



PATHFINDER SOCIETY CAMPAIGN CLARIFICATIONS

Last Updated Monday, November 27, 2017

This document supplements the Additional Resources, which lists all of the character options that are legal in the Pathfinder Society Roleplaying Guild. This document provides clarifications for these legal options only for the purposes of organized play, and is not official errata for the Pathfinder Roleplaying Game.

PATHFINDER ADVENTURE PATH

Pathfinder Adventure Path #29: Mother of Flies

- **Page 67**—Change the levels in the custom summon list as follows. Clerics of Asmodeus may summon a hellhound using *summon monster III* or cerberus using *summon monster V*.

Pathfinder Adventure Path #52: Forest of Spirits

- **Page 60**—Change the description of the *jingasa of the fortunate soldier* to the following, “This conical iron jingasa, or war hat, grants the wearer a +1 deflection bonus to AC. When struck by a critical hit or sneak attack, the wearer can spend an immediate action to negate the critical hit or sneak attack (similar to the fortification armor special ability, but without requiring a roll). The damage is instead rolled normally. This ability functions once, though the jingasa continues to grant its deflection bonus even after the other ability is expended.”

Pathfinder Adventure Path #86: Lords of Rust

- **Page 75**—Make the following changes to Brigh’s obedience. The Evangelist ability Time Bounce allows you to cast *dimensional bounce* (*Pathfinder RPG Advanced Class Guide* 179) once per day as a spell-like ability. Time Bounce is not a supernatural

ability. The Sentinel boon Call to Battle summons a clockwork golem that follows your orders for 1 round per Hit Dice you possess before vanishing.

Pathfinder Adventure Path #89: Palace of Fallen Stars

- **Page 75**—Make the following changes to Zyphus’s obedience. In the Evangelist boon Champions of Cruel Chance, replace *bestow curse* 1/day with *healing thief* 1/day (*Pathfinder RPG Ultimate Combat* 231). In the exalted boon Visitors from Abaddon, the ceustodaemons follow your commands perfectly for 1 round per Hit Dice. The DC of the Sentinel ability Tragic Accident is equal to 10 + 1/2 your Hit Dice + your Charisma modifier. The number of negative levels your target gains on a hit in the Unfairness of the World is equal to 3 + 1/2 your Hit Dice unless it succeeds at a Fortitude saving throw (the DC for this ability is the same as your Tragic Accident DC, as listed above).

Pathfinder Adventure Path #93: Forge of the Giant God

- **Page 75**—To benefit from the rewarding smash sentinel boon for Minderhal’s obedience, you must confirm a critical hit against a creature that is neither captive nor helpless.

Pathfinder Adventure Path #106: For Queen & Empire

- **Page 75**—Replace the second sentence of tiller’s gum with “As a standard action, a stick of tiller’s gum can be imbued with a spell of up to 3rd level with a casting time of less than 1 minute and that targets one or more creatures, as if the gum were the target of the spell.” The gum uses the original caster’s caster level. If the gum isn’t used within 1 hour, it becomes nonmagical.

Pathfinder Adventure Path #115: Trail of the Hunted

- **Page 83**—Replace the switchback jackal's 4th level bonus feat Overwhelm with Outflank (*Pathfinder RPG Advanced Player's Guide* 165).
- **Page 89**—A wereraptor kin's talons that she can use to make attacks are on her hands and cannot be used at the same time as manufactured weapons in those hands.

Pathfinder Adventure Path #117: Assault on Longshadow

- **Page 76**—The hobbling effect from *hobbling bomb admixture* lasts until the spell's duration ends.

Pathfinder Adventure Path #121: The Lost Outpost

- **Page 82**—An enchanter heron animal companion gains the grab ability at level 7. Its swallow whole ability deals 1d6 points of acid damage.

Pathfinder Adventure Path: Hell's Rebel's Player's Guide

- **Page 14**—Make the following changes to Milani's obedience. You may use the Inspiring Presence ability once per day for a number of rounds equal to your Hit Dice. In the Invoke Uprising ability, add the following sentences after the sentence that begins "Three times per day as a swift action." "If the effect does not normally allow a saving throw, calculate the save DC as normal if it is a spell; if it's not a spell, the DC is equal to 10 + 1/2 the source's Hit Dice + the source's Charisma modifier."

PATHFINDER MODULE

Down the Blighted Path

- **Page 63**—The *vibrant frog hide*'s tongue attack has all the special features of a whip. The special features of a whip include not being able to make attacks into adjacent squares and not extending the reach of the wielder's threatened area.

PATHFINDER PLAYER COMPANION

Advanced Class Origins

- **Page 27**—Add the following text to the end of the first paragraph of the Fencing Grace feat. "You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied."

Adventurer's Armory

- **Page 4**—Change the last sentence of the scorpion whip's description to the following, "If you are proficient with both scorpion whips and whips, you can use a scorpion whip in either the normal way, as a typical light performance weapon, or as a whip. When you use a scorpion whip as a whip, it is otherwise equivalent to a whip, but it deals lethal damage and can harm creatures regardless of their armor bonus."
- **Page 8**—A wrist sheath or spring-loaded wrist sheath can hold one forearm-length item. In addition to the listed examples, wrist sheaths can be used to store and deploy potions and scrolls. They cannot hold rods.
- **Inside Back Cover**—replace "disarm, reach, trip" in the scorpion whip's Special entry with "performance".

Adventurer's Armory 2

- **Page 7**—Characters cannot wear double-plated armor if the armor's maximum Dexterity bonus would be less than 0.
- **Page 10**—If ammunition with jagged hooks does not have a critical multiplier of its own, use the critical multiplier of the weapon that fired the ammunition to determine the hooks' effect.
- **Page 12**—Replace the last sentence of the dusk lantern with the following. "When a dusk lantern is shedding red light, creatures who are 10 feet away from the edge of the light's area must succeed at a DC 10 Perception check to notice the presence of the light. The DC increases by 1 for every 10 feet between the creature and the light. Creatures with darkvision take a -5 penalty on this Perception check."
- **Page 20**—Sparring gear counts as armor for the purposes of abilities that are dependent upon wearing armor or not wearing armor, such as a monk's AC bonus.
- **Page 21**—The aid another bonus that the *allied cloak* spell provides is always +2.
- **Page 24**—A gloomstick is a nonmagical light source. When determining its interactions with various light and darkness effects, note that its darkness is equivalently powerful to the light a sunrod produces.
- **Page 25**—The choking smoke smokestick trick references "any bonuses you add to dirty trick combat maneuvers." This refers to bonuses that you add exclusively to dirty trick combat maneuvers, not bonuses like your Strength bonus or a bonus on all combat maneuver checks.

Agents of Evil

- **Page 29**—*Ioun spite bracers* do not function for cracked and flawed ioun stones.

Alchemy Manual

- **Pages 20 and 21**—You may purchase other types of ammunition with the properties of any of the arrows listed on these pages. The ammunition costs the same as the arrow, unless the base cost of one unit of the ammunition costs 1 gp or more—in that case, add the cost of one unit of ammunition to the listed cost for the arrow.

Animal Archive

- **Inside Front Cover**—The available slots for piscine creatures are belt (saddle), chest, and eyes.
- **Page 19**—Replace the first sentence of the Spell Sponge feat with “Whenever your master targets you with a spell with the range of personal, the spell’s duration is doubled as if modified by the Extend Spell metamagic feat.”
- **Page 20**—In the charger archetype’s mounted challenge, replace the sentence “This ability replaces share spells” with “The cavalier’s mount only gains half the listed number of bonus tricks (minimum 0).”
- **Page 26**—The *saddle of the sky river* occupies a creature’s belt slot.

