

House Rules for **Savage Tide Adventure Path (STAP)**

Many of these house rules come from previous campaigns but we may not have the same problems that are solved herein. Still, it's better to be prepared...

<i>A. Character Creation Notes</i>	2
<i>B. Class Ability Clarifications</i>	4
<i>C. Clarifications of Existing Spells</i>	4
<i>D. Modifications of Existing Spells</i>	7
<i>E. Clarifications of Existing Rules</i>	8
<i>F. Rule Changes</i>	11
<i>G. Miscellaneous Other Stuff</i>	12

A. Character Creation Notes

1. **PCs should be created using a 28-point "Point Buy" system.** No ability scores can exceed 18 *after applying racial modifiers*.
2. **Hit points are maximum at first level and (75% of die size) for all subsequent levels.** For example, a rogue with 6 levels would have 6 (max) + (75% of 6)*5 = 29 hit points, plus any gained through other means. The goal is to give 1st level PCs a little more staying power, but to also make it easier to reconstruct a character if necessary. Note that 75% doesn't produce an even number for d6's and d10's, so round up on the first level and down on the second. For example, for d6's use 5 for the first die and 4 for the second one, and for d10's use 8 for the first die and 7 for the second one.
3. **No PC may have levels from more than three base classes.** This is simply to prevent "level dipping" into every class in existence!
4. **No level training will be required when a PC gains a level.** Prestige classes are not available to PCs without GM approval and only a single prestige class can be unfinished at a time (i.e. one prestige class must be finished before another can be taken). Note that the GM will require that the interested player develop the background needed for their PC to qualify for the prestige class prior to taking a level in it.
5. **Alignment requirements for classes are not strictly enforced.** However, combinations that seem antithetical will be prohibited so if you have something weird in mind (such as a paladin/assassin) be sure to discuss it with the GM in advance.
6. **Death does not cause a level loss.** Instead, it causes a special "negative level" that works similar to a normal negative level: -1 to all rolls and the lost of hit points equal to one HD (not an average roll, but the maximum value). This can be devastating for a class with a small HD, so if you're going to play one of those classes, take proper precautions! This special negative level cannot be removed by any means other than the creature advancing to the next XP goal. For example, a 5th level PC dies and *raise dead* is used to bring them back. They are a 5th level character with one special negative level. When they earn enough XP (as a 5th level character) to gain 6th level, the negative level goes away. Only one special negative level can go away at each advancement point (in case a PC dies multiple times before attaining the next level). *Clarification: the restoration and greater restoration spells will not cure one of these special negative levels regardless of what any rulebooks may say.*
7. **Information in the Monster Manual (one of the Core Rulebooks) is not known to the PCs** except information for those creatures that the PCs would have experience with: standard mounts (not hippogriffs or unicorns, for example), familiars, animal companions (for rangers and druids), and creatures that can be summoned using spells on a PC's class spell list. The GM may require Knowledge checks for other creatures and higher results indicate more information is obtained about the creature.

