

PATHFINDER

ROLEPLAYING GAME™

PATHFINDER RPG CORE RULEBOOK

FIRST PRINTING

Update 1.4 — Release Date: 05/30/2013

This document updates the first printing of the *Core Rulebook* to match the sixth printing. Items with **bold** page numbers are new to this update.

Updates

- Page 11—In the Common Terms section, in the Check definition, in the second sentence, change “skill checks, and saving throws” to “skill checks, ability checks, and saving throws”.
- Page 12—Change the Exceptional Abilities paragraph to read as follows:

Extraordinary Abilities (Ex): Extraordinary abilities are unusual abilities that do not rely on magic to function.

- Page 16—On Table 1–1: Ability Score Costs, the points listed for an ability score of nine should read “–1”.
- Page 33—In the Moment of Clarity barbarian rage power, after the first sentence, add the following sentence:

Activating this power is a swift action.

- Page 34—In the Uncanny Dodge class feature, in the first paragraph, change the second sentence to read as follows:

She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible.

- Page 34—After the Mighty Rage class feature, add the following paragraph:

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. She retains all other benefits of the class.

- Page 36—In the Bardic Performance class feature, in the fifth paragraph, in the first sentence, change “and such performances are language dependent” to “and many such performances are language dependent (as noted in the description)”.
- Page 38—In the Versatile Performance bard class feature, add “Sing (Bluff, Sense Motive)” to the list of Perform types in the second paragraph.
- Page 41—In the Domains class feature, add the following sentence to the third paragraph:

Unless otherwise noted, activating a domain power is a standard action.

- Page 42—In the Artifice domain, in the Domain Spells paragraph, change the 8th-level spell “*instant summons*” to “*statue*”.
- Page 42—In the Domain Spells section of the Community Domain, change the 4th-level spell to “*imbue with spell ability*”.
- Page 45—In the Good Fortune granted power of the Luck domain, change the first sentence to read as follows:

At 6th level, as an immediate action, you can reroll any one d20 roll you have just made before the results of the roll are revealed.

- Page 45—In the Domain section, under the Madness Domain, change the first sentence of the Aura of Madness granted power to read as follows:

At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level.

- Page 46—In the Wooden Fist granted power of the Plant domain, add the following sentence to the end of the granted power:

These rounds do not need to be consecutive.

- Page 47—In the Domain section, under the Rune Domain, change the 8th-level Domain Spell to “*symbol of death*”.
- Page 48—In the Master’s Illusion granted power of the Trickery domain, add the following sentence before the last sentence of the paragraph:

The save DC to disbelieve this effect is equal to 10 + 1/2 your cleric level + your Wisdom modifier.

- Page 48—In the Weapon Master granted power of the War domain, in the first sentence, add “as a swift action,” right after “At 8th level,”.
- Page 54—In the Animal Choices section, under the Horse description, in the second paragraph, under Special Qualities, change “see the *Pathfinder RPG Bestiary*” to “see the Handle Animal skill”.
- Page 54—In the Animal Choices section, under the Horse description, in the second paragraph, under Special Qualities, change “see the *Pathfinder RPG Bestiary*” to “see the Handle Animal skill”.
- Page 54—In the Animal Choices section, under the Shark description, add “low-light vision” to the list of Special Qualities in the first paragraph. Make the same addition to the Snake, Constrictor and the Snake, Viper descriptions.
- Page 54—In the Animal Choices section, under the Wolf description, in the first paragraph, in Special Qualities, add “low-light vision,”.
- Page 57—In the Flurry of Blows class feature, in the first paragraph, replace the second sentence with the following:

When doing so, he may make one additional attack, taking a –2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability).

- Page 57—In the Flurry of Blows class feature, in the first paragraph, in the next-to-last sentence, change “the monk’s base attack bonus” to “the monk’s base attack bonus from his monk class levels”.
- Page 58—In Table 3–10: Monk, in the Special column, in the 7th level entry, change “Wholeness of body” to “Ki pool (cold iron/silver), wholeness of body”.

- Page 59—In the Ki Pool class feature, in the first paragraph, delete the fifth sentence. Add the following sentence after the fourth sentence:

At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

- Page 60—In the Smite Evil paladin class feature, change the fourth sentence of the first paragraph to read as follows:

If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses.

