



## PATHFINDER SOCIETY CAMPAIGN CLARIFICATIONS

Last Updated Thursday, June 10, 2021

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 #67: The Snows of Summer

- **Page 73**—Replace the text of the *snowball* spell with the following.  
**School** evocation [cold, water]; **Level** bloodrager 1, druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one ball of ice and snow

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

#### 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 #139: The Dead Roads

- **Page 73**—When you take the Servant of the House of Truth feat, choose two Knowledge skills; apply the roll-twice benefit to only those skills.

### Pathfinder Adventure Path #140: The Dead Roads

- **Page 72**—The bloodstone mirror spell includes the "you can dispel this effect as an immediate action to redirect the spell..." Replace that phrase with "you can dismiss *bloodstone mirror* as an immediate action to redirect the spell..."

### Pathfinder Adventure Path #141: Last Watch

- **Page 32**—A successful DC 20 Will save negates the red crusader quill's mark of justice effect.

### 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 13**—A scarab stalker's crocodile sacred animal focus grants a +8 bonus on Swim checks at 15th level.
- **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 8**—Remove the following sentence from the description of orc hornbow: “Any effects that apply to both longbows and shortbows also apply to hornbows.”
- **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 16**—In the linguist’s codex, replace the +2 bonus on Linguistics checks when communicating in a language you do not speak with the following. “When an adventure grants a bonus to a Linguistics check if you speak a particular language, you gain that bonus.” The expanded linguist’s codex grants this benefit for Diplomacy checks as well as Linguistics checks.
- **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 11**—Tumor familiars cannot take the protector archetype.
- **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 items 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. When using the *full pouch* with alchemical items that are made from combinations of other items, such as the results of a hybridization funnel, you draw out a copy of one of the component items. For example, if you used the spell on a combined acid flask/alchemist’s fire produced with a hybridization flask, you could extract either an acid flask or an alchemist’s fire, but not both.

## 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 the Ancients

- **Page 4**—The restored glory power does not restore expended objects such as alchemist’s fire or a *bead*

*of force*. A vestige bloodline sorcerer can replace her bonded object as normal.

- **Page 8**—Replace all references to “hard cover” in the eclipse version of *Auspicious Birth* with “cover”.
- **Page 10**—The ioun kineticist’s ioun buffer ability can store 1 point at 6th level, 2 points at 11th level, and 3 points at 16th level. The dull gray ioun stones granted by the ioun cloud ability have a resale price of 0 gp.
- **Page 12**—An arcane warden must meet the prerequisites for any bonus feats.
- **Page 15**—Replace the break spell arcana’s last sentence to the following: “The magus must be at least 15th level and have the shielding arm arcana before selecting this arcana.”
- **Page 20**—Replace the second sentence in the Pao-Lung Self-Improvement feat’s benefit entry with the following: For the next 24 hours, you gain a +1 bonus on checks of that type; the bonus increases by 1 every time you fail that type of check (maximum +5).”
- **Page 30**—Add the following to the end of the second tenet of Osiris’s paladin code: “I will show the utmost respect when exploring burial sites and recover only what I need from the dead, doing my best to avoid damaging their remains.” Because Pathfinder Society scenarios often involve exploring tombs and even recovering important objects from them, this addition is intended to provide enough flexibility that a paladin of Osiris can participate in adventures.
- **Page 31**—Using the Tekritanin ability for at least 1 hour in conjunction with a divergent language applies the ability’s benefit until the end of the adventure; this ability does not permanently grant benefits to divergent languages in organized play.

## 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 4**—At 2nd level, the prowler at world’s end gains the taboo ability from the medium class. This replaces *uncanny dodge*. The bloodrager gains *uncanny dodge* at 5th level instead, in place of *improved uncanny dodge*. Some of the spirit



powers that the bloodrager has refer to her spirit bonus. Instead of not gaining a spirit bonus at all, a prowler at world's end gains a partial version of the spirit bonus ability at a reduced rate (+1 at 4th level, +2 at 12th level, and +3 at 20th level). She does not gain the spirit bonus benefits listed at the top of the spirit's entry. Her spirit bonus applies only to her influence penalty and to her spirit powers.

- **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 vellemancer'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.

## Chronicle of Legends

- **Page 4**—Waving a standard is a standard action, and is not available until 14th level when the greater banner class feature is taken.
- **Page 5**—Dodging Dance requires a character to make one Acrobatics check per Attack of Opportunity, with a DC that increases on each subsequent check.
- **Page 18**—Change the listed prerequisite of the Thaumaturgic Aesthetics magic trick from Deceptive to Deceitful.
- **Page 30**—An arch-familiar that casts a spell with an expensive material component must supply that component.

