

PATHS OF MAGIC

First Printing

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This document entails all updates made to the Ascension Games, LLC product *Paths of Magic*, 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.

In addition to the individual changes, there are two major, sweeping changes to two classes that affect a large portion of their rules text. They are as follows:

Invoker: Naming Changes

Aside from a few balance changes, the invoker class had an issue with its naming convention. Too many of its class features sound too similar to one another, such as “spirit companion”, “spirits”, “spirit energy” and so on. To address this, we are revising several ability names to improve the readability of the class. These are mentioned in the errata notes as well, but a brief summary of name changes is as follows:

- “Spirit energy” is now “primal energy”
- “Spirit powers” are now “primal powers”
- “Spirit” is now “lesser spirit”
- The spirit companion’s “spirit blast” is now called “fey blast”
- To avoid further confusion with the new “lesser spirit” ability name, “lesser” invocations are now “minor” invocations.

Shaper: Void and “Friendly Fire”

The shaper is overall a well-received class, but it was initially designed with its void ability affecting *all* creatures. The “Controlled Entropy” feat was made to let shapers avoid harming their allies, but this leads to an undesirable “feat tax” where the feat feels mandatory for all character builds. To address this, the Controlled Entropy feat has been removed, and the base Void class feature only affects “enemies” and not all creatures.

Distortions that alter the void’s effect (such as *arcana drain*) also now only affect enemies. The exact wording updates are listed in the appropriate errata notes, but a brief summary is as follows:

- The Void ability now only affects enemies, not allies.
- The *arcana drain*, *arcane weakening*, *consumption*, *death field*, *grasping void*, *maddening darkness*, *time dilation*, and *waste away* distortions also only affect enemies in the void’s area, instead of all creatures.
- The *Controlled Entropy* feat has been removed, and replaced with a new feat for shapers called *Chain Reaction*.

CHAPTER I: CLASSES

- **Page 12** — In the *Faceless* insight, change the second sentence to read: “You can transform into any Small or Medium humanoid creature (similar to an *alter self* spell), but except for your size your statistics and abilities do not change.”
- **Page 12** — In the *Rending Strikes* insight, change the second sentence to read: “Whenever you successfully strike with a weapon, natural attack, or unarmed strike, the target begins to bleed, taking damage each round equal to your binding bonus.”
- **Page 12** — In the *Sense Weakness* insight, change the second sentence to read: “Make a single attack with a weapon or natural attack you have.”
- **Page 13** — In the *Abhorrent Transformation* insight, change the second sentence to read: “This allows you to make an *Intimidate* check to demoralize any number of creatures within 30 feet that can see your abhorrent transformation.”
- **Page 14** — In the *Flensing Grasp* insight, change the effect text to the following: “Your limbs grow writhing tendrils and needling suckers. You gain the *Final Embrace*^{UC} feat, even if you don’t meet the



