

PATHFINDER

ROLEPLAYING GAME™

PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC

FIRST PRINTING

Update 1.0 — Release Date: 3/30/12

This document updates the first printing of *Pathfinder RPG Ultimate Magic* to match the second printing.

Updates

- **Page 15**—In Doppelganger Simulacrum discovery, in the first sentence, change “create a soulless duplicate” to “create a *simulacrum*, a soulless duplicate”.
- **Page 16**—In the Parasitic Twin discovery, in the last sentence, change “vestigial limb” to “vestigial arm”.
- **Page 20**—In the Vivisectionist archetype, in the Discoveries paragraph, delete “plague bomb”, “poison bomb”, and “sticky bomb” from the list of recommended discoveries.
- **Page 24**—In The Requiem of the Fallen Priest-King masterpiece, in the effect section, in the second sentence, change “next hour” to “next 10 minutes”.
- **Page 25**—In Animal Speaker archetype, in the animal friend ability, in the second paragraph, in the first sentence, change “animals can be directed” to “animals of the bard’s chosen kind.” In the Attract Rats bardic performance, in the first sentence, change “5th level” to “6th level”. In the last sentence of Attract Rats, change “lore master” to “*suggestion*”. In Summon Nature’s Ally ability, add the following after the last sentence: “This replaces *mass suggestion*.”
- **Page 30**—In the Monsters variant channeling, in the Harm section, change “bonus to attack and damage” to “penalty on attack and damage rolls”.
- **Page 31**—In the Undeath variant channeling, exchange the text of the Heal and Harm sections.
- **Page 34**—In the Cave Domain, in the Domain Spells section, change “*blackwing host**” to “*echolocation**”.
- **Page 34**—In Frog Domain, in the Domain Spells section, change “*blessing of the salamander**” to “*blessing of the salamander***”.
- **Page 36**—In the Giant Beetle vermin companion, in the 4th-Level Advancement section, change “bite (1d6)” to “bite (1d8)”.
- **Page 37**—In the Giant Wasp vermin companion, in the 7th-Level Advancement section, delete “; **Special Attacks** trample (1d4)”.
- **Page 39**—In Saurian Shaman archetype, add “(Archetype)” after the title “Saurian Shaman”. In the Nature Bond ability, in the second sentence, change “Fire” to “Strength”.
- **Page 40**—In Shark Shaman archetype, in the Totemic Summons ability, change the text to read as follows:

At 5th level, a shark shaman may use *summon nature’s ally I* to summon a stingray (*Bestiary* 2) and *summon nature’s ally II* to summon a manta ray (*Bestiary* 2). She may cast *summon nature’s ally* as a standard action when summoning rays and sharks, and summoned rays and sharks gain a number of temporary hit points equal to her druid level. This ability otherwise functions as the dragon shaman’s totemic summons ability.
- **Page 42**—In Table 1–2: Inquisitions for Golarion Deities, add “Illumination” to Irori’s inquisitions, “Vengeance” to Calistria’s inquisitions, and “Torture” to Zon-Kuthon’s inquisitions. Add these deities to each inquisition’s list of deities.
- **Page 45**—In the Exorcist archetype, in the Verdict of Anathema ability, change the last sentence to “This ability replaces true judgment”.

- **Page 47**—In the Bladebound archetype, in the Black Blade ability, in the second paragraph, add the following to the beginning of the first sentence: “Instead of the normal arcane pool amount,”. Change the last sentence to read as follows.

This ability changes the Arcane Pool class feature and replaces the magus arcana gained at 3rd level.

- **Page 49**—In the Hexcrafter archetype, in the Hex Arcana ability, in the first paragraph, in the third sentence, change “20th level” to “18th level”. In the Accursed Strike paragraph, change “*greater curse*” to “*major curse*”.
- **Page 50**—In the Monk Vows section, in the first paragraph, replace the last sentence with the following:

The ability to take these vows replaces the still mind class feature, even if the monk abandons all his vows.

