

Pathfinder™ Epic-Level Handbook

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INTRODUCTION

In 1997, Renton, WA-based *Wizards of the Coast*--a company then famous primarily for the collectible card game *Magic: the Gathering*[™]--purchased failing *Dungeons & Dragons*[™] publisher TSR and there-by irrevocably changed the history of table-top role-playing. They launched D&D 3rd edition to critical acclaim and resurrected gaming groups the world over. Under the aegis of their d20 Open License, they took the fractured gaming market of the time and returned D&D to its historic place as the industry's standard bearer.

Unfortunately, though revolutionary for its time, 3rd edition is acknowledged for having many faults that have been repaired by new editions over the intervening decade. First was *Wizards's* own D&D 3.5 released in 2003. Then came their controversial decision in 2005 to scrap the entire d20 system and move to 4th edition, which was released in 2008. With updates for the beloved d20 system drying up, many players began creating their own hodgepodge of official and house rules, creating a sort of D&D 3.75 that differed from one group to the next. Then, in 2009 there came the *Pathfinder*[™] system, produced by Redmond, WA-based *Paizo Publishing* and drawing primarily on the old D&D 3.5 system.

Since then, *Pathfinder*[™] has taken the gaming world by the proverbial storm, capturing the hearts and wallets of many gamers disillusioned by D&D reduced focus on role-playing in favor of slick, MMO-based combat mechanics. Since their debut, *Pathfinder*[™] has been releasing a constant stream rulebooks, modules, and expansions that provide rules for gaming in any setting as well as world-specific information about their proprietary setting: the world of Golarion.

However, there remains one important area that has yet to be addressed by any official *Pathfinder*[™] material.

In 2002, *Wizards of the Coast* released the *Epic-Level Handbook*; a book with rules covering characters who

advanced beyond the normal 20-level progression given in all books to that point. It included spells of unrivalled power, feats that allowed characters to become super-human (or -elven, -dwarven, etc.), monsters that shook the heavens with their ferocity, and the sundry magical gear necessary for that level of play.

This book was never formally updated to D&D 3.5, instead receiving a small, online-only errata update late in 2003 that addressed a few of the book's issues. With the changeover to *Pathfinder*[™], the materials available have fallen even further behind the times. Though there has been some talk of creating epic-level rules for *Pathfinder*[™] by *Paizo* staff, they have confirmed that nothing will be released in the foreseeable future.

To that end, I have taken it upon myself to use the D&D 3rd edition rules, the 3.5 errata, and my own knowledge of *Paizo's* system and create an epic-level guide for *Pathfinder*[™]. I will be limiting this book to character advancement, feats, skills, spells, and magic items; there will be little or no material on monsters or concerns of setting. If you ever had questions about what is here, I suggest you consult the online *Pathfinder*[™] System Resource Documents (d20pfsrd.com) or the D&D 3.5 System Resource Documents (d20srd.org), the latter including sections about their epic level rules.

Finally, I would like to thank the wonderful folks at both *Wizards of the Coast* and *Paizo Publishing*. If you had not all created systems so rich in imagination and high in quality, I would never have been motivated to work on the rules contained here-in.

Truly!,

Jesse Jack Jones

05-22-2012

Obviously, knowledge of the *Pathfinder™* gaming system is necessary to use the rules and concepts outlined in the rest of this document. I am designing this expansion as a personal project without need or desire for compensation of any sort and all relevant copyrights are held by *Paizo Publishing* (for the system basics) and *Wizards of the Coast* (for the fundamental idea and many specific feats and abilities). Anything that does not fall under one of these two ownerships is my own personal, intellectual property. Feel free to distribute everything presented here, but I ask that no part of this document be changed for purposes of redistribution by a third party. Comments and criticisms are welcomed.

As the purpose of the document is to augment existing rules and **not** to create a new gaming system, I consider it necessary that interested parties keep on hand at least a copy of the *Pathfinder™ Core Rulebook*. The character creation rules are derived from this source and there are many places in this document where the reader will be directed to the appropriate places in the *Pathfinder™* material in lieu of my repeating the information. You may also find it useful to keep copies of the *Advanced Player Guide*, *Ultimate Magic*, and *Ultimate Combat* rule books on hand, as these are also consulted.

Additionally, you can view the *Pathfinder™* System Resource Documents, available for free online at <http://www.d20pfsrd.com>.

The term "epic" or "epic level" in the context of *Dungeons & Dragons* and *Pathfinder™* are used to refer to any character who has surpassed the regular 20-level spectrum that most rulebooks assume is the full limit of character advancement. For many games, this is sufficient, with characters achieving 20th level going on to retire and make room for the next generation of heroes to grow in their wake. But for some campaigns, they want something more...

They wish to challenge the gods, to fight greater battles and seek truly amazing treasures. They are not content to be heroes; they want to become **legends**.

An epic-level game has no upper ceiling of power. The rules that will be presented here form a basis for expanding infinitely into the unknown, for creating characters of level 30 or 50 or 100, if you have the time and imagination to carry your adventures that far.

Bear in mind, however, that the open-ended nature of the rules presented here will inevitably lead to the possibility of their abuse. If you have a group that gets to 20th level and still wants to continue their adventures, I would hope the DM understands them well enough to either keep their enthusiasm from wrecking the balance of the game...or else enough imagination to keep up with their attempts to do just that, if that's what your table enjoys doing.

Another problem is one of scale. Not scale in terms of plots or foes--that's the DM's provenance--but the scale of the powers the players will have access to. Though these rules endeavor to keep every player type viable, there will come some point where the difference between various classes may become insurmountable, where any foe that can hit your armored fighter cannot miss any other party member, where anything that can survive a round against your wizard's mightiest magics can survive a week of being assaulted by the party's warriors. Never let the rules get in the way of the group's enjoyment of the game and face the fact that, sooner or later, even the mightiest heroes will have to retire. These rules simply put that sorrowful day in a more distant future.

This guide is broken into sections that will detail the various aspects of creating an epic character, from universal character rules and changes to specific classes to new uses for skills, epic feats, and outfitting characters with new tiers of magical equipment.

CHAPTER 2 - UNIVERSAL ADVANCEMENT RULES

Upon reaching level 20, characters cease to advance in the fashion they have up to that point. At 21st level and beyond, their base attack bonuses and saving throw bonuses are no longer class dependant. They also cease to gain new class abilities, which will be addressed in Chapter 3. The universal rules for epic characters are shown in Table 2-1 below.

Experience: Characters continue to gain experience commensurate with their epic achievements, though leveling their characters is subject to the rules outlined in this document. Experience requirements continue to follow the same equation: the experience total needed for the next level is equal to the experience required to reach their current level plus their current level x 1,000.

Epic Attack Bonus: Rather than continuing to gain an additional base attack bonus, characters of 21st level and higher gain an epic bonus to their attack rolls, CMB, and CMD. This bonus is +1 at level 21 and an additional +1 for every 2 levels. You **never** gain additional attacks from an epic attack bonus.

Epic Save Bonus: As with the attack bonus above, characters of 21st level and higher gain an epic bonus to all three of their saving throws. This bonus is +1 at level 22 and increases by an additional +1 for every 2 levels (i.e., +2 at 24th, +3 at 26th, etc.).

Skill Ranks: The maximum number of ranks that can be invested in a skill remains equal to your character level, even at epic levels.

Feats: You continue to gain bonus feats every odd-numbered level as normal (a new feat at 21st level, 23rd, 25th, etc.). However, starting at level 21 you can begin selecting epic feats. Unlike the bonus feats gained from your class, character feats gained from leveling up can be used to select any epic feat for which you qualify. They can also be used to select non-epic feats if you wish. A complete list of epic feats can be found in Chapter 5.

Ability Score Increases: Your ability scores continue to increase as normal. You gain +1 to one ability score of your choice every four levels (+1 at 24th level, 28th, 32nd, etc.).

Table 2-1: Experience and Level-Dependant Benefits

Character Level	XP	Epic Attack Bonus	Epic Save Bonus	Max Skill Ranks	Bonus Feats	Ability Score Increase
21 st	210,000	+1	+0	21	11 th	--
22 nd	231,000	+1	+1	22	--	--
23 rd	253,000	+2	+1	23	12 th	--
24 th	276,000	+2	+2	24	--	6 th
25 th	300,000	+3	+2	25	13 th	--
26 th	325,000	+3	+3	26	--	--
27 th	351,000	+4	+3	27	14 th	--
28 th	378,000	+4	+4	28	--	7 th
29 th	406,000	+5	+4	29	15 th	--
30 th	435,000	+5	+5	30	--	--
+1	+1,000 x current level	+1 every odd level	+1 every even level	+1	+1 every odd level	+1 every 4 levels

Normal *Pathfinder* rules cover 11 classes from level 1 to level 20, while the *Advanced Player's Guide* adds a further 6 classes. These 17 classes are the focus of this document; we will not be addressing the Magus from *Ultimate Magic* nor the Gunslinger from *Ultimate Combat* here. Also avoided are the Anti-Paladin, Ninja, and Samurai, as well as all Prestige Classes. Using the rules in this book as a framework, you can work out with your DM appropriate class features and feats to select if you wish to pursue one of these alternate options.