## Cohorts and Companions

- **Page 19**—Replace the spirit magic spells list of the ancestors spirit with the following: *unseen servant* (1st), *spiritual weapon* (2nd), *heroism* (3rd), *spiritual*

*ally*<sup>APG</sup> (4th), *telekinesis* (5th), *greater heroism* (6th), *ethereal jaunt* (7th), *vision* (8th), *astral projection* (9th).

## 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.

## Disciple’s Doctrine

- **Page 2**—The dogged trait’s bonus can apply to attack rolls, saving throws, skill checks, or ability checks.
- **Page 4**—The temporary feats that an elemental monk gains from genie style do not grant additional uses of the Elemental Fist feat. Instead, the monk gains one additional use of Elemental Fist per day at 2nd, 6th, 10th, and 18th levels.
- **Page 10**—*Debilitating speech* has the fear descriptor.
- **Page 13**—You can activate the immediate action from *litany of duty* after failing the saving throw from spells that would prevent you from taking immediate actions of your own volition (such as *dominate person*), intercepting the spell in the time between the failed saving throw and the time that instructions to act against your will take effect.
- **Page 17**—For the numerical alchemy and greater numerical alchemy discoveries, note that an investigator must refer to his formula book to mix an extract, as per the investigator’s alchemy ability.
- **Page 19**—When a creature fails the Fortitude save against *unflappable mein*, its attack does not hit the creature protected by the spell. However, if the attacker succeeds at the Fortitude save, the attack may hit the warded creature as normal before the spell pushes the attacker back 5 feet.

## 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 level 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 Golarion

- **Page 4**—Replace the last sentence of jaguar's protection with "The slayer must be at least 6th level and have the jaguar's grace talent to select this talent."
- **Page 5**—The Father of Legends's song of valor ability can be used for a number of rounds per day per day equal to the PC's Charisma modifier plus their spirit bonus.
- **Page 6**—Wyrwoods selecting the paladin favored class option gain a bonus spell per day of the highest



level they can cast at that time (e.g. a 2nd level-spell slot if they take the fourth point in this favored class bonus at 7th level). The extra spell's level is does not increase with their paladin level.

- **Page 6**—As typical for bonuses from the same source, the bonuses granted from consume power do not stack with themselves.
- **Page 7**—The temporary hit points from magical heart do not stack with each other, and they last for 1 minute.
- **Page 10**—The unicorn bloodline's 9th level bonus spell is neutralize poison. The blessing ability grants immunity to evil weapons—this means weapons that explicitly overcome DR/evil by virtue of their alignment (excluding +5 weapons).
- **Page 12**—The following clarifications apply to the plague eater archetype. In the plague ward ability, the bonus on saving throws against disease replaces the typical bonus on saving throws against mind affecting effects. In the spiritual inoculation ability, the +4 bonus on saving throws against disease replaces the typical +2 bonus on saving throws against mind-affecting effects. Similarly, in greater spiritual inoculation, the plague eater grants a bonus on saving throws against disease to her allies, not a bonus on saving throws against mind-affecting effects.
- **Page 13**—Creatures stunned by the peafowl aspect's major form may attempt a new saving throw at the end of each of their turns to escape the effect.
- **Page 13**—The bonus from the perfect body phrenic amplification expires if it is not used within 1 hour.
- **Page 13**—The bonuses from the psychic defense phrenic amplification expires if it is not used within 1 hour.
- **Page 16**—A creature can only be affected by a particular witch's beast's gift hex once per day.
- **Page 18**—A smoke cartridge costs 35 gp.
- **Page 18**—Firing a screaming bullet as a part of an Intimidate check does not require any additional actions. The bullet requires no attack roll and deals no damage.
- **Page 22**—The elephant major form's ability to carry a Medium creature indicates it is a suitable mount, which does not impose the -5 penalty on Ride checks for riding an unsuitable mount.
- **Page 22**—The Ride-By Attack ability allows the horse shifter to move and attack (e.g. make a hoof attack) as if she were using Ride-By Attack while mounted. She does not need to be a horse riding an even larger animal.
- **Page 23**—Modify the sphinx bloodrager's bloodline as follows. The roar imposes the frightened

condition, never the panicked or paralyzed conditions. The radius of the effect is 10 feet+ 5 feet for every 2 levels beyond 4th, rather than 60 feet.

- **Page 24**—A phoenix sorcerer's bloodline arcana only affects instantaneous spells whose spell level is 1 or higher.
- **Page 25**—An alchemist using explosive calligraphy can trigger only one rune per round. Any runes in the explosive radius of the first rune remain, and can be detonated on future rounds.