- **Page 51**—In the Monk Vows section, in the vow of poverty, in the last sentence, change “for every 2 monk levels (minimum 1)” to “for every monk level he possesses”.
- **Page 52**—In the 4th-level Ki Powers list, add “slow fall (monk ability, 0 ki points)”.
- **Page 52**—In the 18th-level Ki Powers list, change the ki point costs for timeless body and tongue of the sun and moon to “0 ki points”.
- **Page 54**—In the Dark Tapestry mystery, in the Gift of Madness revelation, in the second sentence, change “Fortitude save” to “Will save”.
- **Page 56**—In the Metal mystery, in the Iron Weapon revelation, delete the last sentence, which begins with “This duration does not need to be consecutive”.
- **Page 58**—In the Wood mystery, in the Wooden Weapon revelation, delete the last sentence, which begins with “This duration does not need to be consecutive”.
- **Page 62**—In the Oath against the Wyrms, in the Dragon-Slaying Strike ability, in the third sentence, change “paladin level as the caster level” to “paladin level + 10 as the caster level.” In the fifth sentence, delete “channels positive energy or”.
- **Page 63**—In the Oath of Loyalty, in the Loyal Oath ability, in the first paragraph, in the first sentence, change “Once per day,” to “Starting at 1st level, once per day as a swift action,”.
- **Page 63**—In the Oath of Vengeance, after the Powerful Justice ability, add the following paragraph:

Code of Conduct: Never let lesser evils distract you from your pursuit of just vengeance.

- **Page 67**—In the Maestro bloodline, in the Bonus Feats section, change “Mystic Motif*” to “Lingering Performance”.
- **Page 68**—In the Rakshasa bloodline, in the Bonus Feats section, change “Deceptive” to “Deceitful”. Add “Empower Spell,”. Delete “Mystic Motif*,”.
- **Page 69**—In the Shaitan bloodline, in the Power of the Shaitan bloodline power, in the last sentence, change “electricity” to “acid”. Change “Water” to “Earth”.
- **Page 74**—In the Aquatic Base Form section, in the first paragraph, add the following to the end of the last sentence: “, and can select the mount evolution”.
- **Page 80**—In the Synthesist archetype, in the Fused Eidolon section, in the first paragraph, change the second and third sentences read as follows.

The synthesist wears the eidolon like translucent, living armor. The eidolon mimics all of the synthesist’s movements, and the synthesist perceives through the eidolon’s senses and speaks through its voice, as the two are now one creature.

- **Page 80**—In the Synthesist archetype, in the Fused Eidolon section, in the second paragraph, in the third sentence, change “eidolon is sent back” to “eidolon is killed and sent back”. In the third paragraph, change the first sentence to “While fused, the synthesist loses the benefits of his armor. He counts both as his original type and as an outsider for any effect related to type, whichever is worse for the synthesist.”
- **Page 80**—In the Synthesist archetype, in the Fused Eidolon section, in the second paragraph, after the last sentence add the following sentences:

The eidolon must have limbs for the synthesist to cast spells with somatic components. The eidolon’s temporary hit points can be restored with the *rejuvenate eidolon* spell.

- **Page 80**—In the Synthesist archetype, in the Fused Eidolon section, in the third paragraph, in the fifth sentence, change “abilities and gear” to “abilities and gear, except for his armor”.
- **Page 80**—In the Synthesist archetype, in the Fused Link ability, in the third sentence, change “eidolon from being sent back” to “eidolon from being killed and sent back”.
- **Page 81**—In the Scar hex, in the first sentence, change “a single target” to “a single target touched”. In the third sentence, change “These scars do not hinder the target’s actions or abilities in any way.” to “These scars do not interfere with the target’s senses or prevent it from using abilities, but may affect

social interactions. They persist through disguises and shapechanging.” Add the following sentence after the third sentence:

The witch can use her hexes on the scarred target at a range of up to 1 mile, and she is considered to have a body part from the target for the purpose of scrying and similar divination spells.