- Page 61—In the Divine Health class feature, at the end of the sentence, add “, including mummy rot.”
- Page 64—In the Track class feature, change “made to follow or identify tracks” to “made to follow tracks”.
- Page 69—In the Uncanny Dodge class feature, in the first paragraph, change the second sentence to read as follows:

She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible.

- Page 73—In the Claws bloodline power of the Abyssal bloodline, change the power from an “(Ex)” to “(Su)”. Delete the second to last sentence of this power. Add the following sentence to the end of the paragraph:

These rounds do not need to be consecutive.

- Page 73—In the Arcane Bond bloodline power of the Arcane bloodline, add the following sentence before the last sentence of the paragraph:

Once per day, your bonded item allows you to cast any one of your spells known (unlike a wizard’s bonded item, which allows him to cast any one spell in his spellbook).

- Page 75—In the Claws bloodline power of the Draconic bloodline, change the power from an “(Ex)” to “(Su)”. Delete the second to last sentence of this power. Add the following sentence to the end of the paragraph:

These rounds do not need to be consecutive.

- Page 76—In the Laughing Touch bloodline power of the Fey bloodline, add the following sentence to the end of the paragraph:

This is a mind-affecting effect.

- **Page 78**—In the Arcane Bond class feature, in the second paragraph, in the fifth sentence, change “weapons must be wielded” to “weapons must be held in one hand”.
- **Page 80**—In the Abjuration School, under the protective ward class feature, remove the text “for 1 round” from the end of the second sentence.
- **Page 80**—In the Summoner’s Charm school power of the Conjunction school, add the following sentence after the first sentence:

This increase is not doubled by Extend Spell.

- **Page 81**—In the Enchantment school, in the Aura of Despair ability, add the following sentence to the end of the paragraph:

This is a mind-affecting effect.

- **Page 81**—In the Intense Spells school power of the Evocation school, add the following sentence after the second sentence:

This bonus damage is not increased by Empower Spell or similar effects.

- **Page 81**—In the Necromancy School, under the power over undead class feature, in the 3rd sentence, change “Outsider Channeling” to “Alignment Channel”.
- **Page 82**—In the Life Sight school power of the Necromancy school, add the following sentence to the end of the paragraph:

These rounds do not need to be consecutive.

- **Page 82**—In the Familiars section, in the fourth paragraph, in the first sentence, change “If a familiar is lost or dies” to “If a familiar is dismissed, lost, or dies”.
- **Page 88**—In the Acrobatics skill check description, in the second paragraph (which describes using the skill to avoid attacks of opportunity), add the following sentence to the end of the paragraph:

If you attempt to move through an enemy’s space and fail the check, you lose the move action and provoke an attack of opportunity.

- **Page 90**—In the Appraise skill, change the first sentence of the second paragraph in the Check section to read as follows:

You can also use this check to determine the most valuable item visible in a treasure hoard.

- **Page 96**—In the Escape Artist skill check description, in the Grappler paragraph, change “or to change from a pinned condition to merely grappled” to “or a pin”.
- **Page 99**—In the Intimidate skill check description, in the Demoralize paragraph, in the first sentence, change “your opponents” to “an opponent.” In the last sentence, change “threaten opponents in this way if they are within 30 feet” to “threaten an opponent in this way if it is within 30 feet.” Add the following sentence to the end of the paragraph:

Using demoralize on the same creature only extends the duration; it does not create a stronger fear condition.

Page 103—In the Perform skill, change the first sentence of the special paragraph to read as follows:

A bard must have ranks in specific Perform categories to use some of his Bardic Performance abilities.

- **Page 104**—In the Ride skill check description, in the Leap paragraph, replace the second sentence with the following sentence:

If the Ride check to make the leap succeeds, make a check using your Ride modifier or the mount’s jump modifier, whichever is lower, to see how far the creature can jump.

- **Page 106**—In the Stealth skill, in the Check section, in the first paragraph, add the following sentence after the first sentence:

Creatures that fail to beat your Stealth check are not aware of you and treat you as if you had total concealment.