8. **Be aware that any item given in the Core Rules is subject to weight, price, or other changes.** And expect variations in the actual use of items found as loot, as I don't like using everything stock.
9. **The Sasserine Player's Guide gives a *district feat* as a bonus feat.** If you want one, go ahead and take it as you develop your PC's background story.
10. **A PC who dies and whose player doesn't want to bring that character back** will restart the campaign at one level less than the PC who died and will mysteriously inherit all negative levels the fallen PC had except for one. (Basically, a negative level is traded for a real level loss.) The goal here is to encourage players to pick a character concept and stick with it. The new PC may create new stat scores, if desired, using the point buy described above and applying ability increases as normal (1 point every four levels). The Sasserine district feat will not be a bonus feat and must be taken as a normal feat if the player wants their PC to have it. Players have a choice regarding equipping their new PC. They can take all carried gear of the fallen PC, or all of the fallen PC's carried gear disappears and the new PC comes into the game with the wealth specified in *Table 5-1: Character Wealth by Level* in the DMG, pg 135. My story lines will not require any particular magic item to complete, although some items found during the course of adventuring may make certain challenges a bit easier and I'm known for adding custom items that appear to look like normal items (such as *weapons of legacy* from the WotC book of the same name). This gives an incentive to keep the equipment of the previous character.
11. **New PCs brought into the campaign** will start with the amount of wealth described in *Table 5-1: Character Wealth By Level* chart in the DMG, pg 135. No single item may be more than a certain upper limit to prevent all of ones wealth being spent on one awesome item! The upper limit (measured in thousands of gold pieces) is the result of the formula: $(Level/2)*(Level/2)$.
12. **Wizards brought into the campaign after 1st level choose their spells.** These PCs can spend their starting wealth on scrolls that contain the spells they want. Their PC can then scribe those scrolls into their spellbooks (which must be paid for normally). Scrolls scribed into spellbooks are expended upon completion so they should not appear on the character sheet but their initial cost should be tracked in case the GM performs a surprise audit. :)
13. **A PC with item crafting feats brought into the campaign** may spend a portion of their starting wealth crafting items. No more than 15% of starting wealth may be spent on raw materials for the crafting process and the value of the item cannot exceed the limit defined [above](#).
14. **New player characters brought into a game by a new player will have their XP set to the party average**, possibly rounded up or down slightly if it will make the math easier for me. :) I will track the XP for the group and inform the players when they get close to leveling.
15. **Lawful Good paladins choose the code they will live by.** Any paladin brought into the game must have a written code for the GM to authorize. Careful choices

of the code can ameliorate some of the moral issues of playing a paladin. For example, a paladin who believes that evil must be destroyed at all costs and that goblins are inherently evil, may strike dead a goblin who surrenders! To allow evil to survive would be blasphemy for such a paladin. Note that any such code of honor may come back to bite the paladin in the butt (imagine a local ruler who the paladin determines is evil!). My definition of "lawful" is the one in the book, which says "strict adherence to a code" and "legitimate authority" and not necessarily the legal law of the land.

16. **When a PC levels up, they gain all class and race-related benefits immediately.** Spell slots become available right away but such spell slots are treated as though they had already been used for the day. In other words, they can't be used for spellcasting until after the normal eight hours of rest (and one hour of spell preparation for non-spontaneous casters). The same applies to additional uses of all other class abilities, such as barbarian rage, druid wildshape, and paladin healing.
17. **PCs may not be of monster races**, i.e. those listed anywhere other than the Races section of the Player's Handbook. If somehow they do become such a race (via *resurrection*, for example, but see **Clarifications of Existing Spells** below) they are still limited to the restrictions placed on PC races: no natural attacks, favored class to be assigned by the GM if a class affinity does not appear in the Monster Manual entry, and likely nerfing of any supernatural abilities that the race may normally have depending on how far the campaign has progressed. In addition, all races other than those in the Core Rules will have *at least* a level adjustment of +1. Note that the level adjustment may be "bought off" using the variant level adjustment rules from *Unearthed Arcana* (OGL version currently available at <http://www.d20srd.org/srd/variant/races/reducingLevelAdjustments.htm>).

B. Class Ability Clarifications

1. Multiclassing Notes

Note that alignment shouldn't prevent you from building the multiclass character that you want. If you want a Druid/Paladin or a Barbarian/Monk, you'd better have a good back story as to how that would happen but I don't like the idea of alignment along the Law/Chaos axis being a hindrance to building the PC you want. I do still plan to keep Good and Evil quite clearly delineated!

C. Clarifications of Existing Spells

These are rulings made in previous campaigns. They may not even come up in this campaign but it's safer to have them here in case they do. Note that some reference Pathfinder; those will be translated to D&D 3.x for this campaign, I just haven't done it yet.

