

FOUR HORSEMEN PRESENT

Paizo's *Mythic Adventures* changed the Pathfinder Roleplaying Game for a large number of players. The advent of mythic play arrived as a unique subsystem allowing parties of any level to incorporate legendary feats and magic. Rather than adding levels and options almost solely beyond 20th level, *Mythic Adventures* offers appeal to multiple styles and levels of play, while still telling epic memorable stories.

Four Horsemen Present: Mythic Magic Items relies on rules from supplemental books for the Pathfinder Roleplaying Game as follows: *Pathfinder Roleplaying Game: Advanced Player's Guide*TM, *Pathfinder Roleplaying Game: Bestiary 3*TM, *Pathfinder Roleplaying Game: Bestiary 4*TM, *Pathfinder Roleplaying Game: Mythic Adventures*TM, *Pathfinder Roleplaying Game: Ultimate Equipment*TM, and *Pathfinder Roleplaying Game: Ultimate Magic*TM. Where such additional rule books are necessary, a note has been made.

LEGENDARY ITEMS

Legendary items have a destiny of their own. A legendary relic grows in power as its bearer does or as the time of its greatness draws near. Some legendary items are so powerful they inspire legends or leave a mark on history. Others lie in wait until a desperate vagabond uncovers peerless power and deigns to use it.

Most legendary items bear magical properties usable by anyone with related craft, but all legendary items reserve their greatest features for those who invest mythic power into the item. Because these powers are generally unlocked by a character's legendary item mythic path ability, legendary items don't always cost significantly more to buy or create. The legendary powers become available when any mythic character uses her mythic features to bond with the item.

The following sample items follow the rules for legendary items outlined in *Mythic Adventures*.

HIRASTHE

Aura overwhelming transmutation; **CL** 20th (major artifact)

Slot —; **Price** 229,315 gp; **Weight** 4 lbs.

DESCRIPTION

Shaped from magically hardened obsidian, the ancient *Hirasthe* bears sinister runes etched along her blade and stamped into a leatherbound pommel. In her normal form, she is black with a deep green tint along an edge curving back and forth in a serpentine slither. The blade is exceptionally sharp, but has the same hardness and hit points as steel.

Hirasthe is a +3 keen unholy transformative^{UE} longsword driven to cause darkness and sorrow. As an intelligent weapon in her own right (her intelligence is not dependent on any mythic investment as a legendary item), *Hirasthe* controls her appearance and function unless her owner knows of her powers and succeeds in a personality conflict. The sword has an Intelligence and Wisdom scores of 16, and a Charisma score of 20. Her Ego is 33. *Hirasthe*'s senses include darkvision and extends to a range of 120 feet. She can communicate with either speech or telepathy, and speaks Abyssal, Celestial, Common, Draconic, Elven, Infernal and Undercommon.

Hirasthe's purpose is the spread of anguish and decline of morality—to cover every place in shadows of lust and violence, and disrupt any effort to bring light. To this end, she is a brilliant liar and manipulator, able to cast *glibness* once per day and *magic jar* (DC 20) at will. In addition, she can cast *deeper darkness* and *magic circle against good* each three times per day. By expending one use of legendary power, she can target her wielder with *glibness* or *magic jar*. In the case of *magic jar*, *Hirasthe* acts as her own receptacle or the receptacle for someone she intends a willing wielder to possess. On extended campaigns, she has used this ability to possess her wielder's body while her wielder possessed another. Her legendary properties include this ability to target her wielder with spells as well as the perfect surge and powerful properties. *Hirasthe* can spend up to four uses of legendary power per day, with her perfect surge bonus applying to attack rolls and combat maneuver checks made with her.

The sword's name comes from an ancient (possibly even pre-drow) elven dialect, translated by scholars as either "for the love of evil" or "in the presence of evil". Either phrase correctly applies, for *Hirasthe* is a devoted servant of sin and self-destruction. History frequently notes the demise of decadent empires or failed but bloody pogroms, but overlooks the involvement of a talking magic sword.

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Hirasthe has seduced paladins and sated barbarians in her quest to lead as many mortals as possible down ever darker paths. Though she regards her manipulations as the serious business of evil, the delight she takes in her corrosive schemes matches that of the oldest dragons or fiends. Her favorite game is to plant hints across multiple continents and cultures to draw heroes into her clutches, then wait in disguise as the object of her fabricated legend.