Antihero’s Handbook

- **Page 9**—For the purposes of the Blatherskite’s Cheap Shot ability, an unarmed target that is capable of making armed attacks does not count as unarmed (see page 182 of the *Core Rulebook* under “armed” unarmed attacks). Additionally, when the blatherskite uses his Blatherskite’s Surprise ability, his foe may attempt a Will saving throw (DC 10 + 1/2 the blatherskite’s level + his Wisdom modifier) to reduce the duration of the lost Dexterity bonus to 1 round.
- **Page 10**—When using the Casting Conduit feat, an ally who would not take any damage from the spell counts as immune.
- **Page 14**—For the sin monk’s gluttony ability, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer hit dice than half the sin monk’s character level to 0 or fewer hit points does not restore any hit points. A sin monk with the spawn of sin ability does not return to life as a sinspawn if slain, unless the player wishes to have this happen, at which point her character is marked as dead.
- **Page 17**—The last paragraph of a splintersoul’s splintered identity says that a GM may allow other classes or archetypes to follow a less strict version of a code of conduct while in an identity with an incompatible alignment. GMs have discretion over how to define this less strict code at their tables.

- **Page 19**—The martyred bloodline’s ancestral strikes deal good-aligned damage. This means that the bloodrager’s ancestral strikes overcome DR/good.
- **Page 29**—Frightshade has no effect against targets who succeed at the initial save. The effect of being shaken for an additional 1d4 rounds only applies to targets who failed the initial save.
- **Page 29**—Sand bomb does not deal damage.
- **Page 30**—The *arrow slicer* bow always grants its wielder a +2 bonus on Perception checks in Perception checks to act in the surprise round, not just when she is targeted by a ranged attack.
- **Page 31**—The liquid inside the *vial of reckless courage* degrades into a nonmagical liquid 1 minute after the first time the vial is opened.

Arcane Anthology

- **Page 20**—Replace the final sentence of the *full pouch* spell with, “Saves against the new alchemical item’s effects use the original item’s save DC or the save DC of the spell, whichever is lower.” Items created with *full pouch* last until the next time you refresh your daily spell slots or spells per day.

Armor Master’s Handbook

- **Page 11**—The Spring Heeled Style feat also functions when using a full-round action to use the Spring Attack feat.
- **Page 18**—When using the Shield Brace feat, treat the polearm or spear as a one-handed weapon. More specifically, when calculating the damage the weapon deals, it uses your Strength bonus instead of 1.5 times your Strength bonus, and it counts as a one-handed weapon when determining extra damage from the Power Attack feat. You may use Two-Weapon Fighting and other feats as if the polearm were a one handed weapon.

Black Markets

- **Page 25**—The spell *venomous promise*’s saving throw line should read, “**Saving Throw** Fortitude negates”.

Blood of Angels

- **Page 25**—Change the prerequisites line for the sunlit strike feat to “**Prerequisites:** Arcane Strike, able to prepare or cast *daylight*.”
- **Page 29**—At 11th level, a sorcerer with the martyred bloodline adds the spell *serenity* (*Pathfinder RPG Ultimate Magic* 236) to her spell list as a bonus spell known.
- **Page 30**—The Clergy Member trait is usable once per scenario instead of once per week. The Faith Healer trait may be used for Day Job checks.

Blood of the Beast

- **Page 14**—The *contagious suggestion* spell functions as follows. Whenever the standard *suggestion* the caster places on a creature conflicts with the part of the spell that compels it to seek out other targets to pass on the spell, the standard *suggestion* prevails. Once a creature successfully passes on the spell, it continues to follow the directions from the *suggestion*, but it loses the compulsion to pass along the *suggestion*.
- **Page 19**—Remove the spells *naga shape II* and *naga shape III* from the bloodrager spell list.
- **Page 28**—Replace the final sentence of Mindful Meditation with the following, “These bonuses increase by 1 when you reach 10 Hit Dice and every 5 Hit Dice thereafter to a maximum increase of +4 at 20 Hit Dice.
- **Page 31**—Make the following adjustments and clarifications to the ancestor eidolon subtype. Do not apply racial adjustments to ability scores, speed, size, or languages. An ancestor eidolon cannot take feats or other abilities that would circumvent the archetype’s restriction on qualifying for feats based on race. Instead of gaining a +2 on all rolls that use a specific ability score at 4th level, an ancestor eidolon gain the ability increase evolution for that ability score at 4th level. The eidolon gains the evolution a second time for the same ability score at 8th level. Ancestor eidolons with the rogue template gain 1d6 sneak attack at 4th level instead of rounding down “a number of sneak attack dice equal to 1/2 its HD” as specified in the rogue template to 0 dice of sneak attack. The humanoid appearance of an ancestor eidolon retains fantastical elements that clearly mark it as a supernatural creature.

Blood of the Coven

- **Page 5**—A slag may’s awakened hag heritage benefit deals 1d4 points of bleed damage on a successful critical hit.
- **Page 7**—A sorrow may’s awakened hag heritage benefit blinds a target for 1 round on a successful critical hit if the target fails the saving throw.
- **Page 9**—A snow may’s awakened hag heritage benefit gives her immunity to extremely cold conditions, as if she were under the effects of a permanent endure elements spell (cold only) that cannot be dispelled.
- **Page 16**—Instead of transforming into hag at 20th level, hagbound witches gain a hex at 20th level. They do not qualify for archetypes that trade out a witch’s 20th level hex.
- **Page 17**—A vellemanecer’s expanded wishgranter ability allows her to sacrifice prepared spells of 2nd level or higher to spontaneously cast the listed spells.

- **Page 26**—A covenbane slayer’s hag sense ability is a divination effect. However, any anti-divination defenses benefiting or created by a hag do not protect against this ability. For example, this ability bypasses the *mind blank* spell as provided by a hag’s coven.
- **Page 27**—A hag-riven bloodrager’s hexing claws ability replaces bloodrager’s entire damage reduction ability, not just the increase gained at 10th level.
- **Page 30**—Apply the following clarifications to both the *battlepot cauldron* and the *cauldron of fireworks*. These items do not allow their users to affect unwilling creatures with potions of spells that require willing targets. Creatures may attempt saving throws against potions of spells that allow them. Only potions may be stored in these items, not elixirs or extracts.

Blood of the Moon

- **Page 7**—Replace the text of the skinwalker’s change shape ability with the following, to match the text of this ability in *Pathfinder Campaign Setting: Inner Sea Races* and *Pathfinder RPG Bestiary 5*.

“A skinwalker can change shape to a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to his choice of Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, he can choose to gain two claw attacks that each deal 1d4 points of damage, 60 foot darkvision, or a +1 natural armor bonus. These benefits last until the skinwalker returns to his humanoid form as a swift action. A skinwalker must first return to his humanoid form before changing to bestial form again to change benefits.”

- **Page 9**—Werebat-kin who use the Bat Shape feat transform into a flying fox (*Pathfinder RPG Bestiary 5 112*).
- **Page 31**—Adjudications for the pelt of the beast is ambiguous. *Beast shape I* allows its caster to transform into a Small or Medium creature of the animal type, but some of the creatures whose skins may be used to create a pelt of the beast do not have Small or Medium statistics in a Bestiary. Use the following list to adjudicate the pelt for a bat, crocodile, shark, or tiger.
Bat: Turn into a Small bat, which appears to be an unusually large flying fox and gains abilities as a flying fox (*Pathfinder RPG Bestiary 5 112*).

Crocodile: Turn into a Medium crocodile, which appears to be a young crocodile and gains abilities as a crocodile (*Bestiary* 51).

Shark: Turn into a Medium shark, which appears to be a young shark and gains abilities as a shark (*Bestiary* 247).

Tiger: Turn into a Medium tiger, which appears to be a young tiger and gains abilities as a leopard (*Bestiary* 265).

