

Temple of the Dragon Kin Errata

Entries below marked with a “‡” apply to both v1 and v2 of the module, otherwise v2 already has the correction.

Page 2, 2nd sentence of last paragraph: “She seeks out tales of tavern-goers to evaluate credentials of possible hires by her employer, **Gaspar Uberbellum**.”

Page 3, typo near end of first sentence of **ON THE ROAD** section: “description of the first part of their trek:”

Page 4, 2nd to last sentence of 2nd paragraph of **CLIFF AND HIDDEN LAIR OF DRAGON** section: “More significantly, it looks directly towards the Helm you fought so hard to win!”

Page 7, should have single quote after **Basil** in last sentence of letter in **room 13**

Page 7, typo in 2nd sentence of first paragraph of **PUZZLE ROOM: TWO-BY-TWO** section: “the floor is made of five strips of tiles”

Page 9, 2nd sentence of 9th paragraph of **PUZZLE ROOM: MOVE THE STATUES** section: “Any character skilled in heraldry gets proficiency *and* advantage on the check.”

Page 10, first sentences of 3rd paragraph: “The pools are magical fonts that create the Mist Drakes that guard the temple. Each pool is rimmed in dragon scales of one evil dragon type: white, blue, black, green, or red.”

Page 12, 2nd and 3rd sentences of 3rd paragraph are combined into one sentence: “All locks must still be unlocked simultaneously whether by key, lock picking, or by casting a *knock* spell!”

Page 12, 4th sentence of first paragraph of **HALL OF CHAMPIONS** section: “Each is a different color and features a white silhouette of a person with draconic features.”

Page 12, last sentence of first paragraph of **HALL OF CHAMPIONS** section: “At each corner of the room there is a stand holding an unlit, thick, cylindrical candle.”

Page 12, add a new 2nd sentence to the 3rd paragraph of **HALL OF CHAMPIONS** section: “Each detects as magic.”

Page 12, 4th paragraph of **HALL OF CHAMPIONS** section, add comma after “mace and shield”

‡ Page 13, the next to last paragraph of **HALL OF CHAMPIONS** section should end with the sentence, “Importantly, as constructs, none of these characters’ wounds can be healed, except as noted above, which reduces Drakka Brighteyes effectiveness somewhat.”

Page 14, Gaspar Uberbellum’s **+2 Quarterstaff** does “6 (1d6+3)” on a hit

‡ Page 14-15, all five Champions (Orde Fishersson, Scirokko the Wild, Tyto-ru, Captain Cozzi and Drakka Brighteyes) should have their creature type listed as “Medium humanoid/construct (dragonborn),” implying that none can benefit from healing magic.

Page 14, Orde Fishersson’s **+1 Rapier** does “10 (1d8+6)” on a hit, and his Dagger does “7 (1d4+5)” on a hit

Page 14, Scirokko the Wild’s Dagger does “4 (1d4+2)” on a hit

Page 15, typo in Tyto-ru’s **Extra Attack** feature: “whenever she takes the Attack action”

Page 15, Tyto-ru’s **+1 Greataxe** does “12 (1d12+6)” on a hit, “15 (1d12+9)” when enraged

Page 15, typo in Captain Cozzi’s **Extra Attack** feature: “whenever he takes the Attack action”

Page 15, type in Drakka Brighteyes’ **Channel Divinity** feature: “increase the damage of a cold-based spell”

Page 15, Drakka Brighteyes’ **+1 Mace** does “5 (1d6+2)” on a hit

Page 16, the second sentence of the Mist Drake’s **Gaseous Form** feature: “The drake cannot attack while gaseous and will only become gaseous if required to reach an opponent.”

Page 19, **Ring of Disguise's** description: "Once a day you can cast *alter self*, but restricted to the Change Appearance option."

Page 19, sentence 2 of **Helm of the Dragon Lords'** description: "This dragon acts as if it is under the effects of a *dominate monster* spell."