## 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 Fringe

- **Page 3**—Replace the last sentence of Mwangi Linguist with “In addition, you gain a +1 trait bonus on Linguistics checks to decipher writing.”
- **Page 4**—The iron within alternate racial trait does not allow the dwarf to qualify as having a ki pool for any purpose (e.g. activating special items or qualifying for prerequisites) other than those listed in this ability.
- **Page 6**—The deep tradition alternate racial trait’s bonus on attack rolls applies only against drow, duergar, creatures of the aberration type, and creatures with the giant or orc subtypes.
- **Page 17**—Replace the penultimate sentence in the first paragraph of First World caller’s warp reality ability with the following: “If successful, he can apply two planar traits from the previous list, or any one of the following traits: no gravity, subjective directional gravity, erratic time, fire-dominant, water-dominant, minor negative-dominant, minor positive-dominant, or wild magic.” The First World caller cannot apply the erratic time trait in Pathfinder Society Roleplaying Guild, yet it is included in this clarification for the sake of completeness.
- **Page 18**—Add the following text to the end of the aura of laughter ability: “Deactivating this aura is a free action.”
- **Page 29**—Replace the penultimate sentence in the scatter sling’s description with the following: “When the wielder of a scatter sling makes a ranged

attack with the weapon using a nonmagical bullet as ammunition, she can have the bullet fragment into sharp pieces, dealing piercing damage equal to 1d3 plus the sling’s enhancement bonus (but not other bonuses) to each target in a 15-foot cone.”

## 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.
- **Page 11**—Make the following changes to the herb witch. When an herb witch uses a remedy to treat a disease or poison and succeeds at her skill check, she suppresses the affliction's effects for 1 minute. At 10th level, if she exceeds the DC of the check by 10 or more, she removes the affliction. When she uses her remedy to treat the blinded, deafened, fatigued, nauseated, or sickened conditions, she cannot remove permanent conditions. At 10th level, if she exceeds the DC of the check by 10 or more, she can remove permanent conditions. The herb lore ability replaces the hexes gained at 1st and 10th levels.

## 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 companion 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, when they instead count as *shadow conjuration*.
- **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 26**—When determining the effects of the fey template on a hooded knight's feytouched mount, treat the mount's CR as equal to the hooded knight's cavalier level.
- **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.

## Martial Arts Handbook

- **Page 4**—Battle dancer's rolling fury ability mentions provoking attacks of opportunity “if she would be unable to take a 5-foot step normally.” Simply having taken a 5-foot step earlier on her turn does not cause her to provoke attacks of opportunity from this ability.
- **Page 7**—When using the break style strike to attempt a check as a free action to attempt a check as a free action to escape a grapple, the monk may not attempt to control the grapple.
- **Page 7**—For reference, in the Unbalancing Blow feat, the size modifiers to CMD are as follows: Large +1, Huge +2, Gargantuan +4, Colossal +8.
- **Page 9**—Shikigami style mentions “style feats that list Shikigami style as a prerequisite.” This should instead say “feats that list Shikigami style as a prerequisite.” Shikigami style cannot cause a weapon's base damage to exceed 3d6.
- **Page 10**—A blackpowder gunslinger's mobile reload allows her to reload her weapon between shots when using dual shot on the run. The two attacks granted by dual shot on the run can come from the same weapon or from different weapons.

- **Page 12**—When using stick fighting maneuver to make an extra combat maneuver, you must use a combat maneuver that can be performed in place of a melee attack—that is, disarm, sunder, or trip.
- **Page 14**—Replace the Dragonfly Wings benefit's first sentence with the following: “While using Dragonfly Style, the bonus on your melee attacks applies to opponents up to two size categories larger than you.”
- **Page 15**—Treat a shielded staff as a single weapon, using the higher of the shield's or staff's hardness and hit points.
- **Page 15**—Remove the last sentence of the feat Shielded Staff Master, which reads as follows, “If both your shield and weapon have an enhancement bonus, use the higher of the two bonuses to determining your shielded staff's enhancement bonus to attack and damage rolls.”
- **Page 19**—When using the Shapeshifter Twist feat to break a grapple as a move action, you may not attempt to take control of the grapple.
- **Page 20**—A monk using bare-hand block to activate ki sunder as a free action may take this free action even if it is not his turn.
- **Page 20**—The benefits of building up koan last for 1 round (instead of until the end of the round).
- **Page 28**—In the block chakra ability, attacking the target's root chakra reduces its DR by 5 for 1 minute, and does not reduce its DR on a successful save.
- **Page 31**—Replace the quintain's granted bonus to Ride checks to control a combat-trained mount with a bonus to Ride checks to fight with a combat-trained mount.
- **Page 31**—Wandering punishment's awesome blow ability mentions a “standard attack.” This refers to an attack action.

## 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.
- **Page 31**—Make the following modifications to the *vine strike* spell. Replace the beginning of the



second sentence with “While this spell is in effect, one of your natural attacks or unarmed strikes...” A creature who succeeds at a Reflex save against this spell is immune to its entangle effect for 1 round.

