

DRACONOMICON: CHROMATIC DRAGONS

NAMING

Page 26: In the second sentence of the Naming section, delete mention of the sidebar. The sidebar was cut from the book.

Dragons have a long history of impressive, terrible names capable of generating fear when merely spoken. A dragon's name has no intrinsic power; rather, the dragon associated with a name is so fearsome that any listener familiar with the dragon's exploits might be stricken with associative fright. Listeners shudder when they hear of the exploits of Dragotha, *the* undead dragon. They cry out in amazement to learn of the dragon Ashardalon, who replaced his own heart with a demon heart. Who can forget Cyan Bloodbane, who nearly destroyed the ancient elven nation of Silvanesti on the world of Krynn?

YOUNG BROWN DRAGON

Page 168: Replace "HP 230; Bloodied 115" with "HP 184; Bloodied 92." The hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 184; Bloodied 92; see also *bloodied breath*

ADULT BROWN DRAGON

Page 170: Replace "HP 525; Bloodied 262" with "HP 420; Bloodied 210." The hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 420; Bloodied 219; see also *bloodied breath*

YOUNG GRAY DRAGON

Page 172: Replace "HP 325; Bloodied 162" with "HP 260; Bloodied 130." The hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 260; Bloodied 130; see also *bloodied breath*

YOUNG PURPLE DRAGON

Page 175: Replace "HP 340; Bloodied 170" with "HP 272; Bloodied 136." Hit points do not meet expectations for heroic tier monsters. It is 5x standard hit points instead of 4x standard.

HP 272; Bloodied 136; see also *bloodied breath*

ANCIENT PURPLE DRAGON

Page 178: In the ancient purple dragon's breath weapon, replace "necrotic" with "psychic."

ADULT PACT DRAGON

Page 191: In the adult pact dragon's astral jaunt power, remove "encounter."

ADULT WRETCH DRAGON

Page 197: In the adult wretch dragon's bite attack, add "(save ends)" after the ongoing damage.

WINGED PUTRESCENCE

Page 205: In the winged putrescence's claw attack, replace "Large or larger" with "Large or smaller."

WRACK ABISHAI

Page 210: In the *shadow meld* power, replace "at-will" with "recharge 5 6." The power makes the creatures too powerful.

Shadow Meld (standard; recharge ☉ ☽) ◆ Illusion

The wrack abishai turns invisible and moves 6 squares. It remains invisible until the end of its next turn.

DRAGONBORN FIRE ADEPT

Page 215: In fiery denial, delete "8 squares long and." The length of the wall described in the power's effect does not match the length at the beginning of the power.

☼ Fiery Denial (standard; sustain minor; recharge ☉ ☽) ◆ Conjunction, Fire

Area wall 5 within 10; +18 vs. Reflex (+19 while bloodied); 2d6 + 7 fire damage. *Miss:* Half damage. This power creates a wall of contiguous squares filled with arcane fire. The wall can be up to 4 squares high and lasts until the end of the fire adept's next turn (sustain minor). Any creature that starts its turn adjacent to the wall takes 5 fire damage. If a creature moves into the wall's space or starts its turn there, it takes 10 fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

BLUESPAWN STORMLIZARD

Page 219: On the Hit Points line, replace 217 with 117 and replace 108 with 58.

SQUAMOUS SPITTER

Page 230: In the spitter's *frightful cacophony* aura, add "that starts its turn" after "any enemy." The former text doesn't describe when the push effect occurs.

Frightful Cacophony (Fear) aura 3; any enemy that starts its turn within the aura that is taking ongoing psychic damage is pushed 3 squares.

SQUAMOUS SPEWER

Page 231: In the spewer's frightful cacophony aura, add "that starts its turn" after "any enemy." The former text doesn't describe when the push effect occurs.

Frightful Cacophony (Fear) aura 5; any enemy that starts its turn within the aura that is taking ongoing psychic damage is pushed 3 squares.

ASHARDALON

Page 232: On the HP line, replace "1,660" with "1,200" and "830" with "600." Hit points are incorrect. The hit points were too high for even *Monster Manual* guidelines. This change adjusts the monster hit points based on *Dungeon Master's Guide 2* and *Monster Manual 2* standard.

RIME

Page 242: On the HP line, replace "1,500" with "1,230" and "750" with "615." Hit points are incorrect. The hit points were too high for even *Monster Manual* guidelines. This change adjusts the monster hit points based on *Dungeon Master's Guide 2* and *Monster Manual 2* standard.

HP 1,230; Bloodied 615; see also bloodied breath

ASPECT OF TIAMAT

Page 246: In the aspect of Tiamat's chromatic breath power, replace "4d20 + 12" with "4d10 + 12."