PATH OF IRON

First Printing

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

CHAPTER I: CLASSES

- **Page 8 — Table: Castings per Script per Day** has been changed to the table on the right to create a better progression for archivists.
- **Page 9 —** In the Generation ability, change the second sentence to say "You can use this ability a number of times each day equal to your Intelligence modifier (minimum 1).
- **Page 13 —** In the Saboteur Trap ability, replace the fourth sentence of the sixth paragraph with "Spells that normally have a focus or divine focus requirement do not have those requirements when made as a saboteur trap."
- **Page 14 —** In the Marked Target ability, change the word "target" to "creature" in the second sentence. Remove "(max +5)", "(max +7)", "(max +5)", and "(max +10)" from the ends of the second, third, fourth, and fifth paragraphs, respectively.
- **Page 15 —** In the Charming Words ability, change the second-to-last sentence to say "Once a creature has been affected by this ability (whether it saves or not), it cannot be affected again for 24 hours (from any source)."
- **Page 15 —** In the Cunning Resistance ability, change the last two sentences to say "She gains a +2 insight bonus to saving throws against effects made by the target of her duelist's mark. This bonus increases to +4 at 12th level."
- **Page 15 —** In the Duelist's Parry ability, change the

Table: Castings per Script per Day

Level	Script Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	—	—	—	—	—	—	—	—
2nd	1	—	—	—	—	—	—	—	—
3rd	1	1	—	—	—	—	—	—	—
4th	2	1	—	—	—	—	—	—	—
5th	2	1	1	—	—	—	—	—	—
6th	2	2	1	—	—	—	—	—	—
7th	2	2	1	1	—	—	—	—	—
8th	3	2	2	1	—	—	—	—	—
9th	3	2	2	1	1	—	—	—	—
10th	3	2	2	2	1	—	—	—	—
11th	3	3	2	2	1	1	—	—	—
12th	3	3	2	2	2	1	—	—	—
13th	3	3	3	2	2	1	1	—	—
14th	3	3	3	2	2	2	1	—	—
15th	4	3	3	3	2	2	1	1	—
16th	4	3	3	3	2	2	2	1	—
17th	4	3	3	3	2	2	2	1	1
18th	4	3	3	3	2	2	2	1	1
19th	4	3	3	3	2	2	2	1	1
20th	4	3	3	3	2	2	2	1	1

fourth sentence to say "For each size category that the attacking creature is larger than the saboteur, the saboteur takes a -2 penalty on her attack roll."

- **Page 16 —** Change the text of the Enemy of my Enemy ability to the following:

Enemy of my Enemy (Ex): The saboteur can sow discord with simple words. Whenever the saboteur makes a Diplomacy check to influence the attitude of a creature, she can adjust its attitude by up to three steps, rather than just two. In addition, she can use Diplomacy to worsen a creature's attitude towards another. When she improves a creature's attitude towards her, she can simultaneously attempt a second Diplomacy check to worsen the creature's attitude towards a different creature. The DC of this Diplomacy check is based on the target attitude you wish to shift the creature to (for example, making a creature unfriendly towards another would require a Diplomacy check of 20 + the creature's Charisma modifier). The creature she is influencing must be able to either see the second creature or know the second creature from prior interaction to be influenced in such a manner (the saboteur cannot make the creature hostile towards a creature it doesn't know about). The saboteur must be at least 4th level before selecting this trick.

- **Page 16 —** In the Feign Death ability, add the following sentence after the fifth sentence: "The save DC of the *major image* is equal to her trick DC, as opposed to its normal DC."
- **Page 17 —** The Into Thin Air ability is now a spell-like ability (Sp).
- **Page 17 —** The Nowhere to Hide trick now has a level requirement of 12th.
- **Page 17 —** In the Opportune Strikes ability, change the second sentence to the say "These attacks of opportunity can only be made against the target of her duelist's mark or against attacks made by the target of her duelist's mark (in the case of using abilities such as the duelist's parry saboteur trick or the Bodyguard^APG feat)."
- **Page 18 —** In the Shifting Aura ability, add the following sentence after the fourth sentence: "The effect lasts until the saboteur dismisses it (a standard action)."
- **Page 20 —** In the Impossible to Catch ability, change the second sentence to say "She is constantly treated as if under the effect of a freedom of movement spell (this is an extraordinary ability and cannot be dispelled)."
- **Page 20 —** Change the masterful infiltration ability to the following:

