

Player's Guide to Arcanis – Official Errata and Clarifications

Version 2006-06-03

The following changes and clarifications apply to the first printing of the *Player's Guide to Arcanis*. As a general policy, whenever descriptive text conflicts with tables, the text takes precedence over the contents of tables. (Specific exceptions, if any, will be called out in this document.) If you have additional questions or would like more information about products from Paradigm Concepts, please send us an e-mail on ParadigmConcepts@aol.com or visit our Web site at <http://www.paradigmconcepts.com>. For players of our RPGA member-run campaign LIVING ARCANIS, please visit the official campaign Web site at <http://www.onaraonline.org>. For more information about the campaign and its ongoing development of the world of Arcanis, you can also join our Internet newsgroup at http://groups.yahoo.com/group/LA_Talk.

Chapter One: Nations

The Altherian Republic – Pages 10-12

Clarification: All citizens of Altheria have the right to bear firearms, regardless of whether they are Val or members of the nobility.

The Pirate Isles – Pages 27-28

Clarification: Note that the Pirate Isles are a valid choice for a PC's home nation in the LIVING ARCANIS campaign, but all such characters must have Freeport as their home city (i.e. they cannot be from Magra or Garundi).

Chapter Two: Races

Dark-Kin – Page 32

Errata: Dark-kin characters may select Infernal as one of their bonus languages. They may also select their bonus languages from the languages of any civilized human nation (since dark-kin can “pop up” anywhere at any time, they are found in all of the predominately human nations, albeit in very small numbers).

The dark-kin traits Fiendish Anatomy, Natural Armor, and Immunity to Charm Spells were updated in the sourcebook *Legacy of Damnation*. The corrected versions of these abilities are presented here.

Fiendish Anatomy (Ex): This dark-kin's internal organs are located in different places than those of normal humans. When this character suffers a confirmed critical hit, he may attempt a Fortitude save (DC 15 + opponent's BAB). If the save succeeds, the critical hit is instead treated as a normal hit. This ability has no effect on sneak attacks.

Unfortunately, the dark-kin's strange internal architecture also makes it more difficult to treat his wounds. Heal checks made on this character suffer a -5 penalty.

Natural Armor (Ex): This dark-kin has a scaly, metallic, rubbery, or otherwise tough hide, which gives him a racial natural armor bonus of +1.

Immunity to Charm Spells (Ex): This dark-kin is almost impossible to charm, as her blood is thick with the Infernal. Any magical or psionic effect with the (Charm) descriptor has no effect upon this dark-kin.

Note: Certain spells or abilities may specifically state that they are designed specifically to target Infernals, such as the *charm Infernal* spell from *Magic of Arcanis*. These effects can bypass a dark-kin's immunity to charm spells.

Dwarf – Page 34

Errata: The wording of the “Search for Perfection” ability is incorrect. The text of this ability should read as follows:

Search for Perfection: Dwarves are constantly seeking a means to overcome their curse. As a result, dwarves have developed into craftsmen without peer. This provides the following benefits:

- Dwarves gain a +4 bonus on all Craft skill checks.
- When creating mundane items (defined as any item that is made strictly using Craft skill checks, with no magic or psionic item creation feats required), a dwarf's crafting time is reduced by one-half. (In other words, you calculate the crafting time as normal for the Craft skill then multiply the result by 50% to determine how much time it takes a dwarf to create the item.) The reduction applies only to the time needed to create the item; it does not reduce the raw materials cost or any other costs that must be paid to create the item.
- Due to dwarven crafting expertise, the final product is usually a masterpiece. A dwarf may spend extra time to add elaborate scrollwork, filigree, and other ornamentation to increase the value of items that he creates. For each week that a dwarf spends above and beyond the normal time needed to create an item, the item's market price is increased by 100 gold pieces. The value of the final item cannot be increased by more than 100% of its normal price. (Taking the dwarf's normal decrease in crafting times into account, this means that if a dwarf spends the full time that a craftsman of any other race would normally spend, the value of the dwarven-crafted item is twice as high.) This benefit does not apply to crafted items that do not benefit from being beautiful (such as alchemical items and poisons).

- Dwarves do not need any special training or feats in order to be able to create masterwork and greater masterwork items. A dwarf who takes the Master Craftsman feat (see page 154) gains the ability to create legendary items of his chosen type. Dwarves are not exempt from the requirement to take the Altherian Craftsman feat (see page 136) in order to create Altherian-quality flintlocks.

Heartstones: When Illiir cursed the Celestial Giants and transformed them into dwarves, the leader of each Enclave was instantly transformed into a statue of terrifying aspect. The dwarves believe that these individuals are still able to see and hear what goes on around them, and that they are suffering from unimaginable agony from which there is no surcease. Each statue is frozen in a tortured and contorted pose, its mouth open in an eternal scream. Positioned at a place just above where the statue's heart should be is a pulsating, glowing ruby of immense proportions. This is the heartstone of the Enclave.

The heartstones are not only a visual reminder of the dwarves' curse; they also serve as a literal mechanism of its enforcement. Every ten years, every dwarf must bathe in the light of his Enclave's heartstone. Failure to do so causes the dwarf to begin to age at a rapid rate and eventually die. During the first year after her ten-year period has elapsed (which is her eleventh year away from the light of the heartstone), the dwarf ages one month for every day that passes. During the second year, if she is still alive, she ages one year for each day that passes. During the third year, she ages ten years for each day that passes. As soon as her accumulated age reaches the end of her normal natural lifespan, the dwarf dies instantly and her body turns to ash. Regardless of her age or any other circumstances, the dwarf will absolutely die at dawn on the first day after a full thirteen years have passed since last she returned to her Enclave to bathe in the light of the heartstone.

Should a dwarf begin to suffer accelerated aging as a result of staying away from her Enclave for too long, the months and years that are stripped from her life are not restored even if she manages to bathe in the light of the heartstone before she dies, but the ten-year waiting period does reset and the abnormal aging stops as soon as the rays of light from the stone fall upon her flesh. When a dwarf is aged in this fashion, the standard aging penalties to ability scores from the core rules do accrue, but the corresponding bonuses do not. No power will bring back a dwarf that dies as a result of the accelerated aging caused by the heartstone, and her soul shard crumbles to dust even as her body does. No trace of her impious form remains.

Encali Dwarves – Page 35

Errata: The favored class of an Encali dwarf is simply wizard (with no requirement for any particular specialization or lack thereof).

Nol Dappan Dwarves – Page 35

Clarification: The favored class of Nol Dappan dwarves is barbarian. This is listed on page 35 but it is difficult to spot due to a formatting error.

Elorii – Pages 36-39

Clarifications: The racial ability score modifiers presented for Ardakene Elorii on page 39 are correct. We realize that this does not match the modifiers that were originally presented in the *Codex Arcanis* and *Eldest Sons*; the change was intentional.

As a general note, please remember that Elorii are not elves. They share many traits with elves, but Elorii are a distinct race with distinct traits. Elorii have the traits described in the *Player's Guide*, not the traits described for elves in *Core Rulebook I*. As but one example, Elorii are not immune to paralysis.

A couple of the common Elorii traits need minor updates, as follows. Any trait not updated here is unchanged from the *Player's Guide* (see page 38).

Common Elorii Traits: The following traits apply to all Elorii regardless of bloodline.

Immortality: Elorii do not age after reaching maturity, but they do continue to grow. An Elorii adds about one foot of height for each thousand years of life. Elorii cannot die from natural aging.

Immunities: Elorii are immune to sleep and non-magical diseases. They require two hours of uninterrupted meditation every night. Elorii spellcasters require four hours of uninterrupted rest to regain their daily allotment of spell slots.

Save Bonus: Once slaves themselves, the Elorii despise slavery or enforced servitude in any form. Most Elorii would rather die than be compelled to act against their will. As a result, Elorii gain a +2 racial bonus against all mind-affecting effects.

Mârokene Elorii – Page 38

Errata: Terran should be removed from the list of automatic languages. This language does not exist in Arcanis.

Osalikene Elorii – Page 38

Errata: Auran should be removed from the list of automatic languages. This language does not exist in Arcanis.

Kelekene Elorii – Page 38

Errata: Ignan should be removed from the list of automatic languages. This language does not exist in Arcanis.

Berokene Elorii – Page 39

Errata: Aquan should be removed from the list of automatic languages. This language does not exist in Arcanis.

Swim Speed: All Berokene gain a base swim speed of 30 feet. Per the core rules, any creature with a base swim speed may move through non-hazardous water at that speed without making Swim checks. Having a swim speed does not mean that the character never has to make a Swim check, but such characters gain a +8 racial bonus on any Swim check to perform some special action or to avoid a hazard. A creature with a swim speed can always choose to take 10 on a Swim check, even if distracted or endangered. The creature can use the Run action while swimming, provided it swims in a straight line.

Gnomes – Page 41

Errata: The text of the Necessity ability is incomplete. Gnomes gain 4 bonus skill points at 1st level and 1 bonus skill point each time they gain a level.

Clarification: The restriction on the Endurance feat also applies to all classes that grant Endurance as a bonus feat, such as ranger and holy champion of Anshar.

A gnome may never select Endurance, nor may he gain it from any other source. The first time a gnome would gain Endurance as a bonus feat, he gains Toughness instead (even if he already has it, since Toughness may be gained more than once). The second and any subsequent time that the gnome would gain Endurance as a bonus feat, he gains the Improved Toughness feat instead.

If a gnome has the specific opportunity to gain a bonus feat that normally has Endurance as a prerequisite, such as the Diehard feat that all gnomes gain for free, then the gnome may gain that bonus feat as normal, but he is still not considered to have Endurance for the purpose of any other prerequisites. This does not apply to generic “bonus feats” where the character can select from a list of available feats (such as a class feature allowing the character to select any General feat for which he meets the prerequisites as a bonus feat). It applies only when the feat requiring Endurance as a prerequisite is specifically granted by name as a bonus feat and there is no other option available.

Because gnomes can never gain the Endurance feat, they also cannot enter any prestige class that specifically has Endurance as a prerequisite.

The exception to this rule is that a gnome with the Divine Fervor feat (from *Magic of Arcanis*) can use that feat as a substitute for the Endurance feat and thereby can gain access to feats and prestige classes that have Endurance as a prerequisite.

Ss’ressen Traits – Pages 46 – 47

Errata: The text of the Class Restrictions trait is incorrect. The correct restrictions are as follows: only female ss’ressen can be clerics or priests, while only male ss’ressen can become sorcerers or wizards.

Clarifications: A ss’ressen’s racial susceptibility to cold can be negated through natural means (such as by wearing a cold weather outfit from the core rules) or through magical means (such the *endure elements* spell or a *ring of warmth*).

Although the Ss’ressen Frenzy trait correctly notes that Ashen Hide and Black Talon ss’ressen do not trigger each other’s Frenzy ability, the two Egg Clutches are not on friendly terms, as they each consider the other’s religious practices to be heretical. They will not necessarily attack one another on sight, however.

Ashen Hide Ss’ressen – Page 47

Errata: The racial stat modifiers for Ashen Hide ss’ressen should be +2 Dexterity, -2 Charisma, and -2 Wisdom (not -2 Intelligence).

Val Traits – Page 48

Physical Description: The typical Val lives for about 80-100 years, not 300 years as stated in the text.

Errata: Val gain Low Coryani as an automatic language, not as a bonus language. Val may choose from the languages of any civilized human nation as their bonus languages.

Naturally Psionic: The *Player’s Guide* describes Val as being “naturally psionic” and gives them a racial ability that grants them bonus power points to their power point reserve. However, what the text fails to mention is that those bonus PP cannot be accessed (and effectively do not exist for any purpose) until the Val is psionically awakened. There are only three ways for a Val to become awakened: taking at least one level in a psionic base class that grants a manifester level, gaining a Val bloodline power that represents a psi-like (Ps) ability, or gaining the Wild Talent feat. (Note that in the LIVING ARCANIS campaign, the Wild Talent feat is restricted and cannot be taken without campaign documentation, and that none of the Val bloodline powers in the *Player’s Guide* are psi-like.)

A Val that has not been awakened does not have a power point reserve, is not considered a psionic creature, and cannot access the “bonus” PP granted by the racial ability. A non-awakened Val cannot take feats with the [Psionic] subtype and is not able to spend power points for any purpose (such as activating deep crystal weapons).

Val are a small percentage of the total population of the Known Lands, and psionically-awakened Val are a small percentage of the population of Val.

Clarification: If you are using a point-buy system to generate ability scores, a good optional rule is to replace the random generation of a Val’s starting blood rank (page 49) with a fixed cost in ability points. In such a system, assuming you are using the 32-point “heroic campaign” option, blood rank 1 would cost 0 points (all Val are at least blood rank 1), blood rank 2 would cost 8 ability points, and blood rank 3 would cost 12 points. A starting Val character should never have a blood rank greater than 3.

Favored Classes: Some of the entries in Table 2-1: Val Family Favored Classes are incorrect. The changes that need to be made are as follows:

- Val'Abebi should have both Bard and Expert as favored classes.
- Male val'Dellenov characters have Druid as their favored class; females have Ranger (but they may not treat the Urban Sentinel variant as a favored class).
- Both val'Mehan and val'Mordane should have Wizard as a favored class (with no specialization requirement).
- Val'Baucisz should have Rogue (not Assassin) as their favored class.

Chapter Three: Classes

Channeling – Page 51

Clarification: *Channeling* is a mechanic introduced by the *Player's Guide to Arcanis* to represent the focusing of divine energies to create various effects. One effect that can be created via channeling is the standard turn/rebuke undead ability from *Core Rulebook I*. When a class gains the ability to turn or rebuke undead, what the class really gains is a number of daily channeling attempts that can only be used for the purpose of turning or rebuking undead. (The same thing applies to classes that gain the ability to turn or rebuke other types of creatures, such as Infernals.) Just as with turning attempts, channeling attempts used to turn or rebuke specific types of creatures may not be mixed and matched.

Certain classes (such as holy champion) gain channeling attempts that may be used to power a variety of special abilities. There is also a class of feats (called Channeling feats) that are powered by channeling attempts. Unless a class description specifically states otherwise, channeling attempts that are gained for the purpose of activating class features may not be used for turning or rebuking undead (or any other type of creature).

The feat Extra Turning from *Core Rulebook I* grants a character four (4) additional channeling attempts per day, but those attempts may only be used for the purpose of turning/rebuking undead. Alternatively, characters that have the ability to turn or rebuke creatures of a different type may take the Extra Turning feat to gain four (4) additional channeling attempts that may only be used to rebuke creatures of that type. If a character has multiple types of turning / rebuking, then the type to which the feat will apply must be specified when the feat is chosen. Extra Turning may not be used to gain "generic" channeling attempts or to power class features and other abilities that use the channeling mechanics, other than turning and rebuking.

Creatures that gain Turn Resistance (such as many undead) apply that resistance against channeling attempts specifically made to turn or rebuke them, but not against channeling attempts that are used to affect them in other ways.

If you have levels in more than one class that grants you the ability to turn undead, you combine the levels of your Aura of Faith in all those classes and then apply the deity-specific turning modifier to determine your effective turning level. You do not apply the modifier separately to each class. For example, a Beltinian Cleric 3 /

Holy Champion 3 has an effective turning level of 8 (6 + 2) against incorporeal undead and an effective turning level of 4 (6 – 2) against corporeal undead. This is true even though a Holy Champion of Beltine does not gain the ability to turn undead until 4th level, because the character already has the ability to turn undead from his cleric levels, and because the Aura of Faith of a holy champion starts at 1st level.

Major Errata: As part of the errata, we have decided to update all of the abilities in the *Player's Guide to Arcanis* that utilize a mechanic whereby the character must succeed on a successful channeling attempt against a creature of his own Hit Dice in order to successfully activate the ability. All such abilities should be reworded so that the character simply has to spend one of his daily channeling attempts to activate the ability, with no chance of failure. All other characteristics of these abilities, including their effects and any usage of channeling damage to determine their duration, remain unchanged.

Aside from activation, if the strength or other effects of any ability is based in whole or in part on the results of the channeling check itself (not the channeling damage) then the character must still roll the channeling check to determine those effects.

To be clear, any ability that requires a character to make a successful channeling attempt against another creature's Hit Dice, or any other ability where the target is not the channeler, is not changed. An example of an unchanged ability is the Beltinian Hospitaller's Cessation of Hostility. These abilities still require a successful channeling check against the target's Hit Dice (or other target number as specified by the ability) or the ability fails.

Clerics (All) – Page 50

Errata: Clerics who worship any god from the Pantheon of Man gain Ancient Altharin as an automatic language, not as a bonus language. The available bonus languages for clerics are Celestial and Infernal.

For ease of reference, the following table of deity-specific turning modifiers (which first appeared in *Magic of Arcanis*) is reprinted here and will be added to subsequent printings of the *Player's Guide to Arcanis*. All clerics, holy champions, and paladins use these modifiers instead of the modifiers from the core rules.

Table: Deity-Specific Turning Modifiers

Deity	Effective Level vs. Undead
Althares	Cleric's level – 3
Anshar	Cleric's level – 1
Belisarda	Cleric's level – 1
Beltine	Cleric's level + 2 (incorporeal undead) or Cleric's level – 2 (corporeal undead)
Cadic	Cleric's level – 3, except for undead with the Shadow subtype, which are Cleric's level
Hurrian	Cleric's level – 2
Illir	Cleric's level – 1, except for undead vulnerable to sunlight, which are Cleric's level + 1 and +1d6 bonus turning damage

Deity	Effective Level vs. Undead
Fire Dragon	Cleric's level – 3
Larissa	Cleric's level – 3
Neroth	Cleric's level – 2 (incorporeal undead) or Cleric's level + 2 (corporeal undead)
Nier	Cleric's level, but any result that does not destroy the undead creature outright means that the attempt has no effect at all. Clerics of Nier never rebuke or command undead, regardless of their alignment.
Saluwé	Cleric's level – 1
Sarish	Cleric's level – 3
Yarris	Cleric's level – 2, except for undead with the Aquatic subtype, which are Cleric's level + 3

Clerics of Belisarda – Page 51

Errata: The information about clerics of Belisarda and turning undead was accidentally omitted. Clerics of Belisarda (and clerics of any of the Elemental Lords) have an effective level for turning undead that is one level lower than their cleric level.

The text refers the reader to Chapter Nine for further information about domain restrictions based on Elorii subtype and starting nation. There are no restrictions on domains based on starting nation; that text should be deleted. The text listing domain restrictions by Elorii subtype was accidentally omitted. It should read as follows:

Belisarda grants her followers access to the Air, Animal, Earth, Fire, Healing, Holy, Plant, Protection, Refuge, Storm, Travel, War, and Water domains. However, not all of her followers are able to choose from that entire list.

An Elorii cleric of Belisarda must observe the domain restrictions on his subtype, as patterns of worship vary between bloodkines. The following domain restrictions apply:

Ardakene – May not select any elemental domains

Berokene – If an elemental domain is chosen, it must be Water.

Kelekene – If an elemental domain is chosen, it must be Fire.

Marokene – If an elemental domain is chosen, it must be Earth.

Osalikene – If an elemental domain is chosen, it must be Air.

Clarifications: An Elorii may choose to be a “cleric” of one of the Elemental Lords (Beroe, Keleos, Marok, or Osalian) instead of Belisarda, but such clerics receive only a single domain: the elemental domain corresponding to that Lord's subtype (Water for Beroe, Fire for Keleos, Earth for Marok, and Air for Osalian). Note that this is a change from what was originally presented in *Eldest Sons* for clerics of the Elemental Lords. As far as anyone knows, these clerics' spells are actually granted by Belisarda in the name of the appropriate Elemental Lord.

Clerics of Cadic – Page 52

Errata: Cadic's list of domains should include the Secrets domain (page 256). Clerics and priests of Cadic may not have both the Music domain and the Secrets domain. (They are not required to choose either, but if they choose one, they cannot also gain the other.)

The favored weapon of Cadic (*Silent Death*) is the shortbow, not the short sword. This was an unintentional change from the *Codex Arcanis*. However, all clerics of Cadic do gain proficiency with the short sword as explained on page 52.

Clerics of Larissa – Pages 52-53

Errata: Larissa's list of domains should include the Music domain (page 255).

Larissa's favored weapons are both the rapier and the whip. Her rapier is named *Larissa's Kiss* by those who venerate her hedonistic aspect and *Edge of Fate* by those who venerate her oracular aspect. Her whip is usually referred to as *Larissa's Caress*, although her worshippers disagree (often vehemently) as to whether or not the Smiling Goddess actually carries a whip at all.

Aspects of Larissa: Clerics of Larissa in the current Mother Church may venerate one of two different aspects of the Goddess.

Those clerics of Larissa who venerate the Goddess in her aspect as the Mistress of Forbidden Pleasures use all of the changes described in the *Player's Guide* on pages 52-53. They gain the Pleasure domain as a bonus domain at first level (giving them a total of three domains at first level) and they may never gain the Divination domain.

Those clerics of Larissa who venerate the Goddess in her aspect as the Divine Oracle do not use the adjustments on pages 52-53. Instead, Oracular clerics of Larissa use the following:

The Oracular sect of the clergy of Larissa is devoted to the divination aspects of the goddess that extend back to the dawn of the priesthood. They denounce the hedonistic practices of the dominant sect of the faith, claiming that the sensate priests are the cause of Larissa's downward spiral into insanity.

Additional Class Skills: Oracles of Larissa gain Knowledge (arcana), Listen, Search, and Spot as class skills.

Domain Restrictions: Oracles of Larissa must select the Divination domain as one of their two domains at first level. (They do not gain a bonus domain the way their hedonistic counterparts do.) They may never choose or otherwise gain access to the Charm, Music, or Pleasure domains.

Armor and Weapon Proficiencies: Unlike their scantily-clad brothers and sisters, Larissan Oracles retain some of the core cleric's armor proficiencies. They are proficient with light and medium armor, but not heavy armor or shields. They are proficient with all simple

weapons and the rapier. They do not gain proficiency with the whip.

Glimpse the Hidden (Su): The power of prophecy granted by the Oracle of the Gods allows the members of this sect to learn many hidden truths. At 5th level, Oracles of Larissa gain the bardic knowledge ability (see *Core Rulebook I*). The oracle may use this ability as if she were a bard equal to one-half her cleric level (minimum 1) with Wisdom used to modify the check result in place of Intelligence.

Because the method used to gain this knowledge is based on prayers and other rituals of the faith this ability does not stack with the bardic knowledge or lore abilities of other classes, and is always rolled separately. The Oracle's version of bardic knowledge gains no synergy bonus from ranks in Knowledge (history), but if the character has at least 5 ranks of Knowledge (arcana: prophecy) then she gains a +2 synergy bonus on her bardic knowledge checks made with this ability.

Stern Demeanor (Ex): Oracles of Larissa are taught to maintain a strict mental discipline (and are often perceived as being humorless by others). They gain a +2 bonus on all Will saves against mind-affecting effects.

Domains: Divination, Fate, Holy, Luck, Protection, Senses.

Favored Weapon: Rapier (*Edge of Fate*)

Tenets of Faith: Oracles of Larissa are expected to remain chaste. Engaging in a sexual act, whether real or illusionary (including failing a saving throw versus certain pleasure spells) causes the oracle to lose access to her domain abilities and be unable to pray for new spells for the next 24 hours.

Turn Undead: Oracles of Larissa have an effective level for turning undead that is three levels lower than their cleric level.

Clerics of Nier – Page 53

Errata: Nier's favored weapons are both the greatsword and the flamberge. (Clerics of Nier who choose the War domain only get the free Weapon Focus with one or the other.)

Clarification: Clerics of Nier cannot rebuke or command undead. Even if the cleric channels negative energy, he does so only to destroy undead (and the attempt has no effect unless the undead would be destroyed). This ability functions exactly the same for all clerics of Nier regardless of whether they channel positive or negative energy, but clerics of Nier who channel negative energy can only destroy positive-energy-based undead creatures, while clerics of Nier who channel positive energy can only destroy negative-energy-based undead creatures.

Clerics of Sarish – Page 53

Errata: Clerics of Sarish gain Infernal as an automatic language, not as a bonus language.

Clarification: Clerics of Sarish have an effective level for turning undead that is three levels lower than their cleric level. Those Sarishans who gain the ability to turn or rebuke Infernals do so at their full cleric level, however.

Clerics of Yarris – Pages 53-54

Errata: Yarris' list of domains should include the Storm domain (page 256).

Monastic Orders – Page 55

Clarification: Monks of any Order that has its own prestige class can freely mix monk levels with levels from that prestige class (assuming they meet the prerequisites). For example, a member of the Order of the Blade can take levels of the Blades of Hurrian prestige class (described on page 57) in any combination with levels of the base monk class. Members of the Order associated with a prestige class still have to meet all of the other prerequisites for the prestige class, of course.

The Order of Althares – Pages 55-56

Errata: Members of this Order may freely multiclass with either the psion or wizard base classes (no specialist requirement).

At 6th level, a member of the Order of Althares may select Improved Disarm, Martial Weapon Technique (Warhammer) or Martial Weapon Technique (Flintlock Pistol) as her monk bonus feat.

The Order of the Blade – Page 57

Clarification: The layout is somewhat confusing on this page. The Order of the Blade text is all **above** the table on page 57. It starts in the first column and continues in the second column, staying above the table. The flavor text for the Blades of Hurrian starts in the second column above the table, but then it jumps back over to the first column beneath the table and continues from there.

