

FOUR HORSEMEN PRESENT

LIVING ITEMS



PATHEMINDER
ROLEPLAYING GAME COMPATIBLE

STEPHEN ROWE



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Introducing a useful talking sword into a campaign is like bringing in a new NPC that gets to constantly tag along with the party. Adventurers rely heavily on the most powerful magic and tools, intelligent equipment might see use in the darkest dungeons or deepest hells. The personality of such an item can color an entire campaign, acting as comic relief or essential narration. In some situations, intelligent magical items can even be antagonists, working to corrupt a party before getting tossed in a volcano. It can be a lot of fun for players or gamemasters to roleplay intelligent items, having imbued them with unique stories that make them as compelling as any other character.

So, why can't a PC just play as an item?

This is not a new idea, but one that is hard to implement in the Pathfinder system with any degree of satisfaction. Even intelligent items never *really* grow or change. They are still merely tools with motivation. Ultimately, they are a factor of a PC's wealth by level, or a plot device. Even in the hands of a mythic character capable of item crafting or bestowing legendary powers, an intelligent item is more static than even the strictest character progression. Beyond that, most are utterly dependent on a PC or NPC to wield them in order for them to do much. In a game all about growth and agency, these can make any roleplaying opportunities eventually grow stale.

LIVING ITEMS

A living item is more than merely intelligent; it is alive in a truer sense. More akin to an intelligent construct, a living item grows in power with experience like a player character, perhaps far exceeding the expectations or abilities of the crafter. Living items are rare. Few ever meet another, and even a long-lived adventurer might never see one with his own eyes. Each living item is a singular creation, requiring a powerful being, lifetimes of effort, or a combination of unlikely circumstances. Thus, should a group of living items manage to gather, they rarely have much in common beyond the obvious.

The minds of living items function almost exactly like a humanoid's. While they lack many of the same physical sensations or trials, each can experience the full gamut of emotion—from apathy to hatred to true love. Each has its outlook and nature shaped by its item type, school of magic, and starting alignment, but any can rise above these simple beginnings. A bloodthirsty

evil sword created to kill might become a pacifist after one too many battles. An optimistic ring might become cynical and sadistic from peering into one too many minds. Since each living item is so disparate and shaped by experience, it is difficult to make broad generalizations about their character or demeanor.

The uniting factor of living items is a common condition. Each is forever an outlier, drawn to civilization. By their nature, almost all are crafted to be worn or wielded by humanoids. Thus, they each have an instinctual drive toward community and companionship. Some embrace this aspect of their nature, doing their best to form earnest relationships as best they can. Others pervert it, surrounding themselves with slaves and sycophants. The former face difficulty in convincing potential friends they are more than a simple tool. Even then, they are destined to outlast even the longest-lived race. The latter can never quite fill the void within themselves, no matter how many they subjugate, and face an unfulfilling eternity.

GETTING STARTED

A living item gains ability scores just like a player character or NPC. However, living items are not capable of true physical actions in the same way as humanoids. When deciding a living item's statistics at 1st level, she only possesses an Intelligence, Wisdom, and Charisma ability score. If generating ability scores using the standard, classic, or heroic methods, only roll three times (until three numbers are generated) and assign to the item's ability scores. If using the dice pool method, the living item has a pool of 12d6 (instead of 24d6) to assign to statistics. If using the "point-buy" purchase method, the item gains half of the ability score points of a normal character (round up).

LIVING ITEM TYPE

Each living item is shaped by her item type, acting in a manner analogous to player character races. Each living item possesses base abilities, plus additional abilities based on her specific nature. When creating a living item, it is important to decide what type of item she is. Living items are always extraordinary seeming "masterwork" items of their type, but may take any form—from full plate armor to a yew wand.

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Unlike characters, living items do not gain starting gold. However, if making a living item of higher level than 1st, the living item gains starting wealth as a character of her level, which can be used to buy magical item abilities the item has previously absorbed (see the absorb power ability).

ALIVE

Roleplaying an intelligent item carries many interesting challenges. Living items do not usually have genders in the biological sense. However, like intelligent constructs, some might associate themselves with either male, female, both, or some unique term that the individual living item creates. Almost all despise being referred to as “it” or like an object, since they are thinking, growing, sapient creatures. However, there might be living items that believe themselves superior to “meatbags” and “fleshsacks”, and wear the word like a badge of honor. In a similar manner, while living items have no biological drive toward reproducing, each is capable of forming close emotional bonds with others exactly like love and friendship. As might be expected, these affairs of the heart are always complex, and often made even more so by the limitations of the living item’s nature.

BASE LIVING ITEM TRAITS

Living Object: A living item is treated as a creature and not an object by all spells and effects unless otherwise noted. A living item has a creature type of construct for most purposes, but possesses different creature type abilities as noted here.

Flight: A living item is capable of flying with a speed of 20 feet and clumsy maneuverability. A living item’s flight speed and maneuverability improves as she increases in level per the Living Item Flight table.

TABLE: LIVING ITEM FLIGHT

Level	Fly Speed	Maneuverability
1st-3rd	20 ft.	clumsy
4th-7th	30 ft.	poor
8th-11th	40 ft.	average
12th-15th	50 ft.	good
16th-20th	60 ft.	perfect

Immunities: A living item is immune to bleed, disease, paralysis, poison, sleep effects, and stunning. A living item is not subject to physical ability damage or drain (damage or drain to Strength, Dexterity, or Constitution), and is not at risk of death from massive damage.

Item Definition: Each living item is an object granted life, and none can escape this essential nature. A living item must select an item crafting feat (Craft Arms and Armor, Forge Ring, etc.), a Craft skill type, and an item slot that applies to her during character creation. These choices help to define the item, and influence other decisions later on. The available magic item slots are: armor, belt, body, chest, eyes, feet, hands, head, headband, neck, ring, shield, shoulders, or wrist. Alternately an item might be designed to be wielded, such as weapons, rods, staves, wands, etc. Living items cannot be slotless magical items. Many living item can grant benefits to creatures wearing or wielding the living item. Wearing the living item requires the creature wear the item in the appropriate item slot. Wielding the living item be used in one or more hands.

Healing: A living item heals naturally as a living creature, recovering a number of hit points per day equal to her item class level. A creature with the living item’s required Craft skill (see item type) can speed this natural healing. This works exactly like using the Heal skill to provide long-term care to a living creature. Otherwise, the living item can be magically healed as a construct. A living item is not immediately destroyed when reduced to 0 hit points or less, and possesses negative hit points equal to her Wisdom score. A living item is unconscious but not bleeding when at negative hit points, and all magical abilities are suppressed until she becomes conscious again. A living item is destroyed when she has negative hit points equal to or greater than her Wisdom score. Living items cannot be raised or resurrected.

Natural Armor: A living item gains a natural armor bonus based on her type. A living item does not possess hardness. Living items that are armor or shields do not gain the benefit of an armor or shield bonus to AC, although grant this bonus (and not her natural armor) to creatures wearing or wielding them. A living item’s natural armor can be improved further by magical enhancements, class abilities, or the Improved Natural Armor feat. A living item’s natural armor improve as she increases in level.

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Magical: A living item depends upon her magical nature for existence. A living item within an *antimagic field* becomes a non-magical item and unconscious while remaining within the area. If targeted by a *dispel magic* spell or similar effect used to suppress her magical properties, the item becomes unconscious for the duration of the suppression. The *mage's disjunction* spell can be used to suppress or destroy a living item, although the item receives a Will save (at no penalty) to avoid destruction.

Manipulate (Su): Living items possess a sort of tactile telekinesis that allows them to interact with the environment even if she does not possess limbs, hands, or fingers. While the living item does not possess physical ability scores, she can substitute mental ability scores for her physical abilities (see the Basic Abilities sidebar). This even allows the item to craft other items (or repair herself) with the Craft skill or item crafting feats.

BASIC ABILITIES

Living items work a little bit differently from normal player characters. Since they lack physical ability scores, this can make calculating AC, saves, hit points, CMB, CMD, and skills odd. In general, a living item uses Intelligence in place of Strength, Wisdom in place of Dexterity, and Charisma in place of Constitution. These "replacement" ability scores count as the ability score they replace for the purposes of all prerequisites. Magical enhancements or temporary bonuses to ability scores only affect ability scores the item truly possesses. Since their ability scores pull "double-duty", this gives living items an advantage over fleshy analogues. However, most living items do not receive an ability score adjustment due to "race". Living items gain the standard +1 to a single ability score of their choice at 4th level and every four levels thereafter.

Initiative: A living item uses her Wisdom modifier instead of her Dexterity modifier to calculate initiative.

AC: A living item gains a bonus to her armor class equal to her Wisdom modifier instead of her Dexterity modifier. Living items cannot be the target of sunder attacks, even if wielded by a creature as a weapon. However, living weapons can be targeted as a separate creature even when wielded or worn. If worn or wielded by a humanoid creature, the living item gains a cover bonus (+4) to AC.

Senses: Living items can all see and hear out to a range of 30 feet. A living item cannot sense anything beyond this range. A living item's senses improve as she increases in level.

Size: The living item's size represents the bulk of area filled by her tactile telekinesis and life force, rather than her actual physical dimensions. Living items are either Small or Medium size, chosen during character creation. Even if a living item is smaller than a Small-sized creature or larger than a Medium-sized creature, it is considered a Small-sized or Medium-sized creature for all purposes, and created to be used by creatures of this size.

Speech: All living items possess the power of speech. Living items begin play speaking either Common or a racial language known by her creator. Living items with high Intelligence scores can choose from any languages (except secret languages like Druidic), and commonly learn the languages of her creator.

Attacks: A living item adds her Intelligence modifier to melee attack rolls instead of her Strength modifier, and her Wisdom modifier to ranged attack rolls instead of her Dexterity modifier. If she has any enhancement bonuses (as a magic weapon) she gains these benefits to any natural attacks she possesses. A living weapon uses her Intelligence modifier in place of her Strength modifier when calculating damage for melee or ranged attacks.

Hit Points: A living item gains Hit Dice and hit points as her level increases. A living item adds her Charisma modifier in place of her Constitution modifier to the hit points gained per Hit Die. Living items gain maximum hit points at 1st level.

Saves: A living item adds her Charisma modifier to Fortitude saves in place of her Constitution modifier. A living item adds her Wisdom modifier to Reflex saves instead of her Dexterity modifier.

CMB/CMD: A living item adds her Intelligence modifier to CMB in place of her Strength modifier, and Intelligence and Wisdom in place of Strength and Dexterity to CMD.

