

Errata for Injuries and Vile Deeds

This document updates parts of the 5e supplement *Injuries and Vile Deeds* from Lone Colossus Games, and is kept regularly updated as new errata is added.

Injury Severities

“Handicap” severity (p. 14 and elsewhere). Use of the term “Handicap” is not preferable as a result of its history of use against the disabled community. The words “handicap” and “handicapped” should be replaced with “Hindered”.

Special Injuries

Injuries by Damage Type (p. 20). Poison damage was not given a special injury. Add the following entry:

Poison - Contaminated. Now, and again each time the creature takes poison damage until it finishes a short rest, the creature must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, the creature has disadvantage on saving throws against being poisoned. This Injury counts as one of Dangerous II severity.

Recovery

Example (p. 21). The DCs and Lasting Effect in the Example section are incorrect. For a wound of Deadly severity the DC for a success is 26 and the Temporary Recovery DC is 21. The initial roll in the example should be in the range of 21-25, and the final roll should be a 26 or higher. The Lasting Effect suffered should be that the fighter’s hit point maximum is reduced by an amount equal to twice their level.

Slaughter Domain

Channel Divinity: Ready the Abattoir (p. 29). The second paragraph should begin with “As an action, you...”

Circle of the Grim Harvest

Circle Spells (p.31). The *lacerate* spell granted to a 3rd level druid of this circle has been replaced with *blood to potions*.

Harvester’s Magic (p. 31). The sentence “Additionally, you always have the *lacerate** spell prepared as a druid spell, and can cast it without expending a spell slot.” has been updated to “Additionally, you always have the *lacerate** spell prepared as a druid spell (it doesn’t count against the number of spells you can have prepared), and can cast it without expending a spell slot.”

Oath of Corruption

Oath of Corruption Features table (p. 35). Twisted Tongue should be in the 3rd level row, Corrupting Presence should be in the 7th level and 18th level rows, and Deepening Corruption should be in the 15th level row.

Twisted Tongue (p. 36). “You excel at producing lies and twisted truths.” has been replaced with “By taking this oath at 3rd level, you have dedicated yourself to the art of producing lies and twisted truths.”

Nightmare Soul

Cannibal Spell (p.41). “Whenever you cast a damaging spell, you can spend a number of sorcery points equal to the spell level and choose a creature targeted by the spell.” has been updated to “Whenever you cast a damaging spell, you can spend a number of sorcery points equal to the spell level (1 sorcery point if the spell is a cantrip) and choose a creature targeted by the spell.”

Concentrated Spell (p.41). “Whenever you cast a damaging spell with an area, you can spend a number of sorcery points equal to the spell level...” has been updated to “Whenever you cast a damaging spell with an area, you can spend a number of sorcery points equal to the spell level (1 sorcery point if the spell is a cantrip)...”

The Soulrender

Essence Thief (p.41). “You can have a number of aspect bonuses active equal to half your proficiency modifier from levels in Warlock (rounded down).” has been updated to “You can have 1 aspect bonus active at a time. This increases to 2 active at 9th level and 3 active at 17th level.”

Painful Bolt

P. 97-98. The spell's damage die has been changed to 1d6, increasing by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Vampire Spy

Traits, Damage Immunities, Damage Resistances, Senses, Languages, Challenge, Proficiency (p. 162). The Vampire Spy stat block is missing key information. Entries for Skills, Damage Resistances, Damage Immunities, Senses, Languages, Challenge, and Proficiency bonus should be added as follows:

Skills Acrobatics +5, Athletics +3, Deception +5, Insight +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities necrotic, poison

Senses darkvision 60 ft., passive Perception 16

Languages any two languages

Challenge 3 (700 xp)

Proficiency +2

Additionally, the following Traits should be included (replacing the partial text given below Saving Throws):

Cunning Action. On each of its turns, the vampire can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The vampire deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the vampire that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Vampiric Toughness. When reduced to 0 hit points, the vampire does not die and is instead reduced to 1 hit point unless killed by a Death Blow. It has advantage on saving throws against Death Blows unless it is in direct sunlight, submerged in running water, or the Death Blow is made with a silvered weapon.

Vernassian Bloodmoth

Piercing Proboscis (p.163). The "Punctured" injury has been renamed to "Jabbed" to avoid confusion with the piercing damage special injury of the same name on page 20.

Thaerexura, God-Cursed

Inner Darkness (p.209). The sentence "A creature with darkvision can't see through this darkness." has been added after the second sentence.