Blood of the Sea

- **Page 5**—The ranger favored class bonus can only reduce attack roll penalties incurred due to being underwater, not attack roll penalties from other sources (such as Rapid Shot).
- **Page 10**—Electric Eel Conduit and Electric Eel Shock are not style feats.
- **Page 18**—A lifting bag carrying between 0 and 20 pounds returns to the surface at a rate of 60 feet per round. A lifting bag carrying more than 20 and up to 40 pounds returns to the surface at a rate of 30 feet per round.

Blood of Shadows

- **Page 22**—Firearms and technological weapons are not legal options for shadowcraft weapons.

Dirty Tactics Toolbox

- **Page 6**—PCs may qualify for the feats Deep Toxin and Powerful Poison with ranks in Craft (alchemy) instead of ranks in Craft (poison).
- **Page 9**—PCs may qualify for the feat Toxic Spell with ranks in Craft (alchemy) instead of ranks in Craft (poison).
- **Page 10**—“Human” is not a legal choice for the Dedicated Adversary feat, but a human ethnicity such as “Ulfen” is legal.
- **Page 15**—The Kitsune Tricks and Kitsune’s Vengeance feats are not style feats. The Kitsune Style feat allows a PC to attempt only one dirty trick combat maneuver, even if he would have additional attacks on a charge from pounce or similar abilities.

Divine Anthology

- **Page 8**—The Stirring Discourse of the Mind masterpiece can provide bonuses on Knowledge checks to perform research in a library that takes more than 10 minutes to complete. As long as the person attempting the research check begins within the masterpiece’s 10-minute window, the masterpiece’s bonus applies.
- **Page 11**—The spell-like ability that the Minor Miracle feat grants does not count as the ability

to cast divine spells for the purposes of fulfilling prerequisites or requirements.

- **Page 19**—The Mighty Protector trait’s last sentence should say, “If you succeed, you grant the ally a +4 bonus to AC instead of a +2 bonus against that opponent’s next attack.”
- **Page 26**—The Self-Realization subdomain does allow characters who are not half-elves to cast *paragon surge*, bypassing the standard race-specific restriction for spells from the *Pathfinder RPG Advanced Race Guide*. Regardless of the race of the character who casts the spell, the character keeps all of her extraordinary and supernatural abilities, and the enhancement bonuses apply to Dexterity and Intelligence as typical for the spell.
- **Page 28**—The Divine Fighting Technique feat qualifies you for divine fighting techniques in other sources, as long as you meet the prerequisites listed in that source. For example, you must have the same alignment as your chosen deity to qualify for the divine fighting feats on page 10 of *Pathfinder Player Companion: Weapon Master’s Handbook*.
- **Page 30**—The advanced benefit of Sarenrae’s mercy only applies against true and worthy foes. It does not apply against unconscious, helpless, or unaware foes or foes whose CR is less than your character level –2 (minimum 1). At the GM’s discretion, if you are using this feat in a way that is not in keeping with the teachings of Sarenrae, such as healing someone and then beating them again to gain hit points for yourself, you may not receive healing.
- **Page 31**—When using the initial benefit of Urgathoa’s hunger, the maximum number of temporary hit points you can gain from an attack is equal to your character level.

Dragon Empires Primer

- **Page 5**—A kitsune who takes the Fox Shape feat can remain in fox form indefinitely.
- **Page 14**—The wayang spellhunter trait cannot reduce a spell’s effective level below the unmodified spell’s original level (for example, it does not allow you to alter a wizard’s fireball into a 2nd-level spell.)
- **Page 22**—The sword saint’s brutal slash ability modifies weapon expertise as follows. Replace the second sentence of weapon expertise with “At 3rd level, the samurai selects either the katana or the wakizashi.” The brutal slash ability also replaces mounted archer.
- **Page 23**—When using her hair as a primary natural attack, a white-haired witch uses her Strength modifier to determine her attack bonus. She uses her Intelligence modifier instead of her strength

modifier to determine her bonus to damage with this attack. Witches of races that do not normally have hair may select this archetype—this archetype supernaturally causes them to grow hair.

- **Page 29**—Replace the void elemental school's 3rd-level spell *tapestry's embrace* with the spell *call the void* on the same page.

Elemental Master's Handbook

- **Page 4**—When calculating the damage for a firebrand's Big Boom! ability, add any bonus damage to the attack once, rather than adding it to both the bomb damage and the firearm damage separately and gaining a double effect.
- **Page 5**—The name of the masterpiece at the top of the second column is Blazing Rondo.
- **Page 21**—For the mud school, a creature struck by a mud missile may attempt a Reflex save (DC 10+ half your wizard level + your Intelligence modifier) to negate the blinding effect. This does not negate the bludgeoning damage.
- **Page 26**—In the chart at the bottom of the page, a genie binder's class-granted Fortitude save and Reflex save bonus at levels 2 are +1 rather than +0. Its bonuses for these saves at level 5 are +2 rather than +1.

Familiar Folio

- **Page 11**—A familiar with the mascot archetype selects its team member(s) when its master prepares spells or at the start of the adventure.

Gnomes of Golarion

- **Pages 14 and 15**—The traits on these pages are available only to gnome PCs (including humans who have taken the Racial Heritage feat). They have the types listed in the text (Combat, Faith, Magic, or Social) but do not count as Race traits. You may gain any of the traits on these pages with the Adopted Trait, as specified on page 14. However, they count as traits of their listed type and not as Race Traits. For example, if you use the Adopted trait to take the Excitable trait, you have a Social trait and a Combat trait. You may use Adopted to take a Social trait from these pages as an exception to the rule against having two traits of the same type.

The Harrower's Handbook

- **Page 15**—The Deadly Dealer feat allows a character to enhance sets of 54 harrow cards with any enhancement that would normally be able to apply to ammunition, for the same price that it would normally cost to enhance 50 pieces of ammunition. Only harrow decks

may be enhanced in this way. Decks of cards made of special materials are not available for purchase.

Haunted Heroes Handbook

- **Page 23**—The DC of the caster level check to remove the Uda Wendo's curse with *remove curse* is 10 + 1/2 the uda wendo's level + his Charisma modifier.

Healer's Handbook

- **Page 4**—A sacred attendant's inspiring camaraderie ability grants a competence bonus equal to the level of the cure spell cast, rather than equal to the cleric's level.
- **Page 4**—A disciple of wholeness cannot use hone body or greater hone body to grant herself immunities using ki points.
- **Page 10**—When a wasteland blightbreaker uses her banish blights ability, the *break enchantment* effect replaces the normal effect of the extract.
- **Page 11**—If a sacramental alchemist uses any domain abilities with a limited number of daily uses, he must select the same domain any time he prepares a sacramental cognatogen for the rest of the day, tracking expended abilities as normal for that domain. For example, if a domain grants a 1/day ability, he cannot use it a second time by rebrewing his cognatogen.
- **Page 11**—Neutralizing bomb grants an immediate new saving throw against all effects that grant ongoing saves to clear. For example, it grants an ongoing save against spells like *hideous laughter*, but not against effects that grant no additional saving throws beyond the initial save, such as *flesh to stone*.
- **Page 13**—Add the following text from the Resurrection subdomain to the resurrection focused blessing, "Creatures returned to life in this way continue to be affected by any still-active spells, conditions, or afflictions present at the time of their death."
- **Page 14**—Contingent spells come into effect after a specified trigger happens and cannot preempt an event. A trigger such as "when I am reduced to 20 hit points" is valid, but a trigger such as "when I would otherwise have died" is not.
- **Page 14**—For the Fortuitous Vigor feat, the GM is the arbiter of which ability checks, attack rolls, saving throws, and skill checks qualify to regain vigor points. In general, having a character attempt repeated superfluous skill checks in order to regain vigor is against the spirit of this feat.
- **Page 15**—The temporary hit points that the Unconquerable Resolve feat grants last for 1 minute.
- **Page 16**—When a character uses the ameliorating or major ameliorating hex to grant a creature the ability

to suppress a negative condition at some point in the future, this protective effect expires after 24 hours if it is not triggered.

