Errata

Corridors

Corridor chambers should have the following text: “If you enter the same Corridor twice during the same turn, your turn immediately ends instead of you moving again.”

Shuffling the Dragon Cards

If there are no Heroes in the Treasure Chamber at the end of a player’s turn, all of the drawn Dragon cards are shuffled back into the Dragon deck, facedown.

Entering a Bridge with Special Movement

If a Hero enters a Bridge chamber with special movement such as a “Secret Passage” card or resurfacing from the catacombs, he chooses which side of the chamber to place his Hero figure on. However, when the Hero encounters the Bridge chamber he must attempt to cross the bridge; he cannot choose to stay on the side of the chamber he entered from.

Frequently Asked Questions

Q: If a Hero moves into an unexplored space and draws a Portcullis chamber, does he have to make a successful Strength test to move into the chamber?

A: No. Heroes do not make a Strength test when the Portcullis chamber is drawn and placed in an unexplored space; they automatically enter the chamber.

Q: What happens if Lindel uses his “Disarm” Power card to escape in the catacombs?

A: The combat ends and Lindel takes damage as normal. Then the Catacomb card that started the combat is placed in Lindel’s stack of accumulated Catacomb cards. The monster token is then returned to the pool.

Q: If Tatianna does not have the option to escape, for example she encounters a Monster with a sneak attack or in a Portcullis chamber, can she still use her ability?

A: Yes. In the case of a sneak attack, her special ability is implemented after resolving the sneak attack’s Luck test.

Q: If a player wins a combat round by counterattacking, can he still make a deathblow?

A: Yes.

Q: If a player discovers a catacomb entrance on a Catacomb Entrance chamber or a Dungeon chamber that already contains a catacomb entrance marker, is a catacomb entrance marker still placed in the chamber?

A: Yes. The number of catacomb entrances that appear during the course of the game are intended to be limited. When a catacomb entrance is discovered on a chamber that already features an entrance into the catacombs, the token can be removed from the game and returned to the box instead of placed on the space, if players prefer.