

PATHFINDER SOCIETY ORGANIZED PLAY

ADDITIONAL RESOURCES

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Below is a specific list of Paizo Publishing products and the equipment, traits, deities, spells, feats, and classes contained within that are legal for play in Pathfinder Society Organized Play. While most of the *Pathfinder RPG Core Rulebook* is legal for play (with some feat and spell exceptions), these additional resources give you new character options. If a product does not appear on this list, then it is not considered legal for play. This list will be updated frequently as new products are released.

In order to use these additional resources for your character, you must bring a physical copy of the book with you

or printouts of the appropriate pages detailing cost (if any) and explanations for each feat, item, spell, prestige class, and so on that you use. (If you're bringing a printout of the pages, it must be from the actual Paizo PDF and not text copied and pasted into a blank word processing document). Since the core assumption for Pathfinder Society Organized Play is the *Pathfinder RPG Core Rulebook*, *Pathfinder Campaign Setting: Seekers of Secrets*, and the *Pathfinder RPG Bestiary*, we cannot assume that every Game Master will have the products listed below. As such, it's up to players to bring these items in order to familiarize their Game Masters with the rules.

Product

Rise of the Runelords Player's Guide

Curse of the Crimson Throne Player's Guide

Legacy of Fire Player's Guide

Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition

Pathfinder Adventure Path #9: "Escape from Old Korvosa"

Pathfinder Adventure Path #26: "The Sixfold Trial"

Pathfinder Adventure Path #27: "What Lies in Dust"

Pathfinder Adventure Path #29: "Mother of Flies"

Pathfinder Adventure Path #31: "Stolen Land"

Pathfinder Adventure Path #32: "Rivers Run Red"

Pathfinder Adventure Path #34: "Blood for Blood"

Pathfinder Adventure Path #35: "War of the River Kings"

Legal for Play (Unless Otherwise Noted)

Equipment: all equipment on pages 10–11 (except hide shirt and *Varisian Idol*)

Equipment: all equipment on pages 12–13 (except hide shirt); **Feats:** *Acadamae Graduate*, *Crossbow Mastery*

Equipment: all equipment on pages 22–23, all magic items on pages 26–27 (Note: *handstraps of roofjumping* applies to the *Acrobatics* skill); **Feat:** *Sandwalker*; **Traits:** all traits on pages 7–9 are allowed except *Duskwalker Agent* (Notes: *Uwaga Highlander* applies only to the *Stealth* skill and *Eyes and Ears of the City* applies only to the *Perception* skill; no campaign traits are allowed.)

Equipment: *boots of the mire*, *elixir of the peaks*, *fog-cutting lenses*, *medusa mask*, *robe of runes*, *sadist's lash*, *snakeskin tunic*, *staff of heaven and earth*, *staff of mithral might* are legal for play; **Spells:** *Blood money*, *covetous aura*, *deathwine*, *raiment of command*, *sign of wrath*, *swipe*, and *unconscious agenda* are legal for play.

Equipment: all equipment on page 83

Feat: *lomedaeen Sword Oath*; **Prestige Class:** *Inheritor's Crusader*; **Spell:** *inheritor's smite*; **Other:** customized summon list on page 72

Magic Items: *bones of Founder Raccona*, *clasp of the mind scream*, *entwined syrinx*, *felhart*, *golden dragon kite*, *hand of Abendego*, *dream journal of the pallid seer*, *Kybwa'ka war mask*, *skin of Klendar the Troll King*, *talisman of the orc mother's fury*, *Vudran ashak helmet* (never an intelligent magic item)

Spells: *greater infernal healing*, *greater spellcasting contract*, *infernal healing*, *lesser spellcasting contract*, *spellcasting contract*; **Other:** customized summon list on page 67

Animal Companions: *elk*, *megaloceros*, *thylacine*

Spell: *tracking mark*; **Other:** customized summon list on page 71

Magic Items: *crown of ash*, *staff of stoneweaving*, *emerald frog*, *goreclaw of Thercerrod*, and *plumed mantle*

Magic Item: *rod of razors*; **Spell:** *swallow your fear*; **Other:** customized summon list on page 73



Pathfinder Adventure Path #37: "Souls for Smuggler's Shiv"

Pathfinder Adventure Path #38: "Racing to Ruin"

Pathfinder Adventure Path #39: "City of Seven Spears"

Pathfinder Adventure Path #41: "The Thousand Fangs Below"

Pathfinder Adventure Path #43: "The Haunting of Harrowstone"

Pathfinder Adventure Path #44: "Trial of the Beast"

Pathfinder Adventure Path #47: "Ashes at Dawn"

Pathfinder Adventure Path #48: "Shadows of Gallowspire"

Pathfinder Adventure Path #49: "The Brinewall Legacy"

Pathfinder Adventure Path #50: "Night of Frozen Shadows"

Pathfinder Adventure Path #51: "The Hungry Storm"

Pathfinder Adventure Path #52: "Forest of Spirits"

Pathfinder Adventure Path #53: "Tide of Honor"

Pathfinder Adventure Path #54: "The Empty Throne"

Pathfinder Adventure Path #55: "The Wormwood Mutiny"

Pathfinder Adventure Path #56 "Raiders of the Fever Sea"

Pathfinder Adventure Path #57 "Tempest Rising"

Pathfinder Adventure Path #58 "Island of Empty Eyes"

Pathfinder Adventure Path #59 "The Price of Infamy"

Pathfinder Adventure Path #60 "From Hell's Heart"

Pathfinder Adventure Path #61 "Shards of Sin"

Pathfinder Adventure Path #62 "Curse of the Lady's Light"

Pathfinder Adventure Path #63 "The Asylum Stone"

Pathfinder Adventure Path #64 "Beyond the Doomsday Door"

Pathfinder Campaign Setting: Cities of Golarion

Animal Companions: dimorphodon, quetzalcoatllus

Magic Items: eloko bell, war mask of terror, Zenj spirit fetish; **Spell:** ice armor;

Other: customized summon list on page 71

Magic Items: spirit tear, all magic items on pages 55–57 except the mantis blade;

Feat: Cry of Mercy

Spell: fractions of heal and harm; **Other:** customized summon list on page 73

Magic Item: haunt siphon

Spell: smite abomination; **Other:** customized summon list on page 69. Note that both summonable monsters' stats appear in *Pathfinder Adventure Path* #47, not in *Pathfinder Adventure Path* #44 as indicated. The referenced yanakeion psychopomp has been replaced by the nosoi psychopomp and the amzranei psychopomp has been replaced by the vanth psychopomp. The vanth psychopomp belongs on the *summon monster VI* list for priests of Pharasma.

