

PATHFINDER RPG GAMEDMASTERY GUIDE

FIRST PRINTING

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This document updates the first printing of the *Pathfinder RPG GameMastery Guide* to match the third printing. Items with bold page numbers are new to this update.

Updates

- Page 134—In Table 5–47, change the bottom two rows to read as follows:

Minor	Medium	Major	Spell Level	Caster Level
—	61–100	01–60	3rd	5th
—	—	61–100	4th	7th

- Page 137—in Table 5–52, in entry number 100, add a superscript “1” after “restoration”.
- **Page 256**—In the Battle Mage stat block, in the Offense section, in the Wizard Spells Prepared entry, in the 1st-level spells subentry, add “(already cast)” after “mage armor”.
- Page 256—In the Fort line of the Battle Mage stat block, change the Fort save to “+3”. In the Feats line, replace “Great Fortitude” with “Craft Wand”.
- Page 257—In the Feats line of the Monster Hunter stat block, delete “Far Shot” and add “Point-Blank Shot” at its correct alphabetical location.
- Page 259—In the Feats section of the Highwayman stat block, delete “Greater Trip”. In the Combat Gear section of the Bandit Lord stat block, change “*potion of disguise self*” to “*potion of enlarge person*”.
- Page 265—In the Combat Gear section of the Burglar stat block, change “*potion of expeditious retreat*” to “*potion of jump*”.
- Page 266—In the Melee line of the Slaver stat block, change the mwk guisarme damage to “2d4+4”.
- **Page 267**—In the Slayer stat block, in the Defense section, in the AC entry, change the flat-footed AC from “18” to “14”.
- Page 267—In the Combat Gear section of the Slayer stat block, change “*potions of disguise self* (2)” to “*potions of cure light wounds* (2)” and change “*potion of expeditious retreat*” to “*potion of jump*”.
- **Page 268**—In the Squire stat block, change the XP from “100” to “135”.
- **Page 269**—In the Holy Warrior stat block, in the Offense Section, in the Ranged entry, change the dagger damage from “1d4/19–20” to “1d4+2/19–20”.

- **Page 275**—In the Battle Monk stat block, in the Defense section, in the AC entry, change “+4 monk” to “+4 Wis”.
- **Page 276**—In the Trapper stat block, in the Offense section, in the Ranged entry, change the mwk composite longbow damage from “1d8/x3” to “1d8+1/x3”.
- Page 280—In the Combat Gear section of the Raider stat block, change “*potion of expeditious retreat*” to “*potion of cure light wounds*”.
- **Page 281**—In the Viking stat block, in the Defense section, in the hp entry, change the hp from “64” to “85”. In the Tactics section, in the Base Statistics entry, change the hp from “64” to “69”.
- Page 281—In the Combat Gear section of the Viking stat block, change “*potion of divine favor* (3)” to “*potions of cure light wounds* (3)”. In the Combat Gear section of the Pirate Captain stat block, change “*potion of disguise self*” to “*potion of cure light wounds*”.
- **Page 283**—In the Sellsword stat block, in the Defense section, in the AC entry, change the flat-footed AC from “25” to “23”.
- Page 283—In the Combat Gear section of the Sellsword stat block, change “*potions of align weapon, cure light wounds, divine favor* (2), *shield of faith* (2)” to “*potion of align weapon, potion of bull’s strength, potions of cure light wounds* (2)”.
- Page 287—In the Melee line of the General stat block, change the glaive damage to “1d10+11”. In the Combat Gear section, change “*potion of cure light wounds, potion of expeditious retreat*” to “*potions of cure light wounds* (2)”.
- Page 296—In the Combat Gear section of the Hedge Wizard stat block, change “*potions of alter self*” to “*potions of cure light wounds*”. Delete “*expeditious retreat*” and add “*levitate*” at its proper alphabetical location.
- **Page 297**—In the Sage stat block, in the Offense section, in the Ranged entry, change the dart damage to “1d4–1”. In the Statistics section, in the Combat Gear entry, in the Other Gear subentry, change “headband of vast intellect” to “headband of vast intelligence”.
- Page 305—In the Init line of the High Priest stat block, change the init bonus to “+0”.
- Page 308—In the XP line of the Village Idiot stat block, change the XP value to “135”.
- Page 309—In the hp line of the Farmer stat block, change the entry to read as follows:

hp 10 (2 HD, 1d6+1d8+2)

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