

# Bestiary of Krynn Errata

**Pg. 5:** The amphi dragon's touch AC for Old through Great Wyrms age categories is incorrect. Change these to the following values:

**Old:** Touch 8

**Very Old:** Touch 8

**Ancient:** Touch 8

**Wyrms:** Touch 8

**Great Wyrms:** Touch 6

**Pg. 6:** Under the general description of the amphi dragon's skills, a list of Skills and Feats are printed. Ignore these. They were reprints of the sample mature adult amphi dragon below.

**Pgs. 16-24:** The size categories for the noble draconians are not listed. Use the table below.

Draconian variant	Size
Frost	Medium
Venom	Medium
Vapor	Medium
Lightning	Large
Flame	Large

All noble draconians are of the dragon type. Frost draconians have the cold subtype, and flame draconians have the fire subtype.

**Pg. 18:** The frost draconian's armor class entry should read the following:

**Armor Class:** 18 (+3 natural, +5 breastplate), touch 10, flat-footed 18

The Special Attacks, Special Qualities, and Saves line of the frost draconian's stat block are wrong. They should be changed to the following:

**Special Attacks:** Death throes

**Special Qualities:** Draconian traits, immunity to cold, spell resistance 8, vulnerability to fire

**Saves:** Fort +4, Ref +3, Will +2

**Pg. 19:** The venom draconian's armor class entry should read the following:

**Armor Class:** 15 (+1 Dex, +2 natural, +2 leather armor), touch 11, flat-footed 14

The venom draconian's Run feat should be marked (b) as a bonus feat like all other noble draconians.

Add Bluff +6 to the venom draconian's skill list.

**Pg. 20:** The vapor draconian's armor class entry should read the following:

**Armor Class:** 18 (+8 natural), touch 10, flat-footed 18

Change the vapor draconian's skills to the following:

Bluff +7, Concentration +7 (+11 when casting on defensive), Intimidate +4, Knowledge (nature) +8, Search +8, Spellcraft +8, Spot +4, Survival +8

**Pg. 21:** The lightning draconian's armor class entry should read the following:

**Armor Class:** 21 (-1 size, +4 natural, +8 full plate), touch 9, flat-footed 21

Change the lightning draconian's Diplomacy bonus should be the following:

Diplomacy +10

**Pg. 23:** Change the flame draconian's armor class, attack, and full attack to the following:

**Armor Class:** 20 (-1 size, +1 Dex, +6 natural, +4 breastplate), touch 10, flat-footed 19

**Attack:** Claw +9 melee (1d4+2); or bite +9 melee (1d8+2); or bastard sword +9 melee (1d10+2); or longbow +8 ranged (2d6)

**Full Attack:** 2 claws +9 melee (1d4+2) and bite +4 melee (1d8+2); or bastard sword +9/+4 melee (2d8+2); or longbow +8/+3 ranged (2d6)

**Pg. 24:** Add the following text as a sidebar.

### Dragonspawn Template Errata

What follows are changes to the dragonspawn template presented in the DRAGONLANCE Campaign Setting, Chapter 7.

—"Dragonspawn" is an acquired template that can be added to any corporeal giant, humanoid or monstrous humanoid of Small, Medium or Large size (hereafter known as the "base creature").

—Creature type changes to dragon, with the augmented subtype and the same subtype as the dragon type (fire, cold, etc) of its creator. Size remains unchanged. Do not recalculate base attack bonus or saves.

—The creature gains immunity to sleep and paralysis effects, as well as immunity to the type of damage dealt by their breath weapon (acid, electricity, etc).

**Pg. 26:** Change the abomination black dragonspawn centaur's stat block to the following:

### Abomination Black Dragonspawn Centaur

#### Large Dragon (augmented monstrous humanoid, water)

**Hit Dice:** 4d8+12 (30 hp)

**Initiative:** +2

**Speed:** 50 ft. (10 squares), fly 100 ft. (average)

**Armor Class:** 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

**Base Attack/Grapple:** +4/+13

**Attack:** Longsword +8 melee (2d6+7/19-20) or composite longbow (+4 Str bonus) +6 ranged (2d6+4/X3)

**Full Attack:** Longsword +8 melee (2d6+7/19-20) and 2 hooves +7 melee (1d6+2); or bite +8 melee (1d6+5) and 2 claws +6 melee (1d6+2) and 2 hooves +7 melee (1d6+2); or composite longbow (+4 Str bonus) +6 ranged (2d6+4/X3)

