PATHFINDER
ROLEPLAYING GAME™

ADVANCED CLASS GUIDE

FIRST PRINTING

Update 1.0 — Release Date: 7/22/15

This document updates the first printing of *Pathfinder Roleplaying Game Advanced Class Guide* to match the second printing.

UPDATES

- **Page 9**—In the Spellbooks ability, in the second paragraph, in the last sentence, change "other wizards' spellbooks" to "wizards' or other arcanists' spellbooks".
- **Page 10**—In the Consume Magic Items ability, after the first sentence, add "She can use this ability a number of times per day equal to her Charisma modifier (minimum 1)."
- **Page 13**—In the Consume Spells ability, after the first sentence, add "She can use this ability a number of times per day equal to her Charisma modifier (minimum 1)."
- **Page 13**—In the Counter Drain greater exploit, at the start of the first sentence, change "Whenever the arcanist successfully counters a spell" to "Whenever the arcanist successfully uses the counterspell exploit".
- **Page 16**—At the end of the Spells ability, add "At 8th level and every 3 levels thereafter, a bloodrager can choose to learn a new spell in place of one he already knows. This swap follows all the same rules as for a sorcerer."
- **Page 21**—In the infernal bloodline's Dark Wings bloodline power, remove the final sentence.
- **Page 22**—In Bloodrager Spells, in 4th-Level Bloodrager Spells, remove "*slow*".
- **Page 23**—In the Weapon and Armor Proficiency ability, in the last sentence, change ", but not with shields" to "and shields (except tower shields)".
- **Page 24**—In the AC Bonus ability, in the second paragraph's second sentence, remove "using a shield, ".
- **Page 25**—In the chart, in the 13th-level entry, in the Special column, remove ", knockout 1/day".
- **Page 26**—In the Animal Companion ability, at the end of the first paragraph, add the sentence "The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier."
- **Page 29**—In the Master Hunter ability, in the second paragraph's first sentence, change "prepares spells" to "regains her spell slots".
- **Page 33**—In the Quick Study talent, change "standard" to "move". In the Unconventional Inspiration talent, change the entire text to "An investigator with this talent can pick any one skill. He can add his inspiration die to checks attempted with that skill without expending a use of inspiration."
- **Page 36**—In the Chant hex, change "(Ex)" to "(Su)". In the Evil Eye hex, at the end, add "This is a mind-affecting effect."
- **Page 38**—In the Curse of Suffering hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours."
- **Page 39**—In the Bone Ward hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours."
- **Page 40**—In the Flame Curse hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours." In the Ward of Flames hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours."
- **Page 41**—In the Curse of Suffering hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours." In the Life Link hex, in the second sentence, change "if the bonded creature's hit points are reduced to −5 or fewer" to "if the bonded creature is wounded for 5 or more hit points below its maximum hit points".
- **Page 43**—In the Share Knowledge hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours."

- **Page 45**—In the Ward of Stone hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours."
- **Page 46**—In the Mist's Shroud hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours."
- **Page 47**—In the Sparking Aura hex, change the last sentence to "A creature affected by this hex cannot be affected by it again for 24 hours."
- **Page 48**—In Shaman Spells, add the *summon nature's ally I–IX* spells to the shaman's spell lists at the corresponding levels. In 3rd-Level Shaman Spells, add "*remove disease,*" after "*remove curse*".
- **Page 49**—In the Class Skills section, in Perform, add ", wind" after "string".
- **Page 51**—In the Versatile Performance section, in the second paragraph, change "and String (Bluff, Diplomacy)" to "String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal)".
- **Page 53**—In the Studied Target ability, change the third paragraph's first sentence to "At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to slayer DCs against a studied target increase by 1." In the Rogue Talent slayer talent, remove the third sentence. In the fourth sentence, remove the parenthetical "(such as the major magic rogue talent requiring the minor magic talent)".
- **Page 55**—Replace the Rogue and Ninja Advanced Talents advanced talent with the following:

Rogue Advanced Talents and Ninja Master Tricks: A slayer can select one of the following rogue advanced talents or ninja master tricks in place of a slayer advanced talent: deadly sneak^APG, evasion^UC, feat^UC, hunter's surprise^APG, knock-out blow^APG, master of disguise^APG, opportunist, and stealthy sniper^APG. A slayer can select multiple rogue advanced talents or ninja master tricks by taking this slayer advanced talent multiple times, but can't select the same one more than once.

