

PATHFINDER[®]

ROLEPLAYING GAME[™]

ULTIMATE EQUIPMENT

FIRST PRINTING

Update 1.0 — Release Date 05/19/16

This document updates the first printing of *Ultimate Equipment* to match the second printing.

UPDATES

- **Page 9**—In Table 1–1: Armor and Shields, in medium armor, change the price of kikko armor from “30 gp” to “250 gp” and change the price of four-mirror armor from “45 gp” to “125 gp”.
- **Page 10**—In agile breastplate, in the second sentence, change “jump checks” to “Acrobatics checks made to jump”.
- **Page 11**—In the four-mirror stat block, change the price from “45 gp” to “125 gp”. In the kikko stat block, change the price from “30 gp” to “250 gp”.
- **Page 18**—In the table, in light melee weapons, change the price of light shield to “3 gp/9 gp”, change the price of spiked light shield to “13 gp/19 gp”. In one-handed melee weapons, change the price of spiked heavy shield to “17 gp/30 gp”.
- **Page 20**—In light melee weapons, in the aklys entry, change the Dmg (S) value to “1d4” and the Dmg (M) value to “1d6”. In two-handed melee weapons, in the bo staff entry, change the Dmg (S) value to “1d4/1d4” and the Dmg (M) value to “1d6/1d6”. In the chain spear entry, change the Special column to “Double, trip”. Replace the Katana, Double Walking Stick entry with the following: see bottom.
- **Page 26**—In Double Walking Stick Katana, before the final sentence, add “When drawn, the blades use the statistics listed on the table.”
- **Page 36**—In the scorpion whip description, delete the last sentence and add “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 38**—In spiked light shield, change the price to “13 gp/19 gp” and in spiked heavy shield, change the price to “17 gp/30 gp”.
- **Page 42**—In the Loading a Firearm section (continued from the previous page), in the advanced firearms subsection, at the end add “The Rapid Reload feat reduces this to a free action.”
- **Page 44**—In the double-barreled musket description, 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 45**—In the double-barreled pistol description, in the first sentence, change everything after the semicolon to “each barrel can be fired independently as separate attacks, or both can be fired at once as a standard action (the attack action).” In the double-barreled shotgun description, change the first sentence to “This twin-barreled shotgun’s barrels can be fired independently as separate attacks, or both can be fired at once as a standard action (the attack action).”
- **Page 47**—In the close category, after “iron brush,” add “klar,”. Change the name of the second “Axes” category (the one below crossbows) to “Double”. In the double category, after “Bo staff,” add “chain spear”; after “kusarigama,” add “monk’s spade,”; and after “quarterstaff,” add “taiaha,”. In the thrown category, after “net,” add “pilum,” and after “shuriken,” add “sibat,”.

Katana, double walking stick	50 gp	1d4	1d6	19–20/×2	—	6 lbs.	S	—
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- **Page 51**—In mithral, in the price table, change the shield price modifier from “+1,500 gp” to “+1,000 gp”.
- **Page 52**—Replace the description of the wyroot material with the following:

The root of the wyrwood tree has a peculiar quality. When a weapon constructed of wyroot confirms a critical hit, it absorbs some of the life force of the creature hit. The creature hit is unharmed and the wyroot weapon gains 1 life point. As a swift action, a wielder with a ki pool or an arcane pool can absorb 1 life point from the wyrwood weapon and convert it into either 1 ki point or 1 arcane pool point. A wyroot weapon can gain at most 1 life point per day and hold up to 1 life point at a time. More powerful wyroot weapons can gain up to 3 life points per day and hold up to 3 life points at a time. Any unspent life points dissipate at dusk. A creature can convert life points from only one wyroot weapon per day.

Wyroot can be used to construct any melee weapon made entirely of wood or with a wooden haft. Constructing a weapon that can hold 1 life point increases the cost by 1,000 gp; constructing one that can hold up to 2 life points increases the cost by 2,000 gp; and constructing one that can hold up to 3 life points increases the cost by 4,000 gp.

