

PATHFINDER

ROLEPLAYING GAME™

ULTIMATE COMBAT

FIRST PRINTING

Update 1.1 — Release Date: 8/20/2015

This document updates the first printing of *Ultimate Combat* to match the third printing. Items with **bold** page numbers are new to this update.

UPDATES

- **Page 8**—In Starting Wealth, change the samurai's starting wealth to $5d6 \times 10$ gp and the average to 175 gp.
- **Page 19**—In the Weapon Expertise entry, in the last sentence, change "Finally, his samurai levels stack" to "Finally, his samurai levels count as fighter levels and stack".
- **Page 22**—In the Ronin alternate class, in the Challenge class feature, in the last sentence, change "to a maximum of +5" to "to a maximum of +6".
- **Page 24**—In the Siege Bomb discovery, in the 4th sentence, remove "(or another energy type, if the alchemist is capable of modifying his bombs in that way)".
- **Page 25**—In the Ragechemist archetype, in the Rage Mutagen class feature, change the first sentence to read as follows:

At 2nd level, whenever a ragechemist creates a mutagen that improves his Strength, that mutagen's bonus to Strength increases by 2 and penalizes the alchemist's Intelligence score.

- **Page 26**—In the Barbarian class, in the Rage Powers class feature, in the first paragraph, in the last sentence, delete the clause ", unless she has the totem warrior archetype".
- **Page 27**—In the Ghost Rager rage power, change the second sentence to the following:

She also gains a +3 morale bonus to touch AC, which increases by 1 at 8th level and every 4 levels thereafter (to

a maximum of +7 at 20th level). This can't raise her touch AC above her full AC.

In the last sentence, delete "have the superstition rage power and".

- **Page 30**—In the Titan Mauler archetype, in the Massive Weapons entry, before the second sentence, add "She can use two-handed weapons meant for creatures one size category larger, but the penalty for doing so is increased by 4." Change the beginning of the following sentence from "The" to "However, the".
- **Page 31**—In the True Primitive archetype, in the Trophy Fetish entry, in the fifth sentence, after "hide" add "or bone". In the Urban Barbarian archetype, in the Controlled Rage entry, in the first sentence, change "may apply" to "applies" and after the last sentence add the following sentence:

This ability alters rage.

- **Page 31**—In the True Primitive archetype, in the Rage Powers class feature, change "ghost hunter*" to "ghost rager*" and delete "greater primal scent*",. In the Urban Barbarian archetype, in the Rage Powers class feature, change "perfect accuracy*" to "perfect clarity*". In the Wild Rager archetype, in the Uncontrolled Rage class feature, in the first sentence, change "(DC 10 + the barbarian's level + the barbarian's Charisma modifier)" to "(DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier)".
- **Page 35**—In the Order of the Seal cavalier order, in the Order Abilities section, in the I Shall Not Be Moved subsection, in the last sentence, replace "pull, push" with "reposition".

- **Page 37**—In the Emissary archetype, in the Erratic Charge entry, change “At 17th level” to “At 20th level”.
- **Page 38**—In the Luring Cavalier archetype, in the Versatile Challenge entry, at the end, add the following:

This ability replaces demanding challenge.

In the Musketeer archetype, in the Gifted Firearm entry, delete “, as with the *reliable* firearm special ability” and “(as the *distance* special ability)”. Change the final sentence to the following:

The reduction of the weapon’s misfire chance and the doubled range increment abilities don’t stack with the similar benefits of the *reliable* and *distance* magic weapon special abilities.

- **Page 39**—In the Standard Bearer archetype, in the Banner of Solace class feature, in the third sentence, change “to a maximum of +3” to “to a maximum of +4”.
- **Page 42**—In the Ape Shaman archetype, in the Totem Transformation entry, at the end of the second paragraph, add the following sentence:

This ability replaces woodland stride.

