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***The following changes, as part of the August 2010 revision to the LSJ Campaign Guide Pathfinder Edition, are effective immediately –***

**Note –** This document only provides a summary of the significant changes. Alterations to formatting, spelling and grammar are not addressed in this document. This document does not eliminate the need for the LSJ Campaign Guide Pathfinder Edition. It is only a temporary summary of immediate changes, to allow play to continue uninterrupted until the 2010 v1.5 revision to the LSJ Campaign Guide becomes available to players.

- **Character Creation Step 2 Race** The list of available and restricted races has been updated to reflect the availability of gray elves. Dark elves remain restricted, and permission to play a dark elf PC may be obtained by sending a request to [lsj-coord@theshiningjewel.com](mailto:lsj-coord@theshiningjewel.com)
- **Character Creation Step 2 Class** A reminder that Noble PCs must be foreign nobles. Amthydoran Nobles remain restricted. Permission from the LSJ Campaign Staff and a cert are required to play an Amthydoran Noble.
- **Character Creation Step 2 Class – Cleric and Druid** The procedure for determining the effective character level for PCs who have access to an animal companion from multiple classes or abilities is clarified. *Clerics of Brianna/druids, druid/rangers and other combinations of divine classes, including those combined with the Animal domain, who offer multiple opportunities to obtain an animal companion, do not gain multiple companions. Instead, the level of the highest class granting a companion is treated as two levels higher.*
- **Character Creation Step 2 Class – Cleric and Druid** A reminder that worshipers of Dymora must be registered and certified. Players may request permission and register their PCs by contacting the LSJ Campaign staff at [lsj-coord@theshiningjewel.com](mailto:lsj-coord@theshiningjewel.com)
- **Character Creation Step 2 Class – Ranger** The procedure for determining the effective character level for PCs who have access to an animal companion from multiple classes or abilities is clarified. *Clerics of Brianna/druids, druid/rangers and other combinations of divine classes, including those combined with the Animal domain, who offer multiple opportunities to obtain an animal companion, do not gain multiple companions. Instead, the level of the highest class granting a companion is treated as two levels higher.*
- **Character Creation Step 2 Class – Ranger** Ranger favored enemy options for ½ races (elf, ogre, orc) have been clarified. *A ranger who chooses humans, elves, orcs or ogres as their Favored Enemy does not also receive the Favored Enemy benefit versus ½ breed characters with a parent belonging to one of those races. Likewise, a ranger selecting a mixed race (½ elf, ½ orc or ½ ogre) as their Favored Enemy does not also receive the Favored Enemy against humans or the associated non-human race. This is an exception to the ½-race blood rule which states that ½-race (elf, orc or ogre) characters count as both humans and (elf, orc or ogre) for any effect related to race.*