- **Page 19**—A faith singer may activate his domain spell-like ability during a bardic performance, taking the normal actions required to cast the spell. If the spell-like ability has an expensive material component, the bard must supply that component.
- **Page 20**—A Pei Zin practitioner's healer's way ability heals 1d6 hit points for every 2 oracle levels she has (minimum 1d6).
- **Page 21**—A succor oracle's perfect aid ability does not stack with other feats, class features, traits, or any other abilities that improve the bonuses she grants when using the aid another action.
- **Page 25**—A paladin cannot apply the targeted mercy to herself on a round in which she has already performed actions that would break the sanctuary spell (for example, she cannot attack a foe and then use it to block that foe's attacks).
- **Page 26**—A benefactor shaman can attempt to suppress a given curse with her suppress curse ability once every 24 hours.
- **Page 27**—A character with the restoration spirit specialization hex shell of succor may use the hex once per day, plus one additional time at 11th and 19th levels.
- **Page 28**—Under the healer's satchel item, each of the four specialized satchels (diagnosis, first aid, long-term care, and treatment) is a different magic item that costs 3,000 gp.
- **Page 29**—A *nursing necklace* does not grant a +10 circumstance bonus on Heal checks to treat the wearer until the wearer has been wearing the item for 24 hours.

Heroes of the Darklands

- **Page 5**—The Terrain Celerity feat's movement speed increase based on "a creature of the same type as one of your favorite enemies" ignores your allies.
- **Page 8**—You can activate a *rockfall cloak* as a free action even if it is not your turn. If another creature is in your square when you activate it, they may attempt a DC 15 Reflex save to jump to an adjacent square instead of being trapped within.
- **Page 9**—The *grasp* spell imposes a scaling penalty based on the number of times you have used it "in a particular situation." To reset this penalty, a creature must spend 1 minute during which they are not climbing or clinging to a surface that they are in the process of climbing.
- **Page 9**—The *rock whip* spell bypasses partial cover, cover, and improved cover, but not total cover.

- **Page 10**—The following clarifications apply to the blightseeker alchemist. Spore bombs deal fire damage. A blightseeker cannot apply alchemist discoveries marked with an * to his bombs. A blightseeker must assign blights to all of his bombs when he prepares them at the beginning of the day. The fear-inducing blight has the fear descriptor, and the confusing blight has the mind-affecting descriptor.
- **Page 15**—The *morning sun* spell bypasses undead creatures's typical immunity to harmful effects that allow a Fortitude save and cannot affect objects.
- **Page 16**—A demon-sworn witch's cruel hex deals damage on the round that a hex is first activated. If a witch uses a grand hex and then uses cackle to extend it, she deals 4d4 damage from the grand hex plus 1d4 from the cackle. If she uses cackle to maintain the hex on subsequent rounds, she deals 1d4 damage each round from the action she spends to maintain the cackle.
- **Page 16**—A fungal pilgrim's fungal companion does not apply the ability score adjustments from the fungal template.
- **Page 17**—A vermin tamer's mount gains access to the belt (saddle) magic item slot.
- **Page 20**—Harmless effects that target all allies, such as a bard's inspire courage ability, do not trigger an *animus mine*.
- **Page 21**—A beastkin berserker does not adjust her ability scores when she undergoes a feral transformation. When selecting creatures for her savage rapport, the berserker must choose creatures that have statistics, and she can only take the form of a specific animal once she gains the ability to transform into an animal of that size. For example, a beastkin berserker who selects triceratops would be able to take the form of a triceratops at 12th level. She could not take the form of a younger triceratops of varying sizes at lower levels.
- **Page 28–29**—An alchemist or investigator can craft all legal alchemical items on these pages with a DC 25 Craft (alchemy) check. Drought powder requires only a DC 20 Craft (alchemy) check.
- **Page 30**—A *ghoulbane belt* allows its wearer to use one of the listed spells once per day. This counts as the item using the spell using its caster level as typical for a magic item, not as the wearer casting the spell.

Heroes of the High Court

- **Page 3**—The inhabitant of illusion trait can detect illusions within 10 feet.
- **Page 4**—For the Enlightened Noble feat's Scion of the Arts option, note that bards using versatile

performance do not roll Perform checks; they substitute their bonus on Perform checks for their bonus on relevant skills.

- **Page 5**—The Noble Stipend feat grants a PC 100 gp at the beginning of each adventure. Purchases and excess funds disappear at the end of the adventure.
- **Page 6**—A court poet gains the following ability.

“Practiced Orator (Su): At 3rd level, a court poet gains 3 more rounds of raging song per day. He gains 3 additional rounds of raging song at 6th level and every 3 levels thereafter. This ability replaces rage powers.”

- **Page 9**—Replace the first sentence of the witch watcher’s diminished spellcasting ability with, “A witch watcher can cast one fewer spell of each level than normal.”
- **Page 11**—A remote bomb deals splash damage to all targets, unless a creature is in possession of the bomb at the time the alchemist triggers it (in which case it does direct hit damage to that creature, with no attack roll required).
- **Page 11**—The *perceive betrayal* spell allows creatures that come within 200 feet of the caster to attempt a Will save. If they succeed, the caster does not detect traitorous intent. Effects that block divination, such as *mind blank*, block *perceive betrayal*.

Heroes of the Streets

- **Page 8**—The inspire imitation alternate racial trait replaces a half-elf’s Skill Focus feat.
- **Page 18**—You can use the Competition subdomain’s athletic exploit power a number of times per day equal to 3 + your Wisdom modifier.
- **Page 25**—Remove the second paragraph in the Urban Hunter’s altered animal companion class ability.
- **Page 30**—The *coin shot* spell does not apply the caster’s ability modifier (for most characters, Strength) to damage.

Heroes of the Wild

- **Page 5**—Humans who take the Fey Magic racial trait do not gain Fey Thoughts.

Inner Sea Primer

- **Page 22**—The Ustalavic Noble trait provides no additional starting gold.

Knights of the Inner Sea

- **Page 28**—The *carry companion* spell’s target line should read “One willing animal or magical beast touched.”

- **Page 30**—The prices and weights of the *knight captain’s lance* and the *war lance* are switched. The *knight captain’s lance* should cost 10,310 gp and weigh 10 lbs., and the *war lance* should cost 22,710 gp and weigh 13 lbs.

Legacy of Dragons

- **Page 4**—Replace the second sentence of the second paragraph under Energy Types with the following, “For the purpose of the dragon resistance bloodline power, you gain DR that is bypassed by the two damage types other than the damage type that your breath weapon deals. For example, if your breath weapon deals bludgeoning damage, you gain DR/piercing or slashing. The amount of DR you gain is equal to half the energy resistance you would normally gain against all attacks of that specific damage type.”
- **Page 9**—An oracle who takes the dragon magic revelation and selects a spell with an expensive material component must pay that component cost every time she uses the revelation to cast that spell.
- **Page 10**—Dragon magic is a racial trait for elves. This racial trait replaces elven magic.
- **Page 12**—The dragonheir scion gains fearful might at 2nd level. She gains draconic strike and draconic presence at 4th level and 6th level, respectively, replacing the fighter bonus feats she would normally gain at these levels.
- **Page 22**—A drake rider gains skill points as indicated in the skills section on page 22, not as indicated in the table on page 23. Drakes that do not raise their intelligence scores gain 3 skill points per HD.

