

PATHFINDER SOCIETY ROLEPLAYING GUILD

ADDITIONAL RESOURCES
Last Updated Wednesday, March 14, 2018



Paizo produces a wide range of books that further explore the game rules and world of Pathfinder. These volumes contain a huge variety of options to help customize your character. You can view the list of all campaign-legal additional resources online at paizo.com/pathfindersociety/rpg/additional. In order to use content from sources outside of the *Pathfinder RPG Core Rulebook*, a player must bring an accessible copy of the resource that indicates that she owns the resource. An accessible copy means one of the following: a physical copy of the book, a

name-watermarked Paizo PDF of the relevant pages, or either a photocopy of the relevant pages or electronic access to the Pathfinder Reference Document at paizo.com/prd along with proof of purchase. Proof of purchase may include a receipt from a game store or a screenshot of your My Downloads page on paizo.com.

**** Products marked with a double asterisk also appear in the Campaign Clarifications document. See that document for more information.**

Product

Rise of the Runelords Player's Guide

Curse of the Crimson Throne Player's Guide

Legacy of Fire Player's Guide

Reign of Winter Player's Guide

Hell's Rebels 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"

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.)

Familiars: The familiars on pages 10–11 are legal for play.

Feat: The *Noble Scion* feat variants on page 11 are legal. **Obedience:** The deific obedience for *Milani* on page 14 is legal for play.

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:** *Covetous aura*, *deathwine*, *raiment of command*, *sign of wrath*, *swipe*, and *unconscious agenda* are legal for play. The *blood money* spell is no longer legal for play as of December 14, 2015. See downloadable Chronicle sheets for other items that are legal.

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*, *Kybwaka 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*



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

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 #45: "Broken Moon"

Pathfinder Adventure Path #46: "Wake of the Watcher"

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"

Thercerrod, and plumed mantle

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

Animal Companions: *dimorphodon, quetzalcoatlus*; **Familiar:** *rhamphorhynchus*

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*; See the rules and Chronicle sheet download for additional sanctioned content.

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 psychopom. The vanth psychopomp belongs on the *summon monster VI* list for priests of Pharasma. See the rules and Chronicle sheet download for additional sanctioned content, including updated language for the Remnants of the Beast boon.

See the rules and Chronicle sheet download for additional sanctioned content.

See the rules and Chronicle sheet download for additional sanctioned content.

Magic Items: *bloodbrew elixir, moribund key, witching gown*; **Other:** customized summon list on page 71, nosoi familiars. The nosoi familiar from this AP is no longer available to be chosen as an option after Dec. 18, 2013. The updated version in *Bestiary 4* is the legal option after that date. See the rules and Chronicle sheet download for additional sanctioned content.

Equipment: *bloodfeast shield, bone beads, coldfire wrappings*; See the rules and Chronicle sheet download for additional sanctioned content.

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: *Ikariurusai, the raging cyclone, Karusetu, 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*; See the rules and Chronicle sheet download for additional sanctioned content.

Equipment: *brine's sting, captain's locker, farglass, svingli's eye, zul*; **Spells:** *submerge ship*; See the rules and Chronicle sheet download for additional sanctioned content.

Equipment: *charts of the fair winds, ring of the iron skull, shackles ensign, sharpshooter's blade*; See the rules and Chronicle sheet download for additional sanctioned content.

Equipment: *eel skin armor, horn of the tritons, impossible bottle, scoundrel's sword cane*; See the rules and Chronicle sheet download for additional sanctioned content.



Pathfinder Adventure Path #59 “The Price of Infamy”

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*; See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #60 “From Hell’s Heart”

Equipment: *Crossbow of retribution, double-shot pepperbox, enervating pistol, and hurricane crown* are legal for play; See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #61 “Shards of Sin”

Equipment: *Cat burglar’s boots, cytillesh extract, frostspore, paradox box, pendant of the souk, and second-story harness* are legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #62 “Curse of the Lady’s Light”

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; See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #63 “The Asylum Stone”

Equipment: *fortifying leeches, spy eyes, and wings of flying, lesser* are legal for play; **Familiar:** The clockwork familiar is legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #64 “Beyond the Doomsday Door”

Equipment: *crystalline starknife, flaying halberd, lashing aklys*; **Misc.:** The customized summon list on page 73 is legal for play for followers of Groetus; **Spells:** *curse item* is legal for play if you are a follower of Groetus. See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #65 “Into the Nightmare Rift”

See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #66 “The Dead Heart of Xin”

See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #67 “The Snows of Summer”

Equipment: all equipment except *cauldron of overwhelming allies* and *spear of manhunting* are legal for play; **Spells:** *flurry of snowballs, ice spears, Irriseni mirror sight, and snowball*; See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #68 “The Shackled Hut”

Misc.: The customized summon list on page 69 is legal for play for followers of Milani; **Spells:** *martyr’s last blessing and peasant armaments* are legal for play if you are a follower of Milani; See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #69 “Maiden, Mother, Crone”

Equipment: all equipment on pages 60–61 except *frost-thunder hammer* is legal for play; See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #70 “The Frozen Stars”

Equipment: all equipment on pages 62–63 except *hide of the dragonrider* and *rimeblade* is legal for play; See the rules and Chronicle sheet download for additional sanctioned content. All languages found in this book are available for a character to learn with the linguistics skill.

Pathfinder Adventure Path #71 “Rasputin Must Die!”

Equipment: all equipment on pages 60–61 except *maxim of suppressive fire* and *spectral searchlight* is legal for play; **Mystery:** the Occult mystery on page 68 is legal. See the rules and Chronicle sheet download for additional sanctioned content.

Pathfinder Adventure Path #72 “The Witch Queen’s Revenge”

Equipment: *labrys of the stone idol* is legal for play

Pathfinder Adventure Path #79 “The Half-Dead City”

Equipment: all equipment on pages 60–61 is legal for play

Pathfinder Adventure Path #80 “Empty Graves”

Discovery: the discovery on page 26 is legal; **Equipment:** all equipment and magic items on pages 62–63 are legal for play except *mask of the forgotten pharaoh*; **Gods:** the gods on page 65–75 are legal for play; **Spells:** the spells on page 28 are legal.

Pathfinder Adventure Path #81 “Shifting Sands”

Equipment: all equipment and magic items on pages 58–59 are legal for play; **Feats:** feats on page 73 are legal.

Pathfinder Adventure Path #82 “Secrets of the Sphinx”

Curses: all cruel curses on pages 73–74 are legal for play; **Equipment:** all equipment and magic items on pages 62–63 are legal for play; **Spells:** all cursed spells on pages 74–75 are legal for play.

Pathfinder Adventure Path #83 “The Slave Trenches of Hakotep”

Equipment: all equipment and magic items on pages 62–63 are legal for play, except *life lantern* and *pharaoh’s key*.



Pathfinder Adventure Path #84 “Pyramid of the Sky Pharaoh”

Pathfinder Adventure Path #85 “Fires of Creation”

Pathfinder Adventure Path #86 “Lords of Rust” **

Pathfinder Adventure Path #87 “The Choking Tower”

Pathfinder Adventure Path #88 “Valley of the Brain Collectors”

Pathfinder Adventure Path #89 “Palace of Fallen Stars” **

Pathfinder Adventure Path #90 “The Divinity Drive”

Pathfinder Adventure Path #91 “Battle of Bloodmarch Hill”

Pathfinder Adventure Path #92 “The Hill Giant’s Pledge”

Pathfinder Adventure Path #93 “Forge of the Giant God” **

Pathfinder Adventure Path #94 “Ice Tomb of the Giant Queen”

Pathfinder Adventure Path #95 “Anvil of Fire”

Pathfinder Adventure Path #96 “Shadow of the Storm Tyrant”

Pathfinder Adventure Path #97 “In Hell’s Bright Shadow”

Pathfinder Adventure Path #98 “Turn of the Torrent”

Pathfinder Adventure Path #99 “Dance of the Damned”

Pathfinder Adventure Path #100 “A Song of Silver”

Pathfinder Adventure Path #102 “Breaking the Bones of Hell”

Pathfinder Adventure Path #103 “The Hellfire Compact”

Pathfinder Adventure Path #104 “Wrath of Thrune”

Pathfinder Adventure Path #105 “The Inferno Gate”

Pathfinder Adventure Path #106 “For Queen & Empire”

Pathfinder Adventure Path #107: “Scourge of the Godclaw”

Equipment: all equipment and magic items on pages 60–61 are legal for play, except *canopic jar of unlife* and *crook and flail of kings*; **Spells:** the spell on page 15 is legal for play.

See the rules and Chronicle sheet download for additional sanctioned content. The obedience, planar allies, spells, and summon list on pages 74–75 are legal for play. None of the equipment found in this book is legal for play unless found on a Chronicle sheet. See the rules and Chronicle sheet download for additional sanctioned content.

Equipment: the *gremlin-skin drum*, *hearth mantle*, and *rod of gripping smoke* are legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Equipment: the *staff of the dark tapestry* is legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Misc.: the customized summon list on page 75 is legal for play; **Obedience:** the obedience on page 75 is legal for play; **Spells:** the spell on page 74 is legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Animal Companions: all animal companions on pages 82–83 and 86–87 are legal for play; **Magic Items:** *Brinya’s Love*, *kin’s face tattoo*, *true love locket*, and *unerring grenade* are legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Magic Items: *Gorum’s thorn*, *true love locket*, and *Victor’s belt* are legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Magic Items: *Heartspit*, *giant’s nail scale mail*, and *giant bag of holding* are legal for play.; **Misc.:** the customized summon list on page 75 is legal for play; **Obedience:** the obedience on page 75 is legal. To benefit from rewarding smash, the crit hit must be against a creature that is neither captive or helpless; **Spells:** *gravel vortex* is legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Magic Items: *Scepter of divine providence*, *surefooted shield*, *Thremyr’s beard*, and *torc of enmity* are legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Archetypes: The cinderwalker and pyroclast archetypes are legal for play; **Magic Items:** *Rod of mortared walls* is legal for play; **Obedience:** The obedience and custom spell list on page 67 are legal for play; **Oracle Mystery:** The volcano mystery is legal for play; **Spells:** *Stoke the inner flame* is legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Magic Items: *cloud engineer badge* and *roc rider badge* are legal for play. See the rules and Chronicle sheet download for additional sanctioned content.

Animal Companions: All animal companions on pages 82–83 are legal for play.

Discipline: The seek the taken Hellknight discipline is legal for play.

Magic Items: The *vest of the deep* is legal for play.

Magic Items: The magic items on page 21 are legal for play.

Obedience: The obedience on page 75 is legal for play; **Spell:** The spell on page 75 is legal for play.

Familiar: The typhilpede on page 88 is legal for play; **Magic Items** The magic items on page 73 are legal for play.

Equipment: The *brimstone barbazu*, *discord bottle*, *honor’s panoply*, and *sinderbos* are legal for play. *Honor’s panoply* cannot be corrupted.

Equipment: Black whinnis poison is legal for play. **Misc.:** The variant spellcasting, obedience, and customized summon list for Moloch are legal for play.

Equipment: The alchemical equipment on page 75 is legal for play except tiller’s gum.

Familiar: The nehushan is legal for play. **Misc.:** The variant spellcasting, obedience, and customized spell list for Geryon is legal for play. The



Pathfinder Adventure Path #108 “Hell Comes to Westcrown”

Pathfinder Adventure Path #109 “In Search of Sanity”

Pathfinder Adventure Path #110 “The Thrushmoor Terror”

Pathfinder Adventure Path #111 “Dreams of the Yellow King”

Pathfinder Adventure Path #112 “Whisper Out of Time”

Pathfinder Adventure Path #113 “What Grows Within”

Pathfinder Adventure Path #114: Black Stars Beckon

Pathfinder Adventure Path #115: Trail of the Hunted

Pathfinder Adventure Path #116: Fangs of War

Pathfinder Adventure Path #117: Assault on Longshadow

Pathfinder Adventure Path #118: Siege of Stone

Pathfinder Adventure Path #119: Prisoners of the Blight

Pathfinder Adventure Path #120: Vault of the Onyx Citadel

Pathfinder Adventure Path #121: The Lost Outpost**

Pathfinder Adventure Path #122: Into the Shattered Continent

Pathfinder Adventure Path #123: The Flooded Cathedral

Pathfinder Adventure Path #124: City in the Deep

Pathfinder Module: Daughters of Fury

Pathfinder Module: Down the Blighted Path **

Pathfinder Module: Gallows of Madness

muddling heresy poison is only available for use with the boons on page 73. The invoke glyph Hellknight discipline is legal for play.

Magic Item: *Duxotar’s signet* is legal for play. **Monsters:** A mustelidal can be conjured using conjuration (calling) spells.

No material from this book is legal for play.

No material from this book is legal for play.

Equipment: The *howdah of leisurely travel* is legal for play.

Equipment: The equipment and magic items on page 73 are legal for play.

Equipment: *The Forbidden Name* is legal for play. **Spells:** *Protection from spores* is legal for play.

Equipment: The *viol of potent summoning* is legal for play. **Other:** The Fugue de Rue d’Auseil bardic masterpiece is legal for play.

Equipment: The *cloak of woodland creatures*, stench-gas bladder, and sting grenade are legal for play. **Feats:** The Grenade Expert feat is legal for play. **Spells:** The *ja noi aspect* and *opportunistic loyalty* spells are legal for play. **Misc.:** The lich newt, ringhorn, and switchback jackal are legal for play. The wereraptor-kin skinwalker variant is legal for play for skinwalker PCs.

Equipment: The *Korrigan club*, *lidless charm bracelet*, and *periapt of placebos* are legal for play. **Feats:** The Delayed Spell and Quick Trapper feats are legal for play. **Prestige Class:** The Chernasardo warden prestige class is legal for play. **Spells:** The *spectral scout* and *sylvan hideout* spells are legal for play.

Equipment: The *skeltherhide* is legal for play. **Spells:** The *hobbling bomb admixture* spell is legal for play. **Misc.:** The obedience on page 77 is legal for play.

Animal Companions and Familiars: The dallo, gallerok, and rock tuatara are legal for play.

Animal Companions and Familiars: The faerie mount, hobbe hound, mome rath, and snark are legal for play. **Equipment:** The *spiteful scimitar* is legal for play. **Feats:** The feats in this book are legal for play. **Spells:** The spells in this book are legal for play except *fey boon* and *fey blight*. **Misc.:** The customized summon list and obedience in this book are legal for play.

Equipment: The *hammer of seismic assault* and *snake charmer’s flute* are legal for play.

Animal Companions: The enchanter heron, gliding turtle, and sea crawler are legal for play.

Equipment: The *arbalest cloak*, *ioun gauntlet*, *mossy disk ioun stone*, *necklace of air adaptation*, *pearl dolphin figurine of wondrous power*, *regression mine*, *staff of Curchanus*, *tourmaline sphere ioun stone*, *unctuous waders* and *wave harp* are legal for play. The *unctuous waders* do not punish the wearer for not being submerged in an ocean.

Equipment: The *crossbow of the crab* and *insightful scroll case* are legal for play. The *ring of resistance +1* and *ring of resistance +2* are legal for play, and versions of this item with higher bonuses may appear on future Chronicle sheets.

Gods: The deities in this book are legal for play except Acavna, Amaznen, Lissala, and Shelyn (as listed in this book). **Misc.:** The alchemist discoveries in this book are legal for play.

Alternate Racial Traits: The alternate racial traits in this book are legal for play except tongue of the sea. **Archetype:** The spire diver is legal for play.