- **Page 106**—In the Stealth skill, in the Check section, change the second paragraph to read as follows:

Creatures gain a bonus or penalty on Stealth checks based on their size: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large –4, Huge –8, Gargantuan –12, Colossal –16.

- **Page 106**—In the Stealth skill, in the Check section, add the following paragraph after the third paragraph:

Breaking Stealth: When you start your turn using Stealth, you can leave cover or concealment and remain unobserved as long as you succeed at a Stealth check and end your turn in cover or concealment. Your Stealth immediately ends after you make an attack roll, whether or not the attack is successful (except when sniping as noted below).

- Page 109—In the Use Magic Device check description, in the Use a Wand, Staff, or Other Spell Trigger Item paragraph, add the following sentence to the end of the paragraph:

Failing the roll does not expend a charge.

- Page 112—In the Metamagic Feats section, in the first paragraph, add the following sentence to the end of the paragraph:

Metamagic feats do not affect spell-like abilities.

- Page 113—In the Metamagic Feats section, in the Effects of Metamagic Feats on a Spell section, in the first paragraph, in the first sentence, change “even though it is prepared and cast as a higher-level spell” to “even though it is prepared and cast using a higher-level spell slot.”
- Page 114—In Table 5–1: Feats, change the Benefits line of the Combat Casting feat to read as follows:

+4 bonus on concentration checks for casting defensively

- Page 118—In the Armor Proficiency, Heavy feat, add “(Combat)” after the feat name. Make the same addition to the Armor Proficiency, Light and Armor Proficiency, Medium feats.
- Page 119—In the Brew Potion feat, in the Benefit section of the Brew Potion feat, in the first paragraph, in the first sentence, change “one or more creatures” to “one or more creatures or objects”.
- Page 120—In the Benefit paragraph of the Command Undead feat, in the third sentence, change “1/2 your caster level” to “1/2 your cleric level”.
- Page 122—In the Empower Spell feat, in the Benefit section, in the first paragraph, at the end of the first sentence add “including bonuses to those dice rolls.”
- Page 125—In the Greater Penetrating Strike feat, in the first paragraph, delete the second sentence. In the Benefit paragraph, change the first sentence to read as follows:

Your attacks made with weapons selected with Weapon Focus ignore up to 10 points of damage reduction.

- Page 126—In the Benefit paragraph of the Greater Vital Strike feat, change the second and third sentences to read as follows:

Roll the weapon’s damage dice for the attack four times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*),

precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

- Page 128—In the Benefit paragraph of the Improved Vital Strike feat, change the second and third sentences to read as follows:

Roll the weapon’s damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

- Page 130—In the Martial Weapon Proficiency feat, add “(Combat)” after the feat name.
- Page 131—In the Penetrating Strike feat, in the first paragraph, delete the second sentence. In the Benefit paragraph, change the first sentence to read as follows:

Your attacks made with weapons selected with Weapon Focus ignore up to 5 points of damage reduction.

- Page 132—In the Quicken Spell feat, in the Benefit section, in the first paragraph, in the third sentence, change “more than 1 full-round action” to “more than 1 round or 1 full-round action”.
- Page 133—In the Shield Master feat, change the last sentence of the Benefit paragraph to read as follows:

Add your shield’s enhancement bonus to attack and damage rolls made with the shield as if it was a weapon enhancement bonus.

- Page 133—In the Shield Proficiency feat, add “(Combat)” after the feat name. Make the same addition to the Simple Weapon Proficiency feat.
- Page 134—In the Benefit paragraph of the Spring Attack feat, at the beginning of the first sentence, add “As a full-round action,”.
- Page 135—In the Stunning Fist feat, in the Benefit section, in the fourth sentence, change “A stunned character can’t take actions” to “A stunned character drops everything held, can’t take actions”.
- Page 136—In the Benefit paragraph of the Vital Strike feat, change the second and third sentences to read as follows:

Roll the weapon’s damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*),

precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

- Page 137—In the Widen Spell feat, in the Benefit section, in the first paragraph, in the first sentence, delete “line,” from the list of spell areas the feat can affect.
- Page 144—In the Weapon Qualities section, in the Special section, in the Double paragraph in the second sentence, replace “A double weapon can be wielded as a one-handed weapon” with “You can choose to wield one end of a double weapon two-handed”.
- Page 151—In Table 6–6: Armor and Shields, in the buckler entry, change the Cost to 5 gp.
- Page 152—In the Armor Descriptions, in the Shield, Heavy; Wooden or Steel entry, in the Shield Bash Attacks section, in the first sentence, delete “using it as an off-hand weapon.” Repeat this change to the Shield, Light; Wooden or Steel entry.
- Page 162—In the Mounts and Related Gear section, in the Horse description, in the second paragraph, change “combat-trained” to “war-trained”.
- Page 174—In Table 7–9: Mounts and Vehicles, in the Light horse entry, change the Per Hour distance to “5 miles”. Change the Per Day distance to 40 miles. In the Light horse (175–525 lbs.) entry, change the Per Hour distance to “3-1/2 miles.” Change the Per Day distance to “28 miles”.
- Page 174—In Table 7–10: Light Sources and Illumination, in the *daylight* spell entry, change the Duration from “30 min.” to “10 min./level.” In the *light* spell entry, change the Duration from “10 min.” to “10 min./level”.
- Page 174—In the Smashing an Object section, in the Immunities paragraph, delete the second sentence.
- Page 182—In the Attack section, in the Natural Attacks section, in the third paragraph, delete the following two sentences: “In addition, all of your attacks made with melee weapons and unarmed strikes are made as if you were two-weapon fighting. Your natural attacks are treated as light, off-hand weapons for determining the penalty to your other attacks.”
- Page 184—In the Attack section, in the Fighting Defensively as a Standard Action section, in the second sentence, change “for the same round” to “until the start of your next turn”.
- Page 187—In the Full Attack section, in the Fighting Defensively as a Full-Round Action section, in the second sentence, change “for the same round” to “until the start of your next turn.”
- Page 195—In Table 8–6: Armor Class Modifiers, in the Grappling entry, delete the superscript “1” after the +0 in the Melee and Ranged columns. In the third footnote, change “flat-footed and cannot add his Dexterity bonus” to “denied his Dexterity bonus”.
- Page 199—In the Combat Maneuver Defense paragraph of the Combat Maneuvers section, in the second paragraph, in the third sentence, change “insight, morale” to “insight, luck, morale”.
- Page 201—In the Grapple section, in the If You Are Grappled paragraph, in the fourth sentence, change “any action that requires only one hand to perform” to “any action that doesn’t require two hands to perform”. Also in the fourth sentence, change “make an attack with a light or one-handed weapon” to “make an attack or full attack with a light or one-handed weapon”.
- Page 202—In the Throw Splash Weapon section, in the first paragraph, add the following sentence after the fourth sentence:

If the target is Large or larger, you choose one of its squares and the splash damage affects creatures within 5 feet of that square. Splash weapons cannot deal precision-based damage (such as sneak attack).
- Page 206—In the Concentration section, replace the Grappling or Pinned paragraph with the following:

Grappled or Pinned: Casting a spell while you have the grappled or pinned condition is difficult and requires a concentration check (DC 10 + the grappler’s CMB + the level of the spell you’re casting). Pinned creatures can only cast spells that do not have somatic components.
- Page 211—In the Transmutation section, in the Polymorph subschool description, in the first paragraph, in the second sentence, change “+20 bonus” to “+10 bonus”.
- Page 212—In the Transmutation section, under Polymorph, change the first sentence of the second paragraph to read as follows:

In addition to these benefits, you gain any of the natural attacks of the base creature, including proficiency in those attacks.
- Page 212—In the Polymorph section, in the fifth paragraph, in the second sentence, change “armor bonuses” to “armor and shield bonuses”.
- Page 219—In the Adding Spells to a Wizard’s Spellbook section, in the Spells Gained at a New Level paragraph, delete the last sentence of the paragraph.
- Page 219—In the Adding Spells to a Wizard’s Spellbook section, in the Spells Copied from Another’s Spellbook or Scroll section, in the second paragraph, in the second sentence, change “until he gains another rank in Spellcraft” with “until one week has passed.”

- Page 221—In the Special Abilities section, in the Spell-Like Abilities section, replace the fourth paragraph with the following:

If a character class grants a spell-like ability that is not based on an actual spell, the ability's effective spell level is equal to the highest-level class spell the character can cast, and is cast at the class level the ability is gained.