In the Bat Shaman archetype, in the Totem Transformation entry, in the second paragraph, change “(mammals only)” to “(bats only)”, and at the end, add “This ability replaces woodland stride.”

- **Page 43**—In the Boar Shaman archetype, in the Totem Transformation entry, at the end, add the following:

This ability replaces woodland stride.

- **Page 45**—In the Expanded Weapon Groups sidebar, in the “Thrown” paragraph, after “shuriken,” add “sibat**”.
- **Page 47**—In the Tactician archetype, in the Battle Insight class feature, add the following sentence to the end of the entry:

This ability replaces armor training 4.

- **Page 49**—In the Trick Throw paragraph, change “At 9th level” to “At 8th level”. Change the final sentence to the following:

This ability replaces the 8th-level bonus feat.

In the Takedown paragraph, change “At 11th level” to “At 12th level”. Change the final sentence to the following:

This ability replaces the 12th-level bonus feat.

- **Page 50**—In the Musket Master archetype, in the Weapon Proficiency class feature, in the first sentence, change “A musket master only gains” to “Instead of proficiency with all firearms, a musket master only gains”.
- **Page 50**—In the Musket Master archetype, in the Weapon Proficiency class feature, in the last sentence, change “two-handed firearms” to “one-handed firearms”.
- **Page 51**—In the Musket Master archetype, in the Musket Training ability, remove the second to last sentence. In the Pistolero archetype, in the Up Close and Deadly deed, before the final sentence, add the following:

The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect.

In the Pistol Training ability, remove the second to last sentence.

- **Page 51**—In the Mysterious Stranger archetype, in the Deeds class feature, in the Crippling Shot deed, add the following sentence to the end of the paragraph:

This replaces the bleeding wound deed.

In the Stranger’s Fortune class feature, in the last sentence, change “gun training” to “gun training 1”. In the Pistolero archetype, in the Weapon Proficiency class feature, in the first sentence, change “A pistolero only gains” to “Instead of proficiency with all firearms, a pistolero only gains”. In the Pistolero archetype, in the Deeds class feature, in the Up Close and Deadly deed, delete the third sentence. In the Twin Shot Knockdown deed, in the last sentence, change “menacing shot deed.” to “bleeding wound deed.” In the Pistol Training class feature, add the following sentence to the end of the entry:

This ability replaces gun training 1 to 4.

- **Page 52**—In the Inquisitions section, in the second paragraph, replace the first two sentences with the following:

Inquisitions are like domains. Other classes that use domains can take inquisitions but inquisitions are typically weaker than the domains those classes can already choose because they don’t grant domain spell slots or domain spells.

In the Spellkiller Inquisition, in the sixth sentence, change “gets a saving throw” to “gets a Fortitude saving throw”.

- **Page 56**—In the Myrmidarch archetype, in the Ranged Spellstrike ability, replace the second paragraph with the following:

At 11th level, a myrmidarch can spend a full-round action to cast a spell that includes multiple ranged touch attacks and deliver more than one using ranged attacks. The spell must have a casting time of 1 full-round action or less. This functions similarly to the base ability of ranged spellstrike, but the myrmidarch can deliver a number of missiles, rays, or effect up to the number of attacks he could make with a full attack. Attacks beyond the first take penalties as if the myrmidarch were making a full attack. Any effects not used in the round the spell is cast are lost, as are any additional ranged touch attacks the spell would allow beyond the myrmidarch's maximum number of attacks. This ability replaces spell recall and improved spell recall.

- **Page 56**—In the Myrmidarch archetype, in the Fighter Training class feature, add the following after the first sentence.

At 10th level, the myrmidarch treats his magus levels as fighter levels for the purposes of fighter training.

Also in the Fighter Training class feature, replace the last sentence with the following:

This ability replaces both knowledge pool and the fighter training the magus gains at 10th level.

In the Magus Arcana class feature, replace the list of magus arcana with the following:

accurate strike, arcane edge, lingering pain, prescient attack, prescient defense, spell shield*, spellbreaker.