- **Page 53**—In the gold material, in the last paragraph, change the third sentence to read as follows: “Gold armor has hardness 5 and the fragile quality.” In the stone material, change the third paragraph to read as follows: “Light and one-handed bludgeoning weapons, spears, axes, daggers, and arrowheads can all be made of stone.”
- **Page 56**—In the “Cauldron, mithral” entry, change the price to “2,501 gp”.
- **Page 57**—In the “Grappling hook, mithral” entry, change the price to “2,001 gp”. In the “Manacles, mithral” entry, change the price to “2,015 gp”. In the “Pot, mithral” entry, change the price to “2,001 gp”. In the “Skillet, mithral” entry, change the price to “2,001 gp”.
- **Page 58**—In the troll slayer’s kit entry, change “sp” to “gp”. In the waffle iron, mithral entry, change the price to “2,501 gp”.
- **Page 61**—In cauldron, change the mithral price to “2,501 gp”.
- **Page 65**—In grappling hook, change the mithral price to “2,001 gp”.
- **Page 68**—In manacles, change the mithral price to “2,015 gp”.
- **Page 70**—In pot, change the mithral price to “2,001 gp”.
- **Page 72**—In skillet, change the mithral price to “2,001 gp”.
- **Page 74**—In waffle iron, change the mithral price to “2,501 gp”.

- **Page 75**—In weapon cord, in the second sentence, change “swift” to “move” and in the third sentence, change “0 hit points” to “1 hit point”.
- **Page 77**—In the table, in the “Veterinarian’s kit” entry, change the price to “25 gp” and the weight to “1 lb.”.
- **Page 80**—In the pets and familiars table, in the “Goat” entry, change the price to “1–6 gp”; in the “Owl” entry, change the price to “20 gp”; and in the “Pig” entry, change the price to “3–10 gp”.
- **Page 81**—In the farm and work animals table, in the “Cattle” entry, change the price to “10–50 gp”; in the “Goat” entry, change the price to “1–6 gp”; in the “Pig” entry, change the price to “3–10 gp”; and in the “Sheep” entry, change the price to “2–20 gp”.
- **Page 82**—In cattle, change the price to “10–50 gp”.
- **Page 83**—In goat, change the price to “1–6 gp”.
- **Page 84**—In owl, change the price to “20 gp” and in pig, change the price to “3–10 gp”.
- **Page 85**—In sheep, change the price to “2–20 gp”.
- **Page 87**—In sleigh and in the land transport table’s sleigh entry, change the price to “100 gp”.
- **Page 93**—In the trade goods table, in the 1 gp line, remove “cloves (1 lb.),”.
- **Page 94**—In dwarven stout, change the price to “4 cp”.
- **Page 96**—In halfling trail rations, change the price to “2 gp”.
- **Page 98**—In the hireling entry, change the price to “1 sp–3 sp per day”. In the inn stay entry, change the price to “2 sp–32 gp”.
- **Page 99**—In the table, in the inn stay (poor) entry, change the price to “2 sp”.
- **Page 103**—In the table, in the casting plaster entry, change the Craft DC from “—” to “25”.
- **Page 106**—In acid, at the end, add “Crafting this item is a DC 15 Craft (alchemy) check.”
- **Page 115**—In benevolent, change the price and cost to “+1 bonus”.
- **Page 116**—In brawling, change the price and cost to “+3 bonus”.
- **Page 122**—In spell storing’s text, in the second sentence, change “a swift” to “an immediate”.
- **Page 127**—In mistmail, at the end of the second sentence, add “for 3 minutes”.
- **Page 137**—In conductive, change the last sentence to “A given character can use this weapon special ability only once per round (even if she has several *conductive* weapons), and the power works only with magical abilities of the same type as the weapon (melee or ranged).”
- **Page 138**—In courageous, in the last sentence, after “any morale bonus” add “on saving throws against fear”. In cunning, change the second sentence to read “Whenever the weapon’s attack is a critical threat, the

wielder gains a +4 bonus on the confirmation roll if she has 5 or more ranks in a Knowledge skill that would be used to identify the target's creature type, or a +6 bonus instead if she has 15 or more ranks."

