

Texts Used in the Game

Core Rules

Pathfinder Core Rulebook
Advanced Player's Guide
Ultimate Magic
Ultimate Combat
Occult Adventures
Advanced Class Guide
Ultimate Intrigue
Horror Adventures
Pathfinder Unchained

Psionics

Psionics Unleashed
Psionics Expanded
Psionics Augmented

Equipment Guides

Ultimate Equipment Guide
Adventurer's Armory
Armor Master's Handbook
Weapon Master's Handbook
Arms and Equipment Guide (3.5 edition)
Aurora Whole Realms Guide (2nd edition)

3rd Party Books

Book of Drakes
I Flaws Players Option
II Flaws Players Option

Races

Advanced Race Guide

Faith

Inner Sea Gods
Faiths of Balance
Faiths of Purity
Chronicle of the Righteous
Faiths & Philosophies
Faiths of Corruption

Supplements

Mythic Adventures (not used in all games)
Game Mastery Guide
Ultimate Campaign Guide
Villain Codex

Settings

Inner Sea World Guide
Distant Worlds (Golarion Solar System)
Various Campaign Settings Supplements

Modules

Various Modules and Adventure Paths

Bestiary

Bestiary 1
Bestiary 2
Bestiary 3
Bestiary 4
Bestiary 5
Bestiary 6

Occult Bestiary

Additional Books

Technology Guide (high tech items will be incredibly rare)

Legacy of Dragons

Animal Archive

Artifacts & Legends

Dungeoneer's Handbook

Alchemy Manual

Advanced Class Origins

Melee Tactics Toolbox

Arcane Anthology

Ranged Tactics Toolbox

Magic Tactics Toolbox

Familiar Folio

Giant Hunter's Handbook

Spymaster's Handbook