



Boundless Horizons
Errata

Version 1.0 alpha 1

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By Individual Document

Base Classes

Page 12 (Cleric): Under “**Aura:**” *detect evil* should be replaced with *detect alignment*.

Page 14 (Druid): Under “**Spells:**” druid spells should be should be considered “nature”, not “divine”.

Page 29 (Rogue): Under “**Exploit Weakness:**” replace the phrase “makes use them” with “makes use of them”.

Page 38 (Wizard): Under “**Backlash**”, replace “but it's manifested form can be destroyed” with “but its manifested form can be destroyed”.

Bestiary

Page 289 (Rakshasa): The skill modifiers should be changed for Move Silently (to +11) and Spot (to +13).

Page 290 (Rakshasas as Characters): Concentration and Spellcraft should be added to the rakshasa's racial class skills.

Character Creation and Advancement

Page 6 (Minimum Starting Level): “equal to it's racial hit dice” should read “equal to its racial hit dice”.

Magic Items

Page 2 (Magic Item Basics): Before the USING ITEMS heading, insert:

IDENTIFYING MAGIC ITEMS

To identify the properties of a magic item, make a Knowledge check (arcana, nature, or religion, as appropriate; if more than one can apply, the character may choose one to use) against DC 15 + the item's caster level. Alternately, a character may make an Appraise check against DC 20 + the item's caster level.

Success in either case yields information about the item (its properties, command words, etc.). A character only gets a single check to identify a specific item (or group of items), regardless of which skill he or she chooses to use. There are no retries allowed, except as noted by the *identify* spell.

Page 17 (Armor): Under the “**Wild:**” armor enhancement, replace “while in a wild shape” with “while in an alternate form where the armor melds with the new form”. Also, “*baleful polymorph*” should be replaced by “*baleful alteration*”.

Page 28 (Weapons): Under the “**Shifter's Sorrow:**” specific weapon, “*baleful polymorph*” should be replaced by “*baleful alteration*”.

Page 40 (Rods): The “**Python:**” rod should replace “*baleful polymorph*” with “*baleful alteration*”.

Page 43-50 (Scrolls): This list of scrolls and their prices has not been updated to reflect the changes (including addition, removal, and modifications) to spells nor the division of divine spells into divine and nature. Please use the formula for determining scroll prices in cases where a scroll is listed incorrectly. (E.g., *identify* no longer has a costly material component, so it should cost 25 gp, not 125 gp.)

Page 53 (Staffs): Replace the text of the **Transmutation** staff with:

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter appearance* (1 charge)
- *Blink* (1 charge)
- *Alter form (animal)* (2 charges)
- *Alter form (anthropoid)* (2 charges)
- *Baleful alteration* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter appearance*, *alter form (animal)*, *alter form (anthropoid)*, *baleful alteration*, *blink*, *disintegrate*, *expeditious retreat*; Price 65,000 gp.

Page 54 (Wands): The entry for “*polymorph*” should be replaced with “75 - *alter form (animal)*” and “76-77 *alter form (anthropoid)*”.

Page 62 (Wondrous Items): The “**Cloak of the Bat:**” should replace “*polymorph*” with “*alter form (animal)*”.

Page 63 (Wondrous Items): The “**Cloak of the Manta Ray:**” should replace “*polymorph*” with “*alter form (animal)*”.

Page 70 (Wondrous Items): Under “**Golem Manual:**”, replace all occurrences of “*polymorph any object*” with “*alter object*”.

Prestige Classes

Page 2 (Arcane Archer): Replace the class feature “**Spells Per Day**” with:

Spellcasting: At each level, except 1st, 5th, and 10th, an arcane archer gains new spells per day and caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an arcane archer, she must decide to which class she adds the new level for purposes of this feature.

Page 4 (Arcane Fist): Add the following class feature:

Spellcasting: At each level, except 3rd, 6th, and 9th, an arcane fist gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an arcane fist, he must decide to which class she adds the new level for purposes of this feature.

Page 5 (Arcane Trickster): Replace the class feature “**Spells Per Day**” with:

Spellcasting: At each level, an arcane trickster gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of this feature.