- **Skills – Handle Animal** Use of the Handle Animal skill has been clarified. PCs who have ranks in this skill may train animals they own, whether “normal” animals or those acquired through the Bestiary Metaorganization. This must be done either at the table or at the Bestiary booth, per the LSJ Bestiary Training Rules, with rolls made in front of the GM and all money and time unit costs noted in the character’s adventure journal.
- **Skills – Obsolete references to synergy bonuses** have been removed.
- **Character Creation Step 5 Equipment** Special materials have been clarified. Special materials are only available with a cert or through the Mystical Marketplace.
- **Races – Obsolete Favored Class information** for all races has been removed.
- **Races – Aasimar** Caster level for the aasimar’s *daylight* spell-like ability is per *character* level, not class level.
- **Races – Dark Elf** Dark elf spell resistance is clarified as being 6 + *character* level, not class level.
- **Races – Dark Elf** Dark elf origins are reiterated. *Dark elves have existed on Raia only since Origins 2009. All PC dark elves were born as a different type of elf, and were transformed because of their actions (or lack thereof) during the Elf War in 2009 AF.*
- **Races – Elf (various)** Elven racial traits regarding *Perception* checks to locate concealed and secret doors have been changed to reflect the text in the *Pathfinder RPG Core Rulebook*.
- **Races – Elf (Sea)** Sea elves are fluent in Common
- **Races – Elf (Sky)** Sky elves are fluent in Auran
- **Races – Sathoni** Clarification of Sathoni requirements for light, water and earth ***Light & Water Dependency:*** *Sathoni produce their energy through photosynthesis and are dependent upon sunlight, in addition to water and minerals to make their own food. In normal climates, like other Medium characters, sathoni characters need at least a gallon of fluids to avoid dangerous thirst. Sathoni characters need to receive at least eight hours of sunlight per day to remain active. Nourishment:* *Sathoni characters need to ingest about a pound of soil or a similarly mineral rich substance per day to avoid starvation. A sathoni character can go without soil for 3 days, growing in discomfort. After this time, the character must make a Constitution check each day (DC 10 + 1 for each previous check) or sustain 1d6 points of subdual damage.*
- **Classes and Class Options – Aristocrat** Appraise and Perform have been removed as class skills for the base class. Reference to Nobles under the Lifestyle section have been removed. Artistic Patron exchange Linguistics for Acrobatics as a bonus class skill. Covert Patron exchange Disguise for Escape Artist as a bonus class skill. Martial Patron exchange Intimidate for Climb as a bonus class skill. Political Patron exchange Knowledge (local) and Sense Motive for Knowledge (nobility) and Knowledge (geography) as bonus class skills.
- **Classes and Class Options – Aristocrat** Right Hand Man. The maximum level of the right hand man may not exceed ½ the aristocrat’s *class* level, rounded down, not character level.
- **Classes and Class Options – Cleric** Ardra. Favored weapon Unarmed Strike. Add Improved Unarmed Strike as a bonus feat.
- **Classes and Class Options – Cleric** Ardra. Note on dark elf worshipers of Ardra *While dark elves may worship Ardra, and may even advance in levels of divine classes (cleric, druid, paladin or ranger), they do not receive those class benefits which are directly granted by the deity (spells, channel energy, lay on hands, nature bond, wild shape, etc) without being first redeemed in her sight. Opportunities for such redemption will exist in game, in the form of certified favors or blessings of the goddess Ardra or her clergy. Each blessing or favor redeemed for this purpose grants the PC access to one level worth of granted abilities already earned Favors used in this manner are void.*
- **Classes and Class Options – Cleric** Brianna. Clarification regarding granted animal companions. *You form a bond with an animal companion, as per a druid of your cleric level. If you also possess levels*

*of druid or ranger or have selected the Animal domain and have an animal from one of these sources, you do not gain a second animal companion. Instead, you are treated as if your level in the divine class which granted the animal were two levels higher for the purpose of determining the animal's abilities.*

- **Classes and Class Options – Cleric Galvandt.** The *Unaware* class ability has been appropriately renamed *Ever Aware*.
- **Classes and Class Options – Cleric Kalek.** The bonus gained from the *Craft* ability stacks with the bonus gained from the Skill Focus feat.
- **Classes and Class Options – Cleric Sorena.** The *sunbeam* power has been changed to *searing light*. You may cast *searing light* once per day, as per the spell. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).
- **Additional Domains – Animal.** The bonded animal companion has been clarified. A character who receives a bonded animal companion as a feature of a divine class (cleric, druid, paladin or ranger), who selects the Additional Domain feat and chooses the Animal domain, is treated as if the divine class from which he received the animal were two levels higher when determining the animal's abilities.
- **Additional Domains – Divination.** Aura of True Strike ability has been clarified. *At 8th level you are able to imbue yourself with the benefit of a true strike spell for a number of rounds equal to your Wisdom modifier. This ability affects only the first attack each round. For every four cleric levels you possess, you may also affect one ally within a 30 ft. radius (2 allies at 8<sup>th</sup>, 3 at 12<sup>th</sup>, etc). You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.*
- **Additional Domains – Secrets.** The Secret Taker ability has been clarified. At 1<sup>st</sup> level add all Knowledge skills to your list of class skills. Furthermore, as a standard action, you can touch a creature to learn about its abilities and weaknesses as a melee touch attack. If successful, you gain information as if you had made the appropriate Knowledge skill check with a result equal to 10 + your cleric level + your Intelligence modifier. An unwilling subject with an Intelligence of 6 or greater may attempt a Will save with a DC equal to 10+your caster level+your Wis modifier to resist. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.
- **Additional Domains – Time.** The Aura of Impediment ability has been clarified. At 8<sup>th</sup> level, as a standard action, you can emit a 30-ft. aura of that will slow your enemies for a number of rounds equal to your Wisdom modifier. Enemies within this aura take a penalty to initiative equal to the caster's level, can either move or do a single standard action, moves at half speed, and has a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. Targets of this power may attempt a Will save DC 10 + ½ caster's cleric level + caster's Wisdom modifier. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.
- **Classes and Class Options – Monk** References to multiclass prerequisites and multiclass recommendations have been removed as obsolete.
- **Classes and Class Options – Noble** Clarification regarding availability of noble PCs. *In the Legends of the Shining Jewel Campaign nobles may be from any city-state or nation which supports a noble class (see the LSJ World of Raia). Any player may create a foreign noble PC, and a certificate to play a foreign (non-Amthydoran) noble is available by request from [lsj-nobles@theshiningjewel.com](mailto:lsj-nobles@theshiningjewel.com). Amthydoran noble PCs are restricted and a special certificate issued by the LSJ Campaign Staff is required to play a noble of Amthydor. A noble may be of any race normally permitted as PCs, excluding Lupaari and Tabreen.*