Errata: Members of the Order of the Blade may freely multiclass with either the fighter or psychic warrior classes.

The Contemplation of the Elements – Page 60

Clarifications: The Elorii members of the Contemplation of the Elements are not required to pursue any of the specific Elemental Paths of Enlightenment (the positioning of the text may be a bit confusing). Most members of the Contemplation are standard core rules monks except for the specific changes listed (their multi-classing ability, their available bonus feats, and the Elemental Soul ability).

Members of the Contemplation of the Elements have the ability to multiclass freely with any base class that is restricted to Elorii only (such as Suromar or Warder), with any of the Elemental Paths of Enlightenment for which they meet the prerequisites, and with wizard.

Elemental Paths of Enlightenment – Pages 61-63

Errata: The only feat required as a common prerequisite for any of the Elemental Paths is Heightened Elorii Bloodline (delete the listed Improved Unarmed Strike prerequisite). Each of the individual Paths also has two additional prerequisite feats of its own.

The minimum monk level to qualify for any of the Elemental Paths should be changed from 6 to 8.

Elemental Path of Water – Pages 62-63

Errata: The prerequisite feats for this path are Dodge and Mobility, not Dodge and Run.

Table 3-8 (the advancement table) should be updated to show that the Elemental Path of Water has a BAB advancement of +1 per class level.

Elemental Path of Wind – Pages 62-63

Errata: Table 3-9 (the advancement table) should be updated to show that the Elemental Path of Wind has a BAB advancement of +1 per class level.

The Order of the Incandescent Path – Page 64

Errata: Members of this Order may freely multiclass with either the fighter base class or the Warrior of the Eternal Flame prestige class (assuming they meet the prerequisites and pass the necessary test – see pages 223-225 for details).

The Weapon Focus feat requirement to join the Warrior of the Eternal Flame prestige class is waived for Monks of the Incandescent Path.

The Order of the Iridescent Scales -- Pages 64-65

Errata: At first level, a monk of this Order may select either Dragon's Hide (see page 142) or Stunning Fist as a bonus feat.

Clarification: The prestige class corresponding to this Order is found in the PCI sourcebook *Ssathregore: In the Coils of the Serpent Empire* (pages 83-85). However, certain abilities granted by the monastic order and the prestige class do not stack. The Long Stride (base speed increase) and Quick Defenses (AC bonus against attacks of opportunity) abilities of the prestige class do not stack with the corresponding bonuses granted by the My Body, My Soul ability of the Order. A character with levels in both the Order and the prestige class gains whichever bonus would be higher at any given point in time, but cannot gain the benefits of both abilities simultaneously.

Core Rules Paladin – Pages 66-68

Errata: Paladins who worship any god from the Pantheon of Man gain Ancient Altharin as an automatic language, not as a bonus language. The available bonus languages for paladins are Celestial and Infernal.

Paladins use the deity-specific turning modifiers (see the table earlier in this document) for turning and rebuking undead instead of the default 3-level penalty in the

core rules. The character's turning level is calculated based on the strength of his Aura of Faith.

Clarifications: Paladins must choose a deity and it must be chosen from the list of deities provided. In Arcanis, paladins are more "generic" holy warriors than holy champions are, but they are not so generic that they do not worship a particular deity.

All of the core rules paladin class abilities that are not specifically removed or modified by the changes on pages 66-68 are assumed to function as stated in *Core Rulebook I*. (For example, the ability to lay on hands is not mentioned at all, so it functions exactly as described in the core rules.)

The paladin's Divine Grace ability does not stack with the ability of any holy champion class to add an ability bonus to all saving throws, even if the other ability is based on an ability score other than Charisma. For example, a paladin / holy champion of Althares does not benefit from both Divine Grace and the Wisdom of Althares ability. The character gets whichever bonus is higher.

Core Rules Ranger – Pages 68-69

Errata: There are some layout errors on page 69 in **Table 3-10: Ranger Favored Enemies**. For example, Monstrous Humanoid is supposed to be a valid choice, not a column heading. An updated table is provided in *Appendix III* of this document.

Clarifications: The list of nationalities, cults, groups, and organizations on Table 3-10 is not intended to be exhaustive or all-inclusive. Arcanis is a big place and there are an awful lot of groups working at cross purposes. The GM is encouraged to allow options above and beyond the ones listed in the table if the campaign features them as opponents on a regular basis. For example, a campaign set in the occupied city of Nishanpur might allow rangers to select the Swords of Nier or the followers of one of the members of the Dark Triumvirate (Sarish, Nier, and Neroth).

Individual deities should generally be chosen as categories instead of entire churches; for example, allowing a character to choose "The Mother Church" as a favored enemy would be too broad, but "clerics of Illiir of the Mother Church" would be a reasonable level of specificity.

Familiars of Arcanis – Page 70

Errata: The text under Footnote 1 should read as follows (new text in italics): "A raven *or parrot* familiar can speak one language of its master's choice as a supernatural ability. *Parrots have the same game statistics as ravens.*"

The effect of the parrot familiar in the table (master gains the Linguist feat) is incorrect. The parrot familiar instead grants its master the ability to speak, read, and write any three languages of the master's choice. The languages must be chosen at the time the familiar is gained and must be generally available (i.e. languages that the character could normally learn by spending skill points on

the Speak Language skill). The master's ability to comprehend the chosen languages is treated as a supernatural ability but it does not require concentration or any type of action. Only mundane languages may be chosen (i.e. the master may not gain the ability to *read magic*). The master may choose to learn languages that he is physiologically unable to vocalize (such as a human learning Ssethric) but he does not gain the ability to speak the language in that case. If the familiar is ever killed or dismissed, and whenever the familiar is not within 1 mile of the master, the master immediately loses the ability to comprehend the chosen languages.

Neither the Linguist feat nor the parrot familiar may be used to learn a language that is otherwise forbidden to player characters (such as Draconic). See *Appendix III* of this document for a list of common (and not-so-common) languages of Arcanis.

Holy Champions – Page 70

Errata: Some general information that pertains to all holy champions was left out of this section.

Random Starting Gold: Holy champions of Anshar begin play with 2d4 x 10 gold pieces in starting funds (average 50 gp). All other holy champions begin play with 6d4 x 10 gold pieces in starting funds (average 150 gp).

Automatic Languages: All of the holy champions of the deities of the Mother Church gain Ancient Altharin as an automatic language. Holy champions of Sarish also gain Infernal as an automatic language. Holy champions of Saluwé also gain Sylvan as an automatic language.

Bonus Languages: Celestial and Infernal are available as bonus languages for all holy champions, regardless of deity worshipped.

Ex-Holy Champions: There are various reasons why a character may fail to remain a holy champion in good standing. For example, the character's alignment might change (whether voluntarily or involuntarily), he might fail to uphold the tenets of his particular order (either by deliberate commission or knowing omission), or he might decide to take the most dramatic step and change patron deities. The following rules apply to all holy champions who become ineligible to remain members of the class for any reason:

An ex-holy champion loses all of the special abilities of the class, including extraordinary, supernatural, and spell-like abilities, as well as spellcasting ability (if any) and channeling ability (if any). If the class grants a special mount, the mount immediately leaves the character's service. The character retains the core features (base attack bonus, base saving throw bonuses, weapon and armor proficiencies).

Depending on the infraction committed, it may be possible for the holy champion to regain his former standing; this could be as simple as gaining an *atonement*

spell to reverse an alignment shift or make up for a violation of the order's code of conduct, or it could require an elaborate quest or other demonstrations of contrition for more significant transgressions (the details of which should be worked out with the GM and may serve as the basis for future adventures).

An ex-holy champion who voluntarily changed patron deities can never become a holy champion of the new patron; the character has demonstrated his fickleness once and the new God will not risk being betrayed in a like manner.

An ex-holy champion who becomes a Blackguard may trade in his holy champion levels as if they were paladin levels to gain the additional benefits listed under "Fallen Paladins" in *Core Rulebook II*.

Holy Champions and Multiclassing: Information on the multiclass restrictions for the various holy champions was mistakenly left out of the book. The following general rules apply:

- A character may never have levels in more than one holy champion class, even if he changes patron deities. (See Ex-Holy Champions, above, for details.)
- Except for Beltinians, holy champions may not multiclass with levels of the priest class, even of the same deity. The holy champion's role is primarily to be active in the world, while the priest's role is primarily to tend to the deity's followers at home.
- All holy champions, regardless of deity, may multiclass freely with levels of cleric and paladin of the same patron deity (note that not all deities sponsor paladins, however). Holy champions of the Mother Church deities may also freely multiclass with the Onaran Templar prestige class (assuming they meet the prerequisites).
- If a particular deity's holy champion class grants the Divine Grace ability or an equivalent ability based on a different ability score, then it does not stack with the paladin ability of the same name.
- Holy champions obviously may not take levels of classes that are specific to a different deity. Most of the orders have additional multiclass options, as detailed in the following table. (Cleric and paladin are not listed in the table since all holy champions may multiclass with those classes.)
- A holy champion that takes a level of any class (including prestige classes) that is not on the list of allowed options does not become an ex-holy champion or lose any of his holy champion abilities, but he may never again raise his holy champion level.

Table: Holy Champion Multiclass Options

Deity	Available Classes
	Altherian Artificer, Altherian
Althares	Triggermage, Bard, Expert, Loremaster, Patrician, Psion
Anshar	Ansharan Gatekeeper, Monk

Deity	Available Classes
Belisarda	Druid, Lifewarden, Ranger (Standard), Suomar, Warder
Beltine	Beltinian Exorcist, Priest
Cadic	Bard, Obsidian Sniper, Rogue, Ranger (Urban), Shadowdancer, Souknife
Fire Dragon	Druid, Fighter, Harbinger, Miliarius, Ssethric Inquisitor
Hurrian	Barbarian, Fighter, Hurrianic Aegis, Order of the Thundering Storm, Psychic Warrior
Illir	Centurion, Fighter, Patrician
Larissa	Bard, Larissan Dancer, Rogue, Shadowdancer, Sorcerer, Wilder
Neroth	Fighter
Nier	Fighter, Psychic Warrior, Warrior of the Eternal Flame
Saluwé	Druid, Ranger (Standard), Terramancer, Tree Shaper of Saluwé
Sarish	Fighter, Rogue, Sorcerer, Wizard
Yarris	Barbarian, Druid, Fighter, Royal Marine

Holy champions use the deity-specific turning modifiers (see the table earlier in this document) when turning or rebuking undead. The character's effective turning level is calculated based on the strength of his Aura of Faith. This supersedes any information about effective turning levels for the various holy champions presented in the *Player's Guide*.

Philosophic Warrior – Pages 71-72

Weapon and Armor Proficiency: Add flintlock pistols and flintlock rifles to the list of weapon proficiencies. As with all members of the clerisy of Althares, non-Altherians who become Philosophic Warriors are granted the same rights and privileges of Altherian citizens with regards to carrying flintlocks and purchasing blast powder.

Bearer of Woe – Pages 74-76

Improved Unarmed Strike: The text of the Improved Unarmed Strike class feature (page 74) is incorrect. Replace it with the following text:

A Bearer of Woe gains Improved Unarmed Strike as a bonus feat at 1st level. The Bearer's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a Bearer of Woe may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a Bearer of Woe striking unarmed. A Bearer of Woe may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a Bearer of Woe's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A Bearer of Woe's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A Bearer of Woe deals more damage with her unarmed strikes than a normal person would, as shown on the following table. A Bearer of Woe adds her monk levels, if any, to her levels of holy champion for the purpose of determining the damage of her unarmed strikes. If the base unarmed strike damage from her monk levels alone is higher than the base unarmed strike damage listed on the Bearers of Woe damage table for the sum of her holy champion and monk levels, then she uses the higher value.

Table: Bearers of Woe Unarmed Damage

Level	Unarmed Damage
1 st -5 th	1d6
6 th -10 th	1d8
11 th -14 th	1d10
15 th -18 th	2d6
19 th -20 th	2d8

Errata: Although the Mind over Matter ability is gained beginning at 2nd level, the Bearer of Woe does not have full access to all of its powers right away. For every class level gained as a holy champion of Anshar, the character may utilize one additional row on **Table HC-02-1: Mind over Matter**. For example, a 2nd-level holy champion may only gain the benefits of the first two rows of the table (15 hp damage and 30 hp damage). He may not gain the benefits of the third row (45 hp damage) until he attains his third level in the class. A 12th-level holy champion has access to all of the abilities, since there are twelve rows in the table.

The Empowered Fist, Inner Strength, Resilience, Perseverance Over Pain, and Martyrdom abilities of this class should be updated to reflect that the Bearer of Woe does not need to succeed on a channeling check against his own Hit Dice in order to activate these abilities. He simply spends one of his daily channeling attempts (as a standard action unless the ability specifies a different type of action) and the ability takes effect as described with no chance of failure. If the ability's duration or any other effect is based on the amount of channeling damage rolled, then the character should roll the channeling damage as normal and apply it as directed by the ability.

Order of the Twelve Oaks – Pages 77-79

Errata: When activating the One is Many ability, a Knight with a Charisma of 14 or higher may choose to spend more than one of his daily channeling attempts (to a maximum number of attempts spent equal to his Charisma bonus). He may not spend more attempts than he has remaining for the day, of course. If he does so, then he rolls his channeling damage separately for each attempt spent and the total damage is used to determine the total number of Hit Dice of creatures with whom the spell can be shared. The channeling attempts are spent as part of the action of

casting the spell to be shared. The Knight must decide how many channeling attempts to spend and which other targets he wishes to affect before rolling the total channeling damage. He then applies the damage rolled to the chosen targets in order from lowest Hit Dice to highest, and if he runs out of damage before he runs out of targets, the remaining targets are simply not affected by the spell (any “leftover” channeling damage is wasted). The Knight himself does not count as one of the targets; even if he does not roll enough channeling damage to affect any of his chosen targets, the spell still takes effect on him as it normally would.

A Knight of the Twelve Oaks gains Memories of Lives Past as a bonus feat at 5th level. The Knight may freely multiclass with the class he selects as his additional favored class.

A Knight of the Twelve Oaks gains Visions of Lives Past as a bonus feat at 10th level.

The text describing the special rings that are required as material components for the Knight’s ability to *shield other* should be removed. No material components are necessary for this ability to function. (To be clear, the ivory rings described in the text do exist and are considered important symbols of friendship, but such rings are not required to make use of this ability.)

Twilight Warrior – Pages 84-86

Errata: There is a layout error in the advancement table on page 84. The Twilight Warrior gains 0 1st-level spells at 4th level, which means that if he has bonus spells due to a high Wisdom, he may begin casting those spells at 4th level. The table error makes it look as though the class’s spellcasting progression doesn’t start until 5th level, but the text is correct in stating that it starts at 4th level.

Concentration should be added as a class skill for Twilight Warriors.

Sneak Attack: Beginning at 3rd level, a Twilight Warrior gains the Sneak Attack extraordinary ability. This is identical to and stacks with the rogue ability of the same name as well as with sneak attack damage from any other class. At 3rd level the Twilight Warrior deals +1d6 points of damage on a successful sneak attack. This amount increases by +1d6 points of damage for every four additional class levels (7th, 11th, 15th, and 19th), to a maximum of +5d6.

Cloak of Cadic: The text of two of these abilities needs to be updated. Replace the text of the 1st-level Cloak of Cadic ability and the text of the 10th-level Moonless Night ability with the following.

Cloak of Cadic (Su): At will, as a standard action, the Twilight Warrior may reduce the bright light radius of any non-magical light source within 60 feet. The Twilight Warrior must have both line of sight and line of effect to the actual light source (not just to some of the illuminated area; for example, it cannot be used against a torch that is unseen

around a corner even if some of the torch’s light reaches the Twilight Warrior’s eyes). The radius of bright illumination of the chosen light source is lowered by 20 feet. For example, the Twilight Warrior may lessen the bright light radius of a torch from 20 feet to 0 feet. If this reduction would bring the light source’s radius of illumination to zero, then the Twilight Warrior may decide whether or not to completely extinguish it (in which case it cannot be relit for the duration of this ability). If it is not extinguished, the light source’s area of shadowy illumination is increased by the amount by which the area of bright illumination was decreased. The chosen light source remains suppressed or extinguished for one round per Twilight Warrior class level.

Cloak of Cadic (Moonless Night) (Sp): At 10th level, once per day, the Twilight Warrior may use a channeling attempt to try and suppress a continuing magical effect with the Light descriptor. The Twilight Warrior must have both line of sight and line of effect to at least one square that is within the radius of bright light of the effect he wishes to suppress, but he does not need to have line of sight or line of effect to the actual center of illumination. In order to use this ability, the Twilight Warrior makes a channeling check. (He does not suffer any penalty to his effective level on this check.) If the check result is high enough to affect a creature whose Hit Dice are equal to or greater than the caster level of the magical effect, then that effect is suppressed (as if it had been placed into an *antimagic field*) for a number of rounds equal to the channeling damage.

Sentinel of the Blazing Wyrms – Pages 88-89

Errata: Sanction of the Fire Dragon is listed as being gained at 9th level in the text and 10th level in the advancement table. The text is correct; this ability is gained at 9th level.

A creature that is struck by the Sentinel’s Talons of Flame ability may attempt a Fortitude save (DC 10 plus one-half the Sentinel’s class level plus the Sentinel’s Charisma modifier) for half damage.

Clarification: The Talons of Flame ability can only be used against one creature per round. As with a paladin’s ability to lay on hands, the total amount of damage that the Sentinel can deal in a day can be divided up among multiple uses, but each use targets one and only one creature, and the Sentinel must succeed on a melee touch attack each time he attempts to touch a target creature.

Order of the Storm Lord – Pages 90-92

Errata: The 16th-level ability The Heavens Speak should be updated to note that the effects of the *call lightning storm* spell are Maximized. That means that each bolt of lightning deals 30 points of electricity damage, or 50 points of electricity damage if created outdoors in a stormy area. The other aspects of the spell are unchanged.

The 18th-level Voice of the Storm Lord ability refers to the *holy word* spell. The correct Arcanis version of this spell is *divine word* (see the errata for Chapter 8).

The 20th-level I Am the Storm ability does not require the Storm Lord to succeed on a channeling check against her own Hit Dice in order to enter the “heightened state.” She simply spends one of her daily channeling attempts to activate the ability, which lasts for a number of rounds equal to her channeling damage and functions as described in the text.

The text of the Ride the Lightning ability needs to be updated. Replace it with the following:

Ride the Lightning (Su): Beginning at 6th level, the Storm Lord gains the ability to transmute herself into electric energy akin to a lightning bolt and to travel in this form from one point to another instantaneously. This ability may be used once per day.

By spending a channeling attempt as a full-round action (which does not provoke attacks of opportunity), the Storm Lord transports herself from her current location to any unoccupied point within range (100 feet + 10 feet per Storm Lord class level) to which she has line of sight. The Storm Lord does not provoke any attacks of opportunity for her movement, and she is not considered to pass through any of the intervening squares between her starting location and her ending location. This ability cannot be used as a weapon, as the Storm Lord cannot strike a target or do damage to the environment.

Upon reaching 10th level, the Storm Lord may Ride the Lightning with her Shadow Lion mount. The Storm Lord must be riding the mount in order for them to travel together.

After using this ability, the Storm Lord (and her mount if it travels with her) cannot take any other actions until the start of her next turn.

Harbingers of the Dawn – Pages 92-94

Errata: Contrary to the text, creatures affected by the Voice of Our Lord power do receive another saving throw each round to break free of the effect (as is normal for the *greater command* spell). The maximum duration is equal to the amount of channeling damage rolled.

The Greater Smite Infidel ability gained at 14th level provides its additional uses each day, not each week.

The Brilliance of Illiir ability does not require the Harbinger to succeed on a channeling attempt against himself to activate the ability. Instead, he spends one of his daily channeling attempts for each target he wishes to affect with this ability (this is a change from the text, which states that he gets one ray per point of Charisma modifier from the use of a single channeling attempt). There is no chance that he will fail to activate the ability, but he must still succeed on a separate ranged touch attack for each ray (and each ray must be directed at a different target). Any creature struck by a ray suffers the effects of a *searing light* spell with a damage bonus equal to the amount of channeling damage rolled and also suffers the effects of the *prismatic spray* spell (but only the creature struck; there is no cone-shaped area of effect). Roll the effects of the *prismatic spray* separately for each creature struck. If the

effect rolled for the *prismatic spray* allows a saving throw, then the creature may attempt that saving throw as normal. There is no saving throw against the damage from the *searing light*.

The Perfect Glory of Illiir ability does not require the Harbinger to succeed on a channeling attempt against himself. Instead, he simply spends one of his daily channeling attempts to activate the ability and rolls his normal channeling damage. He may then distribute that damage among his ability scores as described in the text. Note that any non-inherent bonuses (such as enhancement bonuses) should not be considered when determining how many points the Harbinger can invest into each of his ability scores. For example, if his current Strength is 22, but that comes from a base score of 16 modified by a +6 *belt of Strength*, the Harbinger can still spend two points of his channeling damage to increase his base Strength score to 18, which increases his effective score to from 22 to 24.

Order of the Fatespinner – Pages 95-96

Errata: Fatespinners should also gain Knowledge (arcana) as a class skill.

Deathbringer of Neroth – Pages 99-100

Errata: The advancement table shows the Deathbringer gaining “Detect Evil” at 1st level and does not make any mention of the “Discern Living” ability that the text states is gained at 2nd level. The text is correct and the table is not. The Deathbringer gains the ability to Discern Living at second level and does not gain the ability to Detect Evil at first level.

The text of the Neroth’s Grasp ability should be replaced in its entirety with the following:

Neroth’s Grasp (Su): Beginning at 8th level, a Deathbringer may sanctify a single melee weapon of his choice. This ritual takes a full 24 hours of prayer and requires the Deathbringer to expend 200 gold pieces worth of material components. A Deathbringer may possess only one sanctified weapon, although he may repeat the ritual with a different weapon without suffering any penalties. If the Deathbringer’s sanctified weapon is ever wielded by anyone else, the purification is lost and the weapon must be re-sanctified.

By spending one of his daily channeling attempts, the Deathbringer may imbue his sanctified weapon (and only his sanctified weapon) with negative energy. The use of this ability is a swift action, which must be declared immediately before making an attack roll, and the negative energy lasts for only that single attack. If the attack misses, then the energy fades and the channeling attempt is wasted. If the attack hits, then the target suffers one negative level in addition to the normal damage inflicted by the weapon. If the attack is a confirmed critical hit, then the target suffers two negative levels instead of one.

Beginning at 15th level, when the Deathbringer uses this ability, it inflicts two negative levels instead of one (four negative levels on a critical hit).

Negative levels inflicted by Neroth's Grasp are treated exactly as if they had been created by the *enervation* spell cast by a sorcerer of the Deathbringer's class level.

Verdant Champion – Pages 103-106

Errata: The Thorn of Saluwé ability does not require the Verdant Champion to succeed on a channeling check against herself. She simply spends one of her daily channeling attempts to activate either the *greater magic weapon* or damage-reduction-defeating effect upon her Thorn. (The amount of channeling damage is still used to determine the caster level of the *greater magic weapon* or the type of DR that can be overcome.)

The Gaea's Embrace ability does not require the Verdant Champion to succeed on a channeling check against herself. She simply spends one of her daily channeling attempts to activate the ability, rolls her channeling damage, and determines the armor bonus and duration based on the channeling damage as specified in the text.

The Earthshaker ability does not require the Verdant Champion to succeed on a channeling check against herself. She starts by spending a single attempt to activate the ability (which automatically succeeds) and rolls her channeling damage to determine the initial duration. She may then choose to spend additional channeling attempts on subsequent rounds to increase her size category as specified in the text.

Tainted Keeper – Pages 103-106

Errata: The DC of the Stunning Screech ability of the Vrock form should be 10 plus one-half the Keeper's class level plus the Keeper's Constitution modifier. It is treated as a sonic attack for purposes of abilities that can counter sonic attacks (such as a bard's countersong or a *silence* spell) but creatures that are merely resistant or immune to sonic energy damage are not resistant or immune to the stunning screech because it does not deal hit point damage.

The DC of the Kyton form's Unnerving Gaze ability should be 10 plus one-half the Keeper's class level plus the Keeper's Charisma modifier.

The DC of the Osyluth form's Fear Aura ability should be 10 plus one-half the Keeper's class level plus the Keeper's Charisma modifier.

The Barbed Defense and Impale abilities of the Hamatula form should be switched. Impale should be the 2nd-level ability and Barbed Defense should be the 4th-level ability. The Barbed Defense ability should say that it deals 1d8 + the Keeper's Strength modifier points of base piercing and slashing damage plus the additional damage specified in the text (one-half the attacker's Strength bonus, and any bonus damage dealt to the Keeper by the Power Attack feat) each time the Keeper is struck by an adjacent creature with a manufactured weapon or any creature with a natural weapon.

The Guile & Deception ability of the Succubus form should be reworded as follows:

Guile & Deception (Su): The Keeper gains the ability to assume the form of any Small or Medium humanoid. She may change forms at will, she does not have to concentrate to maintain an alternate form, and she may maintain an alternate form for as long as she chooses. This functions according to the rules for the Alternate Form special ability in *Core Rulebook III* (including the official errata dated 17 February 2006; visit www.wizards.com/dnd for details).