Requirements Craft Magic Arms and Armor, Mythic Crafter, mythic tier 6+, *deeper darkness*, *glibness*, *keen edge*, *magic circle against good*, *magic jar*, *major creation*, *unholy blight*; **Cost** 114,815 gp

MIGHTY PARAPET

Aura strong transmutation; **CL** 13th
Slot shield; **Price** 9,180 gp; **Weight** 15 lbs.

DESCRIPTION

This rectangular slab of worked stone functions as a +2 *light fortification tower shield*. A hundred generations ago, these shields were chiseled from fresh stone by dwarven clergy as part of a ritual to enhance the defenses of their beleaguered cities. Great heroes of their high houses received these shields as gifts in exchange for their commitment to give their lives defending the narrow passages into the grand halls.

The *mighty parapet* is incredibly light for its bulk and fighting with the *parapet* does not incur the normal penalties to attack rolls for wielding tower shields. Its legendary properties include the *adroit*^{MA} and *legendary fortification*^{MA} abilities. In addition, if the bearer spends a point of legendary power as a full-round action, the *parapet* melds into any solid surface it is planted on and duplicates itself. Three *parapets* spring up around the wielder to provide a square fortress 10 feet on a side. Creatures inside this space benefit from total cover (except a Large creature, which gains normal cover). A Medium or smaller creature can move between these *parapets* without squeezing, but the *parapets* widen or condense to allow the shield's owner to make attacks of opportunity against them normally, even if they are emerging from cover provided by the *parapets*. The barriers conjured by the shield are hardness 10 with 72 hp.

Requirements Craft Magic Arms and Armor, Mythic Crafter, mythic tier 3+, *limited wish* or *miracle*, *wall of stone*; **Cost** 4,680 gp

RING OF RAZORS

Aura moderate transmutation; **CL** 9th
Slot ring; **Price** 5,500 gp (+1), 17,500 gp (+2), 37,500 gp (+3), 65,500 gp (+4), 101,500 gp (+5); **Weight** —

DESCRIPTION

The *ring of razors* appears as a tiny coil of barbed iron wires. Despite its sharp points and rough texture, the ring never damages the wearer. The ring adds its enhancement bonus to claw, slam, or unarmed strike attacks and changes the damage type for those attacks to piercing and slashing. If the wearer expends one use of mythic power as a swift action, each attack enhanced by the ring for one round deals bleed damage equal to the wearer's mythic tier.

Crafted by summoned kyttons for the gladiators of a wealthy slave owner, the *ring of razors* has the *foe-biting*^{MA} and *perfect surge*^{MA} legendary item abilities. In addition, if the wearer successfully pins an opponent during a grapple, he can expend one use of legendary power from the ring to bind the pinned creature with barbed iron wires. The wires maintain the grapple automatically each turn, dealing bleed damage equal to the wearer's mythic tier until the pinned creature dies or escapes the bonds. The wires have a break DC of 25 and a CMB equal to the wearer's CMB +5.

Requirements Craft Ring, Mythic Crafter, mythic tier 3+, *bleed*, *major creation*; **Cost** 2,750 gp (+1), 8,750 gp (+2), 18,750 gp (+3), 32,750 gp (+4), 50,750 gp (+5)

WORMWOOD

Aura moderate necromancy; **CL** 11th
Slot none; **Price** 85,800 gp; **Weight** 6 lbs.

DESCRIPTION

Some accounts say the potent staff *wormwood* is crafted from the last tree to die on the lower apocalyptic planes. Other theories suppose the mighty relic comes from the last splinter of wood remaining after an organic meteor crashed into the world. Rot grubs and roaches crawl in and out of the wood's crevices, and foul-smelling sap leaks wherever the staff is touched. *Wormwood* functions in combat as +1 *greatclub*, but it holds miasmic power for spellcasters, infesting living enemies with disease, rot, and parasites. *Wormwood* allows access to the following spells.

