

# Esper's Emporium of Esoterica - Errata and FAQ

Updated December 2022

## 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.

## 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*<sup>EEE</sup>, and *shadowgaze*<sup>EEE</sup>, 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*<sup>EEE</sup>. 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\*<sup>EEE</sup>. 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.

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.

***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) - How many times can you impose disadvantage on the target?** Once. If a creature fails its saving throw against your *doomful duress*, you can impose disadvantage on one single roll it makes (an ability check, saving throw, or attack).

Here is an updated wording of the spell effect that reads more clearly:

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 once on an ability check, saving throw, or attack roll the target makes while the spell is active (no action required).

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

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. 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

***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*<sup>EEE</sup>, 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 <sup>EEE</sup> 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.

## Monster Lists

That Which Speaks (update) DC 21, not 23

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### *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