- **Page 56**—In the Grit and Panache sidebar, after the second paragraph's first sentence, add "Swashbuckler levels stack with gunslinger levels for the purpose of satisfying Signature Deed's level requirement."
- **Page 57**—In the Opportune Parry and Riposte deed, at the end, add "This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs."
- **Page 62**—In the Bonus Feats ability, in the third sentence, change "as his base attack bonus for these feats (in addition to base attack bonuses gained from other classes and racial Hit Dice)" to "as his base attack bonus (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for

these feats". In the Fervor ability, in the last paragraph, at the end of the first sentence add "with a casting time of 1 round or shorter".
- **Page 63**—In the Aspect of War ability, replace the second sentence with "Once per day as a swift action, a warpriest can treat his level as his base attack bonus, gains DR 10/—, and can move at his full speed regardless of the armor he is wearing or his encumbrance." At the end of the entry, add the following sentence: "This ability lasts for 1 minute."
- **Page 66**—In the Luck Blessing's Lucky Presence ability, change the final sentence to "Once used, or once 1 minute passes, the effect ends."
- **Page 68**—In the Trickery Blessing's Double (minor) ability, change the last sentence to "The double created by this ability doesn't stack with the additional images from the *mirror image* spell."
- **Page 76**—In the Blade Adept archetype's Adept Exploits ability, in the Magus Arcana adept exploit's first sentence, change "hasted assault, and wand wielder" to "and hasted assault".
- **Page 83**—In the Bloodrider archetype's Blood Bond ability, at the end of the last sentence, add "9th level." In the Crossblooded Rager archetype's Bloodline Powers abilities, change "At 1st level and every 4 levels thereafter" to "At 1st, 4th, 8th, 12th, 16th, and 20th levels".
- **Page 85**—In the Spelleater archetype's Blood of Life ability, in the second-to-last sentence, remove the word "instead".
- **Page 86**—In the Exemplar archetype's Call to Arms ability, at the end of the last sentence, add "and close weapon mastery". In the Shield Champion archetype's Weapon and Armor Proficiency ability, at the end of the first sentence, add "and with shields as weapons". In the Throw Shield ability's first sentence, change "medium or light shield" to "heavy or light shield".
- **Page 89**—In the Wild Child archetype's Animal Companion ability, in the final sentence, change "2nd, 5th, 11th, and 14th" to "2nd, 8th, 14th, and 20th". In the Wild Tricks ability, in the second sentence change "every 3" to "every 6" and in the final sentence, change "5th, 8th, 11th, 14th, 17th, and 20th" to "5th, 11th, and 17th".
- **Page 90**—In the Daring Champion archetype, in the Panache and Deeds ability, remove "opportune parry and riposte,".
- **Page 91**—In the Ecclesitheurge archetype's Ecclesitheurge's Vow ability, in the second sentence, remove both instances of the word "prohibited". Add the following ability after the Ecclesitheurge's Vow ability:

Blessing of the Faithful (Su): As a standard action, the ecclesitheurge can bless one ally within close range (25 ft. + 5 ft./2 levels). A blessed ally gains a +2 sacred or profane bonus (depending on whether the ecclesitheurge

channels positive or negative energy) on attack rolls, skill checks, ability checks, or saving throws or to AC until the ecclesitheurge's next turn. The ecclesitheurge can expend 1 use of channel energy when activating this ability to increase the duration to a number of rounds equal to the number of dice of his channel energy.

- **Page 91**—Change the text of the bonded holy symbol ability to the following:

Bonded Holy Symbol (Su): At 3rd level, an ecclesitheurge forms a powerful bond with a holy symbol of his deity, which functions identically to a wizard's bonded object except it can be used to cast cleric and domain spells (instead of wizard spells) and the ecclesitheurge can grant his bonded holy symbol only magic abilities appropriate for a holy symbol or a neck slot item.

As with a wizard's bonded item, an ecclesitheurge can add additional magic abilities to his bonded holy symbol as if he had the required item creation feat (typically Craft Wondrous Item), provided he meets the feat's level prerequisites. For example, an ecclesitheurge with a bonded holy symbol who wants to add a wondrous amulet ability, like *amulet of natural armor*, to his bonded holy symbol must be at least 3rd level to do so. The magic properties of a bonded holy symbol, including any magic abilities the ecclesitheurge added to the object, function for only the ecclesitheurge. If a bonded holy symbol's owner dies or the item is replaced, the object loses all enhancements the ecclesitheurge added using this ability.

This ability replaces the increase to channel energy gained at 3rd level.

- **Page 92**—In the Wild Whisperer archetype, change the Wild Shape ability change the Wild Shape ability to read "At 4th level, a wild whisperer gains the wild shape ability, but she never gains access to any forms beyond Small and Medium animal forms, as *beast shape I*. This ability alters wild shape." In the Natural Expertise ability, change the last sentence to "This ability replaces the additional use of wild shape at 6th level." In the Investigator Talent ability, change the last sentence to "This ability replaces the additional use of wild shape at 8th level."
- **Page 93**—In the Mutation Warrior archetype's Mutagen ability, in the first sentence, change "At 1st level" to "At 3rd level". At the end of the second sentence, add ", using his fighter level as his alchemist level". In the Mutagen Discovery ability, in the first sentence, change "follow" to "following". In the second sentence, change "for determining whether he qualifies for" to "for the purpose of".