Magic Items: bloodbrew elixir, moribund key, witching gown; **Other:** customized summon list on page 71, nosoi familiars

Equipment: bloodfeast shield, bone beads, coldfire wrappings

Equipment: dancing wasp

Equipment: deadly kiss, earthfire shuriken, fugitive's grenade, shozoku of the night wind; **Spells:** aspect of the nightengale; **Other:** customized summon list on page 75

Equipment: claws of the ice bear, ghost mirror armor, map of the high ice, sashimono of comfort, terra-cotta talisman

Equipment: do-maru of broken flesh, flask of endless sake, jingasa of the fortunate soldier, kikuya's sensu

Equipment: armor of the tireless warrior, daikyu of commanding presence, dragonmaw nunchaku, karyukai tea set, samisen of oracular vision; **Other:** Customized summon list on page 73; **Spell:** replenish ki

Equipment: Ikarikurusai, the raging cyclone, Karusetsu, the cutting light, o-yoroi of imperial rule, Seishhinru, spirit elixir, Tsuruhashi, the silent crane

Equipment: Besmara's tricorne, boarding pike of repelling, hospitality's hammock, shackles of compliance, steadfast grapple, tidewater cutlass, vindictive harpoon;

Familiars: all familiars listed on pages 88–89; **Misc:** customized summon list are legal for Besmaran clerics and Besmaran familiars are legal for clerics and rangers of Besmara; **Spells:** advanced scurvy, cloud of seasickness

Equipment: brine's sting, captain's locker, farglass, svingli's eye, zul; **Spells:** submerge ship

Equipment: charts of the fair winds, ring of the iron skull, shackles ensign, sharpshooter's blade

Equipment: eel skin armor, horn of the tritons, impossible bottle, scoundrel's sword cane

Equipment: howling skull armor, mariner's eye patch, mutineer's bane earring, skyrocket crossbow, wizard hook; **Other:** customized summon list on page 75 is legal; **Spells:** false alibi

Equipment: Crossbow of retribution, doubleshot pepperbox, enervating pistol, and hurricane crown are legal for play.

Equipment: Cat burglar's boots, cytillesh extract, frostspore, paradox box, pendant of the souk, and second-story harness are legal for play.

Equipment: deathbalm talisman, maiden's helm, wax of defiance, and whispering coin are legal for play; **Misc:** The customized summon list on page 75 is legal for play for followers of Torag; **Spells:** firebelly and ironbloom sprouts are legal for play if you are a follower of Torag

Equipment: fortifying leeches, spy eyes, and wings of flying, lesser are legal for play

Equipment: crystalline starknife, flaying halberd, lashing aklys

Feats: Corsair of Taldor, Endure Pain, Indomitable Mount, Irrisen Ice

Pathfinder Campaign Setting: City of Strangers

Pathfinder Campaign Setting: Classic Horrors Revisited

Pathfinder Campaign Setting: Classic Monsters Revisited

Pathfinder Campaign Setting: Classic Treasures Revisited

Pathfinder Campaign Setting: Dark Markets, A Guide to Katapesh

Pathfinder Campaign Setting: Distant Worlds

Pathfinder Campaign Setting: Dragon Empires Gazetteer

Pathfinder Campaign Setting: Dungeon Denizens Revisited

Pathfinder Campaign Setting: Dungeons of Golarion

Pathfinder Campaign Setting: Faction Guide

Pathfinder Campaign Setting: Giants Revisited

Pathfinder Campaign Setting: Gods and Magic

Pathfinder Campaign Setting: Guide to the River Kingdoms

Pathfinder Campaign Setting: Heart of the Jungle

Pathfinder Campaign Setting: Horseman of the Apocalypse

Pathfinder Campaign Setting: Inner Sea Magic

Mage, Master Delver, Mounted Onslaught, Wheeling Charge; **Equipment:** heathensnuff; **Spells:** *Irissen mirror sight*

Feat: Bloatmage Initiate; **Prestige Class:** Bloatmage

Equipment: aklys, crystal chakram, fauchard, injection spear

Equipment: minotaur double crossbow; **Feat:** Minotaur's Charge

Feat: Companion Figurine, Instrumental; **Magic Items:** *aligned horn of Valhalla, corpse-ferrying bag, cube of varied force walls, discriminating cube, executioner's hand, frostkiss whip, helm of electric radiance, helm of reclamation, independent cube of force, Jorngarl's harm, lesser helm of brilliance, minor bag of holding, rechargeable cube of force, remote activation cube, twinned cube of force;* **Spell:** *retrieve item*

Feats: Jackal Blood, Lucky Halfling; **Prestige Class:** Balanced Scale of Abadar

Spells: *planetary adaptation, planetary adaptation, mass*

Subdomains: Moon; **Gods:** All gods listed on pages 58-63; **Languages:** all languages on pages 49-51 may be learned via the Linguistics skill; **Races:** All human ethnicities are legal, humans begin play knowing all listed languages for their chosen ethnicity as racial languages. To create a kitsune, nagaji, or wayang character, you must have a Chronicle sheet that opens the race as a legal option at character creation.

Equipment: alkali flask, alkali salt, bulette bulwark (shield), delving (armor quality); **Feats:** Indigestible, Ooze Whisperer; **Spell:** *flesh to ooze*

Equipment: raven bracers; **Spells:** *battering blast, undeath ward*

Feat: Fast Crawl; **Spells:** *hibernate, tripvine*; **Traits:** Beast of the Society, Berserker of the Society, Blade of the Society, Defender of the Society, Exalted of the Society, Greater Adept of the Society, Havoc of the Society, Honored Fist of the Society, Maestro of the Society, Stalwart of the Society, Tracker of the Society