This chapter will also address rules for archetypes and multiclassing,

Many class features continue to grow after 20th level, but always make sure to consult the relevant class section for details. The following guidelines describe how epic class progressions generally work, though the information in the individual class entries always supersedes that presented here:

- Hit Dice and hit points continue to accrue as normal. Your Hit Die never increase or decrease in type as a result of achieving epic levels.
- Skill points are gained as normal. Your base skill points per level and class skills remain unchanged.
- As noted in Chapter 2, your base attack bonus and base saving throws cease to grow. Instead, you begin gaining epic bonuses to attack, CMB, CMD, and saving throws as indicated in Table 2-1.
- Generally speaking, any class feature that uses your class level as part of a mathematical formula, such as the duration of a barbarian's rage or the size of a monk's *ki* pool continue to grow.
- The DC of abilities based on character level, such as a monk's stunning fist, continue to increase at the normal rate.
- The caster level of spellcasting classes continues to increase as do spells per day and spells known for spontaneous casters. Slots above the non-epic

maximum spell level available are usually filled with spells modified by Metamagic feats or simply used to cast lower-level spells (i.e., casting a 7th-level spell with an 11th-level slot) as per the normal rules. Characters can develop spells of 10th-level and higher by following the guidelines in Chapter 7: Epic Spellcasting.

- The powers of familiars, special mounts, and animal companions continue to increase with level.
- Any class feature that increases or accumulates as part of a repeated pattern, such as an alchemist's bomb damage or a rogue's sneak attack, continues to grow at the same rate.
- Regularly accruing new abilities such as a barbarian's rage powers or a rogue's rogue talents are no longer gained. Instead, class feats can also be spent on these abilities if desired.
- You never gain new class abilities beyond 20th level. Instead, classes gain bonus feats at a constant rate that can be spent on epic-level feats drawn from the individual class lists or on any non-epic feat for which the character qualifies.

Alchemist

The epic alchemist is an unrivalled master of concoctions, brewing alchemical items with a speed and potency unimaginable to lesser minds. Their bombs are as potent as any wizard's artillery and their mutagens can produce truly terrifying abominations.

Table 3-1: The Epic Alchemist

Level	Special
21 st	Bomb 11d6
22 nd	Bonus feat
23 rd	Bomb 12d6
24 th	--
25 th	Bomb 13d6
26 th	Bonus feat
27 th	Bomb 14d6
28 th	--
29 th	Bomb 15d6
30 th	Bonus feat

Extracts: An alchemist's epic levels are included when determining their caster level. They continue to gain more extracts per day as they increase in level. See Table 3-20: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, and Summoners.

Bomb: A alchemist's bomb damage continues to increase by +1d6 damage every odd-numbered level.

Bonus Feat: The epic alchemist gains a bonus feat at 22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from Alchemical, Item Creation, Magic, or Metamagic feats.

Additionally, an alchemist may select an Alchemist's Discovery in lieu of an epic class bonus feat.

Barbarian

The epic barbarian is a terror to behold. The very incarnation of rage, this furious warrior can cut his foes to ribbons with awe-inspiring ease.

Table 3-2: The Epic Barbarian

Level	Special
21 st	Trap sense +7
22 nd	DR 6/--
23 rd	Bonus feat
24 th	Trap sense +8
25 th	DR 7/--
26 th	Bonus feat
27 th	Trap sense +9
28 th	DR 8/--
29 th	Bonus feat
30 th	Trap sense +10

Rage: A barbarian continues to increase the number of rounds per day they can rage by 2 for every level beyond 20th.

Trap Sense: A barbarian's bonus to Reflex saves and AC against traps continues to increase by +1 at 21st level and every 3 levels afterwards.

Damage Reduction: A barbarian's DR continues to increase by 1 at 22nd level and every 3 levels afterwards.

Bonus Feat: The epic barbarian gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected

from Combat and Rage feats.

Additionally, a barbarian may select a Barbarian Rage Power in lieu of an epic class bonus feat.

Bard

The epic bard's music can move even the cruelest, most soulless creature, or inspire his allies to the heights of power and bravery.

Table 3-3: The Epic Bard

Level	Special
21 st	--
22 nd	Bonus feat
23 rd	--
24 th	Bonus feat
25 th	--
26 th	Bonus feat
27 th	--
28 th	Bonus feat
29 th	--
30 th	Bonus feat

Spells: A bard's epic levels are included when determining their caster level. They continue to gain more spells per day as they increase in level. See Table 3-20: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, and Summoners. They receive one additional spells known every level they gain beyond 20th level. This can be selected from any spell level the bard has access to.

Bardic Knowledge: A bard's epic levels count towards their total class level for bardic knowledge.

Bardic Performance: A bard continues to increase the number of rounds per day they can perform by 2 for every level beyond 20th. Their *inspire courage* and *inspire competence* abilities cease to improve automatically.

Bonus Feat: The epic bard gains a bonus feat at 22nd level and an additional bonus feat every other level (24th, 26th, 28th, etc). These bonus feats can be selected from Magic, Morale, and Skill feats.

Cavalier

The epic cavalier is a master rider and a peerless leader of men. Her challenges can shake foes to their

core and entire armies will break when they see her banner borne fearlessly aloft.

Table 3-4: The Epic Cavalier

Level	Special
21 st	--
22 nd	Challenge, 8/day
23 rd	Bonus feat
24 th	--
25 th	Challenge, 9/day, tactician, 6/day
26 th	Bonus feat
27 th	--
28 th	Challenge, 10/day
29 th	Bonus feat
30 th	Tactician, 7/day

Mount: A cavalier's mount continues to grow in power as they increase in level. See Table 3-18: Animal Companions and Mounts at Epic Levels.

Order: Level-dependent benefits from your Order continue to increase beyond 20th level.

Banner: The bonuses of a cavalier's banner cease to improve automatically after 20th level.

Challenge: A cavalier can issue an additional challenge per day at 22nd level and every 3 levels thereafter.

Tactician: A cavalier can use her tactician ability an additional time per day at 25th level and every 5 levels thereafter.

Bonus Feat: The epic cavalier gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Combat, Morale, and Skill feats.

Cleric

The epic cleric stands as one of his deity's most elite servants, an inspiration to entire churches and systems of belief. He also stands as the solid center of an adventuring party, providing power and assistance to his companions.

Table 3-5: The Epic Cleric

Level	Special
21 st	Channel energy, 11d6
22 nd	Bonus feat
23 rd	Channel energy, 12d6

24 th	--
25 th	Channel energy, 13d6
26 th	Bonus feat
27 th	Channel energy, 14d6
28 th	--
29 th	Channel energy, 15d6
30 th	Bonus feat

Spells: A cleric's epic levels are included when determining their caster level. They continue to gain more spells per day as they increase in level. See Table 3-18: Spells per Day for Epic Clerics, Druids, Witches, and Wizards. Note that this clerics do *not* receive bonus domain spells for spell levels beyond 9th.

Domain: A cleric includes their epic levels when calculating the effects of their domain powers.

Channel Energy: A cleric's channel energy power continues to increase by +1d6 damage every odd-numbered level.

Bonus Feat: The epic cleric gains a bonus feat at 22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from Channeling, Item Creation, Magic, and Metamagic feats.

Druid

The epic druid is a mighty symbol of the power of the natural world, able to focus the primal forces of the elements to do her bidding and adopt the form of any creature known to man...and perhaps a few wholly unknown to any save herself.

Table 3-6: The Epic Druid

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: A druid's epic levels are included when determining her caster level. She continues to gain more spells per day as she increases in level. See Table 3-18: Spells per Day for Epic Clerics, Druids, Witches, and

Wizards.

Nature Bond: A druid's nature bond ability--either the granted power from her chosen domain or her animal companion--continues to improve. For domain powers, include the druid's epic levels when calculating their effects. For animal companions, see Table 3-18: Animal Companions and Mounts at Epic Levels.

Wild Empathy: A druid's epic levels count towards her total class level for wild empathy.

Wild Shape: A druid's epic levels count towards her total class level when determining the duration of her wild shape ability.

Bonus Feat: The epic druid gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Magic, Metamagic, and Wild feats.

Fighter

The epic fighter is a combat machine, a master of more battle maneuvers than any other character in the game. More than a mere sword-slinger, the epic fighter knows how to best his opponents in any arena.

Table 3-7: The Epic Fighter

Level	Special
21 st	--
22 nd	Bonus feat, bravery +6
23 rd	--
24 th	Bonus feat
25 th	--
26 th	Bonus feat, bravery +7
27 th	--
28 th	Bonus feat
29 th	--
30 th	Bonus feat, bravery +8

Bravery: A fighter's bravery ability continues to improve by 1 at 22nd level and every four levels thereafter.

Armor Training: A fighter's armor training ceases to improve after 20th level.

Weapon Training: A fighter's weapon training ceases to improve after 20th level.

