

THE AMETHYST DRAGON'S HOARD OF EVERYTHING

ERRATA

Since the printing of *The Amethyst Dragon's Hoard of Everything* in December 2024, a few errors or things that could be reworded have been discovered in the book. Not shocking in a volume with more than 457,000 words created by a single person, but still annoying to the author.

This document lists changes and fixes that will be made to any future print runs.

These changes listed here have already been made to the digital PDF, if you have the latest version from [DriveThruRPG](#) (1.07, dated November 11, 2025). The digital version number can be found under the Legalish Information section at the start of the book.

TEXT CHANGES AND/OR ADDITIONS

Page 9. Chromatic dragonborn breath weapon feature should read: "**Breath Weapon.** Your draconic ancestry determines the damage type dealt by your breath weapon."

Pages 9-10. Removed unneeded/redundant description of the Primordial language from all four elemental dragonborn ancestries.

Page 10. Added missing damage resistances for elemental dragonborn.

Page 31. The Dragonforger Spells table should have the spells granted at 3rd, 5th, 9th, 13th, and 17th levels.

Page 33. The Sapper Spells table should have the spells granted at 3rd, 5th, 9th, 13th, and 17th levels.

Page 50. Air Domain Spells table mistakenly had *gaseous form* as a 2nd level spell. Replaced by *invisibility*.

Page 51. Artistry Domain was missing its domain spells table.

ARTISTRY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>color spray, silent image</i>
3rd	<i>enthrall, phantasmal force</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>fabricate, stone shape</i>
9th	<i>creation, seeming</i>

Page 86. Removed extraneous "for them" from end of Diving Combat fighting style.

Page 87. First sentence of the Channel Divinity: Resolve feature changed to: "As an action, you can use your Channel Divinity to give Resolve to yourself or a creature you touch."

Pages 87-91. The paladin oath spells tables should have the spells granted at 3rd, 5th, 9th, 13th, and 17th levels.

Page 93. Removed extraneous "for them" from end of Natural Combatant fighting style.

Page 150. The following text replaces the 2nd paragraph of First Strike:

If you are the first to take a turn during a battle, you have advantage on attack rolls you make with your first Attack action during your first turn.

Page 197. The following text replaces the 2nd, 3rd, and 4th paragraphs of the *faerie ring of the dance* spell description:

If a creature enters the ring or begins its turn inside it, it must make a Wisdom saving throw. A creature that in combat has advantage on this saving throw. If the saving throw fails, or if the creature is willing, it begins to dance within the ring and will continue to do so until the spell ends. A creature that succeeds on the saving throw is unaffected and is immune to the spell for 24 hours.

An affected creature may attempt a new saving throw at the end of each 30 minutes. If successful, the creature can leave the circle and end the spell's effect on itself.

If any affected creature is attacked or damaged, the spell ends. If the spell ends early, each currently dancing creature gains 3d4 temporary hit points, which remain until the end of its next turn.

Page 198. Removed extraneous "(ritual)" from casting time of *floating magi*.

Page 253. Moved "(ritual)" from casting time to school line of *vessel shield*.

Page 274. Added text to end of creation time paragraph: "Cheeses likely require additional aging time."

The table found on the next page of this document replaces the Herbal Item Creation table that mistakenly included alchemical items instead of herbal ones.

Page 527. The 3rd sentence of Revenge of the Roasted should read: "Once that creature has been slain, it continues onto the one who butchered it, then the one that cooked it, and then any creatures that consumed it."