- **Classes and Class Options – Noble** Clarification of Lifestyle requirements. References to Aristocrat have been removed.
- **Classes and Class Options – Noble** Clarification of level advancement for the faithful vassal. *At 1<sup>st</sup> level the noble retains the services of a personal servant. The servant may accompany the noble on any travels or adventures, and tends to his personal requirements (valet, cook, porter, etc). The servant begins at 1<sup>st</sup> level, and advances at the rate of one level for every five character levels that the noble advances (a noble with 6 total levels would have a 2<sup>nd</sup> level vassal). The vassal's vital statistics [race, gender, stats, class, etc] must be in accordance with the guidelines established for Hirelings in the Legends of the Shining Jewel Campaign (see Appendix III). The servant is a non-combatant, and will not engage in dangerous activities (other than self-defense, when there is no clear escape route). The noble is responsible for housing, clothing and equipping the servant, and these fees are included in the High and Elite Lifestyle costs. Nobles who 'slum', and pay to support less than a High Lifestyle, lose this class feature until they resume paying for an appropriate standard of living.*
- **Classes and Class Options – Noble** Clarification of levels and level advancement for the entourage. *At 3<sup>rd</sup> level the noble may attract an entourage. A PC noble's entourage may contain a number of individuals equal to one half her character level, rounded down. The character levels of the members of the entourage are at the discretion of the player, provided that the total levels of all members of the entourage do not exceed the PC's total character levels, and no single member exceeds ½ the PC's noble class level (rounded down) +1. Members of an entourage do not gain XP in the normal fashion. Rather, they advance at the discretion of the player, within the limits listed here. Character creation guidelines for members of an entourage are located in Appendix III.*
- **Classes and Class Options – Noble** Clarification of Noble Command ability. *Similar to the command spell, a noble may utter a noble command once per day beginning at 12<sup>th</sup> level. The command is issued with the expectation of unquestioning obedience like that given to a sovereign by an extremely faithful vassal. The command affects a single subject, who must be a citizen within the noble's sphere of influence. The command may be up to 10 words length and must be in a language understood by the subject. The command must be one that a reasonable ruler would issue ('Defend my life and honor' or 'Surrender and lie on the ground'). Commands which are absurd ('Dye yourself purple and dance naked in the town square') or self-destructive ('Jump off that cliff') will be ignored, and the spell will automatically fail. The command lasts for one round per character level of the noble. The recipient is entitled to a Will save, DC 13 + noble's class level + ½ the noble's Diplomacy modifier (rounded down).*

■ **Classes and Class Options – Sorcerer** Lycanthrope types for Lycanthrope bloodline added.