Equipment: *all-seeing eye, bloodstone impaler*

Gods: all of the gods listed on the inside front cover are legal choices for clerics or inquisitors; **Magic Items:** *Azlant pendant, barbed pentacle of Asmodeus, belt of the snake king, broken chain of the beast, bronze dagger of Erastil, cloak of the crusader, cloak of the Dark Tapestry, dawnflower sash, deathlurker's cloak, gossamer amberstone, hag's shabble, holy mask of the living god, icon of the midwife, inheritor's gauntlet, key of the second vault, mask of cutting flesh, nightstone of sorrow, orb of the waybringer, pallid crystal, Preklikin's Book of Cults, rhombocrystal, robe of the master of masters, sacrificial dagger of the blood mother, Shad'Gorum nugget, spelsight bracer, stinging stiletto, tankard of the drunken hero, veil of veils, vurma of the maker, windwave kilt;* **Spells:** *Abadar's truthtelling, blessing of the watch, burst of glory, channel the gift, channel vigor, Deadeye's arrow, defending bone, fallback strategy, Gorum's armor, Gozreh's trident, greater infernal healing, infernal healing, pick your poison, poisoned egg, shield of the dawnflower, traveling dream, unbreakable heart, waters of Lamashtu*

Feat: Touvette Defender; **Spell:** *silverlight*; **Other:** focused performance bard alternate class ability

Animal Companion: pygmy hippopotamus

Spells: all spells on pages 38-39 are legal; **Items:** *candle of abaddon, daemon seed*

Equipment: *riffle scrolls* (any spell augmented by the Silent Spell metamagic feat; price equals the spell's effective level × the caster's level × 25 gp); **Feats:** all feats on pages 10 and 15; **Prestige Classes:** A cyphermage replaces any Spell Focus feat for Scribe Scroll as a prerequisite, and may not choose the swift scrivener ability from the list of available cypher lore; the divine scion functions as written; **Spells:** all spells in chapter 5 except *impart mind*, and *spellscar*; **Other:**

Pathfinder Campaign Setting: Inner Sea World Guide

Pathfinder Campaign Setting: Lands of the Linnorm Kings

Pathfinder Campaign Setting: Lords of Chaos

Pathfinder Campaign Setting: Lost Kingdoms

Pathfinder Campaign Setting: Magnimar, City of Monuments

Pathfinder Campaign Setting: Mythical Monsters Revisited

Pathfinder Campaign Setting: Pathfinder Society Field Guide

Pathfinder Campaign Setting: Paths of Prestige

Pathfinder Campaign Setting: Princes of Darkness

Pathfinder Campaign Setting: Rival Guide

Pathfinder Campaign Setting: Seekers of Secrets

Pathfinder Character Traits Web Enhancement (Available at paizo.com/traits)

Pathfinder Chronicles Campaign Setting

all magical tattoos on page 16; both the spellscar and outer rifts oracle mysteries on pages 30–31 (the spellscar oracle does not gain access to the eldritch scar, primal mastery or trigger primal magic event revelations); all archetypes on pages 32–43 except the primalist wizard archetype, with the following restrictions: only elves may be spire defender magi; a tattooed sorcerer may only use her create spell tattoo power during days spent in play (ie. not between scenarios); a vampire hunter inquisitor does not gain the silversmith ability, instead replacing *detect alignment* with *detect undead*; the Varisian Pilgrim does not replace her 8th-level domain power with Blessing of the Harrow

Domains: Scalykind and Void domains; **Equipment:** all weapons, armor, and adventuring gear on pages 290–293 with the following restrictions: only gunslingers may purchase firearms except cannons, which are not available to anyone; **Feats:** all feats on pages 284–289 except Eye of the Arclord, Fortune Teller, Hamatulatsu, Harrowed, and Shade of the Uskwood. For the Cypher Magic feat, replace the Scribe Scroll prerequisite with Spell Focus; **Gods:** All gods listed in the tables on pages 229, 231, and 234; **Languages:** all languages on page 251 may be learned via the Linguistics skill; **Magic Items:** *goz mask*, *unguent of revivification*, *wayfinder*, *zoic fetish*; **Prestige Classes:** Hellknight, Low Templar; **Races:** All human ethnicities are legal except Azlanti, humans begin play knowing all listed languages for their chosen ethnicity as racial languages; **Spells:** all spells on pages 294–297 except *harrowing*, *extraplanetary teleport*, and *teleport trap*

Reputation, Effigies, and Weregild sections are not legal for Pathfinder Society Organized Play; **Magic Items:** all items on pages 50–51 are legal

Spells: *disfiguring touch*, *vermin shape I*, *vermin shape II*

Magic Items: *farwatcher*, *rotcarver*, *visage of the broodlord*; **Spells:** *embrace destiny*

Gods: All gods listed in the tables on page 25 are legal

Equipment: harpy musk

All rules in this book are legal for play in Pathfinder Society Organized Play, and this book is considered part of the Core Assumption

Prestige Classes: Aldori Swordlord, Bellflower Tiller, Brother of the Seal, Champion of Irori, Dawnflower Dissident, Golden Legionnaire, Green Faith Acolyte, Hellknight Signifier, Knight of Ozem, Lantern Bearer, Magaambyan Arcanist, Mammoth Rider, Prophet of Kalistrade, Riftwarden, Shieldmarshal, Skyseeker, Sleepless Detective, Storm Kindler, Tattooed Mystic, Veiled Illusionist and Winter Witch are legal for play.

Prestige Class: Diabolist; **Spells:** *agonize*, *hellfire ray*, *malediction*, *vision of hell*

Equipment: blackfingers paste, all poisons on page 53; **Feats:** Circling Offense, Footslasher, Greater Serpent Lash, Jackal Heritage, Serpent Lash, Topple Foe;

Magic Items: *aegis of recovery*, *bivouac banners*, *cockatrice grit*, *desiccating dust*, *firefoot powder*, *marionette crux*, *metamagic gem*, *pendant of the blood scarab*;

Spells: *dazzling blade*, *greensight*, *mass dazzling blade*, *sheet lightning*, *staggering fall*, *summon accuser**, *summon infernal host*; **Other:** giant hunter and rock stepper alternate racial traits

*A player casting this spell must provide a legal copy of the source in which the summoned creature appears for GM review or the spell fails.