Equipment: The magic items in this book are legal for play except *Dagon’s eye*.

Feats: The feats in this book are legal for play. **Familiar:** The tullimonstrum is a legal familiar.

Magic Items: All magic items from pages 56–63 are legal for play except *bitter widow’s veil*, *bog boots*, *death mask*, *murktouch cloak*, *poltergeist knot*, *star cinder*, and *stormcrusher gauntlet*.

Equipment: The magic items on pages 60–63 are legal for play except *staff of the prime mover*.

Familiar: The katroome is legal for play.



Pathfinder Campaign Setting: Andoran, Birthplace of Freedom

Pathfinder Campaign Setting: Aquatic Adventures**

Pathfinder Campaign Setting: Belkzen, Hold of the Orc Hordes

Pathfinder Campaign Setting: Chronicles of the Righteous **

Pathfinder Campaign Setting: Cities of Golarion

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: Demons Revisited

Pathfinder Campaign Setting: Distant Shores

Pathfinder Campaign Setting: Dragon Empires Gazetteer

Pathfinder Campaign Setting: Dungeon Denizens Revisited

Feats: The feats on pages 28–32 are legal. The Strongarm feat on page 33 is not legal for play. The Primal Ancestry feat on page 34 is legal for play. The Secret Capital feat on page 35 is not legal for play. Contents in this book are no longer restricted to Liberty's Edge faction members.

All character options in this book (i.e. pages 49–63) are legal for play except the air tank, Child of Two Worlds feat, *Gaspig Pearl*, and poison sealant. The order of the waves cavalier order's edict does not require constant underwater adventuring; the cavalier may still freely participate in adventures that do not take place underwater.

The Aquatic Rules in this book serve simply as guidelines—not mandates—for handling underwater combat; these are definitive only when prompted by a scenario. Character options that directly reference one of these rules use the relevant rule specifically to adjudicate those abilities.

Animal Companions: the bristle boar and whisperfall vulture are legal for play; **Equipment:** tusk blades are legal for play.

Equipment: all equipment on pages 52–53 are legal except *angel's clarion*, *chronicle of the righteous*, *starknife of the void*, and *sword of vengeance*; **Feats:** all feats on pages 5 are legal for play; **Misc.:** all empyreal lords on the inside front cover and pages 6–29 are legal for play; the mystery cultist on pages 48–49 is legal; Note that the following obedience boons are not permitted: Lymnieris' 2nd boon, Rite of Passage; Olheon's 3rd boon, Lordship. **Spells:** all spells on pages 50–51 are legal except *blood of the martyr* and *elemental assessor*

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

Equipment: The weapons on page 12 are legal for play. The litchina on page 63 is legal for play, though it cannot be magically enhanced. **Feats:** The feats on page 63 are legal for play. A PC cannot benefit from the feat Bonded Mind or any teamwork feats that use it as a prerequisite unless he permanently possesses the feat; this is an exception to how an inquisitor's solo tactics ability, a cavalier's tactician ability, and similar abilities function. **Traits:** All traits on page 23 are legal for play except Pact Servant. **Misc.:** The order of the eclipse cavalier order is legal for play. The mythic powers on page 12 are legal options for a PC with mythic tiers. **Deities:** A PC may select Ashukharma, Kelksiomides, Matravash, Mazludeh, Omrataji, or Psomeira as her patron deity. As noted in the deity entry, divine spellcasters who have selected Psomeira as a deity are unable to cast 9th-level divine spells.

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. The boon restriction to create a kitsune, nagaji, and wayang was removed at the start of Season 6 and all three are now available for open creation.

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



Pathfinder Campaign Setting: Dungeons of Golarion
Pathfinder Campaign Setting: Faction Guide

Pathfinder Campaign Setting: First World, Realm of the Fey **

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: Heaven Unleashed

Pathfinder Campaign Setting: Hell Unleashed
Pathfinder Campaign Setting: Horror Realms **

Pathfinder Campaign Setting: Horseman of the Apocalypse

Pathfinder Campaign Setting: Inner Sea Bestiary

Pathfinder Campaign Setting: Inner Sea Combat **

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

Gods: The gods on pages 18–35 are legal for play. **Prestige Class:** The feysworn prestige class is legal for play. **Spells:** The spells in this book are legal for play. **Monsters:** The bulabar, choxani, ekekeh, escorite, and gerbie can be conjured using conjuration (calling) spells. **Misc.:** Fey map and Fey Obedience are legal for play. A PC who worships one of the Eldest can choose to use the variant summon list on page 57, but he permanently loses the ability to summon creatures with the outsider type using *summon monster* and *summon nature's ally*.

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*, *spellsight bracer*, *stinging stiletto*, *tankard of the drunken hero*, *veil of veils*, *vurra 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*, *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*. *Fallback Strategy* is not legal from this sourcebook and have been updated to a new version in *Pathfinder Campaign Setting: Inner Sea Gods*.

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

Animal Companion: pygmy hippopotamus

Deity: The empyreal lord Andoletta is a legal divine patron. **Monsters:** Cadathiel the Zealot, Cervine Protector, Penshi, and Pilali can be conjured using conjuration (calling) spells.

No material from this book is legal for play.

Archetypes: The archetypes in this book are legal for play. The scarred monk is not a valid archetype for unchained monks. **Equipment:** The equipment in this book is not legal for play. **Misc.:** The arcanist exploits, bardic masterpieces, eidolon subtype, eidolon evolutions, eidolon base form, and shaman spirit are all legal for play except fiendish proboscis, music beyond the spheres, and rift fog. The oracle curses in this book are legal for play except ghoul, plagued, and promethean. The Uskwood domain is not legal for play. The accursed companion rules are not legal for play.

Spells: The spells in this book are legal for play except *create soul gem*; **Items:** The *candle of abaddon* is legal for play. As of 11/21/2017, the *create soul gem* spell and daemon seed drug are no longer legal for play.

All languages found in this book are available for a character to learn with the Linguistics skill; **Familiar:** The mockingfey is legal for play.

All content on pages 10–11 and pages 13–17 are legal except the cannon master feat. Nothing on page 12 is legal. Nothing in the combat schools chapter (pages 18–27) is legal. All content on pages 28–47 is legal except the order of the beast, rough rampager, seal-breaker, and siege gunner.

Equipment: all equipment and magic items on pages 50–63 are legal except



Pathfinder Campaign Setting: Inner Sea Faiths **

backbreaker mail, crag linnorm plate, feather token, mammoth hide, numerian resistance plate, shadowbound chains, and imperial army greathelm.

Obediences: All deific obediences in this book are legal for play except Gyronna's. An evangelist of Achaek who qualifies for that deity's third boon can purchase a *mask of the mantis* as if it were a legal item; **Misc.:** All variant spellcasting options in this book are legal for play. All alternate paladin codes are legal for play.

Pathfinder Campaign Setting: Inner Sea Gods **

Equipment: all equipment and magic items on pages 250–271 are legal except *demon mother's mask, father's forgehammer, gray gambler's hat, preklikin's book of cults* and *stagger-proof boots*; **Feats:** all feats on pages 204–217 are legal except *Dreamed Secrets*; **Gods:** all of the gods listed in the appendix are legal choices except daemon harbingers, great old ones, infernal dukes, malebranche, nascent demon lords, orc deities, outer gods, qliptho lords, and whore queens. A PC may worship a dead deity, but such gods grant no spells or other benefits; **Misc.:** all material in Chapters 1 and 2 is legal except pages 92–99; **Prestige classes:** the evangelist, exalted, and sentinel prestige classes are legal for play. The evangelist prestige class may not be taken as an option until 6th level. The sentinel's righteous leader class feature is replaced with a deity specific feat of the player's choice from pages 204–217 or the Persuasive feat; **Spells:** all spells on pages 228–245 are legal except *ghoul hunger, spawn calling, and transplant visage*. All variant spellcasting on pages 19–171 are legal except page 99; **Subdomains:** all subdomains on pages 224–227 are legal except arson; **Traits:** all traits on pages 218–223 are legal.

Pathfinder Campaign Setting: Inner Sea Intrigue **

Archetypes: All archetypes in this book are legal for play except the Anaphexia thought-killer, provocateur, and royal accuser. The Galton agitator gains the Persuasive feat at 12th level rather than Leadership. The studious librarian gains Skill Focus (Knowledge [any]) instead of the Scribe Scroll feat. **Equipment:** All equipment in this book is legal for play except *bloodlink, Brastlewark brew, Harrow deck of secret schemes, mask of the cursed eye, masterful gray gloves, seamless skin, and the training weapon* enchantment. **Feats:** All feats in this book are legal for play. **Prestige Classes:** The enchanting courtesan and Lion Blade prestige classes are legal for play; a Lion Blade PC must be a member of the Sovereign Court faction. **Spells:** All spells in this book are legal for play except *assumed likeness, brightest light, oath of anonymity, and recorporeal incarnation*. *Daggermark's exchange* can only create poisons that are legal in the organized play campaign. **Other:** The investigator talents, rogue talents, social talents, and vigilante talents are legal for play except false spellcaster and Twilight Talon improvisation. All inquisitor inquisitions in this book are legal for play; the sedition inquisition grants the Persuasive feat at 8th level, not Leadership. The special building materials and room augmentations are not legal for play.

Pathfinder Campaign Setting: Inner Sea Magic

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:** 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*; Upon gaining 8th level, the Varisian Pilgrim may gain the 8th-level ability Blessing of the Harrow as long as the player possesses a *Harrow deck*.



Pathfinder Campaign Setting: Inner Sea Monster Codex

Pathfinder Campaign Setting: Inner Sea Races **

Archetypes: No archetypes from this book are legal for play; **Discoveries:** cytillesh bomb, monstrous graft, and precise poison are legal for play; **Domain:** the Ruins and Vermin domains are legal for play; **Feats:** Guardian of Tradition is legal for play; **Magic Items:** the magic items on page 41 are legal for play; **Oracle Curse:** the hunger and powerless prophecy curses are legal for play; **Spells:** the spells on page 41 are legal for play

To create an aasimar, android, catfolk, changeling, dhampir, fetchling, goblin, grippli, ifrit, oread, ratfolk, samsaran, skinwalker, sulfi, sylph, tiefling, undine, vanara, or vishkanya character, you must have a Chronicle sheet that opens the race as a legal option at character creation. Aasimars and tieflings that were created and had at least one XP applied before August 14, 2014, remain legal for play.

Note: Alternate racial traits, racial feats, and racial spells are only available for characters of the associated race or human ethnicity. Racial magic items can be purchased and used by any race.

All alternate racial traits, racial feats, racial spells, and race traits are legal for play with the following exceptions and clarifications.

Feats: The Death Roll, Eclipse Strike, and Kinslayer are not legal for play; the True Breed feat can only be taken at 1st level. **Traits:** Disciplined Body, Ratfolk Avenger, Weapon Training, and Weathered Patience are not legal for play; Obsessed with Success does not function for Day Job checks. **Racial Traits:** Elven Arrogance, Human Shadow, Innovative, Isolated, Lost Promise, Tribalistic, and Wright are not legal for play. **Spells:** Damnation of Memory and Probe History are not legal for play. **Magic Items:** The *anvil of the skyseeker*, *armor of grisly triumph*, *Belzen battle standard*, *binding contract*, *cloak of summer and winter*, *diadem of the interplanetary emissary*, *locket of true and false friends*, and *master's brand* are not legal for play. **Races:** A dhampir or skinwalker PC can use the following different statistics as alternate racial options supported by the Pathfinder Society Organized Play campaign rather than those options that appear in *Blood of the Moon* and *Blood of the Night*: jiang-shi born, vetala-born, wereboar-kin, and werecrocodile-kin. Pureblood Azlanti human is not a legal option in the organized play campaign. The racial heritages section from page 236–254 is a legal resource when qualifying to play a character of a different race, much as if the player owned a copy of the corresponding *Bestiary* or *Advanced Race Guide*.

Pathfinder Campaign Setting: Inner Sea Temples **

Equipment: The equipment in this book is legal for play except *derwish sikke*, *elixir of emulation*, and *saliharion*. **Spells:** The spells in this book are legal for play except *harvest knowledge* and *spirit share*. **Misc.:** The languages and rituals in this book are not legal for play. Characters who have Calistria as their patron can access spells at the levels listed on page 63.

Pathfinder Campaign Setting: Inner Sea World Guide **

Domains: Scalykind and Void domains are legal; **Equipment:** all weapons, armor, and adventuring gear on pages 290–293 with the following restrictions: **No character may purchase a firearm unless she possesses the Gunsmithing feat and firearms are never considered Always Available.** The Harrow deck may be used if it is an actual Harrow deck. Any alternative means to simulate the Harrow deck usage, such as a normal deck of cards or dice, is not legal; **Feats:** all feats on pages 284–289 except Eye of the Arclord, Hamatulatsu, 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 are legal for play; **Languages:** all languages on page 251 may be learned via the Linguistics skill; **Magic Items:** *goz mask*, *unguent of revivification*, *wayfinder*, *zoic fetish* are legal for play; **Prestige Classes:** Harrower, Hellknight, Low Templar are legal for play. Note: to use the abilities from the Harrower prestige class, only a Harrow deck may be used. Any alternative means to simulate the Harrow deck, such as a normal deck of cards or dice, is not legal; **Races:** All human ethnicities are legal except Azlanti. Humans begin play knowing all listed



Pathfinder Campaign Setting: *Lands of the Linnorm Kings*

Pathfinder Campaign Setting: *Lords of Chaos*

Pathfinder Campaign Setting: *Lost Kingdoms*

Pathfinder Campaign Setting: *Lost Treasures*

Pathfinder Campaign Setting: *Magnimar, City of Monuments*

Pathfinder Campaign Setting: *Mystery Monsters Revisited*

Pathfinder Campaign Setting: *Mythical Monsters Revisited*

Pathfinder Campaign Setting: *Occult Bestiary*

Pathfinder Campaign Setting: *Occult Mysteries*

Pathfinder Campaign Setting: *Occult Realms* **

Pathfinder Campaign Setting: *Osirion, Legacy of Pharaohs*

Pathfinder Campaign Setting: *Pathfinder Society Field Guide*

Pathfinder Campaign Setting: *Path of the Hellknight* **

Pathfinder Campaign Setting: *Paths of Prestige* **

languages for their chosen ethnicity as racial languages; **Spells:** all spells on pages 294–297 except *interplanetary teleport*, and *teleport trap* are legal for play.

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*

Magic Items: all items on pages 12–13 are legal for play.

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

Equipment: *mokele-mbembe tail whip*, *serpentseeker bow*, *vitreous goggles*

Equipment: harpy musk

Races: The reborn samsaran is a legal alternative when creating a samsaran character. A player must still have and use a special Chronicle sheet that allows her to build a samsaran PC. The munavri and duergar tyrant are not legal for play.

Equipment: all equipment and magic items on page 55 are legal for play, **Prestige Class:** the pain taster prestige class is legal for play; **Mystery:** the occult mystery is legal for play; **Spells:** all spells on pages 50–51 and 54–55 are legal for play, except *lapping spirit* and *possessive dead*; **Traits:** all traits on page 37 are legal for play.

Archetype: The umbral mesmerist archetype on page 17 is legal for play.