Masterful Infiltration (Ex and Su): The saboteur can bypass any sorts of defenses and barricades with ease. She no longer triggers traps for any reason, even magic traps and *symbol* spells, unless she allows them to. At-will as a swift action, the saboteur can pass through walls. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. In addition, once per day as a standard action she may bypass any barrier; this functions as an *ethereal jaunt* spell, using her saboteur level as her caster level. When under the effect of this *ethereal jaunt*, she and her equipment can bypass any effect that would normally block ethereal creatures, such as a *wall of force*, and is not affected by harmful abjuration effects such as *prismatic sphere*. In addition, while ethereal she and any equipment she uses can be treated as ethereal or material, whichever is more beneficial to her (allowing her to use ethereal thieves' tools to pick a material lock, grabbing a material weapon with her hands and attacking an ethereal creature, and so on).

- **Page 21 —** Add *contagion (greater)*^UM and *spellcrash*^ACG to the saboteur's list of 6th-level traps.
- **Page 29 —** In the Armor Empowerment ability, change the first sentence in the resonance paragraph to "A field of energy hardens the armor of nearby allies, increasing the AC bonus of the armor they are wearing by +2."
- **Page 29 —** In the Eldritch Caster ability, change the fifth sentence in the effect paragraph to "It can instead choose a spell it already knows to gain an additional casting of that spell each day." Change the second sentence of the resonance paragraph to "All allies within 30 feet of the companion gain a +2 insight bonus on saving throws against spells and spell-like abilities."
- **Page 30 —** In the Eldritch Power ability, change the fifth sentence in the effect paragraph to "It can instead choose a spell it already knows to gain an additional casting of that spell each day."
- **Page 31 —** In the Mental Link ability, change the last sentence to say "The resonance lasts for 10 minutes per vanguard level."
- **Page 31 —** In the Reinforcement ability, change the second sentence of the resonance description to say "One ally within 30 feet gains the benefit of a *stoneskin* spell, using the companion's Hit Dice as its caster level."
- **Page 31 —** In the Technical Knowledge ability, change the prerequisites to "Intelligence 12".
- **Page 32 —** The spell *shield companion*^ACG has been changed from a 3rd level vanguard spell to a 2nd level spell. Add *iron body* to the vanguard's spell list as a 6th-level spell.

CHAPTER II: ARCHETYPES AND OPTIONS
- **Page 37 —** Change the text of the Conjurer's Blessing ability to the following:

Conjurer's Blessing (Ex): At 14th level, you increase the duration of your creation (summoning) scripts by a number of rounds equal to your Intelligence modifier (minimum 1). You automatically treat all creation (summoning) scripts you cast as if they were overloaded with a single runic charge of your choice; this is in addition to any runic charges you overload into the script normally. At 18th level, you treat these scripts as being overloaded with two runic charges of your choice, instead of one.