- *Blight* (DC 18+; 1 charge)
- *Fleshworm infestation*^{MA} (DC 17+; 1 charge)
- *Greater contagion*^{UM} (DC 18+; 1 charge)
- *Mass inflict moderate wounds* (DC 19+; 2 charges)
- *Summon Swarm* (rot grub parasites^{MA}; 1 charge)

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The legendary properties of *Wormwood* include the *metamagician*[™] ability and two unique abilities. By expending one use of legendary power when casting a spell from *Wormwood*, the caster can unleash the mythic version of each spell, if one exists. The caster cannot augment a spell cast this way with the staff's *metamagician* ability or with his own mythic power. While the staff is held, ability damage or drain gained or any negative effects from diseases are temporarily suppressed. The ability damage, drain, or other effects returns immediately once the staff is no longer wielded.

Requirements Craft Staff, Mythic Crafter, mythic tier 3+, *blight*, *fleshworm infestation*[™], *greater contagion*[™], *mass inflict moderate wounds*, *summon swarm*; **Cost** 42,900 gp

MYTHIC MAGIC ITEMS

Rules for mythic play allow epic options for characters of any level or from any background. The compliment of mythic magical items below fits a wide range of adventure styles and power levels.

MYTHIC WEAPONS

THE BRUSH BLADE

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 14,360 gp; **Weight** 4 lb.

DESCRIPTION

This plain-looking machete acts as a +2 *cold iron longsword* and deals double damage to plant creatures and objects. If the wielder holds the blade aloft and expends one use of mythic power, all natural plant life within 60 feet is destroyed and plant creatures take 1d6 damage per mythic tier (no save). The wielder can apply the opposite effect as well, expending one use of mythic power to restore any vegetation destroyed by the weapon and healing all plant creatures 1d6 hit points of damage per mythic tier.

Requirements Craft Magic Arms and Armor, Mythic Crafter, *blight*, *plant growth*; **Cost** 7,360 gp

CRUSHING MALLET

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 14,312 gp; **Weight** 5 lbs.

DESCRIPTION

This +1 *impact*[™] *warhammer* contains a destructive earth elemental spirit. The *crushing mallet* delivers tremendous destructive force without making significant noise or scattering debris. If the mallet is used to smash objects or break walls, it generates noise similar to that of a small rock hammer and deposits minimal debris at the object's base.

When its user expends one use of mythic power, the mallet strikes as if sized for a creature two size categories larger than the wielder for one round per mythic tier possessed. The user suffers no penalties for inappropriately sized weapons when the mallet is used in this manner.

Requirements Craft Wondrous Item, Mythic Crafter, *bull's strength*, *lead blades*[™], *giant strength I*; **Cost** 7,312 gp

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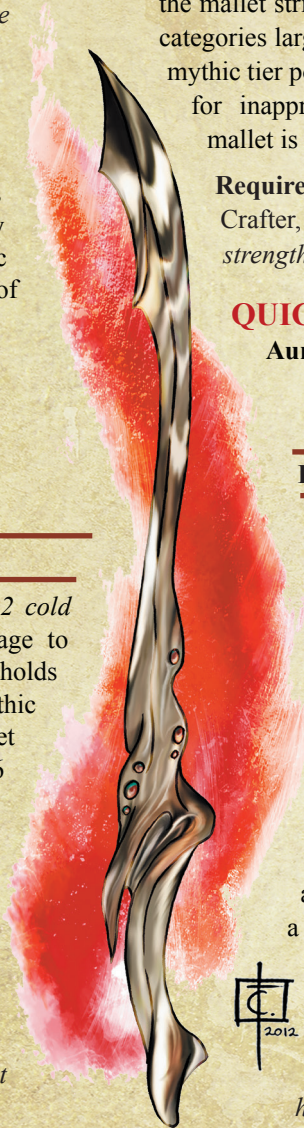
Aura strong transmutation; **CL** 12th
Slot none; **Price** 48,315 gp;
Weight 3 lb.

DESCRIPTION

This +1 *scimitar of speed* is made from clear colored glass, magically hardened to the strength of steel. The wielder may expend one use of mythic power as part of a standard attack action. If the sword successfully hits as part of the attack, it disintegrates into a cloud of grating colored sand. The wielder can then attempt a dirty trick combat maneuver to blind the target as a free action. The sword then coalesces into a blade again, allowing the wielder to make a second attack at his full attack bonus.



Requirements Craft Magic Arms and Armor, Mythic Crafter, *glitterdust*, *haste*; **Cost** 24,315 gp



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MYTHIC ARMOR

DISTRACTING PLATE

Aura faint illusion; **CL** 3rd
Slot armor; **Price** 18,500 gp; **Weight** 25 lbs.