Discipline: The mindtech psychic discipline on page 13 is legal for play, but it instead grants *lightning bolt* and *antitech field* (*Technology Guide* 8) as 3rd- and 7th-level bonus spells. **Elemental Saturation:** The elemental saturations on pages 8–9 are only accessible only through special boons. **Esoteric Items:** A PC must spend 5 Prestige Points in order to access and purchase any of the esoteric items on pages 6–7; a PC who has either the Friend of the Family or Impressive Influence (Nigel Aldain) boon waives this cost. **Phantoms:** The greed and pride phantoms on pages 14–15 are legal for play. **Psi-Tech:** The disease transference, force field, laser blast, mind over augmentation, psychic battery, and radiation resistance psi-tech discoveries on pages 12–13 are legal for play. **Spells:** The shadow enchantment and greater shadow enchantment spells on page 17 are legal for play. A PC uses his own spell list to determine the level of the replicated spell. If the spell does not appear on his list, use the spell level that appears on the wizard's or psychic's list. **Spirits:** The legendary spirits on pages 10–11 are legal for play with the following clarifications: A PC can only have the ability to contact one legendary spirit at a time, a PC permanently loses the ability to contact a legendary spirit if he breaks that spirit's oath, and a PC can regain that spirit's favor with an atonement (priced as if restoring a cleric's spellcasting abilities). **Umbral Mesmerism:** All bold stares, mesmerist tricks, and masterful tricks on page 16 are legal for play except the nightmare bold stare.

Misc: all animals on pages 54–55, except the hetkoshu crocodile, are legal for play; **Spells:** *reveal mirage* is legal for play

All rules in this book are legal for play in Pathfinder Society Organized Play. All material in this book is legal for play with the following exceptions.

Conquering brands and branding iron are not legal for play. A PC may only benefit from either the Hellknight Obedience or a similar obedience character option (e.g. Deific Obedience) at a time, except as allowed by the Might of the Godclaw revelation. In order to swear allegiance to a Hellknight order for the purpose of qualifying for character options in this book, a PC must be lawful-aligned. The *shackle* spell uses either the fetters or frontal restraint rules on page 15. The Order of the Crux is not legal for play.

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,



Pathfinder Campaign Setting: Planes of Power

Riftwarden, Shieldmarshal, Skyseeker, Sleepless Detective, Storm Kindler, Tattooed Mystic, Veiled Illusionist and Winter Witch are legal for play.

All character options in this book are legal for play. **Deities:** Ayrzul, Hshurha, Kelizandri, and Ymeri are legal divine patrons. **Monsters:** Agrawghs, earth-infused giant porcupine, nephlei, and onkushu can all be conjured using conjuration (calling) spells.

Pathfinder Campaign Setting: Princes of Darkness

Prestige Class: Diabolist; to qualify for the diabolist prestige class, you must cast lesser planar ally or lesser planar binding (or a similar spell) using one of your own prepared spells or a daily spell slot, and the spell must be on your class spell list; Spells: *vision of hell*

Pathfinder Campaign Setting: Qadira, Jewel of the East

Archetypes: The archetypes in this book are legal for play except the ashiftah and Hatharat agent. **Equipment:** The equipment in this book is legal for play except the Qadiran saddle. **Feats:** The feats in this book are legal for play except Client, Colleague, and Partner. **Spells:** The spells in this book are legal for play. **Traits:** The traits in this book are legal for play except Keleshite Trader. **Misc:** The animal companions, barbarian rage powers, cavalier order, and sorcerer bloodline and legal for play. A PC who must select an animal companion from a limited list (e.g. cavalier, paladin, or ranger) may select a shissah in place of a horse, but unless it is that PC's first animal companion selected, the PC must spend 4 Prestige Points to gain such a mount; each additional shissah acquired costs 4 additional Prestige Points. The horse tricks in this book are legal for play, and they are accessible to companion creatures of all types (not just horses). The deathcall witch hex is not legal for play.

Pathfinder Campaign Setting: Rival Guide

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, 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.

Pathfinder Campaign Setting: Seekers of Secrets

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. Advanced *ioun stones* are not legal for play. **Prestige Class:** Pathfinder Savants replace the item creation feat prerequisite with Spell Focus.

Pathfinder Campaign Setting: Ships of the Inner Sea

Equipment: the new fireworks on page 29, *aviary of spirits, rimeheart amulet, and saffron slave collar* are legal for play.

Pathfinder Campaign Setting: Technology Guide

Archetypes: all archetypes on pages 12–13 are legal for play, except Cyber-Soldier and Techslinger; **Equipment:** None of the equipment is legal for play; **Feats:** all feats on pages 6–7 are legal for play, except craft cybernetics, craft pharmaceutical, craft technological arms and armor, and craft technological item; **Misc:** Androffan may not be chosen as a known language. It may only be acquired through a Chronicle sheet; **Prestige Class:** the Technomancer prestige class is not legal for play; **Skills:** all skills on page 5 are legal for play, except linguistics (Androffan); **Spells:** all spells on pages 8–11 are legal for play, except *irradiate, memory of function, and recharge.*

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

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

Pathfinder Chronicles Campaign Setting

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

Pathfinder Player Companion: Advanced Class Origins **

Everything in this book is legal except the bek yar demon dancer archetype, *Daggermark blade*, Scarzni executioner archetype, and *third eye* arcane exploit. Skalds with the Belkzen war drummer archetype receive their choice of Extra Performance, Skill Focus (Perform [percussion]), or Weapon Focus (club or greatclub) at 7th level instead of Craft Magic Arms and Armor.

Pathfinder Player Companion: Adventurer's Armory **

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, armored kilts, and slaves are not legal for play. A PC can only purchase an animal, mount, or similar creature if its Challenge Rating is lower than that character's level; creatures with a Challenge Rating of 1 or lower are exempt from this restriction, as are horses.

*Pathfinder Player Companion: Adventurer's Armory 2***

Equipment: The equipment in this book is legal for play except the butchering axe, invisible enemies kit, orc hornbow, spring loaded scroll case, *sunsilver dancer's garb*, sunsilver, and waveblade. The elemental explorer's kit always costs 2,700 gp. The example masterwork tools on page 19 are all legal for play and do not represent an exhaustive list of such tools; note that most tools for Knowledge checks (e.g. *Pathfinder Chronicles*) typically take at least 1d4 rounds to consult and use. The typical improvised weapons sidebar presents good guidelines for such weapons except when a specific item provides more specific rules. Drinking multiple concoctions does activate the concoction miscibility table on page 27. Singing steel armor, shields, and weapons are legal for play, but other items made of singing steel are not. **Equipment Tricks:** The equipment tricks in this book are legal for play except captivating embrace, ladder lock, smoke strike, and telltale reflection. **Feats:** The feats in this book are legal for play except Craft Poppet and Modification Master. **Spells:** The spells in this book are legal for play. **Traits:** The traits in this book are legal for play except amiable briber and well-provisioned adventurer. **Misc.:** The armor modifications and weapon modifications in this book are legal for play except nimble and versatile design. GMs can use the expanded improvised weapons qualities list as guidelines for adjudicating improvised weapons.

Pathfinder Player Companion: Agents of Evil **

Archetypes: The appeaser archetype is legal for play. **Feats:** The Associate, Pathfinder Society Ally, Sycophant are legal for play. **Traits:** All traits in this book are legal for play except Arcane Prodigy, Broken not Beaten, Cruel Rager, and Poisonous Upbringing. **Magic Items:** The weapons, weapon enhancements, and armor enhancements in this book are legal for play except *grave marker arrow*, *malevolent*, *snakebite*, and *weeping*. The magic items on pages 28-29 are legal for play except the *ebony bolero*, *life-reading eyes*, *meduseion*, and *mockingskull*; the *ioun spite bracers* do not function for cracked and flawed ioun stones. **Spells:** The spells in this book are legal for play except *blood tentacles*, *coward's cowl*, *detect fiendish presence*, and *enticing adulation*. **Equipment:** The ragespittle, scholarblight, and widow's kiss poisons are legal for play. **Miscellaneous:** All other class feature options and alternate racial traits on pages 24-25 are legal



Pathfinder Player Companion: Alchemy Manual **

for play except Champion of Dark Powers, Coven Caster, and Grazing Shot.

The spontaneous alchemy rules on pages 4–5 are legal for play; **Archetypes:** the drunken rager on page 12 is legal; **Equipment:** all equipment, magic items, and reagents on the inside of the front and back covers, as well as pages 6–31 are legal for play except cytillesh extract, cytillesh spores, fungul grafts, fungal eyes, fury gas, ginger extract, mugwort extract, reaching vines, and shaman's paint. The mythic alchemical items on pages 26–27 are legal, however the mythic section of each is not available for PFS play. Note that any individual items found in kits can not be sold back separately. The correct price for the *vial of efficacious medicine* is 7,000 gp; **Feats:** the feats on pages 5 and 8 are legal for play; **Misc.:** the new abilities for improved homunculi on page 14 are legal for play. The ooze crafting section on pages 22–23 is not legal for play. The herbalism as alchemy section on page 24 is legal for play. The mythic path abilities and 1st-tier universal path abilities sections on page 26 are not legal for play.

Pathfinder Player Companion: Andoran, Spirit of Liberty

Magic Items: all *feather tokens*, *figurine of wondrous power (serpentine eagle)*, *golden eagle epaulets*, *talon sword*, *talonstrike sword*; **Prestige Class:** Steel Falcon (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, and Prismatic Player. Contents in this book are no longer restricted to Liberty's Edge faction members.

Pathfinder Player Companion: Animal Archive **

***Note: The Animal Magic Item Slots table found on the inside front cover of the book is not legal except under the following conditions. First, an animal companion, familiar, or bonded mount, may choose one slot listed under its body type when taking the Extra Item Slot feat (this feat may be taken multiple times, each time selecting a different available magic item slot based on the creature's anatomy). Second, a familiar may exchange one of its feats for the Extra Item Slot feat. Third, access to specific magic item slots may be granted at a later date by another legal source.**

Archetypes: all archetypes on pages 6–7 and 20–21 are legal; the valet familiar retains the Alertness feat and does not gain Cooperative Crafting, though this still counts as modifying the alertness ability for the purpose of qualifying for archetypes. The Huntmaster may only have one animal companion in his hunting pack; **Animals:** all animal companions on pages 28–29 are legal. Animals on pages 14–15 are legal for purchase except dinosaurs and megafauna (unless already allowed in this document in *Bestiary 1*, *Bestiary 2*, *Bestiary 3*, or *Ultimate Equipment*) and dire animals. Additionally, only creatures of the animal type of size Large and smaller may be purchased. Goblin dog is restricted for purchase and only available to goblin PCs. Finally, a PC can only purchase an animal, mount, or similar creature if its Challenge Rating is lower than that character's level; creatures with a Challenge Rating of 1 or lower are exempt from this restriction, as are horses.; **Equipment:** all equipment on pages 12–13 are legal except barding stitches, fury drops, and poison caps; **Familiars:** all familiars on pages 10–11 and 30–31 are legal. Approximating familiars is not legal for PFS play; **Feats:** all feats on pages 18–19 are legal except Familiar Spell; **Magic items:** all magic items on pages 26–27 are legal except *circlet of speaking* and *familiar metamagic rod*; **Spells:** all spells on pages 24–25 are legal; **Tricks:** All tricks on pages 8–9 are legal.

Pathfinder Player Companion: Antihero's Handbook

Archetypes: The archetypes in the book are legal for play except colluding scoundrel and ruthless investigator. **Equipment:** The alchemical equipment and magic items in this book are legal for play except the cursed items. **Feats:** The feats in this book are legal for play except Designated Antagonist and



Pathfinder Player Companion: Arcane Anthology

Piercing Gambit. **Traits:** The traits in this book are legal for play. **Misc.:** The alchemist discoveries, bloodrager bloodline, phantom emotional focus, social talents, and vigilante talents in this book are legal for play except poisoner.

Archetypes: All archetypes in this book are legal for play except the deep marshal. The eldritch scoundrel is not available for use with the unchained rogue; **Feats:** All feats in this book are legal for play; **Spells:** All spells in this book are legal for play except *cyclic reincarnation*, *fool's gold*, *Jatembe's ire*, *legendary proportions*, and *tears to wine*; **Spellbooks:** All spellbooks in this book are legal for play except *Last Azlanti's Analects* and *Six Warriors*. These spellbooks do not allow access to otherwise banned spells. The prayer and meditation book rituals on pages 4–5 are legal for play; **Traits:** All traits on page 10 are legal for play except Arodenite Historian; **Misc.:** The variant spellcasting options on page 7 are legal for play. The philanthropic magic arcanist exploit on page 17 is legal for play. The anointings on pages 22–23 are legal for play, except the eldritch enhancement option. The arrowsong's lament masterpiece on page 31 is not legal for play.

*Pathfinder Player Companion: Armor Master's Handbook ***

Archetypes: All archetypes in this book are legal for play except the iron tyrant. **Equipment:** The magic armors, shields, and special abilities are legal for play with the following exceptions: *advancing*, *clockwork armor*, *djezet skin*, *shifting jerkin*, and *spirit-bonded*. Voidglass is not a legal material except for the *lens of the Dark Tapestry*. **Feats:** All feats in this book are legal for play except Mobile Stronghold and Unhindering Shield. Unless otherwise noted, a character must wear armor of the appropriate category (i.e. light, medium, or heavy) to benefit from armor mastery and armor style feats. The Spring-Heeled Style feat also functions when using a full-round action to use the Spring Attack feat. **Spells:** All spells in this book are legal for play. **Traits:** All traits in this book are legal for play. **Misc.:** The armor tricks on pages 8–9 are legal for play except Protected Limbs. The advanced armor training rules on pages 14–15 are legal for play except Armor Specialization and Master Armorer. Spellscribed armor is not legal for play.

Pathfinder Player Companion: Bastards of Golarion

Archetypes: the archetype on page 9 is legal for play; **Equipment:** *kin's face tattoo* and *ring of culturemeld* are legal for play; **Feats:** all feats on pages 16–17 and pages 23–25 are legal, except the gillmen feat and dirty trick master; **Misc.:** the bard masterpiece on page 27 is legal; **Traits:** The traits on pages 4–13 and 28–29 are only legal if your character is of the same ethnicity as the section with the trait. All traits on pages 4–29 are legal, except azlanti inheritor, curse in the blood, evader, marked by unknown forces, mordant envoy, signature moves, and thinblood resilience.

*Pathfinder Player Companion: Black Markets ***

Archetypes: All archetypes in this book are legal for play except the sorcerer of sleep. The hoaxer archetype does not gain the curse crafter ability at 5th level; at that level he instead gains the exclusive ability to purchase any cursed item listed on pages 16–17 except *boots of dancing*, *gauntlets of fumbling*, or *scarab of death*. The eldritch poisoner archetype grants Skill Focus (Craft [alchemy] or Knowledge [nature]) as a bonus feat instead of Extra Bombs. **Feats:** The Black Market Sleuth and Wary Smuggler feats are legal for play. **Spells:** All spells in this book are legal for play except *alleviate addiction*, *contact high*, *imbue with addiction*, *incendiary runes*, *night blindness*, *pesh vigor*, and *venomous promise*. **Poisons:** *Abyssal arsenic*, *burning heart*, *dust of Eox*, and *liquid influence* are legal for play, but necrotoxins are not. **Equipment:** All other equipment, traps, and magic items in this book are legal for play except necrografts and the blunt variant of the *portable pit*. **Subschool:** The extradimension subschool is legal for play.

*Pathfinder Player Companion: Blood of Angels ***

To create an aasimar, you must have a Chronicle sheet that opens the race as a legal option at character creation. Aasimars with at least one xp applied before August 14, 2014, remain legal for play.