Bonus Feat: The epic fighter gains a bonus feat at

22nd level and an additional bonus feat every other level (24th, 26th, 28th, etc). These bonus feats can be selected from Combat feats.

Inquisitor

The epic inquisitor can find corruption wherever it hides, from darkened allies to the throne rooms of empires. They bring judgment down on demon lords and fallen angels as easily as their brethren might on more mortal perils.

Table 3-8: The Epic Inquisitor

Level	Special
21 st	--
22 nd	Judgment, 8/day
23 rd	Bonus feat
24 th	--
25 th	Judgment, 9/day
26 th	Bonus feat
27 th	--
28 th	Judgment, 10/day
29 th	Bonus feat
30 th	---

Spells: An inquisitor's epic levels are included when determining their caster level. They continue to gain more spells per day as they increase in level. See Table 3-20: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, and Summoners. They receive one additional spells known every level they gain beyond 20th level. This can be selected from any spell level the inquisitor has access to.

Domain: An inquisitor includes their epic levels when calculating the effects of their domain powers.

Judgment: An inquisitor can invoke an additional judgment per day at 22nd level and every 3 levels thereafter. Their epic levels are included when calculating the effects of their judgments.

Stern Gaze: An inquisitor includes their epic levels when calculating the effects of their stern gaze ability.

Track: An inquisitor includes their epic levels when calculating the effects of their track ability.

Bane: An inquisitor includes their epic levels when calculating the duration of their bane ability.

Discern Lies: An inquisitor includes their epic levels when calculating the duration of their discern lies ability.

Bonus Feat: The epic inquisitor gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Combat, Magic, and Skill feats.

Monk

The epic monk has achieved an inner tranquility that lesser characters can't even dream of. Her speed, power, grace, and force of will are unmatched by mortal beings.

Table 3-9: The Epic Monk

Level	AC Bonus	Fast Movement	Special
21 st	+5	+70 ft.	--
22 nd	+5	+70 ft.	Bonus feat
23 rd	+5	+70 ft.	--
24 th	+6	+80 ft.	--
25 th	+6	+80 ft.	--
26 th	+6	+80 ft.	Bonus feat
27 th	+6	+90 ft.	--
28 th	+7	+90 ft.	--
29 th	+7	+90 ft.	--
30 th	+7	+100 ft.	Bonus feat

AC Bonus: A monk's bonus to AC and CMD increases by 1 at 24th level and again at every four levels (28th, 32nd, etc.).

Fast Movement: A monk's enhancement bonus to speed increases by 10 at 21st level and again every 3 levels (24th, 27th, etc.).

Flurry of Blows: A monk's flurry of blows ability ceases to improve automatically after 20th level.

Unarmed Strike: A monk's unarmed strike damage ceases to improve automatically after 20th level.

Maneuver Training: A monk includes her epic levels when calculating her CMB.

Ki Pool: A monk includes her epic levels when calculating her ki pool.

High Jump: A monk includes her epic levels when calculating the bonus to Acrobatics checks made while jumping.

Wholeness of Body: A monk includes her epic levels when calculating the number of hit points healed by this

ability.

Abundant Step: A monk includes her epic levels when calculating her caster level for this ability.

Diamond Soul: A monk includes her epic levels when calculating her spell resistance.

Quivering Palm: A monk includes her epic levels when calculating the Fortitude DC needed to resist this ability.

Bonus Feat: The epic monk gains a bonus feat at 22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from Combat, *Ki*, and Skill feats.

Oracle

The epic oracle is a direct conduit for the divine quintessence that drives creation. He speaks with the voice of creation and acts with the will of entire pantheons.

Table 3-10: The Epic Oracle

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: An oracle's epic levels are included when determining his caster level. He continues to gain more spells per day as he increases in level. See Table 3-19: Spells per Day for Epic Oracles and Sorcerers. He receives one additional spell known every level he gains beyond 20th level. This can be selected from any spell level the oracle has access to.

Revelation: An oracle includes his epic levels when calculating the effects or DCs of his revelations.

Bonus Feat: The epic oracle gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from

Item Creation, Magic, and Metamagic feats.

Paladin

The epic paladin stands at the forefront of the battle against chaos and evil in the world, shining as a beacon of hope to all who fight the good fight.

Table 3-11: The Epic Paladin

Level	Special
21 st	--
22 nd	Smite Evil, 8/day
23 rd	Bonus feat
24 th	--
25 th	Smite Evil, 9/day
26 th	Bonus feat
27 th	--
28 th	Smite Evil, 10/day
29 th	Bonus feat
30 th	--

Spells: A paladin's epic levels are included when determining their caster level. They continue to gain more spells per day as they increase in level. See Table 3-21: Spells per Day for Epic Paladins and Rangers.

Aura of Good: A paladin includes their epic levels when calculating the strength of their aura of good.

Smite Evil: A paladin can smite evil an additional time per day at 22nd level and every 3 levels thereafter. They include their epic levels when calculating the damage bonus against evil creatures.

Lay On Hands: A paladin includes their epic levels when calculating the number of times per day they can use this ability and the number of hit points it heals (or damages, if used against undead).

Mercy: A paladin ceases to automatically gain additional mercies when leveling up. They can select additional mercies in lieu of a bonus epic feat when leveling up.

Divine Bond: A paladin's divine bond ability--either the weapon enhancement power or their animal companion--continues to improve. The weapon enhancement's duration and the number of times per day it can be used continues to increase, though the enhancement bonus granted no longer improves

automatically. For animal companions, see Table 3-18: Animal Companions and Mounts at Epic Levels.

Bonus Feat: The epic paladin gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Channeling, Combat, and Morale feats.

Additionally, a paladin may select a Mercy in lieu of an epic class bonus feat.

Ranger

Whether cunning protector of the wild or cold-blooded hunter of the weak, the epic ranger is one with the wilderness, moving with deadly grace and keen mind through the natural world.

Table 3-12: The Epic Ranger

Level	Special
21 st	Bonus feat
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	Bonus feat
26 th	--
27 th	Bonus feat
28 th	--
29 th	Bonus feat
30 th	--

Spells: A ranger's epic levels are included when determining their caster level. They continue to gain more spells per day as they increase in level. See Table 3-21: Spells per Day for Epic Paladins and Rangers.

Favored Enemy: A ranger ceases to automatically gain new favored enemies after 20th level.

Track: A ranger includes their epic levels when determining their bonus to Survival skill checks made to follow or identify tracks.

Wild Empathy: A ranger's epic levels count towards their total class level for wild empathy.

Favored Terrain: A ranger ceases to automatically gain new favored terrains after 20th level.

Hunter's Bond: A ranger's hunter's bond ability continues to improve if they have selected an animal companion. See Table 3-18: Animal Companions and

Mounts at Epic Levels.

If they have selected a bond with their companions, the favored enemy bonuses increase automatically every time they select the Extra Favored Enemy epic feat.

Bonus Feat: The epic ranger gains a bonus feat at 21st level and an additional bonus feat every two levels (23rd, 25th, 27th, etc). These bonus feats can be selected from Combat and Skill feats.

Rogue

The epic rogue is a trickster and a thief, a trap-detector and a tale-spinner. Her skills are legendary, and her tales of derring-do even more so. If you listen to the stories, there's nothing she can't do.

Table 3-13: The Epic Rogue

Level	Special
21 st	Sneak attack +11d6, trap sense +7
22 nd	--
23 rd	Bonus feat, sneak attack +12d6
24 th	Trap sense +8
25 th	Sneak attack +13d6
26 th	Bonus feat
27 th	Sneak attack +14d6, trap sense +9
28 th	--
29 th	Bonus feat, sneak attack +15d6
30 th	Trap sense +10

Sneak Attack: A rogue's sneak attack continues to increase by +1d6 every odd-numbered level.

Trapfinding: A rogue includes her epic levels when calculating her trapfinding bonuses.

Trap Sense: A rogue's bonus from trap sense increases to +7 at 21st level and by +1 every 3 levels thereafter.

Bonus Feat: The epic rogue gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Combat and Skill feats.

Additionally, a rogue may select a Rogue Talent or Advanced Talent in lieu of an epic class bonus feat.

Sorcerer

The epic sorcerer has honed his natural arcane

ability to mythical levels, but the need for ever-greater power never ceases.

Table 3-14: The Epic Sorcerer

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: A sorcerer's epic levels are included when determining his caster level. He continues to gain more spells per day as he increases in level. See Table 3-19: Spells per Day for Epic Oracles and Sorcerers. He receives one additional spell known every level he gains beyond 20th level. This can be selected from any spell level the sorcerer has access to.

Bloodline: A sorcerer includes his epic levels when determining any level-dependant effects of his bloodline powers.

Bonus Feat: The epic sorcerer gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Item Creation, Magic, and Metamagic feats.

Summoner

None understand the planes as thoroughly as the epic summoner, who can call forth and treat with beings normal men could scarcely fathom and whose eidolon is a truly wondrous--or horrendous--example of the illimitable horizon's of its master's imagination.

