

cor-ri-gen-dum: an error in a printed work discovered after printing and shown with its correction on a separate sheet.

The Skinsaw Murders AP Corrigendum

Page 15-16: The Thing in the Sanatorium (EL1)

Creature - Grayst Sevilla

- 1) 'Base Atk +3' is wrong, should be 'Base Atk +4' as Grayst is a level 4 fighter.
- 2) 'Melee unarmed strike +6' is wrong, should be 'Melee unarmed strike +7'.

Page 25: B1. Ruined Servants' Quarters (EL 5)

Creature - Carrionstorms

- 1) Five Carrionstorms is the correct number for this area even though the description says three swarms.

Page 36-37: B36. The Vent (EL6)

Creature - Ghoul Goblin

- 1) Move Silently should be +5 as Move does not get a Size Bonus.
- 2) Hide should be +9 as Hide does get a Size Bonus.
- 3) Paralysis DC should be 10 not 13 based on $10 + \text{half HD}(0) + \text{Cha modifier}(0)$.

Page 38: B37. Vorel's Laboratory (EL7)

Creature - Aldern Foxglove, The Skinsaw Man

- 1) hp $87(7d12+42)$ The hit die calculation is off for Aldern, which does not change his total HP, but could cause confusion. He gets a +6HP boost per hit die do to his Unholy Fortitude.

Page 47: D7. Ironbriar's Office (EL6)

Creature - Justice Ironbriar

- 1) Spells Prepared(CL7th) should be a caster level of 6th as he is only a level 6 cleric.

Page 51: Side Bar – Impaler of Thorns.

- 1) The required spells should in fact be *crushing despair* not *cat's grace & delay poison*.
- 2) Impaler of Thorns is based on a +1 Large Sized Spear.

Page 53: E6. The Angel (EL10)

Creature - Xanesha

- 1) Wisdom Drain of 2d4 is correct.
- 2) Xanesha AC does not include Mage Armor, Haste or Shield. When added she has a total value of AC33, touch 17, flat-footed 27 (+4 armor[Spell], +4 Shield[Spell], +1 Dodge[Haste], +1 deflection, +6 Dex, +9 natural, -1 size).
 1. Reflex Save with Haste is +16
 2. Attacks with Impaler of Thorns with Haste is +21/+21/+16/+11
- 3) Impaler of Thorns is +1 Large Sized Spear with its threat ranged increased by a feat. So it is correct as written.
- 4) Special Note: Many DMs have found that it is better to exchange Xanesha for Lucrecia(Hook Mountain pg35), which are sisters, as Xanesha has caused too many TPKs. For more info see *Xanesha AKA TEEPEEKAY* thread [HERE](#) or Archived [HERE](#) at [Paizo RotRL Forums](#).

Bestiary Corrigendum

Page 83: Carrionstorm

- 1) Reflex Save should be +0 (Base 0, Dex 11)
- 2) Distraction DC should be 11 (10 + half HD + Con with no Con value)

Page 90: Revenant

- 1) hp should be 66 (7d12+21): Unholy Fortitude grants $\text{Cha}(3) * \text{HD}(7) = +21\text{hp}$
- 2) Claw damage should be 1d6+7, not +10: the revenant has two claw attacks, so the claw is not its "sole natural weapon" and thus should not receive 1-1/2 times its Strength bonus
- 3) In the same vein, Constrict damage should also be 1d6+7
- 4) Question: is the Spell Resistance Dependant on its HD? Maybe 5+HD?

Page 92: Lamia Matriarch(ie Xanesha)

- 1) Wisdom Drain of 2d4 is correct.

The Skinsaw Murders FAQ – James Jacobs

The following questions and answers were taken from the [The Skinsaw Murders \(GM Reference\)](#) thread at the Paizo forums. All the following questions and answers were answered by James Jacobs - Editor-in-Chief of Pathfinder.

Q: On pg12 it says that Ibor Thorn mentions rumors that the Scarnettis have burned down several competing lumber mills in the region. In *Burnt Offerings* (p. 68) it says that the rumors are that the Scarnettis have burnt down several competing grain mills.

A: Rumors are like that! The truth of what mills the Scarnettis may or may not be involved with will be revealed soon enough (in Pathfinder 4, in fact). They could even be innocent! Or they could just have some sort of hatred for ALL MILLS OF ALL KINDS!

But yeah... rumors. They're good sources of info, but you can't always trust them! :)

Q: Turning a haunt makes it go away, so presumably rebuking them does the same. Is there a special effect for commanding a haunt?

A: If you command a haunt, it basically has the same effect as turning it; it stops bothering you and your party (or whoever you designate). But it doesn't go away; if an enemy enters the haunts range, it would lash out at them.

Q: Aren't you supposed to be on vacation, James? You have nothing better to do with your time than post on the forums? Silly James. Go do a fun thing, or something.

A: I'm just not very good at taking vacations.

Q: So what happens with Ilesha's Revenant if the PC's set her free and she's able to hunt down Aldern? I figure that she ends up clearing the path as it were allowing the PC's to by-pass any haunts and encounters on the way if they follow her straight down. But, she'll be so fatigued by the ordeal that Aldern will be able to strike her down when she enters so that the PC's still have their big fight waiting for them.