The Keeper also gains the spell-like ability to cast *charm monster* as a sorcerer of her class level. She may use this ability a number of times per day equal to her Charisma modifier (minimum 1). The saving throw DC is 14 plus the Keeper's Charisma modifier.

Clarification: Although the Tainted Keeper does gain the [Tainted] subtype as specified on page 108, this does not allow him to take Tainted feats that specifically include a prerequisite of being a dark-kin. Unfortunately there are no Tainted feats in the *Player's Guide* that do not require the character to be a dark-kin, but that does not change the fact that the Tainted Keeper does not qualify for those feats because by definition he cannot be a dark-kin. There are Tainted feats in the sourcebook *Legacy of Damnation* that are open to non-dark-kin characters, and the Keeper can take those (assuming he meets all of the prerequisites).

Sea Lord – Pages 111-114

Errata: Sea Lords of Yarris gain the Divine Grace ability at 2nd level. This functions exactly as the core rules paladin ability of the same name (and is based on Charisma).

The Yarris' Embrace ability and the various Pearls of Yarris abilities do not require the Sea Lord to succeed on a successful channeling check against himself. To activate these abilities he simply spends one of his daily channeling attempts. He still rolls his channeling damage to determine the duration of these abilities, as specified in the text.

The usage of the Pearls of Yarris may not be combined with any other ability that grants a character the ability to assume an alternate form. This includes the druidic Wild Shape ability and any other ability that is based on that ability. In Arcanis, you may only have one such ability active at any time.

Clarification: The various Pearls of Yarris are cumulative. The Sea Lord can choose from the benefits of all the Pearls to which he has access when he activates the ability with a single channeling attempt.

The Priest Class – Pages 117-120

Errata: Priests gain 6 skill points per level, not 4 points per level as listed on the advancement table.

Priests of any deity of the Mother Church gain Ancient Altharin as an automatic language, not as a bonus language. Priests have the same bonus language options as do clerics of the same deity.

Priests use the deity-specific turning modifiers (see the table earlier in this document) when turning or rebuking undead. Priest levels stack with levels of all other classes

that have an Aura of Faith for purposes of determining the character's effective turning level.

The Forceful Aura ability does not require the priest to succeed on a successful channeling attempt against herself. She simply spends one of her daily channeling attempts as a standard action to produce the *circle of protection* effect as detailed in the text (which is really a *magic circle* vs. *alignment* since "circle of protection" is not actually a spell). The channeling damage is still rolled to determine the duration.

The Divine Presence ability does not require the priest to succeed on a successful channeling attempt against herself. She simply spends one of her daily channeling attempts to create the desired effect. If she spends more than one channeling attempt on this ability, up to a maximum of six attempts, then the holy bonus granted by the ability increases by +1 for each additional channeling attempt spent (to a maximum of +5 if the priest spends six of her daily attempts). This bonus is granted to all of the priest's allies within the area of effect, not just to "members of the same church" as stated in the text. The amount of damage healed to worshippers of the same deity also increases; for each additional channeling attempt spent the priest may roll her channeling damage again and add it to the total amount of healing done by the ability. Only those allies who also worship the same deity as the priest benefit from the healing component of the ability.

Optional Rule for Priests: If you have the *Magic of Arcanis* sourcebook, you should consider allowing the priest to spend two of her daily channeling attempts instead of one when using her Forceful Aura ability and thereby create her choice of either a *magic circle against Infernals* or *magic circle against undead* spell (see page 184 of *Magic of Arcanis*). This optional rule is used in LIVING ARCANIS but only if a copy of the sourcebook is at the table for the GM's reference.

Clarifications: If a priest's deity has multiple favored weapons, the priest may only use one of them (his choice).

Except where explicitly stated otherwise, priests are treated the same as clerics of the same deity with regards to all benefits and restrictions. For example, priests gain access to the deity-specific clerical spells for their deity, they may use items that are restricted to clerics, male *ss'ressen* may not become priests, etc. The deity-specific changes to the cleric base class on pages 51-53 do not apply to priests, however, except for the lists of available domains and the changes to effective level when turning undead.

The priest's vow never to wear armor or carry a shield (Trust in Faith) does not extend to spells or magical items that provide an armor bonus (such as the *armor of faith* spell, *bracers of armor*, etc.) On the other hand, the prohibition would apply to an *animated shield*, because that is still a physical shield.

For purposes of the priest's Sermon abilities, ranks in Knowledge (religion: priest's specific deity) may be used to qualify instead of ranks in general Knowledge (religion), but ranks in both the general and the deity-specific skills do

not stack for purposes of meeting the prerequisite numbers of ranks for these abilities. In other words, a priest with 8 ranks of Knowledge (religion: Nier) and 7 ranks of general Knowledge (religion) could make use of the Inspire the Faithful ability, which requires 8 ranks, but not the Divine Inspiration or Inspiration Upon the Masses abilities, which require 10 and 15 ranks respectively.

Any time the priest's class abilities make reference to "members of the same church" or "followers of the same church" that refers to the priest's particular deity, not the entire pantheon. For example, a priest of Illiir does not gain the benefits of his Respect class ability when dealing with a follower of Larissa, even though both Illiir and Larissa are part of the Mother Church of the Pantheon of Man.

Note that channeling attempts and ritual points are not the same thing; only channeling attempts may be spent to power the abilities that rely on channeling attempts, and only ritual points may be spent on the Rituals of the Faith.

Chapter Four: Skills

Skill Tables – Page 121

Errata: Fighters, all Holy Champions, Monks, Paladins, Psychic Warriors, and Psions (Egoists) all receive Examine Martial Technique as a class skill.

Any character who gains any feat with the [Military] subtype (see Chapter Five) also gains both Examine Martial Technique and Knowledge (warfare and tactics) as class skills.

Black Market Skill – Page 122

This skill may not be used to buy or sell legal items. It is only usable with *illegal* items. If a character can buy or sell a particular item on the open market then the Black Market skill may not be used to buy or sell that same item.

The most common uses of the Black Market skill are in dealing with blast powder, flintlock weapons, heretical or otherwise dangerous texts, and poisons, although various other types of items (and even intangibles, such as secrets) might be appropriate for particular cities, countries, or circumstances as the GM determines.

Although it is illegal to commit theft in most jurisdictions, the mere fact that an item is stolen does not necessarily make the item "illegal" for purposes of this skill unless the item is especially rare or has some other identifying feature that cannot easily be hidden and which the GM agrees would prevent the item from being placed on the open market.

In the LIVING ARCANIS campaign, the use of the Black Market skill is restricted to the illegal buying and selling of flintlock weapons and blast powder. See the LARC for details. No other items may be bought or sold on the Black Market unless a scenario specifically states otherwise. Certain campaign certificates might also state that they can be used with the Black Market skill, in which case the check DC to buy or sell the item and any other necessary information will be provided on the cert.

Craft Skill DCs – Pages 122-123

Due to space constraints, we do not have the ability to provide updated tables for the use of Craft skills above and beyond what is already in the *Player's Guide*. Sample DCs for creating masterwork, greater masterwork, and legendary items, as well as for the Craft (flintlocks) skill, can be found in the *LIVING ARCANIS Rules Compilation* and/or the *LIVING ARCANIS Marketplace and Item Creation Guide*. Visit www.onaraonline.org to download a free copy of those documents. Any discrepancies between the tables in those documents and the text of the *Player's Guide* should be resolved in favor of the tables in those documents.

Language Table – Page 128

Errata: Table 4-7 is missing several languages that were present in the original *Codex Arcanis* and the *Codex Compendium*. A corrected version of the table may be found in *Appendix III* of this document.

Regional Skills – Page 129

Errata: Table 4-8: Regional Skills needs a few corrections:

- Replace the text for Altherian characters with “Knowledge (any one).”
- Add “Sulphur Marsh (Black Talons)” under the Kingdom of Milandir. The regional skill is Survival and characters from there are not automatically literate.
- Under the Western Lands, the Satrapy of Eppion should be added. Eppion’s regional skill is Knowledge (local: League of Princes), and characters from there are automatically literate.

Chapter Five: Feats

New Feat Type: Channeling

The *channeling* mechanic was introduced in the *Player's Guide* so that we could develop additional abilities based on the use of channeling attempts (for example, various holy champion class abilities use this mechanic). Quite a few feats of this type appear in the PCI sourcebook *Magic of Arcanis*.

Channeling: Feats with the [Channeling] descriptor require the expenditure of one or more channeling attempts (see page 51 for details). Using these feats is a standard action unless the feat description states otherwise.

Some of these feats may have variable effects based on the results of a channeling check, while others may be affected by the amount of channeling damage rolled. See the specific feat for details.

If a character has more than one type of channeling (such as the ability to turn/rebuke undead and the ability to turn/rebuke Infernals) then either type may be used to power Channeling feats.

New Feats: Channel Energy and Channel Energy, Improved

These new feats are provided so that even those who do not have *Magic of Arcanis* can make use of Channeling feats.

Channel Elemental Energy [Channeling]

You can channel divine energy to empower your weapons with the force of the elements.

Prerequisites: Ability to channel, at least one elemental domain (Air, Earth, Fire, or Water)

Benefit: As a swift action, you may spend one of your daily channeling attempts to imbue a single weapon you are carrying with elemental energy. You may choose any type of energy that matches one of your domains (Air = electricity, Earth = acid, Fire = fire, and Water = cold). You may not choose a type of energy unless you have the corresponding elemental domain. If you have more than one elemental domain then you have access to more than one type of energy, but no more than one type of energy may be active on a weapon as a result of this feat at any given time.

When you activate this feat, the chosen weapon is imbued with energy, dealing +1d6 points of elemental damage of the chosen type on every successful attack. Ranged weapons bestow the elemental damage on their ammunition.

The energy lasts for a number of rounds equal to your Charisma bonus (minimum 1). If you drop the weapon, are disarmed of the weapon, or hand the weapon to another character, the energy fades immediately and any remaining duration is lost.

If the weapon already deals energy damage of the type you select (for example, if you try to imbue a *flaming* weapon with fire by means of this feat) then the energy damage does not stack (only the higher damage bonus applies). However, you may add elemental damage of a different type, even a type that would normally be opposed (such as adding fire damage to a *frost* weapon).

Channel Elemental Energy, Improved [Channeling]

You can channel divine energy to greatly empower your weapons with the force of the elements.

Prerequisites: Channel Elemental Energy

Benefit: As a swift action, you may spend two of your daily channeling attempts to imbue a single weapon you are carrying with powerful elemental energy.

This functions identically to the Channel Elemental Energy feat, except that the weapon also gains an “elemental burst” power which activates on any confirmed critical hit with the weapon. The burst damage is +1d10 points if the weapon has a x2 critical modifier, +2d10 points if the weapon has a x3 critical modifier, or +3d10 points if the weapon has a x4 or higher critical modifier.

If the weapon already has an elemental burst ability of the chosen energy type (for example, if you try to imbue a *flaming burst* weapon by adding elemental fire with this feat) then the abilities do not stack. However, if the weapon only deals basic (+1d6) elemental damage of

the same type (for example, if you try to imbue a *flaming* weapon instead of a *flaming burst* weapon) then the weapon does gain the appropriate burst ability as described above.

New Feat: Cultural Assimilation

This feat was mistakenly left out of the book. It is useful for characters who want to take feats that have a specific nationality or culture as a prerequisite (such as Altherian Craftsman). It may not be used to meet any type of racial prerequisite (such as Elorii or Val).

Cultural Assimilation [General]

You spent time in a foreign culture and gained an understanding of their mindset and methodologies.

Prerequisite: Half a year (182 days) spent in the culture whose elements the character wishes to assimilate.

Benefit: A character who has assimilated a foreign culture gains access to that culture's classes, feats, and prestige classes. Each level taken of a class or prestige class from a particular culture requires half a year's residence within that culture. During this time, the character is out of play.

Normal: Characters without this feat cannot take feats or levels in classes or prestige classes from other cultures.

Special: This feat may be taken multiple times to incorporate the practices of additional cultures into one's behavior. Each instance of the feat assimilates one culture. This feat cannot be taken at character creation.

New Feat: Reactive Caster

This feat was mistakenly left out of the book. It is needed for the Talon of the Hawk prestige class and is also available to other characters.

Reactive Caster [General]

You can counter an opponent's spells with great efficiency and quickness.

Prerequisites: Combat Casting, Improved Counterspell, Spellcraft 10 ranks.

Benefit: Once per round, when you make a successful Spellcraft check to identify a spell being cast, you may counter that spell as an immediate action. You must spend two prepared spells or spell slots of the same level (or higher) as the spell you are counterspelling, but the spells you use to counter do not have to be from the same school as the spell you are countering.

Normal: You must use the ready action to counterspell an opponent's spell.

Background Feat Type – Page 130

Errata: Background feats that represent a form of military service or specialized military training (Born to the Saddle, Conscript, Dwarven Militia, Legionnaire, Shining Patrol Service, and Soldier of Retribution) may be taken by 1st-level fighters with their 1st-level fighter bonus feat. The feat must still be taken during character creation.

Any character who chooses a military-service Background feat also gains Examine Martial Technique and Knowledge (warfare and tactics) as class skills.

Clarification: As long as the feats do not overlap or contradict one another, there is no restriction against a character choosing more than one Background feat. The GM and players should work together to ensure that each PC has a consistent and coherent background.

New Feat: Military Service

All of the "military service" type feats in the *Player's Guide to Arcanis* are given a type of [Background], meaning that they can only be taken during character creation. This makes it difficult for some character builds to gain access to Military feats. Because it is possible for characters to enlist in a military organization later in their adventuring careers, we have created the following new feat to represent that service and its benefits.

Military Service [Fighter, General]

You have spent some time serving with a formal army, order of knights, mercenary company, or other organized militaristic organization.

Prerequisite: Base attack bonus +1.

Benefit: Choose one of the following skills: Balance, Climb, Handle Animal, Heal, Hide, Jump, Knowledge (warfare and tactics), Listen, Move Silently, Profession (sailor), Profession (soldier), Ride, Spot, Survival, or Swim. You gain a +2 bonus on skill checks with that skill. You also gain Examine Martial Technique and Knowledge (warfare and tactics) as class skills, and you gain access to Military feats.

Table 5-1: Feats – Pages 130-135

Errata: There are a few places where entries in this table differ from the text of the specific feats. In all cases where the text differs from the table, the text of the feat is correct and the table is wrong.

For example, the Weapon Grand Master feat says in the table that it enables a character to automatically confirm critical hits, but the feat text says that it increases the damage die size of the chosen weapon. The text is correct; the feat increases the die size, it does not automatically confirm critical hits.

Church Education – Page 138

A formatting error makes it difficult to spot, but this feat is in the book. It's found on page 138 in the middle of the right-hand column.

Errata: This feat should be listed as a [General] feat, not as a [Background] feat. However, if it is not taken at first level (as part of character creation) the character should spend a significant amount of time out of play to represent the time that must be spent in schooling. In LIVING ARCANIS, gaining this feat after character creation requires the expenditure of 180 Time Units, which must be noted on the

character's logsheet and initialed by the player's next table GM.

Characters with the Church Education feat may select any one of cleric, holy champion, paladin, or priest as their additional favored class.

Clarifications: If a character would not be able to select one of the options for additional favored classes because of racial, national, or deity-specific restrictions, then selecting this feat does not override those restrictions. Likewise, if a particular class has multi-classing restrictions, selecting this feat does not override those restrictions.

Combat Firing – Page 139

Errata: This feat should apply to all ranged weapons (such as flintlocks, bows, and crossbows). It should also apply only to one specific weapon each time you gain it, since different types of weapons require different strategies to fire defensively. The text for this feat should be deleted and replaced with the following:

Combat Firing [Fighter, General]

You have learned to use a particular ranged weapon in melee without letting your guard down.

Prerequisites: Proficiency with a ranged weapon, Combat Reflexes, Concentration 1 rank.

Benefit: You may fire your chosen ranged weapon in melee without provoking attacks of opportunity. For weapons that require reloading (such as flintlocks and crossbows), you may also attempt to reload the weapon in melee without provoking attacks of opportunity. To do this requires a successful Concentration check (DC 20). This does not enable you to reload the weapon any faster than usual, and if the weapon requires multiple rounds to reload, then you must succeed on the Concentration check each round or else you provoke attacks of opportunity that round.

Special: You may gain this feat more than once, choosing a different type of ranged weapon with which you are proficient each time.

Normal: Loading or firing a ranged weapon, including a flintlock, in a threatened square provokes attacks of opportunity.

Deadly Aim – Page 141

Errata: This feat should apply to all ranged weapons (such as flintlocks, bows, and crossbows). The BAB prerequisite is also a bit too low. The text for this feat should be deleted and replaced with the following:

Deadly Aim [Fighter, General]

You have become an expert marksman, enabling you to strike vulnerable spots with ruthless efficiency.

Prerequisites: Proficiency with a ranged weapon, Improved Critical, Weapon Focus, and Weapon Specialization with that ranged weapon, base attack bonus +11.

Benefit: When firing your chosen weapon, your critical multiplier is increased by one (for example, a x3 critical multiplier becomes x4).

Special: This feat may only be chosen with a ranged weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

This effect does not stack with any other effect that increases the critical multiplier of a given weapon, but it does stack with the Improved Critical feat and other effects that increase a weapon's threat range (though such effects still do not stack with each other).

Elorii Bloodline – Page 143

Errata: Under the Kelelene Elorii section add the following sentence to the end of the paragraph: "This supernatural ability does not stack with *haste* or similar effects that grant you an extra attack."

The Osalikene version of this feat is an extraordinary ability.

The Berokene version of this feat should be changed to read as follows:

Berokene Elorii (Ex): You gain the extraordinary ability to breathe underwater through a pair of gills that sprouts from your neck whenever you are immersed in natural water.

You always know the distance and direction to the nearest body of natural water of at least 1,000 gallons within one mile. (If no body of natural water of a sufficient size exists within range, then you know that.) Effects that block divination magic also block this ability.

Elorii Bloodline, Improved – Page 143

Errata: Change the Berokene Elorii entry to read as follows.

Berokene Elorii (Ex): Your base swim speed increases to 60 feet. You are beginning the process of transforming into a creature of pure elemental Water, so you also gain cold resistance 5.

Elorii Bloodline, Heightened – Page 144

Clarification: The Berokene Elorii's own blood is considered a sufficient "body of water" for purposes of the ability granted by this feat to summon a water elemental. This benefit of the feat also applies any other time the Berokene casts a *summon monster* spell to summon a water elemental.

Elorii Bloodline, Awakened – Page 144

Errata: Change the Berokene Elorii entry to read as follows.

Berokene Elorii (Ex): You gain the Water subtype. This grants you the ability to breathe water as well as air. Your base swim speed increases to 90 feet. You gain immunity to cold. You gain vulnerability to fire, which means that you

suffer half again as much (+50%) damage from fire, regardless of whether a saving throw is allowed or whether the save is a success or failure.

You also gain the spell-like ability to use *freedom of movement* as a cleric of your total character level once per day. This spell-like ability only functions while you are immersed in water. If you leave the water while the effect is active, then it is suppressed (but not dispelled) until you are once again immersed in water. The duration continues to count down even if the ability is temporarily suppressed.

Elorii Bloodline, Ascendant – Page 145

Errata: The fast healing granted to Ardakene Elorii by this feat is normally an extraordinary ability. However, the aspect of the ability that allows it to be transferred to another creature is considered supernatural, as is the ability itself while it is active on another creature.

Empower Blood – Page 145

Errata: No matter what type of weapon you use to activate this feat, the amount of damage you deal to yourself is always 1d6 points plus the weapon's enhancement bonus to damage plus your Strength modifier (minimum 1 point of damage). You cannot add 1.5 times your Strength modifier to the damage dealt even if the weapon can (or must) be wielded in two hands.

You must deal real hit point damage to yourself in order for this feat to activate. If you have any temporary hit points, then the damage dealt by this feat always bypasses those temporary hit points and is subtracted from your real hit points. This does not change the number of temporary hit points you have, but if your real hit point total is reduced to 0 or less by the damage from this feat, then you lose all of your temporary hit points and are either disabled or unconscious as explained on page 146.

You may shoot yourself with a flintlock pistol or crossbow to activate this feat. If you do, then the amount of damage you deal to yourself is 1d6 points plus the weapon's enhancement bonus to damage (you do not add your Strength modifier). Even though you do not make an attack roll in conjunction with this feat, if you use it with a flintlock and that flintlock has a non-zero misfire chance, then you must roll to see if the weapon misfires. If it does, then you suffer the normal effects of the misfire instead of the damage that would have been dealt by this feat, and the spell you were casting is wasted (even if the weapon explodes and deals damage to you).

When you use this feat to increase the save DC of the spell being cast, the DC increase is equal to one-half the damage dealt (rounded down). This is a change from the text. The other two options (increasing your effective caster level for purposes of beating SR and increasing the hit point damage dealt by the spell) are unchanged from the text.

Clarifications: You do not make an attack roll in conjunction with this feat, so you cannot use any feats or other abilities that increase the amount of damage you deal on melee attacks (such as Power Attack), nor do any special

extra-damage abilities that you or your weapon might have activate (such as sneak attack damage or extra dice of elemental damage). You cannot score a critical hit against yourself and there is no possibility that you will miss or fail to deal damage to yourself (unless you have a form of active damage reduction that your weapon cannot bypass).

Fishmonger – Page 148

Errata: In addition to Bluff, Disguise, and Sense Motive, this feat also grants the character Perform as a class skill.

Flowing Sand – Page 148

Clarification: This feat requires a few clarifications. First, only melee attacks may be made when using this feat (this is strongly implied but not explicitly stated in the text). Second, the phrase “in a linear path” in this feat requires additional explanation. Essentially, this means that the character must move in a straight, unobstructed line, very similar (but not quite identical) to a charge.

The character chooses a square that will be his ending square (he may move up to his base movement rate, as stated in the feat description, and he must move at least five feet, since if he doesn't move, it's just the same as a regular Whirlwind Attack). The character must be able to move along the shortest possible path between his starting square and the chosen ending square, and the shortest possible path must be a “clear path” as defined in the core rules for charging, or that ending square cannot be chosen.

As with a charge, when using this feat the character may not follow a path that is blocked by obstacles or interrupted by difficult terrain. However, unlike the charge action, this feat may be used as long as there is **at least one** clear path of the shortest possible length. If a chosen ending square has more than one viable path of the same (shortest) length and only one of them is clear, then the character may choose that square but must follow the clear path. If more than one possible clear path has the same (shortest) length, then the character may choose which one of the clear paths to follow.

Once a legal ending square has been identified and a legal clear path has been selected, the character then moves along that path from his starting square to the ending square, and may make a single melee attack against every opponent that comes within his reach as he moves. The character still provokes attacks of opportunity for his movement and must follow the other conditions and restrictions listed in the feat.

Note that although additional attacks are possible when using Flowing Sand (such as through Cleave) any other abilities which might allow a character to make additional movement (such as a feat that lets a character take a 5-foot step between Cleave attempts when using Great Cleave) cannot be used during a Flowing Sand maneuver. The character must move along the shortest path from his starting square to his destination square. He may not use other abilities to take detours along the way.

Gentry – Page 148-149

Errata: Only humans and Val may freely take the Gentry feat. The prerequisite text erroneously includes dwarves, Elorii, and ss'ressen. If a character of another race wishes to become Gentry, that character must take levels in the Patrician class or gain the benefits of this feat in some other GM-approved fashion (such as being ennobled by the ruler of a particular nation as a reward for some great service).

Dark-kin may take the Gentry feat, but only if they are from the nation of Canceri.

Characters that take the Aristocrat NPC class from *Core Rulebook II* as their first character level gain the Gentry feat (for their home nation) as a bonus feat. However, they do not gain the material benefits (extra money, free flintlock) specified in the feat description.

Heedless Assault – Page 148

Errata: The entire text of this feat should be removed and replaced with the following:

Heedless Assault [Fighter, General]

You attack opponents with no thought to your own defenses.

Prerequisite: Base attack bonus +1.

Benefit: On your action, before making attack rolls for a round, you can take a penalty of as much as –5 to your Armor Class and add the same number (+5 or less) as a bonus on your melee attack rolls. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until the start of your next turn. The bonus on attack rolls granted by this feat applies only to melee attacks.

Special: You may combine the use of this feat with the use of the Power Attack feat, but if you do so the penalties to your Armor Class are doubled. For example, if you use Heedless Assault to increase your attack roll by +3 (which would normally cause you to suffer a -3 penalty to AC) and you also Power Attack (for any amount) on the same turn, you instead suffer a -6 penalty to AC until the start of your next turn.

You may not combine the use of this feat with the use of the Heedless Charge feat.

To be clear, the revised version of the Heedless Assault feat removes the “overextend” penalty for rolling a natural 1. That penalty is replaced in the new version by the penalty that applies when the feat is used in conjunction with Power Attack.

New Feat: Heedless Charge – Page 148

Errata: With the changes made to Heedless Assault, some characters might find the following new feat a bit more inviting. This new feat will be added to the second printing of the *Player's Guide*.

Heedless Charge [Fighter, General]

During a charge, you cast aside all concern for your own safety.

Prerequisites: Base attack bonus +1.

Benefit: When you use the charge action, you may take a penalty of up to -5 on your Armor Class and add the same number (+5 or less) as a bonus on the attack roll you make at the end of the charge. This number may not exceed your base attack bonus.