Everything in this book is legal for play with the following notes. **Equipment:** *ioun stones* use method 1 for resonance and never use method 2. Additionally, only normal *ioun stones* have resonance—inferior *ioun stones* never do. **Prestige Class:** Pathfinder Savants replace the item creation feat prerequisite with Spell Focus

Feat: Additional Traits; **Traits:** all traits are legal except for the following: Hedge Magician, Magical Knack, Natural-Born Leader, and Rich Parents

As of 3/7/11, the *Pathfinder Chronicles Campaign Setting* has been replaced by the

Pathfinder Player Companion: Adventurer's Armory

Pathfinder Player Companion: Andoran, Spirit of Liberty

Pathfinder Player Companion: Blood of Angels

Pathfinder Player Companion: Blood of Fiends

Pathfinder Player Companion: Cheliox, Empire of Devils

Pathfinder Player Companion: Dragon Empires Primer

Pathfinder Campaign Setting: Inner Sea World Guide. Equipment, feats, and prestige classes already in play remain legal, but no further equipment may be purchased from this book, nor may a character take a feat or the first level in a prestige class from this source when gaining a new level. Any rules element which has been updated in the *Inner Sea World Guide* (as denoted with an asterisk below) **MUST** use the version in the *World Guide*. If the updated version of a feat has prerequisites you no longer meet, you may ignore those prerequisites.

Equipment: *wayfinder*, all weapons on page 209, all armor on page 211 (except the armored kilt), all gear on page 213*; **Feats:** Aldori Dueling Master*, Altitude Affinity*, Andoren Falconry*, Arcane Vendetta*, Berserker's Cry, Careful Speaker*, Cosmopolitan, Crossbow Mastery, Demon Hunter*, Desperate Battler*, Fey Foundling*, Focused Shot, Godless Healing*, Green Faith Acolyte*, Katheer Scholar, Massed Charge, Molthuni Discipline* (replaced with Focused Discipline), Necromantic Resistance, Parting Shot, Rugged, Sniper Shot, Stoic*, Storm-Lashed*, Teleport Sense, Twisted Flesh, Warped Mind, Veiled Vileness, Vermin Heart, and Wand Dancer*; **Prestige Classes:** Low Templar*, Shackles Pirate

Only the 2nd printing of this book or the 1st printing augmented by the current errata (released 7/21/11) are legal for play in Pathfinder Society Organized Play.

Everything in this book is legal for play with the following exceptions: a pseudodragon is not legal for purchase unless you're a wizard with the Improved Familiar feat, elephants are never legal for play, and armored kilts are not legal.

Magic Items: all *feather tokens*, *figurine of wondrous power (serpentine eagle)*, *golden eagle epaulets*, *talon sword*, *talonstrike sword*; **Prestige Class:** Steel Falcon (you must be a member of the Andoran faction to join, as you'll receive the invite from Captain Colson Maldris; in order to use the natural traps class feature your total character level must be equal to or exceed the CR of the trap, and all traps are subject to GM approval); **Spells:** *detect charm*, *liberating command*, *suppress charms and compulsions*, *summon flight of eagles*; **Traits:** Bellis Axe Master, Bellis Honey Harvester, Bellis Log Roller, Carpenden Lobber, Carpenden Roof Runner, Kobold's Neighbor, Oregent Desperation, Oregent Timing, Oregent Vandal, Prismati Player

Bloodlines: martyred bloodline is legal for Pathfinder Society but the bonus feat Leadership remains unavailable; **Heritages:** all heritages, and associated traits, on pages 21–23 are legal; **Feats:** all feats on pages 24–25 are legal except Supernal Feast; **Magic:** bard masterpieces are legal; **Other:** variant assimar abilities are not legal for Pathfinder Society; Oracle Curses on page 26 are legal; Inquisitons on pages 26–27 are legal; **Subdomains:** all subdomains on page 27 are legal; **Traits:** all traits on pages 30–31 are legal except ethical leader. Clergy member is useable once per scenario instead of once per week. Faith healer may be used for Day Job checks.

Bloodlines: daemon bloodline is not legal for Pathfinder Society; **Feats:** all feats on pages 24–25 are legal; **Heritages:** all heritages, and associated traits, on pages 18–23 are legal; **Magic:** bard masterpieces are legal; **Other:** variant tiefling abilities are not legal for Pathfinder Society; oracle curses on page 26 are legal; Inquisitons on pages 26–27 are legal; **Subdomains:** all subdomains on page 15 are legal; **Traits:** all traits on pages 30–31 are legal

Equipment: all items on pages 20–21; **Feats:** all feats on pages 26–27; **Spells:** all spells on pages 22–23; **Traits:** all traits on pages 18–19

Archetypes: all archetypes on pages 22–23; **Feats:** kitsune feats on page 5 are legal for kitsune characters; all feats on pages 24–25; **Gods:** All gods listed on pages 26–27; **Other:** Oni Bloodline, Void elemental school; **Races:** To create a kitsune, nagaji, or wayang character, you must have a Chronicle sheet that



Pathfinder Player Companion: Dwarves of Golarion

Pathfinder Player Companion: Elves of Golarion

Pathfinder Player Companion: Faiths of Balance

Pathfinder Player Companion: Faiths of Corruption

Pathfinder Player Companion: Faiths of Purity

Pathfinder Player Companion: Gnomes of Golarion

Pathfinder Player Companion: Goblins of Golarion

Pathfinder Player Companion: Halflings of Golarion

Pathfinder Player Companion: Humans of Golarion

Pathfinder Player Companion: Inner Sea Primer

Pathfinder Player Companion: Knights of the Inner Sea

Pathfinder Player Companion: Orcs of Golarion

opens the race as a legal option at character creation. **Spells:** Call the Void; **Subdomains:** Moon; **Traits:** all traits on pages 8-21 except Chosen Child and Rebel Leader.

Equipment: dwarven dorn-dergar; **Feats:** Bounding Hammer, Darting Viper, Dorn-Dergar Master, Sliding Axe Throw, Stance of the Xorn; **Gods:** all gods listed on the inside front cover (note that all gods with favored weapons listed as “hammer” should read “warhammer”); **Spells:** *ancestral communion, ancestral gift, bloodsworn retribution, dwarven veil, invigorating repose, mighty strength, oath of justice, peacemaker’s parley, planned assault, rune of durability, rune of warding, see through stone, summon ancestral guardian, tactical formation, watchful eye*; **Traits:** all traits except Coin Hoarder, Eldritch Smith, and Toilcrafter

Equipment: clustershot, healer’s sorrow, and sparkfly crystal arrow weapon qualities; **Gods:** all gods on page 10; **Traits:** all traits on page 15 except Kyonin Gatekeeper and Lapsed Faith

Equipment: all channel foci on pages 24–25, all magic items on pages 26–27; **Feats:** All feats on page 24; **Spells:** all spells on pages 28–29; **Traits:** all traits on pages 4–21

Feats: all feats on pages 24–25; **Spells:** all spells on pages 28–29; **Traits:** all traits on pages 4–21

Feats: all feats on pages 24–25 with the following errata: Glorious Heat grants a number of points of healing equal to the spell level, not the caster level (ie. *flame strike* grants 5 points, while *spark* grants 0); **Spells:** all spells on pages 28–29; **Traits:** all traits on pages 5, 7, 9, 11, 13, 15, 17, and 18–21. Note that Eye of the Father grants Appraise as a class skill, not Perform, as written.