- prerequisites. You can ignore all prerequisites of the Final Embrace Horror^{UC} and Final Embrace Master^{UC} feats aside from base attack bonus, but can only use them in the *formless body binding*.”
- **Page 15** — In the Devourer insight, change the second sentence to the following: “When you succeed on a weapon attack or natural attack, you recover hit points equal to your binding bonus.”
 - **Page 15** — In the Even Death May Die insight, change the last sentence to the following: “Once this effect occurs, you immediately exit your binding and cannot re-enter any of your bindings until you recover at least half (50%) of your hit points.”
 - **Page 17** — In the Thoughtstealer insight, change the second sentence to read: “Once per binding after successfully making a weapon attack or natural attack against a creature, you can use a free action to force it to make a Will save.”
 - **Page 17** — Add *color spray* and *magic missile* to the cabalist’s 1st-level spell list.
 - **Page 17** — Add *loathsome veil*^{LM} to the cabalist’s 3rd-level spell list.
 - **Page 17** — Add *rainbow pattern* to the cabalist’s 4th-level spell list.
 - **Page 26** — In the Blast spell twist, change the third sentence of the effect entry to read: “On a hit, you deal 1d8 damage per caster level (max 3d8) of a type based on the element of spell used: acid (earth), cold (water), electricity (air), or fire (fire).”
 - **Page 26** — In the Blast spell twist, change the boost entry to read: “For every spell level above 1st, the max damage increases by 3d8 and the range increases by 10 feet.”
 - **Page 28** — In the Shock spell twist, change the third sentence of the effect entry to read: “A Reflex save halves the damage and AC penalty and negates the daze effect.”
 - **Page 26** — In the Spike spell twist, change the third sentence of the effect entry to read: “The stone deals 1d6 piercing damage on a hit per caster level (max 3d6); this counts as magical for the purpose of overcoming damage reduction.”
 - **Page 26** — In the Spike spell twist, change the first sentence of the boost entry to read: “For every spell level above 1st, the maximum initial damage increases by 3d6.”
 - **Page 30** — Add *telekinetic maneuver*^{OA} to the elementer’s 4th-level spell list.
 - **Page 30** — Add *wandering weather*^{LW} to the elementer’s 8th-level spell list in both the air and water categories.
 - **Page 31-48** — In the invoker class, replace any instances of the “spirit” class feature with “lesser spirit”, any instances of “spirit energy” with “primal energy”, any instances of “spirit power” with “primal power”, and any instances of “spirit blast” with “fey blast”. Additionally, all “lesser invocations” are now “minor invocations”.
 - **Page 39-48** — In all lesser spirits, replace any instances of the “weapon attack” with “weapon attack, natural attack, or unarmed strike”.
 - **Page 38** — In the Harbinger oath, change the spirit ability to read: “At 4th level, the spirit deals +1 damage per die rolled with its fey blast. Its base attack bonus is +2 higher than what is shown on **Table: Spirit Companion** for its level. Its base attack bonus increases by an additional +1 at 10th and 16th levels.”
 - **Page 39** — In the *Predator Silently Hunts its Prey* lesser spirit, change the Fight or Flight ability to read: “Whenever you deal damage to a creature denied its Dexterity bonus to AC, you can make an Intimidate check to demoralize it as a free action.”
 - **Page 39** — In the *Alpha Protects a Weary Pack* lesser spirit, change the first sentence of the Alpha’s Challenge ability to read: “When you hit a foe with a weapon attack, natural attack, or unarmed strike, you can spend 1 spirit energy as a free action to challenge that foe.”
 - **Page 39** — In the *Alpha Protects a Weary Pack* lesser spirit, change the bonus type of the Cornered Beast invocation from morale to competence.
 - **Page 40** — In the *Savage Beasts Bare their Fangs* lesser spirit, change the second sentence of the Rip and Tear ability to read: “When you successfully hit with a weapon attack, natural attack, or unarmed strike, the target begins bleeding for 1d8 damage per round.”
 - **Page 40** — In the *Stars Dance Across Heaven* lesser spirit, change the first sentence of the Starlight ability to read: “You can spend 1 spirit energy to create a glimmer of entrancing starlight around a point within 30 feet of you, affecting creatures in a 10-foot-radius burst centered on that point.”
 - **Page 40** — In the *Stars Dance Across Heaven* lesser spirit, change the first sentence of the The Stars Above ability to read: “Your attacks and your spirit companion’s attacks against creatures fascinated by your starlight power do not automatically end the fascination.”
 - **Page 41** — In the *Moon Watches the World Beneath* lesser spirit, change the third sentence of the lunar shroud ability to read: “This resistance increases to 10 at 5th level, 20 at 11th level, and 30 at 17th level.”
 - **Page 41** — In the *Moon Watches the World Beneath* lesser spirit, change first sentence the Moon’s Glow minor invocation to read: “You gain low-light vision and Blind-Fight as a bonus feat.”
 - **Page 41** — In the *Moon Watches the World Beneath* lesser spirit, add the following two sentences to the beginning of the Lunar Phase intermediate invocation: “You

gain Improved Blind-Fight^{APG} as a bonus feat, even if you don't meet the prerequisites. The radius of your moon's glow minor invocation increases to 15 feet."