Table 3-15: The Epic Summoner

Level	Special
21 st	--
22 nd	Bonus feat
23 rd	--
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	--

30 th	Bonus feat
------------------	------------

Spells: A summoner's epic levels are included when determining his caster level. He continues to gain more spells per day as he increases in level. See Table 3-20: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, and Summoners.

Eidolon: A summoner's eidolon continues to improve. See Table 3-__ : Eidolons at Epic Levels.

Bond Senses: A summoner's epic levels are included when calculating the number of rounds per day he can use this ability.

Maker's Call: A summoner's epic levels are included when calculating the number of times per day that he can use this ability.

Merge Forms: The summoner's epic levels are included when calculating the number of rounds per day he can use this ability.

Twin Eidolon: The summoner's epic levels are included when calculating the number of rounds per day he can use this ability.

Bonus Feat: The epic summoner gains a bonus feat at 22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from Item Creation, Magic, and Metamagic feats.

Witch

The epic witch cares nothing for the fear of the common man--deserved or not--because she controls powers that can humble mobs and hold entire inquisitions at bay if they are foolish enough to challenge her.

Table 3-16: The Epic Witch

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat

30 th	--
------------------	----

Spells: A witch's epic levels are included when determining her caster level. She continues to gain more spells per day as she increases in level. See Table 3-18: Spells per Day for Epic Clerics, Druids, Witches, and Wizards.

Arcane Bond: A witch's familiar continues to improve. See Table 3-19: Familiars at Epic Levels.

Bonus Feat: The epic witch gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Item Creation, Magic, and Metamagic feats.

Additionally, a witch may select a Hex, Major Hex, or Grand Hex in lieu of an epic class bonus feat.

Wizard

To the epic wizard, knowledge is power, and the quest for knowledge is never-ending. The secrets of greater magic and the creation of artifacts tempt the epic wizard, who pursues these secrets across the planes.

Table 3-17: The Epic Wizard

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: A wizard's epic levels are included when determining their caster level. They continue to gain more spells per day as they increase in level. See Table 3-18: Spells per Day for Epic Clerics, Druids, Witches, and Wizards.

Arcane Bond: A wizard's arcane bond ability continues to improve if they have selected a familiar. See Table 3-19: Familiars at Epic Levels.

Arcane School: A wizard includes their epic levels when calculating the effects level-dependant abilities

from their arcane school.

Bonus Feat: The epic wizard gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from Item Creation, Magic, and Metamagic feats.

Spells per Day / Spells Known

As spellcasting characters advance through epic levels, their master over magic arcane or divine continues to increase. This is reflected by their access to increasingly powerful spells: 5th, 7th, or 10th level and beyond depending on the type of caster.

As they gain access to higher spell levels, the slots are usually filled with spells modified by Metamagic feats. A *silent meteor swarm* or a *quicken heal* are both 10th-level spells. Alternately, if the caster does not have any applicable Metamagic feats, they can simply use the higher level slot to prepare or (for spontaneous casters) cast a lower-level spell. That same *heal* above could be cast unmodified as a 10th-level spell. This never increases the spell's DC; you could cast a *fireball* as a 15th-level spell, and it would have the same Reflex save DC as if you had cast it as the 3rd-level spell it actually is.

Classes that cast spontaneously--bards, inquisitors, oracles, sorcerers, and summoners--also receive more spells known as they increase in level. For every level above 20th, they add one new spell of any level they can cast to their list of spells known.

Classes never automatically gain more spells for their class spell list. A paladin only has spells up to 4th level on her list, for instance. Even if she learns to cast 5th-level magic, she does not start gaining 5th-level spells even though those exist on other divine caster spell lists. There are feats that will broaden a

class's spell access, but barring that, the only method for learning to cast higher-level spells at epic levels are to research your own, as described in Chapter 7: Epic Spellcasting.

There are four basic caster progressions based on a class's non-epic spells per day and spell known.

Table 3-18: Spells per Day for Epic Clerics, Druids, Witches, and Wizards

Level	10 th	11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th
21 st	1	--	--	--	--	--	--	--	--	--
22 nd	2	--	--	--	--	--	--	--	--	--
23 rd	2	1	--	--	--	--	--	--	--	--
24 th	3	2	--	--	--	--	--	--	--	--
25 th	3	2	1	--	--	--	--	--	--	--
26 th	3	3	2	--	--	--	--	--	--	--
27 th	4	3	2	1	--	--	--	--	--	--
28 th	4	3	3	2	--	--	--	--	--	--
29 th	4	4	3	2	1	--	--	--	--	--
30 th	4	4	3	3	2	--	--	--	--	--
31 st	4	4	4	3	2	1	--	--	--	--
32 nd	4	4	4	3	3	2	--	--	--	--
33 rd	4	4	4	4	3	2	1	--	--	--
34 th	4	4	4	4	3	3	2	--	--	--
35 th	4	4	4	4	4	3	2	1	--	--
36 th	4	4	4	4	4	3	3	2	--	--
37 th	4	4	4	4	4	4	3	2	1	--
38 th	4	4	4	4	4	4	3	3	2	--
39 th	4	4	4	4	4	4	4	3	2	1
40 th	4	4	4	4	4	4	4	3	3	2

Table 3-19: Spells per Day for Epic Oracles and Sorcerers

Level	10 th	11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th
21 st	--	--	--	--	--	--	--	--	--	--
22 nd	3	--	--	--	--	--	--	--	--	--
23 rd	4	--	--	--	--	--	--	--	--	--
24 th	5	3	--	--	--	--	--	--	--	--
25 th	6	4	--	--	--	--	--	--	--	--
26 th	6	5	3	--	--	--	--	--	--	--
27 th	6	6	4	--	--	--	--	--	--	--
28 th	6	6	5	3	--	--	--	--	--	--
29 th	6	6	6	4	--	--	--	--	--	--
30 th	6	6	6	5	3	--	--	--	--	--
31 st	6	6	6	6	4	--	--	--	--	--
32 nd	6	6	6	6	5	3	--	--	--	--
33 rd	6	6	6	6	6	4	--	--	--	--
34 th	6	6	6	6	6	5	3	--	--	--
35 th	6	6	6	6	6	6	4	--	--	--
36 th	6	6	6	6	6	6	5	3	--	--
37 th	6	6	6	6	6	6	6	4	--	--
38 th	6	6	6	6	6	6	6	5	3	--
39 th	6	6	6	6	6	6	6	6	4	--
40 th	6	6	6	6	6	6	6	6	5	3

Table 3-20: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, and Summoners

Level	7 th	8 th	9 th	10 th	11 th	12 th	13 th
21 st	1	--	--	--	--	--	--
22 nd	2	--	--	--	--	--	--
23 rd	3	--	--	--	--	--	--
24 th	3	1	--	--	--	--	--
25 th	4	2	--	--	--	--	--
26 th	4	3	--	--	--	--	--
27 th	4	3	1	--	--	--	--
28 th	4	4	2	--	--	--	--
29 th	5	4	3	--	--	--	--
30 th	5	4	3	1	--	--	--
31 st	5	4	4	2	--	--	--
32 nd	5	5	4	3	--	--	--
33 rd	5	5	4	3	1	--	--
34 th	5	5	4	4	2	--	--
35 th	5	5	5	4	3	--	--
36 th	5	5	5	4	3	1	--
37 th	5	5	5	4	4	2	--
38 th	5	5	5	5	4	3	--
39 th	5	5	5	5	4	3	1
40 th	5	5	5	5	4	4	2

Table 3-21: Spells per Day for Epic Paladins and Rangers

Level	5 th	6 th	7 th	8 th	9 th	10 th	11 th
21 st	0	--	--	--	--	--	--
22 nd	1	--	--	--	--	--	--
23 rd	1	--	--	--	--	--	--
24 th	1	0	--	--	--	--	--
25 th	1	1	--	--	--	--	--
26 th	2	1	--	--	--	--	--
27 th	2	1	0	--	--	--	--
28 th	2	1	1	--	--	--	--
29 th	2	2	1	--	--	--	--
30 th	3	2	1	0	--	--	--
31 st	3	2	1	1	--	--	--
32 nd	3	2	2	1	--	--	--
33 rd	3	3	2	1	0	--	--
34 th	4	3	2	1	1	--	--
35 th	4	3	2	2	1	--	--
36 th	4	3	3	2	1	0	--
37 th	4	4	3	2	1	1	--
38 th	4	4	3	2	2	1	--
39 th	4	4	3	3	2	1	0
40 th	4	4	4	3	2	1	1

Advanced Companions

From a druid's animal companion to a witch's familiar, many characters have a companion that has stood by their side for the last twenty levels; they are as much a part of that character's identity as a fighter's

weapon or a wizard's spells. These companions continue to improve as outlined in the tables below.

When a companion of any type gains the "Epic" special quality--that is, when they reach 20 HD--they are eligible to select epic feats whenever they could otherwise select a normal feat. Additionally, their base attack bonus and saving throws begin following the typical epic progression: base attack increasing by +1 at every odd HD and saving throws by +1 every even HD.

When charting a companion's growth beyond 30th level, be sure to note the difference between an increase based on *level*, which refers to the class level of the character the companion follows, and based on *HD*, which refers to the companion's total Hit Die.