- **Page 59**—In the first paragraph (part of the Maneuver Master archetype's Flurry of Maneuvers ability), just before the last sentence, add the following sentence:

A maneuver master loses this ability when wearing armor, using a shield, or carrying a medium or heavy load.

In the Master of Many Styles archetype, change the Bonus Feat ability to the following:

Bonus Feat: At 1st level, 2nd level, and every four levels thereafter, a master of many styles may select a bonus style feat or the Elemental Fist feat (*Advanced Player's Guide* 158). He does not need to meet the prerequisites of that feat, except the Elemental Fist feat. Starting at 6th level, a master of many styles can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Earth Child Topple) as long as he meets the prerequisites. Each time he changes styles, he can also

change these wildcard style slots. This ability replaces a monk's standard bonus feats.

- **Page 59**—In the Martial Artist archetype, add the following paragraph after the Physical Resistance class feature:

Bonus Feat: At 12th level, a martial artist gains an additional bonus feat, selected from those available in the monk class feature. This ability replaces abundant step.

- **Page 60**—In the Fuse Style entry, in the second paragraph, after the second sentence, add the following:

He gains a bonus on attack rolls equal to the number of styles whose stances he currently has active.

In the Sensei archetype, in the Mystic Wisdom entry, in the second paragraph, change both instances of "12th" to "10th" and both instances of "18th" to "14th". In the Sohei archetype, change the Weapon and Armor Proficiency entry to the following:

Weapon and Armor Proficiency: A sohei is proficient with all simple and martial weapons and with light armor, instead of a monk's usual weapon and armor proficiencies. This ability alters the monk's weapon and armor proficiencies.

- **Page 61**—In the Tetori archetype, in the Bonus Feat class feature, change "Crushing Embrace" to "Stunning Pin", change "Twin Lock" to "Pinning Knockout", and change "Backbreaker" to "Neckbreaker".
- **Page 62**—In the Divine Hunter archetype, in the Righteous Hunter class feature, in the second paragraph, in the last sentence, change "righteousness" to "faith".
- **Page 67**—In the Falconer archetype, in the Feathered Companion class feature, in the Distract trick, in the first paragraph, add "for 1 round" to the end of the last sentence.
- **Page 68**—In the Warden archetype, in the Wilderness Whispers entry, just before the last sentence, add the following sentence:

A warden can always move at full speed while using Survival to follow tracks without penalty.

At the end of the last sentence, add "and master hunter".

- **Page 68**—In the Trophy Hunter archetype, in the Firearm Style class feature, in the first sentence, add "and Exotic Weapon Proficiency (firearms)" after "Amateur Gunslinger feat". In the last sentence, change "replaces combat feat style" to "replaces all combat style feats". In the Wild Stalker archetype, in the Uncanny Dodge class

feature, in the last sentence, change “ranger’s combat style feat” to “ranger’s 2nd-level combat style feat”. In the Wild Talents class feature, replace the last sentence with the following:

This ability replaces the ranger’s 6th-, 10th-, 14th-, and 18th-level combat style feat abilities.

- **Page 70**—In the Terrain Mastery subentry (part of the Rogue Talents entry beginning on the previous page), remove “, and granting all other favored terrains a +2 increase to the favored terrain bonus”. In the Advanced Rogue Talents entry, change the Hard to Fool subentry to the following.

Hard Minded (Ex): A rogue with this talent is hard to fool with illusions. She automatically receives a save to disbelieve any illusion she can see each round at the start of her turn, even if she hasn’t interacted with it. If she fails a saving throw against an illusion that is not to disbelieve, she can attempt to save again again 1 round later at the same DC. She gets only one extra chance to succeed at her saving throw.

- **Page 70**—In the Rogue Talents class feature, in the Ninja Trick entry, add the following after the first sentence:

The rogue cannot choose a ninja trick with the same name as a rogue talent.

