



DRAGON COMPENDIUM VOLUME I

ERRATA



The following are the known errors present within *Dragon Compendium, Volume I*, and the ways to fix them.

CHAPTER 1: RACES

Dragon Compendium, Volume I, page 25

Tibbit: Should have the “Shapechanger” subtype.

CHAPTER 2: CLASSES

Dragon Compendium, Volume I, page 29

Performance: On Table 2–3, change the 2nd-level special ability to “Dance of reckless bravery.”

Dance of Death’s Embrace: For the dance of death’s embrace ability add the line, “This ability lasts until the end of the battle dancer’s next turn.”

Dragon Compendium, Volume I, page 31

Spells: Under the death master’s spellbook description, add the paragraph, “A death master begins with a spellbook containing all 0-level death master spells plus three 1st-level spells of your choice. For each point of Intelligence bonus the death master has, the spellbook holds one additional spell of your choice. At each new death master level, he gains two new spells of any spell level or levels he can cast (based on his new death master level) for his spellbook. At any time, a wizard can also add spells found in other death masters’ spellbooks to his own.”

Undead Minion: Turn resistance is an extraordinary ability (Ex), link of the grave is a spell-like ability (Sp) with its caster level equal to the death master’s class level, and all others are supernatural abilities (Su).

Dragon Compendium, Volume I, page 44

Sudden Strike: On Table 2–7, delete the “Sudden strike” listing.

Dragon Compendium, Volume I, page 49

Caster Level: Add under Arcane Lore and Divine Lore the line, “The savant’s caster level equals one-half his savant class level.”

Dragon Compendium, Volume I, page 55

Fire Gen: Change the fire gen’s listed HD to “1d8.”

Dragon Compendium, Volume I, page 56

Water Gen: Change the water gen’s listed HD to “1d8+2.”

Dragon Compendium, Volume I, page 59

Alignment: Change “lawful evil” to “neutral evil.”

Dragon Compendium, Volume I, page 60

Divine Focus: Under spells, add the line, “An urban druid’s divine focus is typically a manufactured or forged item common to a city, such as a gear, a tool, a horseshoe, or a similar item.”

Urban Companion: Add the line, “An urban companion that improves as the urban druid gains levels adds Hit Dice appropriate to its type.”

Dragon Compendium, Volume I, page 61

Animated Object Form: At the end of the fourth paragraph under urban shape add the line, “A druid who becomes an animated object has no Constitution score for as long as he remains an animated object. The urban druid gains bonus hit points based on his size while an animated object, as usual for a construct.”

CHAPTER 3: PRESTIGE CLASSES

Dragon Compendium, Volume I, page 67

Speed: Change the speed entry to read, “At 3rd level, the aerial avenger learns to increase her fly speed by +10 feet. This bonus increases by an additional +10 feet at 8th level.”

Dragon Compendium, Volume I, page 68

Terrifying Shriek: The aerial avenger’s terrifying shriek is a mind-affecting effect.

Dragon Compendium, Volume I, page 70

Divine Blessing: Change the second sentence under the description to read: “Thus, each has a +1 luck bonus to Armor Class at 1st level. This bonus increases to +2 at 4th level, +3 at 7th level, and +4 at 10th level.”

Dragon Compendium, Volume I, page 79

Force Missile Mage HD: Change its HD to “d4.”

Dragon Compendium, Volume I, page 82

Kong Soo: Replace “When using *kong soo*, the monk’s hands are treated as a Large weapon...” with “When using *kong soo*, treat the monk’s hands as weapons one size larger than normal...”

CHAPTER 4: FEATS

Dragon Compendium, Volume I, page 90 & 95

Deceptive Dodge Prerequisites: Change “Expertise” to “Combat Expertise.”

Dragon Compendium, Volume I, page 92

Anarchic Bloodline: Add the following paragraph to the end of the Benefits section: “Characters with



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this feat cannot learn or cast spells with the lawful descriptor, and all such spells are removed from the spells lists of all their spellcasting classes.”