- **Page 38 —** In the Blade Shift ability, change the second sentence to "As a swift action, the blade shifter can transform a weapon he is wielding into any weapon from the chosen weapon group." At the beginning of the third paragraph, add "Blade shift cannot be used on an unarmed strike, a natural weapon, ammunition, or an improvised weapon."
- **Page 38 —** In the Morphing Strike ability, add the following sentence before the last sentence: "Multiple uses of blade shift in a round do not increase these bonuses."
- **Page 38 —** In the Improved Blade Shift ability, change the first sentence to "At 13th level, the blade shifter can now use his blade shift ability as a free action any number of times during his turn."
- **Page 39 —** In the Shifting Mastery ability, change the first sentence to "At 20th level, the blade shifter can use his blade shift ability as an immediate action."
- **Page 45 —** In the Rune Strike ability, change the third sentence to "The rune knight can instead do this as part of a full-attack action; if he does, he gains an extra attack at his full attack bonuses to deliver the rune strike, but all attacks he makes during that action take a -2 penalty."
- **Page 51 —** In the Hand of the Forge ability, change the third sentence to "If she chooses to destroy the object, it instead takes 1d6 points of damage per two shaman levels (hardness applies)." Replace the last sentence with "The shaman can use this ability a number of times per day equal to her Charisma bonus (minimum 1)."
- **Page 54 —** In the Meltdown ability, change the second sentence to "You can target one non-magical object per two sorcerer levels, and no two objects can be further than 30 feet apart." Remove "(max 20d6)" from the end of the fourth sentence.
- **Page 55 —** Change the text of Steel Augmentation to the following:

Steel Augmentation: At 1st level, a steelbound warden binds additional powers to his steel bond. The warden gains the mending touch augmentation and a single augmentation of his choice. He must meet the requirements of the chosen augmentation using his own ability scores, as opposed to the abilities of a construct companion, and uses his own abilities for determining the effects of those augmentations. As long as the steelbound warden is wielding or wearing his steel bond, he gains the benefit of the selected augmentation, though some of the augmentations have altered effects, as follows:

Extradimensional arsenal creates storage within the warden's steel bond; the items are lost if the steel bond is ever replaced or destroyed, and cannot be accessed unless the steel bond is in the warden's possession. Munitions generation grants the warden a constant *abundant ammunition*^UC effect without needing to integrate the ammunition first. Mental link allows the warden to telepathically communicate with a single willing ally at a time, and only within 100 feet.

At 4th level, and every three levels thereafter, he learns an additional augmentation. He can only gain the benefits of mending touch and two of his chosen augmentations. At 10th level and 16th level, he can benefit from an additional augmentation that he knows at the same time. The steelbound warden can change which of his chosen augmentations he gains the benefit of (except mending touch) by spending 1 hour modifying his steel bond. This alters the augmentation ability.

- **Page 55 —** In the Bonus Feats ability of the steelbound warden archetype, change the first sentence to "At 3rd level, and every three levels thereafter, the steelbound warden gains a combat feat or an item creation feat as a bonus feat."

CHAPTER III: FEATS

- **Page 58 —** In the Angel Protection feat, change the second to last sentence to say "This also allows you to avenge or defend any affected ally once per round each, as described in Angel Retaliation."
- **Page 58 —** In the Angel Retaliation feat, change the first sentence to say "Once per round when an opponent tries to attack the ally you are defending with Angel Technique, you can choose to either defend or avenge your ally."
- **Page 65 —** Replace the benefit text for the Eye for Quality feat with the following:

You can use a Craft check in place of a Spellcraft check to identify magic items as if using *detect magic* or in place of an Appraise check to determine an item's price. You must hold the item for 1 round to make such a check, and can only identify or appraise items related to your Craft skill, subject to GM discretion. For example, Craft (armor) could be used to appraise armor

or shields, while Craft (alchemy) could identify a potion.

- **Page 70** — In the Shared Target benefit, add the following sentence at the end of the first paragraph: "Allies track uses of tricks that have limited uses (such as certain deception or linked senses) across all uses of shared target in a day."

CHAPTER IV: SPELLS

- **Page 83** — In the Binding Chains spell, change the first sentence of the second paragraph to say "A creature that is held by the chains can make a Strength check (DC = *binding chain's* DC) or an Escape Artist check (DC = *binding chain's* DC + 5) as a full-round action to break or escape the chains, which ends the spell."
- **Page 84** — In the Cloud of Corrosion spell, change its school to "conjuration (creation) [metal]"
- **Page 85** — In the Conjure Armor spell, change the last sentence to say "This spell does not grant any sort of proficiency with the summoned equipment."
- **Page 86** — In the Conjure Weapon spell, change the last sentence to say "This spell does not grant any sort of proficiency with the summoned equipment."
- **Page 90** — In the Fists of Steel spell, change the last sentence of the first paragraph to say "In addition, your unarmed strikes ignore up to 10 points of hardness of any object or construct struck."
- **Page 93** — Change the description of Iron Maiden to the following:

A groaning, creaking sound of stressed metal echoes around you as you finish casting this spell. Large walls of a coffin-shaped container appear on either side of a creature, their interiors covered in spikes. The two halves slam together, trapping the creature inside.

