



PATHFINDER SOCIETY CAMPAIGN CLARIFICATIONS

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This document supplements the Additional Resources document, which lists all of the character options that are legal in the Pathfinder Society Roleplaying Guild. The list provides clarifications for these legal options for the purposes of the organized play campaign. This document does not provide official errata for the Pathfinder Roleplaying game as a whole.

PATHFINDER ADVENTURE PATH

Pathfinder Adventure Path #93: Forge of the Giant God

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

PATHFINDER PLAYER COMPANION

Agents of Evil

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

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 the belt slot.

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 useable once per scenario instead of once per week. The Faith Healer trait may be used for Day Job checks.

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* 5112).
- **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* 5112).
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).

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.

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.

Heroes of the Streets

- **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.”

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 Constitution modifier—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.

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 level and burn cost of 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 25 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 25 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.

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.
- **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).

Weapon Master's Handbook

- **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

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.

Inner Sea Combat

- **Page 45**—A spellscar drifter's challenge ability allows him deals extra damage whenever he makes attacks with firearms against the target of his challenge. His challenge ability does not allow

him to deal extra damage with weapons that are not firearms.

Inner Sea Gods

- **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 261**—The *boots of the earth* can be activated once per day.

Inner Sea Magic

- **Page 40**—A tattooed sorcerer may only use her create spell tattoo power during days spent in play, not between scenarios.

Inner Sea Races

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

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.

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.

PATHFINDER ROLEPLAYING GAME

Occult Adventures

- **Page 96**—In the reanimated medium archetype, remove the second paragraph of the channel self ability.
- **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.

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.

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