- **Page 41** — In the *Moon Watches the World Beneath* lesser spirit, change the first sentence of the Beautiful Radiance greater invocation to read: "You gain Greater Blind-Fight^{APG} as a bonus feat, even if you don't meet the prerequisites, and the radius of your moon's glow minor invocation increases to 20 feet."
- **Page 41** — In the *Sun Burns with Glorious Heat* lesser spirit, change the first sentence of the Flashing Blade minor invocation to read: "For every invocation you have from this spirit, you gain a +1 insight bonus on attack rolls and damage rolls made as part of an attack of opportunity and can make one additional attack of opportunity per round."
- **Page 42** — In the *Mountain Stands Through the Ages* lesser spirit, change the Grounded Defense minor invocation to read: "You gain a +1 insight bonus to your AC. This bonus increases to +2 when you gain this spirit's greater invocation. You also gain +1 insight bonus to your CMD for each invocation you have from this spirit (including this one). If you start and end your turn in the same space, both of these bonuses double until the end of your next turn."
- **Page 44** — In the *Depths Beckon With Silent Murmurs* lesser spirit, increase the damage of the Maddening Depths greater invocation to 2d6.
- **Page 45** — In the *Waves Crash and Break the Shore* lesser spirit, change the Rushing Waters bonus to combat maneuvers from an untyped bonus to a competence bonus.
- **Page 45** — In the *Waves Crash and Break the Shore* lesser spirit, change the first two sentences of the Surging Tides intermediate invocation to read: "When you succeed on a combat maneuver check, you can choose to deal 1d6 cold damage or 1d6 bludgeoning damage to that target per invocation you have from this spirit. This damage is considered magical for the purpose of overcoming damage reduction and can only be inflicted on a given creature once per turn."
- **Page 46** — In the *Clouds Blanket Sky and Ground* lesser spirit, change the second sentence of the Storm Clouds intermediate invocation to read: "Whenever a foe within 60 feet of you misses an ally due to concealment granted by your primal powers, invocations, or your spirit companion's spells, they are struck by a jolt of lightning, taking 1d8 electricity damage per invocation you have from this spirit."
- **Page 47** — In the *Tempests Herald a Coming Storm* lesser spirit, change the Windstorm intermediate invocation to read as the following: "If you move or teleport at least 10 feet before making a weapon attack, natural attack, or unarmed strike, you deal an additional 1d6

damage per invocation you have from this spirit. This damage is the same type as the attack used and is not multiplied on a critical hit. If the attack is made with your thrashing gale primal power, the bonus damage applies to all targets hit. A particular target can only be harmed by this invocation once per turn."

- **Page 48** — In the *Trees Grow and Flourish Unbowed* lesser spirit, change the bonus type granted by the Living Shield minor invocation from an insight bonus to a morale bonus.
- **Page 48** — In the *Brambles Twist and Choke the Land* lesser spirit, change the bonus type granted by the Twisted Thorns minor invocation from an untyped bonus to a competence bonus.
- **Page 48** — In the *Brambles Twist and Choke the Land* lesser spirit, change the duration of the entangling and sickening effect from the Rampant Growth greater invocation from "weapon's critical hit multiplier - 1" to "weapon's critical hit multiplier".
- **Page 54** — Change the second sentence of the Hide in Plain Sight ability to read as: "As long as she is within 10 feet of an area of dim light (or darker), a nightblade can hide herself from view in the open without anything to actually hide behind."
- **Page 54** — The Warp Strike nightblade art now reads as the following: "By spending a shadow surge as a swift action, the nightblade can shift into the Plane of Shadows, distorting the distance between herself and her target. Until the end of her turn, all of her melee weapon attacks, natural attacks, and unarmed strikes have their reach increased by 5 feet. At 9th level and 15th level, her reach increases by an additional 5 feet. She may also perform this with a single melee touch attack made on her turn. Alternatively, she can reduce the penalty on ranged weapon attack rolls due to distance by 2 until the end of her turn. At 9th level and 15th level, the penalty is reduced by an additional 2."
- **Page 61** — In the Path of the Darkened Fortress nightblade path, change the shadow equipment nightblade art to read as the following: "The nightblade can spend a shadow surge as a standard action to create a quasi-real object that weighs no more than 5 pounds per two nightblade levels. The created gear is not truly real; a creature affected by any equipment made by the nightblade is entitled to a Will save to disbelieve the item, treating it as if it doesn't exist. The equipment remains for 1 minute per nightblade level before fading away. She can have at most one item per six nightblade levels (minimum 1) in existence at a time; creating a new object while at this maximum destroys the oldest one. Creating equipment to an exact specification might require a Craft skill check, subject to GM discretion. The