In the Advanced Rogue Talents class feature, in the Confounding Blades section, change “until the beginning of her next turn” to “for 1d4+1 rounds”, and add the following to the end of the paragraph.

The rogue must have the slow reactions rogue talent before she can choose this talent.

- **Page 71**—In the Advanced Rogue Talents entry, after the Hide in Plain Sight subentry, add the following advanced rogue talent.

Master Tricks: The rogue can select a ninja trick from the list of master tricks in place of a rogue talent. The rogue cannot select a ninja trick that has the same name as a rogue talent. The rogue can choose but cannot use tricks that require ki points, unless she has a ki pool.

- **Page 71**—In the Bandit archetype, in the Fearsome strike class feature, in the last sentence, change “replaces uncanny dodge” to “replaces improved uncanny dodge”.
- **Page 72**—In the Pirate archetype, in the Swinging Reposition class feature, in the second sentence, change “light armor” to “light armor or no armor”.

- **Page 73**—In the Pirate archetype, in the Swinging Reposition class feature, in the second sentence, change “the rogue incorporates them into her Acrobatics checks by grabbing hold of the structure and swinging toward her opponent, making either a charge or a bull rush maneuver” to “the rogue incorporates them into her movement, and does not have to move in a straight line when making either a charge attack or a bull rush combat maneuver.” In the Unflinching class feature, remove the sentence “This ability replaces trapfinding.” In the Rooftop Runner archetype, in the Roof Running class feature, in the second sentence, change “light armor” to “light armor or no armor”. In the second column, in the Survivalist archetype, in the Endure Elements class feature, replace the first sentence with the following:

At 3rd level, a survivalist rogue can use *endure elements* once per day as a spell-like ability.

- **Page 83**—In Table 2–1, in the Prone Shooter entry, replace description in the Benefit column with the following:

Take a reduced penalty to your AC against melee attacks while prone

- **Page 90**—In the Boar Style feat, in the benefit’s last sentence, change “bleed” to “extra points of.”
- **Page 92**—In the Channeling Scourge feat, in the Prerequisite entry, change the “**Prerequisite:**” heading to “**Prerequisites:**” and change “Inquisitor channel energy class feature” to “Channel energy class feature, inquisitor level 1st”. In the Combat Medic feat, in the Benefit entry, add the following sentence to the end of the paragraph.

Unlike with other teamwork feats, allies that are paralyzed, stunned, unconscious, or cannot otherwise act still count for the purposes of this feat.

- **Page 93**—In the Crane Riposte feat, in the Benefit, change the second sentence to the following:

Whenever you deflect an opponent’s attack using Crane Wing or lose the dodge bonus from Crane Wing because an attack missed you by 4 or less, you can make an attack of opportunity against the attacker after the attack misses.

In the Crane Wing feat, replace the entire Benefit entry with the following:

Benefit: When fighting defensively with at least one hand free, you gain a +4 dodge bonus to AC against melee attacks. If a melee attack misses you by 4 or less, you lose this dodge

bonus until the beginning of your next turn. If you are using the total defense action instead, you can deflect one melee attack that would normally hit you. An attack so deflected deals no damage and has no other effect (instead treat it as a miss). You do not expend an action when using this feat, but you must be aware of the attack and not flat-footed.

- **Page 98**—In the Dragon Ferocity feat, in the Benefit, change the first sentence to the following:

While using Dragon Style, increase your Strength bonus on unarmed strike damage rolls by an additional one-half your Strength bonus, to a total of double your Strength bonus on the first attack and 1-1/2 times your Strength bonus on the other attacks.

