

events or bonuses other than battle goals?

No, only battle goals count as progress towards this quest. It may be necessary to track this separately in the notes section.

Monsters

Living Bones

Vermiling Scouts

Oozes

Spitting Drakes

Lurker

Sun Demon

Wind Demon

Scenarios

Scenario 2

Boss Special 1: If he is moving to an already opened door (because he's already made a full circuit) and the door hex is occupied, have him move instead to an unoccupied hex nearest to the door hex (players choose in the case of ambiguity)

Scenario 9 (R1):

TYPO - The boss abilities are switched in the scenario book. "Boss Special 1" should be labeled "Boss Special 2" and vice versa.

Scenario 10 (R1):

TYPO - The treasure tile should be labeled 11, not 55.

Scenario 11 (R1):