1. **Objects under the effect of a targeted spell** that are then broken or otherwise rendered unable to perform their normal function cause the magical effect to terminate. For example, an arrow with a *light* spell on it works until it hits a

creature (rendering it unusable) or until it is destroyed (such as after rolling the 50% chance for a bow shot that misses). The same applies to a stick with *darkness* cast on it, then broken into pieces; all pieces lose the *darkness* effect. This rule makes it infeasible to cast *light* on some substances, such as water or air.

2. **I'm going to research the spells *wall of fire* (Target: Area) and *blade barrier* (Target: Effect)** to see how they should work in relation to the combat grid system. Area spells should originate at a grid intersection and Effect spells occupy squares. This can cause some confusion when spells must be placed on the grid. (The *Ask The Kobold* series at KoboldQuarterly had agreed to tackle this question and Wolfgang Bauer had stated that a diagram would appear in a forthcoming issue. Twelve months later and no diagram, and now the publication is defunct. Sigh.)
3. **Reaching through a *blade barrier* deals ½ normal damage** unless a Reflex save is successful, in which case no damage is dealt. Evasion and similar abilities do still apply. There are probably other spells which will follow this same precedent.
4. **The *wall of force* spell blocks sound attacks** so it seems reasonable that it should also increase the Listen check DCs for noises occurring on the other side of the *wall*. I am assigning a +20 DC modifier for Listen checks (the modifier for intervening stone walls is +15).
5. **The *message* spell has a verbal component** but unlike other spells which must be cast in a "strong voice", this spell can be cast by muttering under your breath. This adds +5 to the Listen check DC for detecting a spell being cast. It is still affected by *silence* and the like.
6. **The *control winds* spell can only disperse** an *acid fog* spell effect, not shape it or corral it or anything else.
7. **Item creation feats allow metamagicked spells to be stored within them.** The "spell level" as described in the item creation feats is understood to mean the base spell level and any increase required by the metamagic feat, but this applies only to the required caster level and the spell cost. It does NOT apply to the spell's save DC or spell resistance rolls, if any. (This is already implied by the existing rules, but some discussion on the various forums indicates that it's not clear to some people. At least that won't include us now!)
8. **Detection spells require line of sight and line of effect**, in general. This means spells like *detect magic* don't work around corners or through solid objects unless the spell description specifically states otherwise (in fact, *detect magic* does describe how it is blocked, but line of sight and line of effect are still required).
9. **Deathwatch** is a detection spell and requires the recipient to be able to see the target creatures to determine their status. This means line of sight and line of

effect are required, as described above, and creatures using Hide to avoid detection may not be noticed by this spell.

10. ***Nondetection* does not protect against *see invisible* or *true seeing*.** The reason for this is that *see invisible* affects only the recipient of the spell and the *nondetection* spell only applies when the warded creature is targeted. The *true seeing* spell trumps *nondetection* by virtue of the fact that it's a much higher level spell.
11. **Wall spells work as described here unless the spell description says otherwise.** Basically any attempt to create a wall such that it encloses, bisects, or otherwise hinders or damages the creature being targeted allows the target a Reflex save against the spell's DC or against the DC the spell would have if it allowed a save. This applies to trying to encase a creature in stone, iron, ice, or a similar spell or using *stone shape* to form leg irons or manacles. This is stated directly by the *wall of ice* spell but others spells are ambiguous on this point.
12. **Enchantment spells are limited based on the level of the spell.** A 1st-level spell is weak, and should be limited in what it can do. *Charm person* is NOT *dominate person*, nor is it *suggestion*, although that may be how some want to use it. These latter two spells have much more powerful uses and those uses should be reserved for those spells. If someone wants to command a charmed person, they should use the *Intimidate* skill; if they want to deceive a charmed person, they should use the *Bluff* skill; if they want secret information, they should use the *Diplomacy* skill. More discussion on what *charm person* can accomplish is here: <http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/rules/charmPersonFeedbackHelpRulesDefinition>
13. **Spells with a *descriptor* are spells of that type when cast.** For example, a spell with a *Good* descriptor is a spell of that type just as a spell with an *Earth* descriptor is a spell of that type. This can affect the ability of certain classes to use such spells. Note that casting a *Good* spell is a "good" act while casting an *Evil* spell is an "evil" act.
14. **The spells *color spray* and *rainbow pattern* both work in total darkness and against creatures with darkvision.** There is some interpretation involved as the spells don't specifically say they produce light. In addition, the *color spray* spell implies that the colors are what causes the spell effect and those using darkvision wouldn't be able to see color. I believe that's reading too much into the spell description: it does what it says and biology (or physics) be damned! :)
15. **Spells that say they are *centered on the spellcaster* are to be centered on a grid intersection.** For alternating sizes starting at Medium and going up, the creature may choose which grid intersection that they occupy should be used, including intersections around the edge of their space as well. Once the intersection location is chosen it cannot be changed for that casting of the spell.
16. **Spells that say they *extend 10' from the spellcaster* don't make sense for spellcasters who size is larger than the spell area.** So such spells are collectively reworded to mean *extend 10' from the outside edge of the*