- **Page 94**—In the Bolt Ace archetype, add the following ability before the Grit ability:

Crossbow Maven: A bolt ace is proficient with all crossbows instead of all firearms and begins play with a masterwork crossbow of her choice. This ability alters the gunslinger's weapon proficiencies and replaces gunsmith.

- **Page 94**—In the Bolt Ace archetype's Deeds ability, in the second sentence, replace "bolt thrower" with "bolt ace". In the Sharp Shoot deed, just before the last sentence, add "This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed)."
- **Page 95**—In the Divine Hunter archetype's Otherworldly Companion ability, just before the last sentence, add "The companion's CR is considered to be equal to its Hit Dice for the purpose of the celestial or fiendish template."
- **Page 96**—In the Feral Hunter archetype's Feral Focus ability, change the last sentence to "This ability alters animal focus and replaces the hunter tactics and speak with master class abilities." In the Precise Summoned Animal ability, in the first sentence, change "if the hunter chooses Outflank[APG] as a bonus feat, she grants it" to "the hunter grants all her teamwork feats". In the Summon Pack ability, after the third sentence, add "She can increase the duration of any one *summon nature's ally* spell affected by this ability to 1 minute per level. She can have only one spell with a duration increased by this ability active at a time."
- **Page 97**—In the Primal Companion Hunter archetype's Primal Transformation ability, after the first sentence, change the rest of the first paragraph to read "The animal companion gains a pool of 2 evolution points (*Advanced Player's Guide* 60) that can be used to temporarily give the companion evolutions as if it were an eidolon. A primal companion hunter uses her hunter level to determine her effective summoner level for the purpose of qualifying for evolutions and determining their effects. At 8th level, the number of evolution points in her pool increases to 4, and at 15th level, it increases to 6."
- **Page 98**—In the Verminous Hunter archetype's Leech vermin focus, in the first sentence, remove the parenthetical "(this bleed stacks with itself)". In the Worm vermin focus, remove "fast healing 1 (*Pathfinder RPG Bestiary* 300) and" from the first sentence, remove "fast healing 2 and" from the second sentence, and remove "fast healing 3 and" from the second sentence.
- **Page 99**—In the Sacred Huntsmaster archetype, at the end of the Hunter Tactics ability, add "This ability replaces solo tactics."

- **Page 101**—In the Mastermind archetype's Mastermind's Inspiration ability, change the first sentence to "A mastermind can use inspiration on Diplomacy and Intimidate checks without expending a use of inspiration, but can't do so for Linguistics or Spellcraft checks."

- **Page 102**—In the Sleuth archetype's Make It Count deed, change all three instances of "inspired strike" in the first sentence to "studied strike". In the Spiritualist's Strong Life ability, at the very beginning, add "At 2nd level,". In the sidebar, in the parenthetical third sentence, add "do not" before "gain twice".

- **Page 103**—In the Steel Hound archetype, in the Packing Heat ability's last sentence, change "poison use" to "poison lore".

- **Page 104**—In the Arcane Deed magus arcana, after the second sentence, add the following sentence: "Even if he gains a panache pool through another means, the magus is not considered to have at least 1 point in his panache pool for the purpose of deeds selected with arcane deed, and his effective swashbuckler level for determining such a deed's effect is 0." In the Flamboyant Arcana magus arcana, replace the second sentence with "The magus can spend only points from his arcane pool (not panache points) to use these deeds and any other deeds he gains from the deed arcana. He can't use points from his arcane pool to use deeds from other classes or those gained by feats, nor can he regain points to his arcane pool as a swashbuckler would regain panache points."

- **Page 105**—In the Kata Master archetype, in the Panache ability's fourth sentence, change "opportune parry and riposte" to "dodging panache".

- **Page 106**—In the Psychic Searcher archetype, in the Inspiration ability's penultimate sentence, change "Wisdom modifier, not Intelligence" to "Charisma modifier, not her Intelligence modifier". In the Spirit Guide archetype's Bonded Spirit ability, in the second paragraph, replace the second sentence with "She uses her oracle level as her shaman level, and she switches Wisdom for Charisma and vice versa for the purpose of determining the hex's effects."

- **Page 107**—In the Holy Guide archetype's Teamwork Feat ability, change "5th" to "6th" in both the first sentence and the last sentence. In the Temple Champion archetype's Blessing ability, at the end of the first sentence, change "1st" to "4th".

- **Page 108**—In the Divine Tracker archetype's initial description, remove the word "imbued". In the Hooded Champion archetype's Dead Aim deed, in the first sentence, add "(not a full attack)" after "when making a single ranged attack".