shadowstuff can replicate simple materials, such as wood, stone, glass, or metal, but it cannot contain any moving parts or alchemical components (such as alchemist's fire). Any created equipment is mundane, non-masterwork, and cannot be magically enhanced by any means."

- **Page 61** — In the Path of the Ravaging Void nightblade path, change the second paragraph of the Shadow Energy ability to the following: "The created effects are only 20% real (as with *shadow evocation*). Saving throws for the replicated spell (and the Will save to disbelieve it) are calculated using the replicated spell's level, as opposed to the level of *shadow evocation*. The spell gains the shadow descriptor, in addition to its normal descriptors. Casting a spell with this ability takes a full-round action, as opposed to the spell's normal casting time; if the spell has a longer casting time than this, the spell requires its normal casting time. Any abilities or feats you have that would benefit *shadow evocation* (such as Spell Focus or the umbral magic class feature) apply to spells cast with this technique."
- **Page 61** — In the Path of the Ravaging Void nightblade path, change the third paragraph of the Shadow Energy ability to the following: "You can replicate spells up to half your nightblade level (to a maximum of 9th level spells at 18th level), as shown on **Table: Shadow Energy**." This change is also reflected on **Table: Shadow Energy** on page 60.
- **Page 65** — Add *faerie fire* and *magic missile* to the nightblade's 1st-level spell list.
- **Page 65** — Add *wandering star motes*^{APG} to the nightblade's 4th-level spell list.
- **Page 67** — In the Saboteur Trap ability, change the seventh sentence of the third paragraph to the following: "A saboteur can have a number of traps set equal to her Intelligence modifier (minimum 1); if she tries to set another trap when at this maximum, the oldest trap set deactivates harmlessly."
- **Page 70** — Change the second sentence of the Duelist's Parry saboteur trick to read as: "When the target of her duelist's mark makes an attack roll against her (either in melee or at range) with a weapon attack or natural weapon, she can use an attack of opportunity to parry the attack."
- **Page 71** — Change the second sentence of the Hide in Plain Sight saboteur trick to read as: "As long as she is within 10 feet of an area of dim light (or darker), she can hide herself from view in the open without anything to actually hide behind."
- **Page 77** — Change the first sentence of the Into Thin Air saboteur trick to read: "As a move action, the saboteur can vanish from sight, as the spell *invisibility*."
- **Page 77** — The Void ability now no longer affects

allies; only enemies are affected by the void. To reflect this change, in the Void ability, change the second and third paragraphs to say the following:

"The void pulls at the space within 10 feet of the shaper; she can make the radius of her void smaller than this, but the radius must be an increment of 5 feet. The area of the void moves with her as she does, affecting any enemies that enter into the area.

Enemies within the void's area takes a -1 penalty to attack rolls as the void disrupts space, interfering with attacks. The planar disruption can even consume magic: enemies in the area take a -1 penalty on concentration checks and must make a concentration check to cast (DC 10 + the shaper's level + her Intelligence modifier) or lose the spell as the void drains the magic of its potency. Treat this as if casting defensively; a foe that is already casting defensively doesn't need to make a second check, but uses either the normal concentration DC or the one for the shaper's void, whichever is higher."