- **Page 83**—In the Ancestors patron, change “heroism” to “greater heroism.” Change “choose fate*” to “weird”.
- **Page 83**—In the Insanity patron, change “madn hallucination” to “distracting cacophony”.
- **Page 83**—In the Light patron, change the 18th-level “sunburst” to “fiery body”.
- **Page 84**—In the Gravewalker archetype, in the Bonethrall ability, add the following to the beginning of the first sentence, “At 1st level.”. Later in that sentence, change “Will negates” to “Will negates, using her hex DC”.
- **Page 88**—In the Metal Elemental School, in the Metal Magic section, at the start of the second paragraph, add “Metal Rending (Su):”.
- **Page 88**—In the Metal Elemental School, in the Shrapnel Burst ability, in the first sentence, change “stone” to “metal”. In the fifth sentence, change “5th level and every five levels thereafter” to “13th level and 18th level”.
- **Page 114**—In the Bioconstruct Modification, in the Heart paragraph, in the first sentence, change “partial” to “half the”.
- **Page 115**—In the Construct Armor modification, in the first paragraph, in the second sentence, change “first target the construct” to “damage the construct”.
- **Page 117**—In the New Familiars table, in the Greensting Scorpion entry, change “+2” to “+4”.
- **Page 121**—In the *Defensive Primer* spellbook, change the Value to “185 gp”.
- **Page 121**—In the *Apprentice Chapbook of Rul Thaven* spellbook, change the Value to “195 gp”.
- **Page 121**—In the *Unnamed Journal* spellbook, change the Value to “275 gp”, and delete the listed o-level spells.
- **Page 121**—In the *Traveler’s Tome* spellbook, change the Value to “365 gp”.
- **Page 122**—In the *Book of Harms* spellbook, change the Value to “535 gp (900 gp with the preparation ritual)”. In the Spells section, in the 1st-level list, change “elemental touch^{s, **}” to “corrosive touch*”.
- **Page 122**—In the *Lab Journal of Constance Influx* spellbook, change the Value to “395 gp (770 gp with the preparation ritual)”.
- **Page 122**—In the *Book of the Grave* spellbook, change the Value to “815 gp (1,265 gp with the preparation ritual)”, and delete the listed o-level spells.
- **Page 122**—In the *Grimoire of the Glittering Eyes* spellbook, change the Value to “1,055 gp (1,755 gp with the preparation ritual)”.
- **Page 123**—In the *Tome of the Transmuter* spellbook, change the Value to “1,835 gp (2,635 gp with the preparation ritual)”, and delete the listed o-level spells.
- **Page 123**—In the *Journeyman Book of Rul Thaven* spellbook, change the Value to “2,195 gp (3,320 gp with the preparation ritual)”.
- **Page 123**—In the *Journal of the Beast Within* spellbook, change the Value to “915 gp (2,165 gp with the preparation ritual)”.
- **Page 123**—In the *Manuscript of Jack Were-Son* spellbook, and change the Value to “2,835 gp”.
- **Page 124**—In the *Arctic Call* spellbook, change the Value to “4,335 gp (5,985 gp with the preparation ritual)”, and delete the listed o-level spells.
- **Page 124**—In the *Insights of Far-Seeing Taernis* spellbook, change the Value to “4,555 gp (6,355 gp with the preparation ritual)”. In the Protection section, change “symbol” to “sigil”. In the Spells section, in the 5th-level list, change “comet^{s, *}” to “life bubble^{s, **}” and change “pierce reality^{s, *}” to “overland flight”. In the 3rd-level list, change “sepia snake symbol^s” to “sepia snake sigil^s”.
- **Page 124**—In the *Quest Eternal* spellbook, change the Value to “6,475 gp (8,395 gp with the preparation ritual)”, and delete the listed o-level spells.
- **Page 125**—In the *Grandfather’s Legacy* spellbook, change the Value to “7,635 gp”. In the Spells section, in the 6th-level list, change “lightning field^{s, *}” to “chain lightning”. In the 5th-level list, change “transfer intelligence^{s, *}” to “possess object^{s, *}”. In the 1st-level list, change “hungry are the dead^{s, *}” to “restore corpse^{s, *}”.
- **Page 125**—In the *Chymist’s Guidebook* spellbook, change the Value to “2,545 gp”.
- **Page 125**—In the *Guardian Grimoire* spellbook, change the Value to “10,055 gp (13,055 gp with the preparation ritual)”. In the Spells section, in the 2nd-level list, change “reinforcing bands*” to “cushioning bands*”. Delete the listed o-level spells.
- **Pages 125–126**—In the *Mysteries of Shadow* spellbook, change the Value to “11,865 gp (15,065 gp with the preparation ritual)”, and delete the listed o-level spells.
- **Page 126**—In the *Master Books of Rul Thaven* spellbook, change the Value to “12,725 gp (16,550 gp with the preparation ritual)”.
- **Page 126**—In the *Manual of Binding* spellbook, change the Value to “17,165 gp (21,215 gp with the preparation ritual)”, and delete the listed o-level spells.