Legacy of the First World

- **Page 3**—Fey hex does not stack with accursed hex or other effects that allow you to influence creatures with your hexes more often than normal.
- **Page 7**—Fey mutagen, greater fey mutagen, and grand fey mutagen do not grant natural armor.
- **Page 11**—The flicker revelation lasts for 1 round.
- **Page 11**—When calculating your Combat Maneuver Bonus for Whimsical Prank, use your oracle level instead of your base attack bonus (not instead of your Combat Maneuver Bonus).
- **Page 11**—Any effect that provides a luck bonus also grants immunity to gremlin’s luck.
- **Page 13**—For the *iron spine* spell, movement is defined as taking any action other than speaking or a purely mental action. A creature may attempt a Fortitude save when it moves to avoid suffering from the spell’s detriments for 1 round.
- **Page 14**—Shadow doubles are illusory. Treat them as mirror images for the purpose of how they interact with effects like *true seeing*, until the slayer reaches

20th level, at which point they count as *shadow conjuration* instead.

- **Page 17**—The duration of *strand of the tangled knot* is 1 round/level or until triggered.
- **Page 19**—If a twinned eidolon uses a spell-like ability with an expensive material component, it must supply that component.
- **Page 19**—For the Conduit Casting feat, conduits cannot receive spells with a range of personal or spells that produce an emanation centered on the caster (such as *antimagic field*).
- **Page 23**—In the Unfettered Rage feat, change the first sentence of the benefit to begin, “Change the first sentence to begin, “When raging, when you declare a full attack...” That is, the decision to make the extra attack comes first on your turn, and imposes the listed penalties.
- **Page 29**—When using the Ragadahn’s Raqs Beledi performance, a creature must always occupy at least one unique square at the end of its movement. For mounted creatures, treat mount and rider as a single creature for this rule.
- **Page 29**—When using Ragadahn’s Spiraling Ascent, so long as the bard spends a move action each round to maintain it, the cyclone keeps a suspended creature aloft, even if the creature is in a space adjacent to the cyclone. If the bard does not spend a move action to maintain the cyclone, the suspended creature falls at the end of the bard’s turn.

Magic Tactics Toolbox

- **Page 6**—In the warp metal spell, change the word “wooden” in the Targets line to “metal”.
- **Page 7**—The investigator and rogue talent Just a Face in the Crowd’s bonus on Perception checks applies only to Perception checks to spot hiding creatures, and its bonus on Disguise checks applies only to Disguise checks to blend into a crowd.
- **Pages 8–9**: Spells augmented with the feats Burning Amplification, Chilling Amplification, or Shocking Amplification do not apply the additional effects from the feat to targets who do not take fire, cold, or electricity damage from the spell, respectively.
- **Page 18**—When using *signal chalk* against a humanoid or outsider, select a subtype, such as outsider (evil). The rune only affects creatures of that subtype.
- **Page 23**—In the toxicologist druid archetype, the sentence “A toxicologist can channel stored spell energy only into summoning spells she has prepared ahead of time” means that the toxicologist can only spontaneously cast a *summon nature’s ally* spell if she prepared at least one copy of the *summon nature’s ally* spell at that level earlier that day.

Melee Tactics Toolbox

- **Page 13**—The Kraken Throttle and Kraken Wrack feats are not style feats. When you use Kraken Throttle to choke an opponent, you cut off its ability to breathe. The opponent counts as holding its breath for the purposes of the suffocation rules on page 445 of the *Pathfinder RPG Core Rulebook*, and it does not need to roll Constitution checks to avoid falling unconscious until it has been unable to breathe for 2 rounds per point of Constitution—or fewer rounds as appropriate if she takes standard or full-round actions while unable to breathe.
- **Page 21**—Sunderblock can be crafted with a successful DC 25 Craft (alchemy) check.’

Monster Hunter’s Handbook

- **Page 9**—The armor piercer rogue talent does not stack with the unchained rogue debilitating injury bewildered.
- **Page 13**—A disciple of the pike cavalier cannot qualify for advanced weapon training.
- **Page 17**—Effects that modify a bomb’s splash radius have no effect on an ooze master’s ooze bombs.
- **Page 18**—Add the following sentence to the end of the banishing warden’s banishing smite ability, “A banishing warden treats her paladin level as 3 levels lower when determining the benefits of her mercy ability.”
- **Page 26**—For bottled musk, a variety of creature refers to a specific type of creature such as red dragons, rather than all dragons, or fire elementals, rather than all elementals.
- **Page 26**—An animal can learn to attack a single creature type that it would not normally attack from a monster dummy, such as undead. Teaching an animal to attack more than one creature type requires expending an additional trick to improve the attack trick (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), and cannot be done by purchasing several monster dummies.
- **Page 28**—A character using a *melding cloak* to meld into material can move and observe her surroundings. She cannot attack or take other actions.

Monster Summoner’s Handbook

- **Page 16**—A summoner with the morphic savant archetype may only transform their eidolon into legal forms for their subtype in Pathfinder Unchained. Because protean eidolons can only take the serpentine form, a morphic savant’s protean eidolon does not gain fewer evolution points per level than a standard eidolon.

Occult Origins

- **Page 8**—A phytokineticist gains the following ability at 1st level.

Basic Phytokinesis

Element wood; **Type** utility (Sp); **Level** 1; **Burn** 0

You can prune and otherwise garden plants within 30 feet without using gardening tools. You can search wooded areas and other plant-heavy areas from a distance as if using the *sift* cantrip (*Pathfinder RPG Advanced Player's Guide* 244).

Additionally, use the following clarifications for the phytokineticist's wild talents: forest siege (Level 9, Burn 0), greater toxic infusion (Level 7, Burn 4), and wood soldiers (Level 9, Burn 1).

- **Page 17**—Any spell selected with the mnemonic esoterica discipline power must follow the same guideline used for determining the spell level for a scroll found on page 20 of the *Pathfinder Society Roleplaying Guild Guide*.
- **Page 22**—Any spell selected with the divine the mysteries archetype ability must follow the same guideline used for determining the spell level for a scroll found on page 20 of the *Pathfinder Society Roleplaying Guild Guide*.
- **Page 23**—An id rager gains only the emotional focus abilities of a phantom, not the base abilities of a phantom, such as slam attacks and armor bonuses.
- **Page 25**—The Truth in Wine feat does not grant any additional benefit to addicted characters.

Paths of the Righteous

- **Page 14**—The sentence “First, the devoted muse qualifies for and benefits from deeds as if she were a swashbuckler 3 levels lower than her class level (minimum 1).” means that when a character taking levels in devoted muse already has levels in a class that grants the deeds ability, the first three levels she takes in devoted muse do not increase her effective level for the purposes of the deeds ability.
- **Page 22**—Apply the following adjustments to the runeguard prestige class. Using the rune of charity, a runeguard cannot transfer spells centered on the caster (such as *antimagic field*). The level of transferred spells with a range of personal cannot exceed the runeguards level –2. The bonuses provided by the runes of generosity and humility last until the end of the target's next turn. A runeguard using the rune of zeal can apply metamagic feats that naturally use up a spell slot 1 level higher than the spell's actual level (reductions in cost from abilities like the Magical

Lineage and Wayang spellhunter traits do not apply when determining which metamagic feats qualify).

People of the North

- **Page 25**—Replace the third sentence of the Witchguard's Defend Charge ability with the following. “At 8th level and every 4 levels thereafter, these bonuses increase by 2.” Replace the second-to-last sentence of the ability with the following. “At 7th level and every 3 levels thereafter, the witchguard can use this ability one additional time per day.”

Pirates of the Inner Sea

- **Page 19**—A boarding gaff's weapon type is P or S.
- **Page 24**—An inner sea pirate's hit dice is d8. The pirate talent ability should say that an inner sea pirate gains pirate tricks at 2nd, 3rd, 5th, 6th, 8th, and 9th levels (to match the chart on page 25).

