces in this scenario represent a great, bottomless chasm that swirls with magical wind vortexes. If a monster enters a pit space, it is immediately killed unless it has Fly. If a hero who doesn’t have Fly enters a pit space, he must roll a power die:

On an enhancement, the hero falls a short distance and suffers 2 wounds (ignoring armor), then he moves to an adjacent space of his choice. If that space is also a pit space, he must roll again.

On a surge, the hero immediately moves to an adjacent space of his choice. If that space is also a pit space, he must roll again.

On a blank, the hero falls into the chasm and is immediately killed.

Any effect that causes a pit space to be added to the map, such as the overlord cards Spiked Pit and Poison Spikes, add pit spaces normally. However, those pit spaces function as described above. Ignore other effects described on those cards.

Area 1

While any hero figure is in Area 1, the overlord may, at the start of each of his turns, place two Bane Spiders and one Master Bane Spider in any of the shaded squares. These Bane Spiders are not treated as spawned monsters, so they can be placed within line of sight of the heroes.

Area 3

This entire area is a bottomless chasm: treat this space as if it were filled with single-square pit markers. Figures can see, attack, or jump across the chasm, and any figure with Fly can move across it normally.

The Dragon

The second paragraph under “The Dragon Virricrakk” should read:

Virricrakk is a Master Dragon with 20 extra wounds, Fly, and Knockback.

Killing Queen Irinn unlocks the red rune-locked door.

The paragraph under “The Way Out” should read:

Once the heroes enter the portal, they are transported to Prince Renik’s throne and are victorious.
Quest Goals

In all of the following text, “hero” does not apply to the traitor hero.

The heroes win this quest by breaking the curse that affects the traitor hero. To do this, the heroes must first find all of the missing heirlooms (except for the one owned by the traitor). Then, they must either defeat the traitor or they must all return to town.

If the overlord activates the traitor before the last heirloom is found and the heroes defeat the traitor, the heroes then still need to recover all of the heirlooms and defeat the traitor again. Each time the traitor is defeated before the last heirloom is found, he respawns in town as a normal hero (and the overlord can reactivate him on the overlord’s turn by spending 10 threat).

The traitor is automatically activated with the last heirloom is found. If the heroes have any rune keys, then the traitor is also considered to have them, even if he is activated.

The second sentence of the sixth paragraph under “The Traitor” should read:

Only parties of three, four, or five should undertake it.

The last paragraph of the flavor text under “The Traitor” should only be read with the traitor is defeated for the final time (after the heroes have found all of the heirlooms).

The third sentence of the second paragraph under “Preparing to Play” should read:

Consult the chart below to determine where the heirlooms are found, based on the number of heroes in the scenario:

<table>
<thead>
<tr>
<th># of Heroes</th>
<th>Location of Heirlooms</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1 in Area 5 silver chest</td>
</tr>
<tr>
<td></td>
<td>1 in Area 7 silver chest</td>
</tr>
<tr>
<td>4</td>
<td>1 in Area 4 copper chest</td>
</tr>
<tr>
<td></td>
<td>1 in Area 5 silver chest</td>
</tr>
<tr>
<td></td>
<td>1 in Area 7 silver chest</td>
</tr>
<tr>
<td>5</td>
<td>1 in Area 3 copper chest</td>
</tr>
<tr>
<td></td>
<td>1 in Area 4 copper chest</td>
</tr>
<tr>
<td></td>
<td>1 in Area 5 silver chest</td>
</tr>
<tr>
<td></td>
<td>1 in Area 7 silver chest</td>
</tr>
</tbody>
</table>

The paragraph beginning “If both Master Bane Spiders are depicted on the map...” should be ignored.

Area 1

The encounter marker in this area is the book described in the flavor text.

Area 3

If there are five heroes in the party, one of the missing heirlooms is located in the copper chest in this room.
Area 5
While possessing the demon, a hero cannot take Battle, Ready, or Run actions, he may only take Advance actions. In addition to its other abilities, the possessed demon may destroy rubble tokens (or any other obstacle blocking his path) by spending one movement per square that the obstacle occupies.

Even though multiple heroes can possess the demon at the same time, the demon only gets one activation per hero turn, so all heroes possessing the demon must agree on how the demon acts.

The seventh paragraph under "Possessing the Demon" should read:

If two glyphs are equally distant from where the hero was killed, the hero chooses at which glyph to respawn.

Remember, while the demon is under the overlord’s control it is immune to the attacks and effects of other monsters and cannot pass through the rift. (In other words, the overlord cannot have the other monsters attempt to kill the demon or move it out of reach before the heroes can repossess it.

Area 7
The first paragraph after the descriptive text should read:

If the demon is killed in any area except Area 7 while under the heroes’ control, the heroes immediately lose 4 conquest tokens, (regardless of how many heroes were possessing the demon). Then, treat the demon as if it had just succeeded at an Undying roll and return it to the overlord’s control. In other words, leave the demon’s figure in its original position and remove all wound tokens and any status tokens on it.

Next, the overlord may immediately spawn two Master Sorcerers following all the rules for spawning monsters. Finally, all heroes that were possessing the demon then place their hero figures on or adjacent to the nearest activated glyph.

Only demons and master monsters can pass through the rift...

The second paragraph after the descriptive text should read:

Sachar Aamah is a Master Demon with 15 extra wounds, 3 extra armor, Command, Knockback, and Rapid Shot. Sachar Aamah cannot be possessed using the demonform crystals.”
This scenario requires Descent: Journeys in the Dark, The Well of Darkness, The Altar of Despair, and The Road to Legend.

