

PATHFINDER[®]

ROLEPLAYING GAME[™]

ADVANCED RACE GUIDE

FIRST PRINTING

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This document updates the first printing of the *Pathfinder RPG Advanced Race Guide* to match the second printing.

Updates

- **Page 12**—In the Stonesinger entry, in the second sentence, change “the bloodline powers of the earth elemental bloodline” to “the bloodline powers of the deep earth bloodline or earth elemental bloodline”.
- **Page 23**—In the Favored Class Options section, in the Oracle entry, change “+1/2” to “+1/6”.
- **Page 27**—Replace the Wyroot entry with the following:

Wyroot: 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 28**—In the *gauntlets of skill at arms* magic item, change “Slot wrists” to “Slot hands”, change “Price 30,000 gp” to “Price 30,302 gp”.
- **Page 29**—In the *gauntlets of skill at arms* magic item, in the Description section, change “gloves” in the last

sentence to “gauntlets”. In the Construction section, change “Cost 15,000 gp” to “Cost 15,302 gp”, and delete “Craft Wondrous Item,”

- **Page 36**—In the saboteur archetype, in the Grand Discoveries section, in the True Chameleon Mutagen entry, change “improved invisibility” to “greater invisibility”. In the Gnome Equipment section, in the hound’s blood entry, change both instances of “circumstance bonus” to “alchemical bonus”.
- **Page 38**—In the *boots of escape* magic item, in the Requirements entry, after “Craft Wondrous Item,” add “dimension door,”.
- **Page 39**—In the *major phantom object* and *minor phantom object* spells, in the School entries, replace “(figment) [mind-affecting]” with “(shadow) [shadow]”. In the Effect entries, replace “phantasmal” with “illusory”. In the first sentence of the descriptions, replace “phantasm” with “illusion”.
- **Page 48**—In the *paragon surge* spell, insert a line after “Range personal (half-elf only)” that reads “Target you”.
- **Page 49**—At the end of the last paragraph of the *paragon surge* spell description, add “The first time each day that you cast this spell, you must select a feat and make all the associated choices that come with it. Once that choice is made, it is set for the day and additional castings must make the exact same decisions.” In the *resilient reservoir* spell, change “release some or all of the energy of” to “expend a number of points of energy from”, and change “The bonus is equal to the number of points in the reservoir” to “The bonus is equal to the number of points spent.” In the *urban grace* spell, insert a line after “Range personal” that reads “Target you”.
- **Page 53**—In the Mystic entry, in the last sentence, replace “tribal tattoo” with “sacred tattoo”.
- **Page 56**—In the skulking slayer archetype, in the Bonus Feats entry, in the last sentence, after feat, add “(if she

already has Surprise Follow-Through). At the end of the Half-Orc Disguise Kit entry, add “A half-orc disguise kit is exhausted after 10 uses.”

- **Page 59**—In the *half-blood extraction* spell, in the School entry, delete “(polymorph)”.
- **Page 65**—In the Order of the Paw cavalier order, in the Order Abilities entry, in the Canine Ferocity subentry, change “Trample” to “Trample (the mount can make a bite attack in place of a hoof attack)”.
- **Page 66**—In the Lucky Healer feat, in the Benefit section, replace the first sentence with “When a magical healing effect (such as a spell with “cure” in the title or channel energy) cures you, you can spend one use of your adaptable luck racial trait to reroll the amount of damage cured.”
- **Page 67**—In the Risky Striker feat, in the Benefits section, replace the second sentence with “When your base attack bonus reaches +4 and every 4 levels thereafter, the penalty increases by –1 and the damage bonus increases by 2.”
- **Page 68**—In the *blessing of luck and resolve* spell, after the Duration entry, insert a line that reads “**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)”. In the *fearsome duplicate* spell, change “**Spell Resistance** yes” to “**Spell Resistance** no”.
- **Page 69**—In the *village veil* spell, change “**Spell Resistance** yes” to “**Spell Resistance** no”.
- **Page 75**—In the imperious bloodline, in the bonus spells entry, replace “*pure strain*” with “*repulsion*”.
- **Page 76**—In the wanderer monk archetype, in the Light Step entry, delete “*longstrider*”.
- **Page 77**—In the Improvisation feat, replace the last sentence with “Furthermore, you can use all skills designated “trained only” untrained.”
- **Page 79**—In the *bestow insight* spell, after the Duration entry, insert a line that reads “**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)”.
- **Page 85**—In the Favored Class Options section, in both the Bard entry and the Oracle entry, change “+1/2” to “+1/6”.
- **Page 87**—In the Aasimar Equipment table, in the Celestial lamp entry, replace “25” with “—”.
- **Page 92**—In the cat burglar archetype, in the Trap Saboteur entry, replace the last sentence with “This ability replaces improved uncanny dodge.”
- **Page 95**—In the *nine lives* spell, after the Casting Time entry, add a line that reads “**Components** V, S, M/DF (a cat’s whisker)”.
- **Page 98**—In the Favored Class Options section, change “Sorcerer” to “Oracle” and place it before Rogue. In the kinslayer archetype, in the slayer’s brand judgment, in the third sentence, change “Charisma score” to “Charisma modifier”.
- **Page 106**—In the Shadow Caster feat, in the Benefit entry, replace “darkness descriptor” with “darkness or