- **Page 110**—In the Animist archetype, in the Wrangle Condition ability's seventh paragraph, change the second sentence to "Using this ability is a standard action that requires no contact or shared language with the target, but it relies on audible components and the target must be within 30 feet."

- **Page 112**—In the Unsworn Shaman archetype's Minor Spirit ability, change "witch hex" in the first and third sentences to "shaman or witch hex", and change the last sentence to "This ability replaces spirit and alters hex."

- **Page 113**—In the Witch Doctor archetype's Channel Energy ability, just before the last sentence, add "This is a separate pool of channel energy that does not stack with the life spirit's channel spirit ability."

- **Page 116**—In the Spell Warrior archetype's Weapon Song ability, in the Enhance Weapons raging song, at the end of the first paragraph, add "The wielder of a weapon enhanced by this raging song counts as if he were under the effect of an inspired rage raging song for all purposes involving the skald's rage powers."

- **Page 120**—Replace the Sniper archetype's Deadly Range ability with "**Deadly Sniper (Ex):** At 2nd level, when the sniper makes an attack against a target who is within his weapon's first range increment and completely unaware of his presence, that attack ignores the 30 foot range limit on ranged sneak attacks, and if it is a sneak attack, he adds his sniper level as a bonus on his sneak attack damage roll. After this first attack, the target is aware of the sniper's presence." In the Stygian Slayer archetype's Weapon and Armor Proficiency section, in the final sentence, remove "weapon and".

- **Page 124**—In the Daring Infiltrator archetype's Bonus Feats ability, replace "2nd, 10th, and 18th" with "4th, 8th, 12th, 16th, and 20th".

- **Page 125**—In the Inspired Blade archetype's Rapier Weapon Mastery ability, change the second sentence's parenthetical to "(this increase to the critical threat range stacks with the increase from rapier training, to a total threat range of 14–20)".

- **Page 126**—In the Mouser archetype's Hamstring deed, in the second sentence, remove the "only" from after "target" and insert it before "stagger".

- **Page 127**—In the Mysterious Avenger archetype's Avenger Finesse ability, at the beginning, remove "At 2nd level,". Similarly, in the Picaroon archetype's Two-Weapon Finesse ability, at the beginning, remove "At 2nd level,".

- **Page 128**—In the Cult Leader archetype's Weapon and Armor Proficiency section, in the third sentence, change "Improved Unarmed Strike" to "Weapon Focus".

- **Page 131**—In the Sacred Fist archetype's Weapon and Armor Proficiency, before the last sentence, add "When wearing armor, using a shield, or carrying a medium or heavy load, a sacred fist loses his AC bonus and flurry of blows." In the AC Bonus ability, in the third sentence, change "deflection" to "dodge". At the end of

the ability, add the sentence "This counts as the monk ability of the same name, and the sacred fist's warpriest levels stack with monk levels for determining the benefits." In the Flurry of Blows ability, at the end of the second sentence, add ", except the sacred fist's attack bonus from warpriest levels does not count as his warpriest level."

- **Page 132**—In the Hex Channeler archetype's Channel Energy ability, in the final paragraph's second sentence, change the parenthetical to "(including major or grand hexes, but not hexes gained through the Extra Hex feat)".

- **Page 137**—In the Animal Soul chart entry, change the Benefits entry to "You can shrug off spells that don't work on animals". In the Divine Protection entry, change the Prerequisites entry to "Cha 13, Knowledge (religion) 5 ranks", and in the Benefits entry, change "all saving throws" to "a saving throw". In the Dueling Cape entry, add the word "Deed" to the end of the name and add "Amateur Swashbuckler† or panache† class feature;" to the beginning of the Prerequisites. Move the feat's entry from page 137 to the Panache Feats section of the chart on page 140, inserting it after the Disarming Threat Deed.

- **Page 139**—In the Merciless Butchery entry, in the Benefits entry, change "swift" to "standard". In the Slashing Grace entry, in the Benefits section, delete "one-handed". In the Steadfast Personality entry, change the Benefits entry to "Use your Charisma modifier on saves against mind-affecting effects".

- **Page 140**—In the Pummeling Style entry, change the Benefit entry to read "Combine your unarmed strikes together".

- **Page 141**—In the Amateur Swashbuckler feat, in the Benefit entry, change the second sentence to "Choose a 1st-level deed from the swashbuckler's deeds class feature (see page 56; you can't select opportune parry and riposte). Once chosen, this deed can't be changed."

- **Page 141**—In the Animal Soul feat, change the introduction to read "Your close bond with an animal allows you to ignore harmful magic that cannot affect your wild side." and change the Benefit section to read "**Benefit**: You can choose not to allow spells and effects to effect you if they would not be capable of affecting both your original creature type and the animal creature type."