Psychic Anthology

- **Pages 10–11**—A creature who succeeds at a Fortitude save against a *rend body* spell takes half damage and does not lose a limb. A creature who loses half or more of its legs from *rend body* has its movement speed reduced to 5 feet.
- **Page 18**—If a projectionist mesmerist is inhabiting an object and that object is destroyed, the mesmerist is immediately shunted back to his body. The implant consciousness ability's 8th level improvement extends the duration of the implanted consciousness from concentration to concentration + 1 round, allowing the mesmerist to cast spells during that additional round.
- **Page 20**—The maelstrom infusion is a form infusion rather than a substance infusion.
- **Page 21**—The positive admixture wild talent's element is wood, not void.
- **Page 21**—Hitting a creature with spore infusion more than once resets the duration of the effect. It does not cause the target to take more than 1d6 points of damage per round.
- **Page 22**—Remove the prerequisites line from the foxfire utility talent.

Sargava: The Lost Colony

- **Page 24**—Replace the first sentence of the Monkey Lunge feat with the following. “When you use the Lunge feat to increase the reach of your melee attacks, you do not take a –2 penalty to your AC until your next turn.”

Spymaster's Handbook

- **Page 25**—In the agathiel archetype's bestial identity ability, the vigilante may only select abilities provided by *beast shape* that the creature whose form he is taking would normally possess.

Taldor: Echoes of Glory

- **Page 22**—Replace the skills line in the prerequisites for the Lion Blade prestige class with the following: Bluff 3 ranks, Diplomacy 3 ranks, Disguise 5 ranks, Perform (sing or act) 3 ranks, Stealth 5 ranks.
- **Page 25**—The spell *detect the faithful* does not detect creatures pretending to be a member of your faith.
- **Page 27**—The *ring of the sublime* does not grant immunity to fear. Instead, it grants a +4 bonus on saving throws against fear, as the spell *remove fear*.
- **Pages 28–29**—Reduce the number of ranks in each skill required to qualify for each feat on these pages by 3 (to a minimum of 1 rank).

Varisia: Birthplace of Legends

- **Page 10**—Change the Benefit text of the Thunder and Fang feat to the following. "You may wield an earth breaker and a klar at the same time. When you do so, you may treat the earth breaker as though it were a one-handed weapon. When using an earth breaker as if it were a one-handed weapon with a klar in your off hand, you retain the shield bonus your klar grants to your Armor Class even when you use it to attack. Treat your klar as a light weapon for the purposes of determining your two weapon-fighting penalty."
- **Page 10**—Replace the last sentence of the kapenia dancer's weapon and armor proficiency with the following. "A kapenia dancer is not proficient with armor or shields. He does not have the magus's ability to ignore arcane spell failure from armor; however, if he becomes proficient in light armor, he automatically gains the magus's ability to ignore the arcane spell failure chance from light armor. If he becomes proficient in medium armor, at 7th level he ignores medium armor's chance of arcane spell failure. If he becomes proficient in heavy armor, at 13th level he ignores heavy armor's chance of arcane spell failure. This replaces the magus's normal armor proficiencies, including those gained at 7th and 13th level."

Weapon Master's Handbook

- **Page 10**—The Divine Fighting Technique feat qualifies you for divine fighting techniques in other sources, as long as you meet the prerequisites listed in that source. For example, you must worship your chosen deity as your sole patron deity to qualify for

the divine fighting feats on page 28 of *Pathfinder Player Companion: Divine Anthology*.

- **Page 15**—The Startoss Style feat's bonus on damage rolls applies when making ranged weapon attacks with thrown weapons, not when making melee weapon attacks with them.
- **Page 23**—In the Weapon Material Mastery feat, a creature that fails a saving throw against the ability of an elysian bronze weapon loses access to the randomly selected ability for 1d3 hours.

PATHFINDER CAMPAIGN SETTING

Aquatic Adventures

- **Page 51**—Replace the aquatic bloodrager's bonus feat choice of Skill Focus (Fly) with Skill Focus (Swim).
- **Page 56**—Whenever someone refills your pressurized air tank, you must pay 5 gp for materials.
- **Page 56**—Hippocampi cannot wear barding.
- **Page 58**—For the purposes of the Favor of the Empress of Torrents feat, your caster level is equal to your character level.
- **Page 62**—The aquadynamic armor special ability increases the price of the base armor by the listed amounts—these amounts do not reflect the total armor price.
- **Page 63**—The standard steam metamagic rod is called a steam metamagic rod, not a murkymetamagic rod.
- **Page 63**—A traveler's wetsuit costs 2,750 gp.

Chronicle of the Righteous

- **Page 51**—Change the beginning of the *vinetrap* spell to the following.

School conjuration (creation); **Level** cleric 5, druid 5
Casting Time 1 standard action
Components V, S, DF
Range long (400 ft. + 40 ft./level)
Target one creature
Duration 1 round/level (D)
Saving Throw Reflex negates; **Spell Resistance** yes

Distant Shores

- **Page 63**—A PC cannot benefit from the feat Bonded Mind or any teamwork feats that use it as a prerequisite unless he permanently possesses the feat; this is an exception to how an inquisitor's solo tactics ability, a cavalier's tactician ability, and similar abilities function.

The First World: Realm of the Fey

- **Page 8**—Any time a feysworn is targeted by an effect that would restore her to life (e.g. *raise dead* or *breath of life*), she must immediately expend 4 Prestige Points or the effect fails. This expenditure covers the drawback of feymarked.
- **Page 20**—The Green Mother's obedience grants a +4 profane bonus on saving throws against charms and compulsions.
- **Page 28**—When you perform Magdh's obedience, select three Intelligence-based skills. You gain a +4 bonus on those skill checks for 24 hours or until you perform this obedience again.

Horror Realms

- **Page 7**—Tentacles from the tentacles arcanist exploit last for 1 minute per arcanist level. The arcanist can dismiss them before the duration expires.
- **Page 9**—A mute musician can use a language dependent-effect so long as he has both hands free to use a writing utensil and writing surface. Such abilities have a maximum range of 30 feet, even if the range of the effect would normally be greater. The spells that a mute musician gains from insight for beyond must be spells of a level that he can cast.
- **Page 16**—Replace the dark tapestry shaman spirit's spirit magic spell list with the following: *entropic shield* (1st), *dust of twilight*^{APG} (2nd), *tongues* (3rd), *black tentacles* (4th), *feeblemind* (5th), *planar binding* (6th), *insanity* (7th), *reverse gravity* (8th), *interplanetary teleport*^{UM} (9th). A dark tapestry shaman may use her alien summons hex once per day, plus one additional time at 8th level, and one additional time at 15th level.
- **Page 18**—An aberrant eidolon may take the tentacle mass evolution one additional time beyond the evolution it receives from its base form, for a total of two tentacle masses.

Inner Sea Combat

- **Page 45**—A spellscar drifter's challenge ability allows him to deal extra damage whenever he makes attacks with firearms against the target of his challenge. His challenge ability doesn't allow him to deal extra damage with weapons that are not firearms.

Inner Sea Faiths

- **Page 17**—Chromatic Scourge provides a sacred bonus instead of a profane bonus.
- **Page 45**—You may use All Who Live Suffer Loss as a standard action 3 times per day.

Inner Sea Gods

- **Page 20**—In performing Asmodeus's obedience, you may drain the blood from yourself.
- **Page 108**—You may perform the bury secrets form of the Norgorber's obedience even if you could locate a crowd. You do not need to pay for the poison you apply to the needle—you create it from materials on hand.
- **Page 212**— You may kneel on spiked chains to perform Zon Kuthon's obedience, even if you could perform the obedience's first version.
- **Page 212**—The feat Glorious Heat grants a number of points of healing equal to the spell level, not half your caster level. For example, *flame strike* grants 5 points of healing, while *spark* grants 0.
- **Page 215**—Change the text of the potion glutton feat to the following, "**Benefit:** You can drink potions, elixirs, or other potables (but not extracts) as a move action without provoking an attack of opportunity. **Normal:** Drinking potions is a standard action that provokes an attack of opportunity."
- **Page 261**—The *boots of the earth* can be activated once per day.
- **Page 256**—The Improved Unarmed Strike feat granted by the *perfectionist shavtoosh* does not allow its bearer to qualify for abilities that list that feat as a prerequisite.

