

Errata and FAQ

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Esper's Emporium of Esoterica

Paragon

Paragon Magic (clarification) - *Are paragon spells arcane or divine magic?* Divine.

Readying a wonder (clarification) - *If I ready a wonder, but the trigger does not occur before the start of my next turn, is the wonder expended?* No, only spells are expended when readied, as you must cast a spell when you ready it.

Weapon Mastery (1st level): Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency. Whenever you finish a long rest, you can change the kinds of weapons you chose.

Myth of the Trickster

Nimbleness (clarification) The trickster paragon's increases to speed affect any kind of move speed the character has (walking, swimming, flying, etc.). If the trickster has the 7th-level wonder *New Moon Fox*, it even applies to new modes of movement gained from stealing half the speed of the target creature.

Increased Nimbleness (clarification) The 8th-level Increased Nimbleness feature is intended as an improvement to the 3rd-level Nimbleness feature. Thus, it still only functions if the trickster is wearing light armor or no armor.

Wonders

Flaming Spears (clarification) The Index of Wonders chart (p. 16) lists Flaming Spears as "regain on a long rest", but it is actually regained on a short rest, as the actual wonder entry states (p. 19).

Cleric, Majesty Domain

Celestial Servant (clarification) In the celestial servant's stat blocks, the average damage values for its Slam attack have been removed, as that is not a format typically

used in player content. The damage itself is unchanged (1d6 + 1, 2d6 + 3, and 4d8 + 4, respectively).

Warlock Invocations

Dark Scholar (update) You learn all three of the cantrips, *guidance*, *psychic snare*^{EEE}, and *shadowgaze*^{EEE}, instead of choosing just one.

Shadow Barrier (clarification) “Has total concealment” should say “is heavily obscured.”

Race, Ichoriite

Divine Conduit (update) Turn Undead is not a valid choice for the Channel Divinity you gain through Divine Conduit. If the Channel Divinity effect depends on cleric level, you can apply half your character level instead.

Race, Swamp Dwarf

Sugarmoss (clarification) The enhancement to a potion is permanent (it doesn't end after 8 hours).

Feats

Revised Feats (update) The following feats have been revised.

Adept of the Mystic Pillar

Prerequisite: Proficiency in Religion

By spending 1 hour of work, you can create a *mystic candle*^{EEE}. To do so, you must expend rare waxes and magical components worth an amount depending on the candle's rarity: 25 gp (common) or 125 gp (uncommon).

In addition, you learn the cantrips *sacred flame* and *orison of protection*^{EEE}. Choose Intelligence, Wisdom, or Charisma. This is your spellcasting ability for the cantrips.

Flail Warrior

Prerequisite: Proficiency with the flail or whip

You have perfected advanced techniques with flexible striking weapons, which provides you the following benefits:

- Flails you wield have the *finesse* and versatile (1d10) property.

- When you make an attack with a flail, whip, or flail-like weapon, you ignore any bonus the target has to its AC from a shield, spells such as *shield* or *shield of faith*, or a parrying technique.
- **Twice** per short rest when you hit a Large or smaller creature with a flail, whip, or flail-like weapon, you can attempt to trip or disarm the target. The target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failed save, the target falls prone or drops one object it is holding of your choice, which lands in the target's space.

Keeper of Lost Spells

Prerequisite: The ability to cast at least one spell

When you miss with a spell attack or a creature succeeds on its saving throw against a spell you cast, you can retain the spell slot or innate spell you used. If you do so, the spell produces no effect whatsoever, such as half damage, additional targets, or residual effects. Once you use this benefit, you must complete a **short or long** rest to regain it.

Void Disciple

Prerequisite: Spellcasting or Pact Magic; You must have visited a location of power at the fringes of the Astral Plane or learned from a powerful creature or tome from such a location.

You learn the cantrip *voidwrack*. This spell is otherwise inaccessible.

Void Form. Once per long rest when you drop to 0 hit points, you can instead drop to 1 hit point and enter your void form. Upon entering void form, you gain temporary hit points equal to three times the highest level spell slot you are missing. While in this form, the damage dice of your *voidwrack* cantrip increase to d10s, you resist all damage, you have advantage on all saving throws, and you have a flying speed of 10 feet × the highest level of spell slot you are missing (you can hover). You remain in void form until you regain any hit points.

Voidwrack

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You convoke a nether vortex, a churning vacuum of lightless void. This 5-foot-radius vortex appears at a point within range that you can see. Each creature in the vortex's space must succeed on a Constitution saving throw or take force damage equal to 1d6 + the level of the highest-level spell slot you are missing.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Zenith of Life and Death

Prerequisite: At some point, you have been one failed death saving throw away from dying or you have died and been brought back to life.