Lycanthrope	Score Adjustments		
Werebear	Str +10		
Werelion	Str +6	Dex +2	Con +2
Werefox	Dex +6	Con +2	Str +2
Weretiger	Str +8	Con +2	
Wereboar	Str +4	Con +6	
Werebadger	Dex +8	Con +2	
Wereleopard	Str +2	Dex +6	Con +2
Wererat	Dex +10		
Werewolf	Str +2	Dex +4	Con +4
Wereraven	Str +2	Dex +8	

Lycanthrope	Alignment
Werebear	Neutral, any Good
Werelion	Lawful Good, Lawful Neutral, Neutral Good
Werefox	Neutral, any Good
Weretiger	Any Lawful
Wereboar	Any Neutral
Werebadger	Neutral, Neutral Good, Chaotic Good
Wereleopard	Neutral, Neutral Good, Chaotic Good, Chaotic Neutral
Wererat	Neutral Evil, Lawful Evil
Werewolf	Neutral Evil, Chaotic Evil
Wereraven	Neutral, Any Chaotic

- **Classes and Class Options – Wizard** Alternate familiar list *mongoose familiar uses stats for Familiar, Weasel in the Pathfinder Bestiary.*
- **Classes and Class Options – Elan Paragon** Weapon and Armor Proficiency corrected to state all simple *weapons.*
- **Classes and Class Options – Elem Paragon** Spells per day clarified *At 1<sup>st</sup> level of the elem paragon class and at each level thereafter an elem paragon gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class that she already possesses levels in. She does not gain any other benefit that a character of that class would have gained (bonus metamagic feats, etc). If an elem paragon has no levels in a spellcasting class, this class feature has no effect.*
- **Classes and Class Options – Half Orc Paragon** Rage ability clarified *At 2<sup>nd</sup> level, a half-orc paragon comes to understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy, entering a rage as if he were a barbarian, for a number of rounds per day equal to 2+ his Constitution modifier (this is in addition to any rage abilities of the barbarian class).*
- **Classes and Class Options – Half Ogre Paragon** Rage ability clarified *At 2<sup>nd</sup> level, a half-ogre paragon comes to understand and draw upon the natural ferocity that course through his blood. He gains the ability to fly into screaming blood frenzy, entering a rage as if he were a barbarian, for a number of rounds per day equal to 2 + his Constitution modifier (this is in addition to any rage abilities of the barbarian class).*
- **Classes and Class Options – High Elf Paragon** Spells per day clarified *At 1<sup>st</sup> level of the high elf paragon class and at each level thereafter a high elf paragon gains new spells per day (and spells*

known, if applicable) as if she had also gained a level in a spellcasting class that she already possesses levels in. She does not gain any other benefit that a character of that class would have gained (bonus metamagic feats, etc). If a high elf paragon has no levels in a spellcasting class, this class feature has no effect.

- **Classes and Class Options – Tabreen Paragon** Hunter's Senses clarified At 1<sup>st</sup> level, the tabreen paragon's racial bonus to sight- and sound-based Perception checks increases to +4, and the range of her darkvision increases by 30 feet.
- **Class Variants – Totem Barbarian** The reference to substituting similar creatures to those listed has been removed.
- **Class Variants – Paladin of Freedom** Aura of Confidence clarified Beginning at 3rd level, a paladin of freedom exudes an aura of confidence and determination, granting each ally within 10 feet of her a +1 morale bonus to Armor Class. This ability functions only when the paladin is conscious, not if he is unconscious or dead. This ability does not affect the paladin himself, though he may be affected by another paladin with this ability.
- **Class Variants – Paladin of Slaughter** Debilitating Aura clarified Beginning at 3rd level, a paladin of slaughter radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability functions only when the paladin is conscious, not if he is unconscious or dead.
- **Class Variants – Paladin of Freedom** Aura of Despair clarified Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws. This ability functions only when the paladin is conscious, not if he is unconscious or dead.
- **Class Variants – Battle Sorcerer** Replace Intimidate class skill with Escape Artist
- **Feats –** Replace the following LSI Feat versions with the feat versions of the same names from the Pathfinder Bestiary *Ability Focus*, *Empower Spell-Like Ability*, *Flyby Attack*, *Hover*, *Improved Natural Armor*, *Improved Natural Attack*, *Multiattack*, *Multiweapon Fighting* and *Quicken Spell-like Ability*.
- **Feats – Additional Domain** Clarified A character who receives a bonded animal companion as a feature of a divine class (cleric, druid, paladin or ranger), who takes this feat and selects the Animal domain, is treated as if the divine class from which he received the bonded animal were two levels higher when determining the bonded animal's abilities.
- **Feats – Greater Companion** Feat added. Text pending.
- **Feats – Higher Education** Feat clarified **Prerequisite:** Intelligence 15. **Benefit:** Select one Knowledge skill. You may use that Knowledge skill untrained. Furthermore, you add ½ your total character levels (rounded down, minimum 1) to all checks involving that Knowledge skill. This bonus is in addition to the +3 modifier that you receive if you possess ranks in the skill and it is a class skill for you. **Special:** If the PC also possesses the Bardic Knowledge class ability, you do not re-add ½ your levels. You may take this feat multiple times equal to your Intelligence modifier. Each time it applies to a different Knowledge skill.
- **Feats – Lingering Melody** Feat modified. You may continue one bardic performance effect while starting another. **Prerequisite:** Bardic performance ability, Charisma 17 **Benefit:** You cause one of your bardic performance effects to continue while you start a new performance. You may extend one or more of your bardic performance effects for a total number of rounds per day equal to your Charisma modifier +1. These rounds do not have to be consecutive and they do not need to be applied to the same bardic performance effect. You may not extend more than one bardic performance effect at a time. **Normal:** A bard cannot have more than one bardic performance in effect at one time.