Iron maiden creates a large, magically-reinforced iron maiden to trap a single creature. The iron maiden is appropriately sized for the targeted creature. If the creature fails its saving throw, it is completely encased by the iron maiden. It is considered pinned by the iron maiden and can take no actions except trying to break the iron maiden with a Strength check (see below). It gains total cover from those outside of the iron maiden, and those outside have total cover from it. Each round, the creature takes 3d8 piercing damage from the spikes within the iron maiden. The spikes are considered magical for the purpose of overcoming damage reduction. No light penetrates the iron maiden.

A creature that succeeds on its saving throw is only partially caught by the spell; it is considered grappled by the iron maiden and cannot move from its space, but can otherwise act normally. It also takes half the damage it would normally take from the iron maiden each round.

Whether the creature failed or succeeded on its saving throw, it can attempt to break out of the iron maiden in a few ways. The iron maiden has hardness 10 and 120 hit points and can be destroyed by enough damage. It can also be broken in a single attack with a Strength check (DC 10 + your caster level). A creature that is grappled (but not pinned) by the iron maiden can attempt an Escape Artist check or a combat maneuver check to break free (DC 15 + your caster level). A creature does not add its size bonus to its maneuver check to escape in this manner (as the iron maiden is always large enough to hold it).

If the target escapes the iron maiden, or if it is destroyed, the spell ends.

- **Page 93** — In the Lockdown spell, change the Targets to "one structure whose total volume does not exceed four 10-ft.-cubes/level"
- **Page 95** — In the Pulling Chains spell, change the second paragraph to the following:

Pulling chains targets each creature in the burst (except you, if you choose), dragging each creature as close as possible to the center point of the pulling chains, after which the creatures fall prone. A Reflex save halves the distance a creature is pulled and negates the prone effect.

- **Page 98** — In the Resetting Trap Extension spell, change its range to "see text".
- **Page 95** — In the Scatter spell, change its Targets to "unattended objects within a 5-ft. cube whose total weight does not exceed 10 lbs./level". Change the second sentence of the first paragraph to say "All objects must be within a single 5-foot cube of space, and their total weight cannot exceed 10 pounds per caster level (max 100 pounds)."
- **Page 99** — In the Siphon Enhancement spell, change its school to "abjuration"
- **Page 100** — In the Sprawling Trap Extension spell, change its range to "see text"
- **Page 103** — Change the Summon Sentries description to the following:

This spell conjures and animates 1d4+1 clockwork soldiers[B3]. The soldiers willingly aid you in combat or battle or defend an area; depending on how you use them, the spell functions differently:

- *Combat*: You can summon the soldiers in 1 round to fight immediately. This functions as a *summon monster VII* spell, and lasts for 1 round per caster level.
- *Defense*: You can summon the soldiers to protect a given location. Summoning the soldiers in this manner takes 10 minutes, but the soldiers remain for

1 hour per caster level. You must designate a given location for the soldiers to defend; the soldiers remain there vigilant and defend it. They must remain within close range (25 ft. + 5 ft./2 levels) of that location; if a solider is moved out of this range, it vanishes as if killed. The soldiers can act without your presence, but you must specify how they should protect the area (such as preventing passage or guarding an object from theft). The soldiers always respond to aggression in kind, but can be directed to attack creatures that attempt to pass peacefully.

You can only have one *summon sentries* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

- **Page 103 —** In the Sundering Shield spell, change the second paragraph to the following:

"The barrier protects you against one physical attack, granting you DR/– equal to your caster level against that attack. The wielder of the weapon must then make a Reflex save or have the force of the blow flow back into the weapon, dealing damage to the weapon equal to double the damage prevented this way (hardness applies). *Sundering shield* protects against natural weapons or unarmed strikes but deals no damage to the attacker."

