

Sharn: City of Towers Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as in a table or a monster's statistics block) is incorrect. Exceptions to the rule will be called out specifically. Updated information is shaded like this.

Page 158: Potion Bracer

The potion bracer (Table 6-2: Goods) should have a cost of 100 gp, not 50 gp.

Page 164: Citadel Elite

The Citadel elite's combat sense ability should be changed as follows:

Combat Sense (Ex): At 2nd level, the Citadel elite develops an intuitive ability to avoid danger and gains a +1 insight bonus to Armor Class.

Beginning at 4th level, a Citadel elite applies the same intuitive sense to striking opponents in combat as well as avoiding blows. The character gains a +1 insight bonus on attack rolls.

In addition, the Citadel elite does not get any bonus feats.

Page 180: Radiant Idol

In the list of spell-like abilities, replace *alter self* with *disguise self*.