The effects of this feat stack with the -2 AC penalty and the +2 attack roll bonus that are part of the normal charge action. The penalty to Armor Class lasts until the start of your next turn, but the bonus only applies to the single attack that you make as part of the charge. The AC penalty applies immediately, even if your charge is interrupted by an attack of opportunity or a readied action, and even if you are somehow prevented from making the attack at the end of your charge.

Special: The bonus on your attack roll that you gain from this feat only applies to the first attack that you make as part of a charge, even if you have an ability that allows you to make more than one attack when using the charge action.

If you are mounted, your mount does not gain the benefits (or suffer the penalties) that result from your usage of this feat.

You may not combine the use of this feat with the use of the Heedless Assault or Ride-By Attack feats.

Heirloom – Page 149

Errata: This feat is a [General] feat, not a [Background] feat. The item you gain from this feat is a greater masterwork item of the appropriate type (not a masterwork item as stated in the text).

The 1,500 gp limit on the value of the heirloom item does not include the cost of the greater masterwork property (you get that for free). You may choose an heirloom item that is made from a special material, but only if the entire cost of the base item plus the special material's cost fits within the 1,500 gp limit.

Clarifications: You may not include flintlock modifications if you choose a flintlock pistol or rifle as your heirloom item. These modifications are recent innovations and any item worthy of being an heirloom would not include them. This does not preclude you from having the modifications made later, of course.

GMs are encouraged to allow players a reasonable degree of flexibility in choosing the characteristics of the heirloom item. The item could be made of a special material or have other unusual quantities, for example. If there is a particular item that is especially appropriate for your campaign, consider allowing an increase in the price cap (and increase the penalties for the loss or destruction of the item accordingly).

Imbue with Essence – Page 150

Errata: The prerequisites for this feat are incorrect. The text should read as follows:

Prerequisites: Wis 13, Craft (armorsmith, ringsmith, or weaponsmith) 12 ranks, no ability to cast arcane or divine spells or manifest psionic powers, no other magic or psionic item creation feats.

Improved Quick Draw – Page 151

Errata: The entire text of this feat is wrong. Delete the Benefit paragraph and replace with the following text:

Benefit: Once per encounter, when you use the Quick Draw feat to draw a melee weapon and you also make a melee attack with that weapon on the same turn, you may make one additional attack as part of the attack action. This attack is made at your highest base attack bonus, plus any modifiers appropriate to the situation (such as the use of Power Attack).

The benefit of this feat does not stack with any other ability or effect that grants additional attacks (such as the *haste* spell).

Improved Toughness – Page 152

Errata: This feat may be selected a maximum of nine times (for a total of 10 feats spent, including the original Toughness prerequisite).

A character who started with Toughness and then chose Improved Toughness a total of nine times would have gained a total of 165 additional hit points from the 10 feats that he spent.

Memories of Lives Past – Page 154

Errata: This should be a [General] feat, not a [Background] feat.

Of the Mundane – Page 155

Clarification: Due to the magic-psionics transparency rule, psionically-active characters and characters with psi-like abilities may not gain this feat.

Patchwork Soul – Page 156

Errata: The text for this feat should be deleted and replaced with this following text:

Patchwork Soul [Background]

When Beltine stirred her Cauldron and ladled out the pieces of your soul, one of those pieces was more resilient than the others and maintained a fragment of its old identity. Though the fragment is not truly conscious, it still retains skills, memories, or tidbits of knowledge that might surface over time.

Prerequisite: Any race except Elorii or dwarf.

Benefit: The extra piece of spirit muddies your aura. Choose an alignment other than your own (representing the soul fragment's alignment in its former life).

If you have a discernible aura of faith, there is a 50% chance that any attempt to read your alignment will return the fragment's alignment instead of your actual alignment.

If you do not normally have a discernible aura of faith, then there is a 50% chance that any attempt to detect auras will incorrectly identify you as having an aura. The false aura's strength is based on your character level and matches the soul fragment's alignment.

Because the soul fragment constantly fights to reassert its sentience and independence, your mind is slightly more difficult to read or control. You gain a +1 bonus on Will saves against all mind-affecting effects.

Potent Blood – Page 156

Errata: The text for this feat should be deleted and replaced with this following text:

Potent Blood [General]

The blood of the Valinor runs strong in your veins.

Prerequisite: Val blood rank 3 or higher.

Benefit: Your blood rank is treated as if it were 2 points higher for all racial benefits that are modified by blood rank and for purposes of all variables in any of your bloodline powers that are based strictly on your blood rank.

This does not increase the number of bloodline powers that you know, nor does it let you choose higher-level bloodline powers without first choosing the appropriate number of lower-level powers (and buying the appropriate number of blood ranks with ability points).

If some other permanent or temporary effect modifies your blood rank, then the bonus from this feat stacks with that effect for purposes of your Val racial abilities and bloodline powers.

Clarifications: This feat increases the duration of bloodline powers that calculate their duration based strictly on your blood rank. It may also increase the number of times per day that a particular power may be used (if the number of uses is based on blood rank and not character level), and in a few cases it may even affect the direct manifestation of the power (such as the number of rays a val'Ishi gets when using the *Return to Your Rest* ability). Examples of calculations that are affected by this feat would include “once per day plus one time per blood rank,” “once per day plus one additional time per day for every two blood ranks beyond 1st,” “one round per blood rank,” etc.

If any part of the calculation of a particular bloodline power's usage or effects is based on any variable other than the character's blood rank, then this feat does not apply to that particular calculation. If the character's blood rank does not enter at all into a calculation (for example, “once per day” or “once per day per five character levels”) then this feat does not apply to that calculation.

This feat affects only those Val racial abilities that are based on blood rank (specifically, the bonus psionic power points and the bonus to Diplomacy checks when dealing with other Val). It does not let the Val choose

additional bloodline powers or choose higher-level bloodline powers without having the prerequisite number of lower-level bloodline powers.

Prodigy – Page 156

Errata: The text for this feat should be deleted and replaced with this following text:

Prodigy [Background]

You were born with an inherent understanding of some of the powers of the world around you.

Prerequisite: Caster or manifester level 1st.

Benefit: Once per day, you may increase your caster or manifester level by 2 for all purposes relating to a single spell you cast or power you manifest. This does not increase the casting / activation time. You may not exceed the normal maximum damage dice of the spell or power by means of this ability, although the increase in manifester level allows you to spend 2 extra power points on augmentations if the power can be augmented, which can increase the damage dealt by the power.

This ability may only be used in conjunction with the class you had at character creation. If you are a psionic prodigy, then you may not combine the usage of this feat with the Overchannel or Wild Surge abilities.

Special: The prerequisites of certain feats or prestige classes may require you to be a prodigy of a specific type (arcane, divine, or psionic). For example, if a feat specifies Prodigy (arcane), this indicates that you must have applied this feat to an arcane spellcasting class in order to meet that prerequisite.

Pureblood Kio – Page 156

Errata: The prerequisite for this feat is either human or val'Sungha. A Val character must have the val'Sungha name and must also manifest the bloodline powers of the val'Sungha to qualify as a Pureblooded Kio.

Clarifications: The ability score adjustments (+2 Dexterity, -2 Strength) apply to both humans and Val that select this feat. Val who select the feat gain Gentry for free, but they receive less gold than normal for Gentry. They still receive all the other benefits of the Gentry feat, however, including the free flintlock and blast powder.

A human Pureblood Kio is no longer considered to have mundane blood, and so may take levels in the Sorcerer class. This is an exception to the normal rules for human characters in Arcanis.

Recommended House Rule: If you have the *Magic of Arcanis* sourcebook, we recommend that Pureblood Kio characters who take a level in the sorcerer class be required to choose the Scion of Air feat from that book at their first opportunity after gaining their first level of sorcerer. This house rule puts Pureblood Kio sorcerers on the same footing as their Naori and Umdir brethren.

Riposte – Page 157

Errata: You may only use the Riposte feat with a weapon that can also be used with the Weapon Finesse feat. (See the errata for the Grand Master prestige class for the lone exception to this rule.)

Although a riposte uses up one of your attacks of opportunity for the round, you may not make more than a single riposte attack against the same foe in the same combat round, even if that foe attacks and misses you by at least 4 points more than once during the round (for example, during a full attack sequence). This does not affect your ability to make additional attacks of opportunity against that foe during that round for other reasons not related to this feat, such as the foe moving through your threatened area.

Superior Critical – Page 159

Errata: The text for this feat should be deleted and replaced with the following:

Superior Critical [Fighter, General]

You have learned how to strike at vital areas, increasing the power of your critical hits.

Prerequisites: Greater Weapon Focus, Improved Critical, and Weapon Specialization with the chosen weapon.

Benefit: On a confirmed critical hit with your chosen weapon, you deal an extra +1d10 points of damage for each point of the weapon's critical multiplier. For example, a weapon with a x2 critical multiplier deals +2d10 points of damage, a weapon with a x3 critical multiplier deals +3d10 points of damage, and so forth. As extra dice of damage, these bonus dice are not themselves multiplied by the critical hit.

Special: This feat may only be chosen with a melee weapon. You may gain this feat more than once, choosing a different weapon for which you meet the prerequisites each time.

Trick Shot – Pages 160-161

Errata: This feat should apply to all ranged weapons (such as flintlocks, bows, and crossbows). There is also no compelling reason to limit the feat to Altherians. The text for this feat should be deleted and replaced with the following:

Trick Shot [Fighter, General]

You have learned to disarm opponents with well-placed shots.

Prerequisites: Proficiency with any projectile weapon, Precise Shot, base attack bonus +8.

Benefit: When firing any projectile weapon with which you are proficient, you may attempt to disarm an opponent within 30 feet. You may only use this feat with weapons that fire a single projectile per shot; "scatter" weapons such as the Altherian scattergun and the blunderbuss do not allow the level of precision necessary to target a held object.

To initiate the ranged disarm attempt, you must fire your projectile weapon at the character you wish to disarm, which means that you provoke an attack of opportunity from any creature that threatens you, unless you also have the Combat Firing feat or some other ability that allows you to fire a ranged weapon in melee without provoking attacks of opportunity. (You do not provoke an attack of opportunity from the character you are trying to disarm unless you are within that character's threatened area, in which case you provoke two attacks of opportunity from that character – one for firing a ranged weapon in melee and another one for initiating a disarm attempt).

After resolving any attacks of opportunity that you provoked, follow the normal rules for resolving a disarm attempt. All the normal modifiers (such as the +4 bonus for wielding a two-handed weapon) apply. Treat a projectile as if it were a one-handed Medium-size weapon (regardless of your actual size category). Instead of using your Strength score for your opposed attack roll, treat the projectile as if it had a Strength score of 18 (if you are wielding a weapon that only requires one hand to fire, such as a flintlock pistol) or 22 (if you are wielding a weapon that requires both hands to fire, such as a flintlock rifle).

If you win the opposed attack roll, then the outcome is the same as if you had disarmed your opponent with a melee weapon (your opponent drops his weapon in his square). As with any disarm attempt, your attack deals no hit point damage to either your opponent or his weapon regardless of the success or failure of the attempt.

If you have the Improved Disarm feat, then its benefits apply to the ranged disarm attempts you make with this feat.

Visions of Lives Past – Page 162

Errata: The listed prerequisite of Memories of Lives Past should be removed. The only prerequisite for this feat is that the character be an Elorii.

Weapon Master – Page 162

Errata: The text for this feat should be deleted and replaced with the following:

Weapon Master [Fighter, General]

Your mastery of a single weapon is so complete it is practically an extension of your body.

Prerequisites: Greater Weapon Focus, Greater Weapon Specialization, and Improved Critical with the chosen weapon.

Benefit: When wielding your chosen weapon, you gain a +10 bonus on your opposed attack rolls to resist disarm and sunder attempts made against you, a +1 bonus on attack rolls, and a +2 damage bonus. (The attack and damage bonuses stack with the benefits of your Greater Weapon Focus and Greater Weapon Specialization feats.)

Special: You may gain this feat more than once. Its benefits do not stack. Each time you take this feat, choose a different weapon for which you meet the prerequisites.

Wings of the Fiend – Page 162

Errata: This feat was updated in *Legacy of Damnation*. It has received additional errata since then. The new version is presented here and completely replaces the version on page 162 of the *Player's Guide* (as well as the version on page 85 of *Legacy of Damnation*, although there will be a separate errata file for that sourcebook).

Wings of the Fiend [Tainted]

You have a pair of small bat-like wings protruding from your back.

Prerequisite: Daemonic Appearance (any one type).

Benefit: You grow wings that are 3 feet tall and have a 6-foot wingspan. While not capable of true flight, your wings are useful for jumping and hovering. You gain a +2 bonus on all Balance and Jump skill checks.

You also gain the spell-like ability to hover, which functions as the *levitate* spell except as noted here. You may use this ability once per day, but only when you are not encumbered by more than a light load. Unlike the spell, this effect is personal only (you cannot levitate anything other than yourself, but you can carry objects and even creatures as long as your total encumbrance does not exceed a light load). This effect requires a standard action to activate, a standard action to deactivate, and has a caster level equal to your total character level. The duration is one minute per character level (unless you end the effect sooner).

By taking this feat, you incur an additional -1 penalty to your Unnatural Aura. Armor and clothing fashioned for you costs an extra 50% to create, as you must have the armor fitted to accommodate your wings. This cost increase applies only to the base cost of the item, including craft enhancements such as masterwork or greater masterwork costs. It does not affect special materials costs or magical enhancement costs. Existing items may be retrofitted for you by paying 50% of the base cost.

If you are wearing armor or clothing that has not been modified to allow your wings to pass through, then you do not gain any of the benefits of this feat because your wings do not have the freedom to move and therefore do not work.

Wings of the Devil – Page 162

Errata: This feat was updated in *Legacy of Damnation* and has received additional errata since then. The new version is presented here and completely replaces the version on page 162 of the *Player's Guide* (as well as the version on page 85 of *Legacy of Damnation*, although there will be a separate errata file for that sourcebook).

Wings of the Devil [Tainted]

You have large bat-like wings.

Prerequisites: Wings of the Fiend.

Benefit: Your wings have grown to a larger size, 5 feet tall with a 10-foot wingspan. You gain a fly speed of 40 feet with good maneuverability. This is an extraordinary ability and replaces the *levitate* portion of the Wings of the Fiend

feat. By taking this feat, you incur an additional -2 penalty to your Unnatural Aura.

Your wings are quite substantial and cannot easily be hidden, which will no doubt affect your interactions with the superstitious folk of Onara. You have a -10 penalty on Disguise checks to appear as anything except an Infernal.

You cannot wear any armor or clothing that has not been modified to allow your wings to pass through, because they are too bulky. (See the Wings of the Fiend feat for the cost to have armor and clothing made or modified to accommodate your wings.)

Chapter Six: Prestige Classes

Core Rules Hierophant – Page 164

Errata: The text says that a Hierophant gains additional caster levels and spells per day (“+1 level of existing divine spellcasting class”) at each level of the prestige class. That is incorrect; the first level of the Hierophant prestige class does not grant a divine caster level. The 2nd and all subsequent levels of the prestige class do.

Altherian Sharpshooter – Page 165

Errata: The prerequisites of the class list both Base Attack Bonus +5 and the Hawk-Eyed feat. Because Hawk-Eyed requires a BAB of at least +8, that effectively renders the +5 prerequisite moot.

The text of the Dead Eye ability should be replaced with the following:

Dead Eye (Ex): At 5th level, the Sharpshooter may fire his flintlock rifle with deadly accuracy. As a standard action, the Sharpshooter may take a single shot at any target within range. He must succeed on a Concentration check (DC 10 + 5 per range increment beyond the first). If the check fails, then the attack is resolved as a normal attack and deals its normal damage if it hits. If the check succeeds, then the attack is resolved as a ranged touch attack. If the ranged touch attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the ranged touch attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon’s base critical multiplier; it is a result of applying the standard rules for “doubled doublings.”

Altherian Triggermage – Page 166

Errata: You must be able to cast either second level arcane spells or second level divine spells to enter the class. The “+1 level of existing class” gained at every even level may be applied to either arcane or divine spellcasting classes (but not to psionic manifesting classes, and none of the Triggermage’s abilities to imbue his guns or bullets may be used with psionic powers).

Ansharan Gatekeeper – Page 168

Errata: The advancement table indicates that this class gains “+1 divine caster level” at every level. That is incorrect. The spellcaster level advancements from this class may be applied to any arcane or divine spellcasting class to which the character previously belonged prior to becoming an Ansharan Gatekeeper.

Battlemage of the Coryani Legions – Pages 169-170

Errata: For characters that cast their spells spontaneously, the Spell Mastery and Battle Spell benefits of this class have no value. Instead of gaining Spell Mastery and Battle Spell at the indicated levels, a Battlemage who spontaneously casts spells instead adds a new spell to his list of spells known. This may be any spell on his class list of any spell level he can cast at the time he acquires the ability (inclusive of the +1 arcane caster level that he just got from the Battlemage class for going up a level).

Beltinian Exorcist – Page 171

Errata: The listed alignment prerequisite of “any good” should be changed to “Lawful Neutral or any Good.”

The listed Special prerequisite requiring the character to be able to cast *dispel evil* should instead say that the character must be able to cast 3rd-level divine spells. The other prerequisites (ability to channel to turn undead and ability to cast *detect undead*) are unchanged.

The advancement table indicates that this class gains “+1 divine caster level” at every level except for first level. That is incorrect; a Beltinian Exorcist gains +1 effective divine spellcaster level at every level of the prestige class, including first level.

The Holy Presence ability does not require the Exorcist to succeed on a channeling attempt against herself. She simply uses one of her daily attempts to create the effect specified in the text.

Bowman – Page 175

Errata: The listed prerequisite of “Weapon Focus (shortbow or longbow)” should be changed to Weapon Focus (any bow). Crossbows are considered bows, but flintlock weapons are not.

Combat Styles of Onara – Page 181

Errata: The text says that “Each combat school has additional class skills that are appropriate for that particular style.” This should say “*may have* additional class skills” instead.

If a combat style has a skill requirement as one of its prerequisites, then the followers of that style gain that skill as a class skill. For example, followers of the Flavious Technique (“The Steel Wall”) combat style gain Sense Motive as a class skill, since one must have 5 ranks in that skill before entering the class.

Flavious Technique “The Steel Wall” – Page 182

Errata: The 5th-level (Master) ability for this style should be changed from Riposte to Defensive Spin. This functions as the Defensive Spin feat (see page 141) with the exception that you may not make more than a single counter-attack against any specific foe during the round. You may block any number of incoming attacks (as described in the feat) but only the first successful block against a particular creature during the round is treated as a counter-attack.

Tasavona Style – Page 182

Errata: The listed prerequisites for this style are incorrect. The prerequisites should be Dodge, Two-Weapon Fighting, Weapon Finesse, and Weapon Focus (rapier).

Haven’s Blade Style – Page 183

Errata: This style’s Trainee ability is listed as “Impeccable Defense,” which does not exist. This ability should be Impeccable Expertise (page 184) instead.

“The Sword That Believes” – Page 182

Errata: This style’s Trainee ability is listed as “Blind-Fighting,” but the text was accidentally omitted. It should read as follows:

Blind-Fighting (Ex): When wielding a Kio sword, you gain the benefits of the Blind-Fight feat from *Core Rulebook I*.

Style Maneuvers (All Styles) – Pages 184-185

Errata: The Passing the Charge ability may only be used once per round.

The To Meet the Charge ability states that it increases the weapon’s critical multiplier by 1 on a successful critical hit. That is incorrect; instead, you gain the benefits of the Superior Critical feat (as modified by this errata document) when making the attack of opportunity provided by To Meet the Charge. If you already have the Superior Critical feat for the weapon being wielded, then you gain its benefits twice (i.e. you roll twice as many d10s of bonus damage as indicated in the feat description) for this one attack.

The reference to combining To Meet the Charge and Demi-Volt is meaningless and should be stricken; these two abilities cannot be combined (one of them requires you to be charging and the other requires you to be charged).

You may not combine the use of Passing the Charge, To Meet the Charge, and/or the Meet the Charge feat (page 185). If you have more than one of these abilities then you may use them in the same round, but only against different opponents who charge you.

The Impeccable Expertise ability should be removed and replaced with the following:

Impeccable Expertise (Ex): When you use the Combat Expertise feat, the maximum amount you can choose to subtract from your attack rolls and add to your Armor Class increases from 5 to 8. (The number still cannot exceed your base attack bonus.)

Clarification: Note that the style maneuver named “To Meet the Charge” found on page 185 is not the same thing as the feat named “Meet the Charge” found on page 154. All of the Combat Styles in the *Player’s Guide* that list “To Meet the Charge” among their abilities are talking about the combat style maneuver, not the feat.

Emerald Society Archaeologist – Pages 185-186

Name Change: There can certainly be archaeologists that are not members of the Emerald Society. Such characters would either just be called “Archaeologists” or would substitute the name of some other organization for the name of the Emerald Society. The game-mechanical aspects of the class do not change.

Errata: The listed “Special” prerequisite should be broadened to reflect that not all archaeologists necessarily come from the Emerald Society. Replace it with “Trapfinding class feature, must possess the Scholar feat or be a member of a recognized archaeological organization (Emerald Society or Followers of the Azure Way), must be literate.”

Disable Device and Speak Language should be added as class skills for this class.

The text indicates that the Knowledge Mastery ability is gained at 6th level, but the table lists it at 4th level. The table is correct in this case; the ability is gained at 4th level.

Gladiator – Pages 187-188

Errata: Several of the fighting styles give an ability called “Armor Optimization” without explaining what it means. (This was not intended to be the same as the Armor Optimization class feature of the Myrmidon prestige class, but unfortunately we gave the two abilities the same name.) The following text should be added to the Gladiator class description:

Armor Optimization (Ex): When wearing armor with which he is fully proficient and which is permitted by his fighting style, the Gladiator gains the listed value as an increase to the armor bonus provided by the armor. This is not considered an enhancement bonus, but rather is treated as if the armor’s own AC bonus were increased by the listed amount. The armor check penalty and maximum Dexterity bonus of the armor do not change.

Grand Master – Pages 189-190

Errata: The listed prerequisites for this class include the non-existent feats “Improved Weapon Focus” and “Improved Weapon Specialization.” Those are, of course,

intended to be Greater Weapon Focus and Greater Weapon Specialization from *Core Rulebook I*.

The Greater Weapon Specialization prerequisite actually renders the listed +10 BAB prerequisite moot, since you cannot gain Greater Weapon Specialization without having 12 levels of fighter (and therefore a +12 BAB). The +10 BAB prerequisite should be removed.

At 2nd level, the Grand Master gains Quick Draw as a bonus feat if he does not already have it. This should be added to the advancement table.

At 5th level, the Grand Master gains Improved Quick Draw (see page 151) as a bonus feat if he does not already have it. This should be added to the advancement table.

The 6th-level class ability Parry says that it grants the “Parry” feat to the character. That feat doesn’t exist; the ability should say that it grants the Riposte feat (see page 157). A Grand Master of at least 6th level may use the Riposte feat with any weapon; this is an exception to the feat description (which says that Riposte may only be used with finessable weapons). If the character takes the Riposte feat on his own before getting it for free from the Grand Master prestige class, then he has to abide by the restrictions of the feat until he reaches 6th level in the prestige class.

The 2nd level class ability The Perfect Cut is incorrect. Replace the entire text of that ability with the following:

The Perfect Cut (Ex): The use of this ability is declared prior to making a melee attack roll. The ability causes that attack to be made with overwhelming force. If the attack hits, it deals double damage (exactly as a lance does when used during a charge). If the attack misses, the use of the ability is wasted.

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon’s base critical multiplier; it is a result of applying the standard rules for “doubled doublings.”

The Grand Master gains additional uses of this ability at 4th, 6th, and 8th levels. Multiple uses of this ability may not be spent on the same attack (in other words, you can’t burn two uses to deal triple damage instead of double damage).

Hurrianic Aegis – Pages 190 – 191

Errata: The advancement table and text for this prestige class show the Hurrianic Aegis gaining “+1 divine caster level” at every even-numbered level of the prestige class. That is incorrect. The Hurrianic Aegis gains +1 effective level of an existing divine spellcasting class at every level of the prestige class except for 1st level.

Larissan Dancer – Page 193

Errata: The feat requirements should be Skill Focus (Perform [Dance]) and either Acrobatic or Agile.

Man-At-Arms – Page 195

Errata: The advancement table for this class is incorrect. The class should have a BAB advancement of +1 per class level.

Master of the Hounds – Pages 197-198

Errata: The Master of the Hounds only loses his previous animal companion if that animal companion is not a canine. He may, of course, keep an existing canine animal companion if he so desires.

Hide is not a class skill for the Master of the Hounds. It should be removed from the class skill list.

Due to a layout error, the 10th level of this prestige class was omitted from the table on page 197. A corrected progression table for this prestige class is supplied in *Appendix I* of this document.

Also, the following class ability was omitted and should be added to the text:

Empathic Link (Su): Beginning at 3rd level, the Master of the Hounds has an empathic link with his canine animal companion. The link extends out to a distance of up to 1 mile. The master cannot see through the companion’s eyes, but the pair can communicate empathically. Because of the nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Note that the low Intelligence of the Master’s companion limits what the creature is able to communicate or understand, and that canines see the world differently from humans, so misunderstandings are always possible.