**Space/Reach:** 10 ft. /5 ft.

**Special Attacks:** Breath weapon, death throes, mutations, spells

**Special Qualities:** Darkvision 60 ft., immunity to paralysis and sleep effects, immunity to acid low-light vision

**Saves:** Fort +4, Ref +6, Will +3

**Abilities:** Str 20, Dex 14, Con 17, Int 4, Wis 9, Cha 13

**Skills:** Survival +6  
**Feats:** Multiattack, Weapon Focus (hooves)  
**Environment:** Warm marshes  
**Organization:** Solitary, squad (2-5) or tribe (10-20)  
**Challenge Rating:** 5  
**Treasure:** Standard  
**Alignment:** Always chaotic evil  
**Advancement:** By character class  
**Level Adjustment:** +5

**Pg. 28:** Change the sea dragonspawn's stat block to the following:

**Sea Dragonspawn 11th-Level Human Fighter**  
**Medium Dragon (Aquatic, Augmented humanoid [Human], Water)**  
**Hit Dice:** 11d10+33 (93 hp)  
**Initiative:** +6  
**Speed:** 30 ft. (6 squares), Swim 50 ft.  
**Armor Class:** 26 (+3 Dex, +10 natural, +3 *ring of protection*), touch 16, flat-footed 23  
**Base Attack/Grapple:** +11/+16  
**Attack:** +1 *wounding trident* +18 melee (1d8+8 plus 1 Con) or bite +16 melee (1d6+5)  
**Full Attack:** +1 *wounding trident* +18/+13 melee (1d8+8 plus 1 Con) or bite +16 melee (1d6+5) and 2 claws +11 melee (1d6+2)  
**Space/Reach:** 5 ft. /5 ft.  
**Special Attacks:** Breath weapon, death throes, spells  
**Special Qualities:** Amphibious, darkvision 60-ft., immunity to sleep and paralysis effects, immune to fire, low-light vision  
**Saves:** Fort +10, Ref +8, Will +5  
**Abilities:** Str 20, Dex 16, Con 16, Int 10, Wis 10, Cha 18  
**Skills:** Intimidate +14, Listen +10, Spot +10, Swim +19  
**Feats:** Alertness, Dodge, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (trident), Weapon Specialization (trident)  
**Environment:** Warm aquatic  
**Challenge Rating:** 13  
**Treasure:** Standard  
**Alignment:** Always neutral evil  
**Advancement:** By character class  
**Level Adjustment:** +2

**Pg. 29:** In the "Creating sea dragonspawn" section add the following:

**Special Qualities:** A sea dragonspawn retains the special qualities of the base creature, and gains the following special qualities.

**Amphibious (Ex):** Sea dragonspawn breathe underwater, but can survive on land indefinitely.

**Pg. 30:** In the sidebar "The Link Between Overlord and Vassal", the first paragraph reads "the vassal cannot hide their mind from the Overlord, even through the use of such magical means as *mind block*." The spell in question should be *mind blank*.

**Pg. 32:** The feeder's fly speed should have a maneuverability rating of "good."

The feeder's feats should read the following:  
Alertness, Improved Critical (Stab)<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Pg. 35:** The taylor “draconic heritage” ability refers to the taylor’s dragon parent determining certain abilities. The following table should appear under that entry:

Tylor Draconic Heritage			
Dragon	Subtype	Immunity	Environment
White	Cold	Cold	Cold mountains
Black	Water	Acid	Warm marshes
Green	Air	Acid	Temperate forests
Blue	Earth	Electricity	Temperate deserts
Red	Fire	Fire	Warm mountains
Brass	Fire	Fire	Warm deserts
Copper	Earth	Acid	Warm hills
Bronze	Water	Electricity	Temperate hills
Silver	Cold	Cold	Temperate mountains
Gold	Fire	Fire	Temperate plains
Shadow	Shadow	Energy drain	Underground
Sea*	Aquatic, Water	Fire	Temperate aquatic

