PATH OF THE WILDS

First Printing

Update v1.0 — Release Date 5/11/2021

This document entails all updates made to the Ascension Games, LLC product *Path of the Wilds*, bringing it to match the second printing of the book. While typos were fixed and some abilities were reworded slightly, only changes that directly affect gameplay and balance are listed here.

CHAPTER I: CLASSES

- **Page 6 —** Change the elementer's starting gold value to "4d6 x 10 gp (average 140 gp)".
- **Page 8 —** In the Aegis ability, change the third sentence of the second paragraph to say: "While in her aegis form, she gains a +2 bonus on attack rolls, AC, and CMD, and her weapons count as magic for the purpose of overcoming damage reduction."
- **Page 8 —** In the Affinity ability, add the following sentence to the end of the last paragraph: "If an affinity power calls for a saving throw, the DC is equal to 10 + 1/2 the elementer's level + her Intelligence modifier."
- **Page 10 —** In the Razor Wind affinity power's effect section, change the third sentence to read: "This damage increases by +1 at 5th level and every four levels thereafter to a maximum of +6 electricity damage."
- **Page 11 —** In the Crushing Stone affinity power, change the effect section to read as follows: "Your strikes are infused with the weight of earth. You gain a +2 bonus on weapon damage rolls. This bonus increases by +1 at 5th level and every four levels thereafter to a maximum of +6. Your attacks are treated as slashing, bludgeoning, and/or piercing for the purpose of overcoming damage reduction, whichever is more beneficial to you."
- **Page 11 —** In the Crushing stone affinity power, change the synergy section to read as follows: "If you have at least two earth powers active, your weapon attacks are also considered both silver and cold iron for the purpose of overcoming damage reduction. If you have at least three earth powers active, your weapons are also considered adamantine, and your attacks ignore up to 5 points of any kind of damage reduction, including DR/−. If you have four earth powers active, your attacks ignore up to 10 points of damage reduction, instead. This stacks with other effects that let you ignore damage reduction such as the Penetrating Strike feat."
- **Page 11 —** In the Searing Heat affinity power's effect section, change the third sentence to read: "This damage increases by +1 at 5th level and every four levels thereafter to a maximum of +6 fire damage."
- **Page 11 —** In the Piercing Cold affinity power's effect section, change the third sentence to read: "This damage increases by +1 at 5th level and every four levels thereafter to a maximum of +6 cold damage."
- **Page 14 —** In the Enchant spell twist, change the last sentence of the boost section to read: "For every three spell levels above 1st, the damage bonus increases by 1d6."
- **Page 16 —** Add the following spells to the elementer's 1st-level spell list: *animate rope, ant haul*[APG]*, jump, long arm*[ACG]*, magic aura, magic missile, monkey fish*[ACG]*, reinforce armaments*[UC]*, returning weapon*[UC]*, strong wings*[ARG]*, sunder breaker*[ACG]*, sundering shards*[ACG]*, unseen servant, winter feathers*[ARG].
- **Page 16 —** Add the following spells to the elementer's 2nd-level spell list: *ant haul (communal)*[UC]*, effortless armor*[UC]*, glitterdust, invisibility, protection from arrows, reinforce armaments (communal)*[UC]*, returning weapon (communal)*[UC]*, rope trick, see invisibility, twisted space*[UC]. Remove *returning weapon*[UC] (as it's now 1st level).