Dragon Compendium, Volume I, page 94

Circle Master: Change the benefits entry to read: “While in melee with the focus of your Dodge feat and using the Circle Student feat, you gain the benefits of the Circle Student feat against all the foes you threaten, and you do not suffer the normal penalty to your AC against their attacks. When attacked by creature you do not threaten, you still suffer a –2 penalty to your AC against those attacks. Note that your dodge bonus from the Dodge feat still applies only to the focus of that feat.”

Dragon Compendium, Volume I, page 95

Dead Eye: Change the base attack bonus prerequisite from +14 to +1.

Dragon Compendium, Volume I, page 106

Scalding Faith of the Sun: Change “two levels lower” to “three levels lower.”

Dragon Compendium, Volume I, page 108

Single Blade Style: It is a general feat. Add “[General]” after the feat’s name. Change its prerequisite feat from “Weapon Finesse” to “Weapon Focus.”

CHAPTER 5: EQUIPMENT AND MAGIC ITEMS

Dragon Compendium, Volume I, page 111

Reach Weapon: Add a superscript “1” to the bec de corbin, greatspear, heavy poleaxe, and lochabar axe. Remove the superscript “1” from the pilum.

Dragon Compendium, Volume I, page 115

Vulcanian Thunder Club: The DC to Craft ammo with the Craft (alchemy) skill is 25.

Dragon Compendium, Volume I, page 131

Magic Items: Remove the reference to *river sandals* from Table 5–9: Wondrous Items.

CHAPTER 6: CLASSICS

Dragon Compendium, Volume I, page 166

Tesseract: Figure 4–A is missing two labels. Add the label “a” on the blank cube facing between the “e” and “a” on the top face of the “closest” cube extending out from the stack of cubes. Add the label “c” on the blank cube facing between the “e” and the “c” on the right face of the “closest” cube extending out from the stack of cubes.

CHAPTER 7: MONSTERS

Dragon Compendium, Volume I, page 172

Table 7–1: Remove the *dweomervore* from Table 7–1: Monsters by CR.

Dragon Compendium, Volume I, page 177

Bodak Creature CR: Add line, “Challenge Rating: As base creature +4”

Dragon Compendium, Volume I, page 182

Chaoswyrd Constriction: Before the section on improved grab, add the following paragraph: “Constrict (Ex): A chaoswyrd deals 2d6+4 points of damage with a successful grapple check.”

Dragon Compendium, Volume I, page 185

Ciruja Plant: Add the following line to the end of the aging description: “A *restoration* spell removes 1d10 years of unnatural aging, while *greater restoration*, *miracle*, and *wish* can remove all unnatural aging from a creature.” In the poison gas description, change “grenadelike weapon” to “splash weapon.” Add Climb +8 to its Skills (granted by its climb speed). Change its alignment to “Always neutral.”

Dragon Compendium, Volume I, page 185–192

Elemental Demons: Add the extraplanar subtype to each elemental demon, and change the environment of each elemental demon to “Infinite Layers of the Abyss.”

Dragon Compendium, Volume I, page 187

Ash Demon: Add Spring Attack to the ash demon’s feat list.

Dragon Compendium, Volume I, page 189

Fire Demon: Change the fire demon’s skills to “Balance +18, Climb +13, Jump +15, Move Silently +16, Spot +14, Tumble +18.”

Dragon Compendium, Volume I, page 191

Ice Demon: Change the ice demon’s ice blade damage to “1d6+2/19–20.” Change the ice demon’s advancement to “11–20 HD (Medium); 21–24 HD (Large).”

Dragon Compendium, Volume I, page 193

Water Demon: Change the water demon’s advancement to “9–16 HD (Medium); 17–24 HD (Large).”

Dragon Compendium, Volume I, page 195

Orange Dragon: Replace the orange dragon Challenge Rating entry with, “Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25.”