- Page 243—In the *antimagic field* description, in the third paragraph, in the first sentence, delete “and incorporeal undead.” In the fourth paragraph, in the fourth sentence, change “corporeal undead” to “undead”.
- Page 250—In the Blight spell, add the following line after the Range line:

Target plant touched

- Page 251—In the *break enchantment* description, in the second paragraph, change “dispelled by *dispel magic*” to “dispelled by *dispel magic* or *stone to flesh*”.
- Page 259—In the *contact other plane* description, in the fourth paragraph, add the following sentence after the second sentence:

You cannot take 10 on this check.

- Page 276—In the description of the *elemental body III* spell, change the last sentence of the first paragraph to read as follows:

You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

- Page 277—In the description of the *elemental body IV* spell, change the last sentence of the first paragraph to read as follows:

You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/—.

- Page 278—In the entangle description, in the first paragraph, in the first sentence, change “foes in the area” to “creatures in the area”.
- Page 283—In the *fire trap* description, in the fifth paragraph, in the second sentence, change “rogue (only)” to “character with trapfinding”.
- Page 284—In the *fog cloud* effect line, delete “, 20 ft. high”.
- Page 289—In the *ghoul touch* description, add the following sentence to the end of the second paragraph:

This is a poison effect.

- Page 294—In the *haste* description, in the second paragraph, in the first sentence, change “one extra attack with any weapon he is holding” to “one extra attack with one natural or manufactured weapon.”
- Page 327—In the *protection from evil* description, in the third paragraph, in the first sentence, change “(including enchantment [charm] effects and enchantment [compulsion] effects)” to “(including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*).”
- Page 319—In the description of the *permanency* spell, change the cost associated with a *wall of force* to 12,500 gp.
- Page 334—In the *restoration* spell, in the casting time entry, change “1 minute” to “3 rounds”.
- Page 341—In the description of the *shatter* spell, change the second sentence of the second paragraph to read as follows:

All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell.

- Page 349—In the *stinking cloud* description, add the following sentence to the end of the first paragraph:

This is a poison effect.

- Page 351—In Table 10–1: Summon Monster, move the “Giant Frog” entry from the 4th Level list to the 2nd Level list. Move the “Giant Spider” entry from the 3rd Level list to the 2nd level list. Make the same changes to Table 10–2: Summon Nature's Ally on page 353 (the Giant Spider appears on the 5th Level list).
- Page 351—In Table 10–1: Summon Monster, on the 3rd Level list, change “Giant lizard*” to “Monitor lizard*” and reorder the entry alphabetically on the table.
- Page 351—In Table 10–1: Summon Monster, change “Ant, drone” in the 2nd Level list to “Ant, giant (worker)”. Change “Ant, soldier” in the 3rd Level list to “Ant, giant (soldier)”. Add “Ant, giant (drone)*” to the 4th Level list. Make the same changes to Table 10–2: Summon Nature's Ally on page 353 (do not include the “*” in the Ant, giant (drone) entry on this table).
- Page 351—In Table 10–1: Summon Monster, in the 6th Level list, change the Lillend azata subtype to “Chaotic, Good”.
- Page 352—In Table 10–1: Summon Monster, change the Ghaele azata subtype to “Chaotic, Good”. Also change the Trumpet archon's subtype to “Good, Lawful”.
- Page 353—In Table 10–2: Summon Nature's Ally, on the 1st Level list, change “Riding dog” to “dog” and move to the

correct alphabetical location. On the 3rd Level list, change “Giant lizard” to “Monitor Lizard” and move to the correct alphabetical location. Move the “Giant scorpion” entry from the 6th Level list to the 4th Level list.

- Page 374—In the Arcane Archer class description, in the first paragraph, in the first sentence, change “Elves or half-elves who seek” to “Many who seek”.
- Page 374—In the Arcane Archer alignment section, replace the paragraph with the following:

Arcane archers can be of any alignment. Elf or half-elf arcane archers tend to be free-spirited and are rarely lawful. Similarly, it is uncommon for elven arcane archers to be evil, and overall the path of the arcane archer is more often pursued by good or neutral characters.