Myrmidon – Pages 199-200

Errata: The text lists a Myrmidon as gaining the Armor Optimization ability at 6th level, while the table shows it at 7th level. The table is correct in this case; the ability is gained at 7th level.

The use limitation of the True Cleaving ability is described incorrectly. This ability may be used once per day per class level, but no more than once per round.

Obsidian Sniper – Pages 201-202

Errata: “Pick Pocket” is listed as a class skill for this class. That skill no longer exists. The correct skill is Sleight of Hand.

The text does not state what type of action is required to activate the Cadic’s Strike ability. This ability requires a swift action.

The Lethal Aim ability says that it grants the Improved Critical and “Enhanced Critical” feats with the shortbow. The latter feat doesn’t exist. The feat gained is Deadly Aim (shortbow). See the errata for Chapter 5, earlier in this document, for the updated version of the Deadly Aim feat.

Because there is a feat of the same name, the 10th-level Obsidian Sniper ability Deadly Aim should have its name changed to Unshakable Aim.

Clarification: When using the *greater invisibility* power of the Cadic's Strike ability to snipe at a foe from a concealed position, the Obsidian Sniper does not take the normal -20 penalty to his Hide check unless the target has some specific means to pinpoint the source of the attack (such as the ability to see invisible objects).

Onaran Templar – Page 203

Errata: Under the *Voice of the Gods* ability, the name of the spell to reference is *divine word*, not *word of faith*. See the errata for Chapter 8 and the table in *Appendix III* of this document for the details of the *divine word* spell.

Order of the Still Heart – Pages 203-204

Errata: The advancement table for this class has a number of errors. A corrected table is presented at the end of this document (see *Appendix I*). Essentially, follow the progression described in the text and ignore the progression outlined in the table wherever it conflicts with the text.

Death and Rebirth: Upon reaching 6th level in this prestige class, a member of the Order of the Still Heart receives the Blessing of Neroth. The character dies and then rises again as a free-willed sentient undead creature exactly as described on page 205. However, the character does not lose a level as stated in the text and does not fall back to 5th level in the prestige class. The undead transformation is simply the 6th-level class feature of this class. See the Clarifications below and the errata for the **Appendix** (elsewhere in this document) for the traits that all undead characters have in Arcanis.

Toughness: A member of the Order gains Toughness as a bonus feat at first level (even if he already has it). He then gains Improved Toughness as a bonus feat at 3rd, 5th, 8th, and 10th level.

Spells per Day / Powers Known: Unlike most prestige classes, a member of the Order of the Still Heart may choose to continue his studies in either magical or psionic traditions. The seven effective-level increases gained by the prestige class may be applied to any arcane spellcasting class, divine spellcasting class, or psionic manifesting class the character had before becoming a member of the Order of the Still Heart. The entries in the table that say "+1 caster level" should instead say "+1 level of existing class". The relevant text should also be updated accordingly.

Clarifications: Upon becoming undead, a member of the Order of the Still Heart gains all the features of the Undead type and loses the features of his previous type (which is generally Humanoid, in which case there's not very much to lose). The character's Hit Dice change to d12s, but do not recalculate his base attack bonus or base saving throw bonuses. Members of the Order of the Still Heart gain their undead powers from negative energy, not from positive energy; they are treated as any other negative-energy-based undead for most purposes. See the errata for the **Appendix** for a list of common traits that are shared by undead player characters in Arcanis, including members of the Order of

the Still Heart who have passed through their death and rebirth.

The Light Sensitivity that members of the Order suffer from after their transformation into undead does not mean that they are "particularly vulnerable to sunlight" for purposes of spells and effects (such as *searing light*) whose effects are increased against such creatures.

Having undead in the party can pose some interesting problems for other party members. Remember that abilities that affect undead (such as clerical turning) do not distinguish between "allies" and "enemies." It is entirely possible for an undead PC to be turned or rebuked by another PC if he is within range.

Pistoleer – Page 207

Errata: The listed prerequisite of a +4 base attack bonus for this class is incorrect. The prerequisite should be a +5 BAB.

The advancement table shows the Fire Reflexively ability being gained at 5th level, while the text states that it is gained at 4th level. The advancement chart is correct and the text is wrong; the ability is gained at 5th level.

The text of the Dead Shot ability should be replaced in its entirety with the following:

Dead Shot (Ex): At 4th level, once per round, the Pistoleer may declare an attack with a flintlock pistol that he makes against a flat-footed opponent as a Dead Shot. If the attack hits, it deals double damage (exactly as a lance does when used during a charge).

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

Sarishan Binder – Pages 209-211

Errata: The advancement table and the Spells per Day text for this class show the Sarishan Binder gaining "+1 caster level" at every level except for first level. That is incorrect; both the text and the table are wrong. The Binder gains +1 effective level of an existing arcane or divine spellcasting class at every level of the prestige class, including first level.

The Greater Spell Focus (Conjuration) feat prerequisite should be changed to Cast Out the Damned (see page 138). All of the other prerequisites (including the Alien Understanding feat) are unchanged from the text.

Clarifications: A Sarishan Binder who cannot cast divine spells still receives some benefits from the Binding domain granted by this class. An arcane caster gains the granted power and adds the domain spells to his class spell list. (He must still scribe them into his spell book or select them as his known spells following the usual rules for his class, however.) An arcane caster does not gain an additional domain spell slot per day.

Sensate of Savona – Page 212

Errata: The listed feat prerequisites are incorrect. The only two feats you need to enter this class are Endurance and Improved Unarmed Strike. (The other prerequisites listed on page 212 are unchanged.)

Sky Knight – Pages 213-214

Errata: The advancement table for this class is incorrect. It should show the Sky Knight gaining a BAB progression of +1 per class level.

The 2nd-level class feature (Flyby Attack as a bonus feat) is not useful if the character's mount is a Giant Eagle (which has that feat already). A Giant Eagle mount instead gains the Mobility feat (from *Core Rulebook I*) as a bonus feat.

The Bonded Companion ability needs to be overhauled. The following text completely replaces the original text.

Bonded Companion (Ex): Upon achieving her first level of Sky Knight, the character develops a strong, mystical bond with her mount. Her mount gains additional abilities as she gains levels in this class. There are two ways to calculate this advancement, which are mutually exclusive.

Option 1: If the Sky Knight has a bonded mount from another source (such as levels of paladin), then she must release that mount. Her giant eagle or griffon fills that role now. Add double her Sky Knight level to her levels of any classes that grant a bonded mount to determine her mount's special abilities. Her final effective level may not exceed her total character level (thus a Paladin 5 / Sky Knight 2 only counts as a 7th level Paladin for determining her mount's abilities, but a Fighter 2 / Paladin 5 / Sky Knight 2 counts as a 9th-level Paladin for this purpose).

Option 2: If the Sky Knight has an animal companion from another source (such as levels of druid or ranger), then she must release that companion. Her giant eagle or griffon fills that role now. Add her Sky Knight level to her levels of any classes that grant an animal companion to determine the benefits granted to her mount. For this purpose, and only this purpose, the character may treat giant eagles and griffons as "Druid's Level" choices (i.e. there is no effective level penalty when consulting the advancement table).

If the Sky Knight has both a bonded mount and an animal companion, she still only benefits from one of the above options. Whichever option she does not choose is ignored. (For example, a Ranger / Paladin / Sky Knight could keep her ranger animal companion if she uses Option 1 and replaces her paladin mount with her eagle or griffon, or she could keep her paladin mount if she uses Option 2 and replaces her animal companion with her eagle or griffon. She cannot dismiss both her mount and her animal companion and apply both her Ranger and Paladin levels to her Sky Knight mount.)

If a character has neither a bonded mount nor an animal companion before becoming a Sky Knight, then she is considered to be a paladin of double her Sky Knight class

level for determining the benefits granted to her mount (and her griffon or eagle uses the paladin mount advancement table). As in Option 1, this effective level may not exceed her total character level.

Clarification: The Sky Knight must already have her griffon or giant eagle mount before she can join the prestige class. She is not provided a mount as one of the class features. (Based on the core rules prices for young griffons and training costs, a reasonable price for a griffon mount might be 8,500 gold pieces plus whatever premium the GM feels is appropriate. For a giant eagle the corresponding base price should be at least 5,000 gold pieces.)

In LIVING ARCANIS the market price for a griffon mount is 10,000 gold pieces and the market price for a giant eagle is 6,500 gold pieces. However, neither of these mounts may be purchased unless the character has campaign documentation specifically granting her access to the Sky Knight prestige class.

Spellcaller – Pages 214-215

Errata: The text indicates that the Spell Mimic ability is gained at 3rd level, the Metamagic Casting ability is gained at 4th level, and the Metamagic Mastery ability is gained at 5th level, while the table indicates that these abilities are gained at 6th, 8th, and 10th levels, respectively. The table is correct and it overrides the text for all of these abilities. This also affects all of the examples in the Metamagic Mastery ability description on page 215, which refer to a 5th-level Spellcaller. Those examples should all refer to a 10th-level Spellcaller instead.

The text also indicates that the Metamagic Knowledge ability (bonus metamagic feat) is gained at 2nd level, while the table shows that it is gained twice, at 2nd level and again at 4th level. The table is correct; the ability is gained twice.

The text indicates that the Spellcaller gains new spells known and spells per day at each level of the prestige class, but the table indicates that she does not gain this benefit at first level. The text is correct; the table should say "+1 level of existing arcane spellcasting class" for all 10 levels of the prestige class. Unlike with most such abilities, the Spellcaller's "bonus levels" may only be applied to classes that allow the character to spontaneously cast arcane spells. This means, for example, that a sorcerer/wizard who takes levels in Spellcaller may only add the caster levels to her sorcerer levels, not to her wizard levels.

The entire text of the Spell Studies ability is unclear (and wrong in a few places). It should be completely replaced with the following text.

Spell Studies: Due to her intense study and her sacrifice of power for control, a Spellcaller has access to far more spells than a normal spontaneous spellcaster. The Spellcaller is able to know 2 more spells per spell level than her base arcane spellcasting class would normally allow. These extra spells known come at no cost to the Spellcaller, and they are treated exactly like all of her other spells known for her

base spellcasting class. (This means, for example, that once she selects them she cannot change them later unless she has a class ability that allows her to swap out her known spells, such as a sorcerer's ability to swap out one known spell at every even class level.)

Furthermore, a Spellcaller gains one "flexible spell known slot" per prestige class level. She may fill these flexible slots by learning spells of any level she can cast. (These may be either spells on her class list or spells that she gained access to via the Spell Mimic ability; see below.) Flexible slots do not have to be filled immediately when they are gained; the Spellcaller may save them to use them later if she wishes. To fill a flexible slot, the Spellcaller spends 100 XP per level of the spell she wishes to learn. Unlike her normal spells known, the Spellcaller may also unlearn the spells in her flexible slots. This process requires a day-long ritual (8 uninterrupted hours in which no spells of any sort may be cast), where the Spellcaller meditates in an attempt to clear her mind. She must burn incense in value equal to 100 gold pieces per level of the spell being unlearned. She must also sacrifice 10 XP per level of the spell being unlearned. Once a spell has been forgotten in this fashion, the Spellcaller may never again learn that spell in any way – neither her regular spells known nor her flexible spell slots may ever include the spell she wiped from her mind.

Clarifications: The Spell Mimic ability requires a bit of additional clarification. All spells cast through the use of this ability are considered arcane spells (even if they are spells that were copied from a divine spellcaster and that are not on any arcane class's list of spells). All arcane and divine spells are fair game for this ability, including deity-specific spells. Spell-like and supernatural abilities, however, may not be copied using Spell Mimic, even if the ability is a direct duplication of a spell. Spells cast from items (including potions, scrolls, wands, staves, and permanent items) may not be copied using Spell Mimic. Psionic powers and psi-like abilities may not be copied by way of Spell Mimic, even if they duplicate the effects of spells.

A Spellcaller may use the Spell Mimic ability to copy spells from another Spellcaller, but the DC for the Spellcraft check is based on the level at which the other Spellcaller is casting the spell (which may be one level higher than normal). The effective +1 level increase applied to a non-native spell doesn't stack if a Spellcaller copies such a spell from another Spellcaller, though.

When deciding the level at which a Spellcaller casts a spell that she learned via Spell Mimic, the order of operations is as follows. If the spell is on the class list for any of the Spellcaller's classes, she casts it at that level. Otherwise, she casts it at one level higher than it would normally be cast. Some spells are on multiple lists. The order in which lists should be searched to identify the level of a particular spell is as follows: sorcerer/wizard, cleric, druid, bard, ranger, paladin, any other class list, domain-specific lists, and finally deity-specific lists.

The spells that a Spellcaller learns via Spell Mimic are considered to be on her class spell list for all purposes relating to the usage and creation of magic items; however, she cannot use Spell Mimic to learn new spells from scrolls, nor can a Spellcaller learn new spells from scrolls scribed by other Spellcallers of spells that would not normally be on her class list.

Although it's not explicitly stated anywhere, it's possible for a character to become a Spellcaller and have levels in more than one class that allows spontaneous casting of arcane spells (for example, a bard/sorcerer). In this case, upon becoming a Spellcaller, the character suffers all the drawbacks and gains all the benefits for all of her classes that allow her to cast arcane spells without preparation. She may not "cross over" between the two classes – track all the abilities and spells learned separately for each class. In other words, she loses 2 spells per day per level from both classes, she gains 2 spells known per level in each class, and she gains 1 "flexible" slot per prestige class level in each class, but the extra slots cannot be shared – a bard/sorcerer would gain 1 flexible bard slot and 1 flexible sorcerer slot per prestige class level.

Tal Kanath – Pages 216-217

Errata: Under the requirements to qualify for this prestige class, add "Base Attack Bonus: +8." Also, change the skill points per level from "2 + Intelligence modifier" to "4 + Intelligence modifier."

Talons of the Hawk – Pages 217-218

Errata: Unfortunately, this class has an especially large number of errors in its advancement table and ability descriptions. A revised version including the errata is provided at the end of this document (see *Appendix I*). The relevant changes are summarized below.

Dispel Focus: The text indicates that this ability is gained at 1st and 8th level, while the table has entries for "+2 to Dispel Magic Checks" and "+4 to Dispel Checks" listed at 2nd and 8th level. The text is correct; delete the extra entries from the table. The bonus is +2 at 1st level, rising to +4 at 8th level. The text also indicates that this is a circumstance bonus. That is incorrect; the bonus is unnamed and stacks with everything. Also, as a clarification, the bonus applies to all dispel checks made by the Talon, whether made against arcane spells, divine spells, or psionics. The bonus also applies to dispel checks made against magic that is not Ymandrake in origin. The ability only adds to the character's own dispel checks; spells that he casts are not made any more difficult for others to dispel.

Spells per Day: The text indicates that the Talon advances in his arcane spellcasting ability at every even level, while the advancement table indicates that the class gains +1 arcane caster level at every level except for 1st level. The table is correct and the text is wrong. The Talon gains +1 effective level of an existing arcane spellcasting class at each level of the prestige class, excluding 1st level.

Sneak Attack: The text indicates that the Talon gains +1d6 sneak attack damage at “every third level” culminating in a bonus of +4d6 at 10th level, while the table only shows bonuses at 1st, 5th, and 10th level. Neither is correct. The Talon gains +1d6 sneak attack damage at 2nd level, which rises by an additional +1d6 at 5th and 10th level.

Armored Caster: The text indicates that this ability is gained at 2nd level, while the table indicates that it is gained at 3rd level. The table is correct in this instance.

Arcane Savant: The text states that “this ability may be combined with the Reactive Caster feat.” That is true, but the Reactive Caster feat was accidentally left out of the book. It is included in this document in the errata for Chapter Five.

Favored Enemy: The text indicates that this ability is gained at 3rd level with a bonus of +2 and that the bonus increases to +3 at 7th level. The table indicates that the bonuses are gained at 4th and 7th level. The text and the table are both wrong. The Talon gains Favored Enemy (Ymandrake) at 4th level with a bonus of +2. The bonus increases to +4 at 7th level and it increases to +6 at 10th level. This does stack with a ranger’s favored enemy bonus and it operates in exactly the same way as the ranger’s class ability of the same name.

Ulfilan Ranger – Pages 218-219

Errata: The free “regular wind staff” given to 1st-level members of this class has exactly the same game statistics as a greater masterwork quarterstaff (both ends are considered greater masterwork). Disregard the description of the wind staff as being an exotic weapon. The Ulfilan Ranger may choose to have his initial wind staff magically enhanced as he sees fit at his own expense. Should it ever be lost or destroyed, the organization will not replace it, but the character may buy or craft a new quarterstaff.

Though the Ranger’s Wind Staff Mastery abilities will work with any quarterstaff, he may only be attuned to a single *wind staff* at any time for purposes of the Hurrian’s Might ability. It takes 24 hours for the Ranger to attune himself to a new quarterstaff and make that his new *wind staff*. It is this process of attunement that marks the difference between a regular quarterstaff and a *wind staff*.

Everywhere the class says that the character gains a feat or an ability (such as Weapon Focus) with the wind staff, treat that as gaining that feat or ability with the quarterstaff instead.

Updated statistics for the full-powered magic item called a *wind staff* (which a Ranger can attempt to craft upon reaching 5th level in the prestige class) will be provided in the upcoming PCI sourcebook *Forged in Magic: Expanded and Revised*.

The Craft Wind Staff feat may be used in place of the standard Craft Staff feat from the core rules if the Ranger has the necessary spellcaster levels from other classes to take advantage of it.

Warrior of the Eternal Flame – Pages 223-225

Errata: The advancement table and special abilities of this class contain a significant number of errors. A revised advancement table and updated special ability descriptions for this class are provided in *Appendix I*.

Warriors of the Eternal Flame are proficient with all shields, including tower shields.

The various Blessings of the Flame abilities may be gained in any order. There is a flame of Nier at each of the locations specified in the text, but the Eternal Warrior does not have to follow the specific order given. He must visit each flame eventually and he may only visit each flame once for purposes of unlocking additional level progression. He must visit a flame and survive his first test in order to gain his first level in the prestige class and he then must visit another flame and survive another test before he can gain his fourth, sixth, eighth, and tenth levels. (The text for the Blessings of the Second Flame erroneously says 2nd level, but it should say 4th level, as indicated on the advancement table.)

Weapon Savant – Pages 225-226

Errata: The prerequisites for this class are unclear. In order to qualify as a Weapon Savant, the character must have spent the listed number of feat slots on Exotic Weapon Proficiency feats. Proficiency with exotic weapons gained as part of the base weapon proficiencies of any class (such as the monk or rogue classes) or from racial Weapon Familiarity benefits does not count towards fulfilling the prerequisites for this class. The only exception is that if the character spends a feat slot to gain a feat that includes granting the character proficiency with one or more exotic weapons (such as the Legionnaire feat or the Shining Patrol Service feat) then that feat counts as one Exotic Weapon Proficiency for purposes of entering this class, regardless of how many weapons it actually gives the character proficiency with.

Clarifications: The bonus provided by the Deflect Attack class ability is a shield bonus, but it stacks with other shield bonuses (such as those gained from using an actual shield or from the Two-Weapon Defense feat). This is an exception to the normal rule that named bonuses with the same name do not stack.

The Total Weapon Proficiency class feature does not count as the character having any bonus Exotic Weapon Proficiency feats for purposes of other class/feat prerequisites. The Total Finesse class feature, however, does count as the character having Weapon Finesse as a bonus feat for purposes of other class/feat prerequisites.

Chapter Seven: Equipment

Weapon Tables – Pages 227-229

Errata: The weight of an Altherian flintlock pistol should be 5 pounds, not 10 pounds. The weights listed on the table for the other types of flintlock weaponry are correct.

Clarifications: The weight of Altherian flintlocks may be further reduced by making them from Altherian steel; see the entry for that special material for details.

Chain Net – Page 231

Errata: The damage caused by the net is slashing, not bludgeoning. The break DC is 25, not 40.

Chain Sword – Page 232

Errata: When in lashing mode, the chain sword is treated exactly as a whip – a melee weapon with 15-foot reach that does not threaten an area and whose use provokes attacks of opportunity. (The text incorrectly states that it is treated as a missile weapon in lashing mode.) Unlike a whip, however, a chain sword deals lethal damage.

Clarifications: Feats that are taken specifically for the chain sword (such as Weapon Focus) grant their benefits to the wielder regardless of which mode the chain sword is in (lashing or blade). Although the chain sword functions like a whip when it is in lashing mode, feats that are taken specifically for the whip do not apply when wielding a chain sword (in either form).

The chain sword's ability to make trip attacks like a whip is effective only when it is in lashing mode. The weapon's bonus on disarm rolls is effective only when it is in blade mode.

Drusus – Page 232

Errata: Other than the initial Exotic Weapon Proficiency feat needed to wield it, which must be taken separately from the gladius, the drusus benefits from all of a character's other feats that are specific to the gladius. For example, Weapon Focus, Weapon Specialization, and Improved Critical taken with the gladius also grant their benefits when the character is wielding a drusus. The reverse is also true: any weapon-specific feat taken for the drusus also applies to the gladius.

Kio Sword – Page 234

Errata: The fact that this weapon is finesseable was accidentally omitted from the book. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a Kio sword sized for you, even though it isn't a light weapon for you. Unlike a rapier, you can wield a Kio sword in two hands in order to apply 1.5 times your Strength bonus to damage.

The Kio sword is treated as if it were both a longsword and a rapier for the purpose of qualifying for prestige classes. For example, a prestige class with a prerequisite of Weapon Specialization (longsword) could be met by a character with Weapon Specialization (Kio sword). The reverse is not true: A feat or class with a prerequisite specifying the Kio sword cannot be met by longswords or rapiers.

Feats that you take specifically for the Kio sword (such as Weapon Focus) do not provide any benefit when you are wielding a longsword or a rapier, nor do feats that you take specifically for the longsword or rapier provide any bonus when you are wielding a Kio sword.

Clarification: Class features and special abilities that specify the longsword or rapier may also be utilized when wielding a Kio sword. For example, a Duelist may take advantage of his special class abilities (such as Precise Strike) while wielding a Kio sword. Class features and special abilities that specify the Kio sword may not be utilized while wielding a longsword or a rapier.

Reaver Sword – Page 235

Clarification: Dwarves from Bealak Gempor have Weapon Familiarity with the Reaver sword. (This means that any dwarf from this Enclave is proficient with the Reaver sword if he is proficient with martial weapons.)

Saber – Page 235

Errata: The fact that this weapon is finesseable was accidentally omitted from the book. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a saber that is sized for you, even though it isn't a light weapon for you. You can wield a saber in both hands to apply 1.5 times your Strength bonus to damage.

Steel Whip – Page 236

Errata: This weapon deals slashing damage, not bludgeoning damage.

Clarification: Unlike a regular whip, a steel whip always deals lethal damage regardless of the amount of the target's armor bonus and/or natural armor bonus.

Tremarian Sworock – Page 236

Errata: The damage and critical multiplier listed for this weapon in the table on page 228 are wrong. The sworock deals 2d4 points of damage, not 2d6 points of damage. The weapon only has a x2 critical multiplier, not a x3 critical multiplier.

Treslauder Axe – Page 236

Errata: This weapon does not have reach. The superscript 4 next to its name in the table on page 227 should be deleted, as should the entire "Special" paragraph in the weapon description. The other characteristics of the weapon

are correct, including the ability to deal double damage when the weapon is set to receive a charge.

Weapon Modifications – Page 237

Errata: The following new text should be added to this sidebar.

Transferring Enhancement Bonuses: Although the “craft” bonuses provided by the custom, masterwork, greater masterwork, and legendary properties are non-magical, they are still considered named enhancement bonuses. Any ability or effect that allows you to reduce or redirect your weapon's magical or psionic enhancement bonus (such as the *defending* ability) also suppresses any and all of the weapon's non-magical enhancement bonuses by the same amount, even though magical and non-magical enhancement bonuses do not stack.

For example, a +2 *defending greater masterwork longsword* allows its wielder to redirect some or all of the +2 magical enhancement bonus to his Armor Class. The greater masterwork property gives the weapon a +1 non-magical enhancement bonus to hit and damage. If the wielder uses the *defending* property to move some or all of the magical enhancement bonus, giving him a +1 or +2 AC bonus and reducing the weapon's magical enhancement bonus on attack and damage rolls to +1 or +0, that also suppresses the weapon's non-magical +1 enhancement bonus on attack and damage rolls.

In other words, you cannot use non-magical enhancement bonuses to “double-dip” with abilities like *defending* that allow you to move enhancement bonuses around. If you move some or all of a weapon's magical enhancement bonus, then that weapon also loses the benefits of the corresponding amount of its non-magical enhancement bonus.

Note that the only benefits that are suppressed when an enhancement bonus is transferred are the bonuses to attack and damage rolls. You do not lose the extra hardness or hit points that the craft qualities of the masterwork, greater masterwork, or legendary properties provide.

Flintlocks in Melee – Page 238

Clarifications: When you are wielding a flintlock, you must decide at the start of your combat round if you are wielding it as a ranged weapon or a melee weapon. You may only change the “mode” of the weapon once per combat round and only on your turn. You may not change the mode between the iterative attacks of a full attack action. You may change the mode either before or after you make your first attack with it for the round, but not both.

