

PATHFINDER RPG GAMEMASTERY GUIDE

SECOND PRINTING

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This document updates the second printing of the *Pathfinder RPG GameMastery Guide* to match the third printing.

Updates

- 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 267—In the Slayer stat block, in the Defense section, in the AC entry, change the flat-footed AC from “18” to “14”.
- 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+2/x3” to “1d8+1”.
- 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 283—In the Sellsword stat block, in the Defense section, in the AC entry, change the flat-footed AC from “25” to “23”.
- 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”.

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