## Merchant's Manifest

- **Page 4**—The penalty from multiple badger pluses or multiple uses of the same plush does not stack.
- **Page 5**—The *cathedral pit stone's* use on a grid intersection matches hitting a square, not an intersection.
- **Page 5**—When activating a *mother-sphinx token*, select which of the *arcane concordance* metamagic feat to apply to your spells for the duration of the effect. The token's benefits last until the end of the round after which you activate the token.
- **Page 7**—Anulite paprika only reduces the damage taken from ongoing fire effects, such as from being on fire.
- **Page 7**—A *blade of life's defense* must be held to grant its saving throw bonus.
- **Page 8**—A *protective ruff* automatically absorbs damage but can absorb no more than 10 points of damage per attack.
- **Page 8**—Only two creatures can bond to one another at a time by drinking *wine of concordance*.
- **Page 10**—The *crackling tassel* functions when you fight defensively, including when you do so as a standard action or as a full-round action.
- **Page 11**—The martial arts training gear only reduces lethal damage dealt by bludgeoning attacks, not attacks that deal a combination of bludgeoning, piercing, and/or slashing damage.
- **Page 12**—Removing a *gown of graceful petiteness* takes 1 uninterrupted minute.
- **Page 15**—*Fervent searcher's gloves* only function on surfaces that retain tracks. This includes earth, stone, and a forest floor, but not water, air, or molten lava.
- **Page 17**—A creature can negate the *emerald-eye blade's* curse effect with a successful DC 20 Will save.
- **Page 18**—You can activate the *alabaster trapping* only after the effects of triggering touch has already resolved, and the effect functions only against a creature that directly touched you using its body (e.g. with a natural attack or unarmed strike, not with a weapon). Unless the creature is flying or swimming, you cannot use this effect to push a creature upward so that it would take falling damage.
- **Page 21**—A creature can only benefit from wearing one covenant ring at a time.
- **Page 24**—Only camel, eohippus, horse, pony, shissah, and zebra companions can wear poh armor.

- **Page 27**—The eagle summoned by a *caravan guardian* remains for 1 minute once summoned. The item's owner can verbally command the eagle to cease or resume attacking but otherwise has no special control over the bird.
- **Page 31**—The lingering leitmotif bardic masterpiece grants allies the benefits of your inspire competence bardic performance. This effect and the temporary hit points last until the performance ends.
- **Page 31**—The order of the reins challenge grants morale bonuses on attack rolls and to AC. When substituting his Handle Animal skill bonus for his mount's Acrobatics or Swim check modifiers, apply the mount's armor check penalty (if any) to the final bonus.

## 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 runeguard's 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.”

- **Page 26**—Replace the text of the *snowball* spell with the following.

**School** evocation [cold, water]; **Level** bloodrager 1, druid 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one ball of ice and snow

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

## People of the Wastes

- **Page 5**—Spells cast as a part of runic charge must have a casting time of one standard action.
- **Page 8**—A constructed puglist's grapnel arm does not automatically pull grappled foes adjacent to her. The puglist may freely move closer to or farther from her grappled target during her turn without releasing the grapple, so long as she remains within 40 feet. At the end of the puglist's turn, the chain's length locks. The grappled foe can move, but he cannot move farther from the puglist than he is at the start of his turn without first breaking the grapple.
- **Page 17**—A blightwarden's emulate taint ability functions on creatures that are part of the adventure, but not on creatures that PCs bring with them or summon. The Worldwound is an area of supernatural blight that triggers the benefits of the blightwalker ability.
- **Page 25**—A wasteland chronicler's wasteland specialist ability grants a bonus on Diplomacy checks to influence wasteland dwellers. “Wasteland dweller” means those who live in the Worldwound or in non-urban areas within the cold, desert, mountain, or swamp terrains.



- **Page 28**—*Drain construct* bypasses a construct's typical immunity to necromancy effects.
- **Page 29**—*Influence wild magic* works in areas of primal magic.

### 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).

### Plane-Hopper's Handbook

- **Page 10–11**—Planar power components can be used as material components, but they cannot be used as focuses.
- **Page 20–22**—As stated in the text, characters with alternate elemental heritages gain affinities that “function as and can be replaced as” the standard air, earth, fire, and water affinities. They also count as the air, earth, fire, or water affinity racial traits for the purposes of determining benefits earned from Pathfinder Society boons.
- **Page 24**—For all effects in the aeon eidolon's 12th level ability, use the DC 10 + half the eidolon's Hit Dice + the eidolon's Charisma modifier.
- **Page 25**—The following clarifications apply to the astral eidolon's base evolutions. When melded with a summoned creature, an eidolon does not confer any benefits or detriments from spells, items, or any other effects to the summoned creature, other than those explicitly stated in the eidolon subtype. When the eidolon grants a new natural attack to a summoned creature, use the summoned creature's abilities, size, and other statistics to determine the accuracy and damage of the attack. If any natural weapons granted by evolutions are similar to those that the summoned creature already possesses, the summoned creature can replace the base damage dice of these natural attacks with the base damage dice typical for that evolution.
- **Page 29**—You can only use Lady Luck's Guidance feat when you can see the open sky at night. The benefits of the feat last for up to 8 hours.

