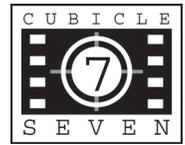


# THE TOME OF SECRETS



## ERRATA

In our rush to have the **Tome of Secrets** available at GenCon for the launch of **The Pathfinder Roleplaying Game**, several errors managed to slip through the editing process. We weren't happy with this, and so we've gone through the PDF, correcting typos, fixing errata, and clarifying confusing passages.

What follows is a summary of these revisions:

p.12: Artificer Table -- Artificer's BAB has changed, and now matches the BAB of the Bard in **The Pathfinder Roleplaying Game**. In addition, At level 1, Fort Save is now +2.

p. 13: In Class Features, the following information has been added:

"Weapon and Armor Proficiency: An artificer is proficient with all simple weapons, with light armor, and with shields (except tower shields)."

p.13: Third paragraph -- second example description now reads "a weapon which does 5d6 electricity damage at 120' range, 1d8+5 points of damage if you use touch attack and bestows +4 shield bonus to AC for 1 min/level"

p.17: Mounted Combat now reads: "the knight receives a bonus to his melee attack and armor class while mounted."

p.28: Spellblade Table -- Spellblade's BAB has changed, and now matches the BAB of the Cleric in **The Pathfinder Roleplaying Game**.

p.30: Second paragraph now reads "At fourth level and every four levels thereafter"

p.36 Delete from "Skill Points at 1st Level" through the end of the paragraph, and replace with "Skill Points Per Level: 2 + Int Modifier."

p.36: Cantrips now reads: "At 1st level, the warlock learns a number of cantrips equal to their CHA modifier."

p.36: School Abilities -- added to the fifth paragraph: "Using a school ability is a standard action."

p.37: Warlock table: 1st level Special now reads Arcane Armor Mastery (Light).

p.38: The range on an Arcane Bolt is 100ft. + 10ft./level.

p.41: Replace all references to "knight" with "warlord."

p. 41: Weapons and Armor Proficiency -- add the phrase "(including tower shields)"

p.50: Paragraph 5 remove all references to "cross class" and "permanent class skills" -- replace with "class skills".

p.51: Third paragraph delete "permanent class skills" and replace with "class skills"

p.85: Final example used earlier version of Power Attack in description.

Second paragraph now reads "He considers a power attack lowering his to hit bonus by -2, this will give him +6 to his damage, but his second and third attacks are very unlikely to hit."

p.88: Ghost Touch now reads: "An incorporeal creature's 50% reduction of damage does not apply to attacks with ghost touch weapons."

The revised PDF is now available on RPGNow, DriveThruRPG and Paizo. Thank you for your continued support, and watch for future PATHFINDER-compatible releases, coming soon from Adamant Entertainment.



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.