

ERRATA

DANTE: INFERNO

FEBRUARY 20, 2026

COREBOX

BOOK OF COMMANDMENTS

PAGE 16 – There is an outdated rule text.

The first paragraph of the “Losing a Confrontation” section contains an instruction that is no longer used. Therefore, where it reads: “...or block their last maneuver with a Wound, if it is a Companion Champion),” the correct text should be: “...or flip their last Readiness token to the Wound side, if it is a Companion Champion).”

PAGE 16 – Missing instruction on what to do when losing a Confrontation.

There is a missing sentence in the section titled “Losing a Confrontation”. Consider the following text to be written after the last paragraph: “When the Caravan loses a Confrontation and decides to try again, it does not need to go through the Chronicle Phase again. Reset the Champions as if they were starting the entire Chapter over: Vigor set to 6, no Wounds or Sins, no Attribute tokens, and then begin the Confrontation by reading the instruction box.”

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 34 – Wounds it must say that Wounds when removed return to the tray.

In the “Wounds” section, there is no clear instruction on what to do with a Wound card when it is removed. Please consider that the following passage is written immediately after the example description in the second column, before the first “NOTE”: “When a Wound card is removed from a Champion’s board, it is returned to the bottom of the appropriate stack in the Resource Tray.”

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:

The first image shows a companion card with a Readiness token (0) on the Wound side. A red arrow points from the token area to the token itself, and another red arrow points from the token to the Wound side of the card. The card text includes "LIGHT-FOOTED" and "If you are being HELD, you are RELEASED. Reposition your model in any Area of the Board that has Furniture. You become the Least Fierce Champion."

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.

The second image shows the same companion card with three Readiness tokens (0, 1, 2) on the Wound side. A red arrow points from the token area to the tokens, and another red arrow points from the tokens to the Wound side of the card. The card text is the same as in the first image.

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.

The third image shows the same companion card with a Readiness token (0) on the Wound side and a Performance token (3) on the Wound side. A red arrow points from the token area to the Performance token, and another red arrow points from the Performance token to the Wound side of the card. The card text includes "PERFORMANCE" and "Copy a Maneuver that is on another...".

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 parenthesis and the caption points to “Ballista” and “Longsword” for the “Crossbow” and “Spanish Smallsword” cards. The correct ones are “Crossbow” and “Spanish Smallsword”.

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.

PAGE 52 – WILLPOWER Keyword contains an outdated rule text.

In the explanation of how to use the WILLPOWER token, the last instruction is outdated. Where it reads: “Companions, in turn, perform a Maneuver they have that is not blocked by a Wound without assigning any Readiness token to it.” the correct text should be: “Companions, in turn, perform a Maneuver they have that is not occupied by a Readiness token without assigning any Readiness token to it.”

BOOK OF CHRONICLES

PAGE 60 – Missing instruction

There is a missing instruction immediately after the narrative text of Region **030 – Prison of the Gluttonous**. Therefore, consider that before the paragraph “Each Champion takes...” the following text is written: “The Caravan takes the Escapist Treasure card.”

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 69 – The Path card numbering is incorrect.

Location **037** instructs that Path cards **13** to **17** be placed on this Region card. The correct numbers for these cards are **14** to **17**, respectively.

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 109 – The Path card numbering is incorrect .

053-E instructs that Path cards **13** to **17** be placed on this Region card through two different instructions. The correct numbers for these cards are **18** to **22**, respectively.

PAGE 110 – The name of resolution 053-K is outdated.

Resolution **053-K** has an outdated name. The book reads “**053-K - You Are Reunited**”, while the card reads “**053-K - Leave Camp**”. The correct name is “**053-K - Leave Camp**”.

PAGE 118 – Gates of the Underworld Scene has wrong instructions.

The Second Ball Badge card and the “**Raging Beast**” Scene no longer exist in the game. The first instructional text for “**The Gates of Underworld**” Scene should present the following instructions: “**On one hand, if the Caravan has the Tame Cerberus Confrontation Objective card, read ‘Scene - The Tamed Beast’ on page 119. On the other hand, if the Caravan has the Defeat Cerberus card, read ‘Scene - The Beaten Beast’.** Finally, if the Caravan does not have either of them, continue reading below:”

PAGE 155 – The Path card numbering is incorrect.

Resolution **072-A** instructs that Path card **25** should be removed from Region **#071 – Infernal Florence**. The correct number for that Path card is **30**.

PAGE 159 – 073-B instructs to Inspect the wrong Region card.

Resolution **073-B** instructs the Caravan to return to Region **071 – Infernal Florence** and Inspect it. The correct Region is **072 – Ghibelline Ghetto**. Therefore, this instruction should be read as follows: “**The Caravan returns to Region 072 – Ghibelline Ghetto and then Inspects it**”.

PAGE 161 – 075-D instructs to Inspect the wrong Region card.

Resolution **075-D** instructs the Caravan to place Region **077 – Heretic Cathedral**, Advance to it, and then Inspect it. The correct Region is **076 – Ghetto of the Redeemed**. Therefore, this instruction should be read as follows: “**Place Region card #076 – Ghetto of the Redeemed in position A5, Advance the Caravan to it, and then Inspect it**”.

