

Esoteric Encounters - Errata and FAQ

July, 2022

Adventure Names

All of the mini-adventures/encounter scenarios from *Esoteric Encounters* now have proper names.

Lost Things (map: Frontier Village)

The Lich's Arena (map: Fighting Pit)

The Battle on the Cliff (map: Cliffside Trail)

Ill-Gotten Goods (map: Goblin Warrens)

Wild Magic (map: Arcane Ruins)

Lair Assault (map: Moat Ruins)

Strange Perils of the Coastal Cave (map: Coastal Cave)

The Secret at the Heart of the Mountain (map: Sandstone Caverns)

Deathtrap Dungeon (map: Deathtrap Dungeon)

Where Once Was Beauty (map: Swamp Ruins)

The Temple of Dakrya Tilio (map: Temple Ruins)

Grove of the Dread Queen (map: Wooded Ridge)

Zumzokez (map: Zumzokez)

Diabolic Incursion (map: Frozen Ridge)

The Temple of Dakrya Tilio (*map: Temple Ruins*)

Area 7b. Statuary Chamber: The way that the *candle of spectral imprisonment* trap functions here has been updated (it was unclear before):

This elaborate statuary chamber has a domed ceiling. There are four bronzen statues here: two spearmen in the top corners and two archers in the bottom corners. At the center of the chamber is a pedestal displaying a beautiful white candle with gold filigree (a *candle of spectral imprisonment* trap). If the characters do not have any of the holy-symbol keys, the waxencorn leads them into the room, then walks up to the white candle and lights it, activating the trap. [This special activation of the trap causes it to target a creature of the waxencorn's choice. The waxencorn can activate the trap in this way again on subsequent rounds by spending an action and touching the candle. Otherwise, the candle functions as normal.](#)

When the candle activates, so do the bronze archer traps. The ichoriites (bronzen warriors) bide their time and maintain their false appearance, waiting 1 round to strike a paralyzed target rather than give themselves away immediately.