Archetypes

Multiclassing

When your single-class epic character gains a level, you may choose to increase the level of your current class or pick up a new class at 1st level. The standard rules for multiclass characters in the *Core Rulebook* still apply, but epic characters must keep in mind the rules for epic advancement.

The epic character gains all the 1st-level class skills, weapon proficiencies, armor proficiencies, spells, and other class features of the new class, as well as a Hit Die of the appropriate type. In addition, the character gets the usual skill points from the new class. Just as with standard mutliclassing, adding the second class does not confer some of the benefits of a 1st-level character, including starting equipment, starting gold, or an automatic animal companion.

Table 3-22: Animal Companions and Mounts at Epic Levels

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
21 st	17	+12	+10	+10	+5	17	9	+14	+7	8	--
22 nd	18	+13	+11	+11	+6	18	9	+14	+7	8	--
23 rd	18	+13	+11	+11	+6	18	9	+14	+7	8	--
24 th	19	+14	+11	+11	+6	19	10	+16	+8	9	--
25 th	20	+15	+12	+12	+6	20	10	+16	+8	9	Ability score increase
26 th	21	+16	+12	+12	+6	21	11	+16	+8	9	Epic
27 th	21	+16	+12	+12	+6	21	11	+18	+9	10	--
28 th	22	+16	+13	+13	+7	22	11	+18	+9	10	--
29 th	23	+17	+13	+13	+7	23	12	+18	+9	10	--
30 th	24	+17	+14	+14	+8	24	12	+20	+10	11	Ability score increase
+1	+3/4 every level	+1 every odd HD	+1 every even HD	+1 every even HD	+1 every even HD	+1 every HD	+1 every 4 HD	+2 every 3 levels	+1 every 3 levels	+1 every HD	Ability score increase every 4 HD

An epic character does not gain the base attack bonuses and base save bonuses normally gained when adding a second class. Instead, an epic character uses the epic attack bonus and epic save bonus progression shown on Table 2-1: Experience and Level-Dependant Benefits, using their total character level to determine what benefits they receive. All class descriptions provide a list of bonus feats the characters must choose from. When you have to choose from a list of bonus feats in your second class (such as a fighter's bonus feats or a ranger's combat styles), you can also choose from the bonus epic feats described for each specific class above.

Table 3-23: Familiars at Epic Levels

Class Level	Natural Armor Bonus	Intelligence	Special
21 st - 22 nd	+11	16	--
23 rd - 24 th	+12	16	--
25 th - 26 th	+13	17	--
27 th - 28 th	+14	17	--
29 th - 30 th	+15	18	--
+1	+1 every 2 levels	+1 every 4 levels	--

Skill Descriptions

ACROBATICS (DEX)

KNOWLEDGE (INT; TRAINED)

APPRAISE (INT)

LINGUISTICS (INT; TRAINED ONLY)

BLUFF (CHA)

PERCEPTION (WIS)

CLIMB (STR)

PERFORM (CHA)

CRAFT (INT)

PROFESSION (WIS; TRAINED ONLY)

DIPLOMACY (CHA)

RIDE (DEX)

DISABLE DEVICE (INT)

SENSE MOTIVE (WIS)

DISGUISE (CHA)

SLEIGHT OF HAND (DEX; TRAINED ONLY)

ESCAPE ARTIST (DEX)

STEALTH (DEX)

HANDLE ANIMAL (CHA; TRAINED ONLY)

SURVIVAL (WIS)

HEAL (WIS)

SWIM (STR)

INTIMIDATE (CHA or STR)

CHAPTER 5 - EPIC FEATS

More than almost any other single thing, it is feats that make an epic character. They are the primary method of gaining powers, augmenting your considerable strengths or eliminating what few of your weaknesses remain. You can learn to project magic with a thought, slice through steel as easily as flesh, or feather your foes from a mile away.

Like normal feats, epic feats give your characters new capabilities or improve existing ones. These abilities transcend the ordinary, however, instead entering into the mythical. Even the most "mundane" epic character is capable of feats that defy belief, be it leaping across canyons and outrunning galloping horses or calling upon the arcane power of true dweomers.

The feats listed in this chapter are designed to address not only epic characters in general but have at least a few options specific to each of the 17 character classes addressed in this document. That being said, you should not consider the list here as definitive; the scope of epic campaigns are tremendous and the potential for character growth should be equally without limits. If there is something specific you wish your character to be able to accomplish, discuss it with your DM and see if you can work out a feat or series of feats to make it happen. If you can dream of doing it, it can probably become an epic feat.

Acquiring Epic Feats

Epic feats are acquired just like normal feats, except that they can **never** be acquired by a character below 21st level. There are two methods of gaining epic feats:

- At 21st level and every two levels afterwards (23rd, 25th, 27th, etc.), a character's bonus feat can be used for either a regular feat or for any epic feat that the character meets the prerequisites of.

- Each character class gains bonus epic feats based on its class description in Chapter 3. These feats must be selected either from the list of bonus epic feats for that class or any non-epic feat for which they meet the prerequisites.

Prerequisites

Most epic feats have prerequisites (in addition to the universal prerequisite of a character being level 21 or higher). You must have the listed ability scores, feats, skill ranks, class features, and/or attack modifier in order to select that feat. For ability scores, you can include non-temporary bonuses from magic items such as those granted by belts or headbands, though if you lose those bonuses later and your ability score falls below the minimum necessary you lose access to the feat's benefits until you have again raised your score. Attack modifiers include the sum of both your base attack bonus and your epic attack bonus.

A character can gain an epic feat at the same level at which he or she gains the prerequisite, just as with regular feats.

A prerequisite expressed as a numerical value is a minimum; any value higher than the one given also meets the prerequisite.

You cannot use an epic feat if you've lost a prerequisite. Upon regaining it, you immediately restore access to the relevant feat(s) as well.

Feat Types

Epic feats are divided into 12 categories, which are used to determine which classes can select them as bonus epic feats. The categories are as follows:

Alchemical: Feats having to do with bombs, extracts, and mutagens.

Channeling: Feats that relate to the ability to channel energy.

Combat: A broad category of feats related to offensive and defensive abilities in battle.

General: Feats that do not fall into any other category. They usually have to do with improving a character in some basic way. They are the only category of feat that cannot be selected as a bonus epic feat by any class.

Item Creation: Feats that are used to craft magic items.

Ki: Feats that require the user to be able to tap into *ki* power.

Magic: Feats related to using magic that are not metamagic feats.

Metamagic: Feats that modify spell effects in return for increasing their spell level.

Morale: Feats that bolster your allies or hinder your foes.

Rage: Feats that affect characters while they are raging.

Skill: Feats that affect a character's skills.

Wild: Feats that affect a character's ability to wildshape.

Table 5-1: Feat List

ALCHEMICAL FEATS		
Feat Name	Prerequisites	Benefits
Augmented Alchemy	Int 21, Craft [Alchemy] 21 ranks	Create more potent alchemical items.
Epic Extracts ²	Int 25, Craft [Alchemy] 21 ranks	Add higher-level extracts to your extract list.
Epic Mutagen	Craft [Alchemy] 25 ranks, True Mutagen grand alchemist discovery	Mutagen bonuses increases.
Extract Bomb	Craft [Alchemy] 27 ranks, Bomb 10d6 class feature, Infusion alchemist discovery	Replace bomb damage with the effects of an extract.
Improved Bomb ¹	Bomb 8d6 class feature	Add +1d6 to your bomb damage.
Meta-Extract	Int 21, ability to brew 6 th -level extracts	Apply metamagic feats to extracts.
Mutagen Bomb	Craft [Alchemy] 25 ranks, Bomb 10d6 class feature, Infuse Mutagen alchemist discovery	Replace bomb damage with the effects of a mutagen.
Prismatic Bomb ¹	Craft [Alchemy] 25 ranks, Acid Bomb alchemist discovery, Madness Bomb alchemist discovery, Poison Bomb alchemist discovery, Shock Bomb alchemist discovery, Sticky Bomb alchemist discovery	Replace bomb damage with the effects of <i>prismatic spray</i> .
Second Breakthrough	Craft [Alchemy] 27 ranks, Grand alchemist discovery	Gain a second grand alchemist discovery.
CHANNELING FEATS		
Feat Name	Prerequisites	Benefits
Flesh or Bones	Wis 23, Channel Energy class feature	Affect living and undead with channeled energy at the same time.
Negative Energy Aura	Wis 23, ability to channel negative energy	Surround yourself with an aura of negative energy that injures nearby creatures.
Overchannel	Wis 23, ability to channel positive energy	Grant allies temporary hit points when channeling positive energy.
Positive Energy Aura	Wis 23, ability to channel positive energy	Surround yourself with an aura of positive energy that heals nearby creatures.
Spectral Strike	Wis 19, ability to channel positive energy	Your attacks deal damage normally against incorporeal creatures.
Wings of Light	Wis 25, ability to channel positive energy	You are wrapped in wings of light, gaining angelic abilities.
COMBAT FEATS		
Feat Name	Prerequisites	Benefits
Anklebreaker	Dex 25, Improved Trip	+10 bonus to CMB and CMD when tripping.
Armor Skin ¹	--	Increase your Natural Armor bonus by 1.
Bane of Enemies	Survival 21 ranks, Master Hunter class feature	Treat weapons used against favored enemies as a bane weapons.
Death of Enemies	Bane of Enemies, Survival 27 ranks	Automatically confirm critical threats against favored enemies.
Blinding Speed ¹	Dex 25	Act as if <i>hasted</i> for 5 rounds per day.
Void Step	Dex 27, Blinding Speed	Move once per round as a swift action.
Bull of War	Str 25, Improved Grapple	+10 bonus to CMB and CMD when bull rushing.
Brutal Slam	Str 25	Knock foes prone with critical hits.
Brutal Blast	Str 27, Brutal Slam	Send foes flying with critical hits.