Bloodlines: martyred bloodline is legal for Pathfinder Society but the bonus



*Pathfinder Player Companion: Blood of the Beast***

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; Inquisitions on pages 26–27 are legal; **Subdomains:** all subdomains on page 27 are legal except the whimsy subdomain; **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.

Legal character options in this book are accessible to all qualifying PCs, except where noted; those options marked with an asterisk (*) are only available to characters of the associated race. Except where otherwise enabled by another ability, alternate favored class bonuses and racial traits are only available to members of the associated races.

Advanced Versatile Performances: The expanded versatility and masterpiece advanced versatile performances are legal for play, though expanded versatility cannot be used to select Escape Artist or Use Magic Device.

Alternate Racial Traits: The acrobatic, change size, keen kitsune, multilingual, and skilled alternate racial traits are legal for play. **Archetypes:** The courser, fiend keeper*, first mother's fang*, fortune-finder*, jink witch*, nine-tailed heir*, opportunist, poison darter, prowler at world's end*, ravener hunter, red tongue, scavenger, swarm-monger, war painter archetypes are legal for play. A scavenger rogue gains Skill Focus (Appraise, Disable Device, or Knowledge [engineering]) in place of Craft Construct at 11th level. A ranger with the poison dart archetype can use Craft (alchemy) to craft poison.

Favored Class Bonuses: The favored class bonuses in this book are legal for play. **Feats:** The Cooperative Swarmer, Cunning Killer, Empty Threats, Entwining Stare, Extended Combat Meditation, Graceful Athlete, Greater Meditation Master, Knotted Nets, Loveable Scoundrel, Mindful Meditation, Mindfulness Mastery, Mobile Acrobat, Rat Stack, Rending Swarm, Sensory Control, Shapechanging Savage, Squirming Pile, Startling Shapechange, Underfoot, and Venomous Stare* feats are legal for play. **Spells:** The spells *batrachian surge**, *bit of luck**, *contagious suggestion*, *curse of befouled fortune*, *depilate*, *fumblestep*, *greater hypnotism*, *gullibility*, *metabolic molting**, *pouncing fury*, and *sweat poison* spells are legal for play. *Metabolic molting* is not available as a spellcasting service. *Naga shape I*, *naga shape II*, and *naga shape III* are only available to nagaji and characters who have the naga bloodline. **Traits:** All traits in this book are legal for play. The Prophet of Burrows trait's benefit applies to Day Job checks. **Vigilante Talents:** The vigilante talents brutal maneuver, deceitful trick, obscurity, racial paragon*, seamless shapechanger, and transformation sequence are legal for play. **Misc.:** The eidolon subtype, wildsoul natural course, advanced weapon training, mesmerist tricks, bloodlines, monk options, and psychic disciplines are all legal for play except fighter's stamina.

Archetypes: The archetypes in the book are legal for play except the hag-haunted. A hagbound can remove the hag's hold only by removing her archetype directly, such as with the retraining rules in *Pathfinder RPG Ultimate Campaign*. **Equipment:** The equipment and magic items in this book are legal for play except the *collar of sacrifice* and *coven charm*. **Feats:** The feats in this book are legal for play. **Heritages:** The changeling hag heritages in this book are legal for play. **Patrons:** The specific patrons in this book are legal for play except Fey Gifts and Infernal Contract. To select a specific patron, a PC must be able to select a witch patron and have the hex class feature. **Spells:** The spells in this book are legal for play. **Traits:** The traits in this book are legal for play. **Misc.:** The bloodrager bloodline, changeling covens, patron themes, and psychic implements in this book are legal for play. Changelings may only be half-human in Pathfinder Society. Other half-hag combinations, including but not limited to dwarf, elf, gnome, halfling, half-orc, tengu, and any other

*Pathfinder Player Companion: Blood of the Coven***



Pathfinder Player Companion: Blood of the Elements

race, are not legal.

To create an elemental race, you must have a Chronicle sheet that opens the race as a legal option at character creation.

Note: Racial feats, racial traits, and racial spells are only available for characters of the assigned race. Racial equipment and magic items can be purchased and used by any race as long as the specific item permits it.

Bloodlines: all bloodlines on pages 14–15 are legal for play; **Equipment:** all equipment and magic items on page 19–31 are legal for play, except *emissary's sash*; **Feats:** the Elemental Commixture feat is legal for play; **Order:** the order of the flame is legal for play; **Spells:** all traits on page 13 are legal for play; **Totems:** all totems on pages 10–11 are legal for play; **Traits:** all traits on pages 7–27 are legal for play, except Thoughtful Wish-Maker.

Pathfinder Player Companion: Blood of Fiends

To create a tiefling, you must have a Chronicle sheet that opens the race as a legal option at character creation. Tieflings that were created and had least one xp applied before August 14, 2014, remain legal for play.

***Note:** Tieflings may only be half-human. Other races, including but not limited to dwarf, elf, gnome, halfling, half-orc, tengu, and any other race, are not legal in PFS.

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; Inquisitions on pages 26–27 are legal; **Subdomains:** all subdomains on page 15 are legal; **Traits:** all traits on pages 30–31 are legal.

*Pathfinder Player Companion: Blood of the Moon ***

To create a skinwalker (which includes all were-kin), you must have a Chronicle sheet that opens the race as a legal option at character creation. A wereshark-kin does not gain amphibious as a bestial feature; it instead gains the ability to breath water as well as air as an option.

Note: Racial feats, racial traits, racial spells, and other character options (witch hexes, barbarian rage powers, etc.) are only available for characters of the skinwalker race; all such options are legal for play except: Fueled By Vengeance, Motivating Display, Spell-Scars, Surprising Combatant, Swamp's Grasp, Violent Display, and Wolf Savage (Wolf Trip is not a style feat). Racial equipment and magic items can be purchased and used by any race as long as the specific item permits it.

The becoming a lycanthrope section of this book is **not** legal for Pathfinder Society play unless noted on a future Chronicle sheet.

Equipment: all equipment on page 30 are legal; **Magic Items:** all magic items on pages 30–31 are legal; **Mystery:** the lunar mystery is legal for play.

Pathfinder Player Companion: Blood of the Night

To create a dhampir, you must have a Chronicle sheet that opens the race as a legal option at character creation.

Note: Racial feats, racial traits, and racial spells are only available for characters of the dhampir race. Racial equipment and magic items can be purchased and used by any race as long as the specific item permits it.

The hunger, Jiang-shi, moroi, nosferatu, vetala, vampire characters, and vampire transformations sections of this book are **not** legal for Pathfinder Society play.

Equipment: *force net*, *necklace of fangs*, and *stake of righteous*; **Feats:** Conviction, Hymn Singer, Life-Dominant Soul, Potent Holy Symbol, and Schooled Resolve; **Heritages:** all heritages on pages 20–21 are legal; **Roles:** Ancestral slayer; **Spells:** *display aversion* and *domination link* are legal for play; **Traits:** all traits on page 19 are legal for all dhampir characters. All traits on pages 20–21, except mind trapper, are legal for their associated heritages.

*Pathfinder Player Companion: Blood of the Sea***

Alternate Racial Traits: The alternate racial traits are legal for play except surface antagonist and submerged, but these are legal only for their respective races.

Archetypes: The hidden current, kraken slayer, ocean's echo, and seeker of the lost archetypes in the book are legal for play for any PC whose race grants them



a natural swim speed (e.g. naiad or undine). All other archetypes in this book are legal for play for any PCs. A crashing wave cleric can take other feats to augment her balanced channel ability as if it were channel energy, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. **Equipment:** The equipment and magic items in this book are legal for play except *familiar bubble*. Land limbs are usable only for creatures with a natural base speed of 10 feet or lower. **Favored Class Bonuses:** The favored class bonuses in this book are legal for play except the gillman's medium favored class bonus. **Feats:** The feats in this book are legal for play. **Misc.:** The cavalier order, eidolon subtype, and masterpieces in this book are legal for play except dirge of the torn sail. The song-bound oracle curse is not legal for play.

Pathfinder Player Companion: Blood of Shadows **

Alternate Racial Traits: All of the alternate racial traits on pages 4–6 and 10 are legal for play except dimdweller, shadowhunter, and blended view. Behind the veil is not available to halflings; **Archetypes:** All of the archetypes in this book are legal for play. the gloomchymist archetype grants Skill Focus (Craft [alchemy] or Knowledge [planes]) as a bonus feat instead of Extra Bombs; **Equipment:** All items in this book are legal for play except the *beaming* weapon enhancement, *focused shadowcraft weapon*, *shadowbond tunic*, and *shawl of shadowy disguise*; **Favored Class Options:** All of the alternate favored class bonuses in this book are legal for play; **Feats:** All of the feats in this book are legal for play except Cloak and Dagger Subterfuge, Cloak and Dagger Tactics, and Drow Spirit; **Spells:** All spells in this book are legal for play except *ignoble form*, *penumbral disguise*, *umbral infusion*, and *mass umbral infusion*; **Misc.:** The rogue talents and advanced talents on pages 7–9 are legal for play except gloom magic, greater gloom magic, and see in darkness. The shadow eidolon (page 11), shadow oracle mystery (page 12), shadow bloodline (page 16), shadow psychic discipline (page 17), and shadow blessing (page 17) are legal for play. The alchemist discoveries on pages 18–19 are legal for play.

Pathfinder Player Companion: Champions of Balance

Archetype: the archetypes on pages 18–19 and 24–25 are legal for play; **Bloodline:** the bloodline on page 21 is legal for play. The craft bonus feats remain unavailable for PFS. Spell Focus replaces Spontaneous Generation at 3rd level; **Deities:** all deities on the inside front cover are legal for play; **Domains:** all domains and subdomains on pages 16–17 are legal for play; **Discoveries:** all discoveries on pages 20–21 are legal for play; **Equipment:** all magic items on pages 28–29 are legal for play; **Feats:** all feats on pages 13 and 19, and on the inside back cover, are legal for play; **Order:** the order in page 22 is legal for play; **Prestige Class:** the envoy of balance is legal for play; **Rage Powers:** the rage powers on page 23 are legal for play; **Spells:** all spells on pages 25–27 are legal for play; **Traits:** all traits on pages 7, 9, and 11–13, except commercial savvy and unabashed gall, are legal for play; **Traps:** all traps on page 25 are legal for play; **Tricks:** all tricks on page 18 are legal for play.

Pathfinder Player Companion: Champions of Purity

Deities: all deities on the inside front cover are legal for play; **Discoveries:** all discoveries on pages 24 and 27 are legal for play; **Domains:** all domains and subdomains on the inside cover and pages 20–21 are legal for play; **Equipment:** all magic items on pages 26–27 and 30–31 except *phoenix armor* and *rythius, the kyton scourge* are legal for play; **Evolutions:** all evolutions on page 26 are legal for play; **Feats:** all feats on page 23 and the inside back cover are legal for play; **Hexes:** all hexes on page 27 are legal for play; **Inquisitions:** all inquisitions on page 22 are legal for play; **Masterpieces:** all masterpieces on page 25 are legal for play; **Misc.:** all summoned monsters on the inside back cover are legal options for summon spells for characters with the Summon Good Monster feat; **Patrons** the witch patrons on page 27 are legal for play; **Rogue Talents:** all rogue talents on page 25 are legal for play; **Spells:** all spells on pages 28–29 are legal for play; **Traits:** all traits on pages 7, 9, 11, 13 are legal for play

Pathfinder Player Companion: Cheliox, Empire of Devils

Equipment: all items on pages 20–21; **Feats:** all feats on pages 26–27; **Spells:** all



Pathfinder Player Companion: Cohorts and Companions

Pathfinder Player Companion: Demon Hunter's Handbook

Pathfinder Player Companion: Dirty Tactics Toolbox

Pathfinder Player Companion: Divine Anthology **

Pathfinder Player Companion: Dragon Empires Primer **

spells on pages 22–23; **Traits:** all traits on pages 18–19.

Archetypes: the archetypes on pages 12, 14, 24, 30, and 31 are not legal for play. The archetypes on pages 17 and 23 are legal for play; **Discoveries:** the discoveries on page 13 are legal for play, except material mastery; **Evolution:** the evolution on page 9 is legal for play; **Equipment:** on page 17, rust repellent is legal for play. Mending kit is not legal for play; **Feats:** all feats on pages 6–7, 15, and 23 are legal for play, except Charnel Soldiers. The Monstrous Companion feat on page 9 is not legal for play. Grow Plant and Train Plants feats on page 20 are not legal for play; **Magic Items:** the magic items on pages 11 and 29 are legal for play. All of page 16 is not legal for play; **Misc.:** Ancestors (Shaman Spirit) is legal for play; **Rogue Talents:** all rogue talents on page 27 are legal for play, except demand attention; **Spells:** the spell on pages 15 and 21 are legal for play; **Traits:** the traits on page 18 are not legal for play.

Archetypes all archetypes on page 15 are legal for play; **Equipment:** all equipment and kits on pages 7 and 18–19 are legal for play except angel quill arrowhead; **Feats:** all feats on pages 9 and 21 are legal for play; **Magic items:** all magic items on pages 28–29 are legal for play; **Rage Powers:** all rage powers on page 8 are legal for play except feast of blood; **Ranger Traps:** all ranger traps on page 11 are legal for play; **Traits:** all traits on pages 12–13, 23, and 25 are legal for play.

Archetypes: All archetypes on pages 7, 11, and 15–17 are legal for play except the Reaper of Secrets and Toxicant archetype. **Equipment:** All poisons on pages 7 and 9 are legal for play; all equipment on pages 20–21 is legal for play except alchemical candle wax and alchemical pheromones; all items on pages 24–27 are legal for play except the *dazzling radiance* and *sapping* weapon properties.

Feats: All feats on page 6, and pages 9–18 are legal for play with the following exceptions and clarifications: the Befuddling Initiative, Poison Shot Deed, Verify, and Wasp Familiar feats are not legal for play; “human” is not a legal choice for the Dedicated Adversary feat, but a human ethnicity such as “Ulfen” is legal; the net tricks are not a legal option for the Equipment Trick feat; the Kitsune Tricks and Kitsune’s Vengeance feats are not style feats; the Kitsune Style feat allows a PC to attempt only one dirty trick combat maneuver, even if he would have additional attacks on a charge from pounce or similar abilities. **Spells:** All spells on pages 28–31 are legal for play except blend with surroundings. **Traits:** All traits on pages 22–23 are legal for play. **Other:** All alchemist discoveries, rage powers, oracle curses, catfolk slayer talents, and witch hexes in this book are legal for play.

Archetypes: The archetypes in this book are legal for play. **Equipment:** The equipment in this book is legal for play. **Feats:** The feats in this book are legal for play except Divine Communion. **Spells:** The spells in this book are legal for play except *visualization of the body* and *visualization of the mind*. **Traits:** The traits in this book are legal for play except ancestor’s blade, Andoletta’s consolation, gemstone collector, and rousing courage. **Misc.:** The divine fighting techniques, exploits, masterpieces, paladin codes and oaths, rogue talents, subdomains, and variant spellcasting in this book are legal for play except Desna’s Shooting Star, Hymn of Restorative Harmonics, Oath of the People’s Council, Norgorber’s Silent Shiv (advanced technique only—initial benefit is legal), and Obfuscated Spellcasting. The oath of the skyseeker paladin oath is only available to paladins who worship the listed deities in the dwarven pantheon. The Rites subdomain grants *atonement* as a 5th-level domain spell in place of *permanency*.

