

GOLDEN GLYPH PUBLISHING PRESENTS



RACES: THE LAGOS

Author: Kristopher Cruz
Cover Design: Kristopher Cruz
Interior Artist: Elisha Allard (<http://samaelsammy.tumblr.com>)

Designation of Product Identity

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

Declaration of Open Game Content

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Races: The Lagos © 2016 by Golden Glyph Publishing, LLC.

LAGOS

The Rabbit Race

The Lagos are a race of ranging nomads who migrate across wide open countryside, but occasionally a few find their way into more permanently settled civilizations. Their gray/brown coats and prominent ears have led to other races nicknaming them 'Bunnyfolk', though they in truth have more in common with hares than docile bunnies. Most Lagos have an instinctual need to live a light and lean life, not bogged down with weighty obligations and commitments. A drove of Lagos could arrive in the region one week, and be halfway to the neighboring regions the next. As such, the general public opinion of the Lagos pegs them as flighty, irresponsible, and quick to abandon.

This isn't at all true, at least in the eyes of the Lagos. They just believe in remaining mobile in order to survive, and look at being locked into one place is tantamount to accepting death. In family environments, Lagos are nurturing, kind, and capable of great sacrifice to protect their young. They are loyal to their drove, and will only leave a member of their own behind if going back would mean the death of the drove. Pragmatic, those Lagos left behind who survive rarely hold it against their peers; they would have considered the greater good of their people too.

Physical Description:

Generally, Lagos are lean and rangy, standing on average as tall as a human. They usually seem a foot taller due to their most prominent feature: their two long ears that stand straight up on their heads. They have faces resembling Hares, with whiskered short snouts and front teeth designed for biting through vegetation. Their bodies are covered in fur, typically shades of tan, brown, or gray. White and black Lagos are possible. They have humanlike hands with dull nubs of claws on the tips of their furred fingers. As a species of runners, they have elongated legs and rabbit-like paws for feet that are large and capable of keeping their grip on the ground as they dash. They have short up-curved tails that are typically stark white, and though limited in movement are important to Lagos body language, as well as distracting chasing predators. Lagos have large eyes that are expressive, varying in any natural color a humans would, though white Lagos almost invariably have pale pink eyes. Lagos grow hair equally across their body, and never develop longer hair on their heads or faces.

Society:

Nomadic and Matriarchal, the Lagos travel in droves led by their most competent female. In the cases where multiple females vie for dominance, small unarmed bouts are fought to determine the leader. In the rarest of cases, a male may grow strong enough or capable enough that they can take the lead from females, but this is the exception, rather than the rule. In general this system is accepted by the Lagos, and only rarely is this method rebelled against.

Though the young may be curious, Lagos in general have learned not to stick their noses where it could be bitten off, and tend to stick to tried and true methods of survival. Even the more open-minded individuals will err on the side of caution in most cases. However, this only applies to the methods of the Lagos. A city's rules generally get followed as long as they don't restrain a Lago's actions too much. This

strange juxtaposition of stubborn adherence to proven methods and negligence to the established rules of more stable societies confuses many and can leave them unwelcome in many border towns. Many Lagos see their drove as a large extended family and do not mate among members of their drove. Instead, droves regularly 'trade' mates between each other as they encounter the other during their wanderings. Of course, the Lago Matron has first pick of any males.

If a Lago is left behind for the good of their drove, they may end up in a dilemma. To a Lagos, being left behind meant that they were a burden to their people and it was for the best that they were abandoned; many Lagos, upon realizing they are alone, simply give up and allow the threat that scared off the drove consume them. Some, however, make it back alive and attempt to rejoin their fellows, needing to be accepted. The drove will never accept one who has been abandoned, and 'orphan' Lagos are the ones who most commonly end up living in civilized towns and cities.

It would be noted that Lagos is a plural term; a single member of the species is called Lago.

Relations:

Flighty and insular, Lagos have difficulty getting along with more sedentary races. Halflings are often appreciative of the stories the Lagos have gathered on their travels, while the ratfolk find comradery in their similar need for survival of their families, though goblins are too violent and dangerous for the Lagos to get along with. Lagos find catfolk to be a little too interested in them to really get along, and some catfolk have even demonstrated the ability to chase a Lago down. Lagos don't in general understand the steady nature of Dwarves, and their reliance on stone 'burrows' that they spend too long crafting and are unwilling to abandon. The aggressive natures of Orcs make them one of their threats to avoid, while some half-orcs can surpass this nature may find the Lagos willing to interact with them. Lagos have been known to interact with humans, as they are varied enough that some would be found appealing. Gnomes and Lagos get along, and some of the most notorious escapades stem from Gnomes and Lagos meeting. Gnolls are similar to the Lagos as roaming tribes, but are exceedingly predatory and evil. The Lagos fears what happens to any Lago who gets captured by a gnoll raid, making the gnolls one of the primary reasons they are so migratory.