Damage Reduction ¹	Con 21	Increases your Damage Reduction by 3/--.
Dire Charge	Improved Initiative	Use full attack on a charge in the first round of combat.
Distant Shot	Dex 25, Far Shot, Perception 17 ranks	Ranged attack at any distance with no range penalties.
Energy Resistance ¹	--	Increase your Energy Resistance by 10 against one type of energy.
Epic Dodge	Dex 25, Dodge, Tumble 27 ranks, Improved Evasion class feature	Once per round, automatically avoid all damage from an attack.
Epic Prowess ¹	--	Gain a +1 bonus on all attacks.
Epic Weapon Focus ²	Greater Weapon Focus	+2 bonus on attack rolls with one weapon.
Epic Weapon Specialization ²	Epic Weapon Focus, Greater Weapon Specialization	+4 bonus on damage rolls with one weapon.
Exceptional Deflection	Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike	Deflect any type of ranged attack.
Fast Healing ¹	Con 25	Increase your Fast Healing by 3.
Great Smiting	Cha 25, Smite class feature	Double your level bonus to damage on a successful smite.
Holy Strike	Good alignment, Smite Evil class feature	Any weapon held treated as a holy weapon.
Improved Combat Reflexes	Dex 21, Combat Reflexes	No limit to the number of attacks of opportunity you can make in one round.
Improved Favored Enemy ¹	Five or more favored enemies	Increase bonuses against favored enemies.
Improved Manyshot	Dex 19, attack bonus +21, Manyshot	Fire a second arrow with every attack.
Improved Sneak Attack ¹	Sneak Attack +8d6 class feature	Add +1d6 to your sneak attack damage.
Improved Stunning Fist ¹	Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist	Stunning Fist DC increases by 2.
Improved Whirlwind Attack	Int 13, Dex 23, Whirlwind Attack	Whirlwind Attack now a standard action.
Indomitable Challenge	Demanding Challenge class feature	Immune to fatigue and exhaustion while challenging.
Relentless Challenge	Indomitable Challenge	Recover hit points when issuing a challenge.
Infinite Deflection	Dex 25, Combat Reflexes, Deflect Arrows	Spend attacks of opportunity from Combat Reflexes to deflect arrows.
Launching Palm	Improved Bull Rush, Improved Unarmed Strike	Send targets flying with unarmed strikes.
Void Palm	Launching Palm, Void Step	Follow targets and continue attacking as they go flying.
Legendary Fighter	Str 21, Dex 21, Greater Weapon Focus	+6 bonus to CMB and CMD when disarming and sundering.
Legendary Wrestler	Str 21, Dex 21, Improved Grapple, Escape Artist 12 ranks	+10 bonus to CMB and CMD when grappling.
Lingering Damage	Sneak attack +8d6 class feature, Crippling Strike advanced rogue talent	Target takes extra damage the round following a successful sneak attack.
Overwhelming Critical ²	Str 23, Improved Critical, Weapon Focus	Add +1d6 damage on successful critical hit.
Devastating Critical ²	Str 25, Great Cleave, Overwhelming Critical	A successful critical with chosen weapon against an initial target automatically threatens all successful cleave targets.
Penetrate Damage Reduction ²	--	Automatically bypass one type of special material damage reduction.
Perfect Two-Weapon Fighting	Dex 25, Greater Two-Weapon Fighting	Gain a fourth attack with your off-hand weapon.
Reaper Saber	Str 21, Cleave, Vital Strike	Combine cleave and vital strike as a standard action.
Reflect Arrows	Dex 25, Deflect Arrows	You can deflect ranged attacks back at the attacker.
Righteous Strike	Wis 19, Stunning Fist, Lawful alignment	Unarmed strike treated as an axiomatic weapon.
Sneak Attack of Opportunity	Sneak Attack +8d6 class feature, Opportunist advanced rogue talent	Attacks of opportunity are automatically sneak attacks.
Spellcasting Harrier	Combat Reflexes, Disruptive	Spellcasters who cast defensively around you provoke attacks of opportunity.
Storm of Throws	Dex 23, Quick Draw, Rapid Shot	Make one attack against each surrounding foe with thrown weapons.
Swarm of Arrows	Dex 23, Rapid Shot, Weapon Focus	Make one attack against each surrounding foe with a bow.
Uncanny Accuracy	Dex 21, attack bonus +11, Improved Precise Shot, Perception 17 ranks	Ignore miss chance granted by total concealment.
Weapon Aficionado ²	Attack bonus +15	Receive attack and damage bonus with one weapon group. Qualify for fighter-only feats.
Wield Oversized Weapon	Str 25	Treat all weapons as being one size category smaller.

GENERAL FEATS

Feat Name	Prerequisites	Benefits
Additional Magic Item Space ²	--	Gain additional slots for wearing magic items.
Dexterous Fortitude	Dex 25	Use Reflex save in place of a Fortitude save.
Dexterous Will	Dex 25	Use Reflex save in place of a Will save.
Epic Endurance	Con 25, Endurance	Gain a +10 bonus on certain tasks.
Epic Fortitude	--	Gain a +4 bonus on all Fortitude saves.
Epic Leadership	Cha 25, Leadership, Leadership score 25	You begin to attract more powerful followers.
Legendary Commander	Cha 28, Epic Leadership, Diplomacy 27 ranks	Multiply number of followers attracted by 10.
Epic Reflexes	--	Gain a +4 bonus on all Reflex saves.
Epic Speed	Dex 21, Run	Your speed increases by 30 feet.

Epic Toughness ¹	--	You gain +30 hit points.
Epic Will	--	Gain a +4 bonus on all Will saves.
Extended Life Span ¹	--	Increase your life span.
Great Charisma	--	Your Charisma increases by 1 point.
Great Constitution	--	Your Constitution increases by 1 point.
Great Dexterity	--	Your Dexterity Increases by 1 point.
Great Intelligence	--	Your Intelligence increases by 1 point.
Great Strength	--	Your Strength increases by 1 point.
Great Wisdom	--	Your Wisdom Increases by 1 point.
Implacable Will	Con 25	Use Fortitude save in place of a Will save.
Improved Darkvision ¹	Darkvision	Range of your darkvision doubles.
Improved Low-Light Vision ¹	Low-Light Vision	Range of your low-light vision doubles.
Improved Spell Resistance ¹	Spell Resistance	Your Spell Resistance increases by 2.
Perfect Health	Con 25, Great Fortitude	Immune to nonmagical diseases and most poisons.
Polyglot	Int 25, Linguistics 5 ranks	You can speak all languages.
Superior Initiative	Improved Initiative	Gain a +10 bonus on all initiative checks.

ITEM CREATION FEATS

Feat Name	Prerequisites	Benefits
Craft Epic Magic Arms and Armor	Craft Magic Arms and Armor, Spellcraft 21 ranks	You can craft epic weapons and armor.
Craft Epic Rod	Craft Rod, Spellcraft 24 ranks	You can craft epic rods.
Craft Epic Staff	Craft Staff, Spellcraft 27 ranks	You can craft epic staves.
Craft Epic Wondrous Items	Craft Wondrous Item, Spellcraft 21 ranks	You can craft epic wondrous items.
Efficient Item Creation ²	Item Creation feat, Spellcraft 21 ranks	Create magic items in 1/10 th the time.
Forge Epic Ring	Forge Ring, Spellcraft 27 ranks	You can forge epic rings.
Scribe Epic Scroll	Scribe Scroll, Spellcraft 21 ranks	You can scribe epic scrolls.

K I F E A T S

Feat Name	Prerequisites	Benefits
Improved <i>Ki</i> Strike	Wis 21, <i>Ki</i> pool (Adamantine) class feature	<i>Ki</i> strikes treated as epic for overcoming Damage Reduction.
Keen Strike	Str 23, Wis 23, Improved Critical, Stunning Fist, <i>Ki</i> Pool (Adamantine) class feature	Treat unarmed attacks as slashing, with increased critical bonuses.
<i>Ki</i> Channel	Wis 24, Heal 22 ranks, <i>Ki</i> Pool (Adamantine) class feature	Expend <i>ki</i> points to channel positive energy.
Shattering Strike	Epic Weapon Focus, <i>Ki</i> Pool (Adamantine) class feature	Destroy objects more easily with sudden force.