Inner Sea Intrigue

- **Page 30**—Change the sentence on the eighth line of the undermine authority ability that begins with "However" to the following, "If you succeed at the check, the target is subject to a mind-affecting compulsion that alters its attitude for a number of days equal to your inquisitor level."
- **Page 54**—*Kyonin bliss* is a single-use item.
- **Page 60**—The spell *implant urge*'s saving throw line should read "Will negates".

Inner Sea Magic

- **Page 33**—Replace the second-to-last sentence of the crypt breaker alchemist archetype with the following. "Against all other creatures, alkahest bombs deal 1d4 points of damage, plus 1d4 points of acid damage for every odd-numbered level."
- **Page 40**—A tattooed sorcerer may only use her create spell tattoo power during days spent in play, not between scenarios.
- **Page 43**—The familiars listed on pages 10 and 11 of the *Reign of Winter Player's Guide* are legal options for the winter witch archetype.

Inner Sea Races

- **Page 195**—The Obsessed with Success trait does not function on Day Job checks.

Inner Sea Temples

- **Page 22**—The *neverspill goblet* cannot preserve anything with a market value of 1,000 gp or more. This rule is intended to prevent limitless preservation of expensive elixirs that expire after opening and are intended to be used once.
- **Page 33**—When the *soul vault* spell grants its target a saving throw against an effect that would not normally allow a saving throw, the DC is 10 + 1/2 the HD of the creature using the effect + that creature's Cha modifier.
- **Page 42**—The soul candle does not wink out quickly enough to allow characters to act on the surprise round against a haunt.
- **Page 43**—The *preserve* spell does not prevent magic items that expire after a specific amount of time from expiring.
- **Page 52**—The bonuses on skill checks that the *altar of the dawnflower* grants last for 24 hours.
- **Page 62**—Change *betraying sting*'s saving throw line from "Saving Throw Will partial" to "Saving Throw none."
- **Page 62**—*Incessant buzzing* requires spellcasters to succeed at a concentration check to cast spells in the area rather than a caster level check.

Inner Sea World Guide

- **Page 229**—In the Other Deities chart, replace Apsu's Creation domain with the Artifice domain.
- **Page 234**—Add the Evil domain to the list of domains granted by Ayrzul, Hshurha, Kelizandri, and Ymeri.
- **Page 278**—In the Hellknight prestige class chart, remove (full speed) from the list of 8th level abilities.
- **Page 281**—A low templar gains the ability live to fight another day at 5th level.
- **Page 282**—A red mantis assassin can cast spells in light armor without incurring the normal arcane spell failure chance. A red mantis assassin's prayer ability is a mind-affecting effect.
- **Page 287**—The feat Harmonic spell only grants an extra round of bardic performance when you cast a spell of 1st level or higher.
- **Page 289**—Remove Diehard from the prerequisites for the Survivor feat.
- **Page 296**—The spell Shield of the Dawnflower does not grant a saving throw.

Occult Realms

- **Page 10**—A PC can only have the ability to contact one legendary spirit at a time and permanently loses the ability to contact a legendary spirit if he breaks that spirit's oath. A PC can regain that spirit's favor with an atonement spell priced as if restoring a cleric's spellcasting abilities.
- **Page 17**—When casting *shadow enchantment* or *greater shadow enchantment*, a PC uses his own spell list to determine the level of the replicated spell. If the spell does not appear on his list, use the spell level that appears on the wizard's or psychic's list.

Path of the Hellknight

- **Page 16**—If you possess the Focus of Mind ability, You can use your assiduous gaze for a number of rounds per day equal to 1/2 your hellknight signifier level or 3 rounds per day plus 1 additional round at 16th and 20th level—whichever is greater.
- **Page 38**—The Gate Breaker feat allows you to deal additional bonus damage equal to your Strength modifier, even if you have already added your Strength modifier as a part of your damage roll.
- **Page 39**—When using the Scrutinize Spell feat to gain a bonus on your Intimidate check to demoralize a target (in the last sentence of the feat), you may gain a bonus equal to your Charisma or Wisdom modifier even if you have already added that stat as a part of your Intimidate bonus.
- **Page 61**—The second-to-last paragraph in the first column of the *shackle* spell should read "If you are 6th level or higher, you can make the restraints mithral, or you can summon Tiny or Large restraints."

Paths of Prestige

- **Page 29**—Replace the first sentence of the Hellknight signifier's Arcane Armor Expertise ability with the following. "At 2nd level, if a Hellknight signifier has the Arcane Armor Training feat, he gains Arcane Armor Mastery as a bonus feat."
- **Page 36**—The text for the mammoth rider's colossus hunter ability should read as follows.

"At 2nd level, a mammoth rider gains a +1 bonus on weapon attack and damage rolls against Large and Huge creatures. At 8th level, the mammoth rider gains a +2 bonus on weapon attack and damage rolls against Gargantuan and Colossal creatures."

Qadira, Jewel of the East

Page 19—Make the following adjustments to the solar sorcerer. Replace the bonus spell gained at 3rd level with *faerie fire*. When the cleansing flame

ability would remove a condition that resulted from a failed saving throw, the condition removal is not automatic. The target may attempt another saving throw against the effect. If this saving throw succeeds, the effect is removed.

Page 29—A character with the lesser sun totem rage power applies the immunity to environmental effects from heat and severe heat and bonus on Fortitude saves against the effects of extreme heat even when she is not in rage.

Page 33—A sunsinger skald's pillar of light ability produces nonmagical light.

Page 43—Replace the order of the saddle cavalier's challenge with the following, taken from the last few sentences of the listed challenge ability: "The cavalier gains a +1 dodge bonus to AC against attacks of opportunity while charging the target of her challenge. This bonus increases by 1 for every 4 levels the cavalier has. If the cavalier already has the Ride-By Attack feat, this dodge bonus increases by 2."

Page 60—When using the genie-touched companion feat to take an istaheq, make the following adjustments. An istaheq companion's natural armor bonus is +2 higher than the bonus of a typical horse, not +10. An istaheq companion's steadfast ability grants a +2 racial bonus on saving throws against mind-affecting and fear effects rather than a +4 bonus.

Rival Guide

- **Page 35**—Replace all references to Will saves in the text of the *staggering fall* spell with Fortitude saves.

PATHFINDER ROLEPLAYING GAME

Advanced Class Guide

- **Page 60**—To take a blessing, a warpriest must worship a deity who offers the domain of the same name.

Advanced Player's Guide

- **Page 46**—The oracle of bones revelation summons a single Medium humanoid skeleton or zombie with a number of Hit Dice equal to your oracle level. This ability does not require a body. You may summon a bloody skeleton or fast zombie at 7th level, even though these variants are not normally legal options.
- **Page 246**—A character who receives *spiritual ally* as a bonus spell (such as an oracle mystery spell or witch patron spell) may use her primary spellcasting ability score in place of her Wisdom score when calculating the spell's attack bonus.

Advanced Race Guide

- **Page 85**—In the incorruptible racial trait, replace "cast *corruption resistance* against evil" with "cast *corruption resistance* to protect against effects that harm good creatures."