- **Page 143**—In huntsman, in the second sentence, replace "an enhancement" with "the weapon's enhancement".
- **Page 154**—In earthenflail, change the second sentence to "This +1 *heavy flail* ignores the hardness of any object with hardness less than 20." In the third sentence, change "its *shattering* property" to "this property".
- **Page 159**—In screaming bolt, at the end of the first sentence, add "for 1 round".
- **Page 168**—In ring of continuation, in the second sentence, after "Whenever the wearer of the ring casts a spell with a range of personal" add "and a duration of 10 minutes per level or greater".
- **Page 170**—In ring of ferocious action, change the second and third sentence to "Once per day, when the wearer gains the staggered condition from an enemy's attack, she can ignore that condition for up to 5 rounds. This does not prevent her from gaining the staggered condition again, and it doesn't protect her if she gained the staggered condition multiple times."
- **Page 171**—In ring of inner fortitude, at the end, add "If the ring prevents any damage, drain, or penalty that are associated with a beneficial effect, it also negates the beneficial effect."
- **Page 173**—In ring of revelation, in the first paragraph, in the last sentence, at the end add ", and Use Magic Device doesn't allow a character to gain a revelation from this ring".
- **Page 193**—Some of the prices in the staves table are incorrect. The correct values appear in the remaining staves entries, but are not repeated here for the table.
- **Page 195**—In staff of cackling wrath, change the price to "56,700 gp", the CL to "9th", and the cost to "28,350 gp". In staff of courage, change the price to "20,800 gp" and the cost to "10,400 gp".
- **Page 199**—In staff of obstacles, change the price to "52,850 gp" and the cost to "27,050 gp".
- **Page 200**—In staff of shrieking, change the CL to "10th", the price to "36,000 gp", and the cost to "18,000 gp". In staff of slumber, change the cost to "49,216 gp".
- **Page 201**—In staff of speaking, change the CL to "13th", the aura to "strong enchantment", the price to "57,200 gp", and the cost to "28,600 gp". In staff of stealth, change the price to "39,300 gp" and the cost to "20,900 gp".
- **Page 202**—In staff of the master, in the final paragraph, change the first sentence to "Additionally, the wielder can apply any metamagic feats she knows when she casts the spells above from the staff." Change

the third sentence to "She can apply no more than one metamagic feat to a spell cast from the staff in this way."

- **Page 203**—In staff of understanding, change the price to "14,400 gp" and the cost to "7,200 gp".
- **Page 208**—In belt of fallen heroes, change the CL to "7th"; in the third sentence, change "an *unseen servant*" to "a *spiritual ally*"; in the last sentence, change "While the summoned hero is active" to "Whether or not the summoned hero is active"; and in the requirements, change "unseen servant" to "spiritual ally".
- **Page 216**—In mnemonic vestment, at the end, add "A *mnemonic vestment* must be worn for 24 consecutive hours before using its effects."
- **Page 222**—In quick runner's shirt, in the second sentence, change "on his turn" to "and then immediately end his turn, losing any unspent actions. A character must wear this shirt continuously for 24 hours before he can activate this ability."
- **Page 228**—In boots of escape, in the requirements, after "Craft Wondrous Item," add "*dimension door*".
- **Page 231**—In feather step slippers, in the first sentence, change "These" to "Once per day for 10 minutes, these".
- **Page 232**—In jaunty boots, change the third sentence to "Three times per day, as a move action, the wearer can move up to 15 feet (or her movement speed if it's less than 15 feet)." In nightmare horseshoes, in the third sentence, change "Once per day on" to "On" and delete "for a period of 1 minute".
- **Page 233**—In tremor boots, in the second sentence, change "20 feet" to "5 feet".
- **Page 237**—In gloves of reconnaissance, in the second sentence, change "15" to "5". Replace the last two sentences with "The wearer can use the gloves once per day for up to 1 minute. The wearer must wear the gloves continuously for 24 hours before activating this ability."
- **Page 239**—In poisoner's gloves, after the fifth sentence, add "In the case of a personal infused extract, the opponent receives both a Fortitude save and spell resistance." In talons of Leng, in the requirements, after "Craft Magic Arms and Armor," add "Craft Wondrous Item,".
- **Page 240**—In cap of the free thinker, change the second sentence to "Once per day, when the wearer fails a saving throw against a mind-affecting effect, she can reroll the save and take the second result."
- **Page 245**—In jingasa of the fortunate soldier, in the first sentence change "luck" to "deflection". In the second sentence, change "Once per day when" to "When". At the end, add "This ability functions only once, though the jingasa continues to grant