M A G I C F E A T S

Feat Name	Prerequisites	Benefits
Arcane Savant	Int 23, Arcane caster level 21 st	Non-caster multiclassing continues to improve caster level.
Bonus Domain ²	Wis 21, Divine caster level 21 st	Choose additional domain from deity's domain list.
Divine Savant	Wis 23, Divine caster level 21 st	Non-caster multiclassing continues to improve caster level.
Epic Spell Focus ²	Greater Spell Focus, caster level 23 rd	+1 to spell DCs in one school of magic.
Epic Spell Penetration	Greater Spell Penetration	+2 on caster level checks to beat a creature's spell resistance.
Familiar Spell ²	Int 25 or Cha 25	Use a spell as a spell-like ability 1/day.
Ignore Material Components	Eschew Materials, Spellcraft 23 ranks, caster level 21 st	You may cast spells without any material components.
Improved Alignment-Based Casting ²	Access to domain of Chaos, Evil, Good, or Law, Divine caster level 21 st	+3 to caster level when casting alignment-based spell of chosen descriptor.
Improved Combat Casting	Combat Casting, caster level 22 nd	You no longer incur attacks of opportunity for casting while threatened.
Improved Metamagic ¹	Four metamagic feats, Spellcraft 24 ranks	Reduce level increase of metamagic feats by 1.
Improved Spell Capacity ¹	Caster level 21 st	Increase your Spells per Day.
Master Staff	Craft Staff, Spellcraft 12 ranks	Use spell slot instead of staff charge to cast spell through staff.
Master Wand	Craft Wand, Spellcraft 12 ranks	Use spell slot instead of wand charge to cast spell through wand.
Multispell ¹	Quicken Spell, caster level 21 st	Cast an additional quickened spell per round.
Permanent Emanation ²	Spellcraft 22 ranks, ability to cast chosen spell	Makes a caster-centered emanation spell permanent.
Spell Knowledge ¹	Ability to cast spells of the maximum normal spell level	Learn two new spells of any level.
Spell Opportunity	Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 23 ranks	Cast a touch spell as an attack of opportunity.
Spell Stowaway ²	Spellcraft 21 ranks, caster level 12 th	Gain the benefits of a chosen spell when it is cast near you.
Spontaneous Domain Access ²	Wis 25, Spellcraft 27 ranks, Divine caster level 23 rd	Spontaneously cast domain spells.
Spontaneous Spell	Spellcraft 21 ranks, ability to cast maximum normal spell level	Spontaneously cast one chosen spell.
Tenacious Magic ²	Spellcraft 12 ranks	Dispelled magic is instead only suppressed briefly.

METAMAGIC FEATS		
Feat Name	Prerequisites	Benefits
Anathema Spell	Spellcraft 24 ranks, Knowledge [Arcana] 24 ranks	Spell damages target's spell power instead of hit points.
Armoring Spell	Spellcraft 23 ranks	Target gains defense bonus in addition to spell effects.
Grand Spell	Armoring Spell, Bolstering Spell	Spell provides targets with numerous benefits.
Aura Spell	Spellcraft 24 ranks	A spell with an area of effect becomes an aura around the caster.
Automatic Quicken Spell ²	Quicken Spell, Spellcraft 25 ranks, caster level 25 th	Apply Quicken Spell metamagic feat for free to certain spells.
Automatic Silent Spell ²	Silent Spell, Spellcraft 21 ranks, caster level 21 st	Apply Silent Spell metamagic feat for free to certain spells.
Automatic Still Spell ²	Still Spell, Spellcraft 23 ranks, caster level 23 rd	Apply Still Spell metamagic feat for free to certain spells.
Banishing Spell	Spellcraft 23 ranks	Spell effect accompanied by <i>dispel magic</i> .
Blackened Spell	Spell Focus (Necromancy)	Change a spell's damage type to negative energy.
Bolstering Spell	Spellcraft 21 ranks	Target gains temporary hp in addition to spell effects.
Carnage Spell	Collateral Spell, Cutting Spell, Shredding Spell	Spell leaves an area that damages all who enter it.
Cataclysmic Spell	Spellcraft 30 ranks	Spell distorts the world around it.
Collateral Spell	Intensified Spell	Increases damage against terrain and creates difficult terrain.
Cutting Spell	Spellcraft 23 ranks	A spell now inflicts bleed damage.
Deadly Spell	Spellcraft 23 ranks	Targets slain by spell reduced to dust.
True Death Spell	Deadly Spell	Targets slain by spell cannot be raised from the dead.
Delay Spell	Extend Spell	Causes spell to trigger a predetermined time after casting.
Distort Spell	Selective Spell	Change the shape of a spell's area of effect.
Enduring Spell	Extend Spell	Change a non-instantaneous spell's duration to permanent.
Enhance Spell	Maximize Spell	Increase a spell's damage die by 1 step.
Force Spell	Spellcraft 23 ranks	Change a spell's damage type to force energy
Gilded Spell	Healing domain class feature	Change a spell's damage type to positive energy.
Guardian Spell	Spellcraft 24 ranks	Spell remains with caster until triggered by predefined event.
Harrowing Spell	Spellcraft 23 ranks	A spell with a line of effect adds additional lines.
Imprisoning Spell	Spellcraft 25 ranks	Spell's area of effect enclosed in <i>wall of force</i> .
Improved Heighten Spell	Heighten Spell, Spellcraft 17 ranks	Increase a spell's level to improve DC.
Linked Spell	Spellcraft 21 ranks	Join all affected targets to resist dispelling.
Living Spell	Bouncing Spell	Non-instantaneous spells become sentient.
Macabre Spell	Spell Focus (Necromancy)	Targets slain by spell are raised as undead.
Maelstrom Spell	Elemental Spell	Damage inflicted as fire, cold, acid, electricity, and sonic.
Perfect Spell	Empower Spell, Maximize Spell, Spellcraft 25 ranks	Numerical effects of a spell are maximized and then doubled.
Absolute Spell	Perfect Spell, Spellcraft 28 ranks	Spell is supercharged, gaining numerous benefits
Pestilent Spell	Spell Focus (Conjuration)	Spell summons vermin swarms in addition to spell effects.
Project Spell	Reach Spell	Increase a spell's range from Personal to Touch.
Prismatic Spell	Elemental Spell	Spell damage accompanied by effects of <i>prismatic spray</i> .
Shredding Spell	Spellcraft 25 ranks	Spell damages items and equipment.
Split Spell	Spellcraft 24 ranks	Divide spell effects in half and aim at separate targets.
Stealth Spell	Silent Spell, Still Spell	Magical effects of the spell are invisible.
Unseen Spell	Spell Focus (Illusion), Stealth Spell	An illusion is put in place to hide the spell effects.
Summoned Spell	Augment Summoning	Binds a <i>summon</i> spell with another spell, causing create(s) to be summoned with the second spell in effect.
Vast Spell	Widen Spell	Spell area increased by an order of magnitude.
Verdigris Spell	Knowledge [Nature] 24 ranks	Spell causes plant life in the area of effect to grow.
Warp Spell	Spell Focus (Conjuration)	Spell uses <i>dimension door</i> once before activating.

MORALE FEATS		
Feat Name	Prerequisites	Benefits
Banner of Kings ¹	Cha 21, Greater Banner class feature	Increase banner bonuses by 1.
Banner of the Golden Sun	Cha 21, Greater Banner class feature	Banner provides allies a +2 bonus to AC and Reflex saves.
Banner of the Red Path	Cha 21, Greater Banner class feature	Banner provides allies a +2 bonus on attack and damage rolls.
Banner of the White Blossom	Cha 21, Greater Banner class feature	Banner provides allies temporary hit points.
Deafening Song	Perform 21 ranks, Bardic Performance class feature	Deafen foes surrounding you.
Hindering Song	Deafening Song, Perform 24 ranks	Disrupt enemy spellcasters around you.
Epic Inspiration ¹	Cha 25, Perform 24 ranks, Bardic Performance class feature	Increase some Bardic Performance bonuses by 1.
Group Inspiration ¹	Perform 27 ranks, Bardic Performance class feature	Increase the number allies affected by some Bardic Performances.
Improved Aura of Courage	Cha 25, Aura of Courage class feature	+8 to aura's saving throw vs fear effects bonus.
Inspire Excellence	Perform 30 ranks, Bardic Performance class feature	Increase one ability score of nearby allies' by 4.
Lasting Inspiration	Perform 22 ranks, Bardic Performance class feature	The effects of some Bardic Performances last after performance ends.