Skills: A living item treats any Strength-based skill check as an Intelligence-based skill check, and any Dexterity-based skill check as a Wisdom-based skill check.

Favored Class: Living items have only one available class and cannot normally multiclass into other player character classes. However, each gains the favored class bonus (+1 hit point or +1 skill point) at each level of the living item class.

LIVING ITEMS

SPECIFIC ITEM TYPE TRAITS

The following represent more specific facets to a living item's type that go beyond her appearance or item slot. This differentiates living items in a manner analogous to player character races. In this way, two living items that fill the same item slot or use the same item crafting feat might have wildly divergent natures.

BODY

Body items are typically armors, masks, robes, vestments, capes, or cloaks that focus on masquerading as a humanoid creature. Developing her innate talent for telekinesis, it can be difficult to ascertain a body item's true nature without careful scrutiny. This allows most body items to seamlessly insert themselves into societies, although most refrain from drawing too much attention, lest their deceptions be revealed.

BODY TRAITS

Hover: Body items gain the Hover feat as a bonus feat (see *Pathfinder Roleplaying Game: Bestiary* for details).

Grab: A body item that hits with her slam attack against a creature of her size or smaller can start a grapple as a free action without provoking an attack of opportunity, and gains a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Masquerade: A body item is capable of causing clothing, masks, robes, and other concealing items to float with her telekinetically. This gives the illusion of a humanoid form. A body item gains the Disguise skill as class skill and a +10 competence bonus on Disguise skill checks to seem like a humanoid creature of her size that is not a particular individual. Unfortunately, the body item cannot maintain this subterfuge as well during combat, and any attack against the "humanoid" disrupts the fragile telekinesis, causing the clothing to drop. An attack in this manner is resolved against an AC of 10, but it does not hit or harm the living item on a successful hit. A creature that sees through the body item's disguise can target her normally. Reforming the masquerade requires a Disguise skill check (typically requiring 1d3 x 10 minutes of work).

Natural Armor: A body item has a +1 natural armor bonus at 1st level.

Natural Attack: A body item gains a slam natural attack as a creature of her size.

Telekinesis: A body item gains *mage hand* as an at will spell-like ability except she can affect an object weighing up to 10 lbs. per class level.

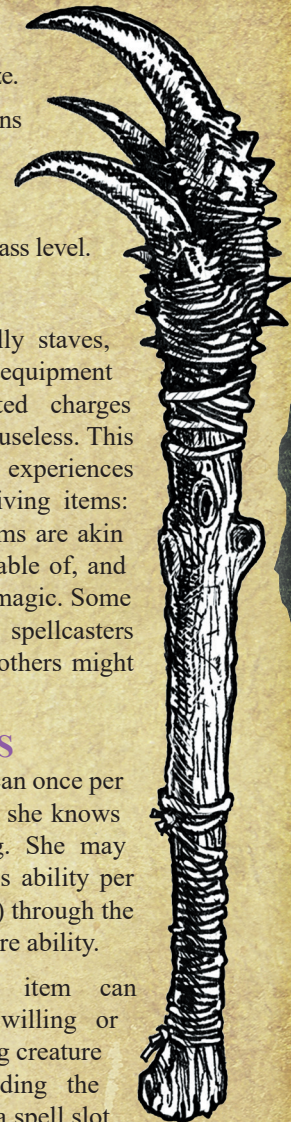
CHARGED

Charged items are typically staves, wands, or other magical equipment known for having limited charges before becoming inert and useless. This type is unique, since each experiences a feeling alien to other living items: hunger. Charged living items are akin to a magical vampire, capable of, and even driven to, devouring magic. Some might form alliances with spellcasters to gain sustenance, while others might act as parasites.

CHARGED TRAITS

Charged: A charged item can once per day cast any one spell that she knows and is capable of casting. She may gain additional uses of this ability per day (with some limitations) through the spell resistance or magicvore ability.

Magicvore: A charged item can consume the magic of willing or helpless creatures. A willing creature that is wearing or wielding the charged item can sacrifice a spell slot (for spontaneous casters) or prepared spell (for prepared casters) to the item as standard action. If the item has expended its daily use of the charged ability, she regains use of the ability, but can only cast a spell of a spell level equal to or less than the spell sacrificed. The charged item can instead devour magic from a touched helpless spellcaster as a standard action. The spellcaster is allowed a Will save to negate (DC 10 + 1/2 the charged item's level + charged item's Charisma modifier). On a failed save, the spellcaster loses one of his highest level spell slots or prepared spells. If the charged item has expended her daily use of the charged ability, she regains use of the ability, but can only cast a spell of



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a spell level equal to or less than the spell lost by the target. This ability cannot be used if the item has not expended her daily use of the charged ability.

Natural Armor: A charged item has a +0 natural armor bonus at 1st level.

Spell Resistance: A charged item possesses spell resistance equal to 6 plus her class level. If worn or wielded, she grants this benefit to her wearer or wielder. If the item has expended its daily use of the charged ability, she regains use of the ability when her spell resistance prevents a spell from affecting her or her bearer. The charged ability can then only be used to cast a spell of a spell level equal to or less than the spell prevented from affecting her or her bearer by spell resistance.

EGOIST

An egoist item is typically far too small to have any significant physical effect on her own—typically amulets, rings, headbands, and other worn items. While an egoist item often lacks the ability to harm other creatures directly, she excels at forming alliances with or manipulating humanoids to gain greater autonomy. The “host” is then used until it is worn out, and the egoist must find herself a new pawn. An egoist item typically gravitates toward disposable humanoids she can easily master, or more powerful ones that can be trusted or manipulated.

EGOIST TRAITS

Cursed (Su): An egoist living item does not typically surrender a host once it is gained. A creature that wears or wields an egoist item cannot remove or harm the item until the creature is the target of a *remove curse* or *break enchantment* spell (DC 10 + the egoist item’s class level). The egoist item can cease or resume this ability as a free action.

Ego (Su): An egoist living item can take control of a humanoid creature wearing or wielding her. The item attempts to gain dominance over the wearer as a standard action, and the wearer is entitled to a Will save (DC 10 + 1/2 the egoist item’s level + egoist item’s Charisma modifier). On a failed save, the egoist item takes control over the creature for 1 minute per class level or until the living item is no longer worn or wielded. On a successful save, the creature cannot be affected by this ability again for 24 hours. This effect otherwise works as the *dominate person* spell.

Natural Armor: A egoist item has a +1 natural armor bonus at 1st level.

Possession (Ex): An egoist item can share power with her host. In addition to the normal benefits from wearing or wielding the living item, the bearer can use the living item’s base attack bonus, Will saving throw, and senses or his own, whichever he prefers. An egoist item that has dominated a bearer (as the ego ability) can choose to use her base attack bonus, base saving throws, and senses in place of her host.

UNWILLING WIELDERS

Many living items can control or harm creatures bearing or wielding them. Often these creatures do so out of ignorance or the item’s clever manipulations. However, normal items (even cursed items) are not generally capable of preventing their removal or forcing themselves on creatures. Dropping a wielded living item works like dropping any other item, but worn living items are harder to remove. The creature wishing to remove the item must succeed on a CMB check against the item’s CMD. Likewise, living items can force themselves to be worn or wielded by a creature with a successful CMB check. This works as the grapple combat maneuver for the purposes of feats and abilities, except neither the item or target gains the grappled condition. The item can alternately simply grapple, but then the creature doesn’t count as wearing or wielding for the purposes of her abilities.

PROTECTOR

A protector item is typically an armor or shield, and shaped by her defensive nature. Protectors more likely than any other living item to enter into a mutually beneficial arrangement with a living creature. While all possess independence and agency, most continually seek out some worthy bearer to guard.

PROTECTOR TRAITS

Animated (Ex): A protector item can travel with a creature to protect them from harm as a move action. If the item is armor, a creature wearing her gains his full Dexterity bonus to armor class, has no spell failure chance, and no armor check penalty for 1 round. If the protector item is a shield, the creature can choose to gain the living item’s shield bonus and additionally use both hands freely while continuing to count as wielding the shield.

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Defensive (Ex): A protector item gains the Combat Expertise feat as a bonus feat, even if she does not meet the prerequisites.

Natural Attack: A protector item gains a slam natural attack as a creature of her size.

Natural Armor: A protector item has a +3 natural armor bonus at 1st level.

Shield Ally (Ex): A protector living item can form a close bond with a single creature, allowing her to absorb some of the bonded creature's damage. This acts as the *shield other* spell (caster level equals her class level), except it grants no deflection bonus to AC or resistance bonus to saves. The protector item can only protect one creature at a time in this manner, and only absorb damage when adjacent to the creature. If the living item is worn or wielded, the creature must be her bearer. The protector item can form a new bond with a different willing creature as a full round action. The item can cease resume this ability as a free action.

WEAPON

Many living items are simply weapons, created to kill. Some might find this inherent grisly assumption of a creator loathsome, while others revel in their nature. All find they are well-suited to aiding creatures in battle, or causing death to the living.

WEAPON TRAITS

Ammunition (Su): If the weapon item requires ammunition to normally fire (such as a bow or crossbow), she is capable of creating ammunition magically and does not require loading.

Grant Expertise: As a move action, the weapon item can grant a wielder access to one combat feat she possesses. The wielder does not need to meet any prerequisites for this feat.

Fighter Training: A weapon item counts as a fighter of her item level for the purposes of all feat prerequisites.

Natural Armor: A weapon item has a +2 natural armor bonus at 1st level.



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Thrown (Ex): If the weapon is a thrown weapon, she does not draw attacks of opportunity when thrown by a creature as a weapon, or when making a charge attack.

Weapon Focus: Weapon items gain the Weapon Focus feat as a bonus feat, but only apply the benefits of the feat to her natural attacks.

Weapon Damage: A weapon item deals weapon damage as a natural attack. Any modifiers to natural attacks affect this damage and her natural attacks count as a manufactured weapon for the purposes of spells and abilities. However, she can take iterative attacks based on her base attack bonus (unlike a normal natural attack). Additionally, a weapon item deals improved damage as she increases in level. The weapon item can choose deal normal damage for a weapon of her type or this improved damage, whichever the item prefers. Creatures wielding the living item deal either damage, modified by either the wielder or item's ability scores, whichever the item prefers. A living item that is a ranged weapon deals natural attack damage at range (with a range appropriate for a weapon of her type). The living weapon adds any ability score modifiers to this damage (even if she is a bow instead of a mighty composite longbow [+3] for example).