- **Feats – Pass For Human** Feat modified. Add Aasimar, Elan or Elem as eligible prerequisite races.
- **Feats – Pass For Human** Feat clarified. *Allegiance is defined as Cohort-to-Leader, member-to-member in a registered Adventuring Company, PC-to-ruler of their country of citizenship, wizard-to-familiar, etc. The bond between two PCs who are simply members of the same party on an adventure is not sufficient to grant the bonus from this feat. This feat has no effect against spell attacks. A fighter may select this feat as one of his bonus feats.*
- **Equipment – Weapons – New Exotic Weapon – Chakram** Stats corrected. *Chakram Ranged Weapon (Exotic) Cost 1gp, Damage 1d6 Small/1d8 Medium, Critical x2, Range Increment 40 feet, Weight 1 lb, Type Slashing.*
- **Magic – New and Modified Spells – Embrace of Karios** Spell text clarified. The effect of a shriveled appendage is permanent.
- **Magic – New and Modified Spells – Genesis** Spell text clarified. XP cost reference removed.
- **Magic – New and Modified Spells – Hardening** Spell text clarified. The maximum increase in hardness is +10. This spell does not stack with other castings of the same spell.
- **Magic – New and Modified Spells – Suulthah’s Kiss** Spell text clarified. *If the save is successful, the target suffers 1d3 Constitution damage per round for 6 rounds. A poisoned creature may make a Fortitude save each round to negate the poison damage for that round. Three successful Fortitude saves ends the affliction.*
- **Magic – New and Modified Spells – True Creation** Spell text clarified. XP cost reference removed.
- **Prestige Classes – Arcane Ascendant** Spells per Day clarified. *At 1st level in the Arcane Ascendant prestige class, and at each level of the class thereafter, the character gains new spells per day as if she has also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, familiar advancement, and so on). If the character had more than one arcane spellcasting class before becoming an Arcane Ascendant, the player must decide to which class to add each Arcane Ascendant level for the purpose of determining spells per day.*
- **Prestige Classes – Arcane Ascendant** Spell Resistance modified. *At 4<sup>th</sup> level an Arcane Ascendant gains Spell Resistance equal to 12 + arcane caster level.*
- **Prestige Classes – Divine Ascendant** Prerequisite Feats clarified. *Replace Extra Turning, Improved Turning and Turning Smite with Extra Channel, Improved Channel and Channel Smite.*
- **Prestige Classes – Divine Ascendant** Spells per Day clarified. *At 1st level in the Divine Ascendant prestige class, and at each level of the class thereafter, the character gains new spells per day as if she has also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, increased animal companion abilities, and so on). If the character had more than one divine spellcasting class before becoming a Divine Ascendant, the player must decide to which class to add each Divine Ascendant level for the purpose of determining spells per day.*
- **Prestige Classes – Divine Ascendant** Bonus Feats. At 2<sup>nd</sup> and 9<sup>th</sup> level, a Divine Ascendant gains a bonus feat from the following list: Additional Domain, Greater Domain Focus, Greater Spell Penetration, Divine Vengeance, any metamagic feat.