- **Page 78** — In the Arcana Drain distortion, change the second sentence to read: "Any foe capable of casting spells that enters into or starts its turn within the area of the shaper's void must make a Will save or lose a prepared spell or spell slot of 3rd level or lower, similar to the effects of *lesser spellcrash*^{ACG} (though only lasting that single round)."
- **Page 78** — In the Arcane Weakening distortion, change the second sentence to read: "Enemies apply the void's penalty to their Will saves in addition to its normal effects."
- **Page 79** — In the Clinging Shadows distortion, change the second sentence to read: "When the shaper hits an enemy with a weapon attack, natural attack, or unarmed strike, she can spend 1 quintessence as free action to cloud their vision with a mass of shadows."
- **Page 80** — In the Consumption distortion, change the second and third sentences to the following: "Whenever an enemy within the area of the void would be subjected to an effect that recovers hit points (including healing magic, fast healing, or regeneration), the target only receives half of that healing and the shaper receives the other half. If an enemy in the area has a form of regeneration that is stopped by a specific damage type (like fire or acid), that regeneration does not prevent the creature from being slain, so long as it is within the void's area at the time of death."
- **Page 80** — In the Death Field distortion, change the second sentence to read: "Enemies that start their turn within the shaper's void or enter into the area of the void on their turn take 1d8 negative energy damage."
- **Page 80** — In the Essence Harvest distortion,



change the second sentence to read: “Whenever the shaper scores a critical hit with an attack, she recovers hit points equal to 1d6 times the attack’s critical hit multiplier.”

- **Page 80** — In the Grasping Void distortion, change the second sentence to read: “When an enemy enters into or starts its turn within the area of the shaper’s void, they must make a bull rush attempt against the shaper’s CMD.”
- **Page 81** — Change the Maddening Darkness distortion to read as the following: “Enemies within the shaper’s void are exposed to the horrible revelations that exist at the very edges of reality. Any foe that enters into or starts their turn within the shaper’s void must make a Will save or be confused for 1 round and take 1d4 points of Charisma damage. A creature reduced to 0 Charisma is driven insane (as an *insanity* spell). This is a mind-affecting effect. The shaper must be at least 16th level before selecting this distortion.”
- **Page 81** — In the Phase Weapon distortion, change the third sentence to read: “The force damage increases by 1 for every four shaper levels gained after 4th and is multiplied on a critical hit.”
- **Page 83** — In the Spatial Rip distortion, change the third sentence to read: “The spatial rip allows the shaper to strike all creatures in 30-foot line with a melee weapon, unarmed strike, or natural attack: she makes a separate attack against each foe in the area.”
- **Page 83** — In the Time Dilation distortion, change the second sentence to read: “Enemies apply the void’s penalty also applies to Reflex saves in addition to its other effects.”
- **Page 83** — In the Warp Spell distortion, change the second sentence to read: “Whenever she casts a spell, she can spend quintessence to affect it with her choice of either the Enlarge Spell or Extend Spell metamagic feats without increasing its level or casting time.”
- **Page 83** — In the Waste Away distortion, change the second sentence to read: “Any opponent that enters into or starts their turn within the area of the void must make a Fortitude save or be aged to the next age category, similar to a *sands of time*^{UM} spell.”
- **Page 83** — In the Improved Void ability, change the third sentence to read: “Enemies in the area of the void have their movement speeds reduced by half, to a minimum speed of 5 feet.”
- **Page 106** — Change the bonus type granted by the Guardian’s Reflex secret from an untyped bonus to an insight bonus.
- **Page 105** — In the Summer’s Heat facet, change the greater facet to read: “Allies inside the ward deal an additional 1d6 fire damage with their weapon and natural attacks. This stacks with other energy damage

the attack might deal and is not multiplied on a critical hit.”

- **Page 106** — In the Winter’s Chill facet, change the second sentence of the greater facet to read: “Each time an ally within the ward hits an opponent with a weapon attack or natural attack, its speed is reduced by 5 feet for 1 round.”
- **Page 108-109** — In the invoker favored class options, replace any instances of the “spirit” class feature with “lesser spirit”, any instances of “spirit energy” with “primal energy”, and any instances of “spirit blast” with “fey blast”.
- **Page 109-110** — In the nightblade favored class options, change the options for catfolk, half-elf, orread, and vishkanya to the following: “Increase the total distance the nightblade can use her shadow shift each day by 10 feet.”