spellcaster's space instead. Note that this is NOT implied by the spell descriptions themselves and can make some spells quite a bit more useful for creatures of size Huge and larger.

17. Reincarnation includes a list of races that may be modified by the GM.

These modifications will most likely be due to locale. In other words, casting this spell in a predominantly swampy area may result in a PC coming back as a dragonfly or a water buffalo. Neither are good choices for most PCs. :)

D. Modifications of Existing Spells

1. The *silence* spell now has three variations. If you're curious about the interpretations of any of this, see PHB, pg 173.
 - (a) **The *lesser silence* spell is a 1st level illusion spell** that allows a Will save for every creature within the area of effect on every round that they are exposed to it at the beginning of the creature's turn. A successful check means the spell has been resisted and no further checks need be made. This applies whether the spell is targeting a creature or an object and the saves begin when the creature is first exposed to it (which may be when the spell is cast or when the creature enters a *lesser silence*'d area).
 - (b) **The *silence* spell is a 2nd level illusion spell** allows a creature who is targeted a Will save. In addition, this new spell allows creatures entering the area to receive a Will save, but only when they are first exposed to the effect and not every round. (In other words, it is an illusion and they get a save when they interact with it, just like other illusions.)
 - (c) **The *greater silence* spell is a 3rd level illusion spell** and does not allow a Will save unless the spell is targeted at a specific creature or at an item in the creature's possession, and only that creature receives the Will save.
 - (d) Lastly, note that the *silence* family of spells are emanations and only work within line of effect.
2. **The *haste* spell and similar effects can double a creature's crawl speed**, but attacks of opportunity still apply. A normal creature can use a move action to move 5 feet while prone as a "crawl". When *haste*'d that creature could crawl 10 feet instead. Note that a prone creature provokes attacks of opportunity from all creatures who threaten any square that the creature crawls through. Also note that the "withdraw" action cannot be used while prone.
3. **The *charm person* family of spells grant an additional save with a bonus when a target's (apparent) ally is attacked by the spellcaster or one of his (apparent) allies.** Basically, I find it ludicrous that a *charmed* individual will consider someone who attacks his friends "in the best possible way". While this change doesn't completely nerf the spell it does represent better the power of such a low-level spell (it would still be useful in non-combat situations and could be useful in combat if the *charmed* creature is not aware of attacks against its allies, perhaps through blindness or being outside the area of combat).

4. ***Gaseous form* provides a +20 circumstance bonus on Escape Artist checks** such as those used for escaping a grapple or squeezing through narrow spaces.
5. **Teleportation spells have a “fade-in” time** of 2 rounds. Think of the fade-in time as the time when the creature is all “sparkly” like on Star Trek when the transporter is used. Even invisible creatures generate the “sparkly effect”. Those teleporting into (potentially) hostile areas would be wise to clear the area first. This will have no effect on the use of teleport into friendly territory, but even a single round of fade-in will alert local residents and prevent the infamous scry-and-die. (An alternative solution would be for teleport to dispel all short-term buffs, but that requires too much adjudication of what “short term” means.)