You have reached a heightened state through the duality of life and death. You gain the following benefits:

- When you are dying, you do not fall unconscious until you accumulate a failed death saving throw. You still roll death saving throws as normal.
- You can see 30 feet into the Ethereal Plane when you are on the Material Plane, and vice versa.
- When you are incapacitated, you can take actions as long as they are purely mental, and you can maintain concentration on spells.
- You learn a necromancy spell of 2nd level or lower. Once per long rest, you can cast this spell without expending a spell slot. Otherwise, you must use spell slots as normal to cast it. Your spellcasting ability for this spell is either Intelligence, Wisdom, or Charisma.

Feat FAQ

Certain feats reference the Spellcasting class feature as a prerequisite. Can my warlock take these feats?

The warlock's Pact Magic feature is different from the Spellcasting feature, even though both give access to spells. These feats specifically require the Spellcasting feature as stated.

Deft Magus - Can you explain the Deft Magus feat a bit more. For example, what if I am a sorcerer 7/paladin 2?

Normally a 2nd-level paladin can prepare 1st-level spells, and a 7th-level sorcerer knows up to 4th-level spells. Using the multiclass spellcaster table (under Multiclassing in the basic rules), we see that the character has the following slots (treated as though an 8th-level caster):

1st: 4 slots

2nd: 3 slots
3rd: 3 slots
4th: 2 slots

The Deft Magus feat specifies that it does not increase what slots you have, so in the case of paladin 2/sorcerer 7, the benefit would allow you to prepare 2nd-level paladin spells.

Let's say you later progress to paladin 4/sorcerer 7. Again using the multiclass spellcaster table, you have the following spell slots (treated as though an 9th-level caster):

1st: 4 slots
2nd: 3 slots
3rd: 3 slots
4th: 3 slots
5th: 1 slot

Through Deft Magus, you could prepare 2nd-level paladin spells and know up to 5th-level sorcerer spells.

Zenith of Life and Death - *Does this feat's third benefit mean I can cast spells using the sorcerer's subtle spell (metamagic) even if I'm incapacitated?*

Yes.

Spells

Celestial Form (update) The spell's range is "self."

Doomful Duress (clarification) - Here is an updated wording of the spell that reads more clearly:

Doomful Duress

1st-level enchantment (hag, warlock)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a serpent's head)

Duration: Concentration, up to 1 hour

You utter a curse at a creature you can see within range, which must make a Wisdom saving throw. On a failure, the following effects occur:

- The target takes 2d8 psychic damage immediately.
- Until the spell ends, the target takes 1d6 psychic damage whenever you hit it with an attack.
- You can impose disadvantage on one d20 test the target makes while the spell is active (no action required).

Remove curse cast on the target dispels *doomful duress*.

Maintaining the Spell. In the case of a successful save or if a cursed target drops to 0 hit points, you can maintain your concentration on *doomful duress* and use an action on another turn to target a different creature (it suffers all three of the spell's effects on a failed save). A creature that successfully saves cannot be targeted again with this casting of *doomful duress*.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d8 for each slot level above 1st, and you can maintain your concentration on the spell for a number of hours equal to the slot level.

***Infernal Trident* (clarification)** The trident counts as an object, and its damage is magical.

***Snake Tongue* (update)** The fifth line of the first paragraph now reads: "On a failed save, the creature's tongue remains a snake for the spell's duration, which makes one bite attack against the creature at the start of each of *its* turns."

Items

Weapon Mastery Properties

Kama Vex

Leather Sap Sap

Longspear Push

Boomerang Sap

Battle Scythe Cleave

Falchion Graze

Guisarme Topple

Heavy Flail Push

Katana Graze

Light Flail Sap

Macuahitl Vex

Pole Hammer Push

Bolas Topple
Chakram Slow
Armblade Graze
Spiked Chain Graze
War Fan Sap
Greatbow Slow

Tower Shield and Exotic Weapons - *The tower shield and exotic weapons are described as each requiring a feat to be proficient with them: Tower Shield Proficiency and [Exotic Weapon] Proficiency, respectively. Yet these feats are nowhere to be found in the feats section.*

Since these proficiency feats are so simple, they weren't included in the feats section. A proficiency feat only provides proficiency with the tower shield or exotic weapon. In other words, there is nothing more to these feats than what is explained in the items section.

Magic Items

Staff of the Alchemist (update) The DC of the staff's options should be DC 15.

Traps and Hazards

Barbed Net Trap (update) The DC of the trap's effect is 15.