DESCRIPTION

This suit of +2 *mithral full plate* features garish designs and bold colors. The wearer suffers a -4 penalty to Stealth checks when trying to avoid being seen. During combat, the wearer can use the armor's gaudy appearance to his advantage. As a standard action that does not provoke an attack of opportunity, the wearer can cause the colors and patterns on the armor to change and move in distracting fashion. The armor creates an effect similar to a *hypnotic pattern* spell, except every creature of 8 or fewer Hit Dice within 10 feet is subject to the armor's effect. The wearer can employ this ability as a swift action if he expends one use of mythic power. This ability functions once per day for each mythic tier the wearer possesses.

Requirements Craft Magic Arms and Armor, Mythic Crafter, *hypnotic pattern*; **Cost** 10,000 gp

SUNDERING SHIELD

Aura moderate transmutation; **CL** 9th
Slot shield; **Price** 39,000 gp; **Weight** 5 lbs.

DESCRIPTION

This lightweight +1 *light fortification heavy steel shield* changes its shape to produce sturdy corners along its face. Whenever the shield prevents additional damage because of its *fortification* ability, or an attacker fails to confirm a critical hit against the bearer, the shield hardens at the point of impact and makes a sunder attempt against the attacker's weapon (if any). The shield attacks using the bearer's base attack bonus and adds the bearer's Strength modifier and mythic tiers to the CMD check to sunder. If the shield's bearer expends one use of mythic power as an immediate action, the shield uses the force from the attacking weapon and adds the highest of the attacker or bearer's modifiers on the sunder attempt.

Requirements Craft Magic Arms and Armor, Mythic Crafter, *polymorph any object*; **Cost** 19,500 gp

MYTHIC WONDROUS ITEMS

BOOTS OF TIME AND SPACE

Aura strong transmutation; **CL** 13th
Slot feet; **Price** 27,000 gp; **Weight** 1 lb.

DESCRIPTION

These glittering black boots ignore the laws of nature. The wearer of these boots gains a 10-foot bonus to his land speed and cannot be slowed by any magical effect. The boots make the wearer immune to sudden changes in gravity due to magic or natural phenomenon. Additionally, the wearer can expend one use of mythic power to move across air or vacuum as if standing on solid ground. He can step up, rise diagonally, or perform any movement he could normally perform with the boots as if the ground rose to meet his steps. Attempts to move at severe angles in order to change altitude or charge across a changing surface cost double movement as difficult terrain. This effect lasts one round per mythic tier the wearer possesses.

Requirements Craft Wondrous Item, Mythic Crafter, *freedom of movement*, *haste*, *reverse gravity*; **Cost** 11,500 gp

CASCADING CLOAK

Aura faint transmutation; **CL** 5th
Slot shoulders; **Price** 12,000 gp; **Weight** 5 lbs.

DESCRIPTION

Blue and white designs decorate this robe, depicting a flowing waterfall and white mist near the bottom hem. The robe's wearer gains a +2 bonus to CMD against bull rush, grapple, reposition, and trip attempts. Additionally, he gains a +8 bonus on Swim checks while immersed in water and ignores movement penalties for walking in deep water or mud.

As a full-round action, the wearer can expend one use of mythic power to animate the rushing water design on the cloak. With a loud roar, water explodes from the cloak's bottom and rushes outward. The wearer makes a bull rush combat maneuver against each creature within 10 feet. This attempt is made with the cloak's +8 bonus (treating the cloak's caster level as its base attack bonus and including a +3 Strength bonus) plus a bonus equal to the wearer's mythic tier (minimum +3). If the bull rush combat maneuver exceeds the opponent's CMD by 5 or

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more, the targets are knocked prone. Small or smaller objects are toppled and move 5 feet away from the wearer. The water drains away immediately and does not create difficult terrains or other obstacles aside from any debris created by the cascade.

Requirements Craft Wondrous Item, Mythic Crafter, mythic tier 3+, *hydraulic torrent*^{ARG}; **Cost** 6,000 gp

COMPELLING CROWN

Aura strong enchantment; **CL** 15th
Slot head; **Price** 54,000 gp; **Weight** 1 lb.