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; **Spells:** *call the void*; **Subdomains:** Moon; **Traits:** all traits on pages 8–21 except Chosen Child and Rebel Leader. The boon restriction to create a kitsune, nagaji, and



Pathfinder Player Companion: Dragonslayer's Handbook

wayang was removed at the start of Season 6 and all three are now available for open creation.

Equipment: all equipment and kits on pages 7 and 26-27 are legal for play except dragoncrafting kit, seige engine ammunition, spotlight, and wind platform; **Feats:** all feats on pages 21 and 24-25 are legal for play; **Magic items:** all magic items on pages 30-31 are legal for play; **Masterpieces:** all masterpieces on page 11 are legal for play, except Pageant of the Peacock; **Spells:** all spells on pages 28-29 are legal for play; **Traits:** all traits on pages 12-13 are legal for play.

Pathfinder Player Companion: Dungeoneer's Handbook

Archetypes: all archetypes on pages 22-23 are legal for play; **Discoveries:** all discoveries on page 27 are legal for play; **Equipment:** all equipment on pages 6-7 and 24-29 except petrified ooze are legal for play; **Feats:** all feats on pages 8, 10, and 12 are legal for play; **Spells:** all spells on pages 30-31; **Traits:** all traits on back inside cover are legal except Alien Origins and Lost Role Model.

Pathfinder Player Companion: Dwarves of Golarion

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

*Pathfinder Player Companion: Elemental Master's Handbook***

Archetypes: The archetypes in the book are legal for play. **Equipment:** The elemental augmentations, equipment, and magic items in this book are legal for play except *gemcarver's tools*. You can implant elemental augmentations between adventures automatically. **Feats:** The feats in this book are legal for play except Benthic Spell, Flumefire Rage, and Growth in Ash. **Prestige Class:** The genie binder prestige class in this book is legal for play. **Spells:** The spells in this book are legal for play. **Traits:** The traits in this book are legal for play. **Misc:** The alchemist discovery, arcane school, bloodlines, eidolon subtype, focused arcane schools, kineticist infusions, kineticist wild talents, masterpieces, oracle curse, oracle mystery, phantom, rogue talents in this book are legal for play except the smoke school.

Pathfinder Player Companion: Elves of Golarion

Equipment: clustershot, healer's sorrow, and sparkfly crystal arrow weapon qualities and alchemical archery items, except trip arrows, on pages 22-23 are legal for play; **Gods:** all gods on page 10; **Traits:** all traits on page 15 except Kyonin Gatekeeper and Lapsed Faith

Pathfinder Player Companion: Faiths & Philosophies

Archetypes: all archetypes on pages 10-11 and 13 are legal for play; **Domains:** all domains on pages 24-25 are legal for play. Note that Agent of Rebirth is replaced with, "At 8th level, the druid can cast an extended air walk spell as a spell-like ability once per day."; **Equipment:** all items on pages 30-31 are legal for play except *leshy mulch manual* and *tome of heretical revelation*; **Feats:** all feats on pages 6-7, 11, 19, and 21 are legal for play; **Inquisitions:** all inquisitions on page 23 are legal for play; **Mysteries:** all mysteries on pages 14-15 are legal for play; **Pantheons:** all pantheons on page 21 are legal for play except demon lords; **Spells:** all spells on pages 28-29 are legal for play; **Traits:** all traits on the inside front and back covers except bound by honor are legal for play.

Pathfinder Player Companion: Faiths of Balance

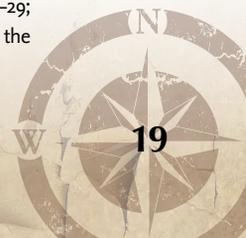
Equipment: all channel foci on pages 24-25, all magic items on pages 26-27; **Feats:** All feats on page 24; **Spells:** all spells on pages 28-29; **Traits:** all traits on pages 4-21

Pathfinder Player Companion: Faiths of Corruption

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

Pathfinder Player Companion: Faiths of Purity

Feats: Feats on pages 24-25 are no longer legal in this sourcebook. Please refer to *Pathfinder Campaign Setting: Inner Sea Gods* for the updated versions of these feats and the requirements to choose them; **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



Pathfinder Player Companion: Familiar Folio **

Father grants Appraise as a class skill, not Perform, as written.

Archetypes: all archetypes on pages 6–11 and 14 are legal for play, except for Spirit Binder. Note that for the Familiar Adept archetype, Diminished Expertise removes Spell Focus. For the Emmissary archetype, deity worship is required and a legal domain must be selected from those available. For the Mascot archetype, the familiar adds the team member when the character is preparing spells or at the start of the adventure; **Bloodlines:** all bloodlines on pages 16–17 are legal for play; **Equipment:** all equipment on pages 20–21 are legal for play; **Feats:** all feats on pages 14 and 18–19 are legal for play; **Magic items:** all magic items on pages 20–21 are legal for play; **Misc.:** the patron familiars on page 17; the animal familiars on pages 24–27 and inside front cover, except the ioun wyrd and the petromin, are legal for play; the improved familiars on pages 28–29 and the inside back cover are legal for play, except augur kyton, beheaded, ceru, coral capuchin, doru div, dweomercat cub, faerie dragon, impundulu, isitoq, pipefox, raktavarna rakshasa, ratling, shadow drake, shikigami kami, sin seeker, skvader, spirit oni, tidepool dragon, tripurasura, and wolpertinger; the unusual familiars on pages 30–31 are legal for play, except ioun wyrd. Note that alignment restrictions are still considered to be able choose a familiar. To utilize the non-*Core Rulebook* familiars on the inside front and back covers, you must have the sourcebook that is listed in the source column. Additionally, the section on approximating familiars is not legal for PFS play; **Spells:** all spells on pages 22–23 are legal for play.

Pathfinder Player Companion: Giant Hunter's Handbook

Archetypes all archetypes on page 20–21 are legal for play; **Equipment:** all equipment and kits on pages 24–25 are legal for play; **Feats:** all feats on page 19 and pages 22–23 are legal for play; **Magic items:** all magic items on pages 28–29 and the back inside cover, except *effortless lace*, are legal for play including the two special abilities; **Misc:** the new skill options on page 11 are not legal for play; **Spells:** all spells on pages 26–27 and the back inside cover, except *steal size*, are legal for play; **Traits:** all traits on pages 12–13 are legal for play.

Pathfinder Player Companion: Gnomes of Golarion **

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, Rapscallion, Sprint, Trickster, and Zealot

Pathfinder Player Companion: Goblins of Golarion

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

Pathfinder Player Companion: Halflings of Golarion

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

Pathfinder Player Companion: Harrow Handbook **

Note: The Harrow deck, and any use of it with archetypes, bloodlines, orders, equipment, feats, hexes, masterpieces, mysteries, spells, or traits, may be used if it is an actual Harrow deck. Any alternative means to simulate the Harrow deck usage, such as a normal deck of cards or dice, is not legal for play. **Archetypes:** the archetypes on page 7, 13, 15, 22, and 24–25 are legal for play. The Harrow vexed spellblight is not legal for play; **Bloodline:** the bloodline on pages 28–29 is legal for play; **Cavalier Order:** the order on page 18 is legal for play; **Equipment:** all equipment on pages 30–31 is legal for



play except *snakebite dagger*; **Feats:** all feats on pages 14-15 and 19 are legal for play; **Hexes:** all hexes on page 15 are legal for play; **Masterpieces:** all masterpieces on page 21 are legal for play; **Mystery:** the mystery on pages 26-27 is legal for play; **Spells:** all spells on pages 9 are legal for play; **Talents:** all talents on page 20-21 are legal for play except grig jig.

Pathfinder Player Companion: Haunted Heroes Handbook **

Archetypes: All archetypes in this book are legal for play except ectoplasm master, pact wizard, and steelbound fighter. **Equipment:** All equipment and magic items in this book are legal for play. **Feats:** All feats in this book are legal for play except Channel Spirit, Death's Host, Hand's Autonomy, Hand's Detachment, Hand's Knowledge, Hand's Sight, Haunt Scavenger, Possessed Hand, and Subconscious Usurpation. **Spells:** All spells in this book are legal for play except *horrifying visage* and *Urgathoa's beacon*. **Traits:** All traits in this book are legal for play except Rivethun Adherent. **Misc.:** The psychic discipline, sorcerer bloodline, and variant domain powers in this book are legal for play.

Pathfinder Player Companion: Healer's Handbook

Archetypes: The archetypes in this book are legal for play. The arcane physician gains Spell Focus rather than gaining Brew Potion. The restorer archetype's guide across lifetimes ability grants *heal* as a spell-like ability once per day in place of *reincarnate*. **Equipment:** The equipment in this book is legal for play except *memorium root* and *phoenix feather*. **Feats:** The feats in this book are legal for play except Painful Cures. When qualifying for and calculating the benefits of an item mastery feat, a PC uses the base Fortitude save bonus from only one of his classes. **Spells:** The spells in this book are legal for play except *purify body*. **Traits:** The traits in this book are legal for play except educated druggist, envoy of healing, prestigious healer. **Misc.:** The alchemist discoveries, bardic masterpieces, focused blessings, hexes, mercies, mystery, spirit specialization, variant divine bonds, and wild talents in this book are legal for play except angelic bond, death interrupted, and symphony of Sylandurla's Ascent.

Pathfinder Player Companion: Heroes of the Darklands **

Archetypes: All archetypes in this book are legal for play except the darklantern, psychic marauder, and stonesinger. The demon-sworn witch remains responsible for any potentially evil consequences of her spellcasting (e.g. killing bystanders), even if the isolated act of casting such spells does not impact her alignment. **Equipment:** All equipment in this book is legal for play except the *amulet of radiation absorption*, caphorite ammunition, filter mask, hot-air balloon, lazurite armor, slaver's will, and sunsoil. **Feats:** All feats in this book are legal for play except Tracer Fire. **Spells:** All spells in this book are legal for play except *mage's crawl space* and *skyshrroud*. **Traits:** All traits in this book are legal for play. **Misc.:** The occult skill unlocks in this book are not legal for play.

Pathfinder Player Companion: Heroes of the High Court **

Archetypes: The archetypes in this book are legal for play except the inerrant voice, silksword, and virtuous bravo. **Equipment:** The equipment in this book is legal for play except the *chastising baton*, *crown of false rule*, *headband of social competence*, *lover's breath*, and all thrones. **Feats:** The feats in this book are legal for play except Aspiring Noble, Noble Imposter, and Self-Exiled Noble. The Enlightened Noble (scion of war) option is not legal for play. **Replace the Scribe Scroll prerequisite of Legalistic Reading with Skill Focus (Linguistics).** **Spells:** The spells in this book are legal for play. **Traits:** The traits in this book are legal for play except Bureaucrat's Favor, Debauchery Defier, and Numerian Fluid Indulger. **Misc.:** The alchemist discoveries, alternate racial traits, hexes, masterpieces, patrons, subdomains, tokens, and vested powers are legal for play except aromatic extract and protective luck. The psychic discipline, ritual, skill options, and verbal duel options are not legal for play.

Pathfinder Player Companion: Heroes of the Streets **

All archetypes, feats, traits alternate racial traits, equipment, magic items, spells, magus arcana, oracle mysteries, rogue talents, shaman spirits, and subdomains are legal for play with the following exceptions and clarifications.

Alternate Racial Traits: The Illustrious Urbanite alternate racial trait is not legal for play. **Archetypes:** The eldritch archer archetype is not legal for play; the Alley Witch archetype's crowd patron grants *ventriloquism* instead of *ears*



of the city; ignore the second paragraph in the Urban Hunter's altered animal companion class ability; a bard with the busker archetype can use Acrobatics, Disguise, Sleight of Hand, and Stealth for Day Job checks. **Equipment:** The cat burglar's kit is not legal for play. **Feats:** The Cunning Caster, Guild Emissary, Subtle Devices, Throat Slicer, and Underworld Connections feats are not legal for play. **Magic Items:** The diminishing sash is not legal for play. **Rogue Talents:** Eerie Disappearance and False Attacker are not legal for play. **Spells:** *Cloak of secrets*, *ears of the city*, *illusory crowd*, and *secret coffer* are not legal for play. As of 22 February 2016, *coin shot* is legal for play. **Subdomains:** To qualify for one of the subdomains on pages 18–19, a PC must select one of the listed deities as her patron. The Legislation subdomain's prohibition ability can only prohibit any actions referenced by the forbid action spell. **Traits:** The Wiscrani Ear trait is not legal for play.

Pathfinder Player Companion: Heroes of the Wild **

Archetypes: The archetypes in this book are legal for play. An herb witch must select the healing hex at 2nd level in place of the cauldron hex; **Equipment:** all equipment and magic items on pages 9–10 and 28–29 are legal for play, as are the poisons on page 20; **Feats:** all feats on pages 18–19, 22–23, and 26 are legal for play, except Stag Horn and Stag Submission; **Misc:** the witch archetype on page 11 is **not** legal for play. The hex and patron theme on page 11 are legal for play. **Order:** the cavalier order on page 13 is legal for play; **Rogue Talents:** all rogue talents on page 21 are legal for play; **Spells:** all spells on pages 30–31 are legal for play; **Traits:** all traits on pages 3–7 are legal for play, except fey thoughts. Feral speech does not allow a PC to learn Druidic. **Spirit:** The wood shaman spirit is legal for play.

Pathfinder Player Companion: Humans of Golarion

Pathfinder Player Companion: Inner Sea Primer **

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

Pathfinder Player Companion: Knights of the Inner Sea **

Cavalier orders: all cavalier orders on pages 24–25 are legal for play; **Equipment:** all equipment on pages 30–31 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.

Pathfinder Player Companion: Legacy of Dragons

Archetypes: All archetypes in this book are legal for play; the mindwyrms Mesmer does not gain access to the threatening mien trick, and only the listed orders are legal orders for a drakerider cavalier. **Familiar:** All familiars in this book are legal for play. **Feats:** All feats in this book are legal for play except the chromatic variant of Draconic Heritage. **Spells:** All spells in this book are legal for play except *draconic malice*, *form of the alien dragon III*, and *Hermean potential*. **Traits:** All traits in this book are legal for play except Triaxus-trained. **Misc:** The alternate racial traits, bloodline arcana, oracle curse, oracle mystery, and variant bloodlines (except that for outer dragons) are legal for play.

Pathfinder Player Companion: Legacy of the First World **

Alternate Racial Traits: The alternate racial traits in this book are legal except disregarded, fey-sighted, shamanic enhancement, and vigilance. **Archetypes:** The archetypes in this book are legal for play except deepwater rager and seducer. **Equipment:** All equipment in this book is legal for play. **Favored Class Bonuses:** The favored class bonuses in this book are legal for play except the gathlain's kineticist favored class bonus. **Feats:** The feats in this book are legal for play except City-Locked, Embrace the Dark Fey, Fascinated by the Mundane, and Spell Synergy. **Gods:** The deities in this book are legal for play. **Spells:** The spells in this book are legal for play except *mortal terror*. **Traits:** The traits in this book are legal for play except Voices of Solid Things. **Misc:** The alchemist discoveries, bloodlines, cavalier order, eidolon subtype, evolutions, hexes, masterpieces, oracle curse, oracle mystery, psychic discipline, rage powers, and variant spellcasting in this book are legal for play



Pathfinder Player Companion: Magic Tactics Toolbox **

except greater suffocating grip.