E. Clarifications of Existing Rules

1. Typical Rule: A creature is **disabled** at 0 hit points and can take only non-strenuous standard actions (or they take 1 hit point of damage and are **dying**). A creature dies when their negative hit point total reaches their Constitution score. Until then, creatures with negative hit points are **dying**. A creature whose hit points reach its negative Constitution score is **dead**.

Modified Rule: Because combat rounds are happening simultaneously, a creature reduced to or below their negative Constitution score is not actually dead until their next turn comes up in the initiative order. Allies therefore have their next action to return the creature to an amount that qualifies as **dying** (or higher) to prevent their death and the associated special negative level (see above). Please note that without metagaming (or a spell such as *deathwatch*) it will not be possible for friendly party members to know how many hit points a party member currently has. So when you see a fellow PC drop to the ground, it might be wise to get to them within a single round if you wish them to survive... Do not tell other party members how many hit points you have when you drop below zero!

2. Standard Rule: The rules state that ***invisible*** creatures can be found by feeling around with your hands in up to two adjacent squares, but it's a standard action so unless you've got a quickened spell prepared or some other way to make an attack, it doesn't do you any good.

Modified Rule: I am modifying this rule slightly to make it easier to locate the *invisible* creature. Instead of only being able to check two squares, any creature can check all of the squares that it threatens (think of a creature swinging its arms in a circle). This is still a standard action, so no attacks can be made at the same time, although the *invisible* creature's location can be pinpointed. So a Medium-size creature can probe 8 squares and a Large-size creature can probe 32 squares (assuming 10 foot reach). Reach weapons can further extend the area to probe. (If you're expecting invisible foes, carrying a pole arm might be a very good idea!)

Also, a creature with Improved Unarmed Strike can probe the area to locate the *invisible* creature **and** attack into a space that they believe contains a creature. This attack can deal lethal or non-lethal damage, but cannot be done with a

weapon (even a monk special weapon). Since only one such attack can be made, the search of the surrounding area must start at a given position and make a full 360° sweep. The attack must be made as the sweep is being performed, although regardless of the success, the sweep can then continue. The goal here is to give a little oomph to the monk and to make invisibility less difficult for very large creatures. (I don't think it makes any sense that a dragon with 15 foot reach can only search two squares!)

Note that additional thoughts on revising Perception/Stealth/Invisibility are being discussed on the Paizo forums and I'm considering replacing Hide in Plain Sight with Hide in Shadows as defined in this thread: <http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/houseRules/hideAndSeekARewriteOfStealthAndAllThatTouchesIt>

3. Standard Rule: The mechanics for the **trip** maneuver say that creatures with multiple legs receive bonuses on the trip DC.

Modified Rule: I'm adding a bonus for extremely heavy creatures to the **grapple**, **bull rush**, and **trip** maneuvers. For every doubling of the attacker's "maximum load" rating that the defender's weight exceeds, the defender receives +2 circumstance bonus to their opposed roll. For example, if your Strength gives you a maximum load of 450 pounds and you want to grapple another creature, if that creature weighed 900# it would receive a +2 on the DC. If the defender weighed 1800# it would receive another +2. At 3600# pounds it receives another +2. Very weak creatures will not be able to use these combat maneuvers against very heavy creatures. Note that feats or abilities that allow a creature to substitute some other ability score (such as Dexterity) for these combat maneuvers would calculate the weight limit using the alternate ability score instead of using Strength. The idea being that someone who is so good as to be able to use Dexterity should be similarly good even against a heavy opponent.