- **Page 17** — Add the following spells to the elementer's 3rd-level spell list: *blink, daylight, force hook charge*[UM]*, force punch*[UM]*, invisibilitiy sphere, minor creation, protection from arrows (communal)*[UC]. Remove *returning weapon (communal)*[UC] (as it's now 2nd level).
- **Page 17** — Add the following spells to the elementer's 4th-level spell list: *invisibility (greater), major creation*.
- **Page 17** — The spell *passwall* is no longer listed as an earth spell (it is still on the 5th-level spell list, but no longer in an elemental category).
- **Page 17** — Add the following spells to the elementer's 6th-level spell list: *phase door, teleport (greater)*.
- **Page 20** — In the Quickened Invocation ability, change the first sentence of the second paragraph to read: "The invoker can spend 2 spirit energy points to replace one of his currently invoked spirits with a different spirit as a swift action."
- **Page 21** — In the One of Many ability, change the second sentence of the second paragraph to read: "It costs him 1 spirit energy per spirit he replaces, rather than 2."
- **Page 23** — In the Spirit Blast ability, change the second paragraph to say the following: "As a standard action, the spirit can fire a spirit blast at a single target within close range (25 ft. + 5 ft./2 levels, using the spirit's caster level) as a ranged touch attack. On a hit, the blast deals damage equal to 1d6 per two Hit Dice possessed by the spirit + the spirit's Wisdom modifier. The type of damage the blast deals is based on the spirit's dominion, and damage caused by a spirit blast is always considered magical for the purpose of overcoming damage reduction."
- **Page 23** — Change the Invoked Magic ability to the following: "The companion gains extra flexibility with its magic from the invoker. The spirit has one spell slot per day of each spell level it can cast, not including orisons. It can use these slots to cast spells from the list of spells given by the invoker's currently invoked spirits, even if it doesn't know the spell. It can enhance these spells using any metamagic feat that it knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell."
- **Page 25** — In the Spirit Abilities section for the Acolyte oath, change the second paragraph to read: "At 10th level, it gains an additional 2nd-level spell known. In addition, the spirit gains two spell slots per spell level of 1st or higher it can cast for using its invoked magic ability, instead of one slot per level."
- **Page 26** — In the *Predator Silently Hunts its Prey* spirit, change the Hunt spirit power to read: "You can spend 1 spirit energy as a swift action to turn yourself or your spirit companion invisible, as an *invisibility* spell. If you spend 2 points, this affects both of you simultaneously. The invisibility lasts until the end of your next turn."
- **Page 26** — In the *Predator Silently Hunts its Prey* spirit, change the third sentence of the Call of the Hunt ability to read: "Additionally, your hunt spirit power now lasts for 1 minute, and it only costs 1 spirit energy to affect both you and your spirit companion (instead of 2 energy)."
- **Page 27** — In the *Blinding Sands Scour the Desert* spirit, change the first sentence of the Desert Wanderer ability to read: "At the start of a creature's turn while they are inside the sand squall, that creature must make a Reflex save."
- **Page 27** — In the *Mountains Stand Through the Ages* spirit, change the Earthen Shield spirit power to a supernatural ability. Remove the second sentence of the ability; targets no longer need to be on the ground to be affected.
- **Page 29** — In the *Depth's Beckon with Silent Murmurs* spirit, change the Whispers of the Deep ability to the following: "Add +10 to the result of any percentile rolls made within your aura for determining the actions of a confused or similarly insane creature. Whenever a confused creature in your aura rolls the "attack nearest creature" result for its action, you can choose the target of the attack if more than one creature is equally close to it (except itself)."
- **Page 29** — In the *Depth's Beckon with Silent Murmurs* spirit, reduce the cost of the Siren's Song ability to 2 spirit energy points (down from 4).
- **Page 30** — In the *Waves Crash and Break the Shore* spirit, reduce the cost of the Churning Waters ability to 2 spirit energy points (down from 4).
- **Page 30** — In the *Lightning Strikes, Thunder Roars* spirit, change the Sudden Storm ability to be named "Perfect Storm". Reduce its cost to 2 spirit energy points (down from 4).
- **Page 31** — In the *Clouds Blanket Sky and Ground* spirit, change the Cloud Armor ability to a supernatural ability. Change its text to the following: "By spending 1 spirit point as a move action, you can surround a creature you can see within 60 feet with clouds for a number of rounds equal to your invoker level + your Charisma modifier (minimum 1). The creature gains concealment, causing all attacks against it to suffer a 20% miss chance. Its own attacks are unaffected. At any time, the creature can make the cloud armor spread as a move action. This creates a 10-foot radius spread of mist around the creature's space, acting as *obscuring mist* for the remainder of the duration but ending the effect of cloud armor upon the creature."
- **Page 31** — In the *Clouds Blanket Sky and Ground* spirit, add the following sentence to the beginning of the Storm Clouds ability: "You can now use your cloud armor spirit power as a swift action."