HERBAL ITEM CREATION

Item	Creation Cost	Creation DC	Equipment Needed	Rarity	Creation Time
Antitoxin	25 gp	15	Herbalist's Apothecary	Common	8 hours
Awakening Bundle	3 gp	10	Herbalist's Supplies or Apothecary	Common	4 hours
Bloodlust Mist	75 gp	12	Herbalist's Apothecary	Uncommon	2 days
Burn Salve	5 gp	10	Herbalist's Supplies or Apothecary	Common	4 hours
Castar Barry Remedy	250 gp	17	Herbalist's Apothecary	Uncommon	4 hours
Cheese of Burning Protection	25 gp	13	Herbalist's Apothecary	Uncommon	16 hours
Coughstop Decoction	5 sp	10	Herbalist's Supplies or Apothecary	Common	4 hours
Courage Extract	5 gp	13	Herbalist's Apothecary	Uncommon	8 hours
Drops of Enlightenment	25 gp	15	Herbalist's Apothecary	Uncommon	16 hours
Expulsion Drops	12 gp	10	Herbalist's Supplies or Apothecary	Common	8 hours
Eyebright Ointment (dose)	7 gp	12	Herbalist's Apothecary	Uncommon	8 hours
Fortifying Powder (packet)	13 gp	10	Herbalist's Apothecary	Uncommon	16 hours
Garlic Essence Oil	13 gp	10	Herbalist's Apothecary	Uncommon	4 hours
Glow Dust (packet)	5 gp	13	Herbalist's Apothecary	Uncommon	4 hours
Hunger's Bane	5 sp	10	Herbalist's Supplies or Apothecary	Common	4 hours
Iron Lung Bundle	50 gp	15	Herbalist's Apothecary	Uncommon	24 hours
Jade Pillow Tea (packet)	3 gp	10	Herbalist's Supplies or Apothecary	Common	2 hours
Loaf in a Mug	1 gp	12	Herbalist's Apothecary	Uncommon	8 hours
Love Potion	25 gp	15	Herbalist's Apothecary	Uncommon	16 hours
Luminous Paste	5 gp	11	Herbalist's Supplies or Apothecary	Common	2 hours
Meat Juice	8 gp	13	Herbalist's Apothecary	Uncommon	16 hours
Mindcleansing Extract	25 gp	15	Herbalist's Apothecary	Uncommon	8 hours
Moonlight Cheese (serving)	5 gp	12	Herbalist's Apothecary	Uncommon	16 hours
Poison Smoke	13 gp	13	Herbalist's Apothecary	Uncommon	8 hours
Puzzler Powder (packet)	25 gp	15	Herbalist's Apothecary	Uncommon	16 hours
Sea Leg Sam's OK Rum	1 gp	12	Herbalist's Supplies or Apothecary	Common	8 hours
Snakeroot Poultice (pouch)	10 gp	10	Herbalist's Supplies or Apothecary	Common	2 hours
Softscale Lotion (dose)	5 gp	12	Herbalist's Supplies or Apothecary	Common	8 hours
Soothing Balm	25 gp	11	Herbalist's Supplies or Apothecary	Common	4 hours
Soothing Mist	5 gp	11	Herbalist's Supplies or Apothecary	Common	8 hours
Soothing Tea (packet)	5 sp	10	Herbalist's Supplies or Apothecary	Common	2 hours
Thrice-Mulled Cider	13 gp	10	Herbalist's Apothecary	Uncommon	8 hours
Tincture of the Pure Stomach	3 gp	10	Herbalist's Supplies or Apothecary	Common	4 hours
Tincture of Wakefulness	3 gp	10	Herbalist's Supplies or Apothecary	Common	4 hours
Unburning Smoke of Burning	5 gp	10	Herbalist's Apothecary	Uncommon	8 hours

SIMPLE TYPOS

Page 5. Bear's Claws damage: 1d6 > 1d6

Page 6. Cat's Claws damage: 1d4 > 1d4

Page 69. Unarmed Fighting style damage: 1d4 > 1d4

Page 128. Tunnelmarker: 1t level > 1st level

Page 184. Smoke Vulnerability: speed reduced to 50 feet > speed reduced to 5 feet

Page 249. Capitalized Transmutation under Telekinetic Grasp.

Page 405. Capitalization: giant creature type in Possible Monster Knowledge Skills table.

Page 408. Poisonous Gases: gasses > gases (gasses is not misspelled, but it's not typically used)

Page 555. Constrict action: grappled target "can't change it form or teleport." it > its

MINOR FORMATTING

Page 10. Skysoul dragonborn Bonus Languages feature name should be in bold and italics.