### Potions and Poisons

- **Page 6**—The benefits of dispelling blood apply only the first time that a particular dose of poison strikes any creature.
- **Page 7**—When a scorpion bloodline sorcerer uses progenitor's sting on a weapon, it remains poisoned for 1 hour. When she uses her 11th level ability to poison the weapons of willing allies within 20

feet, she can poison up to a number of weapons (including individual pieces of ammunition) equal to her Charisma modifier.

- **Page 8**—A fermenter alchemist's batch brew ability grants her a 10% discount on all tinctures that she purchases. This discount does not stack with other abilities that discount the price of items.
- **Page 10**—When a venom siphoner grants poison to a familiar that would not normally have poison, the familiar can use the poison on a number of attacks per day equal to the witch's intelligence modifier plus 1/2 the witch's level. If the familiar already has a natural poison, this number of uses also applies to the number of times per day that she can empower the poison. The range of the spit attack is 15 feet.
- **Page 10**—When using gift of consumption, the DC of the saving throw that the hexed creature must attempt is equal to the DC of the saving throw of the original effect that the witch was exposed to.
- **Page 10**—The claws that the witch gains from poison touch function as primary natural attacks, rather than secondary, if the witch is not also attacking with manufactured weapons.
- **Page 12**—If a needler succeeds at a check to perform a concealed delivery, she delivers the poison and the target does not notice that they have been poisoned. If she fails at the check, she does not deliver the poison, and the target knows that she was trying to touch them without being noticed.
- **Page 13**—The alchemical bonuses that a rot drinker gains from drinking poisons last for the maximum duration that the temporary hit points could last, even if the temporary hit points are expended.
- **Page 13**—Using toxic regurgitation expels all of the suspended poison.
- **Page 20**—*Steelskin elixir* provides an enhancement bonus to natural armor rather than a competence bonus.
- **Page 22**—Tinctures are not potions or elixirs.
- **Page 28**—*Death's will* uses contact poisons.
- **Page 30**—The wearer of an *eye of crystalized venom* can activate it to crust a gem after failing a saving throw against a poison as an immediate action.
- **Page 31**—The wearer of a *vest of resonating fortitude* can tap the vest after being exposed to poison as an immediate action.

### 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."
- **Page 11**—Add the following two sentences to the end of the thundercaller bard's thunder call ability. "A creature that succeeds at the saving throw is immune to the stunning effect but still takes sonic damage. Beginning this performance is always a standard action." When a thundercaller uses her call lighting or call lightning storm abilities, calling down one bolt of lightning takes a standard action.

## 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.

## Wilderness Origins

- **Page 2**—The Guerilla Tactics trait's benefits apply only in forests.
- **Page 3**—The Sharp Eyes trait grants immunity to the dazzled condition, except that caused by the light sensitivity or light blindness racial traits.
- **Page 4**—The dragonfly aspect's minor form increases the shifter's base speed, not the fly speed granted by the aspect's major form.



- **Page 5**—The octopus aspect's major form gains only a single tentacle attack. This attack does not apply damage dealing enhancements and effects dependent on dealing damage, such as injury poison or the flaming weapon special property.
- **Page 6**—The save DC of a dragonblood shifter's breath weapon is 10 + half the dragonblood shifter's level + her Constitution modifier.
- **Page 7**—A swarm shifter can wield weapons and make attacks while in her vermin form. At 15th level, a swarm shifter's distraction ability applies only to her natural weapons and swarmer touch attack. The swarmer ability's maximum damage is 5d6 at 19th level. Replace the second paragraph of the swarmer ability with the following: "At 10th level, once per round when a swarm shifter makes a successful grapple check she can use this ability to automatically deal her touch attack damage to the creature she's grappling."
- **Page 8**—When manifesting an alternate natural attack that does not modify a creature's hands—including claws, pincers, and slams—a shifter can only manifest a single such natural attack.
- **Page 9**—When using the Weapon Shift feat, the user's natural attacks do not gain the reach weapon property. When using Improved Weapon Shift and Greater Weapon Shift, choose whether to apply the enhancement bonus and weapon special properties of the melded weapon or the bonuses and properties granted by other items, such as an *amulet of mighty fists*; you cannot gain the benefits of both items simultaneously.
- **Page 13**—For the blossom shower ability, replace the second paragraph's third sentence with the following: "If an effect requires a saving throw, the DC is equal to 10 + the number of sneak attack dice expended + the petal ninja's Charisma modifier." The petal ninja's class level must be at least 5, 7, 9, or 11 in order to use the blossom shower abilities associated with 3, 4, 5, and 6 sneak attack dice respectively.
- **Page 14**—Add the following sentence to the lashvine alternate racial trait: "The vine leshy can transform the lashvine back into a hand as a free action."
- **Page 15**—A verdivant's plant mount takes 1 week to regrow, during which time the mount is helpless. A verdivant can have only one effloresce in effect at a time until 12th level, at which point he can have two efflorescences in effect simultaneously. Replace the innervating pollen ability description with the following: "The verdivant and his allies within 30 feet gain a +1 competence bonus on attack rolls or on saving throws (the verdivant's choice; all allies gain

the same benefit). This bonus increases by 1 at 9th level, 14th level, and 17th level.