- **Page 101**—In the Feral Combat Training feat, in the Benefit entry, delete “, as well as effects that augment an unarmed strike”. In the Final Embrace feat, in the Prerequisites entry, after “special attack” add “as a racial ability”.
- **Page 101**—In the Final Embrace Horror feat, in the Prerequisites entry, delete “Ability Focus (constrict);”.
- **Page 102**—In the Final Embrace Master feat, in the Prerequisites entry, delete “Ability Focus (constrict);”.
- **Page 106**—In the Improved Snap Shot feat, in the Benefit entry, change “10 feet” to “5 feet”. In the Improved Two-Weapon Feint feat, in the Prerequisites entry, after “Improved Two-Weapon Fighting,” add “Two-Weapon Feint,”.
- **Page 110**—In the Moonlight Stalker Feint feat, in the Prerequisites entry, after “Combat Expertise,” add “Improved Feint,”.
- **Page 113**—In the Prone Shooter feat, in the Prerequisites entry, remove “Weapon Focus (crossbow or firearm),” capitalize “base”, and remove the entire special section.
- **Page 113**—In the Prone Shooter feat, replace the entire Benefit entry with the following:

Benefit: If you have been prone since the end of your last turn, the penalty to your Armor Class against melee attacks made against you is reduced to -2. In addition, the bonus to your Armor Class against ranged attacks made against you is increased to +6.

- **Page 114**—In the Raging Deathblow feat, in the Benefit entry, in the first sentence, replace “your opponent” with “an opponent of a CR greater than or equal to your character level”.
- **Page 115**—In the Rapid Grapppler feat, in the Benefit entry, at the end of the final sentence, add “at a -5 penalty” before the period.

Katana, double walking stick	50 gp	1d4	1d6	19-20/x2	—	6 lbs.	5	—
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- **Page 116**—In the Sap Adept feat, in the Benefit entry, remove the word “twice”.
- **Page 119**—In the Signature Deed feat, in the Benefit entry, change the start of the second sentence from “You can” to “Once per round, you can”. Change the final sentence to the following:

You can reduce the cost of a deed in this way only if you have at least 1 grit point.

- **Page 120**—In the Sneaking Precision feat, in the Prerequisites entry, change “Sneak attack class feature” to “Sneak attack +6d6”.
- **Page 122**—In the Tiger Claws feat, in the Benefit entry, change the third sentence to the following:

If you use Power Attack in conjunction with this attack, increase your Strength bonus on one of the damage rolls by an additional one-half your Strength bonus.

- **Page 129**—In Table 3-1: Eastern Armor, in the Kikko Armor entry, change the Cost to “250 gp”, and in the Four-Mirror Armor entry, change the Cost to “125 gp”. Change “Stone coat” to “Lamellar, stone” and move it to appear after “Lamellar, iron”. Delete the stone coat entry from the text below. (It’s already covered in the lamellar armor entry on page 128.)
- **Page 132**—In Table 3-3: Eastern Weapons—Exotic, replace the Katana, Double Walking Stick entry with the entry shown at the bottom of this page. In the Katana, Double Walking Stick paragraph, before the final sentence, add the following sentence:

When drawn, the blades use the statistics listed on the table.

- **Page 135**—In the Firearms in Your Campaign section, in the Emerging Guns subsection, in the fifth sentence, change “Craft Firearms feat” to “Gunsmithing feat”.
- **Page 136**—In the Loading a Firearm entry, in the Advanced Firearms subentry, at the end add the following sentence:

The Rapid Reload feat reduces this to a free action.

- **Page 138**—In the Musket, Double-Barreled Musket entry, in the first sentence, change everything after the semicolon to “each barrel can be shot independently as separate attacks, or both can be fired at once as a standard action (the attack action).”
- **Page 138**—In Table 3-4, in the Two-Handed Firearms section, in the Musket, double-barreled entry, in the range column, change “10 ft.” to “40 ft.”

- **Page 144**—In the Scorpion Whip description, replace the last sentence with the following two sentences:

If you are proficient with both the scorpion whip and whip, you can use a scorpion whip in either the normal way (as a light performance weapon) or as a whip. When you use a scorpion whip as a whip, it is equivalent to a whip, but deals lethal damage and can harm creatures regardless of their armor bonus.