Page 6 (Archmage): Replace the class feature “**Spells per Day/Spells Known**” with:

Spellcasting: At each level, an archmage gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an archmage, he must decide to which class he adds the new level for purposes of this feature.

Page 7 (Assassin): The table “**Spells per Day**” is missing a column listing class level. The table should have a column on the far left listing the class levels in order from 1st to 10th.

Page 8 (Champion): Under “**Aura:**” for “*Preserver:*”, change “A paladin gains immunity” to “A preserver gains immunity”.

Page 9 (Champion): The table “**Spells per Day**” is missing a column listing class level. The table should have a column on the far left listing the class levels in order from 1st to 10th.

Page 13 (Divine Fist): Replace the class feature “**Spells Per Day**” with:

Spellcasting: At each level, a divine fist gains new spells per day and caster level (and spells known, if

applicable) as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class before becoming a divine fist, he must decide to which class she adds the new level for purposes of this feature.

Page 17 (Eldritch Knight): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, except 1st, an eldritch knight gains new spells per day and caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an eldritch knight, she must decide to which class she adds the new level for purposes of this feature.

Page 17 (Fury Mage): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, except except 1st, 5th, 6th, and 10th, a fury mage gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a fury mage, he must decide to which class he adds the new level for purposes of this feature.

Page 21 (Loremaster): Replace the class feature “**Spells per Day/Spells Known**” with:

Spellcasting: At each level, a loremaster gains new spells per day and caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a loremaster, she must decide to which class she adds the new level for purposes of this feature.

Page 22 (Mystic Theurge): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, a mystic theurge gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before

adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a mystic theurge, he must decide to which class he adds the new level for purposes of this feature.

Additionally, the mystic theurge gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class before becoming a mystic theurge, he must decide to which class he adds the new level for purposes of this feature.

Page 24 (Story Weaver): Rename the class feature “**Spell Casting**” to “**Spellcasting**”.

Page 25 (Thaumaturgist): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, a thaumaturgist gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a thaumaturgist, he must decide to which class he adds the new level for purposes of this feature.

By “Book Form” Document

Player Guide

Page 9 (Minimum Starting Level): “equal to it's racial hit dice” should read “equal to its racial hit dice”.

Page 25 (Cleric): Under “**Aura:**” *detect evil* should be replaced with *detect alignment*.

Page 27 (Druid): Under “**Spells:**” druid spells should be should be considered “nature”, not “divine”.

Page 41 (Rogue): Under “**Exploit Weakness:**” replace the phrase “makes use them” with “makes use of them”.

Page 50 (Wizard): Under “**Backlash**”, replace “but it's manifested form can be destroyed” with “but its manifested form can be destroyed”.

Page 55 (Arcane Archer): Replace the class feature “**Spells Per Day**” with:

Spellcasting: At each level, except 1st, 5th, and 10th, an arcane archer gains new spells per day and caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an arcane archer, she must decide to which class she adds the new level for purposes of this feature.

Page 57 (Arcane Fist): Add the following class feature:

Spellcasting: At each level, except 3rd, 6th, and 9th, an arcane fist gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an arcane fist, he must decide to which class she adds the new level for purposes of this feature.

Page 58 (Arcane Trickster): Replace the class feature “**Spells Per Day**” with:

Spellcasting: At each level, an arcane trickster gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an arcane

trickster, he must decide to which class he adds the new level for purposes of this feature.

Page 58 (Archmage): Replace the class feature “**Spells per Day/Spells Known**” with:

Spellcasting: At each level, an archmage gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an archmage, he must decide to which class he adds the new level for purposes of this feature.

Page 60 (Assassin): The table “**Spells per Day**” is missing a column listing class level. The table should have a column on the far left listing the class levels in order from 1st to 10th.

Page 61 (Champion): Under “**Aura:**” for “*Preserver:*”, change “A paladin gains immunity” to “A preserver gains immunity”.

Page 62 (Champion): The table “**Spells per Day**” is missing a column listing class level. The table should have a column on the far left listing the class levels in order from 1st to 10th.

