

## **Complete Scoundrel**

### **Page 17 – Best Skill Tricks:**

#### **Swift Concentration**

##### **[Substitution]**

The text should instead read, "Concentrate on an ongoing spell and then fire off another spell."

### **Page 35 – Trap Sense**

##### **[Substitution]**

Last sentence should instead read, "If you already have trap sense, this class features stacks for the purpose of determining the total bonus."

### **Page 35-36 – Combat Trapping**

##### **[Addition]**

Additional text at the end of this section should read, "A character need not be a spellcaster or have an alchemical kit to use craft (alchemy) to create combat traps."

### **Page 57-58 – Alter Ego**

##### **[Substitution]**

The paragraph at the bottom of the ability should read, "As you advance in this prestige class, you develop additional *alter egos*, gaining a new one every three levels beyond 3rd (two at 6th and three at 9th)."

### **Page 74-75 – Chant of the Long Road**

##### **[Revision]**

The "Benefits" text of this feat is misleading and should read, "You can expend one daily use of your bardic music ability and spend 1 minute of performance to allow yourself and all allies within 60 feet to avoid taking nonlethal damage for hustling (PH 165). This effect lasts for 1 hour."

### **Page 75 – Cool Head**

##### **[Addition]**

Add text to clarify, "These skill tricks count toward your overall skill trick limit."

### **Page 77 – Freerunner**

##### **[Addition]**

Add text to clarify, "These skill tricks count toward your overall skill trick limit."

### **Page 75 – Sure Hand**

##### **[Addition]**

Add text to clarify, "These skill tricks count toward your overall skill trick limit."

### **Page 94 – New Cleric Spells**

##### **[Substitution]**

Scry Location should be 7th level as per its entry on page 102.

### **Page 94 – Animate Instrument**

##### **[Deletion]**

Remove material component from spell.

### **Page 97 – Create Fetch**

##### **[Addition]**

The top sentence of the page should begin, "A Medium-sized fetch has an effective Strength score of 6, so it can lift up to 60 pounds or drag 300 pounds." It should then go on to say, "A Large or Small creature's fetch has the same strength but different carrying capacity and drag capacity (see PH 162)."

### **Page 97 – Enlarge Weapon**

##### **[Substitution]**

Remove "When your weapon is affected by this spell, you do not take a penalty for wielding an inappropriately sized weapon" and replace with, "The weapon can be wielded as a weapon of its original size."

### **Page 98 – Evacuation Rune**

##### **[Addition]**

At the end of the first paragraph, the text should specify, "Unlike *greater teleport*, however, *evacuation rune* affects the caster and no others."

### **Page 98 – Scry Location**

##### **[Deletion]**

Remove "on the same plane where you are located" from the first sentence.

### **Page 104 – Spymaster's Coin**

##### **[Revision]**

Duration entry for spell should indicate "1 hour/level or until triggered, then Concentration up to 1 round/level"

### **Page 104 – Lucky Charm:**

##### **Activation**

##### **[Revision]**

Second sentence should begin, "As an immediate action..."