- **Pages 126–127**—In the *Library of the Dancer of Skins* spellbook, change the Value to “16,435 gp (20,710 gp with the preparation ritual)”. In the Spells section, in the 9th-level list, change “*choose fate**” to “*weird*”. In the 4th-level list, change “*rainbow helix**” to “*resilient sphere*”. In the 2nd-level list, change “*fantastic reach**” to “*alter self*”, and change “*metabolize**” to “*accelerate poison***”.
- **Page 127**—In *The Formulae of Master Gebr* spellbook, change the Value to “6,615 gp (11,115 gp with the preparation ritual)”.
- **Page 127**—In the *Mastery of Word and Thought* spellbook, change the Value to “22,675 gp (27,265 gp with the preparation ritual)”. In the Spells section, in the 6th-level list, change “*thunderclap**” to “*forceful hand*”. In the 1st-level list, change “*hush**” to “*forced quiet**”. Delete the listed 0-level spells.
- **Page 139**—In the 7th Level section, move the entry for *mind blank* to the 8th Level section.
- **Page 143**—In the Antagonize feat, in the Benefit section, in the second sentence, change “the target’s Hit Dice + the target’s Wisdom modifier” to “10 + the target’s Hit Dice + the target’s Wisdom modifier”. In the Intimidate paragraph, add the following to the end of the second sentence: “, make a ranged attack against you, target you with a spell, or include you in the area of a spell.” In the third sentence, change “reaching you” to “attacking you.” In the fourth sentence, change “cannot reach you” to “cannot attack you.” In the fifth sentence, change “makes a melee attack against you” to “attacks you”.
- **Page 143**—In the Blighted Critical Mastery feat, in the Prerequisites section, delete “Critical Focus,”.
- **Page 144**—In Table 3–1: Feats, in the entries for Blighted Critical, Greater Blighted Critical, and Blighted Critical Mastery, delete “Critical Focus,” from the Prerequisites column.
- **Page 145**—In Table 3–1: Feats, in the Judgment Surge entry, delete “, judgment twice per day class feature” from the Prerequisites column.
- **Page 147**—In Table 3–1: Feats, in the Threnodic Spell entry, in the Prerequisites, change “Spell Focus (enchantment)” to “Spell Focus (necromancy)”.
- **Page 148**—In the Create Reliquary Arms and Shields feat, in the Benefit paragraph, add the following sentence after the first sentence:

This increases the item’s price by 250 gp.

- **Page 149**—In the Echoing Spell feat, in the Benefit paragraph, add the following sentence after the first sentence:

No effect that allows you to reprepare or recast a spell can affect the echoed spell.