A: That more or less is something that runs itself, I would think. The revenant knows where Aldern is, and makes a beeline for him, and only the GM at that point would know what foes stand in her way. Remember that none of the hauntings can really hurt her cause, as undead, she's immune to mind-affecting stuff. The PCs are, though, and following her will lead them through at least a few hauntings that'll slow them down; keeping up with her should be difficult. Ghouls in her path are also unlikely to attack her.

It's best to assume, I think, that she makes it to Aldern relatively unharmed. At that point, if the PCs haven't kept up with her progress, you can either run the combat between them in secret to determine the outcome. OR you can just assume that Aldern defeats her but is reduced to half hit points or something like that.

The point with the encounter is that Aldern's tough, and if the PCs release Ilesha, she'll soften him up a little for them, making that fight a little easier.

Q: I'm a little curious what the point of the Notice DCs are for the haunts in Foxglove Manor.

A: If you win the Initiative, you can still certainly react to the coming haunt. The things you notice, perhaps, might give a character clues on how to prepare for what's coming. Or he could try to flee the room before the haunt gets him. And some of those haunts make attack rolls... if you win initiative, you aren't flat footed when they strike.

Q: Isn't Magnimar's maps scale wrong?

A: See the [Magnimar Maps Scale Wrong](#) thread for more info. Otherwise an easy fix is to halve the scale to 320. The Map Key is also off.

Click [HERE](#) for a Web Enhancement of a high-res version of the Magnimar Map.

Q: In The Skinsaw Murders, it's mentioned that "when Xanesha learned about the golem from Ironbriar, she had him bring it before her and added quickly it to her collection of charmed minions." While it's true that the golem is susceptible to mind-affecting effects (due to his open mind ability), he's still got Magic Immunity. How, exactly, did Xanesha Charm him?

A: Yeah; as detailed under its Open Mind special ability, the Scarecrow is not immune to mind-affecting attacks. Probably should have repeated that line in it's Immune to Magic special ability, but there it is.

Q: What is the consequences of burning down Foxglove Manor without first exorcising it (according to p.39)? Is the curse still broken, or is it just limited to the area underground?

A: As I talked about in the other thread... I'd actually advocate having Foxglove Manor resist burning. Or at the very least, make burning it down a more difficult task than exorcising the house by penetrating it to the fungus depths and taking care of it at the root of the problem.

95% of the time, fire's a lazy solution to D&D adventures.

Q: Or, perhaps, put another way: what if the player's actions are so painstakingly difficult to peg down a "sin" of any kind, will this affect the AP towards the end game? So, essentially, "no matter what," I need to knuckle down, dig super deep, and find a sin appropriate for the characters as portrayed by my player in order to interact appropriately with a later event?

A: The magnitude of PC sin really only matters in Pathfinder 5, "Sins of the Saviors." And don't worry! If you have really good-guy characters who don't fall into sinner patterns, the adventure still works fine. In some ways, avoiding sin gives a party some definite advantages in "Sins of the Saviors," in fact. But being virtuous is a LOT tougher than being sinful. Therefore, the virtuous route through "Sins of the Saviors" is a harder path than the sinner route.

If you have to dig deep to find a sin to peg on a PC, chances are excellent that PC isn't sinful. And if that's the case, no problem! "Sins of the Saviors" will certainly accommodate sinners, saints, and everyone in between.

Q: One of the questions I've had about the clocktower stems from this: In locations E2 (The third E2 specifically), the stairway is limited to the left and lower right walls. Does this show the stairway before or after the bell has fallen?

A: The stairs wind all the way around the inside wall of the clocktower. The map unfortunately doesn't make that totally clear. But they do.

Q: The haunts are great flavor, but I am a bit confused on the the CR/XP awards. are these to the individuals affected, to the party, or GM choice? Any clarifications on how a haunt is defeated/encountered and who/whom the XP goes to would be welcome.

A: Haunts are treated the same as traps or monsters as regards XP. The entire party gets the XP award, even if the haunt only really menaces one PC. In the same way, a fight against an ogre in which the ogre only ever attacks one character results in a group XP award.

To take it one step further... ALL CR XP awards should be split among the party, really, be they from traps or haunts or monsters or hazards or Ad-Hoc XP awards for achieving story goals.

Q: Is there a better way to get the players from Skinsaw Murders to Hook Mountain (chapter 3)?

A: Yes use Lisa Stevens(CEO) [letter](#) from Lucrecia to Xanesha.

My dearest Xanesha!

I am so proud of what you are doing in Magnimar, with your band of murders winging souls to our Lord, fueling his awakening! Soon enough, Magnimar will be a much nicer place, with all of its greed sucked dry.

My plans proceed up here in Turtleback Ferry. You wouldn't think that greed could take a foothold in such a desolate area, but when you provide people with just a bit of hope for a better life, it is amazing how their greed rises to the top.

The only obstacle to my plans is Fort Rannick, but that will be taken care of shortly. Then nothing will stand in the way of our Lord coming back to life!

Soon, we shall be reunited and our Lord will begin his most glorious reign over all of Golarion!

Lucrecia