- **Page 17**—An effervescent bomb does not target a creature and thus cannot be used to achieve a direct hit for the purpose of alchemist bomb discoveries and similar effects.
- **Page 21**—For the teacher from afar ability, an occult messenger's level is equal to the master's combined level in classes that grant familiars.
- **Page 23**—Replace the Spark of the Uncanny feat's Special entry with the following: "When your familiar gains the speak with master ability, you can replace this feat with Improved Familiar."
- **Page 27**—The *rope tornado* spell deals no additional damage as a result of the tornado-force winds.
- **Page 28**—Replace the third sentence of the *flame steed* spell with the following: "So long as either it or its rider has been attacked since the end of the rider's last turn, once per turn as a free action, the steed can exhale a 15-foot cone of smoke and ash."

## 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 murky metamagic rod.
- **Page 63**—A traveler's wetsuit costs 2,750 gp.

### Chronicle of the Righteous

- **Page 51**—Change the beginning of the *vinetraps* 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



## Concordance of Rivals

- **Page 6**—The +4 bonus granted by Atropos's obedience can only be applied to a d20 roll. To use the benefits of Atropos' obedience, the player must inform the GM of the three specific types of checks that they expect to use the benefit for at the beginning of the adventuring day.
- **Page 8**—Wanderer's Bane (the second boon granted by Il'surrish) staggers the target for 1 round on a successful save, rather than dazing the target for 1 round.
- **Page 9**—The bonuses to initiative checks and Reflex saves granted by Insight into Disaster (the second boon granted by Imot) are insight bonuses.
- **Page 12**—A creature cannot take damage from Hands of Death (the third boon granted by Mrtyu) more than once per round unless they purposefully pass through the wall multiple times in a round.
- **Page 13**—While benefiting from the obedience of Narakaas, you may choose to ignore any excess healing that would restore the points of damage inflicted by the obedience. In doing so, you also ignore any other benefits associated with excess healing, such as the temporary hit points granted by the spirit boost life oracle revelation. If the character ever has less damage than the damage they took from the flagellation as a result of being healed, the DR ends.
- **Page 14**—Change the second boon ability granted by Narriseminek to the following: "**2: Crownless Crown (Ex)** You gain a halo of illusory protean symbols around your head. Once per day as a standard action, you can either cast mirage arcana as a spell-like ability or use the protean warpwave ability (*Pathfinder RPG Bestiary 2* 213). The DC to resist your warpwave equals 10 + half your HD + your Charisma modifier.
- **Page 16**—The obedience of Saloc grants you a number of temporary ranks in a skill equal to your level or 5, whichever is lower.
- **Page 16**—Cosmic Appeal can be used once per adventure that grants a Chronicle Sheet.
- **Page 21**—Replace the text of the second boon ability granted by Ydajisk with the following:

**2: Burning Tongue (Ex):** Three times per day as a standard action, you can briefly transform your mouth into a serpentine maw with a tongue of roiling sonic energy. As part of this action, you make a ranged touch attack that targets a single creature within 30 feet. The attack deals 8d6 points of sonic damage, renders the target confused for 1d4 rounds, and leaves the target unable to communicate in any

spoken or written language for a number of hours equal to your Wisdom modifier; a successful Will save negates these effects but not the damage (DC = 10 + half your HD + your Charisma modifier). A target unable to communicate intelligibly in this way has a 20% spell failure chance for spells with verbal components, and a 20% chance to incorrectly use a command word to activate a magic item."

## Construct Handbook

- **Page 13**—Replace the blood treatment ability's description with the following: "A cruorchymist can give up some of this blood to restore his blood familiar. As a swift or immediate action, a cruorchymist can take a number of points of Constitution damage. His blood familiar heals 1d6 hit points for every 1 point of Constitution damage the cruorchymist inflicts upon himself in this way."
- **Page 14**—Replace the salvage armor ability's description with the following: "Scrap from a construct grants the scrapper an enhancement bonus to his natural armor bonus to AC equal to one-quarter the construct's Hit Dice (minimum +1). If the scrap is salvaged from a piece of armor, it instead grants an enhancement bonus to his natural armor bonus to AC equal to 1 + the armor's enhancement bonus (if any). If the scrapper already has an enhancement bonus to his natural armor bonus from another source, he can choose to increase that bonus by 1 while both effects last (or by 2 if this ability would grant at least a +4 bonus to his natural armor bonus)."
- **Page 19**—Machinebane oil bypasses a construct's immunity to ability damage.