Level	Damage (Small Weapon)	Damage (Medium Weapon)
1st-3rd	1d4	1d6
4th-7th	1d6	1d8
8th-11th	1d8	1d10
12th-15th	1d10	2d6
16th-19th	2d6	2d8
20th	2d8	2d10

WONDROUS

Wondrous living items take many varied forms, but otherwise do not fit within a simple definition. They might be belts, boots, gloves, and hats, or even a dull broken weapon, ill-suited to fighting. Wondrous items tend to have a wide-assortment of abilities, and personality types as varied as their appearance.

WONDROUS TRAITS

Ability Scores: A wondrous item gains a +2 bonus to one ability score of her choice at 1st level.

Bonus Feat: A wondrous item selects one extra feat at 1st level. The wondrous item must meet all prerequisites for this feat.

Natural Attack: A wondrous item gains a slam natural attack as a creature of her size.

Skilled: A wondrous item gains an additional skill rank at first level and one additional rank whenever she gains a level.

LIVING ITEM CLASS

A living item gains class levels similar to player character classes as she grows in power. Living items advance using the living item class (as opposed to PC or NPC classes), starting at 1st level, and reaching 20th level. Living items increase in level using the slow, medium, or fast experience progression (as a player character). Living items gain feats at every odd-level, and gain an ability score increase at 4th level and every four levels thereafter.

Role: Living items can fill varied roles, depending on item type and choices made within the versatile living item class. Some might be primarily spellcasters, while others might use spells to augment fighting ability. Almost all living items fulfil some manner of support role, since most have abilities that compliment being worn or wielded by other creatures.

Alignment: Any

Hit Die: d8.

CLASS SKILLS

The living item's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Fly (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Int), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

Weapon and Armor Proficiency: Living items are not proficient in any weapons, armor, or shields. However, any creature that is wielding or wearing a living item may act as if they were proficient in her use.

Aura: A living item has a magical aura as a magical item (see the *detect magic* spell for details) with a school of magic corresponding to the living weapon's school (see below). The caster level of the

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TABLE: LIVING ITEM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Absorb power, aura, Eschew Materials, school
2nd	+1	+3	+3	+3	School power
3rd	+2	+3	+3	+3	Empathy, senses (60 ft.)
4th	+3	+4	+4	+4	Natural armor +1, school power
5th	+3	+4	+4	+4	Senses (low-light vision), unfettered power
6th	+4	+5	+5	+5	School power
7th	+5	+5	+5	+5	Telepathy (wielder), senses (90 ft.)
8th	+6/+1	+6	+6	+6	Natural armor +2, school power
9th	+6/+1	+6	+6	+6	Senses (darkvision)
10th	+7/+2	+7	+7	+7	School power, unfettered power
11th	+8/+3	+7	+7	+7	Telepathy (touch), senses (120 ft.)
12th	+9/+4	+8	+8	+8	Natural armor +3, school power
13th	+9/+4	+8	+8	+8	Senses (<i>detect magic</i>)
14th	+10/+5	+9	+9	+9	School power
15th	+11/+6/+1	+9	+9	+9	Telepathy (10 ft.), senses (150 ft.), unfettered power
16th	+12/+7/+2	+10	+10	+10	Natural armor +4, school power
17th	+12/+7/+2	+10	+10	+10	Senses (blindsense)
18th	+13/+8/+3	+11	+11	+11	School power
19th	+14/+9/+4	+11	+11	+11	Telepathy (100 ft.), senses (180 ft.)
20th	+15/+10/+5	+12	+12	+12	Natural armor +5, school power, special purpose, unfettered power

living weapon is equal to her class level. A living item's properties cannot be discerned with *detect magic* or any similar spell effect.

Absorb Power (Su): Living items cannot wield or create magical items. However, a living item can absorb the magical powers within other items. The living item then gains the benefits of these absorbed items, and is capable of sharing those benefits with a wielder (although some item abilities may not be as beneficial to the item). Absorbing a magical item requires a 24 hour ritual where the living item must be continuously in contact with the magical item to be absorbed. At the end of the ritual, the living item makes a Spellcraft check with a DC equal to the DC to craft the magical item. For this purpose, the living item may act as if she met any feat prerequisites to craft the item, but if she does not meet any spell requirements this adds to the Spellcraft check DC.

If the Spellcraft check is successful, the living item absorbs the magic item's power. If it is not, then the living item fails to absorb the magic and cannot ever absorb that specific item's power (although may attempt again with a similar or identical item). A magic item with its power absorbed by the living item becomes permanently and irrevocably non-magical.

When a living item absorbs a magical item's power, she gains all magical abilities of the item. For this purpose, the living item has available item slots as a humanoid. A living item may absorb one weapon, one shield, and one armor (or other body slot item) in this manner. An absorbed weapon's enhancement bonus and special abilities affect the living item's natural attacks. An absorbed armor or shield adds the armor or shield's enhancement bonus as an armor or shield bonus to the living item and also any special abilities. When absorbing a

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SPELLS PER DAY

Level	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	3	—	—	—	—	—
3rd	4	—	—	—	—	—
4th	4	2	—	—	—	—
5th	5	3	—	—	—	—
6th	5	4	—	—	—	—
7th	5	4	2	—	—	—
8th	5	5	3	—	—	—
9th	6	5	4	—	—	—
10th	6	5	4	2	—	—
11th	6	5	5	3	—	—
12th	6	6	5	4	—	—
13th	6	6	5	4	2	—
14th	6	6	5	5	3	—
15th	6	6	6	5	4	—
16th	6	6	6	5	4	2
17th	6	6	6	5	5	3
18th	6	6	6	6	5	4
19th	6	6	6	6	6	5
20th	6	6	6	6	6	6

new magical item that takes up a slot the living item has already “filled”, the previously absorbed item’s effects are lost and cannot be regained.

If a living item is worn or wielded by a creature, the living item bestows all of absorbed magical item benefits to the creature. However, if the creature already has filled item slots corresponding to the item slots of absorbed items, the creature’s magical item effects are suppressed while the living item is worn or wielded. For example, a living sword that has absorbed two rings would suppress the benefits of any ring used by a humanoid creature wielding it.

If a living item absorbs the magic of an item that has her defined item slot and item crafting feat, she can either gain the item’s abilities in place of any she currently possesses, or add the item’s cost (in gp) to a crafting pool. This crafting pool can be expended only toward improving her enchantments with the self-improvement ability (see below).

Living items cannot use this ability on artifacts, constructs, intelligent items, items that do not require a magic item slot or wielding to use, or other living items. A living item cannot absorb items with an alignment-based power not matching her alignment. Living items cannot absorb the power of magical items with limited charges, unless the magical item requires the living item’s defined item slot and item crafting feat. In this case, the living item can then only absorb the item for the purposes of added to her crafting pool.

Cantrips/Orisons: A living item can prepare a number of 0-level spells, each day, as noted in the table above under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again. If the living item is an arcane caster, these are known as cantrips. If the living item is a divine caster, they are instead orisons.

Eschew Materials: A living item gains Eschew Materials as a bonus feat at 1st level.

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SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	3	1	—	—	—	—	—
2nd	4	1	—	—	—	—	—
3rd	4	2	—	—	—	—	—
4th	5	2	1	—	—	—	—
5th	5	3	1	—	—	—	—
6th	6	3	2	—	—	—	—
7th	6	4	2	1	—	—	—
8th	7	4	3	1	—	—	—
9th	7	5	3	2	—	—	—
10th	8	5	4	2	1	—	—
11th	8	5	4	3	1	—	—
12th	9	5	5	3	2	—	—
13th	9	5	5	4	2	1	—
14th	9	5	5	4	3	1	—
15th	9	5	5	5	3	2	—
16th	9	5	5	5	4	2	1
17th	9	5	5	5	4	3	1
18th	9	5	5	5	5	3	2
19th	9	5	5	5	5	4	2
20th	9	5	5	5	5	4	3

Self-Improvement: A living item can use the crafting pool gained from absorbing the power of items of her same item slot and type to improve her natural magical abilities. A living item can empower herself as she possessed her defined item crafting feat, but cannot create new magical items. The living item may use the item crafting feat to grant herself the abilities of any magical item within the scope of this item crafting feat or improve upon any existing abilities. For this purpose, an armor may only improve herself as an armor, a shield may only improve herself as a shield, and a weapon may only improve herself as a weapon (melee or ranged). So, a living blade could improve her enhancement bonus to attack and damage or gain the *flaming* special property, but could not use Craft Magical Arms and Armor to gain armor or shield abilities. A living item can only use her crafting pool to improve herself in this manner, and cannot spend gold or other resources to improve herself (unless she actually possesses the requisite item crafting feat).

A living item with the equivalent of Craft Wand can use her crafting pool to add a spell to herself, recharge expended charges used to cast that spell, or change the spell she currently can cast. To recharge, the item must expend resources with a cost equal to the fractional cost of the charges regained. So, regaining a charge for a caster level one *wand of magic missiles* would cost 37.5 gp. Altering the spell completely works as creating a new item entirely and supersedes any existing effects the item possesses. A living item with the equivalent of Craft Staff works in a similar manner, except she can either supersede a spell she contains or add a new spell as an option (with a corresponding increase in cost).

This in all other ways operates as normal magical item crafting (including required crafting time). A living item that possesses the actual item crafting feat associated with her item definition gains a +5 bonus on all Spellcraft checks made for self-improvement.

FOUR HORSEMEN PRESENT



BALANCING WONDER

Canny observers might quickly notice that wondrous items have a distinct advantage over all other living items, because of the scope of options available for self-improvement. A magical sword can only ever give itself melee weapon enhancements, but a magical belt can gain countless abilities in many varied item slots. This is true, but this advantage is balanced by the wondrous item having a much narrower band of targets for power absorption in order to build a crafting pool. A magical sword can absorb the power of any magical weapon to increase her crafting pool. However, a magical belt can only build a crafting pool by absorbing other magical belts.

Spells: At 1st level, a living item decides if she is either an arcane item or a divine item. This decision influences the living weapon's magic and abilities, and once made cannot be changed.

A living item casts spells drawn from either the cleric or sorcerer/wizard spell lists (but not both). She can cast any spell she knows without preparing it ahead of time. A living item can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. To learn or cast a spell, a living item must have a Charisma ability score equal to a least $10 +$ the spell level. The Difficulty Class for a saving throw against a living item's spell is $10 +$ the spell level + the living item's Charisma modifier.

A living item can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Spells per Day. In addition, she receives bonus spells per day if she has a high Charisma ability score.

