

ERRATA

DANTE: INFERNO

SEPTEMBER 24, 2025

COREBOX

BOOK OF COMMANDMENTS

PAGE 21 – Mentions of Malefactor suffering Falling Damage.

In “Malefactors Movement”, there are three implications regarding Falling Damage. This is a rule that was updated during development, but some mention of its first version slipped through in QA. So, disregard the sentences associated with it in the topic: “...or Falling Damage”; “Malefactor’s don’t mind taking Falling Damage for this”; and “..., taking Falling Damage”.

PAGE 37 – Visual example does not match the description.

In “Wounding Companions”, the visual examples do not match the captions. These are the correct versions:



In the first case, the Companion has a Readiness token that is not on their card, so they move it onto the card and flip it to the Wound side.



In the second case, all the Readiness tokens are already on the Companion card. They choose to flip one of them, which is in the token area, to the Wound side.



Continuing the previous example, if there are tokens assigned to Maneuvers, the Companion may choose one of them instead of a token from the token area. If they do, they return that token to the token area and then flip it to the Wound side.

RESTORE X effects work a little differently for them, too. Whenever this is the case, the Companion Champion removes one of these Readiness tokens, Wound side up, from their card.



This is the RESTORE X effect for Companions.

NOTE: To maintain balance between Player Champions and Companion Champions, when a Wound is inflicted on a Companion that already has 3 Readiness tokens on its card, you may always choose to flip one of the tokens that had been assigned to a Maneuver, freeing that Maneuver so it may still be used by another Readiness token during this turn.

PAGE 39 – Wrong piece of equipment name.

In “Special Properties”, the caption points to “Ballista” for the “Crossbow” card. The correct one is “Crossbow”.

PAGE 41 – Missing red circle with a number.

In the description of the Sacred Treasure card, the 5th item is named in the caption, but is not indicated on the card. Circle (5) should be indicated the same way as (6), on the opposite side of the card.

BOOK OF CHRONICLES

PAGE 64 – A ghost card is mentioned.

One of the instructions in Resolution 033-C states that the Caravan takes the “Heavy Cargo” Discovery card, but this card no longer exists. It was removed during the refining of the game, but the text was not updated. Just disregard this instruction.

PAGE 88 – There are ghost resolutions in the layout.

Region 043, Accursed Ballroom, only gives players two options, “A” and “B,” but there is a “C” option on the page. Disregard this Resolution entirely. Similarly, option “043 - A – Chaperone the Boy to Camp” presents a continuation of the dilemma. Likewise, disregard this dilemma, there is no choice there. The Resolution ends with the last instruction “Advance the Caravan to #044 – Saint Lucia’s Chapel and then Inspect it.”

PAGE 105 – There are typos in Resolution 051-A number codes.

The dilemma presented by Resolution 051-A indicates options “050-B” and “050-C” incorrectly. The correct ones are “051-B” and “051-C”, respectively.

PAGE 256 – The Manifest Destiny Scene game instructions are repeated.

Game instructions 8 and 9 ask players to place Event decks in the Confrontation Tray, but they are repetitions of instructions 6 and 7, respectively. These two instructions (8 and 9) should be replaced by:

“8. Take the **Defeat Vlad Dracula** Confrontation Objectives card and place it in the Confrontation Objectives section of the board.

9. Place the Supreme Leader Model in position C2, Facing Area A2.”

CARDS

FINDING CARDS (FS-009, FS-010) – The two Burden of Sisyphus, point to the clarification on the wrong page.

The instruction says “page 14 of the Book of Commandments”. The correct one is “page 44 of the Book of Commandments”.

COLISEUM

CARDS

DEVOTEE ULTIMATE MANEUVER (AMC-032) – There is a typo in the Safeguard Maneuver text.

The correct text is: “You or another Champion within Range 2 receives INVIGORATE 6, INVIGORATE 2 and EMPOWER 4, or INVIGORATE 4 and EMPOWER 2, at your choice.”

PRISTINE CHAMPIONS PACK

CARDS

PRISTINE ARTIST ZITSA (CMP-025, CMP-030) – The Keyword COMBO is misspelled in the Drop Off The Hand and Unexpected Strike maneuvers.

Note that it says COMBO instead of COMBAT on both cards.

CHARON’S FERRY

CARDS

VETERAN ARTIST ASTRID MANEUVER (CMV-026) – The Opening Shot and Final Shot maneuvers have the same effect.

Both cards have the same effect, which goes only for Opening Shot. The correct text for Final Shot is: “You make an Attack. This Attack receives a +2 dice bonus for each other Maneuver card on your board.”