Equipment: all equipment in the table on page 23; **Feats:** Arcane School Spirit, Bewildering Koan, Blood Ties, Caustic Slur, Effortless Trickery, Extra Gnome Magic, Helpless Prisoner, Invoke Primal Instinct, Tantrum, Threatening Illusion, Witty Feint; **Gods:** all gods on the inside front cover; **Spell:** *illusory poison*; **Traits:** Brastlework Businessman, Charlatan, Collector, Excitable, Explorer, Etymologist, First Memories, Naturally Gifted, Rapscaillon, Sprint, Trickster, and Zealot

To create a goblin character, you must have a Chronicle sheet that opens the race as a legal option at character creation. Only legal goblin PCs are allowed to choose anything from this book.

Equipment: all equipment in the table on page 12 except cobbled item are legal for play; **Feats:** all feats on pages 24–25 are legal for play; **Magic items:** all magic items on page 29 are legal for play; **Misc.:** all goblin gods and subdomains except flotsam on pages 26–27 are legal for play; **Spells:** all spells on pages 28–29 except *limp lash* are legal for play; **Traits:** all traits on pages 15–16 are legal for play

Equipment: halfling hooch on page 10, all equipment in the table on page 22; **Feats:** all feats on pages 23, and 26–27; **Prestige Class:** Halfling Opportunist; **Traits:** all traits on pages 30–31; **Other:** halfling jinx alternate racial trait

Spells: all spells on pages 28–29; **Traits:** all traits on pages 30–31

Traits: all traits on pages 4–22 with the following changes: Pesh Addict may only be taken at 1st level and Ustalavic Noble provides no additional starting gold; **Other:** Egorian Academy Infernal Binder and Mage of the Veil arcane schools on page 29, and all fighter archetypes on pages 24–25

Cavalier orders: all cavalier orders on pages 24–25 are legal for play; **Equipment:** all equipment on pages 28–29 are legal for play except *war lance*; **Spells:** all spells on pages 28–29 are legal for play; **Traits:** all traits in the book, except on pages 26–27, are legal for play

Feats: all feats on pages 24–25 except Destroyer’s Blessing and Fire God’s Blessing; **Spells:** all spells on pages 28–29 except *enemy’s heart* and *shield the*

Pathfinder Player Companion: Osirion, Land of Pharaohs

Pathfinder Player Companion: Pirates of the Inner Sea

Pathfinder Player Companion: Qadira, Gateway to the East

Pathfinder Player Companion: Sargava, The Lost Colony

Pathfinder Player Companion: Second Darkness

Pathfinder Player Companion: Taldor, Echoes of Glory

Pathfinder Player Companion: Varisia, Birthplace of Legends

Pathfinder RPG Advanced Player's Guide

banner; **Traits**: all traits on pages 22–23 except Blessing of the Feast, Demented Inventor, and Tribal; **Other**: orc sorcerer bloodline on page 14

Equipment: all items on page 25; **Feats**: all feats on pages 28–29 (reduce all skill rank requirements by –3 and remember that the Hide skill is now Stealth and that the Search skill is now Perception) except Serpent Lash, which has been replaced by the version in *Pathfinder Campaign Setting: Rival Guide*. You must convert to the current version of Serpent Lash or replace this feat. The versions of Thanatopic Spell and Threnodic Spell in this source are no longer legal. You must convert to the current versions in Ultimate Magic or replace these feats; **Prestige Class**: Living Monolith (reduce all skill rank requirements to 1); **Spells**: all spells on pages 26–27

Archetypes: all **Equipment**: all equipment, items, and weapons on pages 18–20; **Prestige Class**: Inner Sea Pirate; **Spells**: all spells on pages 28–29; **Traits**: all traits on pages 5, 7, 9, 11, 13, 15, and 27

Equipment: all equipment, items, and materials on pages 19, 23, and 25; **Feats**: all feats on pages 9 and 23; **Prestige Class**: Daivrat; **Traits**: all traits on pages 9, 15, 19, 23, and 25

Equipment: Kaava Musk on page 24, all magic items on pages 28–29; **Feats**: all feats on pages 24–25; **Spells**: all spells on page 24; **Traits**: all traits on page 23 except Spirit Talker

Equipment: all magic items on page 25 and pages 28–29; **Prestige Class**: Liberator (reduce all skill rank requirements by –3)

Equipment: all equipment on pages 26–27; **Feats**: all feats on pages 28–29 with the exceptions of Master of the Ledger and Taldan Knight (reduce all skill rank requirements by –3 to a minimum of 1); **Spells**: all spells on pages 24–25; **Traits**: all traits on pages 13–14 (note that Divine Warrior should read “Your damaging divine spells gain a +1 trait bonus to damage” and Militant Merchant applies to Perception checks and the Perception skill); **Prestige Class**: Lion Blade (decrease all skill rank requirements by –3)

Archetypes: Kapenia dancer and thundercaller are legal for play.

Equipment: All equipment on pages 14–15 are legal for play except Varisian idol.

Feats: Thunder and Fang is legal for play.

Roles: Duskwarden, Frontier Defender, Magnimarian Warden, Professional Gambler, Sable Company Marine, Sczarni Tough, Shingles Dweller, Shoanti Outrider, Shoanti Totem Shaman, Sky Magistrate, Varisian Bravo, and Welcome Wanderer are legal for play.

Traits: Coincunning, cypher resistance, emissary, empyreal cultist, humble beginnings, local know-it-all, regional influence (except Magnimar), regional recluse, roof racer, savage breaker, Shoanti steed, Shoanti tattoo, town gossip, underbridge dweller, Varisian tattoo, and winner's luck are legal for play.