CHAPTER II: ARCHETYPES AND OPTIONS

- **Page 125** — In the Seeker archetype, change the second sentence of the Hide in Plain Sight ability to read as: “As long as he is within 10 feet of an area of dim light (or darker), a nightblade can hide herself from view in the open without anything to actually hide behind.”
- **Page 133-135** — In the Beastlord, Collectivist, Speaker of the Wilds, Spiritbound, and Wanderer archetypes, replace any instances of the “spirit” class feature with “lesser spirit”, any instances of “spirit energy” with “primal energy”, and any instances of “spirit power” with “primal power”.
- **Page 135** — In the Wanderer archetype, change the third sentence of the Eternal Drifter ability to read as the following: “He can also spend primal energy to recover rounds of his fleeting invocation as a free action, gaining 2 rounds of the ability for each point spent.”
- **Page 140** — In the Stygian Striker archetype, change the second sentence of the Hide in Plain Sight ability to read as: “As long as he is within 10 feet of an area of dim light (or darker), a nightblade can hide herself from view in the open without anything to actually hide behind.”
- **Page 125** — In the Darkness mystery, change the second sentence of the Hide in Plain Sight revelation to read as: “As long as you are within 10 feet of an area of dim light (or darker), you can hide yourself from view in the open without anything to actually hide behind.”
- **Page 161** — In the Eldritch Adept archetype, change the first bullet point of the Expanded Arcana ability to the following: “Increase the number of spells she can cast each day by one per level (1st through 4th). This does not allow her to cast spells of a level she



does not yet have access to, but grants her the extra slot as soon as she obtains at least one spell slot of the appropriate level.”

- **Page 161** — In the Eldritch Adept archetype, change the Eldritch Surge ability to read as the following: “At 12th level, an eldritch adept can sacrifice points of quintessence to apply a metamagic feat she knows to a shaper spell, even if the adjusted spell level would be higher than the highest level of spell she can normally cast. This costs a number of points of quintessence equal to 1 + half of what the spell’s adjusted level would normally be with the metamagic feat applied, rounded up. The metamagic effect is applied without increasing the level of the spell slot expended, though the casting time is increased as normal. The eldritch adept can apply only one metamagic feat she knows in this manner with each casting, and cannot use Heighten Spell with this ability. This replaces the distortion gained at 12th level.”
- **Page 161** — In the Revenant archetype, change the second sentence of the Death Field ability to the following: “Instead, her void has the effects of the death field shaper distortion, dealing 1d8 negative energy damage per round to enemies in the void (and increasing at 7th and 15th levels, as normal).”
- **Page 162** — In the Voidwalker archetype change the third paragraph of the Void Anomaly ability to the following: “Using void anomaly is a standard action, instead of a move action. Unlike the typical void ability, void anomaly affects all creatures, not just those hostile to the shaper, though she is still unaffected by her own void anomaly, as normal. Void anomaly cannot be used with the rift strike distortion. This alters void.”
- **Page 162** — In the Voidwalker archetype, change the Void Step ability to the following:

“At 4th level, the voidwalker must take the fold space distortion.

At 6th level, the voidwalker can spend 2 quintessence points when using the fold space distortion to treat is as if casting the *dimension door* spell for the purpose of qualifying for and using feats such as Dimensional Agility^{UC}, though its range is still limited to the normal distance of fold space.

At 8th level, she gains the spatial mastery distortion, even though she doesn’t meet the prerequisites. This replaces the distortions gained at 4th and 8th levels.”
- **Page 168** — In the Siege Commander archetype, change the last sentence of the second paragraph to the following: “The turret cannot move once placed, but can be shut down and reclaimed by the commander to reposition it (a move action).”

CHAPTER III: FEATS

- **Page 175** — Remove the Special entry from the Aegis Strike feat. Change the benefit to the following: “While in aegis form, you don’t need to spend a swift action to use the Arcane Strike feat—it is always in effect. If you are benefiting from an affinity power that adds energy damage to your attacks (such as Razor Wind), you can alter your Arcane Strike damage to match that damage type. Add your Arcane Strike damage to the damage of any spell twists you use while in aegis form.”
- **Page 184** — The Controlled Entropy feat has been removed. Its functionality has been incorporated into the base shaper class. This feat is also removed from **Table: Feats** on page 176.
- **Page 184** — The Chain Reaction feat has been added. It has also been included on **Table: Feats** on page 176:

Chain Reaction

Your spatial distortions can affect additional targets.