Archetypes: All archetypes in this book are legal for play. **Equipment:** All items in this book are legal for play except *monster hunter's folio* and *saccadic focusing prism*. **Feats:** All feats in this book are legal for play except Abeyance, Eldritch Assault, Hinder, Scale and Skin, and Vast Spell. When qualifying for and calculating the benefits of an item mastery feat, a PC uses the base Fortitude save bonus from only one of his classes. **Spells:** All spells in this book are legal for play except *earsend* and *kalistocrat's nightmare*. **Other:** The advanced weapon training options in this book are not legal for play. The bloodline mutations in this book are legal for play except blood havoc. Sagas are legal for play but are only available to skald PCs. The investigator and rogue talents in this book are legal for play except unlock ki. The curse warpriest blessing is legal for play.

Pathfinder Player Companion: Magical Marketplace

Arcana: the new magus acanas are legal for play; **Discoveries:** all discoveries on pages 18 and 20 are legal for play except infectious charms; **Equipment:** anything found on pages 28-29 and *clockwork bug*, *clockwork prosthesis*, *mind buttressing*, *poisoning*, *saline purge*, and *serpentine tattoo* are **not legal** for play; **Feats:** all feats on page 6 are legal for play; **Inquisitions:** all inquisitions on page 10 are legal for play; **Masterpieces:** all masterpieces on page 30 are legal for play; **Other:** the use of Arinna's Wagon, Berdred's Armory, Coltan's Floating Emporium, Dawnflower Goods, The Dirty Trap, Earth and Ore Smithy, Magick Esoterica, Oulur's Alchemical Wares, The Rusty Glove, The Secret Hearth, Strongswill Tricks & Tools, Warius Opera House, any of the "other ways to pay" sections, and intelligent weapons (pages 16-17) are not available in Pathfinder Society Organized Play unless they appear on a Chronicle sheet; **Spells:** all spells on pages 8 and 24 are legal for play; **Talents:** all talents on page 26 are legal for play; **Traps:** all traps on page 12 are legal for play; **Tricks:** all tricks on page 14 are legal for play.

Pathfinder Player Companion: Melee Tactics Toolbox **

Archetypes: all archetypes on pages pages 9–15 are legal for play; **Equipment:** all equipment and magic items on pages 18–29 are legal for play, except *arms of the marilith*, *exemplar weapon salve*, *Leng flail*, and the *growing* weapon property; **Feats:** all feats on pages 7–15 are legal for play, except Cudgeler Style, Cudgeler Sweep, Cudgeler Takedown, Just out of Reach, and Redirect Attack; the Kraken Throttle and Kraken Wrack feats are not style feats **Masterpiece:** the bardic masterpiece is legal for play; **Spells:** all spells on pages 30–31 are legal for play, except *blade tutor's spirit*.

Pathfinder Player Companion: Monster Hunter's Handbook **

Archetypes: The archetypes in this book are legal for play. The disciple of the pike does not qualify for Advanced Weapon Training options. The psychodermist archetype grants Skill Focus (Heal, Knowledge [local], Knowledge [nature], or Survival) as a bonus feat instead of Harvest Parts. A psychodermist can have trophies made of any creature whose CR is 2 or lower from Pathfinder RPG Bestiary; trophies made of any other creature must be harvested during play and noted on the Chronicle sheet; a psychodermist may not create trophies from creatures of the humanoid type. **Equipment:** All equipment in this book is legal for play except chemical ward, display stand, *monstrous dye*, and poison sponge. For equipment and magic items in this book that require selecting a creature type or variety, a character cannot select from the humanoid type, subtypes, or varieties. **Feats:** The feats in this book are legal for play except Grisly Ornament, Harvest Parts, and Monstrous Crafter. **Spells:** The spells in this book are legal for play. **Traits:** The traits in this book are legal for play. **Misc.:** The alchemist discoveries, cavalier order, and rogue talents in this book are legal for play except splitting mutagen. The order of the hero order replaces his edict with that of the order of the shield in *Pathfinder RPG Advanced Player's Guide*.

Pathfinder Player Companion: Monster Summoner's Handbook **

Archetypes: All archetypes on pages 6–8 and 16–17 are legal for play except the monster tactician; **Bardic Performance:** the performances on page 15 are



Pathfinder Player Companion: Occult Origins **

Pathfinder Player Companion: Orcs of Golarion

Pathfinder Player Companion: Osirion, Land of Pharaohs

Pathfinder Player Companion: Pathfinder Society Primer

Pathfinder Player Companion: Paths of the Righteous **

Pathfinder Player Companion: People of the North **

legal for play **Feats:** all feats on pages 8–29 are legal for play except Augment Calling and Summon Guardian Spirit; **Hex:** the disrupt connection hex is legal for play; **Magic Items:** all items on pages 20–21 are legal for play except *rod of giant summoning*; **Magus Arcana:** all arcana on page 9 are legal for play; **Monsters:** the codex archon and ember weaver are legal choices for spells of the calling subschool; **Spells:** the spells on pages 22–23 are legal for play except *alter summon monster* and *summon laborers*; **Traits:** the traits on pages 10–11 are legal for play except Vile Domain.

Archetypes: All archetypes in this book are legal for play. An id rager gains only the emotional focus abilities of a phantom, not the base abilities of a phantom (e.g. slam attacks, armor bonuses, etc.). The true silvered throne archetype grants the Extra Hex feat at 4th level and Iron Will feat at 8th level rather than gaining the ritual hex and esoteric rites abilities. **Feats:** All feats in this book are legal for play except Cranial Implantation, Haruspicy, and Ritual Hex. The Truth in Wine feat does not grant any additional benefit to addicted characters. **Spells:** All spells in this book are legal for play except *death pact* and *fool's teleport*. **Misc.:** The void and wood elements are legal options for kineticist PCs; the mesmerist tricks on page 12 are legal for play; all devilbane gazes except devilbane dismissal on page 13 are legal for play; the phrenic amplifications and greater amplifications on page 16 are legal for play except dragon's breath focus; the enlightenment and rebirth disciplines are legal for play, though the rebirth discipline grants *retroognition* as a bonus spell in place of *reincarnate*. **Special Note:** Any spell selected with the divine the mysteries archetype ability or mnemonic esoterica discipline power must follow the same guideline used for determining the spell level for a scroll found on page 25 of the Pathfinder Society Roleplaying Guild Guide.

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 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:** the Living Monolith version in this book is no longer legal after January 28, 2014. The version found in *Pathfinder Player Companion: People of the Sands* must be used. If your character took the prestige class before this date, it is grandfathered in and may be used until retirement. If you wish to switch to the new version of the prestige class, and you meet all the qualifications, you may do so at no cost; **Spells:** all spells on pages 26–27

Everything in this book is legal for play with the following note. **Equipment:** Only normal *ioun stones* have resonance—cracked and flawed *ioun stones* never do.

Several options in this book are being withheld to appear on Chronicle sheets. **Feats:** The Daring Exploit, Favored Prestige Class, Ghost Whisperer, Smite Evil Magic, Strike True, Two-Weapon Drunkard, Uncanny Ally feats are legal for play.

Prestige Classes: The Ashavic dancer, crimson templar, darechaser, devoted muse, rose warden, sacred sentinel, scar seeker, and sphere singer prestige classes are legal for play. A runeguard substitutes any Spell Focus feat for Scribe Scroll as a prerequisite. A sphere singer's wandering dream ability functions as written, despite the Lucid Dreamer feat not otherwise being legal for play.

Misc.: The magic items, spells, and witch patrons in this book are legal for play. *Shield of wings* is only available to characters who worship Ragathiel.

The kellid, snowcaster elves, ulfen, erutaki, and jadwiga sections of the book are

Pathfinder Player Companion: People of the River

legal for play. The traits on pages 6–13 are only legal if your character is of the same ethnicity as the section with the trait.

Archetypes: all archetypes on pages 24–25 are legal for play; **Equipment:** *buoyant harpoon*, *cloak of the saga keeper*, *helm of the mammoth lord*, *hex nail*, and *mammoth lance* are legal for play; **Feats:** all feats on page 24 are legal; **Languages:** ethnicities begin play with their preferred language for free. If there are more than one listed, the player may choose which one the character receives for free; **Misc.:** the oracle mystery on pages 26–27 is legal; **Roles:** all roles on pages 6–13 and 19–23 are legal; **Spells:** all spells on page 26 are legal; **Traits:** all traits on pages 6–23 are legal.

Archetypes: all archetypes on pages 6–25 are legal for play, and witches with the veneficus witch archetype can use Craft (alchemy) to craft poison; **Bloodlines:** the bloodlines on page 11 are legal for play. the nanite bloodline on page 19 is not legal for play; **Discoveries:** arcane discoveries on page 9 are legal for play, except knowledge is power; **Equipment:** all equipment and magic items on pages 28–29 are legal for play, except *steelbone frame*; **Feats:** all feats on pages 12–25 are legal for play, except Call Out, Leapfrog, and Second Wind; **Order:** the order of vengeance is not legal for play; **Masterpiece:** the Bear's Jig masterpiece is legal for play; **Rage Powers:** all rage powers on page 7 are legal, except raging grappler; **Spells:** all spells on page 26–27 are legal; **Traits:** all traits on pages 7–23 are legal, except ancestral weapon, blood algorithm, and splash attack. The campaign traits on page 31 are not legal for play.

Pathfinder Player Companion: People of the Sands

The Garundi, Keleshite, and Pahmet sections of the book are legal for play. The traits on pages 8–13 are only legal if your character is of the same ethnicity as the section with the trait.

Archetypes: the elemental oracle archetype is legal for play; **Equipment:** all equipment on pages 28–29 are legal for play; **Feats:** all feats on pages 9–13 are legal; **Languages:** ethnicities begin play with their preferred language for free. If there are more than one listed, the player may choose which one the character receives for free; **Misc.:** the rogue talents on page 19 are legal; order of the First Law on page 21 is not legal for play; the alchemist discovery on page 23 is legal; the bloodline on page 23 is legal; **Prestige Class:** the living monolith is legal for play. The roleplaying requirement is waived, but when taking the prestige class, 1,000 gp must be spent to acquire the stone scarab; **Roles:** the role on page 7 is legal; **Spells:** all spells on page 11 and 21 are legal except *greater summon genie*, *lesser summon genie*, and *summon genie*; **Traits:** all traits on pages 8–23, are legal as long as the ethnicity or regional requirement is met. The campaign traits on pages 30–31 are not legal for play.

Pathfinder Player Companion: People of the Stars

Equipment: all equipment and magic items on page 19, 26–27, and 30–31 are legal for play, except *steelbone frame* and *traveler's translator*; **Feats:** both feats on page 27 are legal for play; **Misc.:** none of the races are legal for play; **Spells:** all spells on pages 28–29 are legal for play; **Subdomains:** both subdomains on page 23 are legal for play; **Traits:** Lunar Birth, Offspring of the Ascension, Outer Dragon Blood, Skymetal Affinity, Sovyrian Intellectual, and Sun-blessed are legal for play. All languages found in this book are available for a character to learn with the linguistics skill.

*Pathfinder Player Companion: People of the Wastes ***

Archetypes: The archetypes in the book are legal for play except primal warden. A constructed pugilist cannot select Craft Magic Arms and Armor as a bonus feat. A gun smuggler does not gain the benefits of the black market connections talent but instead treats her effective Fame as 1 higher when purchasing firearms. **Equipment:** The equipment and magic items in this book are legal for play except *beast talisman* and toxic cartridge. **Feats:** The feats in this book are legal for play except Agent of Purity, Aligned Crafting, Craft Enhanced Firearm, and Reinforce Crafting. **Traits:** The traits in this book



Pathfinder Player Companion: Pirates of the Inner Sea **

Pathfinder Player Companion: Psychic Anthology **

Pathfinder Player Companion: Qadira, Gateway to the East

Pathfinder Player Companion: Quests & Campaigns

Pathfinder Player Companion: Ranged Tactics Toolbox

Pathfinder Player Companion: Sargava, The Lost Colony **

Pathfinder Player Companion: Second Darkness

Pathfinder Player Companion: Spymaster's Handbook **

Pathfinder Player Companion: Taldor, Echoes of Glory **

Pathfinder Player Companion: Undead Slayer's Handbook

are legal for play. **Misc.:** The ranger traps, vigilante talents, and witch hexes in this book are legal for play except blighted mark trap. The mutant character option on page 8 is not legal for play.

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

Archetypes: All archetypes in this book are legal for play except panoply savant and totem spiritualist. **Equipment:** All equipment in this book is legal for play except the *centering jewel* and *ring of phrenic prowess*. **Feats:** All feats in this book are legal for play except Blinding Stare, Confusing Stare, Kinetic Crafting, and Spell Trick. The Kinetic Invocation feat is legal but does not grant access to *silent image*. **Spells:** All spells in this book are legal for play except *debilitating pain*, *glimpse of the akashic*, and *mass debilitating pain*. **Misc.:** All kinetic blasts, infusion wild talents, outsider spirits (except daemon, demon, and devil), panoplies, phantoms (and their associated emotion rules in the sidebar on page 5), utility wild talents in this book are legal for play except mage's paraphernalia and trappings of the warrior.

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: all magic items on pages 30–31 are legal except *banner of tactical command*, *lesser banner of tactical command*, *diadem of inspiring rule*, and *horn of plenty*; **Feats:** Expert Trainer is legal; **Spells:** *detect relations* is legal; **Traits:** all traits on pages 18–21 are legal.

Everything in this book is legal for play with the following note. **Equipment:** To utilize the special characteristics of a weapon on the inside front or back covers, you must have the sourcebook that is listed in the special column.

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 (the correct price for *Luthier's rapier* is 25,020 gp); **Prestige Class:** Liberator (reduce all skill rank requirements by –3)

Archetypes: The agathiel and Bellflower harvester archetypes are legal for play. **Equipment:** All equipment and magic items in this book are legal for play. **Feats:** All feats in this book are legal for play except *Ascendant*, *Conciliator*, *Golden League Tattoo*, *Inerrant Justice*, *Infiltrator*, *Magical Enigma*, *Obliviating Stare*, *Puppet Master*, *Rival*, *Supernatural Spy*, and *Wily Warrior*. **Spells:** All spells in this book are legal for play except *greater claim identity*, *insect spies*, and *scribe's binding*. **Traits:** All traits in this book are legal for play except Kalistocratic Prophecy. **Other:** Ninja, rogue, slayer, social, and vigilante talents as well as wizard discoveries in this book are legal for play except entrepreneur and take 'em alive.

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:** The Lion Blade version in this book is no longer legal after June 10, 2016. The version found in *Pathfinder Campaign Setting: Inner Sea Intrigue* must be used. If your character took the prestige class before this date, it is grandfathered into the campaign. If you wish to switch to the new version of the prestige class, and you meet all the qualifications, you may do so at no cost.

All content in this book is legal, except Boneshard Bomb.

Pathfinder Player Companion: Varisia, Birthplace of Legends **

Archetypes: Kapenia dancer and thundercaller are legal for play.
Equipment: All equipment on pages 14–15 are legal for play except Varisian idol.
Feats: Deadly Dealer and 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, harrow chosen, 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.