A living item's selection of spells is extremely limited. She begins play knowing three 0-level spells and one 1st-level spells of her choice. At each new living item level, she gains one or more new spells, as indicated on Table: Spells Known. Her spells known are not affected by her spellcasting ability score. A living item gains additional bonus spells known based on her school. An arcane living item casts arcane spells drawn from the sorcerer/wizard spell list. A divine living item casts divine spells drawn from the cleric spell list.

Upon reaching 4th level, and at every even-numbered living item level after that (6th, 8th, and

so on), a living item can choose to learn a new spell in place of one she already knows. In effect, the living item loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A living item may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A living item's spells still require any listed somatic or verbal components, although her somatic components may be strange depending on her item type. A living item that casts divine spells acts as its own divine focus, often by having a holy or unholy symbol emblazoned on her surface in an obvious manner.

School: Each living item selects a school of magic at 1st level that helps define her core nature. The available schools are: Abjuration, Conjunction, Divination, Enchantment, Illusion, Necromancy, Transmutation, or Universal.

At 1st level, and every two levels thereafter, the living item may add a spell to her list of spells known drawn from her corresponding school of magic. These bonus spells may be drawn from either the cleric or sorcerer/wizard spell list. The spell selected becomes an arcane or divine spell corresponding to the type of spellcasting chosen by the living item. This spell may be a maximum spell level equal to the highest level spell the living item can cast. The item gains a bonus spell slot of each spell level she can cast. This spell slot can only be used to cast bonus spells gained from the item's school of magic, although the item can cast a lower level spell using a higher level spell slot. A living item with the Universal school does not gain any bonus spells or bonus spell slots.

School Power: Living items gain school powers corresponding to her selected school of magic at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). A living item with the universal school may select powers from any school. Any item can select powers from the universal school.

Senses (Ex): At 3rd level, the living item's sensory capabilities improve as she increases in power. She gains the ability to see and hear out to a range of 60 feet. At 7th level, and every four levels thereafter (11th, 15th, and 19th level) the item's sensory range increases by 30 feet (to a maximum of 180 feet at 19th level). At 5th level, the item gains low-light

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vision to the extent of her sensory range. At 9th level, the living item gains darkvision to the extent of her sensory range. At 13th level, the living item can sense magical auras within her sensory range as the *detect magic* spell. At 17th level, the living item gains blindsense to the extent of her sensory range.

Empathy (Ex): At 3rd level, the living item can wordlessly share emotions and urges with a wearer or wielder.

Natural Armor (Ex): At 4th level and every four levels thereafter, a living item's natural armor increases by +1 (to a maximum of +5 at 20th level). This increase to natural armor stacks with all other increases to natural armor.

Unfettered Power: Starting at 5th level, a living item begins to grow beyond the potential inherent to her nature. She may select a school power, which may be drawn from any school (not necessarily her chosen school of magic). She must meet all other prerequisites for the power selected. She may choose an additional school power from any school of magic at 10th, 15th, and 20th level.

Telepathy (Ex): At 7th level, the living item gains the ability to communicate telepathically with a wearer or wielder. At 11th level, the living item can communicate telepathically with any creature touching her. At 15th level, the living item can communicate

telepathically with any creature within 10 feet. At 19th level, the living item can communicate telepathically with any creature within 100 feet.

Special Purpose (Su): At 20th level, the living item can dedicate herself to a goal or special purpose, and gains greater power when in pursuit of that goal. The living item chooses a special purpose as an intelligent item (see *Pathfinder Roleplaying Game: Core Rulebook* for details). The living item and her wearer or wielder gain one of the following benefits (chosen when this ability is gained) when in pursuit of this special purpose. Once this decision is made, it cannot be changed.

- Item can use a 7th-level or lower spell 3/day as a spell-like ability. If the item is arcane, this must be a spell drawn from the sorcerer/wizard spell list. If the item is divine, this must be a spell drawn from the cleric spell list. Any expensive material components for the spell-like ability must still be paid when it is used.
- The item's bearer or wielder and the living item gain a +3 luck bonus on attacks, saves, and skill checks.
- The living item can use *true resurrection* on her wearer or wielder once per month as a spell-like ability.

SCHOOL POWERS

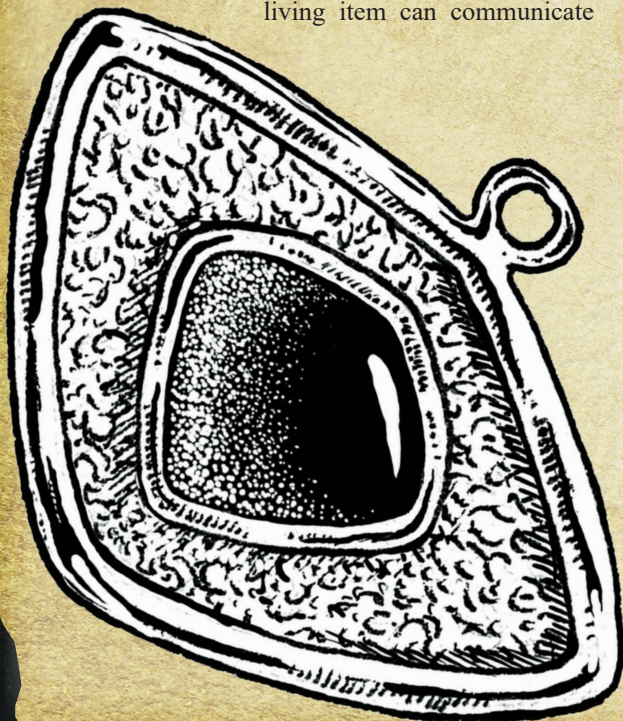
Each living item is defined as much by the school of magic at her core, as her item type. Each living item selects one of the schools shown below, gaining powers from that school. Powers of the universal school can be taken by any item. A living item selecting the universal school as her school of magic may select any school power, but does not gain bonus spells or bonus spell slots.

ABJURATION

Items of the abjuration school specialize in stifling magic, protection, and absorbing the power of other magical items.

Bonus Feat: The living item gains a bonus feat which must be one of the following: Improved Counterspell, Spell Focus, or Spell Penetration. This power may be selected multiple times, each time granting a different bonus feat.

Dispel Bearer (Su): The living item can target her bearer or wielder with the targeted version of



LIVING ITEMS

the *greater dispel magic* spell as a standard action a number of times per day equal to her Charisma modifier (minimum 1). She uses her class level as her caster level. This ability can only be used to target her bearer or wielder as a creature, or a specific spell affecting him. She must be able to name the specific spell effect to be target a specific spell in this way. An item must be at least 6th level and possess the suppress item power to select this power.

Globe of Invulnerability (Sp): The living item can create a 10-ft.-radius magical sphere around herself that excludes all spell effects of 1st level or lower a number of times per day equal to 3 + her Charisma modifier. This acts as the *lesser globe of invulnerability* spell using her class level as her caster level except the duration is 1 minute per level (instead of 1 round per level). This ability may be selected multiple times, each time increasing the power of this ability by one spell level, allowing the sphere to exclude more powerful magical spells (to a maximum of 9th level spells).

Improved Shield Ally (Su): An ally affected by the shield ally power gains a +1 deflection bonus to AC and a +1 resistance bonus to saves while the living item is adjacent. An item must possess the shield ally power to select this power.

Lasting Suppression (Su): The duration of the living item's suppress item ability is 1d4 minutes instead of 1d4 rounds. The living item must be at least 6th level and have the suppress item power to select this power.

Quick Absorption (Ex): The living item can absorb touched magical items (per the absorb power ability) with one hour of continuous contact.

Rapid Suppression (Su): The living item can use her suppress item power as an immediate action. An item must be at least 10th level and possess the suppress item power to select this power.

Resolute (Ex): When the living item has her magical properties suppressed by a *dispel magic* spell, *antimagic field*, or similar effect, she is staggered but not unconscious. She can use any extraordinary ability she possesses, but no supernatural or spell-like abilities. She may still cast spells (unless the effect otherwise prohibits spellcasting).

Shield Ally (Ex): The living item gains shield ally as the protector item type ability of the same name.

Spell Resistance (Ex): The living item gains spell resistance equal to 6 + her class level. The living item grants this spell resistance to any creature wearing or wielder her. If the living item already possesses spell resistance, she adds +5 to her existing spell resistance. The living item must be at least 6th level to select this power.

Stored Magic (Ex): When the living item uses the absorb power ability to gain the magical properties of an item that fills a slot she has already filled, the previous item's abilities are not lost, but stored away within her nature. She can "switch out" one item's properties for a different one within the same item slot with a full-round action.

Suppress Item (Su): The living item can suppress the magical effects of a sensed magical item within her sensory range a number of times per day equal to her spellcasting attribute modifier (minimum 1). As a standard action, the living item makes a caster level check against a DC equal to 11 + the target item's caster level. If she succeeds, all of the item's magical properties are suppressed for 1d4 rounds, after which it recovers its magical properties. This ability cannot affect other living items. A living item must be at least 4th level to select this power.

Versatile Absorption (Ex): When using the absorb power ability, the living item can choose which item slot the absorbed item fills. A magical item must still take up a defined item slot in this manner, but can be any available item slot. A living item must be at least 8th level and have the stored magic ability to select this ability.

CONJURATION

Items of the conjuration school specialize in creation, healing, banishing, teleporting, and summoning extraplanar creatures to bear or wield them.

Banish (Su): The living item can dispel summoned creatures. This works like targeting a specific spell using the *greater dispel magic* spell except the range of touch and it only affects conjuration (summoning) spells, using the living item's class level as her caster level. An item must be at least 6th level to select this power.

Called (Su): The living item can teleport to the creature she shares a connection with (per the connection power) across any distance or even planar barriers as a standard action. When it teleports

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in this manner, the creature must have a free hand or an open item slot corresponding to the living item available. The creature then is automatically wearing or wielding the living item. This effect fails if the creature is unwilling or lacking an appropriate item slot. An item must be at least 8th level and possess the connection and wielder powers to select this power.

Connection (Su): The living item can form a close connection with a single willing creature. The chosen creature must bear or wield the living item for at least a 24 hour period, and the living item can only have a connection to one in this fashion at a time. Choosing a new creature to form a connection to negates any previous connection. Once a connection is formed, any empathy or telepathy abilities the living item possesses work on the creature regardless of distance. This connection operates over any distance and even planar barriers. An item must be at least 4th level to select this power.

Creation (Su): The living item can use her crafting pool gained from the absorb power ability to create new magical items. The living item can use her stored crafting pool toward the creation of any magical item she possesses an item crafting feat for (not just for self-improvement). Cost stored within the crafting pool is equivalent to the cost of any item crafted.