- **Page 142**—In the Battle Cry feat's Benefit section, in the final paragraph's first sentence, add "against a fear effect" after "fails a saving throw". In Believer's Boon, in the Benefit entry, change the benefit to "**Benefit**: When you take this feat, choose one domain granted by your deity. You can use the 1st-level domain ability that clerics of that domain can use a number of times or rounds per day, but you can use it only once per day or 1 round per day, whichever is appropriate. Your effective cleric level

in regard to this ability is 1st level. If the domain has a 1st-level ability that does not meet this specification, you cannot use it."

- **Page 143**—In the Canny Tumble feat's Benefit section, after "against that opponent", add "and that opponent is denied its Dexterity bonus to AC".

- **Page 144**—In the Counterpunch feat's last sentence in the Benefit section, add "this" after "for". Change the Divine Protection feat's Prerequisites section to "**Prerequisites**: Cha 13, Knowledge (religion) 5 ranks." and change the Benefit section to "**Benefit**: Once per day as an immediate action before rolling a saving throw, you can add your Charisma modifier on that saving throw. As usual, this does not stack if you already apply your Charisma modifier to that saving throw. If you possess the charmed life class feature, you can instead apply Divine Protection's bonus after rolling the saving throw but before the result is revealed."

- **Page 145**—In the Draining Strike feat's Benefit section, in the third sentence, change "any spell that deals hit point damage" to "any spell or effect that heals hit point damage". In the Dueling Cape feat's header, change the name to "Dueling Cape Deed".

- **Page 146**—In the Evolved Companion feat's Benefit section, in the first sentence, add "other than pounce or reach" after "1-point evolution". In the Evolved Summoned Monster feat's Benefit section, in the first sentence, add "other than pounce or reach" after "1-point evolution". In Expanded Preparation, change the benefit to "**Benefit**: You gain an extra spell prepared of the highest level you can currently cast as an arcanist when selecting this feat. This is in addition to the number of spells you can normally prepare from your spellbook. You can instead add two spells prepared, but both of these spells must be at least 1 level lower than the highest-level spell you can currently cast as an arcanist when selecting this feat. You must choose which benefit you gain when you take this feat, and the extra spells prepared do not change level when you gain access to higher-level spells."

- **Page 147**—In the Extra Panache feat's Special section, replace the last sentence with "Its effects stack."

- **Page 149**—In the Greater Dirge of Doom feat, at the end of the Benefit section, add "Once affected by this feat, a creature cannot be affected by it again for 24 hours."

- **Page 150**—In the Greater Weapon of the Chosen feat, at the end of the Benefit section, add "As usual, the reroll does not apply to any confirmation rolls." In the Improved Dirge of Doom feat, at the end of the Benefit section, add "Once affected by this feat, a creature cannot be affected by it again for 24 hours."

- **Page 152**—In the Jabbing Style feat, change the Benefit section to "**Benefit**: When you hit a target

with an unarmed strike and you have hit that target with an unarmed strike previously that round, you deal an extra 1d6 points of damage to that target." In the Merciless Butchery feat's Benefit section, change "swift" to "standard".

- **Page 153**—In the Pack Flanking feat's Benefit section, add "both" before "considered to be flanking". In the Pummeling Bully feat's introduction, change "Your punch" to "Your combo". In the Pummeling Bully feat's Benefit section, change "when you hit with a Pummeling Style attack," to "When you use Pummeling Style to make an entire full attack or flurry of blows against a single target, if you hit with any of your attacks,"

- **Page 154**—Change the Pummeling Charge feat's Benefit section to read "**Benefit**: You can charge and make a full attack or flurry of blows at the end of your charge as part of the charge action. You can use Pummeling Charge in this way only if all of your attacks qualify for using Pummeling Style against a single target." and change the Normal section to read "**Normal**: You cannot make a full attack on a charge." Change the Pummeling Style feat's introduction to "Your unarmed strikes weave together in an effortless combo, focusing on the spots you've weakened with the last hit." Change its Benefit section to "**Benefit**: Whenever you use a full-attack action or flurry of blows to make multiple attacks against a single opponent with unarmed strikes, total the damage from all hits before applying damage reduction. This ability works only with unarmed strikes, no matter what other abilities you might possess." In the Raging Absorption feat's Benefit section, in the last sentence, add "each day" before "than your daily maximum" and at the end add ", nor can you ever exceed your maximum number of rounds".

- **Page 155**—In the Recovered Rage feat's Benefit section, in the last sentence, add "each day" before "than your daily maximum" and at the end add ", nor can you ever exceed your maximum number of rounds".

- **Page 156**—In the Seething Hatred feat's Benefit section, in the last sentence, add "favored target" before "bonus on damage". In the Slashing Grace feat's benefit, in the first sentence, after "kind of" add "light or". After the final sentence, add "You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied." In the Spirit Talker feat, at the end of the Benefit section, change "24 hours" to "hour, after which you immediately lose all benefits of that hex."