4. The **Total Defense** action is a standard action and cannot be combined with an attack. Because *Fighting Defensively* and Combat Expertise require declaring an attack, they cannot be used with *Total Defense*.
5. When **Fighting Defensively**, Combat Expertise **can** be used since Combat Expertise requires declaring an attack and *Fighting Defensively* allows an attack to be made. These are combat actions and as such cannot be used outside of combat.
6. **Round-by-round combat mode** will continue for one round following the (apparent) lack of any opponents. If players want to drop out of combat mode earlier than that in order to speed things up, they can say so. I'm merely saying this in advance because it can affect spells with short durations because combat is measured in rounds while non-combat is measured in minutes.
7. **Grappling is a combat maneuver that may prevent spells from being cast.** The clarification is as follows (see the PFRPG Core Rulebook, pp 184, 200-201, 206, 567-568; under review for D&D 3.5e). For monsters, Supernatural Abilities do not fall under these rules, although Spell-Like Abilities do. Note that PF

defines *grappler* as the one who initiated the grappling maneuver and *grappled* as the one targeted by the grappler.

- (a) You can't cast a spell with a somatic component while pinned unless you cast it using *still spell*. Being grappled does not prevent casting somatic spells as you still have one hand free.
- (b) You can't cast a spell with a material component while pinned (error on pg 206), but you can while grappled or grappling (see (d), below) if you have the component in hand (or succeed on a grapple check to fetch it from your spell pouch).
- (c) You can't cast a spell with a verbal component while pinned unless you cast it using *silent spell*.
- (d) You can't cast a spell while grappling unless you have the *greater grappling* feat or the spell casting takes less time than a standard action.
- (e) If none of the above prevent you from casting a spell, you still must make a Concentration check (DC 10 + grappler's CMB + spell level) to succeed or the spell is lost.

8. **The *pearl of power* restores the same spell slot used to hold the prepared spell.** It isn't clear from the item's description, especially when compared with the language used in the *ring of spell storing*, but a 1st level *pearl of power* restores a single spell as prepared in a 1st level spell slot. So a *magic missile* that was maximized cannot be restored by a 1st level *pearl* but requires a 4th level *pearl* instead (as the maximize feat bumps the required spell slot to 4th level). The *pearl* cannot bring the *magic missile* back as a 1st level spell slot unless it was prepared in such a slot to begin with.

There is some question about whether multiple *pearls of power* can be active at one time. Since there is a single *pearl* which can bring back spells of two different levels (and its pricing is more than it would normally be), there is an argument that only one *pearl* is effective at any given time. I'm going to pick the middle road and say that only one *pearl* of each spell level will be effective at any given time. So carrying five 1st level *pearls of power* will only allow a single first level spell slot to be retrieved, but carrying a 1st level *pearl* and a 2nd level *pearl* allows a 1st level and 2nd level spell slot to be recovered.

9. In the Combat chapter is a subsection on Free Actions that states, "*In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than a few sentences is generally beyond the limit of a free action.*" In addition, the section on Actions In Combat states, "*Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free, as decided by the GM.*" This says to me that speaking can **generally** be done when it's not your turn. This can include shouting an instruction to someone else or announcing what you see. As all actions in a round are happening simultaneously, replies to questions

cannot occur until the creature being questioned takes their action in proper initiative sequence. (Note that delaying is not an action and therefore no free actions are allowed when delaying. Readyng is an action. PHB, pg 160.)

10. The Empower Spell and Maximize Spell feats are reworded as follows.

Replace the phrase. "Saving throws and opposed rolls are not affected, nor are spells without random variables." with "Saving throws, opposed rolls, attack rolls, and checks (skill, ability, caster level, and others) are not affected, nor are spells without random variables."