When you draw a flintlock you decide as part of that action whether you are drawing it as a melee weapon or as a ranged weapon. You may not both draw a flintlock and then subsequently change the orientation of that flintlock on the same turn, even if you drew it as a free action. For example, you cannot draw a flintlock as a ranged weapon,

make a full attack with it, and then change its orientation to melee all on the same turn.

Changing the mode of your flintlock after drawing it requires the same type of action as drawing it (a move-equivalent action for most characters, or a free action for characters with the Quick Draw feat or an equivalent ability that specifically allows them to draw flintlocks as a free action). If you have at least a +1 base attack bonus and the flintlock is already in your hands at the start of your turn, you may change its mode as part of a normal move (exactly as any other weapon) but you may still not change its orientation more than once per round.

When you are wielding a flintlock with a weapon attachment or a bayonet, you still have to decide whether or not you are wielding it as a melee weapon or as a ranged weapon. Changing modes follows exactly the same rules as described above. The grip and the way you orient yourself is quite different for any flintlock when held as a melee weapon than for that same flintlock held in the firing position.

Prior to your first turn in combat, if you began that combat with a flintlock in hand, you are assumed to be wielding it as a ranged weapon unless you specifically stated otherwise at the time you drew it (i.e. before combat started). For example, if you have a flintlock rifle in your hands at the start of combat, even if you have the Combat Reflexes feat, you cannot use the rifle to make a melee attack of opportunity before your first turn in the initiative order because you are assumed to be holding the rifle in the position to make ranged attacks, not melee attacks. On your first turn you could switch to using the rifle as a greatclub and start making melee attacks with it.

Gaining weapon proficiency with flintlock pistols or rifles does not automatically allow you to wield the “equivalent” weapon type as though you are proficient with it. For example, if you are proficient with flintlock rifles, but not with greatclubs, you suffer the standard -4 non-proficiency penalty when wielding the rifle as a club. Regardless of proficiency, weapon-specific feats that you take for a flintlock as a ranged weapon do not give you their benefits when you wield that flintlock as a melee weapon. For example, if you have Weapon Focus (flintlock pistols) you do not get the bonus from that feat when wielding a flintlock pistol in melee. Weapon-specific feats that you take for the melee “version” do give their benefits when you wield a flintlock in melee that is the equivalent of the weapon for which you have the feat. For example, if you have Weapon Focus (light mace) you get a +1 bonus on your attack rolls when wielding in a flintlock pistol as a melee weapon, since it is treated as a light mace.

You cannot wield a flintlock as a double weapon (i.e. you cannot use the two-weapon fighting rules to make both melee and ranged attacks as part of a single full attack action), but you can have the butt of the weapon enchanted separately from the barrel as a melee weapon. To do this would require you to pay the cost of a masterwork weapon of the appropriate type (such as light mace for pistols and greatclub for rifles). Any enhancement bonus or other special properties that the melee “end” of the weapon has

do not activate or provide any bonuses when you wield it as a missile weapon, and vice versa.

Flintlock Modifications – Page 240

Errata: A character with the Quick Reload feat may reload a flintlock with the Breech-Load modification as a swift action (instead of a move-equivalent action).

Lorica Segmentata Armor – Page 243

Clarifications: Lorica segmentata is Medium armor. This does not change if the wearer has the appropriate Exotic Armor Proficiency feat. When it is made of mithral, this armor is treated as Light armor, but it still requires Medium armor proficiency to wear, and the armor's base speed does not change (it is already 30ft = 30ft and 20ft = 20ft, which matches most Light armors).

A wearer who does not have the Exotic Armor Proficiency still suffers the additional -2 armor check penalty even if the armor is made of a material or has some quality that reduces its base armor check penalty. The increase simply applies to whatever that particular suit of armor has as its base armor check penalty. Base armor check penalties can never be reduced below zero, so a non-proficient wearer has an armor check penalty of no better than -2 regardless of the armor's construction.

Milandisian Cuirass Armor – Page 243

Clarifications: A Milandisian cuirass is Medium armor. This does not change if the wearer has the appropriate Exotic Armor Proficiency feat. When it is made of mithral, this armor is treated as Light armor, but it still requires Medium armor proficiency to wear.

When made of mithral or other special materials that change the item's weight category from Medium to Light, the base speed for this armor becomes 30ft = 30ft and 20ft = 20ft. (This is no change for the 20ft base move and an increase of 5ft for the 30ft base move.) Movement penalties for wearers without the Exotic Armor Proficiency are applied after determining the armor's base speed.

A wearer who does not have the Exotic Armor Proficiency still suffers the additional -1 armor check penalty even if the armor is made of a material or has some quality that reduces its base armor check penalty. The increase simply applies to whatever that particular suit of armor has as its base armor check penalty. Base armor check penalties can never be reduced below zero, so a non-proficient wearer has an armor check penalty of no better than -1 regardless of the armor's construction.

Armor Modifications – Pages 244-245

Clarifications: The decrease in armor check penalty that is gained from the masterwork or greater masterwork quality does not stack with the reduction (if any) from being made of a special material (such as mithral). Only the best reduction applies. However, the bonuses from legendary (fitted) and legendary (nimble) armors **do** stack with their corresponding categories from special materials. The benefits from the custom special quality stack with similar

benefits from all other sources, including those gained from special materials and/or from the legendary quality.

New Special Material: Altherian Steel

Altherian steel originally appeared in the *Codex Arcanis*. It should have been updated in this chapter, but the text was accidentally omitted.

Altherian steel is exceptionally light. Items made of Altherian steel cost four times as much to make as their normal counterparts. Unlike some other special materials, an Altherian steel item is not automatically treated as masterwork, although the masterwork cost may be paid for separately.

An item made from Altherian steel weighs 75% as much as the same item made from other metals. In the case of armor, this does not change the armor's weight category (heavy armors are still treated as heavy, medium armors are still treated as medium, and light armors are still treated as light). In the case of weapons, this lighter weight does not change the weapon's size category or the ease with which it can be wielded (i.e. whether it is light, one-handed, or two-handed).

Although flintlocks are not entirely made of metal, Altherian flintlocks do gain benefits if they are made with Altherian steel, due to its strength and durability. A pistol weighs 3 pounds, a rifle or scattergun weighs 11 pounds, and a blunderbuss weighs 22 pounds when made from Altherian steel (these weights are exceptions to the 75% weight rule described above). The cost is four times the normal cost for the weapon, and Altherian characters do receive their normal 25% discount when purchasing Altherian flintlocks made of Altherian steel at character creation and when in Altheria.

Other items not primarily made of metal are not meaningfully affected by being partially made of Altherian steel.

Altherian steel has 30 hit points per inch of thickness and hardness 10.

Chapter Eight: Magic

Alignment-Keyed Spells

Several spells from the core rules are replaced by new spells that use the [Alignment-Keyed] descriptor. Several of the converted spells were left out of the *Player's Guide* and subsequently appeared in *Magic of Arcanis*. All of the relevant spells are reproduced here for ease of reference. The effect tables for these spells are found in *Appendix II* of this document.

Aura of Faith

Abjuration [Alignment-Keyed]

Level: Holy 8, Honor 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by creatures of an opposed alignment, and causing creatures of an opposed alignment to suffer ill effects when they strike the subjects.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers the spell's effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the spell's effects if it is lawful good, neutral good, or chaotic good. A creature whose alignment is not diametrically opposed to the key alignment is unaffected by this spell, except as noted below.

This abjuration has four effects:

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on all its saving throws. This benefit applies against all attacks, not just

against attacks by creatures of the diametrically opposed alignment.

- Second, each warded creature gains spell resistance 25 against all spells with the opposed alignment descriptor and all spells cast by creatures of the diametrically opposed alignment.
- Third, the abjuration blocks possession and mental influence, just as *protection from evil* does. This benefit applies regardless of the alignment of the creature that is attempting to possess or mentally influence a subject.
- Finally, if a creature of the diametrically opposed alignment succeeds on a melee attack against a warded creature, the offending attacker suffers the listed secondary effect (Fortitude save negates, but against this spell's save DC).

In *Arcanis*, this spell replaces the following spells from the core rules: *cloak of chaos* (which becomes Aura of Faith [Chaotic]); *holy aura* (which becomes Aura of Faith [Good]); *shield of law* (which becomes Aura of Faith [Lawful]); and *unholy aura* (which becomes Aura of Faith [Evil]).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp

Divine Smite

Evocation [Alignment-Keyed]

Level: Holy 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius burst

Duration: Instantaneous

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down divine power to smite your enemies. This spell's alignment descriptor is keyed to the descriptor you chose for the Holy domain. Only creatures whose alignment differs from yours along the chosen axis are affected. For example, if you cast this spell as a Good spell, only evil and neutral creatures are harmed by it. True neutral characters cannot cast this spell.

On the effect table, "X" represents an alignment component that is not considered when determining whether or not a particular creature is affected by this spell. For example, an entry of "Neutral X" means that a creature suffers partial effects if it is neutral good, true neutral, or neutral evil. An entry of "X Good" means that a creature suffers the full effects if it is lawful good, neutral good, or chaotic good. A creature that matches the key alignment component is completely immune to this spell's effects.

Full Effects: The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each creature in the area that suffers its full effects. Outsiders instead take 1d6 points

of damage per caster level (maximum 10d6). All creatures that suffer the spell's full effects also suffer the listed secondary effect. A successful Will saving throw reduces damage to half and negates the secondary effect completely.

Partial Effects: The spell deals only half damage to creatures that suffer partial effects, and they do not suffer the secondary effect at all. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

In Arcanis, this spell replaces the following spells from the core rules: *chaos hammer* (which becomes Divine Smite [Chaotic]); *holy smite* (which becomes Divine Smite [Good]); *order's wrath* (which becomes Divine Smite [Lawful]); and *unholy blight* (which becomes Divine Smite [Evil]).

Divine Word

Evocation [Alignment-Keyed, Sonic]

Level: Clr 7, Holy 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Creatures of an opposed alignment in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

You speak a single word of divine power. Any creature whose alignment is diametrically opposed to yours within the area that hears the *divine word* suffers the following ill effects. The effects of this spell are cumulative and concurrent. Any creature whose Hit Dice are equal to or lower than your caster level receives no saving throw against these effects; any creature whose Hit Dice are greater than your caster level receives a Will save to negate the effects. The effects are based on the alignment descriptor you choose when you cast the spell, not on the subject creature's alignment.

This spell has an alignment descriptor equal to the component of your alignment with which it is cast. You choose the component of your alignment that will be the key for this spell at the moment you cast the spell. For example, if you are lawful good, you can cast this spell as either a Lawful spell (in which case it affects chaotic creatures) or as a Good spell (in which case it affects evil creatures), but not both. If you are neutral evil, you may only cast this spell as an Evil spell (and it only affects good creatures). True neutral characters cannot cast this spell at all. If you cast this spell as a Holy domain spell, then the descriptor you use is always the descriptor you chose for that domain.

Confused: The creature is confused, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting compulsion effect.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Slowed: The creature is slowed, as by the *slow* spell, for 2d4 rounds.

Stunned: The creature is stunned for 1 round.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures of the diametrically opposed alignment within the area of effect are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the divine word. The banishment effect allows a Will save (at a -4 penalty) to negate.

In Arcanis, this spell replaces the following spells from the core rules: *blasphemy* (which becomes Divine Word [Evil]); *dictum* (which becomes Divine Word [Law]); *holy word* (which becomes Divine Word [Good]); and *word of chaos* (which becomes Divine Word [Chaos]).

Bonus Types – Page 251

Errata: Strike the text under “New Bonus Types” that refers to stacking. For the most part, Arcanis follows the core rules for bonus stacking. Bonuses of the same type (name) do not stack with one another, but bonuses of different types (names) do stack with one another. Divine and corrupted bonuses are a specific exception. They do not stack with one another, but they do stack with all other differently-named bonuses.

Divine bonuses come from holy power. They do not stack with corrupted bonuses.

Corrupted bonuses only benefit Infernals or those with the Tainted subtype. They do not stack with divine bonuses.

Daemonology Domain – Page 253

Errata: The various Summon Thy Own spells are the province of the Sarishan Binder and are included in the Binding prestige domain; they should not have been added to this domain.

Replace *summon thy own, lesser* with *summon monster V*, replace *summon thy own* with *summon monster VII*, and replace *summon thy own, greater* with *summon monster IX*. As noted, all of this domain's summoning spells may only be used to summon fiendish or Infernal creatures.

Music Domain – Page 255

Errata: A formatting error makes it difficult to find the deities and granted power for this domain. They are split between the very bottom of page 254 and the very top of page 255. However, they also have errors, so they are reprinted in their corrected form here. (The domain spell list is unchanged and can be found on page 255.)

Music Domain

Deities: Cadic, Larissa

Granted Power: You gain Perform as a class skill. Once per day, you may sing or play an instrument to use the *inspire courage* bardic music ability exactly as if you were a 1st-level bard.

Secrets Domain – Page 256

Errata: Cadic should be added to the list of deities who grant this domain.

Storm Domain – Page 256

Errata: Yarris should be added to the list of deities who grant this domain.

Subterfuge Domain – Page 256

Errata: The granted power for this domain is incorrect. It should be removed and replaced with the following.

Subterfuge Domain

Deity: Cadic

Granted Power: You gain Bluff, Disguise, Forgery, and Sleight of Hand as class skills. Once per day, when you are about to make a skill check using any one of these skills, you may activate this power to gain a +5 bonus on the skill check. Activating this power does not change the amount of time that it takes you to use the skill. This is a supernatural ability.

Travel Domain – Page 256

Clarification: A formatting error makes it difficult to notice, but the Travel domain is detailed on page 256 at the bottom of the right-hand column.

Holy Champion Base Spell List – Page 257

Errata: *Protection from evil* should be added as a first-level spell for all Holy Champions. (To be clear, specific Holy Champions might have additional alignments on their class spell lists – for example, the Holy Judge of Nier gets *protection from chaos* – but evil is the only “default” that all Holy Champions get.)

Beltinian Hospitaler Spells – Page 258

Errata: All of the *mass cure* spells should be one level higher. This creates the following changes:

- *Cure light wounds, mass* should be moved from the 2nd-level list to the 3rd-level list.

- *Cure moderate wounds, mass* should be moved from the 3rd-level list to the 4th-level list.
- *Cure serious wounds, mass* should be moved from the 4th-level list to the 5th-level list.
- *Cure critical wounds, mass* should be removed from the 5th-level list. This is no longer a class spell for the Beltinian Hospitaler.

Priest Spell List – Page 261

Errata: The 3rd-level spells *water breathing*, *water walk*, and *wind wall* were accidentally left off of the priest class spell list. They should be added as class spells, and are unchanged from the core rules.

Armor of Faith – Page 262

Clarification: This spell is available to all priests, regardless of deity. However, it is only available to clerics of Larissa (either aspect).

Heroism, Mass – Page 265

Errata: This spell may only affect a number of targets equal to the caster level.

His Blade Shall Not Harm Me – Page 265

Errata: This spell only grants DR 5/Bludgeoning, not DR 10/Bludgeoning

Oath – Page 267

Clarification: The level listing for this spell is a little bit unclear. It is available to all bards regardless of deity, clerics of Sarish, holy champions of Sarish, and all sorcerers and wizards regardless of deity at the listed levels, but characters of all these classes may **only** use the spell if the character is of the val'Mehan bloodline.

The spell is also available to any cleric with the Oath domain as a 3rd-level domain spell, regardless of bloodline. (This distinction may seem redundant, but it is important. Only Sarish grants the Oath domain, but not all Sarishan clerics are val'Mehan, so it is possible for other characters who are not val'Mehan but who are clerics of Sarish to use the spell as a domain spell.)

Summon Thy Own – Page 271

Errata: All three of the spells in this chain are on the clerical spell list for clerics of Sarish, but they are not spells that those clerics can cast under normal circumstances. The reason that they are on the clerical spell list is that Sarishan Binders can create scrolls of these spells that are keyed to specific Internals, and “normal” clerics of Sarish need to be able to use those scrolls. A normal cleric of Sarish cannot prepare and cast any of the spells in this chain without access to the Binding prestige domain (see the Sarishan Binder prestige class for details), but may activate magic items that contain the spells.

These spells are not supposed to be domain spells for the Daemonology domain. Strike the references to the Daemonology domain from the level lists for *summon thy*

own; *summon thy own, greater*; and *summon thy own, lesser*.

The Greater Binding domain referenced in the description of the three *summon thy own* spells is actually just called the Binding domain and it is a prestige domain (meaning it is not available to normal clerics, even clerics of Sarish). This prestige domain is found with the Sarishan Binder prestige class on page 210.

Twist of Fate – Page 272

Errata: Casting the spell is a *standard* action, but using the effect of the spell is an *immediate* action. Any individual creature may only be affected once by this spell in any 24-hour period. For example, even if two or more characters in the party have this spell up, only one reroll can be forced against any given opponent. You can only mess with Fate for so long before it messes back.

Val Bloodline Powers – Page 273

Errata: The text referring to bonus stacking is incorrect. Unless otherwise noted, all bonuses from Val bloodline powers are considered to be divine bonuses. Divine bonuses do not stack with corrupted bonuses (and vice versa), but they do stack with all other differently-named bonuses. (See the errata for “Bonus Types” above.)

Activation of Bloodline Powers: A character may only activate one Val bloodline power per round, even if the usage of the power is a free, immediate, or swift action. (The durations of multiple active powers may overlap once they have been activated, of course.) If a bloodline power specifically says that it may or must be used in conjunction with another power (such as the val’Borda powers *Cadic Guides My Hand* and *In Darkness There Is Death*) then activating both the linked powers at the same time only counts as a single activation.

Val’Abebi Bloodline Powers – Pages 273-274

Errata: Several of the bloodline powers for this family have been revised in order to bring them into balance with the power levels of the other Val bloodlines. The text for each of the following powers in the *Player’s Guide* should be completely replaced by the new text in this document. Powers that are not reprinted herein should be assumed to have no changes.

1st-Level Val’Abebi Bloodline Powers

Enhanced Memory (Ex): The Autohypnosis skill (see the *Expanded Psionics Handbook*) is considered a class skill for the Val. This power does not grant the character any ranks in the skill, but he may make memorization checks (as detailed in the skill description) untrained. The Val gains a bonus equal to her total character level on all memorization checks made using the Autohypnosis skill.

The Tongues of Men Are of All Men (Sp): All knowledge is the province of Althares, and His children shall not be hindered from learning by any language barrier. Speak Language is a class skill for the Val, and she may make use of the *comprehend languages* spell at will as a spell-like ability.

Wisdom of the Ages (Ex): Althares’ wisdom lives in His children. All Knowledge skills are treated as class skills for the Val. Furthermore, every time he gains a level, the Val gains 1 extra skill point, which may only be spent on Knowledge skills.

If this power is chosen during character creation, then the Val gains a one-time bonus of 4 extra skill points (instead of 1) to spend on Knowledge skills at first level and thereafter gains the +1 skill point described above.

2nd-Level Val’Abebi Bloodline Powers

The Face of Althares (Ps or Sp): To most, the motives of Althares’ children are inscrutable. If the Val is psionically active and has the ability to manifest at least one psionic power, she adds the psionic power *conceal thoughts* to her list of powers known and she never has to pay the base 1 PP cost to manifest that specific power. (She still has to pay any PP costs for metapsionic feats or other extra-PP abilities that she uses in conjunction with the power.) Her manifester level for *conceal thoughts* is the same as her normal manifester level for her other psionic powers.

If the Val is not psionically active or does not have a manifester level, she instead receives the ability to activate a spell-like ability that grants the same benefits as *conceal thoughts*. This spell-like ability may be used once per day per two blood ranks (minimum 1).

If a Val who originally was not psionically active or did not have a manifester level at the time this power was gained subsequently becomes psionically active and gains a manifester level, then the benefits of this power switch from the non-psionic version to the psionic version.

The Lessons of Master Craftsmen (Ex): The teachings of the great artificers live on in the blood of Althares’ children. The Val adds her blood rank as a bonus on all Craft skill checks.

3rd-Level Val’Abebi Bloodline Powers

The Gift (Sp): Althares’ knowledge extends to all things and all places. Once per day, the Val may call upon this knowledge in an attempt to augur the future. This allows the Val to use the *moment of prescience* spell as a spell-like ability.

Val’Assanté Bloodline Powers – Page 275

Errata: The *Gift of Perfection* ability cannot be used to create an automatic critical hit. When this power is used to declare an attack roll as a natural 20, although the attack automatically hits, the power does not automatically make the attack a critical threat. A separate d20 must be rolled,

and if the result of that d20 is within the weapon's current threat range, then the attack is a critical threat. The *Gift of Perfection* only substitutes a natural 20 for the original attack roll; if a threat is rolled, then a normal critical-confirmation roll must still be made in order to turn that threat into a critical hit.

Val'Borda Bloodline Powers – Page 275-276

Errata: The text of the 3rd-level bloodline power *In Darkness There Is Death* says that the character can use this power by itself to make a death attack if he has an item that grants him the ability to make sneak attacks (such as *gloves of the rogue*). That is incorrect: items cannot be used to qualify. In order to use this power without combining it with *Cadic Guides My Hand*, the character must have the sneak attack ability as a class feature from at least one of his classes.

The saving throw DC of a death attack made with the *In Darkness There Is Death* ability is 10 plus one-half the val'Borda's total character level plus the val'Borda's Intelligence modifier.

Clarifications: The usage of *Cadic Guides My Hand* in conjunction with *In Darkness There Is Death* to make a death attack is considered a single activation for purposes of the usage limit of one Val bloodline power per round. When the two powers are combined to make a death attack, there is no requirement that the target of the attack must be flat-footed or that the Val must make a successful sneak attack in order to deliver the death attack. When *In Darkness There Is Death* is used by itself, then all of the normal conditions for an assassin's death attack from the core rules must be met. In either case the Val still needs to study his target for 3 rounds before delivering the death attack.

Errata: The entire text of the 4th-level bloodline power *Path of Shadows* is incorrect. Replace it with the following:

Path of Shadows (Sp): Some believe that the first shadow dancers must have tailored their shadow jump ability around one of the most famed and feared of the val'Borda bloodline powers. Tales abound of family monarchs "dropping in" unannounced upon their fellow kin and enemies alike. Once per day, plus one additional time per day for every two blood ranks beyond 1st (twice at blood rank 3, three times at blood rank 5, and so forth), the Val may jump from any one area of shadow to another as if he had cast *greater teleport*. His caster level for this ability is equal to his total character level. If there are no shadows within 5 feet of the Val's chosen destination (GM's discretion), then the power fails and the Val remains in his original location, suffering no other ill effects.

Val'Dellenov Bloodline Powers – Page 276

Errata: The 2nd-level bloodline power *The Thousand Forms of Nature* has been updated. Replace the text on page 276 with the following:

The Thousand Forms of Nature (Su): Saluwé blesses her faithful with the ability to complete their connection to the environment by taking on the shape of natural animals. Once per day, the Val may turn herself into any of the following forms: baboon, badger, dire rat, dog, donkey, eagle, snake (Small viper), or wolf lizard. This ability functions exactly like the Wild Shape supernatural ability of a 5th-level druid (regardless of the Val's actual character level). See *Core Rulebook III* for statistics for these animal forms, except for the wolf lizard, which is found in the Appendix of the *Player's Guide to Arcanis*. To be clear, the only dire creature whose form can be assumed with this ability is that of the dire rat, even though some of the other animals listed also have dire versions.

A druid of 4th level or below uses this power as written even though she does not yet have the druidic Wild Shape class feature. A druid of at least 5th level who gains this bloodline power instead gains one additional daily use of her wild shape ability and adds 1 to her druid level for purposes of determining which forms she can assume (but not the duration, Hit Dice limitation, or any other variable aspects of the wild shape ability).

The 3rd-level bloodline power *The Wild Within* has also been updated. Replace the text on pages 276-277 with the following:

The Wild Within (Su): The children of Saluwé can tap into the primal nature within themselves with terrifying results. Once per day, the Val may turn herself into any creature from *Core Rulebook III* or the *Player's Guide to Arcanis* of the Animal type of size Tiny through Large. This ability functions exactly like the Wild Shape supernatural ability of an 11th-level druid (regardless of the Val's actual character level). Note that the 11 HD limitation of this ability will preclude the use of some animal forms that are within the allowed range of size categories.

To be clear, a druid of 10th level or below uses this power as written even though it functions at a higher effective level than her druid class level. It should be tracked separately from her daily uses of her druid Wild Shape ability. A druid of at least 11th level who gains this bloodline power instead gains one additional daily use of her wild shape ability and adds 1 to her druid level for purposes of determining which forms she can assume (but not the duration, Hit Dice limitation, or any other variable aspects of the wild shape ability). These benefits stack with the corresponding benefits of the Thousand Forms of Nature bloodline power if the Val has both abilities.

Val'Emman Bloodline Powers – Page 277

Errata: Replace the rules text of *The Puissant Warrior* with the following. The ability may be used once per day plus one additional time per day for every two blood ranks beyond 1st.

Powerful Strike (Ex): The use of this ability is declared prior to making a melee attack roll. The ability causes that attack to be made with overwhelming force. If the attack hits, it deals double damage (exactly as a lance does when used during a charge). If the attack misses, the use of the ability is wasted.

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

Val'Ishi Bloodline Powers – Page 279

Clarification: The 2nd-level bloodline power *To Heal the Soul* creates the exact effect of a *restoration* spell upon a single target. It does not require any material component.