- **Page 157**—Change the Spirit's Gift feat's final sentence to "Once during the next 24 hours, you can spend a standard action to grant your animal companion or familiar that shaman spirit's spirit animal ability for 1 minute per level in the class that grants your animal

companion or familiar." In the Spontaneous Nature's Ally feat's Benefit section, at the end, add the following sentence, "For the purpose of this feat only, the *summon nature's ally* spells of the appropriate spell levels count as being on your spell list at the same spell level as for a druid." In the Steadfast Personality feat, change the Benefit section to "**Benefit**: Add your Charisma modifier instead of your Wisdom bonus on Will saves. If you have a Wisdom penalty, you must apply both your Wisdom penalty and your Charisma modifier."

- **Page 158**—In the Surprise Maneuver feat's Benefit section, in the first sentence, change "your number of sneak attack dice." to "the number of sneak attack dice you roll." In the Twist Away feat's Benefit section, at the end, add "If you are prevented from becoming staggered, you can't use Twist Away, nor can you ignore the staggered condition from Twist Away or remove it early".

- **Page 163**—In the Bard Spells section, move *contingent action* from the 2nd-Level Bard Spells list to the 3rd-Level Bard Spells list.

- **Page 165**—In the Druid Spells section, in 3rd-Level Druid spells, add the following after the *Longstrider, Greater* entry: "**Nauseating Trail**: Creature leaves a trail of *stinking cloud* squares."

- **Page 166**—In the 2nd-Level Inquisitor Spells section, change *stricken heart*'s damage to "2d6 damage".

- **Page 168**—In the 3rd-Level Shaman Spells section, change *stricken heart*'s damage to "2d6 damage".

- **Page 169**—In the 2nd-Level Sorcerer/Wizard Spells section change *stricken heart*'s damage to "2d6 damage" and move *contingent action* from the 2nd-Level Sorcerer/Wizard Spells list to the 3rd-Level Sorcerer/Wizard Spells list.

- **Page 171**—In the 2nd-Level Witch Spells section, change *stricken heart*'s damage to "2d6 damage".

- **Page 175**—In Blade Lash, add the following line after the Duration line: "**Saving Throw** none; **Spell Resistance** no".

- **Page 176**—In Blood Armor's description, in the fourth sentence, after "stacks with itself" add ", but not with an existing enhancement bonus,". In Blurred Movement's description, in the second sentence, change "thwart" to "protect against".

- **Page 178**—In Contingent Action, in the School line, change the level to "bard 3, sorcerer/wizard 3". In Contingent Scroll, change the casting time to "10 minutes", the range to "personal", the target to "you", and the duration to "10 minutes/level (D) or until discharged".

- **Page 179**—In Curse of Burning Sleep, in its description's third sentence, after "until the creature dies", add "or is quenched as normal." In Disable Construct, in the description's second sentence, replace "for the duration of the spell" with ", but it receives a new save each round at the end of its turn to shake off the effect. If the construct

is normally immune to magic, the pulse is less effective and the construct receives a +4 bonus on its saving throw."