shadow descriptor”. Change the name of the Spider Step feat to Spider Climber.

- **Page 110**—In the Shadow Creature sidebar, in the Rebuild Rules entry, change “**Senses** gains darkvision and low-light vision 60 ft.” to “**Senses** gains darkvision 60 ft. and low-light vision”. Change “**SR** gains SR equal to new CR + 5” to “**SR** gains SR equal to new CR + 6”.
- **Page 119**—In the *mudball* spell, in the School entry, after “conjunction”, add “(creation)”.
- **Page 125**—In the *agonizing rebuke* spell, in the School entry, after “mind-affecting” add “, pain”.
- **Page 127**—In the Favored Class Options section, in both the Oracle entry and the Sorcerer entry, change “+1/2” to “+1/6”. In the Sorcerer entry, also change “maximum of +4” to “maximum of +2”. In the Ifrit Racial Traits sidebar, in the Spell-Like Ability entry, change “ifrit’s level” to “ifrit’s level; DC 11 + Charisma modifier”.
- **Page 136**—In the Draconic Breath feat, in the Special entry, delete “the number of times per day they can use this breath weapon and”. In the Draconic Glide feat, replace the Special entry with “**Special:** If you have the gliding wings racial trait, you don’t need to make a Fly check to glide, and you can move 10 feet laterally for every 20 feet you fall.”
- **Page 137**—In the Draconic Paragon feat, in the Prerequisites entry, change “either Draconic Breath or Draconic Glide” to “Draconic Breath, Draconic Glide”.
- **Page 140**—In the scarred witch doctor archetype, replace the Constitution Dependent entry with the following:

Fierce Intelligence: A scarred witch doctor treats her Intelligence score as 2 points higher when determining the highest level of spells she can cast, the number of spells she can cast per day, her spell save DCs, her number of spells known at 1st level, and any effects of her hexes determined by her Intelligence.

- **Page 142**—In the Orc Weapon Expertise feat, in the Disrupter entry, change “Add +3 to opponents’ concentration checks” to “Add 3 to the DC of opponents’ concentration checks”.
- **Page 145**—In the Oread Racial Traits sidebar, in the Spell-Like Ability entry, change “oread’s total level” to “oread’s total level; DC 11 + Charisma modifier”.
- **Page 149**—In the *mask of stony demeanor* spell, change “**Price** 500 gp” to “**Price** 8,000 gp” and “**Cost** 250 gp” to “**Cost** 4,000 gp”. In the *stone shield* spell, change the final sentence to “At 4th level, a quinggong monk (*Ultimate Magic*) may select this spell as a ki power costing 1 ki point to activate.”
- **Page 157**—In the Favored Class Options section, in the Oracle, Sorcerer, and Wizard entries, change “+1/2”

- to "+1/6". In the Sorcerer and Wizard entries, change "maximum of +4" to "maximum of +2".
- **Page 158**—In the wind listener archetype, in the Wispy Form entry, change "*improved invisibility*" to "*greater invisibility*".
 - **Page 164**—In the shigenjo archetype, replace the Class Skills entry with "**Class Skills:** A shigenjo adds Survival to her list of class skills in place of Diplomacy."
 - **Page 167**—In the *theft ward* spell, after the Duration entry, insert a line that reads, "**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)".
 - **Page 173**—In the *damnation stride* spell, add a line after Casting Time entry that reads "**Components** V". Change the Target entry to "**Target** you (teleportation) and creatures within a 10-foot-radius burst (burst of flame) (see text)". Replace the Duration entry with "**Duration** instantaneous". In the final sentence, delete "(Reflex negates)".
 - **Page 178**—In the Triton Portal feat, in the Benefit section, change "a Small water elemental or 1d3 dolphins" to "1d3 Small water elementals, 1d4+1 dolphins, a shark, or an electric eel".
 - **Page 179**—In the *marid's mastery* spell, change "**Target** creature touched" to "**Target** willing creature touched". In the *nereid's grace* spell, change "**School** enchantment (charm) [mind-affecting]" to "**School** abjuration" and change the Range entry to "**Range** personal". Change the description to the following:

You radiate the unearthly grace of a nereid. If you're not wearing armor, you gain a deflection bonus to your AC and CMD equal to your Charisma bonus (maximum +3). The maximum increases by 1 for every 6 levels you possess (maximum +6 at 18th level).

In the *nixie's lure* spell, change the Level entry to "**Level** bard 3, druid 4, sorcerer/wizard 4, summoner 4, witch 4". In the *undine's curse* spell, in the School entry, change "[evil]" to "[curse, evil]". In the description, change "begins to suffocate." to "stops breathing, must hold its breath, and might begin to suffocate."

- **Page 192**—In the Kitsune Racial Traits sidebar, in the Change Shape entry, in last sentence, after "ability scores" add "and can remain in this form indefinitely". In the Kitsune Magic entry, after "*dancing lights*" add "(caster level equals the kitsune's level)".
- **Page 201**—In Table 2-4: Strix Weapon, change "Two-Handed Melee Weapons" to "Ranged Weapons".
- **Page 204**—In the Svirfneblin Racial Traits sidebar, after the Small entry, insert a line that reads "**Slow Speed:** Svirfneblin have a base speed of 20 feet." In the Hatred entry, replace "dwarven" with "dwarf". In the svirfneblin

magic entry, after "*blindness/deafness*" add "(DC 12 + Charisma modifier)".

- **Page 206**—In the Vanara Racial Traits sidebar, in the Normal Speed entry, replace "Climb speed of 30 feet" with "climb speed of 20 feet".
- **Page 209**—In the *corset of the vishkanya* magic item, replace "**Slot** chest" with "**Slot** body".
- **Page 222**—In the energy resistance racial trait, change the Prerequisite entry to "**Prerequisite:** Dragon with ties to a dragon type that grants energy resistance or outsider (native) with ties to an elemental plane;". In the Benefit entry, change "plane" to "dragon type or plane". In the last sentence of the paragraph, after "corresponds to another", add "dragon type or".
- **Page 226**—In the shards of the past racial trait, change "(4 RP)" to "(5 RP)" and delete "Knowledge" in both places it appears.
- **Page 232**—In the breath weapon racial trait, replace the Powerful Breath entry with the following:

Powerful Breath: Those who succeed at their saving throws against the breath weapon take half damage.

- **Page 243**—In the Grippis section, in the Racial Traits entry, in the Climb subentry, change "1 RP" to "2 RP". In the Total entry, change "6 RP" to "7 RP".
- **Page 247**—In the Undines section, in the Racial Traits entry, in the Swim subentry, change "1 RP" to "2 RP". In the Total subentry, change "7 RP" to "8 RP". In the Vanaras section, in the Racial Traits entry, in the Climb subentry, change "1 RP" to "2 RP". In the Total entry, change "8 RP" to "9 RP".
- **Page 248**—In Table 5-2: Featured Race Random Starting Ages, change the Adulthood ages for the Aasimar, Dhampir, and Tiefling entries to "20 years".
- **Page 249**—In Table 5-5: Featured Race Aging Effects, change the Aasimar, Dhampir, and Tiefling entries to use the same numbers as the Human entry from Table 5-4: Core Race Aging Effects.
- **Page 250**—In Table 5-9: Uncommon Race Random Height & Weight, in the Changeling, female entry, change the base height from "4 ft. 2 in." to "5 ft. 2 in."
- **Page 251**—In the 4th-Level Bard Spells and 3rd-Level Druid Spells entries, remove "*nixie's lure* (179)". Add "*nixie's lure* (179)," to 3rd-Level Bard Spells after "*minor dream* (39)". Add "*nixie's lure* (179)" to the end of 4th-Level Druid Spells.
- **Page 252**—In the 3rd-Level Sorcerer/Wizard Spells and 3rd-Level Witch Spells entries, remove "*nixie's lure* (179)". Add "*nixie's lure* (179)," to 4th-Level Sorcerer/Wizard Spells after "*minor phantom object* (39)," and to 4th-Level Witch Spells after "*hellmouth lash* (173)".

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