- **Page 150**—In the Extra Evolution feat, in the Special paragraph, change the sentence to “This evolution can be taken once at 1st level, and again at 5th, 10th, 15th, and 20th.”
- **Page 152**—In the Greater Blighted Critical feat, in the Prerequisites, delete “Critical Focus,”.
- **Page 152**—In the Greater Wild Empathy feat, in the Benefit paragraph, in the second sentence, change “creature types” to “kinds of creatures”. In the third sentence, change “1 or 2” to “1 or 2, or they do not possess an Intelligence score”.
- **Page 162**—In the Learning Words of Power section, in the Magi, Witches, and Wizards paragraph, in the first sentence, change “Witches and wizards begin play” to “Magi, witches, and wizards begin play”. Change “3 + the witch’s or wizard’s Intelligence modifier” to “3 + their Intelligence modifier”. Delete the second sentence.
- **Page 167**—In the Burst target word, in both Boost paragraphs, in the third sentence of each, change “Boosting this effect word” to “Boosting this target word”. Repeat this change in the Cone target word and the Line target word.
- **Page 167**—In the Acid Wave word, in the Duration entry, change “2 rounds” to “1 round/level (see text)”.
- **Page 171**—In the Bestial Form word, in the description, in the second sentence, change “grab, pounce, trip” to “grab (with any one natural attack), pounce, trip (with any one natural attack)”.
- **Page 171**—In the Monstrous Form word, in the description, in the second sentence, change “constrict, ferocity” to “constrict (dealing the same damage as the grab attack + the target’s Str modifier), ferocity”.
- **Page 173**—In the Undeath word, in the description, in the sixth sentence, change “can control more than” to “can control no more than”.
- **Page 177**—In the Burning Flash word, in the Boost paragraph, delete “(sorcerer/wizard only)”.
- **Page 185**—In the Borrow Future word, in the description, in the first sentence, change “with this effect word is cast” to “with this effect word is cast (maximum once per round)”.
- **Pages 190–193**—Add “*Blizzard** (Weather),” to the following spell lists in their proper alphabetical order: 4th-Level Druid Words, 4th-Level Magus Words, 4th-Level Sorcerer/Wizard Words, and 4th-Level Witch Words.
- **Page 202**—In the 7th-Level Sorcerer/Wizard Spells list, delete the “*lightning rod*” entry.

- **Page 208**—In the Battlemind Link spell, add the following entry after the casting time entry: “**Components** V, S”. In the spell description, at the start of the second paragraph, change “Melee or ranged” to “Melee”.
- **Page 208**—In the Blood Crow Strike spell, in the School entry, delete “evil,”. Add the following entry after the casting time entry: “**Components** V, S”.
- **Page 209**—In the Blood Transcription spell, in the Components entry, add “, S”.
- **Page 210**—In the Caustic Eruption spell, change the Range entry to “30 ft.”
- **Page 211**—In the Circle of Clarity spell, in the Effect entry, change “a willing creature” to “a creature, object, or point in space”.
- **Page 211**—In the Cold Ice Strike spell, add the following entry after the casting time entry: “**Components** V, S”. Change the Casting Time entry to “1 swift action”. Change the Range entry to “30 feet”. Change the Area entry to “30-ft. line”. In the description, change all instances of “cone” to “line”.
- **Pages 211–212**—In the Control Construct spell, in the Spell Resistance entry, change “yes” to “no”. In the description, in the last sentence, change “concentration” to “Spellcraft”.
- **Page 217**—In the Distressing Tone spell, in the Casting Time entry, change “2 standard actions” to “1 round”.
- **Page 218**—In the Ear-Piercing Scream spell, change the Duration entry to “instantaneous; see text”.
- **Page 220**—In the Fleshworm Infestation spell, delete the Preparation Time entry.
- **Page 224**—In the Icy Prison spell, in the Saving Throw entry, delete “, **Fortitude** negates (see text)”. In the spell description, in the last sentence, change “break the ice with a successful Strength check” to “break the ice as a full-round action with a successful Strength check”.
- **Page 228**—In the Mad Monkeys spell, in the fifth sentence, change “against that CMD” to “against that CMB + 10”.
- **Page 238**—In the Share Memory spell, add the following entry after the Casting Time entry: “**Components** V, S”.
- **Page 240**—In the Spear of Purity spell, in the Effect line, change “chaotic” to “good”.
- **Page 240**—In the Spit Venom spell, add the following entry after the Casting Time entry: “**Components** V”.
- **Page 243**—In the Terrible Remorse spell, in the description, change the last sentence to read as follows:

If the creature saves, it is staggered for 1 round and takes a –2 penalty to Armor Class, after which the spell ends.

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