Heal Bearer (Su): The living item can heal her wielder. The item can cast *cure light wounds* as a spell-like ability a number of times per day equal to her Charisma modifier (minimum 1), but the effect can only target a creature bearing or wielding the living item. She uses her class level as her caster level. This ability cannot be used to harm a creature, even if the bearer is undead or takes damage from positive energy. This ability may be selected multiple times, each time increasing the power of this ability by one spell level (to a maximum of *cure critical wounds*).

Maintain Bearer (Su): The item can maintain the magic binding an outsider summoned with the summon bearer ability for as long as the creature wears or wields the living item. This can extend the effect indefinitely, but the item can still only have a single summoned creature active at a time. If the duration of the summoned creature has elapsed,

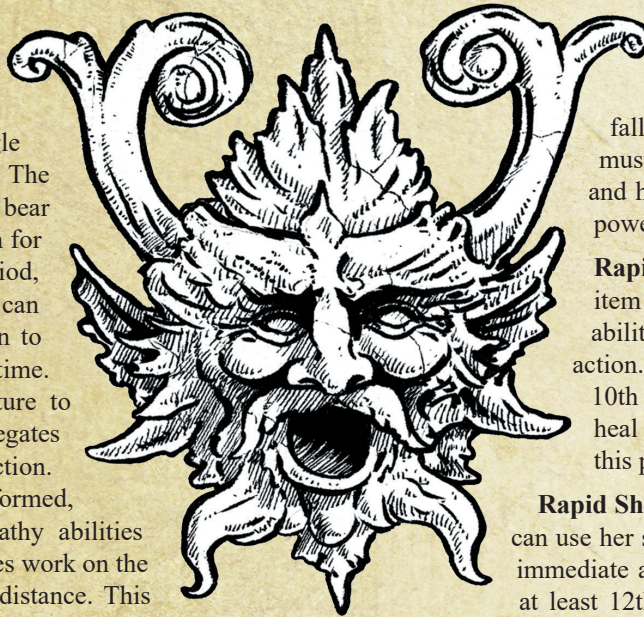
then it immediately disappears if the item is no longer worn, becomes dropped, or falls unconscious. An item must be at least 8th level and have the summon bearer power to select this power.

Rapid Heal (Su): The living item can use her heal bearer ability as an immediate action. An item must be at least 10th level and possess the heal bearer power to select this power.

Rapid Shift (Su): The living item can use her shift bearer ability as an immediate action. An item must be at least 12th level and possess the shift bearer power to select this power.

Shift Bearer (Su): The item can teleport a creature bearing or wielding her to anywhere within her sensory range as a standard action a number of times per day equal to her Charisma modifier (minimum 1). This effect otherwise works as the *dimension door* spell. An unwilling creature is permitted a Will save (DC 10 + 1/2 the item's class level + item's Charisma modifier) to negate this effect. On a successful save, the item can choose whether to teleport without the wielder or not teleport at all. An item must be at least 8th level to select this power.

Summon Bearer (Su): The item can summon a bound outsider to act as her bearer or wielder. The item can cast *summon monster I* as a spell-like ability a number of times per day equal to her Charisma modifier (minimum 1). She uses her class level as her caster level. The item can only ever summon a single creature with this ability and may only have one summoned creature at a time. Casting this spell is a standard action and the creature remains for 1 minute per level (instead of 1 round



per level). If the summoned creature is unable to bear or wear the item, it is affected by the equivalent of an *anthropomorphic animal* spell (see *Pathfinder Roleplaying Game: Ultimate Magic* for details) for the summoning's duration. This ability may be selected multiple times (up to once per two class levels), each time increasing the power of this ability by one spell level, allowing the item to summon more powerful creatures (to a maximum of *summon monster IX*). These summon spells are considered to be part of the item's spell list. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic item she creates, so long as she can use this ability to cast the required spell.

Unwilling Wielder (Su): The item can teleport onto an unwilling creature, forcing the creature to become her bearer or wielder. This otherwise works as the wielder ability, except the unwilling creature is permitted a Will save (DC 10 + 1/2 the item's class level + item's Charisma modifier) to negate the effect. On a successful save, the item does not teleport and the action is lost. An item must have the wielder ability to select this ability. In order to remove the living item, the creature must succeed on a combat maneuver check against the living item's combat maneuver defense. An item must be at least 8th level and possess the wielder power to select this power.

Wielder (Su): The item can teleport onto a willing creature she can sense as a standard action at will. The target creature must have an open item slot equivalent to the item (such as an open ring slot for a ring or belt slot for a belt). If the item is a shield or weapon, the creature must have at least one free hand. This effect otherwise works as the *dimension door* spell. An item must be at least 6th level to select this power.

DIVINATION

Items of the divination school specialize in knowledge, telepathy, sensory abilities, and avoiding harm.

Concealed (Ex): The item loses her magical aura. She appears to be a normal masterwork item to all divination spells and effects.

Connection (Su): As the conjuration school ability of the same name.

Detect Thoughts (Su): The item can use the *detect thoughts* spell as an at will spell-like ability. However, the normal range of the ability is limited to or expanded to the range of the item's telepathy. So, at 8th level, the item can only *detect thoughts* on a wearer or wielder. At 11th level, the item can only *detect thoughts* at a range of touch. At 15th level, the item can use *detect thoughts* on any creature within 10 feet, or 100 feet at 19th level. An item must be at least 8th level to select this power.

Evasion (Ex): The item can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. The item can use evasion only if she is not being worn or wielded. A helpless item does not gain the benefit of evasion.

Favored Enemy (Ex): The item selects a creature type from the ranger favored enemies (see *Pathfinder Roleplaying Game: Core Rulebook* for details), and gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, she gets a +2 bonus on natural attack and damage rolls against them. The living item may make Knowledge skill checks untrained when attempting to identify these creatures. If outsiders or humanoids are selected, she must choose an associated subtype as well. The living item may select this power multiple times, up to once per five class levels. Each time it is selected, the living item selects an additional favored enemy and increases the bonus against any one favored enemy (including the one just selected, if so desired) by +2. If a specific creature falls into more than one category of favored enemy, the item's bonuses do not stack; she simply uses whichever bonus is higher.

Group Connection (Su): The living item can form a bond (as the connection) ability with a number of creatures equal to her Charisma modifier (minimum 1). A living item must be at least 6th level and have the connection power to select this power.

Improved Telepathy (Su): The living item counts as +4 class levels for the purposes of the telepathy ability. At 19th level, the living item's telepathic range becomes equal to her sensory range. A living item must be at least 8th level to select this power.

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Improved Senses (Ex): The living item counts as +4 class levels for the purposes of the senses ability. At 17th level, the living item gains blindsight with a range of 10 feet. At 19th level, the living item's sensory range is increased to 300 feet.

Nondetection (Su): The living item is affected by a constant *nondetection* spell effect with a caster level equal to her class level. The DC is always equal to 15 + her caster level. The living item can cease or resume this ability as a free action. A living item must be at least 4th level and have the concealed power before this power can be selected.

Trapfinding: The item adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). The item can use Disable Device to disarm magic traps.

Trap Spotter (Ex): Whenever an item with this talent comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM. An item must have the trapfinding power to select this power.

Strong Bond (Su): The living item has the equivalent of a *status* spell effect on any creature she has bonded with through the connection ability. A living item must be at least 6th level and have the connection power to select this power.

ENCHANTMENT

Items of the enchantment school specialize in controlling and/or protecting the minds of living creatures.

Calm Bearer (Su): The item can affect her bearer or wielder with a *calm emotions* spell effect using her class level as her caster level. If the creature is unwilling, he receives a save to negate this effect (DC 10 + 1/2 the item's class level + the item's Charisma modifier). On a successful save, the creature cannot be the target of this ability for 24 hours. An item must be at least 4th level to select this power.

Controller (Su): The item can use any ability she possesses that allows a save and requires her to be worn or wielded, at a range of touch. The living item must succeed at a touch attack to use the ability and the affected creature gains a +4 bonus to his save. An item must be at least 8th level to select this power.

Ego (Su): The living item gains the ego as the egoist item type ability of the same name.

Guard Mind (Su): The living item protects her wearer or wielder from outside influence. As a standard action the living item can allow a wearer or wielder to take another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). The living item can only use this power once per day per creature.

Improved Ego (Su): As the ego ability, except the living item can affect any creature (as the *dominate monster* spell). A living item must be at least 12th level and possess the ego power to select this power.

Lasting Control (Su): The duration of the living item's ego ability is increased to 1 hour per class level. A living item must be at least 8th level and possess the ego power to select this power.

Lure (Ex): The item can make herself seem irresistibly appealing to wear or use. The item can make a creature that can see her compelled to wear or wield her (as a *suggestion* spell) as a standard action a number of times per day equal to her Charisma modifier (minimum 1). The target is allowed a Will save to negate this effect (DC 10 + 1/2 the item's class level + the item's Charisma modifier). An item must be at least 4th level to select this power.

Madness (Su): The item can wear away the sanity of her bearer or wielder, making him more pliable and easy to control. The living item can inflict 1d4 Wisdom damage as a standard action to a bearer or wielder. The creature is permitted a Will save (DC 10 + 1/2 the item's class level + the item's Charisma modifier) to negate this ability damage. The item can use this ability a number of times per day equal to her Charisma modifier (minimum 1), but cannot affect the same creature more than once per day. At 10th level, the Wisdom damage increases to 1d6. At 16th level, the Wisdom damage increases to 1d8.

Performance: The living item gains limited access to bardic performance abilities. She can use this ability for a number of rounds per day equal to her Charisma modifier (minimum 1 round). She can use performance for an additional round per day per class level. She does

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not automatically gain bardic performance abilities, but instead selects one bardic performance ability each time this power is selected. This power can be selected multiple times, each time granting a new bardic performance ability. She must be a minimum class level equal to the bard level when the ability is gained in order to select a given bardic performance ability.

Resolute Control (Su): The ego ability's *dominate person* effect persists even if the living item is no longer worn or wielded, up to the ego power's duration. A living item can potentially have multiple creatures dominated in this fashion at one time. An item must be at least 10th level and possess the ego power to select this power.

Sleepwalk (Su): The living item can possess a creature wearing or wielding her the moment the creature becomes unconscious as an immediate action. This acts as the *magic jar* spell, except the creature's soul remains within his body. This effect occurs immediately once the creature becomes unconscious. An unwilling creature is permitted a Will save (DC 10 + 1/2 the item's class level + item's Charisma modifier) to resist. On a successful save, the creature is immune to this ability for 24 hours. If the creature is sleeping, this effect is ended by any action that would awaken a creature from the *sleep* spell. If the creature is unconscious due to hit point damage the creature gains the benefits of

the Diehard feat while the living item is in control, and cannot be awoken unless healed to positive hit points (at which point they immediately awake). A living item must be at least 4th level and possess the slumber power to select this power.