PAGE 168 – 078-C has one missing instruction and one wrong instruction.

Before the first instruction of this Resolution (**The second assault...**), there is a missing instruction. Consider the following text to be written in bold: “**The Caravan flips the Discovery card that brought it to this Resolution. It can no longer be used during this scene.**” Next, in the FAILURE part of the test, the instructions to store the other two army cards are missing, and it should not instruct the player to take the Discovery card “**Florentine Ghosts**”. Therefore, this instruction should be read as follows: “**If the Caravan has Discovery cards number 27 (Ghibelline Crossbowman), number 29 (Guelph Crossbowman), or number 30 (Dissident Knights), STORE all of them.**”

PAGE 173 – Incorrect Confrontation fail forward ending instructions.

During the confrontation with the Supreme Leader (Circle 6), the instructions mention the Objective “**Be Defeated by the Supreme Leader**”, but the last instruction in the text box states that the Confrontation ends in Failure when a Champion is defeated. The correct text should be: “**...or one of the Champions is defeated (Success).**”

PAGE 189 – 086-G has one wrong instruction and 086-I has one missing instruction.

The last instruction of Resolution **086-G** is incorrect, as it contains a trigger that redirects the reader back to the same passage; it should instead repeat the trigger from **086-F**: “**Now if there are 2 dice with the Fumble side up on this card, proceed to Resolution #086-H. Otherwise, proceed to Resolution #086-I.**” Additionally, Resolution **086-I** is missing an instruction and, before its first instruction, the following text should be included: “**The Caravan takes the Hun Bow Treasure card.**”

PAGE 219 – The paths in Resolution 103-J are thematically reversed.

Even though the structure of the passage is correct, the paths described when taking the proposed directions are swapped. Therefore, **103-H** should be “**Advance south,**” while **103-L** should be “**Advance north,**” contrary to what is indicated in the text.

PAGE 224 – Copy-paste error in entry 105-F.

Regarding resolution **105-F**, there is an error in the “**FAILURE**” outcome. While the game mechanics/data are correct, the narrative description includes two erroneous paragraphs (the 2nd and 3rd). The corrected text is as follows:

“**FAILURE:** *You skid in the dust as you advance on the devil. The Mercenary draws his attention from the center, providing cover for the rest of you to spread out in serpentine movements, making it impossible for him to keep up with all of you at once. The demon’s reflexes, however, are not like yours, mere mortals, even if you are Champions. With eyes that seem to have a life of their own, like a chameleon’s, he notices each attacker and nimbly swings his whip overhead. Then, with a wide movement, Farfarello counterattacks. The infernal leather strips cut the air in a sinuous motion, forming an “S” before snapping in a wide arc. The tips of the whip reach all of you at the same time, cutting like a razor while setting your bodies on fire, just like it does to the Damned. Your tormentor laughs, proud of his achievement: four new pyres now burn in the bolgia, their crackling flames mingling with the screams of agony—screams that only those dying for the first time can utter.*”

PAGE 228 – There are typos in Resolution 108-B number codes.

The first instruction trigger incorrectly directs the Caravan to proceed to Resolution **109-C** if it has Treasure card **number 38** (**Treasures Gathered**). The correct Resolution is **108-C**.

PAGE 229 – 108-D has one missing instruction.

The instruction to deliver the Relics to Arthemis is missing. Immediately after the narrative, before reading the instruction that ends the Chronicle, the following instruction must be inserted: “**The Caravan STOREs the Hourglass of Moros, the Necklace of Harmony, and the Mirror of Eris Treasure cards.**”

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.”

PAGE 257 – The name of Objective card “Defeat the Corruptor” is wrong.

“**Scene – The Dragon’s Final Fall**” instructs that the Objective card “**Defeat the Corruptor**” should be placed in the Confrontation Objectives section. The correct name for this card is “**Defeat the Divider**”.

PAGE 258 – The name of “Final Scene – The Definitive Victory” is wrong.

The correct name for this Final Scene is “**The Final Victory**”.

CARDS

CAEDAN STATUS CARD (CSC-021) – Typo.

Mentor’s Stride (Second Passive Ability) should grant **MOVE 4** instead of **MOVE 3** as currently written. In its current state, it is identical to the previous ability from which it directly progresses.

CIRCLE 8 TREASURE CARD (TR8-003) – Treasure type is wrong.

Farfarello’s Whip is a **RELIC**, not a **WEAPON**.

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”.

SACRED TREASURE (STC-055) – Typo.

The **FATIGUE** and **INVIGORATE** values are swapped. It currently reads “**...FATIGUE 4** to grant **INVIGORATE 3...**” while the correct version is “**...FATIGUE 3** to grant **INVIGORATE 4...**”.

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.”

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.”

MALEFACTOR STATUS CARD (CSA-015) – Due to a printing error, this card was printed with two “front” sides (15.A) instead of a front (15.A) and back (15.B).

Therefore, please consider the following card as its back side:



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.