its deflection bonus even after the other ability is expended.”

- **Page 246**—In mask of stony demeanor, change the price to “8,000 gp”, the cost to “4,000 gp”, and in the requirements, change “Craft Rod” to “Craft Wondrous Item”.
- **Page 247**—In plague mask, change the price to “7,500 gp” and the cost to “3,750 gp”.
- **Page 255**—In amulet of mighty fists, change the prices for each version (in order from +1 bonus to +5) to “4,000 gp”, “16,000 gp”, “36,000 gp”, “64,000 gp”, and “100,000 gp”.
- **Page 256**—In amulet of mighty fists, change the costs for each version (in order from +1 bonus to +5) to “2,000 gp”, “8,000 gp”, “18,000 gp”, “32,000 gp”, and “50,000 gp”.
- **Page 261**—In torc of lionheart fury, at the end, add “up to once per round.”
- **Page 262**—In charlatan’s cape, change the aura from “faint” to “strong” and the CL from “3rd” to “13th”.
- **Page 266**—In highwayman’s cape, replace the last sentence with “Regardless of the cape’s current facing, the wearer can spend an immediate action at will to roll an Escape Artist check against being grappled, bound, or restrained as if the cape targeted her with *liberating command* (Ultimate Combat).” In hunter’s cloak, in the second sentence, remove “once per day”.
- **Page 270**—In bonebreaker gauntlets, change the name to “bonebreaker bracers” and change all references in the description from “gauntlets” to “bracers”.
- **Page 272**—In bracer’s of falcon’s aim, change the final sentence to “Once per day, on command, the wearer gains the benefits of *aspect of the falcon* for 1 minute. The wearer must wear these bracers continuously for 24 hours before activating this ability.”
- **Page 273**—In gauntlets of skill at arms, change the name to “high elven bracers” and change all references to gauntlets or gloves into “bracers”.
- **Page 275**—In sleeves of many garments, in the second sentence, after “transform”, add “the appearance of”.

- **Page 300**—In goblin fire drum, change the third sentence to “All fires (including fire spells and effects) within 30 feet of the player deal an additional 1 point of fire damage (or 2 points for the greater version).”
- **Page 302**—In harp of shattering, change the second sentence to “The harp has 10 charges, which refresh each day at daybreak.” and remove the last sentence.
- **Page 320**—In snapleaf, in the third sentence (the first sentence at the top of the page), change “Activating a *snapleaf* is” to “While falling, the bearer can snap and destroy the *snapleaf* as”, and change “and gives the bearer” to “to gain”.
- **Page 343**—In the table, change the last two lines to:

98	<i>Unwieldy glaive</i>
99–100	<i>GM’s choice</i>

- **Page 359**—In singing sword, in the first bullet point, change “Eight times per day” to “For 22 rounds per day”.
- **Page 370**—In Table 7–13, add the following after the 64–65 entry.

66	<i>Sai</i>
67	<i>Sap</i>
68	<i>Scimitar</i>
69	<i>Scythe</i>
70–73	<i>Shortbow</i>
74–75	<i>Shortspear</i>
76–80	<i>Shortsword</i>
81	<i>Shuriken</i>
82	<i>Sickle</i>
83–84	<i>Sling</i>

- **Page 382**—In table 7–42, in the greater medium column, change the chance of a 3rd-level wand from “21–80” to “21–100”.

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