## Distant Realms

- **Page 12**—In the adaptive shifter archetype, unfettered wild shape replaces both wild shape and shifter's fury (see the *Pathfinder RPG Ultimate Wilderness* FAQ on [paizo.com](http://paizo.com)).
- **Page 13**—Sever alignment is an advanced talent.
- **Page 22**—In the realm wanderer archetype, deceptive subtlety replaces both track and wild empathy. The skill bonuses granted by this ability do not stack with the ones granted by favorite enemy. In the queen's bond ability, use the animal companion's HD to determine the benefits it gains from the fiendish template. Remove the last sentence in parentheses in this ability—a realm wanderer may chose to gain a non-fiendish animal companion, but doing so takes 48 hours instead of 24.
- **Page 32**—In the Heavenly Bane feat, a "weapon imbued with the bane special quality" refers to a



weapon enhanced by the bane class feature, not a magic weapon with the bane property.

### 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.

### Druma, Profit and Prophecy

- **Page 19**—If the golem's conviction ability is used to attack a target, the player chooses the designated target to attack when they fail the Will save.

### Faiths of Golarion

- **Page 5**—The increases to luck bonuses granted by Fortunate Spells and Fortune's Child do not stack with other effects that increase luck bonuses.
- **Page 44**—Replace the first tenet of Magrim's paladin code with the following: "The dead have earned their peace. I shall see them put to rest with respect and do my utmost to keep their graves and tombs honored. If I must disturb these places, I shall recover only what I need from the dead, doing my best to avoid damaging their remains." Because Pathfinder Society scenarios often involve exploring tombs and even recovering important objects from them, this addition is intended to provide enough flexibility that a paladin of Magrim can participate in adventures.
- **Page 47**—When using the game of chance or wager for Nivi Rhombodazzle's obedience, chose some game that has a 50% chance of victory (such as flipping a coin or rolling an 11 or higher on a d20).
- **Page 59**—When using the collective vision ability on more than one creature at once, the duration of the ability decreases to 1 round.

### 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 14**—At 5th level, oracles with the lich curse add *command undead* to their list of 2nd-level spells known, rather than *control undead*.
- **Page 16**—Replace the dark tapestry shaman spirit's spirit magic spell list with the following: *entropic shield* (1st), *dust of twilight*<sup>APG</sup> (2nd), *tongues* (3rd), *black tentacles* (4th), *feeblemind* (5th), *planar binding* (6th), *insanity* (7th), *reverse gravity* (8th), *interplanetary teleport*<sup>UM</sup> (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 28**—Calistria's first sentinel boon should read "*divine favor* 3/day, *align weapon* (chaotic only) 2/day, or *keen edge* 1/day."
- **Page 84**—Irori's first sentinel boon should read "*true strike* 3/day, *false life* 2/day, or *haste* 1/day."
- **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 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.
- **Page 259**—Replace the text of the ring of seven lovely colors with the following.

*Ring of Seven Lovely Colors*; **Price** 7,000 gp; **Slot** ring; **CL** 7th; **Weight** —; **Aura** moderate abjuration and transmutation

This golden ring with seven brightly colored gems functions as a *ring of protection +1*. In addition, seven times per day, the wearer can use *beast shape II* to transform into a songbird for 7 minutes (use the statistics for a raven). The ring’s magic shares Shelyn’s preference for mercy and peace over violence. If its wearer willingly makes an attack while in songbird form, the polymorph effect ends immediately and the ring’s songbird transformation ability deactivates for 1 week. If the wearer is forced to make an attack against her will (such as from the effects of *confusion*), the songbird form does not deactivate.

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

## 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 46**—The following clarifications apply to the Tinkerer alchemist archetype. A tinkerer familiar with the mauler archetype does not gain bonus hit points. In *Clockwork Bond*, the familiar gains all of the listed abilities. It also gains the following abilities at the usual levels for a familiar: improved evasion, empathic link, speak with master, and spell

resistance. All benefits from *Clockwork Bond* and *Tinkering* apply to the familiar after it upgrades from a clockwork spy to a clockwork familiar (with the exception of the *Tinkering* ability to increase damage to a slam attack, which a clockwork familiar does not have).

- **Page 50**—Antidotes can only be purchased for poisons that have a listed price.
- **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 286**—The Dervish Dance feat does not work if you are "carrying a weapon or shield in your off-hand". A spell does not count as a weapon or shield—therefore, a magus can use spell combat with Dervish Dance.
- **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 signifer 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 signifer's Arcane Armor Expertise ability with the following. "At 2nd level, if a Hellknight signifer 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 instead of 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 201**—In organized play, *alchemical allocation* can be used to avoid consumption of potions and elixirs with a price of up to 150 gp × the caster level of the *alchemical allocation* extract (to a maximum of 1,000 gp).
- **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 84**—The Craft (alchemy) DC to create scarsalve is 20.
- **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 140**—For the esoteric magic ability, when determining the spell level of a spell that the PC could not cast with her base spellcasting class, use the spellcasting hierarchy from page 21 of the Pathfinder Society Roleplaying Guild Guide.
- **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.