- Page 374—In the Arcane Archer requirements section, delete the line “Race: Elf or half-elf.”
- Page 375—On Table 11-1: Arcane Archer, change the 9th-level Fort save from “5” to “+5”.
- Page 376—In the Imbue Arrow class feature, change “(Sp)” to “(Su)”. Repeat this change for the Seeker Arrow, Phase Arrow, Hail of Arrows, and Arrow of Death class features.
- Page 382—In the Dragon Bite class feature, change the second and third sentences to read as follows:

This is a primary natural attack that deals 1d6 points of damage (1d4 if the dragon disciple is Small), plus 1–1/2 times the dragon disciple’s Strength modifier.

- **Page 382**—In the Canny Defense class feature, change the first sentence to read as follows:

When wearing light or no armor and not using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level as a dodge bonus to her Armor Class while wielding a melee weapon.

- Page 390—In the Bardic Music class feature, change “Bardic Music” to “Bardic Performance”. Repeat this change on Table 11-9: Pathfinder Chronicler in the Special column at 3rd level.
- Page 390—In the Epic Tales class feature, change the second sentence to read as follows:

To create an epic tale requires the Pathfinder chronicler to expend a number of rounds of her bardic performance ability equal to twice the duration of the epic tale (maximum duration of 10 rounds), and any relevant Performance skill check is made with Profession (scribe) instead.

- Page 390—In the Epic Tales class feature, change the sixth sentence to read as follows:

It requires 1 hour to inscribe, a full-round action to activate, and a duration equal to 1/2 the number of bardic performance rounds expended during its creation.

- Page 392—In the uncanny dodge class feature of the shadowdancer, replace the word “assassin” in the third sentence of the first paragraph with “shadowdancer”.
- Page 414—In the Doors section, under Secret Doors, remove the last sentence of the first paragraph.
- Page 417—In the first bullet point of the Magic section of the trap type rules, change the DC to locate a magic trap to “DC 25 + spell level”. In the Magic Trap paragraph of the Perception and Disable Device DCs rules, change the last sentence to read as follows:

Only characters with the trapfinding class feature can attempt a Disable Device check involving a magic trap.

- Page 421—In the Summon Monster VI Trap, in the effect line, change “summons 1 Large elemental” to “summons 1d3 Large elementals or 1 Huge elemental”.
- Page 429—In the Avalanches section, add the following sentence to the end of the fourth paragraph:

See Cave-Ins and Collapses on page 415 for rules on digging out buried creatures.

- Page 444—In the Lava Effects section, in the first paragraph, in the first sentence, change “2d6 points of damage” to “2d6 points of fire damage” and change “2od6 points of damage” to “2od6 points of fire damage.” In the second paragraph, in the second sentence, change “serves as an immunity” to “serves as an immunity or resistance”. In the last sentence, change “A creature immune to fire” to “A creature immune or resistant to fire”.
- Page 445—In the Suffocation section, add the following sentence after the first sentence of the first paragraph:

If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round.

- Page 452—In the feats list for Melee (Finesse Fighter), replace the feat “Stunned Defense” with the feat “Shatter Defenses”. In the same section under Melee (Sword and Shield Fighter), replace the feat “Deft Shield” with “Shield Focus”.

- Page 460—In the Magic Items Description section, under Caster Level, delete the last sentence of the second paragraph.
- Page 461—In the Armor section, change the third sentence of the second paragraph to read as follows:

A suit of armor cannot have an effective bonus (enhancement bonus plus special ability bonus equivalents, including those from character abilities and spells) higher than +10.

- Page 467—In the Slot line of the Darkwood Buckler, change the price to 203 gp. Repeat this change to the Darkwood Buckler entry on Table 15–7: Specific Shields.
- Page 468—In the Weapons section, change the third sentence of the third paragraph to read as follows:

A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents, including those from character abilities and spells) higher than +10.

- Page 468—In the Weapons Section, delete the Damaging Magic Weapons paragraph. Add the following paragraph in its place:

Hardness and Hit Points: Each +1 of a magic weapon's enhancement bonus adds +2 to its hardness and +10 to its hit points. See also Table 7–12 on page 175.