Val'Ossan Bloodline Powers – Pages 281-282

Errata: Several of the bloodline powers for this family have been revised in order to bring them into balance with the power levels of the other Val bloodlines. The text for each of the following powers in the *Player's Guide* should be completely replaced by the new text in this document. Powers that are not reprinted herein should be assumed to have no changes.

1st-Level Val'Ossan Bloodline Powers

Upon the Oceanlord's Back (Ex): Any ship manned by a val'Ossan need never fear being left adrift at sea by a dead calm. Whenever the Val is on a ship, that ship may sail as though it is under the effects of a moderate wind if the prevailing weather conditions are for anything less than a moderate wind. (This power does not allow the Val to reduce the strength of winds stronger than moderate or to control the weather directly.)

Yarris' Breath (Ex): The children of the Sea King were never meant to drown within His watery domain. The Val gains the extraordinary ability to breathe underwater through a pair of gills that sprouts from her neck whenever she is immersed in water. The Val also gains a base Swim speed of 20 feet, which allows her to move through normal water conditions without having to make Swim checks. She gains a +8 racial bonus on any Swim check to perform a difficult action or avoid a hazard. She may always choose to take 10 on a Swim check, even if distracted or endangered. The Val may use the run action while swimming, provided she swims in a straight line. Swim is always treated as a class skill for her.

Yarris' Step (Sp): As Ruler of the Waves, Yarris grants His children a measure of control over the seas. The Val may make use of the *water walk* spell (self only) at will as a spell-like ability. This version of the spell only works for walking upon bodies of liquid water, however (i.e. it does not work on mud, quicksand, ice, snow, lava, etc.)

2nd-Level Val'Ossan Bloodline Powers

My Brothers Shall Not Harm Me (Su): The Master of the Oceans will not permit His minions to attack His children. No natural animals of the sea, including animal companions, will voluntarily attack the Val. Magically dominated or controlled animals, as well as summoned animals, that are commanded to attack the Val receive an additional Will save to ignore the command, even if the spell does not normally allow a saving throw (such as *summon nature's ally*) or the creature already failed a previous save. Such creatures receive a divine bonus equal to the Val's blood rank on the additional saving throws granted by this power. If the creature's Will save fails then it attacks the Val as directed but may attempt another save if it is directed to continue attacking on a subsequent round. If the save succeeds then the creature stands still and does nothing for that round (continuing to defend itself normally).

My Lord's Domain is as Mine (Su): Water is ever-flowing and always malleable. The val'Ossan knows this and may adapt as water does. She gains the granted power of the Travel domain from *Core Rulebook I*. If she already has the Travel domain's granted power then she adds her blood rank to the duration of the *freedom of movement* effect granted by the domain.

3rd-Level Val'Ossan Bloodline Powers

The Sea is My Ally (Sp): The children of Yarris can call upon the creatures of the sea to aid them. Once per day, the Val may summon a single aquatic creature as if he had cast *summon nature's ally V* (including the ability to choose from lower-level lists and gain a larger number of creatures).

The Val automatically succeeds on any Handle Animal skill checks needed to control or direct the creatures summoned by this power. The duration of the summoning effect is one hour per blood rank (instead of the usual one minute per caster level). This power may only be used to summon creatures that have the Aquatic subtype, that normally dwell entirely within an aquatic environment (such as a celestial sea cat), or that spend a majority of their life in or under the water (such as a fiendish crocodile).

4th-Level Val'Ossan Bloodline Powers

Redeem What is His (Sp): Water is Yarris' gift of life. Without water, the gardens of Saluwé would not bloom, the tears of Hurrian's stormy skies would not fall, the blood of Sarish would not flow, and all of Onara would crumble to dust. This gift may be reclaimed, however. Once per day the Val may make use of *horrid wilting* as a spell-like ability. Her caster level for this spell is equal to her total character level. Creatures with the Aquatic or Water subtypes do not receive a saving throw against the effect.

As the gift of water and life is taken from those who suffer the Oceanlord's wrath, it is also transferred to the child of Yarris who reclaimed it. The Val gains a number of temporary hit points equal to the amount of damage suffered by the single creature that suffered the most damage from the spell. (If more than one creature tied for the most damage taken, then it does not matter which creature is used – the Val only gains that amount once.) These temporary hit points last for one hour per blood rank.

Val'Sheem Bloodline Powers – Page 282

Errata: The 1st-level bloodline power Gift of Joy and Pleasure can be used once per day per blood rank.

The 2nd-level bloodline power Our Waters are as Wine is flavorful (no pun intended) but woefully underpowered for its level. The text of the power should be replaced with the following:

Our Waters Are as Wine (Sp): The Larissans of Sweet Savona have a saying: "In vino veritas," or "in wine there is truth." Whether it be for the sheer pleasure of imbibing, to loosen the tongue of a secretive noble, or to rejuvenate himself, the Val may transmute common water into wine, or transmute a drink of wine into a magical potion. This power may be used once per day per two blood ranks (minimum 1). The Val must be touching or holding the vessel or container. The use of this power is a standard action that provokes attacks of opportunity.

The Val may turn up to 1 pint of water per blood rank into fine wine as if he had cast *transmute liquids* (see page 272). This change is permanent. The wine so created is always fresh and delicious (for example, the Val cannot deliberately create sour wine to discomfit a social rival). Alternatively, the Val may transform a single draught of any sort of wine into a single draught of a magical potion. This potion has a caster level equal to the Val's blood rank (maximum 5) and may be chosen from the following list: *cure light wounds*, *mage armor*, *protection from (alignment)*, *remove fear*, *sanctuary*, or *shield of faith* (+2). The potion so created functions only for the Val who manifested the power, and it turns back into non-magical wine at the end of the Val's next turn if it is not consumed. (Note that drinking the potion requires an additional standard action above and beyond the standard action required to activate this power.)

This power has no effect on any liquid that is already magical (such as potions) even if the liquid includes water or wine as part of its mixture.

Val'Tensen Bloodline Powers – Page 283

Errata: Activating the ability *His Might is Our Own* requires a standard action, not a free action.

Electricity is Our Ally grants electricity resistance equal to three times the character's blood rank. For example, a val'Tensen with blood rank 3 would gain electricity resistance 9.

Val'Virdan Bloodline Powers – Page 284

Errata: Replace the rules text of *The Puissant Warrior* with the following. The ability may be used once per day plus one additional time per day for every two blood ranks beyond 1st,

Powerful Strike (Ex): The use of this ability is declared prior to making a melee attack roll. The ability causes that attack to be made with overwhelming force. If the attack hits, it deals double damage (exactly as a lance does when used during a charge). If the attack misses, the use of the ability is wasted.

If the attack is a confirmed critical hit, then instead of dealing double damage, the net effect is that the critical multiplier is increased by 1 (for example, a x3 multiplier would increase to x4). This is not an actual increase to the weapon's base critical multiplier; it is a result of applying the standard rules for "doubled doublings."

Val'Baucisz Bloodline Powers – Page 285

Clarification: The 2nd-level bloodline power *Thy Kindred Shall Protect and Serve Thee* creates the effect of a special *summon monster III* spell. This ability may only be used to summon a fiendish creature or an Infernal, and is treated as if it had a caster level equal to the Val's total character level.

Chapter Nine: Religion

Sarishan Oaths – Page 288

Errata: The sentence describing how a character can simply visit a priest and spend some XP to be absolved of a Sarishan Oath is incorrect. That statement should be stricken. (The part about seeking out a member of the Oathspeaker prestige class, from the *City of Secrets* sourcebook, is correct and does provide an avenue by which a character can be freed from a Sarishan Oath, however.)

Chapter Ten: Secret Societies

There are no errata for this chapter at this time.

Appendix

Animals of Onara – Pages 317-319

The stat blocks for the various animals have numerous errors. Corrected stat blocks are presented in *Appendix IV* of this document.

Undead Template – Page 319

Clarification: The undead template is intended to be applied to non-humanoid creatures (such as skeletal familiars) that become undead through various means. It is not intended to be applied to player characters. There are various means in Arcanis by which PCs can become undead (such as the Order of the Still Heart prestige class). Instead of using the template, the following rules text should be followed by any PC that becomes undead.

You are now an undead creature. You retain all of the features of your original classes and levels, except where those features are superseded by the effects of becoming undead. You do not recalculate your Base Attack Bonus or your base saving throw bonuses, but all of your current and future Hit Dice change to d12s. You also gain all of the following benefits and drawbacks:

- You have no Constitution score. You still accumulate Fortitude saving throw bonuses from your class levels, however. You use your Charisma modifier to determine your bonus or penalty on Fortitude saves.
- You gain Darkvision out to a range of 60 feet.
- You gain immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- You gain immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- You are not subject to critical hits, nonlethal damage, ability drain, or energy drain. You are immune to damage to your physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- You are damaged by positive energy (such as a *cure* spell) and healed by negative energy (such as an *inflict* spell). You can never benefit from any form of the regeneration special quality. The fast healing special quality works on you as normal.
- You are immune to any effect that requires a Fortitude save (unless the effect also works on objects, such as disintegrate, or is harmless).
- You use your Charisma modifier for Concentration checks and any other skill that would normally be modified by your Constitution modifier.
- You are not at risk of death from massive damage, but when reduced to 0 hit points or less, you are immediately destroyed (i.e. you do not have a -10 “buffer” as a living creature does.)
- You cannot be affected by *raise dead*, *resurrection*, *true resurrection*, and similar spells or abilities that

return dead creatures to the living. Instead, when you are reduced to 0 hit points or otherwise destroyed, the spell *reenervate the Chosen* (see below) may be cast to restore your undead form. This spell is generally only available for purchase at temples of Neroth. It is also assumed that any NPC spellcaster of sufficient level that is itself a recipient of the Blessing of Neroth (i.e. a sentient undead) can cast this spell. This basically means that you can only be brought back as an undead if the spell is cast at a Temple of Neroth or another location that the GM determines would have equivalent access to high-ranking undead spellcasters. Otherwise you are permanently dead. However, the normal 24-hour time limit for bringing a character back to life in Arcanis does not apply to undead, because there is no soul and therefore nothing to depart for Beltine’s Cauldron. This means that as long as your companions are able to recover at least some part of your destroyed form, you can probably be brought to a Temple of Neroth at the end of the adventure. You still lose a level as normal when you are returned to “unlife” as part of your energy is used to fuel the reconstruction of your physical form.

- To be clear, no Beltinian will ever assist in bringing a destroyed undead creature back in any way, shape, form, or fashion.
- You are considered to be powered by negative energy for all effects relating to undead. This means that you can be turned or destroyed by clerics who channel positive energy, and you can be rebuked or commanded by clerics who channel negative energy. Your total character level is your HD total for purposes of adjudicating turning attempts made against you. You do not gain any sort of Turn Resistance simply by virtue of becoming undead.
- Undead do not breathe, eat, or sleep.

Unless you disguise your undead state, you are very likely to suffer significant negative consequences when traveling in civilized areas. In certain cities, particularly those within the Theocracy of Canceri, your status as an undead will not be considered unusual or objectionable, but that is the exception rather than the rule. You must make the GM aware of your condition and any steps you are taking to conceal it at the beginning of every adventure.

Story Note: The *Player’s Guide to Arcanis* explains that when a creature becomes an undead, its soul is destroyed (see, for example, page 303). The existence of creatures that are powered by pure Intellect and do not have souls can create a variety of interesting theological conundrums. The forthcoming PCI sourcebook *Theocracy of Canceri* will address this issue in detail. As a preview of that sourcebook, we provide the following new spell, which replaces the *raise dead* and *resurrection* spells for undead characters in Arcanis.

Reenervate the Chosen

Necromancy

Level: Clr 5 (Neroth), Pst 5 (Neroth), Sor/Wiz 6

Components: V, S, M / DF

Casting Time: 1 minute

Range: Touch

Target: Destroyed intelligent undead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Once Neroth has blessed his Chosen, and claimed the souls of those he has blessed, the normal rules governing the disposition of souls no longer apply to those entities.

With the casting of this spell, you restore unlife to a destroyed intelligent undead creature. You can restore a creature that has been inanimate for any length of time, provided the creature has sufficient energy to power its return to unlife. However, the subject's intellect must be free and willing to return, or the spell does not work; therefore, the spell requires no saving throw. This spell has no effect on living creatures, on the dead bodies of living creatures that have not been transformed into undead, or on the destroyed remains of non-intelligent undead creatures (such as skeletons and zombies).

It does not matter whether the undead was destroyed by being reduced to 0 hit points or by some other effect that resulted in its instant destruction. The condition of the remains is not a factor. So long as some small portion of the creature's body exists, it can be reanimated, but the portion receiving the spell must have been part of the creature's body at the time of its destruction. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.)

Reanimation is an ordeal. The subject of this spell loses one character level (or Hit Die). This level loss cannot be repaired by any means. An undead with only a single level or Hit Die at the time of its destruction can be reanimated by this spell, but it comes back as a mindless skeleton or zombie, exactly as if the *animate dead* spell had been used instead of this spell.

The reanimated creature has a number of hit points equal to its current Hit Dice. Any ability scores (other than Constitution) damaged to 0 are raised to 1. Magical curses and other lingering ill effects are not undone. None of the creature's equipment or possessions are affected in any way by this spell.

An undead that was destroyed with spells prepared has a 50% chance of losing any given spell upon being reanimated, in addition to losing spells for losing a level. A spellcasting undead that doesn't prepare its spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

The subject of this spell is reenervated using whichever type of energy powered its original undead transformation (usually negative, but in Arcanis it is also possible to have positive-energy undead).

Material Component: Ground onyx powder worth at least 5,000 gp.

Recommended House Rule for Death and Dying:

Arcanis is a high-powered campaign world. Although it's up to each individual GM to decide his or her own house rules, we recommend that you adopt a rule whereby all characters have the normal -10 hit point buffer from the core rules increased by an amount equal to the character's Constitution score. For example, a character with a 13 Constitution would not die until reaching -23 hit points, instead of dying at -10. (Another option, which is preferred by some GMs, is to use the creature's Hit Dice / total character level instead of its Constitution score.)

For balance reasons, feats such as Diehard that allow a character to take actions when reduced to between -1 and -9 hit points should not have their functions extended to allow characters to take actions when they are at or below -10 hit points. This change also has an impact on barbarians and other characters with the ability to rage, since they are far less likely to die at the end of their rage when the extra hit points generated by their temporary Constitution increase go away. A similar problem can be created by any character with an ability to temporarily increase his Constitution score. You'll need to rule on these situations on a case-by-case basis.

The reason this house rule is presented in this Appendix is because when you have undead characters in the campaign, they get a major benefit that is not available to most characters in Arcanis, which is that they do not have to be brought back within 24 hours of being destroyed. By extending the hit-point buffer for living creatures, you give the non-undead PCs something back, since undead characters are destroyed upon reaching 0 hit points and so they do not get to take advantage of the extended buffer.

Appendix I: Corrected Prestige Classes

TABLE 6-36: WARRIOR OF THE ETERNAL FLAME						HIT DIE: D10			
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	+0	+2	To Walk the Path of Fire, Tap the Fire Within	0	--	--	--
2 nd	+2	+3	+0	+3	Child of Nier	1	--	--	--
3 rd	+3	+3	+1	+3	Call Forth His Servants (Medium)	1	0	--	--
4 th	+4	+4	+1	+4	Fire Domain	1	1	--	--
5 th	+5	+4	+1	+4	Call Forth His Servants (Large)	1	1	0	--
6 th	+6	+5	+2	+5	Destruction Domain	1	1	1	--
7 th	+7	+5	+2	+5	Call Forth His Servants (Huge), Nier's Blazing Aura	2	1	1	0
8 th	+8	+6	+2	+6	Nier's Embrace	2	1	1	1
9 th	+9	+6	+3	+6	Call Forth His Servants (Greater)	2	2	1	1
10 th	+10	+7	+3	+7	Nier's Gift	2	2	2	1

Class Skills (2 + Int modifier per level): Climb, Concentration, Craft (any), Examine Martial Technique, Handle Animal, Heal, Intimidate, Jump, Knowledge (religion), Knowledge (warfare and tactics), Profession (any), Ride, Sense Motive, and Spellcraft.

Requirements

To qualify as a Warrior of the Eternal Flame, a character must fulfill all the following criteria.

Alignment: Any Lawful

Base Attack Bonus: +7

Feats: Iron Will, Toughness, and Weapon Focus (any melee weapon).

Skills: Knowledge (religion: Nier) 4 ranks, Knowledge (warfare and tactics) 4 ranks

Special: Must worship Nier and must survive a special test known as the *Crucible of Flame*. There are said to be a series of five such tests, known as the Pillars, each of which must eventually be overcome by the Warrior as he progresses down the path of enlightenment.

Class Features

Warriors of the Eternal Flame are the embodiment of Nier in his aspect as Lord of Fire. Their martial prowess advances at a rapid rate, and they also gain the ability to cast a few divine spells and to call forth the living flame of Nier to serve them.

Weapon and Armor Proficiency: A Warrior of the Eternal Flame is proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields (including tower shields).

To Walk the Path of Fire: In order to become a Warrior of the Eternal Flame and to gain levels in the prestige class, the applicant must walk through the Pillars of Fire.

There are five known Pillars, and successfully completing the challenges of each allows the character to advance farther down the path. The first Pillar allows access to the first three levels of the class, while each subsequent Pillar adds an additional two levels. The fifth and final Pillar unlocks the tenth level of the prestige class and represents the character's ultimate transformation into an embodiment of Nier. The locations of the individual Pillars are detailed in the *Player's Guide to Arcanis*. Although the sourcebook provides a specific order, in reality a Warrior of the Eternal Flame may pass through the Pillars in any order.

Tap the Fire Within: The flames of Nier have touched the Warrior's heart, allowing her to call upon the fire that burns within. The character gains the ability to cast a small number of divine spells. (Note: The limitation on the number of spells known from the *Player's Guide to Arcanis* has been removed, but the number of spells per day has been reduced, as detailed in the revised advancement table.)

Beginning at 1st level, a Warrior of the Eternal Flame gains the ability to cast a number of divine spells. To cast a spell, the Warrior must have a Charisma score of at least 10 + the spell's level, so a Warrior with a Charisma of 10 or lower cannot cast these spells. The Warrior's bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the Warrior's Charisma bonus. When the Warrior gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to (based on her Charisma score) for that spell level.

The Warrior of the Eternal Flame's spell list appears below. The Warrior has access to any spell on the list and can freely choose which to prepare when she prays for her spells each day. She prepares and casts spells just as a cleric does (though she cannot drop a prepared spell to spontaneously cast a *cure* or *inflict* spell in its place).

Child of Nier (Su): Beginning at 2nd level, the Warrior gains immunity to the effects of non-magical fire and natural extremes of heat. She will never suffer burns nor heat damage. Magical fire is an amalgamation of Lord Nier's power with that of Sarish, so the Warrior is resistant but not immune to it. She gains fire resistance 5, which increases to 10 at 4th level, 15 at 7th level, and 20 at 9th level.

Call Forth His Servants (Su): At 3rd level, the Warrior of the Eternal Flame gains the ability to call forth a fraction of the essence of Nier Himself to aid her. Once per day she may offer her own blood in a ritual to the Lord of Fire. This ritual involves 30 minutes of prayer and culminates in the Warrior spilling a quantity of her own blood, which bursts into flame and takes the form of a fire elemental (with the standard statistics for its type as detailed in *Core Rulebook III*). The Warrior loses one hit point per two Hit Dice (rounded down) of the elemental to be summoned. These hit points cannot be healed or regenerated in any way for as long as the summoned elemental remains on the Mortal Plane of Arcanis.

The summoned elemental is Medium (4 HD) at 3rd level, Large (8 HD) at 5th level, Huge (16 HD) at 7th level, and Greater (21 HD) at 9th level. The Warrior is able to command the elemental telepathically and it obeys her orders without question. *Dispel magic* cannot cancel this summoning effect, but more powerful spells (such as *dismissal*) that expel extraplanar creatures can. Upon being reduced to 0 hit points, if it is ever more than one mile from her position, or after 12 hours have passed (it can be dismissed early by the Warrior as a standard action), the summoned elemental immediately vanishes and the Warrior regains the hit points she sacrificed during the ritual.

Bonus Domains: At 4th level the Warrior of the Eternal Flame gains access to the Fire Domain from *Core Rulebook I*. (The appropriate spells from this domain are already included in the class spell list.) The Warrior gains the use of the granted power of the domain. She does not gain the bonus domain spell slot per day, but if she already has the Fire domain from another divine spellcasting class (typically cleric), then her Warrior of the Eternal Flame class levels stack with her class levels in the other class when she casts spells from the domain slot granted by the other class.

At 6th level, the Warrior gains access to the Destruction domain from *Core Rulebook I*. This works identically to the Fire domain (she gains the granted power but not the domain slot, and her caster levels stack when casting spells from the Destruction domain out of the

domain slot from her other divine spellcasting class, if any.)

Note that certain of the domain spells (such as *contagion*, which is the 3rd-level Destruction domain spell) are not appropriate for Nier's portfolio and so have deliberately not been included on the Warrior of the Eternal Flame's class list.

Nier's Blazing Aura (Su): At 7th level, the Warrior of the Eternal Flame gains the ability to wreath herself in the coruscating flames of Nier. Activating this supernatural ability is an immediate action that may be performed once per day.

Brilliant blue flames erupt from the Warrior's body. These flames do not harm the Warrior or her equipment. The aura conveys the benefits of the *fire shield* spell (warm version) as detailed in *Core Rulebook I*, except that this version does not allow Spell Resistance. The shield deals 1d6+15 points of fire damage to any creature striking the Warrior with a natural or hand-held weapon, and reduces all damage from cold-based attacks by half (if the attack allows a Reflex save for half damage, the Warrior takes no damage on a successful save).

While she is enveloped in the blazing aura, the Warrior cannot become invisible, nor can she benefit from any form of concealment (natural or magical) due to the aura of fire that surrounds her. However, for as long as the ability is active, the Warrior gains the benefits of the *freedom of movement* spell. (Creatures attempting to grapple her automatically take damage from the *fire shield* as normal, but the grapple attempt automatically fails.)

Once activated, the blazing aura lasts for one round per level in the prestige class. The blazing aura is treated as if it were a single spell with a caster level of 15 for purposes of *dispel magic* and similar effects.

Nier's Embrace (Su): At 8th level, the Warrior of the Eternal Flame can imbue her weapon with the holy fires of her patron deity. This supernatural ability may be activated once per day as a full-round action and only functions on a melee weapon that is being wielded by the Warrior of the Eternal Flame.

The weapon erupts with white-hot light, the searing pain of which can only be felt by those who are struck with it in melee combat. While this aura is active, the weapon bypasses damage reduction as if it were aligned to match the Warrior's own alignment (both components, one of which is always Lawful). The weapon also gains a holy bonus to hit and damage equal to the Warrior's prestige class level. (If the Warrior is evil, then the bonus is unholy instead of holy).

The weapon's aura lasts for a number of minutes equal to the Warrior's Charisma bonus (minimum 1 minute). If the Warrior is disarmed or puts the weapon down, the aura vanishes, but it immediately reappears when the Warrior picks the weapon back up (the Warrior does not have to use an action to reactivate the aura) as long as the duration has not expired.

Nier's Gift: At 10th level, the Warrior undergoes her ultimate transformation, becoming an amalgamation of mortal flesh and the divine essence of Nier Himself. Her type changes to Elemental, and she gains the Augmented and Fire subtypes. This gives her the following traits:

- Darkvision out to a range of 60 feet.
- Immunity to poison, sleep effects, paralysis, and stunning.
- Not subject to critical hits or flanking.
- Immunity to fire.
- Vulnerability to cold, which means she takes half again as much (+50%) damage from cold-based attacks, regardless of whether a saving throw is allowed or if the save is a success or a failure.

Warrior of the Eternal Flame Spell List

1st level: *bless weapon, burning hands, cause fear, dancing lights, inflict light wounds, magic weapon, pyrotechnics, spiritual weapon*

2nd level: *continual flame, flame blade, flaming sphere, inflict moderate wounds, magic vestment, produce flame, resist energy, shatter*

3rd level: *fire trap, flame arrow, greater magic weapon, inflict serious wounds, mantle of unassailable flame, scorching ray*

4th level: *fireball, fire shield (warm), flame strike, inflict critical wounds, wall of fire*

TABLE 6-18: MASTER OF THE HOUNDS						HIT DIE: D8			
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	+0	+2	Hound Companion, Wild Empathy (Canines), Status	0	--	--	--
2 nd	+2	+3	+0	+3	Head of the Pack	1	--	--	--
3 rd	+3	+3	+1	+3	Empathic Link	1	0	--	--
4 th	+4	+4	+1	+4	Augment Summoning (Canines only)	2	1	--	--
5 th	+5	+4	+2	+4	Hamstring +1d6	2	1	0	--
6 th	+6	+5	+2	+5	Unwavering Devotion	3	2	1	--
7 th	+7	+5	+3	+5	Superior Breed	3	2	1	0
8 th	+8	+6	+3	+6	Pack Tactics	4	3	2	1
9 th	+9	+6	+4	+6	Lone Wolf	4	3	2	2
10 th	+10	+7	+4	+7	Shared Senses, Hamstring +2d6	4	4	3	3

Class Skills (4 + Int modifier per level): Climb, Concentration, Craft (any), Diplomacy, Handle Animal, Heal, Jump, Knowledge (nature), Knowledge (nobility and royalty), Listen, Profession (any), Ride, Search, Spellcraft, Spot, Survival, Swim, and Use Rope.