- **Page 180**—In Disguise Weapon, add the following line after the Duration line: "**Saving Throw** none; **Spell Resistance** no".
- **Page 181**—In Extreme Flexibility's description, after "combat maneuver checks to", add "escape a". In Eyes of the Void, change the duration to "1 minute/level".
- **Page 182**—In Feast on Fear, in the description's first sentence, after "Each round", add "as a standard action,". In Font of Spirit Magic's School line, after "conjuration" add "(creation)".
- **Page 183**—In Heart of the Metal, in the description's first sentence, add "depending on which component you used," after "silver,".
- **Page 184**—In Hex Vulnerability, in the first sentence of the description, add "harmful" before "hexes".
- **Page 186**—In Life Pact, after the Duration line, add the following line: "**Saving Throw** Will negates (harmless); **Spell Resistance** yes". In Line in the Sand, after the Duration line, add the following line: "**Saving Throw** none; **Spell Resistance** no". In Mantle of Calm, in the School line, after "(compulsion)" add "[emotion, mind-affecting]".
- **Page 187**—In Marching Chant, at the end of the description, add "You can concentrate on this spell and hustle at the same time."
- **Page 188**—In Molten Orb, in the School line, change "transmutation" to "evocation (earth, fire)".
- **Page 189**—In Nauseating Trail, in the School line, add "druid 3," after "alchemist 3,".
- **Page 190**—In Planeslayer's Call, in the School line, change "[see text]" to "[mind-affecting, see text]". In the Targets line, change "40-ft.-radius" to "20-ft.-radius".
- **Page 191**—In Sense Spirit Magic, in the Range line, change the range to "personal". Replace the Area line with the following Target line: "**Target** you".
- **Page 193**—In Spellcrash's description, change "spell or spell slot" to "spells or spell slots".
- **Page 194**—In Spellcrash, Greater, in the description, change "a 7th-level or lower prepared spell or spell slot" to "7th-level or lower prepared spells or spell slots." In Spellcrash, Lesser, change the duration to "1 round/level" and change the saving throw to "Will negates; see text". In the description, at the end of the first sentence, add "each round at the start of its turn", and after the third paragraph, add the following paragraph: "There is no initial saving throw for this spell, but the target can attempt a Will saving throw each round at the end of its turn."
- **Page 196**—In Thunderstomp, Greater, in the description, at the end of the first sentence, add ", and it affects all creatures in the area, regardless of size." Delete the second sentence.
- **Page 197**—In Twilight Haze, in the School line, change "[darkness]" to "[darkness, shadow]".
- **Page 198**—In Unliving Rage, in the description, in the second sentence, change "Constitution" to "Charisma". In Wall of Blindness/Deafness, in the description, in the second paragraph's first sentence, change "and rectangular" to "and either rectangular or a ring".
- **Page 202**—In Arcanist's Kit, change the weight to "34 lbs." In Bloodrager's Kit, change the weight to "27 lbs."
- **Page 203**—In Brawler's Kit, change the weight to "36-1/2 lbs." In Table 5–1: Adventuring Gear, make the following changes.
  Arcanist's Kit: Change the weight to "34 lbs."
  Bloodrager's Kit: Change the weight to "27 lbs."
  Brawler's Kit: Change the weight to "36-1/2 lbs."
  Footprint Book: Change the name to "footprint cast".
  Hunter's Kit: Change the price to "15 gp" and the weight to "43-1/2 lbs."
  Investigator's Kit: Change the weight to "37 lbs."
  Shaman's Kit: Change the price to "15 gp" and the weight to "44 lbs."
  Skald's Kit: Change the price to "37 gp" and the weight to "47-1/2 lbs."
  Slayer's Kit: Change the weight to "43-1/2 lbs."
  Swashbuckler's Kit: Change the weight to "42 lbs."
  Warpriest's Kit: Change the price to "16 gp" and the weight to "31 lbs."
- **Page 204**—In Footprint Book, change the name to "Footprint Cast" and change the description to "This quick-drying cast is perfect for preserving a set of footprints in order to examine them later. By spending 1 minute setting the cast and waiting for it to dry, you can copy footprints, allowing others to examine them without traveling to the scene, and preventing the DC of the Survival check to analyze them from increasing because of time or weather." In Hunter's Kit, change the price to "15 gp" and the weight to "43-1/2 lbs." Also in Hunter's Kit, add "a spell component pouch," after "rope, " and change "and a waterskin" to "a waterskin, and a wooden holy symbol". In Investigator's Kit, change the weight to "37 lbs."
- **Page 205**—In Shaman's Kit, change the price to "15 gp" and the weight to "44 lbs." Also in Shaman's Kit, add "a spell component pouch," after "soap," and change "and a waterskin" to "a waterskin, and a wooden holy symbol". In Skald's Kit, change the price to "37 GP" and the weight to "47-1/2 lbs." Also in Skald's Kit, add "a spell component pouch," after "soap,". In Slayer's Kit, change the weight to "43-1/2 lbs."
- **Page 206**—In Swashbuckler's Kit, change the weight to "42 lbs." In Tome of Epics, in the description's last sentence, change "+2 bonus" to "+2 circumstance bonus" and change "(vocal)" to "(sing)". In Warpriest's Kit,

change the price to "16 GP" and the weight to "44 lbs." Also in Warpriest's Kit, add "a spell component pouch," after "soap,".

- **Page 208**—In Woad Painting Kit, change the description's first paragraph to read "Though associated with the woad plant, the alchemical ingredients of this blue paste can vary considerably. When preparing a spell, you can grind the spell's material components and mix them into this paste to paint the components directly onto your flesh, allowing you to cast that spell as if you had applied Eschew Materials. Additionally, by painting complex woad designs that symbolize gestures for 10 minutes and succeeding at a Spellcraft check with a DC equal to 15 + the spell level, you can also cast the spell as if you had applied Still Spell. You can have only one spell painted on you in this way at a time, and if you cast the prepared spell or the paint is removed for any reason, the effects of the woad paint are spent." In Dust Knuckles, replace the first paragraph of the description with "This fingerless leather glove includes four small pouches along the knuckle line into which you can insert tiny glass vials. You can fill the vials with poison or ground minerals. When you punch someone in the face, the vials shatter, releasing their contents into the target's face and eyes. Together, the four vials hold 1 dose of poison or ground minerals; there is no effect unless all four are full."
- **Page 212**—In the beginning of the Answering weapon special ability's description, add "This ability can be placed only on melee weapons." Change "If the wielder of an *answering* weapon is using" to "For the purpose of".
- **Page 213**—In the Confounding weapon special ability, in the description's first sentence, change "a bonus" to "an enhancement bonus".
- **Page 214**—In the Flamboyant, Greater weapon special ability, change the aura to "moderate transmutation".
- **Page 216**—In Swashbuckler's Rapier, in the description's second sentence, after "panache point", add "as a swift action".
- **Page 217**—In Ring of Lingering Blood Magic, in the description, after "affecting him", add "with a duration of 1 round per level or greater".
- **Page 218**—In Ring of Resilience, just before the last sentence of the description, add "The wearer can use the ring only once for each ongoing condition." In the Ring of Summoning Affinity (Aeon), change "4th-level list" to "6th-level list". Also, in the Ring of Summoning Affinity (Asura), change "4th" to "6th".
- **Page 220**—In Table 5–9: Rods and the item's entry, change the price of the *rod of abrupt hexes* to 75,500 gp; in the *rod of abrupt hexes*' entry, change the cost to 37,750 gp. In both Table 5–9: Rods and the items' entries, change the prices of the *rod of grasping hexes* and the *rod of interminable hexes* to 11,000 gp; in the items' entries,