Ball and Chain Trap (update) The DC of the trap's effect is 15.

False Treasure Chest (update) The trap's damage is 10 (3d6). The DC of the trap's effect is 15.

Powder Pot (update) The DC of the trap's effect is 15.

Fire Trap (update) Renamed to *Gout of Flame*. The trap's damage is 14 (4d6). The DC of the trap's effect is 15.

Poison Gas Chamber (update) A creature in the gas makes a saving throw against poison at the [start](#) of its turns. The DC of the trap's effect is 14.

Ice Stalactites (update) The hazard's damage is 10 (3d6) piercing plus 9 (2d8) cold. The DC of the hazard's effect is 15.

Skill Encounters

Labyrinth Navigation (update) Event result 27–29 references *Fire Trap*^{EEE}, which has been renamed *Gout of Flame* (in the Traps section).

Magic Shops

Candlegarden (update) Under “Reinforcements”, the young copper dragon should not have the ^{EEE} tag, as it is not a creature from the book.

Bestiary

Flesh Ooze (update) The wording now specifies that an engulfed creature has three-quarters cover, and the ooze cannot make slam attacks against creatures engulfed by it.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature avoids being engulfed by the ooze. On a failed save, the creature is engulfed. It takes 13 (3d8) acid damage and must succeed on a DC 15 Constitution saving throw or contract crypt blight. The engulfed creature cannot breathe, is blinded and restrained, and takes 27 (6d8) acid damage at the start of each of the ooze's turns. [The engulfed creature has three-quarters cover against attacks and other effects, and the ooze cannot make slam attacks against it.](#) When the ooze moves, the engulfed creature moves with it.

As an action, an engulfed creature can try to escape by making a DC 15 Strength check. On a success, the creature escapes, prone in a space of its choice within 5 feet of the ooze.

The ooze can be engulfing 1 Large creature, 4 Medium or Small creatures, or 8 Tiny creatures at a time.

Horrid Councilor (update) Add the following line to the end of the Existential Unraveling trait:

[If the councilor is incapacitated, it has disadvantage on its ability check for this skill contest.](#)

Lung Eel (update) The lung eel's grapple has Escape DC 14.

Muckspawn, Mudman (update) Multiple instances of Fling Mud combine to further lower the target's speed.

Sicklemaw Slug (update) Add the following paragraph to the end of Trample: As an action, a restrained creature can make a DC 16 Strength check. On a success, it escapes to a space within 5 feet of the slug.

Treefolk, Sylvan Lord (update) Sentinel's Gaze from multiple sources cannot affect the same target. A new instance overrides an old one.

Vampire, Bloodmist (update) The following features have updates.

Rejuvenation: If it dies, the vampire dissipates. Any items it was carrying or wearing fall to the ground. In 1d12 days, the vampire reappears in its blood pool with full hit points.

If its blood pool is drained or destroyed before it dies, it does not dissipate and instead remains a normal corpse. If its blood pool is drained or destroyed after it dies, it does not reappear.

Vampire Weakness (Stake to the Heart): If a piercing weapon made of wood is driven into the vampire's heart while it is in its blood pool, it is permanently slain (it does not dissipate or rejuvenate).

Beguile: ... the effect also ends if the vampire is reduced to 0 hit points (instead of "is killed") ...

Named NPCs

Astrelle Shadefall (update) The DC of her spells and legendary actions should be 19.

Picaroon the Lorekeeper (update) The DC of his *staff of the alchemist* options should be DC 15.

Bestiary Lists

That Which Speaks (update) DC 21, not 23

Bestiary FAQ

Which creatures don't need to breathe, eat, drink, or sleep?

Ashen Servitor (cinder hag): Doesn't require air, food, or drink

Aspect of Argus: Doesn't require food, drink, or sleep

Bane Swan: Doesn't require air, food, drink, or sleep

Candelabracadabra (keeper of lost things): Doesn't require air, food, drink, or sleep