- **Page 106 —** In the Unmake spell, change the first paragraph to the following:

"This spell reduces a created object, construct, or structure into its base components. An object or structure falls apart into a scattered mess as its individual parts become undone; worked metal becomes clumps of ore, rope unravels into strands of fiber, carved stone becomes slabs of rough earth, glass is reverted to sand, and so on. A magic item gains a bonus on its saving throw equal to half its caster level (max +10). Objects and structures can only be targeted if its total volume fits within one 10-foot cube per caster level. An artifact or similarly unique item cannot be targeted by this spell."

CHAPTER V: RUNE MAGIC

- **Page 113 —** In the Magic Items section, change the last sentence of the third paragraph to say "These items function based on the script's level and the creator's caster level, as normal."
- **Page 118 —** In the Alter Form, Lesser script, reduce the temporary hit points granted by creation runic charges to 15.
- **Page 119 —** In the Barricade script, change the Saving Throw to "see text"
- **Page 121 —** In the Cleansing script, change the first

paragraph to the following:

"You cleanse multiple creatures of an affliction. Each creature is cured of 1d4 points of ability damage dealt to one of its ability scores. You also immediately cure one of the following conditions: bleeding, confused, dazzled, fatigued, or sickened. All targets must have the same ability damage and condition removed."

- **Page 123 —** In the Create script, remove the Target line.
- **Page 127 —** In the Disaster script, change the last sentence of the overload effect to say "In addition, for every two charges used, the size of creatures that can be affected (for taking damage, being pulled towards the center of the tornado, and being picked up by the tornado) increases by 1 size category."
- **Page 130 —** In the Grasping Earth script, change its level to "8". Change the first sentence of the fourth paragraph to "An affected creature can attempt to break out as a standard action, making either a Strength check (DC = *grasping earth's* save DC) or an Escape Artist check (DC = *grasping earth's* save DC + 5)."
- **Page 133 —** In the Mystic Sight script, change the second sentence of the overload effect to say "For every two runic charges used, you may grant mystic sight to an additional willing creature."
- **Page 134 —** In the Overwhelm script, replace the Target with "**Area** cone-shaped burst".
- **Page 135 —** In the Poison Thorns script, replace the Area line with "**Effect** poisonous briars in a 10-ft.-radius spread"
- **Page 138 —** In the Revitalize script, change the Target to "up to one creature/level, no two of which can be more than 30 ft. apart". Change the Duration to "instantaneous"
- **Page 141 —** In **Table: Sixfold Veil**, change the second row under "Negated By" from "*Crush*" to "*Gravity Well*".
- **Page 142 —** In the Stormcall script, change the second sentence to say "When you cast *stormcall*, bolts of lightning strike down upon creatures in the area, dealing 10d6 points of electricity damage (Reflex half)."
- **Page 142 —** In the Striking script, change its Level to "2" and its Duration to "instantaneous"
- **Page 143 —** In the Temporal Distortion script, replace the Target line with "**Area** 30-ft.-radius emanation, centered on you"
- **Page 144 —** In the Tremor script, change the Design to "invocation [earth]"
- **Page 144 —** In the Unstoppable script, change the Target line to "up to one creature/level, no two of

which can be more than 30 ft. apart"
- **Page 145 —** In the Weakness script, change the Duration to "1 round + 1 round/2 levels"
- **Page 145 —** In the Winter's Bite script, replace the Target line with "**Area** cone-shaped burst"
- **Page 145 —** In the Wither script, replace the Area line with "**Effect** haze spreads in 20-ft.-radius, 20 ft. high"

CHAPTER VI: MAGIC ITEMS
- **Page 145 —** The construction cost of bladeward armor should be 14,100 gp.
- **Page 145 —** Marksman's bane should weigh 15 lbs.
- **Page 154 —** The construction cost of an apprentice's whetstone should be 1,500 gp.

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