change the costs to 5,500 gp. In both Table 5–9: Rods and the item's entry, change the price of *rod of potent hexes* to 54,000 gp; in the item's entry, change the cost to 27,000 gp. In Table 5–9: Rods, change the price of the *rod of voracious hexes* to 32,500 gp.

- **Page 221**—In Rod of Voracious Hexes, change the price to 32,500 gp and the cost to 16,250 gp. In Monstrification Staff, change the CL to "8th". In Spark Staff, in Construction Requirements, remove ", *scorching ray*".
- **Page 222**—In Table 5–11, change the price for *one-way window* to 7,500 gp.
- **Page 224**—In Amulet of the Blooded, in the last line of the Construction Requirements, after "additional spells (see text)" add ", creator must be a sorcerer of the appropriate bloodline".
- **Page 225**—In Amulet of the Spirits, in the last line of the Construction Requirements, after "additional spells (see text)" add ", creator must be a shaman with the appropriate spirit".
- **Page 226**—In Belt of Superior Maneuvers, change the price from "12,650 GP" to "varies". Just below that, in the row for +1 bonus, change the price entry from "1,000 GP" to "2,000 GP" and change the cost of a +1 belt from "500 GP" to "1,000 GP".
- **Page 227**—In Blouse of the Boastful Bastard, change the slot to "chest". In Boots of the Battle Herald's description section, change the last two sentences to "Once per day as a move action, the wearer can affect himself with *greater heroism* for 11 minutes."
- **Page 228**—In Brass Spider, in the description, at the beginning of the second paragraph, replace "A" with "Once per day, a" and replace the last sentence with "Additionally, the brass spider can be used without limit as masterwork thieves' tools, without the advantage of any additional range." In Cape of Feinting, at the end of the description, add "if the foe fails a DC 13 Will save."
- **Page 229**—In Drinking Horn of the Panacea, in the third sentence of its description, change "*restoration*" to "*lesser restoration*", and in the Requirements section, change "*restoration*" to "*lesser restoration*". In Elixir of Sex Shift, change the description to the following:

Upon drinking this elixir, a character permanently transforms their biology to take on a different set of sexual characteristics of their choice. While the imbiber's physiology changes dramatically and their features adjust slightly to take on the new qualities, the imbiber is still recognizable as the same person. The character has only minor control over the specific details of this new appearance, and the elixir grants no benefit on Disguise skill checks or similar checks.

This elixir's magic functions instantaneously and can't be dispelled, though drinking a second *elixir of sex*

shift either reverts the character back to a former form or allows them to adopt alternate sexual characteristics, as they choose. The elixir has no effect on characters who are pregnant or are of races with no sexual differentiation. Most races have a wide spectrum of sexual differentiation, some common, others more rare. Therefore, most creatures can decide how this elixir transforms them. An unwilling imbiber can choose not to change at all.

- **Page 230**—In Handkerchief of Finding, at the end of the description, add "A bearer unaware of the handkerchief's power cannot attune to it."

- **Page 232**—In One-Way Window, change the price to "7,500 GP". In the description's fourth sentence, change "though divination" to "and divination" and "still function" to "does not function". At the end of the sixth sentence, add ", but even a thin layer of lead blocks the effect".

- **Page 233**—In the Plume of Panache, in the description's third sentence, replace ", the wearer can activate it; when she does, " with "when the wearer performs a deed,".

- **Page 234**—In the Runestone of Power, in the Cost entry, change "6,150 GP" to "varies".

- **Page 237**—In the Toothpick of Pyrotechnics, in the description's third sentence, change "120 feet" to "20 feet".

OPEN GAME LICENSE Version 1.0a