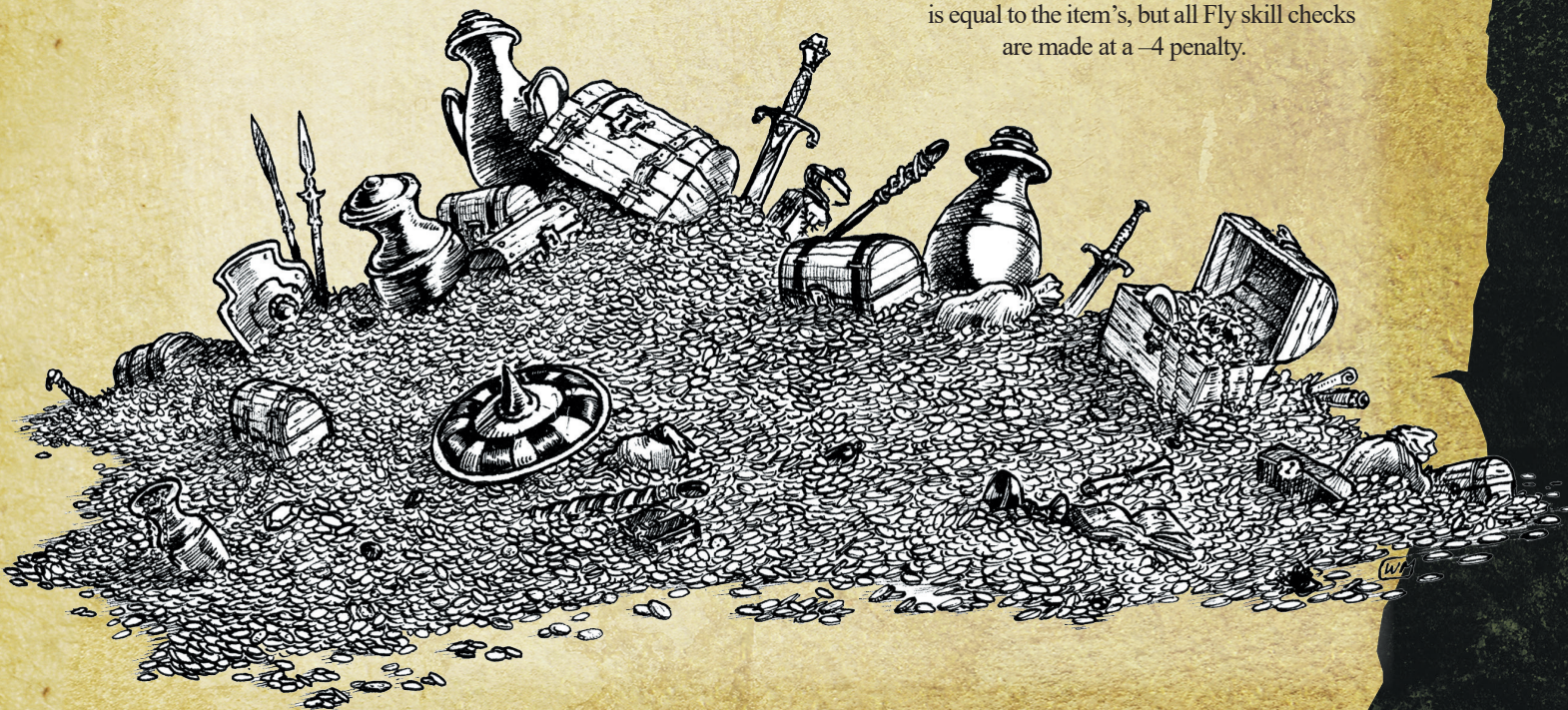
Slumber (Su): The living item can cause a creature wearing or wielding her to fall asleep (as the *sleep* spell) for 1 minute per class level. A Will save (DC 10 + 1/2 the item's class level + item's Charisma modifier) negates this effect. The living item can only affect a creature with Hit Dice equal to or less than her class level with this ability.

EVOCATION

Items of the evocation school specialize in combat, flight, force, and energy.

Aligned (Su): The item counts as a weapon of her alignment for the purposes of penetrating damage reduction with her natural attacks. If the item is a weapon (or can be wielded as a weapon), she counts as a weapon of her alignment when wielded or attacking as a weapon. An item must possess a natural attack to select this power.

Carry (Ex): As a full-round action, the item can bestow a sort of flight to her wielder or bearer for 1 round, by effectively carrying them through the air. The creature wearing or bearing the item gains a fly speed equal to 1/2 the item's fly speed. The creature's maneuverability is equal to the item's, but all Fly skill checks are made at a -4 penalty.



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Combat Feat: The item gains a combat feat as a bonus feat. The item must meet all prerequisites for the feat.

Disrupt Force (Su): The living item can cut through and dispel force effects. This works like targeting a specific spell using the *greater dispel magic* spell except the range of touch and it only affects force spells, using the living item's class level as her caster level. This ability specifically affects effects like *wall of force*, though *dispel magic* does not normally affect it. The living item must be at least 6th level to select this power.

Improved Flight (Su): The item's flight speed increases by 10 feet. This power may be selected multiple times and the effects stack.

Intense Spells (Su): Whenever the living item casts an evocation spell that deals hit point damage, she adds 1/2 her class level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Force Weapon (Su): The living item counts as a *ghost touch* weapon for the purposes of harming incorporeal creatures with natural attacks, but cannot be used or affected by incorporeal creatures as a *ghost touch* weapon.

Irresistible Force (Su): The living item ignores object hardness and penetrates damage reduction with natural attacks as an adamantite weapon. The living item must be at least 8th level and possess the force weapon power to select this power.

Masquerade (Su): As the body living item power of the same name.

Omni Elemental (Su): All of the item's natural attacks deal an additional 1d6 damage of one of the following types: acid, cold, electricity, fire, or sonic. If the item is a weapon (or can be wielded as a weapon), she deals this additional damage when wielded or attacking as a weapon. The damage stacks with any elemental damage gained from magical enhancements but not with itself. This power may be taken multiple times and the effects stack. She may not select the same elemental damage type a second time unless she is 10th level or higher. An item must possess a natural attack to select this power.

Safeguard Bearer (Su): The living item grants elemental resistance to her wearer or wielder. The type of resistance is equal to the damage type gained from the elemental ability. If the living item has taken the elemental ability multiple times, she grants multiple different types of elemental resistance to her wearer or wielder. The living item grants resistance 5. This increases to resistance 10 at 6th level, resistance 15 at 12th level, and resistance 20 at 16th level.

Spell Combat (Ex): The living item learns to cast spells and attack at the same time. To use this ability, the living item must possess a natural attack. As a full-round action, she can make all of her natural attacks at a -2 penalty and can also cast any spell she knows with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). A living item can choose to cast the spell first or make the natural attacks first, but if she has more than one natural attack, she cannot cast the spell between natural attacks.

ILLUSION

Items of the illusion school specialize in creating or disrupting figments, deception, and deadly strikes.

Concealed (Ex): As the divination school power of the same name.

Disrupt Illusion (Su): The living item can cut dispel illusion spells and effects. To disrupt an illusion, the living item must have disbelieved the illusion effect. This works like targeting a specific spell using the *greater dispel magic* spell except the range of touch and it only affects illusion spells or effects, using the living item's class level as her caster level. An item must be at least 6th level to select this power.

Hallucinations (Su): The living item can create illusions only visible to a wearer or wielder. This acts as the *major image* spell cast as an at will spell-like ability, except illusions created in this manner cannot be experienced in any way by creatures not wearing or wielding the living item. Illusions created in this manner immediately end if the creature ceases wearing or wielding the living item, or the living item becomes unconscious. An item must be at least 4th level to select this power.

Hide in Plain Sight (Ex): While the living item is worn or wielded, she may make Stealth checks even while being observed. An item must be at least 8th level and have the unassuming power to select this power.

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Masquerade (Su): As the body living item power of the same name.

Mimic (Su): The living item can perfectly imitate sounds or even specific voices. If the living item is capable of telepathy, this ability extends to “mental voices”. The living item makes a Bluff check opposed by the listener’s Sense Motive check to recognize the mimicry, although if the listener isn’t familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The living item has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns) she has listened to for at least 10 minutes. The living item cannot duplicate the effects of magical abilities (such as bardic performance or a harpy’s captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the living item to speak or understand languages she doesn’t know.

Multiple Masks (Su): The living item learns to care multiple sets of clothing along with her that ape any motions she takes, confusing her true location. This acts as the *mirror image* spell usable a number of times per day equal to the living item’s Charisma modifier (minimum 1). If the living item’s masquerade ability is ended, this ability is also ended. A living item must be at least 4th level and possess the masquerade power to select this power.

Seeming (Su): The living item is capable of creating an illusion of a face and body within her masquerade of clothing. This acts as the *disguise self* spell, usable at will. However, the illusion is ended by any attack that ends masquerade. A living item must have the masquerade power to select this power.

Sense Illusion (Su): The living item automatically gains a Will save for disbelief against any illusion spell within her sensory range, rather than one that she has interacted with or studied carefully. An item must be at least 8th level to select this power.

Shadow Sight (Su): The living item can sense anything within her sensory range in spite of

darkness of any kind, including that created by *deeper darkness*. The living item must have darkvision within her sensory range before selecting this ability.

Sneak Attack (Ex): The living item gains +1d6 sneak attack as the rogue ability of the same name. This ability may be selected multiple times, each time granting +1d6 dice of sneak attack, but no more than once per two class levels.

Unassuming (Ex): Living items always appear extraordinary, and by nature are masterwork. However, a living item with this ability can seem dull, rusted, and worn, or otherwise like a plain ordinary item with no real value. The living item may cease or resume this appearance as a free action. As long as the living item makes no movements she can take 20 on Stealth checks hide in plain sight as an inanimate object.

NECROMANCY

Items of the necromancy school specialize in causing dread, animating or controlling undead bearers, or assassinating living creatures foolish enough to let them get close.

Animate Bearer (Su): The living item can animate a humanoid corpse into a skeleton or zombie to act as her bearer or wielder. This acts as the *animate dead* spell cast as a spell-like ability useable a number of times per day equal to the living item’s Charisma modifier (minimum 1), except the living item can only affect a single corpse in this manner at a time. The living item uses her class level as her caster level. This animation effect only persists while the living item is worn or wielded by the undead, and the undead is immediately destroyed if the living item is dropped, lost, or rendered unconscious. A living item must be at least 6th level and have the possess undead power to select this power.