Alignment and Religion:

With their nomadic lifestyle, as well as their desire for freedom and safety, it's no surprise that Lagos tend towards good alignments. They tend to be neutral in some way, as they are too busy with their survival to contemplate moralities. Lagos are rarely, if ever, lawful. Some Orphaned Lagos can experience all manner of hardship, and become resentful, therefore evil alignments are not impossible. Religious affiliation is typically associated with the belief of their Matron, though this is not always the case. Many Lagos give credence to gods of nature and travelling, and of the roads.

Adventurers:

Orphaned Lagos are the most common of adventurers; having no place in their old life, they seek to find a place they belong. This can end up being a particular adventuring group, or a community of friendly villagers, or even a school of mages. Some Lagos find the rush of adrenaline addicting, and take martial careers, while others seek to use their natural talent at working in social groups to entertain and become bards, craftspeople, or merchants. Though most suffer a lack in lateral thinking, some Lagos make excellent arcane and divine casters. White-haired, pink-eyed Lagos are believed to have spiritual ties to dark powers, and a great many of them are witches or oracles.

Names

Male Names: Armin, Basil, Hutch, Rom, Yonni.

Female Names: Alda, Elena, Fadi, Hanna, Mirrah, Wryn.

Family Names: Proudleg, Butterbur, Stormtail, Cloudjumper

Random Lagos Starting Ages

Adulthood	Intuitive	Self-Taught	Trained	Old Age
14	+1d4 Years	+2d4 Years	+2d6 Years	58 +2d8 Years

Random Lagos Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 10 in.	+2d8 in. (5 ft. - 6 ft. 2 in.)	90 lbs.	+(2d8x5 lbs.) (100 - 170 lbs.)
Female	5 ft. 4 in.	+2d8 in. (5 ft. 6 in. - 6ft 8 in.)	120 lbs.	+(2d8x5 lbs.) (130 - 200 lbs.)

Table: Race Point Costs

Racial Traits		Race Point Cost
Type	Humanoid (Lagos)	0
Size	Medium	0
Base Speed	Normal	0
Ability Score Modifiers	Standard (+2 Dex, +2 Wis, -2 Int)	0
Languages	Standard	0
Movement	Fast	1
Movement	Sprinter	1
Movement	Jumper	2
Skill Bonus	Perception	2
Skill Bonus	Sense Motive	2
Sense	Low-Light Vision	1
	Total	9

Standard Racial Traits:

Ability Score Racial Traits:

Lagos are quick and perceptive, but don't have much use for intellectual pursuits. They gain +2 Dexterity, +2 Wisdom, -2 Intelligence.

Type:

Lagos are Humanoids with the Lagos subtype.

Language:

Lagos start speaking Common and Lago, their native language. Lagos with a high intelligence may select additional languages from Elven, Halfling, Gnome, Goblin, Sylvan, and Terran.

Size:

Lagos are Medium Creatures and have no bonuses or penalties due to their size.

Base Speed:

Lagos have a base speed of 30 ft.

Traits:

Fast: The Lagos are built to run, and have a +10 foot bonus to movement speed.

Sprinter: The Lagos gain a +10 racial bonus to their speed when using the charge, run, or withdrawal actions.

Predatory Avoidance: Lagos survive by knowing trouble is coming. They gain a +2 racial bonus to Perception and Sense Motive skill checks.

Jumper: Lagos are always considered to have a running start when using Acrobatics to jump.

Low-Light Vision: Lagos have low-light vision allowing them to see twice as far as humans in dim light.

Alternate Racial Traits:

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Fleet-Footed: Lagos with this trait tend to be the first to run, and have become exceptionally good at fast engagements. They Receive Run as a bonus feat and a +2 racial bonus to initiative checks. This trait replaces the Sprinter and Fast racial traits.

Lucky Rabbit's Tail: Lagos with this trait have the (mis)fortune of being born with a fluffy white bunny's tail. Familial teasing aside, they gain a +1 racial bonus to all saving throws. This trait replaces the Jumper racial trait.