All playtest versions of the six new base classes from this book are no longer legal for play as of 8/3/10. Anyone playing the playtest version of one of the six new base classes must have updated his or her character as of 8/3/10. Updating your character means adjusting only the things that have changed, but not rebuilding the character.

The following parts of the *Advanced Player's Guide* are **NOT** legal for play:
craftsman alternate Dwarven racial trait
practicality alternate Halfling racial trait
heart of the fields alternate Human racial trait
Alchemist's Brew Potion class ability (he receives Extra Bombs instead as a bonus feat)
Cavalier's Expert Trainer class ability (he receives Skill Focus [Handle Animal] instead as a bonus feat)

Witch's Cauldron hex

Antipaladin alternate class

Cooperative Crafting feat

all cursed magic items and artifacts

the Hero Point new rule and associated feats, spells, and magic items

Equipment: All staves in Chapter 7 *are not* legal for play from this source. If you purchased these prior to Aug. 16, 2012, they are grandfathered into the campaign.

Traits: hedge magician, magical knack, natural born leader, and rich parents traits, and all of the Campaign Traits.

The Master Alchemist feat **may only be selected** by Alchemists and Poisoners.

To create a dhampir, fetchling, goblin, ifrit, kitsune, nagaji, oread, sylph, undine, or wayang character, you must have a Chronicle sheet that opens the race as a legal option at character creation.

Note: Alternate racial traits, racial archetypes, **racial evolutions**, racial feats, and racial spells are only available for characters of the associated race. Racial equipment and magic items can be purchased and used by any race as long as the specific item permits it (for example, only halflings can purchase and use *solidsmoke pipeweed*).

The new alchemist discovery on page 44 is legal for play for characters of all races.

Dwarves: all alternate racial traits, except craftsman and xenophobic, are legal for play; racial subtypes are legal for play; all favored class options except wizard are legal for play; all archetypes are legal for play. The Forgemaster's 3rd level Craft Magic Arms and Armor bonus feat is replaced with the Heavy Armor Proficiency feat. The Forgemaster's 5th level master smith ability is replaced with Skill Focus (Craft); all dwarven equipment, feats, magic items, and spells are legal for play.

Elves: all alternate racial traits, except darkvision; all racial subtypes except arctic and dusk elves, are legal for play; all favored class options, racial archetypes, elven special materials, feats, magic items, and spells are legal for play.

Gnomes: all alternate racial traits, racial subtypes, and favored class options are legal for play; all racial archetypes except experimental gunsmith are legal for play; all gnome equipment, feats, and spells are legal for play; all gnome magic items except *amazing tools of manufacture* are legal for play; *Ring of craft magic* may be used for Day Job checks.

Half-Elves: all alternate racial traits except drow-blooded and drow magic are legal for play; all racial subtypes except drow-descended are legal for play; all favored class options are legal for play; all racial archetypes except wild caller are legal for play. For the bonded witch archetype, *energy siege shot* is replaced with *resounding shot* (*Advanced Player's Guide* 238) at 10th level and *arcane cannon* is replaced with *fire brand* (*Advanced Player's Guide* 222) at 14th level under the bonded item weapon entry; all half-elven equipment, magic items, and spells are legal for play; all half-elven feats except Half-Drow Paragon are legal for play.

Half-Orcs: all alternate racial traits, racial subtypes, and favored class options are legal for play; all racial archetypes except blood god disciple and hateful rager are legal for play; all half-orc equipment is legal for play; all half-orc feats except Tenacious Survivor is legal for play; all half-orc magic items are legal for play; all half-orc spells except *half-blood extraction* are legal for play

Halflings: all alternate racial traits except Practicality are legal for play; all racial subtypes, favored class options, racial archetypes, orders, equipment, feats, and magic items are legal for play.

Humans: all alternate racial traits except heart of the fields and heroic are legal for play; all racial subtypes, except trailblazer, are legal for play; all favored class options, feats, equipment, and spells are legal for play; all racial archetypes and

bloodlines except buccaneer and feral child are legal for play.

In Chapter 2, nothing from the catfolk, drow, hobgoblins, kobolds, orcs, and ratfolk entries are currently legal for play.

Aasimars: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells are legal for play.

Dhampirs: all alternate racial traits, favored class options, racial archetypes, racial equipment, magic items, and spells are legal for play; all dhampir feats except Blood Drinker, Blood Feaster, Blood Salvage, and Diverse Palate are legal for play.

Fetchling: all alternate racial traits, favored class options, archetypes except shadow caller, evolutions, equipment, feats, magic items, and spells are legal for play.

Goblins: all alternate racial traits, goblin discoveries, favored class options, archetypes, equipment, feats, magic items, and spells except vomit twin are legal for play.

Ifrits: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells are legal for play.

Oreads: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells are legal for play.

Sylphs: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells are legal for play.

Tengus: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells are legal for play.

Tieflings: all alternate racial traits, favored class options, racial equipment, feats, magic items, and spells are legal for play; all racial archetypes except Fiendish Vessel are legal for play.

Undines: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells are legal for play.

In Chapter 3, nothing from the changelings, duergar, gillmen, gripplis, merfolk, samsarans, strix, sulis, svirfneblin, vanaras, and vishkanyas entries are currently legal for play.

The rogue talents on page 193 are legal for play for characters of all races.

Kitsune: all alternate racial traits, favored class options, racial archetypes, racial feats, and magic items are legal for play.

Nagaji: all alternate racial traits, favored class options, racial archetypes, racial feats, and magic items are legal for play.

Wayangs: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spell are legal for play.

Nothing in Chapter 4 is legal for play.

Animal Companions: ankylosaurus, aurochs, brachiosaurus, dire bat, dire rat, dolphin, elasmosaurus, electric eel, elephant/mastodon, frog, goblin dog, hyena, monitor lizard, moray eel, octopus, orca, pteranodon, rhinoceros, roc, squid, stegosaurus, triceratops, and tyrannosaurus;

Familiars: all familiars listed on pages 131–133; **Feats:** none of the feats are legal for play for PCs, animal companions, or familiars unless specifically granted by another legal source; **Other:** all creatures in this book are legal for polymorph effects (including a druid's wild shape ability) within the boundaries of each spell or ability's parameters.

