

TYPO - Ignore the text of "Boss Special 1" in the scenario book and just go by the boss's stat card.
Extra reward: Gain "Item Design: Skullbane Axe (Item 113)" when you complete this scenario as well.

Scenario 12:

TYPO - Door marker number 1 should be located at the southern door, not the northern door. The text under the "1" section should be read when the southern door is opened.

TYPO (R1) - "Boss Special 1" is not listed here. It is exactly the same as "Boss Special 2," except Living Bones are summoned instead of Living Corpses.
Extra reward: Gain "Item Design: Skullbane Axe (Item 113)" when you complete this scenario as well.

Scenario 14:

What are the numbers at the end of the conclusion text referencing? Do I unlock those scenarios?

No, scenario 14 does not unlock any new scenarios. There are many ways to arrive at scenario 14, and when you unlocked it, you also unlocked a scenario that couldn't be completed until you completed scenario 14 due to global achievement restrictions. The numbers at the end of scenario 14 are just reminders of where you should go next depending on what your goal was in the first place.

Scenario 19:

The altar (b) can be affected by abilities that affect obstacles, though it is recommended that you not destroy it, since that would make the scenario unwinnable. The NPC treats the altar as a focus when determining movement.

Scenario 20 (R1):

TYPO - "Boss Special 1" is not listed here. In addition to the abilities listed on the Stat card, it has the same summoning ability as "Boss Special 2" except Living Bones are summoned instead of Living Corpses.

Scenario 21:

TYPO - Under "Special Rules" the position of the altar should be "f" not "a". Also, the labels for the demon spawns are off. The demons should be reordered to wind (a), night (b), earth (c), flame (d), sun (e), frost (f).

The altar acts like a normal obstacle with hit points (i.e. immune to all negative conditions), therefore the "and immunities" is superfluous and should not be there.

Scenario 25:

Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 27:

Hail takes a turn during initiative 99 and will receive damage if wounded

Players can add their current money to the reward but they can't sell items in town because the reward happens immediately after the scenario ends, before players go back to town.

(R1) TYPO - If you already have a sticker in the space that "The Rift Closed" global achievement should be placed, do not cover it up. In this case, either don't place "The Rift Closed" sticker, or place it somewhere to the side of the map.

Scenario 29:

The door with HP is treated as an obstacle with HPs with respect to being targetable - summons can focus on it, it is considered to have initiative 99, etc.

Scenario 33:

The door with HP is treated as an obstacle with HPs with respect to being targetable - summons can focus on it, it is considered to have initiative 99, etc.

Escaping - You complete the scenario when all characters either are standing on an exit hex or were exhausted while standing on an exit hex.

Scenario 34:

(R1) Additional special rule - The boss is immune to any ability or effect that would affect its position on the map in any way (e.g. push, pull, forced movement, etc.).

(R1) This scenario should have an additional requirement: "The Drake Aided (Global) INCOMPLETE." Additionally, completing this scenario should also trigger - "Lost Party Achievement: The Drake's Command."

The Zephyrs cannot be affected by any ability, and summons do not focus on them.

[Errata] For boss special 2, the correct ability order is first summon, then move. The order in the scenario book is correct. The order on the stat card is incorrect.