Adventurer's Guide

- **Page 10**—An asavir's thunderous charge does not trip the asavir or her mount.
- **Page 14**—When using spices, you may assume you started eating them any number of days before the beginning of the adventure.
- **Page 16**—For the Improved Forceful Charge feat, the force of the bull rush attempt itself is what allows for the trip maneuver; the target does not need to be within the animal companion's reach at the end of the bull rush. For resolving any secondary attacks of the trip such as greater trip, use the target's final position after the bull rush.
- **Page 23**—A rostland bravo treats an Aldori dueling sword as a light or one-handed piercing weapon for the purpose of all swashbuckler class abilities.
- **Page 23**—Replace the last sentence of the sweeping wind feint ability with the following, "Once per round, after she reduces an opponent to 0 or fewer hit points, she can attempt to feint an opponent as a swift action."
- **Page 26**—Sirian's masterstroke functions against opponents that you have successfully feinted against via a melee attack on the same round.
- **Page 27**—The phrase "or similar effects" in *Aldori alacrity* means effects that specifically say that they do not stack with *haste*.
- **Page 27**—The spell *contest of skill* can only be cast on enemies, not allies.
- **Page 27**—The spell *tactical adaptation* does not stack with other effects that grant temporary feats, such as martial flexibility and *paragon surge*.
- **Page 45**—Sparkle smoke fills a 10-foot radius and persists for 1 hour.
- **Page 53**—When using shrinewalk, the caster level of the word of recall effect is equal to the number of levels the character has in the class that granted the rogue talent.
- **Page 58**—A runic focus cannot be enchanted. It orbits the wearer's head like an ioun stone, but cannot be socketed in a *wayfinder*, implanted, or otherwise removed from orbit.
- **Page 62**—The rune of charity cannot be used to help PCs. It only applies if you are directly assisting an NPC (for example, defending an NPC from creatures that are attacking him).

- **Page 74**—A scion of Talmandor can use Talmandor's gift once per day.
- **Page 76**—An *eagle knight's dress uniform* allows the wearer to attempt an Escape Artist check to free himself as an immediate action on the round in which he is first grappled or restrained, rather than every round for the duration of the effect.
- **Page 82**—A masked maiden's starting Gray Maiden plate sells for 14 gp.
- **Page 95**—Infernal arcana's replacement of the summon monster I class feature refers to the entire class feature, including the upgraded summon spells that the summoner would receive as he levels up.
- **Page 102**—The level requirement for a student of perfection refers to the character's monk level rather than his overall character level.
- **Page 105**—A winding path renegade selects one of the three mystery options.
- **Page 107**—For the purpose of the monastic warden, "a site sacred to the wielder" means a site sacred to the wielder's deity or the Grand Lodge in Absalom.
- **Page 110**—A Lantern Bearer's favored enemy stacks with levels in other classes that grant favored enemy as follows. Whenever a Lantern Bearer selects a favored enemy that she has previously selected, she increases the bonus by +2. For example, a 5th level ranger might have favored enemy +4 against aberrations and +2 against animals. After taking two levels in Lantern Bearer, she could increase her bonus against either aberrations or animals to +6 or +4, respectively, or she could select a new favored enemy to receive a +2 bonus against.
- **Page 114**—The Craft (alchemy) DC to create lantern honey is 25.
- **Page 121**—The embody mask ability does not grant protective aura. A druid may only emulate an outsider whose CR is less than her character level.
- **Page 148**—A *wayfinder of hidden strength* can slot one *ioun stone*. It cannot slot cracked or flawed stones.
- **Page 157**—Remove the alignment restriction from mantis zealot.
- **Page 160**—The duration of *bone flense* is 1 round/level or until discharged, and the spell deals 1d6 points of piercing damage per caster level (maximum 10d6).
- **Page 164**—A Rivethun emissary selects eidolon evolutions from the unchained summoner (*Pathfinder RPG Pathfinder Unchained* 34), not the *Pathfinder RPG Advanced Player's Guide*.
- **Page 165**—The DC of the parley ability is 12+the Rivethun emissary's Charisma modifier.
- **Page 167**—For the purposes of its hexes, a spirit phantom's effective shaman level is equal to the spiritualist's level.

- **Page 168**—The Craft (alchemy) DC to create anderos salve and mulibrious tincture is 20. Note that PCs may transition between genders and/or change their gender presentation without cost in Pathfinder Society.
- **Page 168**—The Craft (alchemy) DC to create phantom ash is 20.
- **Page 172**—An argent dramaturge can start an argent performance as a swift action starting at 7th level.
- **Page 177**—The net that a devil catcher creates has 10 hardness and 20 hit points.
- **Page 182**—A storm dreamer's Gozreh's domain ability grants the standard domain, not a subdomain.
- **Page 183**—Remove the alignment restriction from tempest druid.

Bestiary

- **Page 133**—Treat a raven familiar's Skill Focus (Perception) feat as a bonus feat when determining which feats can be substituted for Extra Item Slot.

Bestiary 6

- **Page 312**—The elasmotherium animal companion's powerful charge ability deals an amount of damage equal to 2d8 + twice its Strength modifier.

Core Rulebook

- **Page 134**—Treat the prerequisite for the Spell Mastery feat as though it read "able to prepare 1st-level arcane spells or prepare 1st-level extracts." As appropriate, treat any wizard-specific language in the feat as though it referenced the equivalent language for any qualifying class (e.g. "formula book" or "familiar" instead of "spellbook" or "extract" instead of "spell").
- **Page 348**—A character who receives *spiritual weapon* as a bonus spell (such as an oracle mystery spell or witch patron spell) may use her primary spellcasting ability score in place of her Wisdom score when calculating the spell's attack bonus.

Occult Adventures

- **Page 96**—In the reanimated medium archetype, remove the second paragraph of channel self.
- **Page 104**—At the start of an adventure, the amnesiac counts the spells she knew at the end her previous adventure as the spells she knew the previous day for the purposes of determining which spells she retains. Determine which spells you retain at the end of an adventure and record the retained spells on your Chronicle Sheet. Have the GM initial the list of retained spells.

Pathfinder Unchained

- **Page 16**—A monk must be at least 18th level before selecting the empty body ki power.

Ultimate Combat

- **Page 103**—Gunsmithing does not grant the ability to craft firearms, ammunition, or black powder. Rather, it allows the purchase of bullets, pellets, black powder, and alchemical cartridges (with 1 rank in Craft [alchemy]) at the listed price, but does not grant a discount on the purchase of any firearm. Resold items gained through this feat are worth half the actual cost paid, not half the regular market value for the item. No PC can purchase a gun without this feat, even if they possess the Amateur Gunslinger or Exotic Weapon Proficiency (firearm) feats.
- **Page 104**—A cavalier of 4th level or higher may take the Horse Master feat, ignoring the prerequisite of the expert trainer class feature. As per the cavalier's entry in Additional Resources, all cavaliers who would normally gain the expert trainer feature instead gain Skill Focus (Handle Animal). A cavalier who trades out expert trainer for another class feature as part of an archetype cannot take the Horse Master feat.

Ultimate Equipment

- **Page 75**—A wrist sheath can hold one forearm-length item. In addition to the listed examples, wrist sheaths can be used to store and deploy potions and scrolls. They cannot hold rods.

Ultimate Magic

- **Page 233**—The Target line of *raise animal companion* should read “dead animal companion, familiar, or bonded mount.” Note that this spell cannot raise creatures who cannot be revived with *raise dead*, such as outsiders.

Villain Codex

- **Page 80**—When using the Balor Whip feat, note the following, pulled from the text of a blog from the design team, “If you're using a weapon with the trip special feature, and you're attempting a drag or reposition combat maneuver (*Advanced Player's Guide* 321–322), you may apply the weapon's bonuses to the roll because trip weapons are also suitable for dragging and repositioning.”
- **Page 104**—At 20th level, an oracle with the ascetic mystery gains perfect self, as the 20th-level monk ability from the *Core Rulebook*.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000 Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Society Campaign Clarifications Document © 2017 Paizo Inc.; Author: Linda Zayas-Palmer.