Pathfinder Player Companion: Weapon Master's Handbook **

Archetypes: All archetypes in this book are legal for play. The Molthuni Arsenal Chaplain does not qualify for the Advanced Weapon Training on pages 18–19.
Feats: All feats in the book are legal for play with the following exceptions: Ascetic Form, Ascetic Strike, Ascetic Style, Burrowing Shot, Dwarven Fury, Dwarven Seething, Orc Fury, Orc Rampage, Orc Snarl, Overwatch Style, Overwatch Tactician, Overwatch Vortex, Smash from the Air. Elven Battle Focus functions only for melee weapons. When qualifying for and calculating the benefits of an item mastery feat, a PC uses the base Fortitude save bonus from only one of his classes. **Equipment:** The magic weapons and special abilities on pages 30–31 are legal for play with the following exceptions: *liberating* and *Cailean fighting tankard*. **Traits:** All traits in this book are legal for play except Aldori Caution. **Misc.:** The weapon tricks on pages 8–9 are legal for play with the following exceptions: hindering shot, quick brace, and suppressing fire. The divine fighting techniques on pages 10–11 are legal for play; the initial benefit of Iomedae's Inspiring Sword only functions during combat. The advanced weapon training rules on page 18–19 are legal for play. The combat tricks on pages 24–25 and the custom weapon rules on pages 28–29 are not legal for play. **All playtest versions of the ten new base classes from this book are no longer legal for play as of 8/14/14.** Anyone playing the playtest version of one of the ten new base classes must have updated his or her character as of 8/14/14. Updating your character means adjusting only the things that have changed, but not rebuilding the character.

Pathfinder Roleplaying Game: Advanced Class Guide **

Arcana: all magus arcana on page 104 are legal for play.
Archetypes: all archetypes on pages 75–133 are legal for play, except forgepriest, musketeer, packmaster, primalist, spirit summoner, and steel hound. Hex channeler, mutation warrior, and primal companion hunter are now legal for play. The free crossbow by the bolt ace's crossbow maven ability is not made of any special material and is worth 22 gp if sold.
Classes: All ten base classes are legal for play. Some classes are modified as follows:

Arcanist: The Item Crafting bonus feat is not legal for play.

Brawler: To utilize the Martial Flexibility class feature, the player must have the source book of the combat feat she wishes to utilize.

Shaman: *Fetish* hex replaces *Craft Wondrous Item* with *Spell Focus*. Shamans with the Nature spirit receive *animal growth* as a bonus spell at 10th level instead of *awaken*.

Skald: Skalds receive Extra Performance at 1st level instead of Scribe Scroll.

Warpriest: To select a blessing, a warpriest must worship a deity that offers the domain of the same name.

Combat Styles: all combat styles on page 118 are legal for play.

Dares: all dares on page 94 are legal for play.

Discoveries: all discoveries on page 75 are legal for play.

Equipment: all equipment and magic items on pages 202–237 are legal for



play, except dust knuckles, *false face*, and *ironbound collar of the coven*. *Cape of feinting*, *rod of abrupt hexes*, and *rod of voracious hexes* are now legal for play.

Feats: all feats on pages 136–159 are legal for play, except Evolved Companion, Evolved Summon Monster, Animal Soul, Divine Protection, Pummeling Charge, and Spirit's Gift are now legal for play.

Misc: Nothing in Chapter 6 is legal.

Orders: The Order of the Beast is not legal for play.

Racial Favored Class Options: all racial favored class options on pages 69–71 are legal for play.

Rages: all rages on pages 80 and 114 are legal for play.

Spells: all spells on pages 162–199 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.

As of 4/27/15 the summoner class in this book is no longer legal for play. A summoner character that has played at least once at level 2 or higher by this date qualifies to continue using this version of the class. Otherwise, only the summoner in Pathfinder RPG Pathfinder Unchained is legal for play.

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 *philter of love*, and the Hero Point optional rule (and its associated feats, spells, and magic items).

Note: The nature oracle replaces *awaken* with *animal growth*. A rogue with the poisoner or spy archetype can use Craft (alchemy) to craft poison.

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. As of March 30, 2016, the *philter of love* is no longer legal for play.

Traits: hedge magician, 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 an aasimar, catfolk, changeling, dhampir, fetchling, gillman, griplli, goblin, merfolk, ratfolk, samsaran, sulfi, tiefling, vanara, or vishkanya character, you must have a Chronicle sheet that opens the race as a legal option at character creation. Aasimars and tieflings that were created and had at least one xp applied before August 14, 2014, remain legal for play. The boon restriction to create a kitsune, nagaji, and wayang was removed at the start of Season 6, and all three are now freely available. The boon restriction to create ifrits, oreads, sylphs, and undines was removed at the start of Season 8, and all four are now freely available.

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 except wyroot, 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 Ferocious Tenacity and 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.

Halfings: 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, and orcs 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.

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

Dhampirs: all alternate racial traits, favored class options, racial archetypes, racial equipment except vampire slayer's kit, 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. The shaitan binder archetype can be applied to an unchained summoner; however, the summoner must select elemental (earth) for his eidolon's subtype.



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

Samsaran: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells are legal for play. Any spell selected with the mystic past life alternate racial trait must follow the same guideline used for determining the spell level for a scroll found on page 25 of the Pathfinder Society Roleplaying Guild Guide.

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 duergar, gillmen, merfolk, strix, and svirfneblin, entries are currently legal for play.

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

Changelings: All alternate racial traits, favored class options, archetypes, feats, and spells are legal for play.

Gillman: All alternate racial traits, favored class options, racial archetypes, racial equipment, and racial spells are legal for play.

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

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

Merfolk: All alternate racial traits, favored class options, racial archetypes, racial feats, equipment, 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.

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

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

Vishkanyas: all alternate racial traits, favored class options, racial archetypes, racial equipment, feats, magic items, and spells 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.

Pathfinder Society Roleplaying Guild does not limit access to material in this book based on affiliation, effectively using the Full Access option on page 5 of this book.

Archetypes: All archetypes in this book are legal for play. Pending the Pathfinder Reference Document update, the Aldori defender replaces the Aldori swordlord archetype from *Pathfinder Player Companion: Inner Sea Primer*. A mantis zealot does not need to be lawful evil. The ringleader archetypes in this book and *Pathfinder RPG Ultimate Intrigue* are different archetypes.

Equipment: All equipment and magic items in this book are legal for play except the *Aspis badge of last resort*, *branding iron*, *mantis blade*, *mask of the mantis*, *ring of retreat*, *rose knight's blade*, and *storm kindler's rod*.

Feats: All feats in this book are legal for play except *Aspis Partner*, *Fanged Crown Massacre*, and *Redistributed Might*.

Prestige Classes: The prestige classes in this book are legal for play except the *Aspis agent* and *Red Mantis assassin*. 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. A sanguine angel does not need to be female. The student of perfection is a valid prestige class for unchained monks, not the *Pathfinder RPG Core Rulebook* version of the monk; the prestige class uses the *Pathfinder RPG Pathfinder Unchained* versions of all cited monk abilities.

Spells: All spells in this book are legal for play except *Deivon's parry*.

Misc.: The focused arcane spell schools, investigator talents, psychic discipline, rogue talents, and shaman spirit are legal for play. The order of the asp cavalier order, the Twice-Damned Prince legendary spirit, Thassilonian magic, Thassilonian specialist options are not legal for play.

Contents in this book will appear in an upcoming update of the Pathfinder Rules Document (paizo.com/prd), at which point the versions in this book will replace any earlier versions (see the list below); at that time, characters are expected to update to use the new rules or rebuild as laid out in Chapter 2 of the *Pathfinder Society Roleplaying Guild Guide*. Modified gear—including *ioun stones* whose resonance powers changed—can be sold back at its full market price. Further updates and allowances specific to a particular character option may appear in the Pathfinder Society General Discussion message board on paizo.com. Until then, both versions of the character option are legal for play. The following character options have received updates since they appeared in earlier publications, and characters must use these updated versions (pending the Pathfinder Rules Document update): *brand of conformity*, *brand of hobbling*, *brand of tracking*, *Eagle Knight dress uniform*, enlightened bloodrager, *golden eagle epaulets*, Golden Legionnaire, hellknight barding, lore warden, *mammoth hide*, Mounted Blade, Pathfinder savant, Qadiran horselord, Ritual Mask, *shackle*, Steel Falcon, *talonsword*, Tribal Hunter, Tribal Scars, and *wayfinder* resonance. Earlier sources in which these rules originally appeared remain a legal source for accessing these updated character options.

Pathfinder Roleplaying Game: Bestiary

Animal Companions: ankylosaurus, aurochs, brachiosaurus, dire bat, dire rat, dolphin, elasmosaurus, electric eel, elephant/mastodon, frog, giant toad, 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, and imp, pseudodragon, quasit; **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. All languages found in this book are available for a character to learn with the linguistics skill, except aboleth and drow sign language.

Pathfinder Roleplaying Game: Bestiary 2

Animal Companions: arsinotherium, baboon, compsoognathus, gar, glyptodon, hippopotamus, manta ray, megaloceros, megatherium, ram, giant snapping turtle, stingray, tylosaurus; **Familiars:** arbiter inevitable, brownie, cassisian angel, cacodaemon, compsoognathus, cythnigot qliphoth, lyraken azata, paracletus aeon, silvanshee agathion, snapping turtle, voidworm protean; **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. All languages found in this book are available for a character to learn with the linguistics skill.

Pathfinder Roleplaying Game: Bestiary 3

Animal Companions (p. 311): antelope, axe beak, baluchitherium, basilosaurus, dimetrodon, elk, giant chameleon, giant gecko, giant vulture, iguanodon, kangaroo, megalania, pachycephalosaur, thylacine; **Familiars:** all familiars listed on pages 112–113 and the carbuncle, harbinger archon, skunk, sprite, and



Pathfinder Roleplaying Game: Bestiary 4

zoog; **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. All languages found in this book are available for a character to learn with the linguistics skill, except flail snail.

Animal Companions (p. 311): dimorphodon, giant seahorse, giant tortoise, giant weasel, giraffe, stag, styracosaurus, trumpeter swan, velociraptor, and walrus are legal for play; **Gods:** The demon lords and empyreal lords are legal choices as divine patrons. **Familiars:** all familiars listed on pages 96-97 and the almirajes, giant flea, greensting scorpion, nosoi psychopomp, nycar, pooka, and scarlet spider are legal for play; **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. All languages found in this book are available for a character to learn with the linguistics skill. The domains and subdomains in this book are legal for play.

Pathfinder Roleplaying Game: Bestiary 5

Animal Companions: The blue whale, cameroceras, ceratosaurus, chalicotherium, digmaul, kaptosuchus, moa, narwhal, plesiosaurus, therizinosaurus, troodon, and uintatherium are legal for play. The wolliped is a legal choice for triaxian PCs, who may select it in place of a horse animal companion. **Familiars:** The brain mole, chuspiki, clockwork familiar, liminal sprite, wysp, xiao, and all familiars listed and pages 112-113 are legal for play; a chuspiki's air blast ability always functions as if it were that of a 3rd-level kineticist. **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. All languages found in this book are available for a character to learn with the Linguistics skill.

*Pathfinder Roleplaying Game: Bestiary 6 ***

Animal Companions: The amargasaurus, deinotherium, devil monkey, dunkleosteus, elasmotherium, giant raven, gigantosaur, kentrosaurus, quetzalcoatlus, and titanoboa are all legal for play. **Gods:** The archdevils, empyreal lords, Green Man, and Horsemen of the Apocalypse are legal choices as divine patrons. **Familiars:** The mockingfey is a legal familiar. **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—except the blight (any), deathsnatcher, Euryale, fen mauler, green man, mezlan, rawhead, and vespergaunt—are legal for polymorph effects (including a druid's wild shape ability) within the boundaries of each spell or ability's parameters. All languages found in this book are available for a character to learn with the Linguistics skill. The domains and subdomains in this book are legal for play.

Pathfinder Roleplaying Game: Book of the Damned

Deities: A PC may select any archdevil, demon lord (not a nascent demon lord), or Horseman in this book as his divine patron. **Domains:** The domains and subdomains in this book are legal for play except Arson. **Equipment:** The *candle of Abaddon*, *spiteful shield*, *thantotic plate*, *thanatotic visage*, and war razor are legal for play. **Feats:** The Chain Mastery and Deadly Horns feats are legal for play. **Monsters:** bushyashas, deinochoses, executioner devils, oitoses, nikaramsas, nucols, and sepsidaemons, can be conjured using conjuration (calling) spells. **Prestige Classes:** None of the prestige classes in this book are legal for play, though the diabolist in *Pathfinder Campaign Setting: Princes of Darkness* remains legal for play. **Spells:** The *awaken the devoured*, *Charon's dispensation*, *lash of the astradaemon*, *parasitic soul*, *soul transfer*, and *waters of Lamashtu* spells are legal for play.

Alternate Racial Traits: All alternative racial traits in this book are legal for play except deep jungle and rationalize.

Archetypes: All archetypes in this book are legal for play except blood alchemist, bloody jake, dark elemental, devolutionist, elder mythos cultist, experimenter, family hunter, gaslighter, gingerbread witch, hate-monger, life channeler, mad scientist, necrologist, serial killer, and undead master; the experimenter archetype grants Skill Focus (Craft [alchemy], Disguise, or Knowledge [engineering]) at 3rd level and 11th level as bonus feats instead of Brew Potion and Craft Construct.

Feats: All feats in this book are legal for play except Blood Feast, Bouncing Spell-Like Ability, Consume Essence, Disruptive Spell-Like Ability, Enemy Cult, Engulf Horror, Engulf Revulsion, Exsanguinate, Fearsome Spell-Like Ability, Fleshwarper, Ghost Guide, Gruesome Shape, Horrific Gorging, Intensified Spell-Like Ability, Latching Horror, Lingering Spell-Like Ability, Protector of the People, Reach Spell-Like Ability, Sacrificial Adept, Sacrificial Ritualist, Scarring Spell-Like Ability, Sickening Spell-Like Ability, Skin Suit, Spawnlink, Touch of Evil, Traumatic Spell-Like Ability, and Twisted Love.

Spells: All spells in this book are legal for play except *blood ties*, *borrow corruption*, *charnel house*, *contact entity (any)*, *curse of fell seasons*, *curse of the night*, *cursed terrain (any)*, *greater assume appearance*, *hunger for flesh (any)*, *maze of madness and suffering*, *plundered power*, *sacramental seal*, *sense madness*, *slough*, and *vile dog transformation*.

Equipment: All items in this book is legal for play except *black heart*, *crimson altar*, *dark lens altar*, *sacrificial dagger*, *screaming blade*, and all torture implements; the only available plague powder imparts filth fever.

Miscellaneous: The barbarian rage powers, cleric domains (and subdomains), kineticist wild talents, and witch patrons are legal for play; replace the nightmare witch patron's 6th-level spell *dream travel* with *greater oneiric horror*^{OA}. The levels of fear on page 10 are used only when specifically cited by spells or other character options. Corruptions, sanity, and other subsystems are not used except where specifically cited in adventures and boons.

To create a goblin or ratfolk character, you must have a Chronicle sheet that opens the race as a legal option at character creation. None of the other races in this book are legal choices for character creation. Other character options are legal choices for all PCs as noted below in each race section.

Boggards: venomsweat salve is legal for play.

Bugbears: all feats on pages 20-21 are legal for play except Hurtful and Pile On; these were removed as legal options on July 29, 2015. The *isolate* spell is legal for play.

Drow: *caver's bolt* is legal for play.

Duergar: slaver's crossbow is legal for play. The *ironskin* spell is removed as a legal option from play on July 9, 2015.

Fire Giants: the *burning* and *steaming* weapon special abilities are legal for play. The apocalypse oracle mystery is legal for play.

Frost Giants: the *ice slick* spell is legal for play. The *fog-cutting lenses* and *winter wolf runetooth* are legal for play.

Ghoul: the ghoulish sorcerer bloodline is legal. The *hungry earth* spell is legal for play.