F. Rule Changes

- 1. Clearly contradictory weapon enhancements are banned.** For example, a flaming/frost sword is not possible, nor is a holy/unholy weapon. By the RAW they are legal (apparently), but they just don't make sense to me. You can certainly create a flaming/shocking weapon though, as fire and electricity are not opposites.
- 2. Weapons with energy effects are not command word activated** and are free actions to activate and deactivate. Free actions can only be taken on your turn though (see #9, [above](#)), so an attack of opportunity may or may not have the benefit of a weapon's energy effect depending on whether that energy effect is already turned on. In addition, dropped weapons will remain on unless the wielder turns them off first (not specified in RAW). Anyone who picks up the weapon becomes the wielder when they touch the weapon (not specified in RAW). Weapons that are wielded will not do energy damage except on successful hits and the energy effects will not affect the wielder or their gear (RAW doesn't specify gear); unattended weapons with the energy effect active may or may not cause damage when handled incorrectly (not specified in RAW) based on the whim of the GM. It will always be in the most cinematic and negative way possible for the PCs! (This is a hint that weapon energy effects should be turned off when not in use.)
- 3. Characters may not use aligned items without penalty unless their own alignment matches.** For example, a lawful or neutral creature who holds a chaotic weapon (or has a chaotic weapon in their possession) gains a negative level that may not be removed in any way other than unequipping the weapon and always treats the weapon as though they were non-proficient with it should they decide to wield it. Additional requirements or penalties (for those items that have them) will overlap (not stack) with this negative level.
- 4. New *protection from neutral* spell.** There is an additional spell that mimics the effects of the *protection from law/chaos/good/evil* spell, *protection from neutral*. Just as the other spells protect against three of the nine alignments, *protection from neutral* protects against five of the nine alignments. Similarly, there is an additional weapon ability called *swiss guard*. This is a +1 market price, just like *axiomatic* or *chaotic*, but it works against creatures with any neutral component in their alignment.

5. **New feat: Improved Combat Casting.** This feat allows a spellcaster who fails their concentration check when casting defensively may roll again and use the better of the two results if they have this feat. It has **Combat Casting** as a prerequisite.
6. **The Pathfinder Core Rules say that ability damage doesn't actually modify the ability score but acts like it does.** The goal is that 3 points of ability damage acts like a -1 penalty on everything related to that score, whereas creatures with an odd-numbered score would've been penalized by -2. This is obviously intended to make the math easier when playing a paper & pencil game, but it's not needed in a digital game that uses software to track the values. We are not using this rule in my online or digitally managed campaigns; ability damage is applied by reducing the ability by a given amount.
7. **The item creation rules for Pathfinder disagree on the base DC for crafting items; the base DC in my campaigns is always 10.** Note that caster level is not an explicit prerequisite when crafting some items (such as potions) so a 1st level mage can craft a *wand of magic missile* at 9th level -- with a high enough check result!

G. Miscellaneous Other Stuff

1. Ruthless villains are just that: ruthless! If a player is disabled or down, possibly into negative hit points, a really nasty villain -- or one who doesn't have another target nearby -- may choose to attack the downed PC again, hoping to get them so far negative that a healer can't bring them back up to the **dying** range! I've only had this happen twice in all the time I've been DM'ing, but it was very emotional for the players so I want to make sure everyone knows it can happen and plans accordingly.
2. Players are not omniscient and probably won't know or understand the motivations of the villains. Neither will the villains necessarily know the party's motivations. This means they may at times seem to do things that are odd. You are welcome to question it while in-character, but there won't be any out-of-character explanations for things that the party couldn't possibly know. At least, not until some kind of appropriate "wrap-up" can be given.
3. Spell targeting for area effect spells is done by the spellcaster choosing a square and then a **1d4** roll determines from which corner of the square the effect discharges/activates. So far we haven't done this but I hope to have MapTool macros help automate this in the future.
4. The Pathfinder magic item, **Druid's Vestment**, has a price of **3,750 gp** and a cost to manufacture of **1,375 gp** in the Core Rules. These campaign rules clarify that the price remains **3,750 gp** and the cost is **1,875 gp** (just a typo in the pricing).