- Page 468—In the Weapons section, in the Activation paragraph, in the first sentence, change “by attacking with it” to “by wielding (attacking with) it”.
- Page 477—In the Potions section, in the first paragraph, in the fifth sentence, change “one or more creatures” to “one or more creatures or objects”.
- Page 478—In Table 15–2: Potions, change the 1st-level potion cost for Paladins and Rangers to 50 gp. Change the 2nd-level potion costs to 400 gp and change the 3rd-level potion costs to 1,050 gp.
- Page 484—In the Metamagic Rods description, in the first paragraph, in the first sentence, change “to spells as they are cast” to “to spells (but not spell-like abilities) as they are cast”.
- Page 488—In the *rod of the python* weight entry, change “5 lbs.” to “10 lbs.”
- Page 491—In Table 15–15: Scrolls, change the 1st-level scroll cost for Paladins and Rangers to 25 gp. Change the 2nd-level scroll costs to 200 gp, change the 3rd-level scroll costs to 525 gp, and change the 4th-level scroll costs to 1,000 gp.

- Page 496—In Table 15–17: Wands, change the 1st-level wand cost for Paladins and Rangers to 750 gp. Change the 2nd-level wand costs to 6,000 gp, change the 3rd-level wand costs to 15,750 gp, and change the 4th-level wand cost to 30,000 gp.
- **Page 496**—In the *amulet of mighty fists*, change the price line to read as follows: “**Price** 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5)”. Change the cost line to read as follows “**Cost** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)”
- **Page 497–499**—In Tables 15–18, 15–19, and 15–20, adjust the price of the *amulet of mighty fists* as per the correction above and rearrange the table to put the entries in their proper location.
- **Page 498**—In Table 15–19, correct the price of the *cape of the mountebank*, changing it from “10,080 gp” to “10,800 gp”.
- **Page 505**—In the *cape of the mountebank*, in the Price entry, change “10,080 gp” to “10,800 gp”.
- Page 509—In the *deck of illusions* table, change the second “Joker” entry to “Joker (trademark)”.
- Page 521—In the Ioun Stone table, at the end of the *scarlet and blue sphere* Effect entry, add a superscript “1”. In the *pale lavender ellipsoid* entry, change the “*” footnote symbol to a superscript “2”. In the *lavender and green ellipsoid* entry, change the “**” footnote symbol to a superscript “3”. In the footnotes section, add the following footnote before the existing footnotes and renumber them accordingly:

1 This stone has one skill associated with it, as a +2 *headband of vast intelligence*.

- **Page 522**—In the *lens of detection*, in the Slot entry, change “none” to “eyes”.
- **Page 523**—In the *maul of the titans*, in the Cost entry, change “12,305 gp” to “12,805 gp”.
- **Page 538**—In the *armor of rage*, in the description, in the first sentence, change “armor of command” to “breastplate of command” and change “suit of +1 full plate” to “+1 breastplate”. In the Creation section, in the Magic Items entry, change “armor of command, +1 full plate” to “breastplate of command, +1 breastplate”.
- Page 549—In the Magic Item Creation section, in the second paragraph, in the last sentence, change “you cannot create spell-trigger and spell-completion magic items without meeting” to “you cannot create potions, spell-trigger, or spell-completion magic items without meeting”.
- **Page 558**—In the Poison section, in the fourth paragraph, delete the fifth sentence and replace it with the following sentence:

The poison is consumed when the weapon strikes a creature or is touched by the wielder.”

- Page 562—In the Energy Immunity and Vulnerability section, delete the sentences that read as follows. “ If a creature has fire immunity, it also has vulnerability to cold. If a creature has cold immunity, it also has vulnerability to fire.”
- Page 563—In the “Invisible Creature is...” table, change the header of second column to “Perception DC Modifier”. Change the entry for “Not Moving” from “–40” to “+20”.
- Page 567—In the Grappled condition, in the first paragraph, in the fifth sentence, change “cast a spell must make” to “cast a spell or use a spell-like ability must make”.
- Page 568—In the Pinned condition, in the second sentence, change “flat-footed” to “denied its Dexterity bonus.” In the seventh sentence, change “to cast a spell must make” to “to cast a spell or use a spell-like ability must make”.
- Page 568—In the Staggered condition, in the second sentence, change “swift and immediate actions” to “free, swift, and immediate actions”.

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