Powerful kick: Lagos with this trait have powerful legs that let them kick hard and fast. Lagos with this racial trait have a slam attack they can use as natural weapon. This slam is a primary attack that deals 1d4 points of damage. They cannot use this attack if entangled, immobilized, or otherwise prevented from using their legs. This trait replaces the Jumper racial trait.

Paizo Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Bard: Treat the bard's level as 1/2 level higher for the purpose of determining the effect of the Fascinate Bardic Performance.

Brawler: Add 1 to CMD vs. Bull Rush, Reposition, and Trip attempts

Ranger: Add 1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Druid: Add a 1/4 luck bonus on the saving throws of the druid's animal companion.

Fighter: Add 1/2 to damage rolls the fighter makes with a successful charge attack.

Oracle: Add 1/6 to any luck bonuses the Oracle may be affected by (Maximum +3).

Witch: Add +5 feet to the distance at which her familiar grants the Alertness feat (maximum +20 feet).

Lagos Feats:

Strength of the Lagos: Prerequisites: Lagos.

If you do not have the powerful kick racial trait, you gain the powerful kick racial trait. If you already have the powerful kick racial trait, the damage of your slam attack increases to 1d6.

Survival Adaptation: Prerequisites: Lagos.

Select one Terrain type from the Ranger Favored Terrain List. You gain it as a Favored Terrain as the ranger class feature. If your natural fur coloration is not conducive for the region, it will change overnight as you shed. If you have levels of ranger, this favored terrain can be improved when you normally would improve your favored terrain.

Pummeling Kick: Prerequisites: Base Attack Bonus +6, Powerful kick Trait, Lagos.

When making a full attack action, you gain a second powerful kick attack, at -5. At Base Attack Bonus +11 you gain a third slam attack at -10, and at Base Attack Bonus +16 you gain a fourth slam attack at -15.

Punishing Kicks: Prerequisites: Pummeling Kicks.

When performing a full attack action, each slam attack made after the first does +2 points of damage (Maximum +8).

Wild Hare Style: Stemming from their natural speed and ability to change directions in elusive ways, 'Wild Hare' style is an emulation of the Lagos in melee combat.

Feat Path: Wild Hare Style, Wild Hare Juke, Wild Hare Impact.

Wild Hare Style: Prerequisites: Dex 13, Combat Expertise, movement speed of at least 30.

While using this style alongside Combat Expertise while running or charging, you gain a +4 dodge bonus to your Armor Class. This bonus lasts until the end of your movement while running or the resolution of your attack while charging.

Wild Hare Juke: Prerequisites: Wild Hare Style, Dex 15.

While using Wild Hare Style, you may make charges that change direction in surprising ways with no apparent loss in momentum. You do not need to select the straightest path to the target of your charge, but must travel in straight lines and you must reach the target by the end of twice your movement (on a full charge) or your movement (on a partial charge). You may change direction a number of times during your charge equal to your Dexterity modifier (Minimum 1).

Wild Hare Impact: Prerequisites: Wild Hare Juke, Power Attack, Dex 17.

While using Wild Hare Style, you throw every bit of momentum into your charge. When you successfully hit with a charge attack while using Wild Hare style and Power Attack, you may make a Bull Rush maneuver against the target as a free action, adding a +1 bonus to the CMB check for every 10 feet you traveled during your charge. This Bull Rush does not provoke attacks of opportunity.

Lagos Equipment

Runner's Rye:

Price 2gp; **Weight** 1 lbs.

A type of bread baked for the Lago on the run (and honestly, what Lago isn't?). This bread is densely packed and crusted with dried fruits and nuts and serves as a full day's trail rations. If you are a Lago who subsists on nothing but Runner's Rye for 1 week, you can hustle for up to 2 hours between sleep cycles without suffering nonlethal damage. Additionally, each additional time you hustle, you may hustle for 2 hours before penalties are applied.

Leg Braces:

Price 450 gp; **Weight** 2lbs.

Designed as shin and leg guards specifically for the Lagos to run and fight in, these braces don't provide any armor class of their own, but can be used to complete a set of armor. While worn in a set, Lagos with the powerful kick racial trait treat their slam attack as a Masterwork manufactured light weapon. Leg braces can be made magical as normal for a weapon. Leg braces can be used as part of a full attack action with other weapons, or used in pairs or paired with other weapons using two-weapon fighting.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.