Charnel Reaver: Doesn't require air, food, drink, or sleep

Crawling Spheres: Doesn't require air, food, drink, or sleep

Drossguard: Doesn't require air, food, drink, or sleep

Elementals: Doesn't require air, food, drink, or sleep

Embergeist/Animated Embers: Doesn't require air, food, drink, or sleep

Estrava: Doesn't require air, food, drink, or sleep

Fork Knight (keeper of lost things): Doesn't require air, food, drink, or sleep

Gargoyles: Doesn't require air, food, drink, or sleep

Golem: Doesn't require air, food, drink, or sleep

Guardian of the Hollow: Doesn't require air, food, drink, or sleep

Headless Mule: Doesn't require air, food, drink, or sleep

Host of Angels: Doesn't require food, drink, or sleep

Ichoriite (npc): Doesn't require food, drink, or sleep

Juniper Spirit (juniper druid npc): Doesn't require air, food, drink, or sleep

Lithomachus: Doesn't require air, food, drink, or sleep

Lord of Heresy: Doesn't require air, food, drink, or sleep

Lung Eel: Doesn't require air, food, drink, or sleep

Luxite: Doesn't require food, drink, or sleep

Malugeist: Doesn't require air, food, drink, or sleep

Mortling: Doesn't require air, food, drink, or sleep

Muckspawn: Doesn't require air, food, drink, or sleep

Old Scrolls (keeper of lost things): Doesn't require air, food, drink, or sleep

Ophan: Doesn't require air, food, drink, or sleep

Optovoa: Doesn't require air, food, drink, or sleep

Overseer: Doesn't require food, drink, or sleep

Pernicious Mist: Doesn't require air, food, drink, or sleep

Ring Worm (keeper of lost things): Doesn't require air, food, drink, or sleep

Runewyrm: Doesn't require air, food, drink, or sleep

Skeletons: Doesn't require air, food, drink, or sleep

Spirit of the Feast: Doesn't require air, food, drink, or sleep

Tatterdemalion: Doesn't require air, food, drink, or sleep

Tychistis: Doesn't require air, food, drink, or sleep

Undead Elementals: Doesn't require air, food, drink, or sleep

Vampire: Doesn't require air

Veinzer: Doesn't require air, food, drink, or sleep

Vulcastrophex: Doesn't require air, food, drink, or sleep

Wargwraith: Doesn't require air, food, drink, or sleep

Waxencorn: Doesn't require air, food, drink, or sleep

Whisperer in Darkness: Doesn't require air, food, drink, or sleep

Monstrous Heroes

Weapon Masteries

The below monster classes gain the Weapon Mastery class feature. Mastery with a natural weapon cannot be changed to a different weapon mastery. Otherwise, mastery with a handheld weapon can be changed once per long rest.

New Weapon Mastery Properties

Gnash

If you hit a creature with this weapon, and you have advantage on the attack roll, you can deal an additional 1d6 damage of the weapon's type. You can apply this extra damage only once per turn.

Ravage

If you hit a creature with this weapon, and you roll the highest result on a weapon damage die, roll another weapon damage die, and add it to the total.

Arachnir: Bite (vex); two kinds of weapons with which you have proficiency

Arborean (bosk warden): Thorns (vex), Vine (graze)

Arborean (viridian soul): Slam (sap)

Dragon: Bite (ravage), Claw (graze), Tail (topple)

Lycanthrope (all): Two kinds of weapons with which you have proficiency

Lycanthrope (werebear): Bite (ravage), Claw (cleave)

Lycanthrope (wereboar): Tusks (sap)

Lycanthrope (wererat): Bite (gnash)

Lycanthrope (weretiger): Bite (gnash), Claw (graze)

Lycanthrope (werewolf): Bite (ravage), Claw (graze)

Minotaur: Two kinds of weapons with which you have proficiency

Nefarix: Two kinds of weapons with which you have proficiency

Ousia (all): Slam (sap); two kinds of weapons with which you have proficiency

Ousia (salamander): Tail (topple)

Protean: Two kinds of weapons with which you have proficiency

Revenant: Slam (sap); Two kinds of weapons with which you have proficiency

Troll: Bite (ravage), Claw (graze)

Vampire (all): Bite (sap), Claw (vex), Slam (vex)

Vampire (vampiric warrior): Two kinds of weapons with which you have proficiency

Yadira: Two kinds of weapons with which you have proficiency

Arachnir

Hunting Spider stat block language should say Arachnian

Lycanthrope

Superior Bestial Power 11th level

Incredible Tenacity (wereboar)

Your tenacity and fierceness reach incredible proportions, allowing you to prevail when extremely wounded.

- When you are at half your [hit](#) points or fewer, your weapon attacks deal an additional 2d6 damage.

Paracosma

Paracosma Class Table. 15th level should say Preeminent Anatomy not Supreme Anatomy.

Protean

Uncanny Absorption. The DC equals 8 + your proficiency bonus + your Constitution or Intelligence modifier.

Troll

Troll + Goodberry. The idea with the troll is that the eating requirements are in terms of lbs. of food. So *goodberry* would still restore 1 hp and keep you from starving, but it doesn't satisfy the Voracious trait.

Settings & Campaign Plots

Jaí Pantheism (p.228). “Lamashtu” is supposed to say “Leshtira.”