

MURKRAG'S COMPENDIUM OF CURIOS

1ST PRINTING ERRATA

Despite my best attempts, it would appear my notes in this book were not without error. Therefore I have made the important corrections to this first printing available here, on the digital plane. What follows is the list of significant corrections (those which may not be intuitive to a reader). The eventual second printing will also include a great many minor changes for clarity and grammar. *-M*

- The **Advent of Spring** adds +3 to attack and damage rolls, not attack only.
- Using the **Blessed Spike** requires a weapon attack, not a melee attack (so the effects still occur if the Blessed Spike is thrown).
- The DC for the **Captain's Plate** *calm emotions* spell is 18.
- The maximum duration of the **Final Rest** fear effect is 1 minute.
- The **Fire Weavers** can only reduce fire damage through their power in cases where multiple damage types would be dealt.
- **Lycanhide** must be worn (in addition to being attuned) for its effects to apply. I hope that one was obvious but I'm adding it for completion's sake.
- The **Rod of Authority** effect has a DC of 16, and the effect ends when you use the ability on another target.
- The **Searing Javelin** regains all expended charges daily at dawn.

- The **Seer's Mask** makes the wearer blind while the mask is over their eyes.
- **Serpentine Rope** can be transformed into a snake or back into a rope as a bonus action and speaking the command word.
- The **Shield of the Gladiator** also has the light trait (so it can be dual-wielded).
- Attempting to imprint a likeness with the **Soul Crystal** can only be done once per short or long rest, regardless of success or failure.
- Escaping the **Staff of the Ape's** effect requires a DC 16 check to escape the grapple, not a Strength saving throw.
- The **Sunburst Hammer** was renamed the Scorching Hammer to help differentiate itself from the *sunburst* spell.
- The **Sunsphere's** abilities both create sunlight, not just ordinary light.
- **Thunder Burst's** ability should be used as a reaction, not a bonus action. Additionally, the level of the *thunderwave* cast is equal to the amount of charges spent (not 1 as incorrectly stated).
- **Thundering Hammer's** ability requires the use of a reaction when you hit with either a melee or ranged attack.
- The 30-foot line of effect created by **Tremor's** ability is 5 feet wide.

Additionally, the **Brawler's Wraps**, **Reaver's Gauntlets**, and **Titan's Knuckles** have had their type changed to "Accessories (gloves)", rather than "Weapon (unarmed)". This was done to clarify that they do not count as weapons for the purpose of "weapon attacks", rather they are gloves that happen to augment your unarmed strikes. Despite this, their place in the book under the weapons category has remained since their function is more like that of a weapon than an accessory.