

PATHFINDER

ROLEPLAYING GAME

PATHFINDER ROLEPLAYING GAME GAMEMASTERY GUIDE

FIRST PRINTING

Update 1.0 — Release Date: 12/01/10

Corrections

- Page 2—At the bottom of the page, change “First printing June 2010” to “Second printing November 2010.”
- Page 40—In the Plan and Combine Dice Rolls section, replace all references to “d12” with “d4s.”
- Page 45—In the Fixing a “Broken” Game section, in the Gamebreaker Element paragraph, in the third sentence, change “can make” to “can either make” and change “or risky” to “or else make it too risky.”
- Page 58—In the Starting Character section, in the first paragraph, after the end of the last sentence, delete the word “the.”
- Page 59—In the During the Game section, in the first paragraph, in the second sentence, change “combat after cobat” to “combat after combat.”
- Page 63—In the Teaching New Players section, in the first paragraph, in the last sentence, change “she’ll playing” to “she’ll be playing.” In the Beginner’s Game section, in the second paragraph, in the second sentence, change “willing to teaching” to “willing to teach.” In the last sentence of the paragraph, put a space between “is” and “most.”
- Page 73—In the Glass Jaw section, in the first paragraph, in the second sentence, change “unable defend” to “unable to defend.”
- Page 74—In the Loner section, in the fifth paragraph, in the first sentence, change “inter-party” to “intra-party.” In the Lump section, in the third paragraph, in the third sentence, change “lowder and more experienced” to “louder and more experienced.”
- Page 80—In the Cast of Characters section, in the first paragraph, in the second sentence, change “Populations othef entire” to “population of entire.”
- Page 83—In the Motivation section, in the fifth sentence, change “proves is often” to “is often.”
- Page 86—In the Building Connections section, in the third paragraph, in the second sentence, change “should to be” to “should be.”
- Page 88—In the NPC Boons section, in the fourth paragraph, in the last sentence, change “magical boons” to “unique boons.”
- Page 89—In the Aristocrat section, in the first Favor paragraph, change “Provides and invitation” to “Provides an invitation” and change “such as a estate” to “such as an estate.” In the Commoner section, in the first Favor paragraph, change “a PC honor” to “a PCs honor.”
- Page 92—In the Scheming Noble section, in the Followers paragraph, in the third sentence, change “might motivated” to “might be motivated.”
- Page 94—In the NPC Creator’s Toolbox section, in the second sentence, change “use these one” to “use one.”
- Page 112—In the Intangible Benefits section, in the second paragraph, in the last sentence, change “fear legal reprisal” to “fear of legal reprisal.”
- Page 114—In the Good Spells and Bad Spells section, in the fourth paragraph, in the last sentence, change “even if doesn’t” to “even if it doesn’t.”
- Page 151—In the Religion, Taboos, Rituals, and Superstitions section, in the first paragraph, in the second sentence, change “and whn they” to “and when they.”
- Page 155—In The Religion of Farmers section, in the second paragraph, in the second sentence change “page 132” to “page 150.”
- Page 162—In the Time section, the header “The Role of Time” appears twice. Change the second header to “Time in Your Game.”
- Page 172—In the What Makes a Great Adventure section, in the second paragraph, in the 10th sentence,

change “know what’s gong in” to “know what’s going on in.”

- Page 174—In the Dungeons section, in the first paragraph, in the second to last sentence, change “or even fence” to “or even a fence.”
- Page 189—On pages 189–193, change all lowercase instances of the terms “inner plane,” “inner planes,” “outer plane,” and “outer planes” to uppercase (i.e., “Inner Plane,” “Inner Planes,” “Outer Plane,” and “Outer Planes”).
- Page 212—In Table 7–42, in line 53–54, change “page 308” to “page 309.” In Tables 7–41, 7–42, and 7–44, for all other page references to pages in the *GameMastery Guide*, decrease the page numbers by 2 (e.g., “see page 270” should be “see page 268”).
- Page 219—In Table 7–55, remove the extra dashes from the 5–6, 7–8, and 23–24 entries.
- Page 236—In the Addiction section, in the second paragraph, at the start of the third sentence, the word “Each” is split between lines.
- Pages 257, 295, and 297—In the following stat blocks, change “shortsword” to “short sword”: the Melee line of the Tomb Raider (page 257), the Melee, Feats, and Other Gear lines of the First Mate (page 295), and the Melee and Other Gear lines of the Archeologist (page 297).
- Page 279—In the Cleric Spells Prepared line of the Cult Leader stat block, make the entire phrase “Cleric Spells Prepared” bold.

Updates

- Page 134—In Table 5–47, change the bottom two rows to read as follows:

			Spell	Caster
Minor	Medium	Major	Level	Level
—	61–100	01–60	3rd	5th
—	—	61–100	4th	7th

- Page 137—in Table 5–52, in entry number 100, add a superscript “1” after “restoration.”
- Page 256—In the Fort line of the Battle Mage stat block, change the Fort save to “+3.” In the Feats line, replace “Great Fortitude” with “Craft Wand.”
- Page 257—In the Feats line of the Monster Hunter stat block, delete “Far Shot” and add “Point-Blank Shot” at its correct alphabetical location.
- Page 259—In the Feats section of the Highwayman stat block, delete “Greater Trip.” In the Combat Gear section of the Bandit Lord stat block, change “*potion of disguise self*” to “*potion of enlarge person*.”
- Page 265—In the Combat Gear section of the Burglar stat block, change “*potion of expeditious retreat*” to “*potion of jump*.”

- Page 266—In the Melee line of the Slaver stat block, change the mwk guisarme damage to “2d4+4.”
- Page 267—In the Combat Gear section of the Slayer stat block, change “*potions of disguise self* (2)” to “*potions of cure light wounds* (2)” and change “*potion of expeditious retreat*” to “*potion of jump*.”
- Page 276—In the Ranged line of the Trapper stat block, change the mwk composite longbow damage to “1d8+2/x3.”
- Page 280—In the Combat Gear section of the Raider stat block, change “*potion of expeditious retreat*” to “*potion of cure light wounds*.”
- Page 281—In the Combat Gear section of the Viking stat block, change “*potion of divine favor* (3)” to “*potions of cure light wounds* (3).” In the Combat Gear section of the Pirate Captain stat block, change “*potion of disguise self*” to “*potion of cure light wounds*.”
- Page 283—In the Combat Gear section of the Sellsword stat block, change “*potions of align weapon, cure light wounds, divine favor* (2), *shield of faith* (2)” to “*potion of align weapon, potion of bull’s strength, potions of cure light wounds* (2).”
- Page 287—In the Melee line of the General stat block, change the glaive damage to “1d10+11.” In the Combat Gear section, change “*potion of cure light wounds, potion of expeditious retreat*” to “*potions of cure light wounds* (2).”
- Page 296—In the Combat Gear section of the Hedge Wizard stat block, change “*potions of alter self*” to “*potions of cure light wounds*.” Delete “*expeditious retreat*” and add “*levitate*” at its proper alphabetical location.
- Page 305—In the Init line of the High Priest stat block, change the init bonus to “+0.”
- Page 308—In the XP line of the Village Idiot stat block, change the XP value to “135.”
- Page 309—In the hp line of the Farmer stat block, change the entry to read as follows:

hp 10 (2 HD, 1d6+1d8+2)

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