Dark Aura (Ex): The living item can make a free Intimidate check to demoralize against any creature that can see her and approaches within 30 feet. Whether or not the check is successful, an individual creature can only be affected by this ability once per day. Although the living item can demoralize the

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creature normally thereafter. A living item must be at least 8th level and possess the fell presence power to select this power.

Fell Presence (Ex): The living item gains Intimidate as a class skill. The living item can exude a dark and unsettling gravitas to influence creatures viewing her. This allows the living item to make Intimidate skill checks to demoralize, even if the living item does not move, speak, or even show herself to be magical in any way. The living item never takes penalties to Intimidate due to her targets being larger in size.

Improved Animate Bearer (Su): As the animate bearer ability, except the living item can create more powerful undead (as the *create undead* spell). Undead created in this manner are always mindless (Intelligence —) and automatically under the living item's control. A living item must be at least 10th level and possess the animate bearer power to select this power.

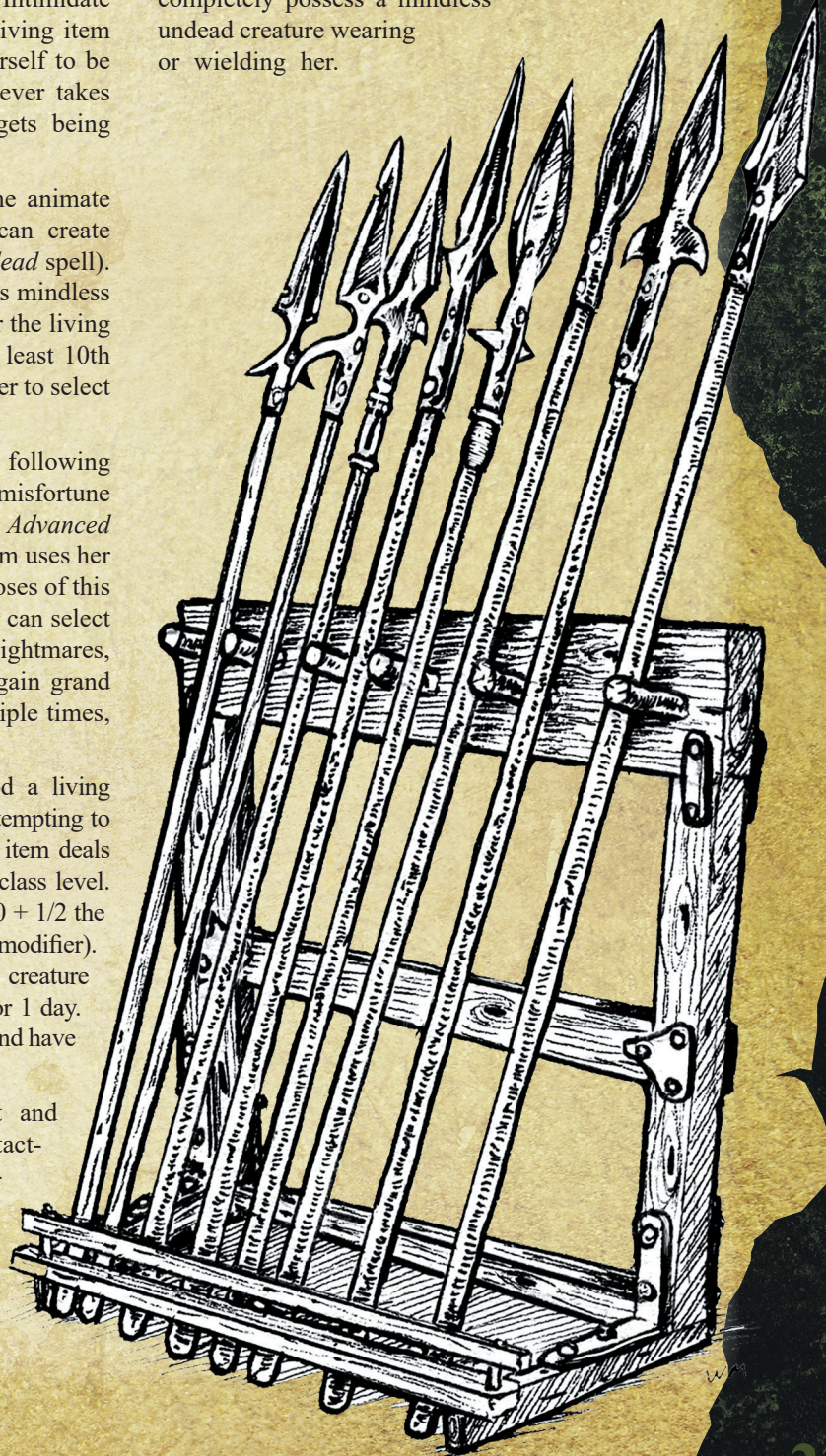
Hex: The living item gains one of the following witch hexes blight, cackle, evil eye, or misfortune (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details). The living item uses her class level as her witch level for the purposes of this hex. A living item of 10th level or higher can select from the following major hexes: agony, nightmares, or retribution. A living item can never gain grand hexes. This ability may be selected multiple times, each time granting a different hex.

Murder (Su): The living item can flood a living wielder or wearer with negative energy, attempting to kill them as a standard action. The living item deals 10 points of negative energy damage per class level. A Fortitude save negates this effect (DC 10 + 1/2 the living item's class level + item's Charisma modifier). Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day. The living item must be at least 12th level and have the steal life power to select this power.

Poisoned (Su): The item can collect and magically store a touched injury or contact-based poison within herself as a full-round action. The item can then cover herself in the poison as a standard action. An item covered in an injury-based poison can deliver the poison with her natural attacks (if any). An

item covered in a contact-based poison can inflict the poison as a touch attack, or automatically inflicts it on a bearer or wielder. The item can store one dose of poison in this manner per four class levels (minimum one dose).

Possess Undead (Su): The living item can completely possess a mindless undead creature wearing or wielding her.



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This ability does not have a save to resist, but cannot affect any undead creature with an Intelligence ability score. The living item possesses the undead creature as a *magic jar* spell. This effect immediately ends if the living item is dropped, lost, or rendered unconscious. An item must be at least 4th level to select this power.

Sense Undead (Su): The living item can sense undead within her sensory range as a constant *detect undead* spell.

Steal Life (Su): The item can harm a bearer or wielder in order to heal. The item can cast *inflict light wounds* as a spell-like ability a number of times per day equal to her Charisma modifier (minimum 1), but the effect can only target a creature wearing or wielding the living item. She uses her class level as her caster level and the target gets a save for half damage (DC 10 + 1/2 the living item's level + item's Charisma modifier). This ability cannot be used to heal a creature, even if the wielder is undead or is otherwise healed by negative energy. The living item heals a number of hit points equal to the damage inflicted when this ability is used. Hit points healed in excess of the living item's maximum hit point total are treated as temporary hit points that last for 1 hour. This ability may be selected multiple times, each time increasing the power of this ability by one spell level (to a maximum of *inflict critical wounds*).

Unliving (Ex): The living item can be healed by magic as an undead creature. Any necromancy spell or effect is only 1/2 as affective when used on the living item. She is not harmed by positive energy.

TRANSMUTATION

Items of the transmutation school specialize in altering their physical form, telekinesis, and even playacting at true life.

Alive (Ex): The living item can be healed by magic as a living creature. Any conjuration (healing) spell or effect is only 1/2 as affective when used on the living item. She is not harmed by negative energy.

Alloy (Su): The living item can gain the special properties of all special materials she has selected for the material power at the same time. If multiple special materials affect the same aspect of the living item, she may select whichever benefits she prefers. She may alter these benefits as a standard action. An item must be at least 12th level and have the material power to select this power.

Carry (Ex): As the evocation ability of the same name.

Change Shape (Su): As a standard action at will the item can alter her shape into any other object. This can allow the item to transform into significantly different types of objects or even allow her to change what sort of item slot she requires for a bearer or wielder to use (although this does not impact magical item slots per the absorb power ability). The size of the object the item transforms into must be within one size category of her size. The item reverts to her original shape after 1 minute per class level. An item must be at least 6th level and possess the shift shape power to select this power.

Humanoid (Su): As the change shape ability, except the living item can assume a humanoid form within one step of her size. The living item gains a +10 bonus on Disguise checks to appear to be any humanoid creature. However, this does not alter the living item's ability scores or abilities in any way. While in humanoid form, the living item can wear or use magical items as a humanoid creature. An item must be at least 10th level and possess the change shape power to select this power.

Improved Telekinesis (Su): The living item can perform the bull rush, disarm, or trip combat maneuvers at the *mage hand* range as a full round action. She uses her class level in place of her Combat Maneuver Bonus and adds her Intelligence modifier in place of her Strength or Dexterity modifier. No save is allowed, but spell resistance applies. An item must be at least 8th level and possess the telekinesis power to select this power.

Material (Su): The item can indefinitely magically alter her material composition, allowing her to become one of the following special materials with all accompanying benefits (except adjustments to hardness and hit points): alchemical silver, angelskin^{UE}, blood crystal^{UE}, cold iron, darkwood, elysian bronze^{UE}, fire-forged steel^{UE}, frost-forged steel^{UE}, or living steel^{UE}. If the item is 8th level or higher, it can become one of the following special materials: adamantine, greenwood^{UE}, or mithral. This ability may be taken multiple times, each time granting the living item new special material properties she can possess. The living item may only possess the properties of a single special material at any one time, but may switch between special materials as a standard action.

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Permanent Change (Su): As the change shape or humanoid ability, except the item can remain in an altered shape indefinitely. An item must be at least 8th level and possess the change shape power to select this power.

Repair (Su): The item can magically repair damage to herself as a standard action. She can heal a number of hit points of damage equal to her class level per day. An item must be at least 4th level to select this power.

Shift Shape (Su): The living item gains Disguise as a class skill. The item can shift her shape as a free action at will. The item can alter her shape, but cannot change her essential nature or the item slot she requires. Thus, a sword could become different types of swords, but not a flail. A cap could become a bonnet or a witch's hat, but not a belt. The living item is capable of altering her appearance in superficial ways, such as "growing" a grasping arm or tentacle or talking with a "mouth", but these alterations have no mechanical effect.

Telekinesis (Su): The living item gains the telekinesis power, as the body item type ability of the same name.

Unassuming (Su): As the illusion school power of the same name.