Prerequisite: Int 17, shaper level 13th

Benefit: When you use a distortion with a level requirement of 8th level or lower that targets a single creature (such as *decaying bolt*), you can choose another creature within 30 feet of the first target to also be targeted by the effect. If the distortion normally only targets you (such as *fade*), the second target must be a willing creature within 30 feet of you. You must pay double the distortions’s quintessence cost to do so, or triple the cost if the distortion normally only affects you.

- **Page 76** — In the Rakshasa Corruption feat, change the prerequisite ranks in Bluff to 7 and prerequisite base attack bonus to +5.
- **Page 76** — In the Rakshasa Deception feat, change the prerequisite ranks in Bluff to 5 and prerequisite base attack bonus to +3.
- **Page 77** — In the Rakshasa Deception feat, change the benefit to read: “You can now feint as a swift action. If you hit a creature that is denied its Dexterity bonus to AC, you throw the opponent off-balance. It takes a -2 penalty on attack rolls and saving throws and loses its Dexterity bonus to AC until the end of your next turn. The penalty does not stack.”
- **Page 77** — In the Rakshasa Deception feat, change the ‘Normal’ entry to the following: “Feinting is a standard action, or a move action with the Improved Feint feat. A creature you feint loses its Dexterity bonus against your next melee attack. This attack must be made on or before your next turn.”

CHAPTER IV: SPELLS

- **Page 234** — Change the casting time of the *anchoring chains* spell to “1 swift action”. Change the second sentence of the second paragraph to read: “It also grants you a +1 resistance bonus per two caster levels (max +10) to saving throws against effects that would move or teleport you, such as *jester’s jaunt*^{APG} or *plane shift*.”
- **Page 234** — Change the duration of the *black bomb* spell to “10 min./level or until discharged (D)”.
- **Page 260** — Change the first paragraph of the *grasping steel* spell to read “A large, thick plate of iron appears before you and flies forth towards your opponent’s head as a ranged attack. On a hit, the slab deals 1d6 bludgeoning damage per two caster levels (max 10d6). The damage only occurs once, when the slab first hits.”.

CHAPTER V: MAGIC ITEMS

- **Page 331** — Change the second paragraph of the *ring of essence mastery* to the following: “For every two quintessence points in the ring, the wearer gains a +1 bonus on caster level checks to overcome Spell Resistance and on dispel checks.”
- **Page 342** — Change the *crook of spores* construction cost to 42,500 gp.

- **Page 342** — Increase the weight limit of items made with *shadowcraft gloves* to 20 pounds, up from 10.
- **Page 343** — In the *survivalist’s compass*, change the red needle to say “The nearest creature of the animal, magical beast, or vermin type within 1 mile.” Change the black needle to say “The nearest creature of the aberration, outsider (non-native), or undead type within 1 mile.” Change the final paragraph to say “The red and black needles ignore creatures within 100 feet of the compass’s bearer (so they do not end up tracking their traveling companions). Aside from the silver needle, the compass only works in a natural setting: within any artificial setting (a settlement, fortification, ancient ruin, urban environment, etc.) the other needles spin aimlessly.”
- **Page 343** — Change the *timeless vest* price to 6,500 gp and its construction cost to 3,250 gp. This change is also reflected in **Table: Wondrous Items** on page 341.
- **Page 343** — Change the aciton requirement to use the *trapsetter’s toolbox* from “1 minute” to “1 full-round action”.

CHAPTER IX: SCRIPTS

- **Page 418** — Remove the “Saving Throw” and “Spell Resistance” entries for the *harmonize* script.

CHAPTER X: RUNIC MAGIC ITEMS

- **Page 451** — In the Glyphic armor property, change the third sentence of the second paragraph to read “He does not have to use the charge in the armor or shield if does not wish to, but must otherwise overload as many charges he can as normal.”

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