Instead of replacing spirit surge, Gozreh’s Domain replaces taboo and spirit mastery and modifies spirit surge as follows. Storm dreamers cannot use their spirit surge to add a die to failed d20 rolls, but they can still use it for spirit powers.

- **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.

## Planar Adventures

- **Page 17**—A planar scout chooses a specific plane with her planar terrains ability, rather than a customized feature of planar geography.



- **Page 25**—When you divert an attack to yourself with Archon Diversion, it does not automatically hit you; instead, it targets your AC.
- **Page 27**—The staggered effect from Diabolic Style is a mind-affecting effect.
- **Page 28**—If you have more than one tail, select one tail to receive the benefits of Grasping Tail and all feats that list it as a prerequisite.
- **Page 33**—Spells that do not require an attack roll to hit or allow a saving throw to resist cannot be affected with Tumultuous Spell. A creature affected by a tumultuous spell stops before walking into a square that it knows is intrinsically dangerous, such as a pit or a *wall of fire*.
- **Page 38**—Characters who travel to a plane with *anywhere but here* and do not have plane shift or another means of reliably returning to Golarion may spend 5 PP at the end of the adventure to be returned to the Grand Lodge.
- **Page 44**—For the planewarp option in the *quintessence mastery* spell, use the standard rules for determining a spell's level as specified in the *Pathfinder Society Roleplaying Guild Guide*.
- **Page 46**—Billowing armor makes its wearer immune to constriction, which refers to damage dealt by the constrict ability.
- **Page 46**—Cotraveling armor cannot be used to travel to extradimensional spaces.
- **Page 47**—Replace the middle of the last sentence of Purgatory's cowl with "the wearer can draw upon the departed creature's essence to **treat** her level as 2 higher for spells..."
- **Page 53**—A *briar bomb's* duration is one minute.

## 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.

## Ultimate Wilderness

- **Page 25**—If you purchase a breezeblown dandelion, refer to the magic plant clarifications for page 247.
- **Page 36**—The light modifications from eclipsing rage apply after ambient and nonmagical sources, but at the same time as spells and magical light sources (including supernatural and spell-like abilities). Its effective spell level is equal to one-third of the barbarian's level.
- **Page 45**—A saurian champion may select any dinosaur animal companion that would be available to a druid.
- **Page 55**—A scarab stalker's crocodile sacred animal focus grants a +8 bonus on Swim checks at 15th level.
- **Page 66**—The duration of a geomancer's terrain stride ability is 1 hour.
- **Page 69**—The range of a treesoul's transform wood ability is touch.
- **Page 74**—A toxic herbalist's grim harvest ability allows her to make only the poisons listed under the always available list in the Additional Resources entry for *Ultimate Equipment*. At 10th level, she may also make wyvern poison with this ability. At 12th level, she may also make black lotus and deathblade with this ability. At 14th level, she may also make dragonbile with this ability.
- **Page 84**—The bacchanal skald's fermented fruit counts as a serving of alcohol for the purposes of other abilities that interact with alcohol.
- **Page 95**—Unlike a typical swashbuckler, an arrow champion does not regain panache from critical hits.
- **Page 109**—Characters with the crashing wave style feat chain may benefit from its effects once per round, even if they perform multiple drag or reposition maneuvers in the same round.
- **Page 145**—The confusion effect from red bedlam poison lasts until the poison is cured or until its duration ends.
- **Page 188**—The second to last sentence of the precocious companion's perspicacious mind ability should end "It instead gains a +2 bonus to its



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Intelligence score and at +4 bonus to both its Wisdom and Charisma scores."

- **Page 201**—The mole familiar's damage line says 1–4 damage. This represents 1d1–4—that is, it would require a +4 bonus on its damage roll to deal lethal damage.
- **Page 242**—A hydration backpack does not deliver liquid quickly enough to allow you to consume potions, extracts, mutagens, or other liquids that grant mechanical benefits.
- **Page 243**—A goblin fishing lure may be used on Day Job checks. Roll the 25% chance to lose the lure after receiving its benefits on the Day Job check.
- **Page 244**—A tanner's kit may be used on one Day Job check, after which point its materials are expended.
- **Page 247**—If you purchase a magic plant, you begin each scenario with you have the maximum number of fruits, leaves, seeds, or other plant parts that the plant can produce at any one time, or one day's production if there is no listed maximum. These last for the duration of the scenario. If you transport the plant along with you, it still provides all of the listed benefits during the adventure.
- **Page 251**—A character must wear a *coat of mist* continuously for 24 hours before he can activate its abilities.

## 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*.