Page 66 (Divine Fist): Replace the class feature “**Spells Per Day**” with:

Spellcasting: At each level, a divine fist gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class before becoming a divine fist, he must decide to which class she adds the new level for purposes of this feature.

Page 69 (Eldritch Knight): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, except 1st, an eldritch knight gains new spells per day and caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming an eldritch knight, she must decide to which class she adds the new level for purposes of this feature.

Page 70 (Fury Mage): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, except except 1st, 5th, 6th, and 10th, a fury mage gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a fury mage, he must decide to which class he adds the new level for purposes of this feature.

Page 73 (Loremaster): Replace the class feature “**Spells per Day/Spells Known**” with:

Spellcasting: At each level, a loremaster gains new spells per day and caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a loremaster, she must decide to which class she adds the new level for purposes of this feature.

Page 74 (Mystic Theurge): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, a mystic theurge gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a mystic theurge, he must decide to which class he adds the new level for purposes of this feature.

Additionally, the mystic theurge gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class before becoming a mystic theurge, he must decide to which class he adds the new level for purposes of this feature.

Page 76 (Story Weaver): Rename the class feature “**Spell Casting**” to “**Spellcasting**”.

Page 77 (Thaumaturgist): Replace the class feature “**Spells per Day**” with:

Spellcasting: At each level, a thaumaturgist gains new spells per day and caster level (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class before becoming a thaumaturgist, he must decide to which class he adds the new level for purposes of this feature.

Magic Guide

Page 129 (Magic Item Basics): Before the **USING ITEMS** heading, insert:

IDENTIFYING MAGIC ITEMS

To identify the properties of a magic item, make a Knowledge check (arcana, nature, or religion, as appropriate; if more than one can apply, the character may choose one to use) against DC 15 + the item's caster level. Alternately, a character may make an Appraise check against DC 20 + the item's caster level.

Success in either case yields information about the item (its properties, command words, etc.). A character only gets a single check to identify a specific item (or group of items), regardless of which skill he or she chooses to use. There are no retries allowed, except as noted by the *identify* spell.

Page 142 (Armor): Under the “**Wild:**” armor enhancement, replace “while in a wild shape” with “while in an alternate form where the armor melds with the new form”. Also, “*baleful polymorph*” should be replaced by “*baleful alteration*”.

Page 152 (Weapons): Under the “**Shifter's Sorrow:**” specific weapon, “*baleful polymorph*” should be replaced by “*baleful alteration*”.

Page 162 (Rods): The “**Python:**” rod should replace “*baleful polymorph*” with “*baleful alteration*”.

Page 165-171 (Scrolls): This list of scrolls and their prices has not been updated to reflect the changes (including addition, removal, and modifications) to spells nor the division of divine spells into divine and nature. Please use the formula for determining scroll prices in cases where a scroll is listed incorrectly. (E.g., *identify* no longer has a costly material component, so it should cost 25 gp, not 125 gp.)

Page 174 (Staffs): Replace the text of the **Transmutation** staff with:

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter appearance* (1 charge)
- *Blink* (1 charge)
- *Alter form (animal)* (2 charges)

- *Alter form (anthropoid)* (2 charges)
- *Baleful alteration* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter appearance, alter form (animal), alter form (anthropoid), baleful alteration, blink, disintegrate, expeditious retreat*; Price 65,000 gp.

Page 176 (Wands): The entry for “*polymorph*” should be replaced with “75 - *alter form (animal)*” and “76-77 *alter form (anthropoid)*”.

Page 183 (Wondrous Items): The “**Cloak of the Bat:**” should

replace “*polymorph*” with “*alter form (animal)*”.

Page 183 (Wondrous Items): The “**Cloak of the Manta Ray:**” should replace “*polymorph*” with “*alter form (animal)*”.

Page 189 (Wondrous Items): Under “Golem Manual:”, replace all occurrences of “*polymorph any object*” with “*alter object*”.

Referee Guide

Page 316 (Rakshasa): The skill modifiers should be changed for Move Silently (to +11) and Spot (to +13).

Page 317 (Rakshasas as Characters): Concentration and Spellcraft should be added to the rakshasa’s racial class skills.