- **Page 144**—In the first column, in third paragraph, in the last sentence, change “Master Combat Performer (see page 108)” to “Performance Weapon Mastery feat (see page 112)”.
- **Page 145**—In Table 3–7: Gladiator Weapons, in the Aklys entry, change the Dmg (S) value to “1d4” and the Dmg (M) value to “1d6”.
- **Page 147**—In the Gold section, in the Armor entry, in the last sentence, before the period add “and the fragile quality”. In the Stone section, in the Weapons entry, after “spears,” add “axes, daggers,”.
- **Page 158**—In the Siege Engine Rules section, in the Defense and Hit Points subsection, in the sixth sentence, change “AC” to “armor bonus”.
- **Page 161**—In Table 3–13, in the Indirect-Fire Engines section, in the Gargantuan Siege Engines subsection, in the Bombard, heavy entry, in the Cost column, change “8,000 gp” to “16,000 gp”.
- **Page 163**—In the Firewyrms entry, after the fourth sentence, add the following sentence:

Those who fail their saves catch on fire.

- **Page 163**—In the Trebuchet section, in the Heavy subsection, in the last sentence, change “30 gp” to “40 gp”.
- **Page 193**—In the Making Called Shots section, in the first paragraph, in the last sentence, change “Vital Shot” to “Vital Strike”.
- **Page 195**—In the Called Shot Feats sidebar, in the Normal entry for both feats, change “standard action” to “full-round action”.
- **Page 199**—In the Dragonhide section, in the first sentence, remove “, but only confer the immunity on the wearer if he is wearing a suit of armor made entirely of dragonhide from the same type of dragon”. In the last sentence, remove everything starting with the semicolon. At the end, add “Dragonhide armor pieces retain dragonhide’s usual 25% reduction in cost when adding matching energy protection to them.”
- **Page 202**—In Table 5–8: Leg Armor Pieces, in the O-yoroi entry, change the Armor Bonus to “+1”.
- **Page 204**—In Table 5–9, in the Do-maru entry, in the speed columns, change “15 ft.” to “20 ft.” and change “20 ft.” to “15 ft.”

- **Page 211**—In the 4th-Level Alchemist Spells list, move the Air Walk, Communal entry to the beginning of the 5th-Level Alchemist Spells list.
- **Page 216**—In the 2nd-Level Paladin Spells list, remove the entire entries for Protection from Good, Communal and Protection from Law, Communal.
- **Page 222**—In the Abundant Ammunition spell, in the parenthetical in the first sentence, after “shuriken” add “, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition”. In the Adoration spell, in the School line, change “transmutation” to “enchantment [emotion, mind-affecting]”.
- **Page 222**—In the Air Bubble spell, in the School entry, add “(creation)” after “conjuration”. In the Air Walk, Communal spell, in the Level entry, change “alchemist 4” to “alchemist 5”.
- **Page 224**—In the Bestow Weapon Proficiency spell, in the School entry, add “[mind-affecting]” after “(compulsion)”. In the spell description, delete the last sentence and replace it with the following:

The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

- **Page 225**—In the Certain Grip spell, add the following entry on a new line after the Components entry:

Range touch

- **Page 226**—In the Companion Mind Link spell, in the School entry, add “[mind-affecting]” after “(charm)”.
- **Page 227**—In the Debilitating Portent spell, in the School entry, add “[mind-affecting]” after “(compulsion)”. In the spell description, in the first sentence, change “Charisma (in case of oracles) or Wisdom (in case of clerics)” to “Charisma (in case of oracles), Intelligence (in the case of witches), or Wisdom (in the case of clerics)”.
- **Page 228**—In the Discovery Torch spell, delete the entire Area entry. In the spell description, replace the first sentence with the following:

An object you touch emanates a 20-foot radius of bright light.