DESCRIPTION

Magnificent opals adorn this shining platinum crown. The crown confers a competence bonus to Diplomacy or Intimidate skill checks used to change a creature's attitude equal to the wearer's mythic tier (minimum +1). The wearer may expend one use of mythic power to attract or repel enemies as a standard action for 1 round. Attracted targets within 30 feet must succeed on a DC 22 Will save or move toward the wearer until they are adjacent and may then act normally. Repelled enemies within 30 feet must succeed on a DC 22 Will save or move away from the wearer until they are no less than 30 feet away, and may then act normally. This is a mind-affecting compulsion effect. A creature that successfully saves against the *compelling crown* is immune to its effects for 24 hours.

Requirements Craft Wondrous Item, Mythic Crafter, *antipathy*, *mass eagle's splendor*, *sympathy*; **Cost** 27,000 gp

FIGURINE OF WONDROUS POWER: IRON LOCUST

Aura moderate transmutation; **CL** 11th
Slot none; **Price** 36,000 gp; **Weight** 1 lb.

DESCRIPTION

This rusty iron sculpture of a locust is four inches long and bears a sneering skull face. Sharp protrusions of dull grey inside the skull's mouth elongate to form adamantite teeth when the locust is cast down and activated.

Once per day for up to one hour per use, its owner can command the locust to multiply. It vibrates and sheds rust, magically multiplying until a swarm of

iron locusts occupies a single 5-foot-square. The locusts then act as a locust swarmSM, consuming both organic matter and vegetation according to the owner's mental commands. The swarm can consume up to a 5-foot cube of touched nonliving non-magical matter per minute.

The bearer can expend one use of mythic power when activating the *figurine* and instead of a swarm it becomes an apocalypse locustSM. In either form, the creatures count as adamantite and magical for the purpose of overcoming damage reduction and hardness.

Requirements Craft Wondrous Item, Mythic Crafter, *disintegrate*, *summon monster VI*, *summon swarm*; **Cost** 18,000 gp

HAND OF THE ROGUE

Aura moderate necromancy; **CL** 9th
Slot none; **Price** 15,000 gp; **Weight** 1 lb.

DESCRIPTION

The creation of this grisly item includes the removal of a fresh hand from a rogue with at least one mythic tier. Once created, the hand responds to its owner's mental orders. The hand responds to the command of any creature that takes physical possession of it for 24 hours. The hand remains dormant until commanded by its owner to activate, at which point it attunes itself to a creature or location and plies its skills. The user cannot control its specific actions without line of sight to the hand, nor can he sense its location or activity.

The hand retains the instincts of its larcenous donor, using its abilities to open locked portals, lock unlocked mechanisms, and steal Small or smaller objects by dragging them away in secret. Instinctively, the hand skulks about, using cover or shadows to avoid detection.

The Diminutive hand has an effective Strength score of 10 and Dexterity of 20. It has climb and land speeds



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of 10 feet, and the following skill bonuses: +17 Acrobatics, Climb +25, +17 Disable Device, +17 Sleight of Hand, and +29 Stealth. The hand is AC 19 and has hardness of 2 with 9 hp. The hand cannot effectively attack for damage.

If reduced to 0 hit points or less, the hand becomes non-functional for 24 hours.

Requirements Craft Wondrous Item, Mythic Crafter, *animate dead*, *telekinesis*; **Cost** 7,500 gp

IMPERIAL IMPLEMENTS

Aura faint transmutation; **CL** 5th

Slot none; **Price** 36,000 gp; **Weight** 2 lbs.

DESCRIPTION

This fine set of scrivener's tools comes as a rich leather booklet with a store of writing supplies secured inside. The kit contains ink, parchment, quills, wax, and a gold insignia ring. It also includes a magnifying glass and brief ledger of translation notes in several languages. Taken as a whole, this gear adds a +5 competence bonus to a user's Linguistics checks to craft or detect forgeries, or to decipher unfamiliar language. The kit manifests the correct age, color, and type of paper and wax for official documents. The signet ring leaves the desired mark in a wax seal if the user desires.

If the kit is used to draft an official document or formal letter, the user can expend one use of mythic power to make a Bluff, Diplomacy, or Intimidate check through the item. The first subject to read the missive receives the full effect of the user's skill check, though she can respond to lies, negotiation, or threats normally. A document prepared in this way retains its power for one day per mythic tier the user possesses. This is a language-dependent effect.