**Pg. 65:** Change the entire stat block of the kalothagh to the following:

**Large Animal (Aquatic)**

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** +6

**Speed:** Swim 60 ft. (12 squares)

**Armor Class:** 14 (-1 Size, +2 Dex, +3 natural), touch 11, flat-footed 12

**Base Attack/Grapple:** +3/+1

**Attack:** Spine +5 ranged (1d4 plus poison)

**Full Attack:** 4 spines +5 ranged (1d6 plus poison) and bite +0 melee (1d4-2)

**Space/Reach:** 10 ft. /5 ft.

**Special Attacks:** Poison, spine proximity

**Special Qualities:** Bladder, low-light vision

**Saves:** Fort +5, Ref +6, Will +2

**Abilities:** Str 6, Dex 15, Con 12, Int 2, Wis 12, Cha 2

**Skills:** Hide +6, Survival +4

**Feats:** Improved Initiative, Weapon Finesse

**Environment:** Warm aquatic

**Organization:** Solitary, or school (2-10)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-8 HD (Large) 9-12 HD (Huge)

**Level Adjustment:** —

**Pg. 68:** Change the austrich’s armor class in its stat block to the following:

**Armor Class:** 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

**Pg. 73:** The statblocks for the juvenile and adult urkhan worms are switched. The first stat block is for the adult urkhan, and the second is for the juvenile.

**Pg. 83:** The sample forestmaster’s special quality should read “aura of calm.”

**Pg. 92:** Change the text under “Creating Guardians” to say the following:

“Sacred Guardian” is an acquired template that can be added to any construct.”

**Pg. 93:** In the “Creating a Sacred Guardian” sidebar the description says that “200 steel pieces worth of rare oils and precious metals per size category” is required for creation. Change this to 500 steel pieces per size category. This would also change the cost for a Large sacred guardian to 3000 steel pieces in addition to other costs.

**Pg. 103:** Change the right half of the carrion wretch’s stat block to the following:

**Abilities:** Str 13, Dex 16, Con 13, Int 7, Wis 13, Cha 7  
**Skills:** Intimidate +5, Knowledge (the planes) +5, Move Silently +10, Search +5, Spot +8, Survival +8  
**Feats:** Flyby Attack, Multiattack  
**Environment:** The Abyss  
**Organization:** Solitary, band (4-10), mob (11-20)  
**Challenge Rating:** 2  
**Treasure:** None  
**Alignment:** Always chaotic evil  
**Advancement:** 5-8 HD (Medium), 9-12 HD (Large)  
**Level Adjustment:** —

**Pg. 105:** Change the right half of the sand wretch’s stat block to the following:

**Abilities:** Str 13, Dex 19, Con 14, Int 5, Wis 9, Cha 7  
**Skills:** Intimidate +6, Knowledge (the planes) +5, Search +5, Spot +7, Survival +7  
**Feats:** Combat Reflexes, Dodge  
**Environment:** The Abyss  
**Organization:** Solitary, band (3-6), mob (7-12)  
**Challenge Rating:** 3  
**Treasure:** None  
**Alignment:** Always chaotic evil  
**Advancement:** 5-9 HD (Medium), 10-15 HD (Large)  
**Level Adjustment:** —

**Pg. 111:** The malrauthin demon’s hit dice are listed twice in its stat block and its speed is missing from the entry. The monster’s stat block should include the following:

**Speed:** 50 ft. (10 squares)

**Pg. 112:** Change the eyewing’s challenge rating to 2.

**Pg. 123:** The knight haunt’s fly speed should have a maneuverability rating of (perfect).

**Pg. 129:** Change the stahnk’s armor class ratings to the following:

**Armor Class:** 20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18

**Pg. 130:** In the “Create Undead Beast sidebar” the material component currently reads, “...must be worth at least 50 gp per HD of the undead to be created...” Change this to the following:

“...must be worth at least 50 stl per HD of the undead creature to be created...”

**Pg. 133:** Remove the reference to a saving throw from the wichtlin's "damage" entry. The negative energy damage cannot be reduced by a saving throw.

**Pg. 138 & 139:** The formula for calculating DCs for the Child of Chemosh's danse macabre and rigor mortis abilities should read as the following:

(DC 10 + 1/2 HD + Charisma modifier)

**Pg. 149:** Add the following entry to the "groups" section after the ice folk band:

**Irda:** 1d2 irda 3rd-level wizards. Usually lawful good.

**Pg. 153:** The Northern Ergoth random encounter table is missing entries for rolling 01-05. Add the following to the table:

Day	Night	Encounter	Encountered
01-05	01-05	Bards	See Groups