- **Page 229**—In the Energy Siege Shot, Greater spell, in the School entry, change “evocation” to “transmutation”.
- **Page 230**—In the Find Quarry spell, in the description, at the end, add the following:

Anything that would prevent *locate creature* from finding a creature also prevents *find quarry* from doing so.

- **Page 230**—In the Frightful Aspect spell, add the following on a new line after the School and Level entries:

Casting Time 1 standard action

- **Page 232**—In the Judgment Light spell, add the following on a new line after the Duration entry:

Saving Throw see text; **Spell Resistance** yes

- **Page 233**—In the Jury-Rig spell, add the following on a new line after the Casting Time entry:

Components V, S, M (a pinch of tree resin)

- **Page 234**—In the Litany of Eloquence spell, at the end of the first paragraph, add the following:

As usual, obvious danger prevents fascination and potential danger grants a save.

In the Litany of Escape spell, in the description, at the end, add the following:

If there is no available space for the target to teleport to, the spell fails.

- **Page 234**—In Litany of Eloquence spell, in the School entry, add “, mind-affecting” after “language-dependent”. In the Litany of Madness spell, in the School entry, add “, mind-affecting” within the brackets after “language dependent.”
- **Page 235**—In the Litany of Righteousness and Litany of Sloth spells, in the Saving Throw lines, change “**Saving throw** no” to “**Saving throw** Will negates”.
- **Page 235**—In the Litany of Madness spell, in the third sentence, change “a saving throw” to “a Will saving throw”. In the Litany of Vengeance spell, in the Duration entry, change “instantaneous” to “1 round”.
- **Page 237**—In the Mutagenic Touch spell, add the following on a new line after the Duration entry:

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

- **Page 238**—In the Negative Reaction spell, in the School entry, add “(glamer)” after “illusion”.
- **Page 239**—In the Phantom Chariot spell, add the following on a new line after the Components entry:

Range 0 ft.

In the Phantom Chariot spell, in the spell description, in the third sentence, delete “with metal scythes”.

- **Page 240**—In the Pup Shape spell, in the Target line, remove “or magical beast.” In the description, in the first

paragraph, in the first sentence, after “Small magical beast”, add “(or a magical beast one size category smaller than the original creature, whichever is smaller)”. In the second paragraph, in the third sentence, after “mind-affecting” add “emotion”.

- **Page 240**—In the Protection from Good, Communal spell, in the Level entry, remove “paladin 2,”. In Protection from Law, Communal spell, in the Level entry, remove “paladin 2,”.
- **Page 243**—In the Returning Weapon, Communal spell, in the Target entry, change “creatures touched” to “weapons that can be thrown”. In the spell description, change “weapons touched” to “targeted weapons”.
- **Page 244**—In the Siege of Trees spell, add the following on a new line after the Casting Time entry:

Components V, S, DF

In the Siege of Trees spell, in the spell description, add the following after the second sentence:

The catapult uses your caster level as its targeting bonus.

- **Page 245**—In the Stoneskin, Communal spell, in the Components line, change “100 gp” to “250 gp”.
- **Page 246**—In the Symbol of Striking spell, at the end, add the following as a new paragraph:

Symbol of striking can be made permanent with a *permanency* spell by a caster of 13th level or higher for the cost of 10,000 gp.

- **Page 247**—In the Terrain Bond spell, in the School entry, add “(compulsion)[mind-affecting]” after “enchantment”. In the Touch Injection spell, add the following on a new line after the Range entry:

Target you

- **Page 248**—In the Touch Injection spell (at the top of the left-hand column), in the first paragraph, before the last sentence, add the following:

In the case of a personal infused extract, the opponent receives both a Fortitude save and spell resistance.

- **Page 248**—In the Walk through Space spell, add the following on a new line after the School and Level entries:

Casting Time 1 standard action

- **Page 249**—In the Water Walk, Communal spell, in the Level line, change the level to “cleric 2, ranger 2”.

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