Animal Companions: allosaurus, arsinotherium, baboon, compsoignathus, gar, glyptodon, hippopotamus, manta ray, megaloceros, megatherium, parasaurolophus, ram, giant snapping turtle, stingray, tylosaurus;

Familiars: compsoignathus, snapping turtle; **Feats:** none of the feats are legal for play for PCs, animal companions, or familiars unless specifically granted by another legal source; **Other:** all creatures in this book are legal

for polymorph effects (including a druid's wild shape ability) within the boundaries of each spell or ability's parameters.

Animal Companions (p. 311): antelope, archelon, axe beak, baluchitherium, basilosaurus, dimetrodon, elk, giant chameleon, giant gecko, giant vulture, iguanodon, kangaroo, megalania, pachycephalosaurus, spinosaurus, thylacine; **Familiars**: all familiars listed on pages 112-113; **Feats**: none of the feats are legal for play for PCs, animal companions, or familiars unless specifically granted by another legal source; **Other**: all creatures in this book are legal for polymorph effects (including a druid's wild shape ability) within the boundaries of each spell or ability's parameters.

The iconic characters found on pages 274-297 may be used in place of the downloadable pregenerated characters found on Paizo.com. The text in the box on page 275 should be noted before using the iconic characters. The animal companions on pages 298-307 may be used as long as the character meets all the prerequisites to obtain an animal companion.

The playtest versions of the gunslinger, ninja, and samurai are no longer legal for play as of 8/4/11.

All material from this book is legal for play except as noted below. Some rules elements are legal but function differently in Pathfinder Society Organized Play, as described.

Gunslinger: A gunslinger's starting gun (granted by the gunsmith class feature) is worth 22 gp if sold (the average of 4d10).

A gunslinger begins each scenario with her Wisdom modifier in grit (or her maximum grit if she has the Extra Grit feat). Any additional grit earned above her starting grit does not carry over past the scenario's conclusion.

The Daring Act optional rule is not used in the Pathfinder Society Organized Play campaign.

Samurai: A samurai who changes his order must inform the GM of the change at the start of each scenario during the entire level in which he receives no benefits from his order, getting GM initials in the items purchased/conditions removed section of each Chronicle until he has earned 3 XP as an orderless samurai. A samurai who adopts the way of the ronin must have his GM initial such a change on his Chronicle when the decision to change orders is made.

All samurais belonging to the Ronin order treat the three tenets of the Pathfinder Society (explore, report, and cooperate) as their edicts as outlined in *Seekers of Secrets*.

A samurai may only choose from the listed animals for his mount.

Alchemist: The poison conversion discovery and siege bombs discovery are not legal for use in Pathfinder Society Organized Play.

Barbarian: The wild rager archetype is not permitted in Pathfinder Society Organized Play.

Cavalier: The musketeer archetype is not permitted in Pathfinder Society Organized Play.

Fighter: The gladiator archetype is not permitted in Pathfinder Society Organized Play.

Inquisitor: Inquisitions from Ultimate Combat are not legal for play.

Magus: A soul forger magus can add his magus level to Craft checks as part of a Day Job check, but may not craft magic or mundane items for use in scenarios or for resale.

Paladin: The knight of the sepulcher and holy gun archetypes are not legal for Pathfinder Society Organized Play.

Ranger: The trophy hunter archetype is not permitted in Pathfinder Society Organized Play.

Rogue: The black market connections rogue talent and the driver archetype are not legal for Pathfinder Society Organized Play.

Wizard: The siege mage and spellslinger archetypes are not permitted in Pathfinder Society Organized Play.

Feats: The following feats are not allowed in Pathfinder Society Organized Play: Expert Driver, Field Repair, Master Combat Performer, Master Siege Engineer, Performance Weapon Master, Performing Combatant, Secret Stash Deed, Siege Commander, Siege Engineer, Siege Gunner, Skilled Driver,, and all performance feats.

The following two feats function differently in Pathfinder Society Organized Play than they do in regular games:

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 reduced 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.

A cavalier of 4th level or higher may take the Horse Master trait, ignoring the expert trainer class feature. A cavalier who trades this class feature for another as part of an archetype can not take the Horse Master feat.

Equipment: No Large or larger firearm is available for purchase. The double hackbut, culverin and any advanced firearms on Table 3–4 and advanced firearms on Table 3–5 and are not permitted in Pathfinder Society Organized Play. **No character may purchase a firearm unless she possesses the Gunsmithing feat and firearms are never considered Always Available; a character must possess enough Fame to purchase any firearm not found on a Chronicle sheet or granted by a class feature.** All ammunition except metal cartridges may be purchased.

Spells: All spells in chapter 6 are legal for play except the following: *arcane cannon*, *energy siege shot*, *greater energy siege shot*, *greater magic siege engine*, and *magic siege engine*.

Other: Unless prompted in a scenario or granted by a Chronicle, the rules for duels, performance combat, and siege engines, and all variant rules in Chapter 5 are not used in Pathfinder Society Organized Play.

All items from **Chapter 1** are legal for play except as noted below. Some rules elements are legal but function differently in Pathfinder Society Organized Play, as described here.

Equipment: No Large or larger firearm is available for purchase. The double hackbut, culverin and any advanced firearms on Table 1–10 are not permitted in Pathfinder Society Organized Play. **No character may purchase a firearm unless she possesses the Gunsmithing feat and firearms are never considered Always Available;** a character must possess enough Fame to purchase any firearm not found on a Chronicle sheet or granted by a class feature. All ammunition except metal cartridges may be purchased.

Special Materials: All special materials, except angel skin and living steel, are legal for play.

All items from **Chapter 2** are legal for play except as noted below.

Equipment: Only creatures of the animal type of size Large and smaller may be purchased. No eggs are legal for play. Animal-related gear on pages 80–86 is available for purchase. Transports on pages 86–87 are not available

for purchase. All alchemical remedies, alchemical tools, alchemical weapons, clothing, entertainment items, and food and drink are legal for play.

Any character with the Poison Use class ability can purchase and use poisons. For now, they are the only classes that have a list of “always available poisons” (those noted below)—no other class may purchase poisons unless they appear on a Chronicle sheet or in another legal source. Alchemists, ninja, and poisoner rogues may only purchase the following poisons: black adder venom, bloodroot, giant wasp poison, greenblood oil, large scorpion venom, malyass root paste, Medium spider venom, nitharit, shadow essence, small centipede poison, terinav root.

All items from **Chapter 3** are legal for play except as noted below.

All **armor special abilities** on pages 114–123, except *dastard*, are legal for play.