**Quest Goals**

All six cubes for this scenario can be built at once using one copy of each of the products listed above. To build all six cubes, you will need to use the four-way intersection tile from The Road to Legend that has a pre-printed pit space. The space should be ignored for this scenario and treated as normal floor space.

You will also need to use the four-way intersection from The Altar of Despair with printed corrupted terrain - we recommend using this (and three corrupted endcaps) for cube 6 and playing with the rules for corrupted terrain.

The first description under “Quest Goals” should read:

*Your goal is to seal the Chaos Cube by defeating the vile demon, Oktakoron. You begin with 8 conquest tokens. If you run out of conquest tokens, Oktakoron is victorious and all of reality is destroyed.*

**Chaos Cube Phases**

When a hero shifts from one cube to the next, he is not considered to be moving or entering a new space. This means any order tokens “come with” the heroes when they shift to a new cube. This also means that heroes shifting into Cube 6 are not affected by Oktakoron’s Aura 2 ability until they actually spend movement points to enter squares adjacent to him.

**Movement, Line of Sight, and Monster Spawning**

All six cubes are considered revealed at the start of the scenario. However, the overlord should still read the description for each cube as the heroes enter them.

It is possible for a large figure (such as a giant) to stand on two cube faces at the same time. However, all figures must always fully occupy squares on the actual dungeon tiles.

A figure can draw line of sight to any square except for the four squares on the cube face directly opposite to the cube face in which it is standing. Other figures and obstacles block line of sight normally.

The second paragraph under the descriptions for “Cube 2-5” should read:

*Instead of playing a spawn card on his turn, the overlord may instead use one of the following special spawning rules for Cube 2, 3, or 4.*

Please refer to the following chart for special spawning rules:

<table>
<thead>
<tr>
<th>Cube</th>
<th>Spawning Rule</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Spend 3 threat to spawn 2 Beastmen</td>
</tr>
<tr>
<td>3</td>
<td>Spend 4 threat to spawn 2 Dark Priests</td>
</tr>
<tr>
<td>4</td>
<td>Spend 6 threat to spawn 1 Golem (limit 1 Golem in play)</td>
</tr>
<tr>
<td>5</td>
<td>Spend 10 threat to spawn 1 Giant (limit 1 Giant in play)</td>
</tr>
</tbody>
</table>

**Chests**

When a chest is opened, each hero gets one treasure, then rolls a white die and gets the result based on the range value rolled. In both cases, what the hero gets is based on the cube he is currently occupying, not where the chest is opened.

<table>
<thead>
<tr>
<th>Cubes</th>
<th>Chest</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 &amp; 2</td>
<td>Copper</td>
<td>1: 100 Coins 2: 1 Conquest Token 3: Choice of Potion X: 1 Curse</td>
</tr>
<tr>
<td>3 &amp; 4</td>
<td>Silver</td>
<td>1: 200 Coins 2: 1 Conquest Token 3: Choice of 2 Potions X: 1 Curse</td>
</tr>
<tr>
<td>5 &amp; 6</td>
<td>Gold</td>
<td>1: 300 Coins 2: 1 Conquest Token 3: Choice of 2 Potions X: 2 Curses</td>
</tr>
</tbody>
</table>

Example: Sir Valadir is in Cube 2 and Mad Carthos is in Cube 3. Mad Carthos opens the silver chest in Cube 3 and gets a silver treasure, then rolls a white die and gets a result of 1 range, which grants him 200 coins. Because Sir Valadir is in Cube 2, (a copper chest cube) he gets a copper treasure, then rolls a white die and gets a result of 3 range, which grants him a potion of his choice.

There can never be more than one Golem in play in any cube, and there can never be more than one Giant in play in any cube. The overlord can never spawn any monster in Cube 1 or Cube 6.

**Treachery**

The treachery values for this scenario should be 2 Event, 4 Trap, and 2 Monster.
**Cube 2**

Slather is a Master Beastman with 8 extra wounds, 1 extra armor, and Knockback.

**Cube 3**

Yithir is a Master Dark Priest with 9 extra wounds, 1 extra armor, Shadowcloak, and Knockback.

**Cube 4**

Rom is a Master Golem with 12 extra wounds, 1 extra armor, Berserk, and Knockback.

**Cube 5**

Fi is a Master Giant with 19 extra wounds, 2 extra armor, and Knockback.

**Cube 6**

Oktakoron is a Master Demon with 29 extra wounds, 1 extra armor, Aura 2, and Knockback.

The paragraph under “Exiting Cube 6” should read:

*When the heroes defeat Oktakoron they are teleported out of the cube and are victorious.*
Quest Goals
The second sentence in the descriptive text under “Quest Goals” should read:

You agree to the quest, and your goal is for each hero to collect at least 2000 coins and return to town where Narthak is waiting to receive them.

Special Quest Rules
The second and third sentences under “Special Quest Rules” should read:

Any hero who deals the killing blow to one of the following monsters immediately receives the listed amount of coins:

<table>
<thead>
<tr>
<th>Monster</th>
<th>Coins</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skeleton</td>
<td>100</td>
</tr>
<tr>
<td>Master Skeleton</td>
<td>200</td>
</tr>
<tr>
<td>Beastman</td>
<td>200</td>
</tr>
<tr>
<td>Master Beastman</td>
<td>300</td>
</tr>
</tbody>
</table>

These coin rewards are used in place of the normal 50 coins received for dealing the killing blow to a Master Skeleton or Master Beastman.

Area 4
Narthak is a Master Giant with 8 extra wounds.

The first sentence of the last paragraph should read:

The heroes gain 4 conquest tokens for defeating Narthak, and each hero also receives 1,200 coins.