Replace the orange dragon Advancement entry with, “Advancement: Wyrmling 6–7; very young 9–10; young 12–13; juvenile 15–16; young adult 18–19; adult 21–22; mature adult 24–25; old 27–28; very old 30–31; ancient 33–34; wyrm 36–37; great wyrm 39+.”

The orange dragon’s breath weapon deals concussive (regular) damage.

Dragon Compendium, Volume I, page 197

Purple Dragon: Replace the purple dragon Challenge Rating entry with, “Challenge Rating: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 24; wyrm 25; great wyrm 27.”

Replace the purple dragon Advancement entry with, “Advancement: Wyrmling 8–9; very young 11–12; young 14–15; juvenile 17–18; young adult 21–21; adult 23–24; mature adult 26–27; old 29–30; very old 32–33; ancient 35–36; wyrm 38–39; great wyrm 41+.”

The purple dragon’s breath weapon deals force damage.

Dragon Compendium, Volume I, page 200

Yellow Dragon: Replace the yellow dragon Advancement entry with, “Advancement: Wyrmling 4–5; very young 7–8; young 10–11; juvenile 13–14; young adult 16–17; adult 19–20; mature adult 22–23; old 25–26; very old 28–29; ancient 31–32; wyrm 34–35; great wyrm 37+.”

The yellow dragon’s breath weapon deals regular damage.

Dragon Compendium, Volume I, page 203

Ghastly Creature: Add line, “Challenge Rating: As base creature +2.” Change the duration of its paralysis ability to 1d4+1 rounds.

Dragon Compendium, Volume I, page 205

Ghoulis Creature: Change the duration of its paralysis ability to 1d4+1 rounds.

Dragon Compendium, Volume I, page 207

Grandfather Plaque: Change Diplomacy bonus to +16 and Sense Motive bonus to +15. Change alignment to “Usually lawful neutral.” Replace the second, third, and fourth sentences of the immobile description with the following: “It has no Dexterity score and is not allowed to make Reflex saves (it automatically fails Reflex saves). Treat its Dexterity modifier as –5 for all purposes.”

Add the following section: “Creating a Grandfather Plaque: A grandfather plaque must be carved from a single piece of stone, usually a leftover or leaving of

the stone used to construct the building to which it is originally attached. Crafting it requires a DC 20 Craft (stonemasonry) check. The stone and mystical components used in its creation cost at least 1,000 gp. CL 9th; Craft Construct (*Monster Manual*, page 303), *animate objects, flesh to stone, magic missile, shout, tongues*; caster must be at least 9th level; Price 20,000 gp; Cost 11,000 gp + 770 XP.”

Dragon Compendium, Volume I, page 209

Bog Mummy: The bog mummy deals 1d4 points of Constitution damage on the first round of strangulation and 1 point of Constitution damage per round thereafter.

Dragon Compendium, Volume I, page 210

Ragewing: Ragewing touch AC is 14 and its flat-footed AC is 13.

Dragon Compendium, Volume I, page 223

Unseelie Fey: Replace “beast” with “plant” for the summer caress ability.

Add line, “Challenge Rating: As base creature +1”

APPENDICES

Dragon Compendium, Volume I, page 231

Analysis: The description mentions the “10” column. Change “10” to “.10.”

Dragon Compendium, Volume I, page 233

Table D–2: Change the 2nd line to read, “DC 20 Dexterity check or fall prone and dazed for 1d4 rounds.”

ART CREDIT CORRECTIONS

Page	Error	Fix
Credits	Missing artist	Add “HOON”
Credits	Misspelled artist	Change “Dave McClean” to “Dave McClellan”
6	Missing art credit	Niklas Jansson
8	Missing art credit	Niklas Jansson
9	Incorrect art credit	Eva Widerman
30	Missing art credit	Kalman Andrasofszky
46	Missing art credit	Dave McClellan
58	Missing art credit	Dan Scott
115	Incorrect art credit	Karl Kersch
142	Missing art credit	Cara Mitten
153	Incorrect art credit	HOON
182	Missing art credit	Warren Mahy