- **Page 31 —** In the *Clouds Blanket Sky and Ground* spirit, reduce the cost of the Hurricane ability to 2 spirit energy points (down from 4).
- **Page 31 —** In the *Tempests Herald a Coming Storm* spirit, add the following sentence to the end of the Thrashing Gale ability: "Thrashing gale is treated as an area attack for the purpose of affecting creatures vulnerable to area attacks, such as a swarm (allowing both the initial attack and the burst of air to damage swarms normally immune to weapon damage due to their size)."
- **Page 31 —** In the *Tempests Herald a Coming Storm* spirit, change its 3rd level bonus spells to *fickle winds*^{UM} and *fly*. Change its 4th level bonus spells to *control winds* and *weather shield (mass)**.
- **Page 31 —** In the *Vile Spores Poison the Unwary* spirit, replace the 3rd level bonus spell *spore burst** with *spore surge**.
- **Page 32 —** In the *Trees Grow and Flourish Unbowed* spirit, change the first sentence of the Oakflesh ability to read: "You can spend 1 spirit energy point as a move action (but no more than once per round) to surround a single creature within 60 feet with vital energy."
- **Page 33—** Add the following spell to the invoker's 0th-level spell list: *purify food and drink*.
- **Page 33—** Add the following spells to the invoker's 1st-level spell list: *alter winds*^{APG}, *animal messenger*, *detect the faithful*^{UI}, *echo*^{UW}, *feather step*^{APG}, *hidden spring*^{UW}, *jump*, *nature's paths*^{NC}, *restful sleep*^{APG}
- **Page 33—** Add the following spells to the invoker's 2nd-level spell list: *bear's endurance*, *detect magic (greater)*^{UI}, *flaming sphere*, *forest friend*^{UC}, *frost fall*^{UC}, *ice slick*^{MC}, *reinvigorating wind*^{NC}, *warp wood*, *wind wall*.
- **Page 33—** Add the following spells to the invoker's 3rd-level spell list: *aqueous orb*^{APG}, *burst of nettles*^{UM}, *burrow*^{UM}, *diminish plants*, *entice fey (lesser)*^{UI}, *feather step (mass)*^{APG}, *quench*, *searing light*, *tailwind*^{UW}, *tail current*^{UW}, *vigilant rest*^{UW}.
- **Page 33—** Add the following spells to the invoker's 4th-level spell list: *animal growth*, *creeping ice*^{ACG}, *entice fey*^{UI}, *freedom of movement*, *sturdy tree fort*^{UW}.
- **Page 34 —** Add Handle Animal to the list of skills affected by the Nature Lore ability.
- **Page 36 —** Add the following sentence to the end of the Nature Arcana ability: "Additionally, a warden with this secret is treated as if he were a spellcaster with the druid spell list (and with a caster level equal to his warden level) for the purpose of activating spell trigger and spell completion items or for meeting feat prerequisites that require the ability to cast druid spells, such as Grasping Strike^{ACG}."
- **Page 36,37 —** The Nature Provides ability has been renamed to "Vigilance", and has been moved to page

37. Its text is changed to the following: "Natural energy sustains the warden. His need to eat and sleep is reduced as if wearing a *ring of sustenance*. At 8th level, the warden no longer needs to sleep at all and becomes immune to magical sleep effects. He must still get at least two consecutive hours of uninterrupted "rest" to actually gain the benefit of a night's sleep, but this resting period can constitute light activity such as keeping watch, reading, and so on, rather than actual sleep."
- **Page 35,37 —** The Unbound Growth ability has been renamed to "Cycle of Growth", and has been moved to page 35. Its text is changed to the following: "The warden can bless plant life to spread wildly or prune it for their long-term health. He can use both *diminish plants* and *plant growth* at-will as spell-like abilities using his warden level as his caster level. The warden must be at least 11th level before learning this secret."
- **Page 37 —** In the Verdant Sight ability, change the the second sentence to read "At 14th level, the warden can even see through wood and other solid plant matter up to a number of feet equal to his warden level."
- **Page 37 —** Add Handle Animal to the list of skills affected by the Wilderness Scholar ability.
- **Page 38 —** Change the Reverence ability to the following: "Upon reaching 16th level, the creatures of the wild come to respect the warden's presence. Creatures of the animal, plant, or vermin type of Intelligence 2 or less never attack the warden or any of his allies within 20 feet of him unless magically compelled to do so. Creatures of these types with Intelligence 3 or higher can make a Will save (DC 10 + 1/2 the warden's level + his Wisdom modifier) to negate the effect for 24 hours. If the warden or his allies take any hostile action towards the creature or its allies, it becomes immune to this effect for 24 hours (even if they failed their saving throw earlier)."
- **Page 38 —** In the Bones of the Earth facet, change the greater ability to read: "Allies inside the ward gain an insight bonus to CMB equal to half your verdant bonus. Allies in the ward cannot be moved from their space by anything short of mind-affecting effects or teleportation and cannot be knocked prone unless they allow it."
- **Page 39 —** In the Eye of the Storm facet, change the grand effect "Powerful winds surround the ward that selectively block attacks. The *wind wall* effect from the ward's greater version no longer blocks ranged attacks made from inside the ward firing outwards (similar to a *fickle winds*^{APG} effect, but affecting an area instead of specific creatures)."