Alternately, the user can expend one use of mythic power to weave the effects of any language-dependent enchantment mind-affecting spell into the document as she casts it. The caster must determine all spell variables when the document is prepared. The first subject to read the document is affected by the spell. A document prepared in this way retains its power for one day per mythic tier or the spell's duration, whichever is shorter.

Requirements Craft Wondrous Item, Mythic Crafter, *glibness*, *secret page*; **Cost** 18,000 gp

LIBERAL LIBRAM

Aura strong universal; **CL** 13th

Slot none; **Price** 18,000 gp; **Weight** 3 lb.

DESCRIPTION

This heavy tome functions normally for any spellcaster that must record formulae or spells in a spellbook, and can function as a wizard's arcane bond. The book increases the caster level of its bearer by ½ his mythic tier, to a maximum of the bearer's total Hit Dice. Additionally, whenever the bearer casts a spell, he may expend one use of mythic power as a free action to use his caster level to determine level-dependent effects even if his caster level exceeds the spell's normal maximums.

Requirements Craft Wondrous Item, Intensified Spell, Mythic Crafter, *limited wish*; **Cost** 9,000 gp

MORTIFYING MASK

Aura strong necromancy and transmutation; **CL** 15th

Slot head; **Price** 33,000 gp; **Weight** 1 lb.

DESCRIPTION

The mortifying mask looks and functions like the more common *mask of the skull*, except for the following: the DC to save against the mask's effect is 22. A creature that fails its save takes 150 points of damage as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+15 points of damage. If the subject takes enough damage to kill it, the creature dies and its spirit is immediately animated as a shadow (as a *create greater undead* spell). Use of the undead creation ability requires the owner to expend one use of mythic power as a free action when the mask is activated.

The shadow is completely subservient to the wearer of the mask as long as it remains worn. If the mask is removed the shadow may act of its own accord, usually against the interests of its killer. The mortifying mask can create additional shadows, but can only control one at a time.

Requirements Craft Wondrous Item, Mythic Crafter, *create greater undead*, *finger of death*; **Cost** 16,500 gp

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UNYIELDING HELM

Aura moderate transmutation; **CL** 9th
Slot head; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

This protective item is a horned helmet made of bloodstained iron. The helm acts as inspiring standard for those who fight within sight of the wearer. It increases the enhancement bonus of any suit of armor the bearer wears by +1 (this does not apply to armor bonuses gained from sources other than armor, such as *bracers of armor* or *mage armor*).

The wearer can expend one use of mythic power to force allies to continue fighting even when courage gives out for 1 round per mythic tier. Any allied creature other than the wearer within 120 feet that wishes to use the withdraw action during combat must first succeed at a DC 21 Will save. Creatures who fail this save attack the nearest enemy to the best of their ability and cannot take any action other than attacking or moving to attack the closest enemy. This ability supersedes any non-mythic effect that influences or controls the creature's actions, such as (but not limited to) confusion, fear, or dominate effects. Once a creature fails this save, the effect lasts for 1 round per mythic tier the wearer possesses. Once a creature successfully saves against the helm's compulsion, that creature is immune to the helm's effects for 24 hours. This feature of the helm is a mind-affecting effect.

Requirements Craft Wondrous Item, Mythic Crafter, *vengeful outrage*^{MA}; **Cost** 4,000 gp

WILD CHARM

Aura faint enchantment; **CL** 5th
Slot neck; **Price** 15,000 gp; **Weight** 1 lb.

DESCRIPTION

This twine necklace features alternating animal ears, claws, and teeth along its length, attached by thin copper loops. The wearer gains a +4 bonus to Handle Animal, Knowledge (nature), and Survival checks. In addition, the wearer can select an animal she can see within 60 feet and gain one of the following senses if that animal has it: blindsense 20 ft., darkvision 60 ft., low-light vision, or scent. Three times per day as a standard action, the wearer can possess an animal within 60 feet as the spell *possess companion*^{MA}. If the wearer expends one use of mythic power, she dominates the animal (as with *dominate animal* spell) instead.

Requirements Craft Wondrous Item, Mythic Crafter, *beast shape I*, *possess companion*^{MA}; **Cost** 7,500 gp

CREDITS

Cover Illustration: Jeremy Hart

Interior Illustrations: Earl Geier; and Carlos Torreblanca, Courtesy of Purple Duck Games

Designer: Steven T. Helt

Developer: Stephen Rowe

Editor: Stephen Rowe

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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