Goblins: Everything from this section is legal **only** for goblin PCs, except the infested oracle curse. Non-goblin PCs may not use anything in this section.

Hobgoblins: Motivated March and Spirit of the Corps are legal feats for play; Chain Challenge was removed as a legal option on July 29, 2015. The grenadier archetype is legal for play. All equipment on page 117 is legal for play. The yzobu is added as a legal animal companion.

Kobolds: nothing from this section is legal for play.

Lizardfolk: Only nagaji characters may take legal choices from this section.



Non-nagaji PCs may not use anything from this section. The cold-blooded oracle curse is legal for play. The *endothermic touch* spell is legal for play.

Ogres: nothing from this section is legal for play.

Orcs: nothing from this section is legal for play.

Ratfolk: Only ratfolk characters may take legal choices from this section. Non-ratfolk PCs may not use anything from this section. Everything in this section is legal for play.

Sahuagin: aquatic advantage feat is legal for play. *Air breathing* and *blood in the water* spells are legal for play.

Serpentfolk: nothing from this section is legal for play.

Troglodytes: *swarm of fangs* spell is legal for play. *Cave dweller's greataxe* is legal for play.

Trolls: *trial of fire and acid* spell is legal for play. *Cloak of the troll king* and *gauntlets of rending* are legal for play.

The 1st and 7th level iconic characters found on pages 274–297 may be used in place of the downloadable pregenerated characters found on Paizo.com. The 12th level iconics are not permitted for PFS play. 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.

All playtest versions of the six new base classes from this book are no longer legal for play as of 7/29/15. Anyone playing the playtest version of one of the six new base classes must have updated his or her character as of 7/29/15. Updating the character means retraining any levels in that occult class, adjusting any class features, taking class-appropriate archetypes, and reassigning any skill ranks, feats, traits, or favored class bonuses. As part of the retraining process, such a PC may also sell back any equipment that does not use charges at its full market price (or the price she paid, whichever is lower).

Archetypes: All archetypes on pages 88–125 are legal for play, except the cult master and psychic duelist. The reanimated medium (page 93) disregards the second paragraph of the channel self ability. The prometean alchemist (page 112) gains Skill Focus (Craft [alchemy] or Knowledge [arcana]) as a bonus feat instead of the prometean disciple discovery at 1st level; this still replaces both Brew Potion and Throw Anything. The ectochymist gains Skill Focus (Craft [alchemy] or Knowledge [religion]) as a bonus feat in place of Brew Potion.

Bloodlines: The sorcerer bloodlines on pages 124–125 are legal for play. Replace the 5th-level bonus spell ghost whip with spectral hand.

Classes: All six base classes are legal for play. Some classes are modified as follows:

Medium: A medium may not perform actions that would allow a spirit to attain 5 or more points of influence over him. A reanimated medium (page 93) disregards this limit.

Psychic: Replace the 8th-level bonus spell dream voyage with euphoric tranquility^{UM}.

Discovery: The prometean disciple discovery on page 112 is not legal for play.

Equipment: All equipment and magic items on pages 248–265 are legal for play, except *ganji doll* (normal and greater), *haunted doll*, *spirit mirror*, and *waxen image*. The cursed items and artifacts on pages 265–269 are not legal for play.

Feats: All feats on pages 128–141 are legal for play, except Alter Binary Mindscape, Lucid Dreamer, Psychic Combatant, Psychic Defender, Shatter Mental Mask, and Third Eye.

Misc: Chakras on pages 200–201 are legal for play. Psychic duels and associated mechanics are not legal for play. Possession rules on pages 206–207 are legal for play as an extension of possession-related spells and effects.

Occult rituals on pages 208–215 are not legal for play. Nothing in Chapter 6 is legal for play.

Orders: The cavalier orders on pages 116–117 are legal for play.

Patrons: The patrons on page 125 are legal for play. Replace the 8th-level bonus spell *create mindscape* with *mindwipe*, and replace the 12th-level bonus spell *greater create mindscape* with *mind swap*.

Racial Favored Class Options: All racial favored class options on pages 84–85 are legal for play.

Skill Unlocks: All psychic skill unlocks on pages 194–197 are legal for play.

Spells: All spells on pages 144–191 are legal for play, except *awaken construct*, *create mindscape*, *dream travel*, *dream voyage*, *ghost whip*, *greater create mindscape*, and *instigate psychic duel*.

Classes: all classes on pages 8–39 are legal for play; **Skill Unlocks:** the skill unlocks and Signature Skill feat are only available through the rogue's edge class ability.

Refer to the *Pathfinder Society Roleplaying Guild Guide* for rules on utilizing character retraining.

Note: Race traits are only available for characters of the associated race. Religion traits are only available for characters of the associated religion.

Traits: all traits listed on pages 51–64 are legal for play except corpse cannibal, hedge magician, natural-born leader, rich parents, and unblemished barrel.

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. The true primitive archetype is removed as a legal option from play on July 9, 2015.

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

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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 legal 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, living steel and wyroot, are legal for play. Following recent errata, the scorpion whip in this book is now 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. A PC can only purchase an animal, mount, or similar creature if its Challenge Rating is lower than that character's level; creatures with a Challenge Rating of 1 or lower are exempt from this restriction, as are horses. 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*, *catskin 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*, *hellscourge*, *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*, *robe of the archmagi (black)*, *stalker's mask* and *talons of Leng* are legal for play. As of March 30, 2016, the *philter of love* is no longer legal for play. As of July 19, 2016, *bracers of falcon's aim* and *quickrunner's shirt* are legal for play. Nothing from **Chapter 6** is legal for play unless it appears on a Chronicle sheet.

All playtest versions of the vigilante from this book are no longer legal for play as of 3/30/16. Anyone playing the playtest version must have updated his or her character as of 3/30/16. Updating the character means retraining any vigilante levels, adjusting any class features, taking class-appropriate archetypes, and reassigning any skill ranks, feats, traits, or favored class bonuses. As part of the retraining process, such a PC may also sell back any equipment that does not use charges at its full market price (or the price she paid, whichever is lower).

Archetypes: All archetypes in this book are legal for play except the brute, cipher, daring general, guild agent, gunmaster, hallucinist, majordomo, tyrant, warlord, zeitgeist. The interrogator alchemist archetype grants Skill Focus (Intimidate or Sense Motive) as a bonus feat instead of Extra Bombs.



The metamorph alchemist archetype grants Skill Focus (Climb, Disguise, Fly, or Swim) as a bonus feat instead of Extra Bombs.

Class: The vigilante class and its favored class options are legal for play.

Equipment: All equipment, weapons, and magic items in this book are legal for play except the *mask of stolen mien*.

Feats: All feats in this book are legal for play except Entreatng Critical, Eye for Ingredients, Feign Curse, Piercing Grapple, and the variant leadership feats in Chapter 3.

Spells: All spells in this book are legal for play except *false resurrection*, *greater break*, *greater false resurrection*, *matchmaker*, *prognostication*, *reincarnate spy*, *treacherous teleport*, and *true prognostication*.

Talents: The social and vigilante talents are legal for play except double time and in vogue. The celebrity discount talent cannot be combined with other effects to reduce an item's cost below 85% normal.

Misc.: The inquisitions, oracle mystery, ranger combat style, rogue talents, and wild talents in this book are legal for play. The rogue talents are available to both rogues and unchained rogues.

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, sanguine wildblooded, 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:

The 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 *blood transcription* and 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.

To create a gathlain, ghoran, or vine leschy 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 feats, and racial spells are only available for characters of the associated race. Except for giant bees and wing hooks (usable only by gathlain PCs), racial equipment

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and magic items can be purchased and used by any race as long as the specific item permits it (for example, one needs wings that grant a fly speed to use a *harness of grabbing vines*).

Class: The shifter class is legal for play. Only the aspects detailed in this book and allowed by later publications are legal for play; custom aspects are unavailable.

Alternate Racial Traits: The alternate racial traits in this book are legal for play except martial recollection and spelleater.

Archetypes: The archetypes in the book are legal for play except blighted defiler, blighted myrmidon, fiendflesh shifter, flood walker, rageshaper, raging cannibal, verdant grappler, wildborn, wild soul. The forest preserve archetype's sacred botany ability does not add awaken to the paladin's spell list. The herb witch must select the healing hex at 2nd level in place of the cauldron hex.

Companions: The animal companions, familiars, plant companions, and vermin companions in this book are legal for play except ioun wyrd. The expanded companion options for cavaliers, paladins, and rangers on page 178 are legal. Plant companions are available only as allowed by specific archetypes or other options. The magic item slots table on pages 176–177 is legal for play with two exceptions: a flying fox familiar uses the avian body type, and the quadruped (short legs) body type gains a saddle slot (see the rules found in the Organized Play FAQ).

Companion Archetypes: The archetypes for animal companions and familiars in this book are legal for play. Animal companions can trade out the multiattack ability when qualifying for an archetype, even if multiattack does not benefit them; this is a campaign-specific decision that contradicts the details on page 186. An auspice companion's deity must match that of its master, if any, and the companion can select a qualifying subdomain ability.

Equipment: The equipment, magic items, and magic plants in this book are legal for play except alchemical pheromones, cloudthorn venom, fairy cap, grabbing vine, helping hands vine, portal oak, *propagation pod*, seeing slime, starving nettle, and tree of woe. The hunter's stand is legal for play, but the camouflage blind is not available. A PC cannot grow a vine leshy. Purchased herbs in this book do not spoil or expire with time.

Favored Class Options: Favored class options in this book are legal for play.

Feats: The feats in this book are legal for play except Cultivate Magic Plants, Expert Cartographer, Expert Explorer, Expert Salvager, Hide Worker, Mutated Shape, Natural Poison Antitoxin, Sproutling, Wild Growth Hex, and Wood Crafter. Eidolon Mount is only available to unchained eidolons.

Gods: The deities in this book are legal for play.

Races: To create a gathlain, ghoran, or vine leshy character, you must have a Chronicle sheet that opens the race as a legal option at character creation.

Spells: The spells in this book are legal for play except *forest's sense*, *grasping vine*, and *vine strike*.

Tricks: The tricks in this book are legal for play except mark territory. The poison from the milk venom trick cannot be preserved.

Misc.: The alchemist discoveries, barbarian rage powers, bloodrager bloodline, cavalier order, disaster blessings (for warpriests of evil deities only), druid domains, eidolon subtype, investigator talents (for star watchers only), kineticist wild talents, psychic disciplines, shaman spirit, slayer talents, subdomain, witch hexes, witch patrons in this book are legal for play. The horoscopic scrolls talent increases the saving throw DC of any spell the star watcher casts from a scroll by 1 instead of gaining Scribe Scroll. The symbiosis psychic discipline grants animal growth as a bonus spell in place of awaken.

The harvesting poison subsystem is legal for play, but a PC cannot use this subsystem to preserve poisons or create antivenom; all harvested poisons lose their potency by the end of the adventure. The herbalism



subsystem is not legal for play; instead a PC with at least one rank in Craft (alchemy) and 1 rank in either Knowledge (nature) or Profession (herbalist) can purchase the herbs in this book at a 10% discount that does not stack with other discounts; if a PC's ranks in these skills are 5 or higher, the discount increases to 15%, and if a PC's ranks in these skills are 10 or higher, the discount increases to 20%

Archetypes: The archetypes in this book are legal for play except voice of the void. The hellcat is not a valid archetype for unchained monks.

Equipment: The equipment in this book is legal for play except *battle strider's boots*, *branding iron of tracking*, *darkness arrow*, *diabolus bell*, *eyes of the damned*, *hood's flair*, *ivory succubus*, *necklace of stolen breath*, *pallid suspension*, *ring of rulership*, and *rod of burning blood*.

Feats: The feats in this book are legal for play except Craft Shoddy Item and Two-Weapon Grace.

Spells: The spells in this book are legal for play except *amnesia* and *fool's gold*.

Misc.: The artifacts, rituals, and templates are not legal for play. Alchemist discoveries, oracle mysteries, oracle curses, and rage powers are legal for play. The order of the whip is not legal for play.



PATHFINDER MODULES

The following products are sanctioned for play with unique rules. You may download each product's Chronicle sheet and pertinent rules in official Pathfinder Society Roleplaying Guild events from its product page on paizo.com.

Pathfinder Module: Academy of Secrets
Pathfinder Module: Broken Chains
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: Daughters of Fury
Pathfinder Module: Doom Comes to Dustpaw
Pathfinder Module: Down the Blighted Path
Pathfinder Module: The Dragon's Demand
Pathfinder Module: The Emerald Spire
Pathfinder Module: Fangwood Keep
Pathfinder Module: Feast of Dust
Pathfinder Module: Feast of Ravenmoor
Pathfinder Module: From Shore to Sea
Pathfinder Module: The Gauntlet
Pathfinder Module: The Godsmouth Heresy
Pathfinder Module: The Harrowing
Pathfinder Module: Heroes for Highdelve

Pathfinder Module: The House on Hook Street
Pathfinder Module: Ire of the Storm
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: Plunder & Peril
Pathfinder Module: Realm of the Fellnight Queen
Pathfinder Module: Ruby Phoenix Tournament
Pathfinder Module: Tears at Bitter Manor
Pathfinder Module: Tomb of the Iron Medusa
Pathfinder Module: We Be Goblins!
Pathfinder Module: We Be Goblins Too!
Pathfinder Module: We Be Goblins Free!
Pathfinder Module: Wardens of the Reborn Forge
Pathfinder Modules: Witchwar Legacy
Pathfinder Online: The Emerald Spire
Pathfinder Online: Thornkeep

PATHFINDER SOCIETY QUESTS

Pathfinder Society Quest: Ambush in Absalom
(Kobold Quarterly #17)
Pathfinder Society Quest: Silverhex Chronicles

Pathfinder Society Quest: The Urge to Evolve
(Kobold Quarterly #23)

SANCTIONED PATHFINDER TALES NOVELS

Pathfinder Tales: Blood of the City
Pathfinder Tales: Called to Darkness
Pathfinder Tales: City of the Fallen Sky
Pathfinder Tales: The Crusader Road
Pathfinder Tales: Dagger of Trust
Pathfinder Tales: Death's Heretic
Pathfinder Tales: Firesoul
Pathfinder Tales: Forge of Ashes
Pathfinder Tales: Liar's Blade
Pathfinder Tales: Liar's Island
Pathfinder Tales: Lord of Runes
Pathfinder Tales: Master of Devils
Pathfinder Tales: Nightblade
Pathfinder Tales: Nightglass

Pathfinder Tales: Pirate's Honor
Pathfinder Tales: Pirate's Promise
Pathfinder Tales: Plague of Shadows
Pathfinder Tales: Prince of Wolves
Pathfinder Tales: Queen of Thorns
Pathfinder Tales: The Redemption Engine
Pathfinder Tales: Reign of Stars
Pathfinder Tales: Skinwalkers
Pathfinder Tales: Song of the Serpent
Pathfinder Tales: Stalking the Beast
Pathfinder Tales: Winter Witch
Pathfinder Tales: The Wizard's Mask
Pathfinder Tales: Worldwound Gambit



PAIZO 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/v5748dyo5lbvp>

February 17, 2011: *Golarion Day: Subdomains for Everyone!* – <http://paizo.com/paizo/blog/v5748dyo5lbwn>

April 19, 2012: *Pirate Familiars* – <http://paizo.com/paizo/blog/v5748dyo5ldc5>

October 19, 2015: *Weapon Training—And So Many Weapons* – <http://paizo.com/paizo/blog/v5748dyo5li4u>