- **Prestige Classes – Divine Ascendant** Spell Resistance modified. *At 4<sup>th</sup> level a Divine Ascendant gains Spell Resistance equal to 12 + divine caster level.*
- **Prestige Classes – Divine Ascendant** BAB table clarified. *The Divine Ascendant uses the Slow BAB advancement (+0, +1, +1, +2, +2, +3, +3, etc).*
- **Prestige Classes – Knifemaster** Skill Points. *The Knifemaster gains skill points at each level equal to 2 + Int modifier.*
- **Prestige Classes – Knifemaster** Hurling Blade clarified. *The knifemaster has studied the technique of knife throwing and has learned to put the strength of his arm behind a thrown weapon. He may add his Strength modifier to any one thrown weapon attack roll and 1½ Strength to the damage for that same attack per round.*
- **Prestige Classes – Knifemaster** Sever Strap clarified. *The Knifemaster may attempt to cut any visible non-metallic straps worn by the target, such as a leather belt or the fastenings on a breastplate. Such an attack is made with a -8 penalty to hit and is resolved as a melee touch attack. One strap is cut per successful attack. Armor that has had at least one of its straps severed counts as hastily donned; should they be completely severed, the armor falls off. The amount of straps involved will depend on the type of armor worn. Light armor has four straps, Medium armor has eight straps and Heavy armor has twelve straps. A buckler has one strap, a light shield has two straps, and a heavy shield has three straps. A character wearing trousers or britches whose belt has been severed, or who is otherwise impeded by clothing that has had its straps severed, becomes effectively entangled until he can remove the problematic garment. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but cannot run or charge. An entangled character who attempts to cast a spell must make a Spellcraft check (DC usually 15) or lose the spell. A knifemaster will ordinarily use this feature with a melee attack. If it is done as a ranged attack, the target has an 80% chance of suffering damage.*
- **LSJ Campaign House Rules – Restricted Spells** Imbue with spell ability NPCs will not cast imbue with spell ability on PCs. *If one PC casts this spell on a fellow PC, it ends with the adventure or when dispelled by the caster, whichever comes first.*
- **LSJ Campaign House Rules – Purchasing Spells From NPCs** Certified Spells awarded in scenarios clarified. *Certificates which grant a free casting of a spell once per scenario apply only to the cost of the caster's time and energies. Material costs in excess of 1gp must be paid by the PC (Ex: the 5000 gp diamond required for raise dead).*
- **Appendix III Cohorts & Hirelings – Cohorts** Cohorts may only be one of the Pathfinder RPG Core Rulebook core PC races or one of the following Fast XP Track races: Aasimar, Elem, Desert Elves, Gray Elves, Sea Elves, Lupaari and Tabreen. *Dark Elves, High Elves, Sky Elves, Elan, Half-Ogres, Sathoni and Tieflings will not serve PCs as Cohorts.*
- **Appendix III Cohorts & Hirelings – Followers** The Leadership feat is available to PCs 7<sup>th</sup> level and above.
- **Appendix III Cohorts & Hirelings – Vassals** Level advancement for vassals clarified. *A vassal begins at 1<sup>st</sup> level, and advances at the rate of one level for every five character levels that the noble advances (a noble with 6 total levels would have a 2<sup>nd</sup> level vassal).*

- **Appendix III Cohorts & Hirelings – Entourage** Entourage levels clarified. *A PC noble’s entourage may contain a number of individuals equal to one half her total character level, rounded down. The character levels of the members of the entourage are at the discretion of the player, provided that the total levels of all members of the entourage do not exceed the PC’s total character levels, and no single member exceeds  $\frac{1}{2}$  the PC’s noble class level (rounded down) + 1.*
- **Bazaar** Clarification *Arcane Scrolls are not available for purchase.*