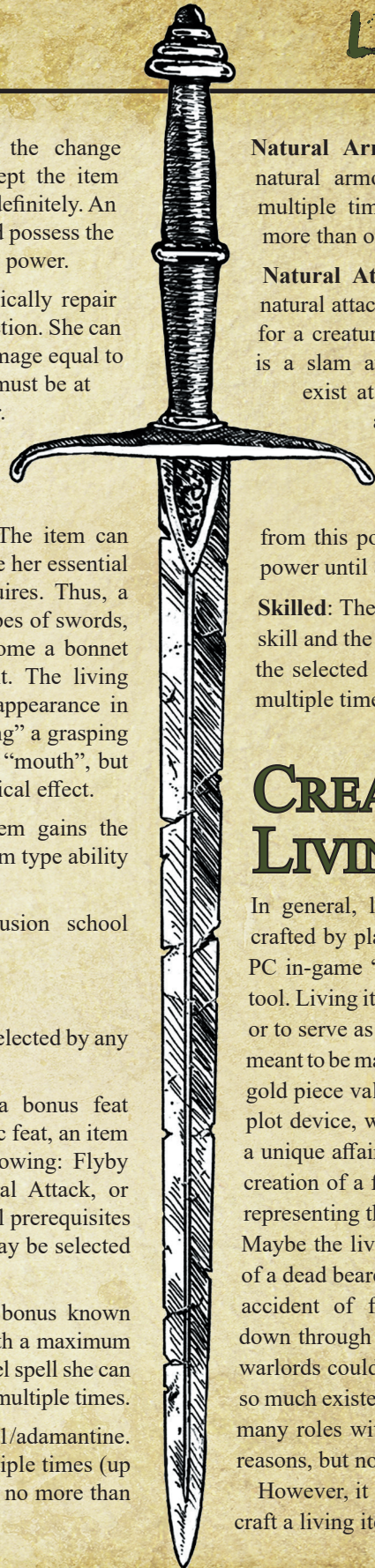
UNIVERSAL

Universal school powers can be selected by any living item.

Bonus Feat: The item gains a bonus feat which must be either a metamagic feat, an item creation feat, or one of the following: Flyby Attack, Hover, Improved Natural Attack, or Wingover. The item must meet all prerequisites for the bonus feat. This power may be selected multiple times.

Bonus Spell: The item gains a bonus known spell drawn from her spell list with a maximum spell level equal to the highest level spell she can cast. This power may be selected multiple times.

Hardness: The item gains DR 1/adamantine. This power may be selected multiple times (up to once per two class levels), but no more than one time per two class levels.



Natural Armor: The living item gains +1 natural armor. This power may be selected multiple times and the effects stack, but no more than once per four class levels.

Natural Attack: The item gains a primary natural attack that deals damage as appropriate for a creature of her size. For most items this is a slam attack, although exceptions might exist at GM discretion. This stacks with any existing natural attacks the item might possess. If the item already possesses a natural attack (including one gained from this power), then they cannot select this power until 8th level or higher.

Skilled: The item gains any one skill as a class skill and the Skill Focus feat as a bonus feat for the selected skill. This power may be selected multiple times.

CREATING LIVING ITEMS

In general, living items are not meant to be crafted by player characters... any more than a PC in-game "creates" another PC to use like a tool. Living items are meant to be played by PCs, or to serve as powerful NPC allies. They are not meant to be magical equipment with an associated gold piece value. Creation should generally be a plot device, with a specific living item's origins a unique affair. Perhaps a living item is the final creation of a forge god or ancient smith dragon, representing the culmination of eons of research. Maybe the living item is imbued by the essence of a dead bearer through some poorly understood accident of fate. An intelligent blade passed down through generations by dozens of barbaric warlords could gain true life through exposure to so much existence. In short, a living item can play many roles within a campaign or exist for many reasons, but not because a PC simply wants one.

However, it is *possible* for PCs to purposefully craft a living item.

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While any sufficiently talented and wealthy magical artisan can create intelligent items, it requires a mythic character (see *Pathfinder Roleplaying Game: Mythic Adventures* for details) to create a true living item. To create a living item, a mythic character must have the Mythic Crafter mythic feat, an appropriate item crafting feat, and take the legendary item universal mythic path ability. Instead of empowering a legendary item (per the ability), the crafter becomes capable of instilling a single item they create with true vitality, individuality, and potential for growth. A mythic crafter wishing to create more than one living item must select the legendary item path ability multiple times (with limitations per the ability description). The cost to enchant a 1st level living item (regardless of item type) is 3,000 gp. This is added to any base cost of the item to be enchanted.

The crafter of a living item may select the item's starting alignment, item definition, school, and spellcasting type (arcane or divine). Spellcasting type must correspond to the crafter's spellcaster type. After creation, the living item becomes an independent creature, and may not necessarily remain loyal to her creator. Most living items view a creator as a parent, with the unique perspective that each knows they were carefully made with some path in mind. This can breed resentment and potential rebellion if a crafter is not careful, and relationships with living items can be analogous to raising a teenage child. Even the most patient, loving, and nurturing mother or father is liable to

see a day when the offspring wishes to strike out on their own. A good parent even encourages this behavior instead of trying to hold a loved one back for selfish reasons.

A GM may wish to allow a living item to begin at a higher level than 1st. For example, if a living item is meant to be a player character in a higher level campaign. This can be done for any number of reasons, and much like the creation of any PC or NPC, is subject to GM discretion. In these cases, the GM might even waive any costs (in mythic path abilities or gold) attributed with creating the living item if it is being done simply to serve the story and provide a new player with a convenient reason to join.

COHORTS

The right cohort (per the Leadership feat) can severely increase a party's effectiveness. A living item is almost certainly one of those types of cohorts. While individual GMs may decide to treat living items like cohorts (per the Leadership feat), it is not recommended. However, a GM wishing to allow living items as cohorts should use the following restrictions. A living item should only be allowable as a cohort to a mythic character that crafts her with the Mythic Crafter feat (and takes the legendary item path ability). The living item can then start at a suitable level for a cohort (and advance as normal for a cohort), but the cost associated becomes the living item's starting character level x 3,000 gp (added to the item's base cost, if any).



MYTHIC LIVING ITEMS

Living items are already an invaluable rare creation, requiring mythic power or unique circumstances. However, living item PCs in a mythic game might find themselves overshadowed by mighty allies. Mythic living items can occur much in the same way as a mythic character—becoming imbued by an artifact’s energies, granted power by a god, or some other mighty being. However, mythic living items are only ever appropriate as PCs in a mythic campaign, and should almost never be considered as NPC allies or cohorts, if a GM is willing to allow one as a cohort at all.

For the most part, a mythic living item gains mythic tiers, mythic feats, abilities, and powers as any mythic character unless otherwise noted. A mythic living item selects a mythic path (archmage, champion, guardian, etc.), gaining all path abilities as normal. Some base mythic abilities operate differently for a mythic living item. Unless otherwise noted, mythic living items gain the base mythic abilities as a mythic character.

Ability Score: Upon reaching the 2nd mythic tier, an ability score of your choice permanently increases by 1. At 4th, 6th, 8th, and 10th tiers, another ability score of your choice permanently increases by 1; this can be an ability score you’ve already increased or a different ability score.

Mythic Feat: You may select a power from any school (per the living item class), even if you do not belong to that school, in place of a mythic feat. You must still meet all other prerequisites for the power selected.

Hard to Kill (Ex): You don’t die until your total number of negative hit points is equal to or greater than double your Wisdom score. You can be raised or resurrected as a living creature.

Mythic Power (Su): Mythic living items draw upon a true wellspring of mythic power, although most are less versatile in its use than mythic creatures. You gain a pool of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

Legendary Surge (Su): While you are more limited in your ability to apply mythic power than a true living creature, you have an advantage in being able to empower a bearer or wielder. You can empower yourself or your bearer in specific ways based on your nature or purpose. You can expend one use of mythic power to increase an appropriate d20 roll you or your bearer just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier. In general, a mythic living item can affect the following rolls, but these are merely guidelines. In general, a living item can select any three of the following: attack rolls, an ability score based skill check, an ability check, a save type, concentration checks, or caster level checks.

Armor: Saving throws

Belt: Strength- and Dexterity-based skill checks, and Constitution checks

BASE MYTHIC ABILITIES

Mythic Tier	Ability Score	Mythic Feat	Base Mythic Abilities
1st	—	1st	Hard to kill, mythic power, legendary surge +1d6
2nd	1st	—	Amazing initiative
3rd	—	2nd	Recuperation
4th	2nd	—	Surge legendary +1d8
5th	—	3rd	Mythic saves
6th	3rd	—	Force of will
7th	—	4th	Surge legendary +1d10
8th	4th	—	Unstoppable
9th	—	5th	Artifact
10th	5th	—	Legendary hero, legendary surge +1d12

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Body: Strength- and Dexterity-based skill checks, and Constitution checks

Chest: Strength- and Dexterity-based skill checks and Constitution checks

Eyes: Intelligence-, Wisdom-, and Charisma-based skill checks

Feet: Dexterity-based skill checks, Dexterity checks, and Reflex saving throws

Hands: Attack rolls, Dexterity checks, and combat maneuvers checks

Head: Intelligence-, Wisdom-, and Charisma-based skill checks

Headband: Intelligence-, Wisdom-, and Charisma-based skill checks

Neck: Saving throws

Ring: Either saving throws or concentration checks, Intelligence-based skill checks, and caster level checks

Rod: Concentration checks, Intelligence-based skill checks, and caster level checks

Shield: Saving throws

Shoulders: Saving throws

Staff: Concentration checks, Intelligence-based skill checks, and caster level checks

Weapons: Attack rolls, Strength checks, and combat maneuver checks

Wrists: Saving throws

Unstoppable (Ex): At 8th tier, you can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting you: blind, confused, panicked, shaken, staggered, or any mind-affecting effect. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting.

Artifact (Ex): At 9th tier, you cannot be destroyed by normal means. Though you have hit points and can be rendered unconscious, you cannot be destroyed by taking additional hit point damage. This ability doesn't apply if you're killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. At 10th tier, you can be killed only by a coup de grace or critical hit made with an artifact.

CREDITS

Cover Illustration: Carlos Torreblanca, courtesy of Purple Duck Games

Interior Illustrations:

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Designer: Stephen Rowe

Developer: Steven T. Helt

Editor: Steven T. Helt

Producer: Owen K.C. Stephens

Publisher: Owen K.C. Stephens

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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Rogue Genius Games, follow us on Facebook:

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on Twitter: @Owen_Stephens

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