All **specific magic armor** on pages 124–129, except *breastplate of vanishing*, *cat skin leather*, *demon armor*, *enchanted eelskin*, *hamatula hide*, *mail of malevolence*, *morlock hide*, *otyugh hide*, *scarab breastplate*, and *warden of the woods* are legal for play.

All **specific magic shields** on pages 130–133, except *avalanche shield*, *belligerent shield*, *celestial shield*, *dragonslayer's shield*, *elysian shield*, *living steel heavy shield*, *tempest shield*, *volcanic shield*, *wyrmslayer's shield*, and *zombie skin shield* are legal for play.

All **weapon special abilities** on pages 134–149, except *unholy*, are legal for play.

All **specific magic weapons** on pages 150–163, except *bastard's sting*, *blade of the rising sun*, *blade of the sword-saint*, *cutthroat's apprentice*, *dagger of doubling*, *dragoncatch guisarme*, *earthenflail*, *hellscurge*, *lash of the howler*, *nine lives stealer*, *pistol of the infinite sky*, *polarity hammer*, *spider's fang*, and *ten-ring sword*, are legal

All items from **Chapter 4** are legal for play except as noted below.

All **rings** on pages 166–177 are legal for play.

All **rods** on pages 178–191, except *rod of the viper*, are legal for play.

All **staves** on pages 192–203, except *unholy staff*, are legal for play.

All items from **Chapter 5** are legal for play except as noted below.

Equipment: All items on pages 208–325, except *ampoule of false blood*, *beneficial bandolier*, *bone razor*, *cauldron of the undead*, *collar of the true companion*, *darkskull*, *horn of evil*, *otherworldly kimono*, *orb of foul abaddon*, *quick runner's shirt*, *robe of the archmagi (black)*, *stalker's mask* and *talons of Leng* are legal for play.

Nothing from **Chapter 6** is legal for play unless it appears on a Chronicle sheet.

Anyone playing the magus playtest version must have updated his or her character as of 5/19/11. **The following are NOT legal for play:**

Alternate class abilities: alchemical simulacrum discovery, alchemical zombie discovery, doppelganger simulacrum discovery, and greater alchemical simulacrum discovery are not legal for play.

Archetypes: broodmaster summoner, clone master alchemist, gravewalker witch, pack lord druid, master summoner, reincarnated druid, synthesist summoner, undead lord cleric, vivisectionist alchemist archetypes are not legal for play.

Discoveries: arcane builder arcane discovery, golem constructor arcane discovery, true name arcane discovery, staff-like wand arcane discovery are not legal for play.

Feats: Blighted Critical, Create Reliquary Arms and Shield, Create Sanguine Elixir are not legal for play.

Hexes: child scent hex, poison steep hex, cook people major hex, and witch's brew major hex are not legal for play.

The following function differently than written in the sourcebook:

Bottled ooze discovery may only be used to bottle oozes which appear in the Pathfinder RPG Bestiary.

Geisha bard archetype grants Spell Focus instead of Scribe Scroll.

Clerics using alternate channeling rules who worship a deity not listed in the Core Rulebook must provide a copy of the source in which their god's portfolio is listed.

Clostered Cleric archetype grants Spell Focus at 4th level in place of Scribe Scroll.

An ex-Inquisitor may not replace existing class abilities with those granted by the Heretic inquisitor.

A broken monk vow only requires a casting of atonement to be renewed.

The Time oracle mystery grants *hold monster* at 10th level in place of *permanency*.

Evolutionist summoners may only mutate an eidolon between sessions.

Familiars: all familiars in Chapter 2 and all improved familiars on page 251 are legal;

Spells: all spells are legal for play except those which grant a spellblight (such as *curse of magic negation* or *steal voice*);

Other: No content from Chapter 2 is legal for play except new familiars; Words of Power are also forbidden.

ADDITIONAL CHRONICLES

The following products are sanctioned for play with unique rules. You may download each product's Chronicle sheet as well as rules pertinent to using that Chronicle in official Pathfinder Society Organized Play events from its product page at paizo.com.

Pathfinder Module: Academy of Secrets
Pathfinder Module: Carrion Hill
Pathfinder Module: City of Golden Death
Pathfinder Module: Crypt of the Everflame
Pathfinder Module: Cult of the Ebon Destroyers
Pathfinder Module: Curse of the Riven Sky
Pathfinder Module: Dawn of the Scarlet Sun
Pathfinder Module: Feast of Ravenmoor
Pathfinder Module: From Shore to Sea
Pathfinder Module: The Godsmouth Heresy
Pathfinder Module: The Harrowing
Pathfinder Module: Masks of the Living God
Pathfinder Module: Master of the Fallen Fortress
Pathfinder Module: The Midnight Mirror
Pathfinder Module: The Moonscar
Pathfinder Module: Murder's Mark
Pathfinder Module: No Response from Deepmar
Pathfinder Module: Realm of the Fellnight Queen
Pathfinder Module: Ruby Phoenix Tournament

Pathfinder Module: Tomb of the Iron Medusa
Pathfinder Module: We Be Goblins!
Pathfinder Modules: Witchwar Legacy
Pathfinder Society Quest: Ambush in Absalom
(Kobold Quarterly #17)
Pathfinder Society Quest: The Urge to Evolve
(Kobold Quarterly #23)
Pathfinder Online: Thornkeep
Pathfinder Tales: Blood of the City
Pathfinder Tales: City of the Fallen Sky
Pathfinder Tales: Death's Heretic
Pathfinder Tales: Master of Devils
Pathfinder Tales: Nightglass
Pathfinder Tales: Plague of Shadows
Pathfinder Tales: Prince of Wolves
Pathfinder Tales: Queen of Thorns
Pathfinder Tales: Song of the Serpent
Pathfinder Tales: Winter Witch
Pathfinder Tales: Worldwound Gambit

WEBSITE BLOGS

The following blog posts are sanctioned for play with unique rules. Please note that this applies to the context of the blog post only and not the comments.

February 10, 2011: *Golarion Day: Other Gods and New Subdomains* – <http://paizo.com/paizo/blog/v5748dyoslbvp>

February 17, 2011: *Golarion Day: Subdomains for Everyone!* – <http://paizo.com/paizo/blog/v5748dyoslbwn>

April 19, 2012: *Pirate Familiars* – <http://paizo.com/paizo/blog/v5748dyosldc5?Pirate-Familiars>