CHAPTER II: ARCHETYPES AND OPTIONS

- **Page 45 —** In the Lightning Rod ability, change the second paragraph to the following: "If she reduces the damage to zero, she can use an immediate action to redirect that damage to another creature within 30 feet of her. The target must make a Reflex save (DC 10 + 1/2 the stormcaller's class level + her Intelligence modifier) or take damage equal to the amount resisted or 10 + the stormcaller's level, whichever is lower. This replaces absorption."
- **Page 48 —** The Wild Dominion ability now also grants its bonus to Knowledge (geography) checks, in addition to its previous effects.
- **Page 48 —** Add the following ability to the beginning of the Spiritbound archetype: "**Skills:** A spiritbound invoker gains a number of skill ranks equal to 6 + his Intelligence modifier at each level, instead of 4 + his Intelligence modifier."
- **Page 48 —** Change the Mystic Soul ability to the following: "At 4th level, the spiritbound invoker can channel magic from his spirits. The invoker has one spell slot per day of each spell level he can cast, not including orisons. He can use these slots to cast spells from the list of spells given by the his currently invoked spirits, even if he doesn't know the spell. He can enhance these spells using any metamagic feat that he knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell. This replaces mystic bond."
- **Page 48 —** Change the Improved Mystic Soul ability to the following: "At 16th level, the invoker's magic reaches new heights. He gains an additional spell slot per level (except orisons) for using his mystic soul ability. This replaces mental bond."

CHAPTER III: FEATS

- **Page 60 —** In the Aegis Strike feat, change the special section to read: "If you have the Energy Strike† feat, you can change the damage type you deal with that feat at the start of each of your turns (no action required)."
- **Page 62 —** The Elemental Strike feat has been renamed to "Energy Strike". This is also reflected in **Table: Feats** on page 61.
- **Page 62 —** Change the Bull Charge feat's prerequisites to read "Base attack bonus +5". Its benefit is now the following: "You take no penalty to your AC when you make a charge attack. If you have the Vital Strike feat, you can use it (or Improved Vital Strike or Greater Vital Strike, if you have them) in place of the attack at the end of a charge. The damage dice added by Vital Strike, Improved Vital Strike, or Greater Vital Strike are not doubled when charging with a lance while

mounted." These changes are reflected in **Table: Feats** on page 61.

CHAPTER IV: SPELLS

- **Page 77 —** In the Dominion's Shield, change the second sentence of the second paragraph to read: "For the duration, the target gains a +1 shield bonus to their AC per two caster levels (max +4)."
- **Page 79 —** In the Eruption spell, increase the damage dealt by the 3rd round's effect to 12d6. Change the second-to-last paragraph to the following: "Damage dealt by lava by *eruption* (from the 3rd round onwards) continues to burn for 1d3 rounds, but this burn damage is only half the initial damage (that is, 6d6, 4d6, or 1d6 points per round). Burning damage from exposure to lava does not stack. It also damages buildings, structures, and unattended objects. This damage is not halved as most damage is for objects. Wooden structures typically are set on fire, causing further damage."
- **Page 82 —** In the Leeching Spores spell, change the second sentence of the second paragraph to "The temporary hit points from this spell are cumulative, up to twice your caster level in total."
- **Page 83 —** In the Lightning Strike spell, change the second sentence of the third paragraph to read: "A Reflex save halves the damage and negates the blindness and deafness." Change the final sentence of the last paragraph to "If the weather conditions are stormy, the damage increases to d10s (max 20d10 to the main target and 10d10 to the secondary targets), and all creatures that take damage are staggered and stunned for 1 round on a failed save or staggered for 1 round on a successful one."
- **Page 87 —** In the Prism Shield spell, change the duration to "1 min./level (D)"
- **Page 88 —** In the Rain of Fire spell, change the third paragraph to the following: "Each round on your turn starting with the round you cast *rain of fire*, three balls of flame come streaking down from the cloud. Each one strikes a point of your choosing beneath the cloud, exploding in a 10-foot-radius burst. Each burst deals 2d6 fire damage +1 per four caster levels (max +5) to creatures, objects, and structures in the area (Reflex half). If a target is caught in multiple bursts in a single round, they only get one saving throw, and the damage from all bursts is totaled before energy resistance is applied."
- **Page 88 —** The Spore Burst spell is now renamed "Spore Surge" to avoid confusion with an existing spell effect. This is also reflected in the spell lists for each class (druid and shaman).
- **Page 89 —** In the Tempest Hammer spell, change the

Spell Resistance to "yes (object)".

CHAPTER V: MAGIC ITEMS

• **Page 97 —** The price of the *cloak of the realmwalker* is reduced as follows: 2,200 (+1), 5,800 (+2), 11,800 (+3), 20,200 (+4), and 31,000 (+5). Its construction cost has been likewise reduced to match, as follows: 1,100 gp (+1); 2,900 gp (+2); 5,900 gp (+3); 10,100 gp (+4); 15,500 gp (+5). This update is reflected in **Table: Wondrous Items** on page 98.

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