TABLE 6-23: ORDER OF THE STILL HEART						HIT DIE: D8			
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells / Powers			
1 st	+0	+2	+0	+2	The Path Taken (-2 Con), Morbidity, Toughness				
2 nd	+1	+3	+0	+3	The Path Taken (-5 ft. move), Lure of Darkness, Tireless	+1 level of existing class			
3 rd	+2	+3	+1	+3	The Path Taken (-2 Con), My Kin Feed Elsewhere, Improved Toughness				
4 th	+3	+4	+1	+4	The Path Taken (-5 ft. move), Fast Healing	+1 level of existing class			
5 th	+3	+4	+1	+4	Daughter of Death, Improved Toughness				
6 th	+4	+5	+2	+5	Death and Rebirth	+1 level of existing class			
7 th	+5	+5	+2	+5		+1 level of existing class			
8 th	+6	+6	+2	+6	Improved Toughness	+1 level of existing class			
9 th	+6	+6	+3	+6		+1 level of existing class			
10 th	+7	+7	+3	+7	Angel of Death, Improved Toughness	+1 level of existing class			

Class Skills (4 + Int modifier per level): Concentration, Craft (any), Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (the planes), Knowledge (religion), Profession (any), and Spellcraft.

TABLE 6-30: SPELLCALLER						HIT DIE: D4
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Spell Studies	+1 level of existing arcane spellcasting class
2 nd	+1	+0	+0	+3	Metamagic Knowledge	+1 level of existing arcane spellcasting class
3 rd	+1	+1	+1	+3		+1 level of existing arcane spellcasting class
4 th	+2	+1	+1	+4	Metamagic Knowledge	+1 level of existing arcane spellcasting class
5 th	+2	+2	+2	+4		+1 level of existing arcane spellcasting class
6 th	+3	+2	+2	+5	Spell Mimic	+1 level of existing arcane spellcasting class
7 th	+3	+3	+3	+5		+1 level of existing arcane spellcasting class
8 th	+4	+3	+3	+6	Metamagic Casting	+1 level of existing arcane spellcasting class
9 th	+4	+4	+4	+6		+1 level of existing arcane spellcasting class
10 th	+5	+4	+4	+7	Metamagic Mastery	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft (any), Decipher Script, Knowledge (all skills), Profession (any), Search, and Spellcraft.

TABLE 6-32: TALON OF THE HAWK						HIT DIE: D6
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Dispel Focus +2	
2 nd	+1	+0	+0	+3	Sneak Attack +1d6	+1 level of existing arcane spellcasting class
3 rd	+2	+1	+1	+3	Armored Caster	+1 level of existing arcane spellcasting class
4 th	+3	+1	+1	+4	Favored Enemy (Ymandrake) +2	+1 level of existing arcane spellcasting class
5 th	+3	+2	+2	+4	Sneak Attack +2d6	+1 level of existing arcane spellcasting class
6 th	+4	+2	+2	+5	Arcane Savant (Dispel Magic)	+1 level of existing arcane spellcasting class
7 th	+5	+3	+3	+5	Favored Enemy (Ymandrake) +4	+1 level of existing arcane spellcasting class
8 th	+6	+3	+3	+6	Dispel Focus +4	+1 level of existing arcane spellcasting class
9 th	+6	+4	+4	+6	Arcane Savant (Greater Dispel Magic)	+1 level of existing arcane spellcasting class
10 th	+7	+4	+4	+7	Favored Enemy (Ymandrake) +6, Sneak Attack +3d6	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Balance, Climb, Craft (any), Diplomacy, Examine Martial Technique, Gather Information, Handle Animal, Hide, Intimidate, Jump, Knowledge (arcana), Knowledge (history), Listen, Move Silently, Profession (any), Ride, Sense Motive, Survival, Spot, Swim, Tumble, and Use Magic Device.

Appendix II: Alignment-Keyed Spells (Effect Tables)

AURA OF FAITH		
Key Alignment	Affected Foes	Secondary Effect
Chaotic	Lawful X	Confused 1 round, as <i>confusion</i>
Evil	X Good	1d6 points of temporary Strength damage
Good	X Evil	Blinded, as <i>blindness/deafness</i>
Lawful	Chaotic X	Slowed 1 round, as <i>slow</i>

DIVINE SMITE			
Key Alignment	Full Effects	Partial Effects	Secondary Effect
Chaotic	Lawful X	Neutral X	Slowed 1d6 rounds
Evil	X Good	X Neutral	Sickened 1d4 rounds
Good	X Evil	X Neutral	Blinded 1 round
Lawful	Chaotic X	Neutral X	Dazed 1 round

DIVINE WORD				
Creature's HD	Chaotic Effect	Evil Effect	Good Effect	Lawful Effect
16 or more	Deafened	Dazed	Deafened	Deafened
11-15	Stunned, deafened	Weakened, dazed	Blinded, deafened	Slowed, deafened
6-10	Confused, stunned, deafened	Paralyzed, weakened, dazed	Paralyzed, blinded, deafened	Paralyzed, slowed, deafened
5 or below	Killed, paralyzed, stunned, deafened	Killed, paralyzed, weakened, dazed	Killed, paralyzed, blinded, deafened	Killed, paralyzed, slowed, deafened

Appendix III: Corrected Tables

The following tables completely replace the corresponding tables in the first printing of the *Player's Guide to Arcanis*.

Table 3-10: Ranger Favored Enemies

Type (Subtype)	Type (Subtype)
Aberations	Oozes
Animals	Outsiders (air)
Bio-Constructs	Outsiders (chaotic)
Constructs	Outsiders (earth)
Elementals	Outsiders (evil)
Entropic Creatures	Outsiders (fire)
Giants	Outsiders (good)
Humanoids (aquatic)	Outsiders (lawful)
Humanoids (dwarf) ¹	Outsiders (native)
Humanoids (Elorii)	Outsiders (water)
Humanoids (goblinoid) ²	Plants
Humanoids (gnoll)	Psionic Creatures
Humanoids (human) ³	Shapechangers
Humanoids (orc) ⁴	Tainted Creatures ⁶
Humanoids (reptilian) ⁵	Undead
Magical Beasts	Vermin

Type (Nationality)	Type (Cult / Group)
Altherians	Cafelan Cartel
Cancerese	Children of the Leviathan
Chauni	Cult of the Frog
Coryani	Cult of the Hyena Queen
Dwarven Enclave (specific)	Cult of the Jackal
Elorii Nation (specific)	Cult of the Thousand-Eyed Man
Khitani	Elorii Heretics ⁸
Milandisians	Followers of ... (specific God)
Myrantians	Inquisitors of the Mother Church
Pirate Islanders	Myrantian Medja
Ssethregorans ⁷	Rules Lawyers
Voei	Secret Society (any specific)
Westernlanders (League of Princes)	Ss'ressen Heretics ⁹
Yhing Hir	Swords of Nier
Ymandrakes	Tzizhetan Cultists

Note 1: Includes gnomes

Note 2: Includes half-hobgoblins

Note 3: Includes Val

Note 4: Includes half-orcs

Note 5: Includes ss'ressen

Note 6: Includes dark-kin and Infernals

Note 7: Refers to the current Ssethregoran Empire

Note 8: Refers to any Elorii who doesn't worship either Belisarda or one of the Elemental Lords

Note 9: For Ashen Hide, refers to any member of that clutch who doesn't worship Nier; for Black Talons, refers to any member of that clutch who doesn't worship the Fire Dragon. Members of each clutch also consider one another heretics for this purpose.

Table 4-7: Onaran Languages and Alphabets

Language	Typical Speakers	Alphabet
Altharin, Ancient (Ancient Imperial, Tongue of Man) ¹	Altherians, Mother Church traditional services, scholars	Ancient Mannish
Auxunite, Ancient	No one alive today (was the language of the ancient Auxunite Empire)	Auxunite
Cancerese	Common people of Canceri	Coryani
Celestial	Celestials (angels, Valinor, and other good outsiders)	Celestial
Chauni	Chauni	Coryani
Coryani, Low (Common) ¹	Common people of eastern and southern Onara	Coryani
Coryani, High	Val and other educated people of eastern and southern Onara	Coryani
Draconic ²	Ancient dragons (no known living examples)	Draconic
Druidic	Druids (secret language)	Druidic
Dwarven	Dwarves, giants	Giantish
Eloran ³	Elorii	Ssethric
Gnollish	Gnolls	None
Golic	Goblinoids	Golic
Harnen	Harn	Kio
Infernal	Infernals (demons, devils, and other evil outsiders)	Infernal
Khitani, Low	Common people of the Khitani Empire	Khitani
Khitani, High	Educated people of the Khitani Empire	Khitani
Kio	Kio	Kio
Milandisian	Common people of Milandir	Coryani
Milandisian, Ancient	No one alive today (was the language of the Milandisian League before the Time of Terror)	Ancient Mannish
Myrantian	Myrantians, nobles of Toranesta	Myrantian
Myrantian, Ancient	No one alive today (was the language of the ancient Myrantian Hegemony)	Myrantian
Orcish	Orcs	None
Ssethric (Ancient Ssethric) ³	Ssethregorans, ss'ressen, reptilian humanoids	Ssethric
Ss'ressen ³	Ss'ressen	Mixture of Ssethric and Coryani
Sylvan	Woodland creatures, druids, rangers	None
Tenecian, Ancient	No one alive today (was the language of the ancient Tenecian Empire)	Tenecian
Unden	Undir	Kio
Yhing Hir	Yhing Hir (all tribes), Pengik	Mixture of Khitani pictograms and Coryani letters
Ymandrake	Ymandragorans	Ymandrake

Note 1: The Republic of Altheria is the only country where Ancient Altharin is still in use among the common folk, although Low Coryani is more common (and is sometimes jokingly referred to as “Modern Altharin”). Ancient Altharin is also the traditional language of church services of the Mother Church, although this tradition is changing in some areas (such as Milandir).

Note 2: Although the Draconic language does exist in Arcanis, player characters cannot learn it, as there are no known dragons available to teach anyone to speak or read this language. Even those creatures living today with the Dragon type speak Ssethric (or whatever languages they have been taught or learned on their own) rather than Draconic.

Note 3: Due to the unique physiology required to enunciate this language, only reptilian creatures, ss'ressen, Ssethric creatures, and Elorii can speak it properly. Other creatures can learn to understand it and can mimic some of the sounds well enough to make themselves understood at a basic level, but they can never be mistaken for native speakers.

General Note: The elemental languages (Auran, Aquan, Ignan, and Terran) from the core rules do not exist in Arcanis. Elemental creatures that have a listing for an elemental language in the core rules simply do not speak. When such creatures are summoned or bound by mortals, it is assumed that the spell or effect used to perform the ritual grants the elemental the ability to understand the instructions given to it and that its responses are likewise conveyed to the summoner. Elder Elementals and any elemental creatures with a high enough Intelligence score to have one or more bonus languages are likely to understand one or more of the languages of mortals, because they have most likely had enough dealings with spellcasters over the centuries to give them a reason to learn to communicate with such beings. The most common languages for these elemental creatures to know would be Ancient Altharin, Ancient Ssethric, Eloran, and/or Ymandrake.

Eloran War Elk

Large Magical Beast (Augmented Animal)

HD: 6d8+18 (45 hp) **CR 5**
BAB: +4 **Grapple:** +12
Initiative: +2 **Space:** 10 ft.
Speed: 60 ft. **Reach:** 5 ft.

AC: 15 (-1 size, +2 Dex, +4 natural); touch 11, flat-footed 13

Attack: Gore +7 melee
Full Atk: Gore +7 melee and 2 hooves +2 melee
Damage: Gore 1d8+4 (20/x2); Hoof 1d4+2 (20/x2)

SA: Smite evil (1/day)
SQ: Low-light vision, darkvision 60 ft., scent, DR 10/magic, resistance 10 to acid, cold and electricity, SR 11

Saves: Fort +8 Ref +7 Will +3

Abilities: Str 18 (+4) Dex 14 (+2) Con 16 (+3)
 Int 2 (-4) Wis 13 (+1) Cha 8 (-1)

Alignment: Neutral Good
Environment: Temperate Plains and Forest
Organization: Domesticated
Advancement: 7-12 HD (Medium), 13-18 HD (Large)

Skills: Jump +5, Listen +6, Spot +6
Feats: Alertness^B, Endurance, Improved Natural Attack (gore), Run

Smite Evil (Su): Once per day, an Eloran War Elk may make a normal melee attack to deal extra damage equal to its Hit Dice (maximum of +20) to an evil foe.

Skills: An Eloran War Elk receives a +12 bonus to Jump checks made with a running start (due to its base speed).

Carrying Capacity: A light load for an Eloran War Elk is up to 300 lbs.; a medium load is 301-600 lbs. and a heavy load is 601-900 lbs. An Eloran War Elk can drag up to 4,500 lbs (if fitted with an appropriate harness).

Bull

Large Animal

HD: 5d8+15 (38 hp) **CR 3**
BAB: +3 **Grapple:** +12
Initiative: +1 **Space:** 10 ft.
Speed: 40 ft. **Reach:** 5 ft.

AC: 14 (-1 size, +1 Dex, +4 natural); touch 10, flat-footed 13

Attack: Gore +7 melee
Full Atk: Gore +7 melee
Damage: Gore 1d8+7 (20/x2)

SA: Charge, stampede
SQ: Low-light vision, scent

Saves: Fort +7 Ref +5 Will +0

Abilities: Str 20 (+5) Dex 12 (+1) Con 17 (+3)
 Int 2 (-4) Wis 8 (-1) Cha 7 (-2)

Alignment: Neutral
Environment: Temperate Plains
Organization: Solitary or Herd (3-6 plus 2d20 cows)
Advancement: 6-12 HD (Large)

Skills: Listen +3, Spot +6
Feats: Alertness, Trample

Charge (Ex): A bull typically begins combat by lowering its head, bringing its mighty horns into play, and charging at an opponent. In addition to the normal benefits and hazards of a charge, a bull that charges deals damage as if it were one size category larger (so 2d6+7 damage for a regular bull).

Stampede (Ex): A frightened herd will flee as a group in a random direction (but never towards the perceived source of danger). They will literally run over anything of their size or smaller that gets in their way. This deals 1d12 points of damage per five bulls and/or cows in the herd. Creatures caught in the stampede are allowed a DC 17 Reflex save for half damage. This save DC is Strength-based, but the overall DC for a stampede is determined by the lowest DC amongst all participating animals.

Skills: A bull has a +2 racial bonus to Spot checks.

Bull, Dire

Huge Animal

HD: 15d8+90 (158 hp) **CR 10**
BAB: +11 **Grapple:** +26
Initiative: +1 **Space:** 15 ft.
Speed: 40 ft. **Reach:** 10 ft.

AC: 20 (-1 size, +1 Dex, +10 natural); touch 10, flat-footed 19

Attack: Gore +16 melee
Full Atk: Gore +16 melee
Damage: Gore 3d6+10 (19-20/x2)

SA: Charge, stampede
SQ: Low-light vision, scent

Saves: Fort +15 Ref +11 Will +4

Abilities: Str 24 (+7) Dex 14 (+2) Con 22 (+6)
Int 2 (-4) Wis 8 (-1) Cha 7 (-2)

Alignment: Neutral
Environment: Temperate Plains
Organization: Solitary or Herd (3-6 plus 2d8 bulls plus 3d20 cows)
Advancement: 16-25 HD (Huge)

Skills: Listen +10, Spot +14
Feats: Alertness, Improved Bull Rush, Improved Critical (gore), Improved Natural Attack (gore), Power Attack, Trample

Charge (Ex): A bull typically begins combat by lowering its head, bringing its mighty horns into play, and charging at an opponent. In addition to the normal benefits and hazards of a charge, a bull that charges deals damage as if it were one size category larger (so 4d6+10 damage for a regular dire bull).

Stampede (Ex): A frightened herd will flee as a group in a random direction (but never towards the perceived source of danger). They will literally run over anything of their size or smaller that gets in their way. This deals 1d12 points of damage per five bulls and/or cows in the herd. Creatures caught in the stampede are allowed a DC 24 Reflex save for half damage. This save DC is Strength-based, but the overall DC for a stampede is determined by the lowest DC amongst all participating animals.

Skills: A dire bull has a +4 racial bonus on Spot checks.

Fire Drake

Large Dragon (Fire, Ssethric)

HD: 6d12+18 (57 hp) **CR 7**
BAB: +6 **Grapple:** +15
Initiative: +2 **Space:** 10 ft.
Speed: 30 ft., fly 60 ft. **Reach:** 5 ft.
(average)

AC: 20 (-1 size, +1 Dex, +10 natural); touch 10, flat-footed 19

Attack: Bite +10 melee
Full Atk: Bite +10 melee and 2 claws +5 melee
Damage: Bite 2d6+5 (20/x2); Claw 1d6+2 (20/x2)

SA: Breath weapon
SQ: Low-light vision, darkvision 60 ft., immunity to sleep and paralysis, burning blood

Saves: Fort +8 Ref +7 Will +6

Abilities: Str 20 (+5) Dex 14 (+2) Con 16 (+3)
Int 4 (-3) Wis 13 (+1) Cha 12 (+1)

Alignment: Neutral
Environment: Any Tropical or Underground
Organization: Solitary or Flight (2-5)
Advancement: 7-12 HD (Large); 13-18 HD (Huge)

Skills: Balance +5, Climb +8, Hide +5, Listen +4, Jump +8, Spot +4, Survival +4

Feats: Flyby Attack, Hover, Improved Natural Attack (bite)

Breath Weapon (Su): A fire drake may emit a 40 foot cone of fire once every 1d4 rounds, but no more than five times per day. This cone deals 6d6 fire damage with a DC 16 Reflex save for half. The save DC is Constitution based.

Burning Blood (Ex): The blood of a fire drake is highly flammable. It seethes and burns through the creature's veins. Whenever a fire drake would suffer hit point damage from a fire-based attack, it takes no damage instead heals 1 point of damage for each full 10 points of damage it would have suffered. A fire drake's favorite pastime is to lounge inside a warm volcano or other large natural fire and nurse any wounds it may have. This ability has no effect if the fire drake is fully healed.

Skills: A fire drake has a +4 racial bonus on Hide checks.

Igiho									
Tiny Magical Beast									
HD:	1d10 (6 hp)					CR 4			
BAB:	+1			Grapple:	-8				
Initiative:	+4			Space:	2 ½ ft.				
Speed:	40 ft., burrow 10 ft.			Reach:	0 ft.				
AC:	16 (+2 size, +4 Dex); touch 16, flat-footed 12								
Attack:	Bite +7 melee								
Full Atk:	Bite +7 melee								
Damage:	Bite 1d4-1 (20/x2)								
SA:	Blink, dimension shift								
SQ:	Darkvision 60 ft., low-light vision, empathic link								
Saves:	Fort	+2		Ref	+2		Will	+0	
Abilities:	Str	8	(-1)	Dex	18	(+4)	Con	10	
	Int	10		Wis	14	(+2)	Cha	14	(+2)
Alignment:	Neutral								
Environment:	Arid Plains, Arid Forest, Desert								
Organization:	Solitary, Warren (11-20) or Swarm (30-60)								
Advancement:	2-4 HD (Tiny); 5+ HD (Small)								
Skills:	Hide +14, Listen +5, Spot +5								
Feats:	Alertness ^B , Weapon Finesse								

Blink (Su): An igiho may *blink* at will, as the spell cast by an 8th level sorcerer. It may begin and end this ability as a free action.

Dimension Shift (Su): Three times each day, an igiho may use *greater teleport* as a 14th level sorcerer. Unlike the normal version, an igiho may only teleport to a location that is within sight, and no more than 300 ft. distant from its starting location. Using this ability is a move-equivalent action and the igiho may continue to take any remaining actions even after it uses this ability.

Empathic Link (Su): An igiho shares a weak empathic link with all other igiho within 60 ft. They can transmit basic emotions, such as fear or safety, through this link. They use this ability to instantly warn other of their kind of foes or to pass on their berserk fury when angered. When an igiho is selected as a familiar it establishes a similar link with its master, granting its master a +1 bonus on Listen and Spot checks so long as the igiho is able to see its surroundings.

Ram

Medium Animal

HD: 3d8+9 (23 hp)

CR 2

BAB: +2

Grapple: +5

Initiative: +1

Space: 5 ft.

Speed: 30 ft.

Reach: 5 ft.

AC: 14 (+1 Dex, +3 natural); touch 11, flat-footed 13

Attack: Butt +5 melee

Full Atk: Butt +5 melee

Damage: Butt 1d8+4 (20/x2)

SA:

SQ: Low-light vision, scent

Saves: Fort +6 Ref +4 Will +1

Abilities: Str 17 (+3) Dex 13 (+1) Con 16 (+3)
Int 2 (-4) Wis 11 Cha 4 (-3)

Alignment: Neutral

Environment: Temperate Plains

Organization: Solitary or Flock (4-6)

Advancement: 4-7 HD (Medium)

Skills: Listen +5, Spot +5

Feats: Die-hard^B, Endurance, Trample

Skills: A ram has a +2 racial bonus to Listen and Spot checks.

Ram, Dire

Large Animal

HD: 5d8+20 (43 hp)

CR 4

BAB: +3

Grapple: +13

Initiative: +1

Space: 10 ft.

Speed: 40 ft.

Reach: 5 ft.

AC: 15 (-1 size, +1 Dex, +5 natural); touch 10, flat-footed 14

Attack: Butt +8 melee

Full Atk: Butt +8 melee

Damage: Butt 2d6+9 (20/x2)

SA:

SQ: Low-light vision, scent

Saves: Fort +8 Ref +5 Will +1

Abilities: Str 22 (+6) Dex 13 (+1) Con 19 (+4)
Int 2 (-4) Wis 11 Cha 4 (-3)

Alignment: Neutral

Environment: Temperate Plains

Organization: Solitary or Flock (4-6)

Advancement: 6-9 HD (Medium), 11-15 HD (Large)

Skills: Listen +6, Spot +6

Feats: Die-hard^B, Endurance, Trample

Skills: A ram has a +2 racial bonus to Listen and Spot checks.

Wolf Lizard (Cho'hi Fachu)

Medium Animal

HD: 2d8+4 (13 hp) **CR 1**
BAB: +1 **Grapple:** +2
Initiative: +3 **Space:** 5 ft.
Speed: 50 ft. **Reach:** 5 ft.

AC: 15 (+3 Dex, +2 natural); touch 13, flat-footed 12

Attack: Bite +4 melee
Full Atk: Bite +4 melee
Damage: Bite 1d6+1 (20/x2)

SA: Leap attack
SQ: Low-light vision, scent

Saves: Fort +5 Ref +6 Will +0

Abilities: Str 12 (+1) Dex 17 (+3) Con 14 (+2)
 Int 2 (-4) Wis 10 Cha 10

Alignment: Neutral
Environment: Arid Plains, Arid Steppes
Organization: Solitary or Pack (4-16)
Advancement: 3-5 HD (Medium)

Skills: Hide +4, Jump +8, Listen +2, Move Silently +4, Spot +2
Feats: Alertness^B, Skill Focus (Jump), Weapon Finesse^B

Leap Attack (Ex): Wolf lizards are capable of great leaps forward, reaching up to fifteen feet or more, bounding at prey and seizing them in powerful jaws. If a wolf lizard moves a full double move during a charge action, it receives an additional +2 bonus on the attack roll made at the end of the charge.

Skills: A wolf lizard has a +3 racial bonus to Jump checks. Furthermore, while making a running jump, a wolf lizard receives a +8 bonus due to its base speed.

Wolf Lizard, Dire

Large Animal

HD: 6d8+18 (45 hp) **CR 4**
BAB: +4 **Grapple:** +12
Initiative: +4 **Space:** 10 ft.
Speed: 50 ft. **Reach:** 5 ft.

AC: 17 (-1 size, +4 Dex, +4 natural); touch 13, flat-footed 13

Attack: Bite +8 melee
Full Atk: Bite +8 melee
Damage: Bite 2d6+6 (20/x2)

SA: Leap attack
SQ: Low-light vision, scent

Saves: Fort +8 Ref +9 Will +2

Abilities: Str 18 (+4) Dex 19 (+4) Con 16 (+3)
 Int 2 (-4) Wis 10 Cha 10

Alignment: Neutral
Environment: Arid Plains, Arid Steppes
Organization: Solitary or Pack (1-4)
Advancement: 7-13 HD (Large)

Skills: Hide +3, Jump +11, Listen +3, Move Silently +5, Spot +3
Feats: Alertness^B, Improved Natural Attack (Bite), Skill Focus (Jump), Weapon Finesse^B, Weapon Focus (Bite)

Leap Attack (Ex): Wolf lizards are capable of great leaps forward, reaching up to fifteen feet or more, bounding at prey and seizing them in powerful jaws. If a wolf lizard moves a full double move during a charge action, it receives an additional +2 bonus on the attack roll made at the end of the charge.

Skills: A wolf lizard has a +3 racial bonus to Jump checks. Furthermore, while making a running jump, a wolf lizard receives a +8 bonus due to its base speed.