Music of the Gods	Cha 25, Perform 27 ranks, Bardic Performance class feature	Your Bardic Performances affect creatures normally immune to mind-affecting effects.
Ranged Inspiration ¹	Perform 21 ranks, Bardic Performance class feature	Doubles the range of some Bardic Performances.
Rapid Inspiration	Perform 21 ranks, Bardic Performance class feature	You can begin a Bardic Performance as a free action.
Reactive Countersong	Combat Reflexes, Rapid Inspiration, Perform 27 ranks	You can begin a countersong at any time.
Widen Aura ²	Cha 25, Aura class feature	Your aura now extends 100 feet from you.
R A G E F E A T S		
Feat Name	Prerequisites	Benefits
Incite Rage	Cha 25, Mighty Rage class feature	Allow allies to enter rage alongside you.
Mightier Rage	Str 21, Con 21, Mighty Rage class feature	Increase the potency of your rage.
Mightiest Rage	Str 23, Con 23, Mightier Rage	Maximize the potency of your rage.
Ruinous Rage	Str 25, Improved Sunder, Mightier Rage	Ignore object hardness while raging.
Primal Rage	Str 21, Con 21, Mighty Rage class feature	Gain bonuses while raging.
Arctic Rage	Con 25, Primal Rage	Gain the benefits of <i>ice body</i> while raging.
Chaotic Rage	Chaotic alignment, Primal Rage	Any weapon held treated as a chaotic power weapon while raging.
Cursebreaker Rage	Primal Rage	Gain SR while raging.
Incandescent Rage	Con 29, Primal Rage	Gain the benefits of <i>fiery body</i> while raging.
Obdurate Rage	Con 27, Primal Rage	Gain the benefits of <i>iron body</i> while raging.
Thundering Rage	Str 25, Primal Rage	Any weapon held treated as a sonic blast weapon while raging.
Towering Rage	Str 27, Primal Rage	Gain the benefits of <i>giant form I</i> while raging.
Titan Rage	Str 29, Towering Rage	Gain the benefits of <i>giant form II</i> while raging.
Terrifying Rage	Intimidate 21 ranks, Mighty Rage class feature	Enemies who see you raging may become panicked or shaken.
S K I L L F E A T S		
Feat Name	Prerequisites	Benefits
Epic Reputation	Cha 21	Gain a +6 bonus on Diplomacy, Intimidate, and Perform checks.
Epic Skill Focus ²	20 ranks in skill selected	You gain a +12 bonus on all skill checks with one skill.
Epic Trapfinding	Perception 22 ranks, Trapfinding class feature	Automatic Perception check when passing within 5 feet of a trap.
Legendary Athlete	Str 21, Dex 21	Gain a +6 bonus on Acrobatics, Climb, and Swim checks.
Legendary Climber	Dex 21, Balance 12 ranks, Climb 21 ranks	Climb at twice your base speed per round without penalty.
Legendary Craftsman	Int 21	Gain a +6 bonus on all Craft checks.
Legendary Leaper	Acrobatics 21 ranks	Always considered to have a running start when jumping. Reduce fall height by up to 30 feet.
Legendary Merchant	Int 21, Wis 21	Gain a +6 bonus on Appraise, Sense Motive, and any one Profession checks.
Legendary Rider	Ride 21 ranks	No penalties for bareback riding. Never make checks to control mount in combat.
Legendary Scholar ²	Int 21	Gain a +6 bonus on any three Knowledge checks.
Legendary Tracker	Wis 25, Track, Knowledge [Nature] 25 ranks, Survival 25 ranks	You can follow tracks across water, underwater, and through the air.
Master Mage	Int 21	Gain a +6 bonus on all Fly, Spellcraft, and Use Magic Device checks.
Master Thief	Dex 21	Gain a +6 bonus on all Disable Device, Stealth, and Sleight of Hand checks.
Outdoor Master	Wis 21	Gain a +6 bonus on Handle Animal, Heal, and Survival checks.
Self-Concealment ¹	Dex 30, Stealth 27 ranks, Acrobatics 27 ranks, Improved Evasion class feature	Attacks against you gain a 10% miss chance.
Thousand Faces	Cha 21	Gain a +6 bonus on Bluff, Disguise, and Escape Artist checks.
Weightless Step	Dex 21, Acrobatics 21 ranks	Soften your falls from any height.
Meteor Landing	Dex 23, Weightless Step	Inflict your fall damage on a target.
W I L D F E A T S		
Feat Name	Prerequisites	Benefits
Dragon Wild Shape	Wis 30, Knowledge [Nature] 25 ranks, Wild Shape at will class feature	Wild shape into a dragon as <i>form of the dragon III</i> .
Fine Wild Shape	Wild Shape at will class feature	Wild shape into an animal of fine size.
Gargantuan Wild Shape	Wild Shape at will class feature	Wild shape into an animal of gargantuan size.
Colossal Wild Shape	Gargantuan Wild Shape	Wild shape into an animal of colossal size.
Improved Elemental Wild Shape	Wis 25, Wild Shape at will class feature	Wild shape into additional elemental forms.
Magical Beast Wild Shape	Wis 25, Knowledge [Nature] 24 ranks, Wild Shape at will class feature	Wild shape into a magical beast as <i>beast shape IV</i> .

¹ - Feat can be selected multiple times; the effects stack.

² - Feat can be selected multiple times; the effects do not stack. Each time it is selected, it applies to something different.

Feat Descriptions

Absolute Spell [Metamagic]

Prerequisites: Perfect Spell, Spellcraft 28 ranks.

Benefit: The spell becomes charged with magical energy, gaining the following benefits:

- All random variables are maximized and doubled as if by the Perfect Spell feat.
- All non-variable numbers (size of effect, number of creatures affected, maximum hit die affected, duration, etc.) are doubled.
- Any DCs associated with the spell gain a +4 bonus.
- Any attempts to overcome Spell Resistance gain a +6 bonus.
- Attempts to dispel or counterspell the spell receive a -6 penalty.

An absolute spell uses up a spell slot ten levels higher than the spell's actual level.

Additional Magic Item Space [General]

Benefit: Choose one type of magic item that has a limit on the number you can simultaneously wear and gain its benefit. You can now wear one more magic item of this type and also gain its benefit.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of wearable magic item.

Anathema Spell [Metamagic]

Prerequisites: Spellcraft 24 ranks, Knowledge [Arcana] 24 ranks.

Benefit: Instead of inflicting physical or energy damage, an anathema spell damages the spell power of a target. It inflicts a number of points of spell power damage equal to the amount of damage the spell would have normally inflicted. This damage is taken from the lowest spell levels first and works its way up. The spells lost are random and creatures without spell power (i.e., non-spellcasters) are unaffected. If the spell normally

allows a saving throw, success on the throw always reduces the damage by half. An anathema spell uses up a spell slot six levels higher than the spell's actual level.

Anklebreaker [Combat]

Prerequisite: Dex 25, Improved Trip.

Benefit: You gain a +10 bonus to your CMB when tripping and to your CMD when being tripped. This supersedes (does not stack with) the bonus from improved trip.

Arcane Savant [Magic]

Prerequisite: Int 23, Arcane caster level 21st.

Benefit: Select one arcane caster class with a caster level of 21st level or higher. When multiclassing, your caster level in that class uses your total character level instead of your class level. This does not affect any other level-dependant benefits such as bonus feats or spells per day, only your caster level.

Arctic Rage [Rage]

Prerequisite: Con 25, Primal Rage.

Benefit: By spending 3 rounds of rage every round, you can gain the benefits of the spell *ice body* while raging. Additionally, any melee weapons held becomes *icy burst* weapons. This ability does not stack with similar abilities.

Armor Skin [Combat]

Benefit: You gain a +1 natural armor bonus to Armor Class, or your existing natural armor bonus increases by 1.

Special: You can gain this feat multiple times. Its effects stack.

Armoring Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: In addition to the normal effects of the spell,

targets of an armoring spell gain a +3 bonus to their AC. This bonus lasts for either the spell's duration or 1 round per caster level, whichever is higher. An armoring spell uses up a spell slot two levels higher than the spell's actual level.

Augmented Alchemy [Alchemical]

Prerequisites: Int 21, Craft [Alchemy] 23 ranks.

Benefit: Whenever creating an alchemical item or substance, you can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat. See the Craft [Alchemy] skill description.

Aura Spell [Metamagic]

Prerequisites: Spellcraft 24 ranks.

Benefit: A spell with an area of effect surrounds the caster, moving with them and affecting all who enter it. The caster can choose whether or not to be affected by the spell at the time of casting. The size of the aura is equal to half the size of the original spell's area of effect if it has a radius or 5 feet per 2 spell levels if it has a line, cone, or some other original area of effect. The aura remains for either half the original spell's duration or 1 round per 2 caster levels, whichever is higher. This can even be used on spells with an instantaneous duration, such as *fireball* or *meteor swarm*; creatures exposed to such an aura suffer than the effects of the spell every round they are within the aura. An aura spell uses up a spell slot six levels higher than the spell's actual level.

Automatic Quicken Spell [Metamagic]

Prerequisites: Quicken Spell, Spellcraft 25 ranks, caster level 25th.

Benefit: You may cast all 0th-, 1st-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells you may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next two lowest spell levels can now be quickened with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

Automatic Silent Spell [Metamagic]

Prerequisites: Silent Spell, Spellcraft 21 ranks, caster level 21st.

Benefit: You may cast all 0th-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be silenced with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form. However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

Automatic Still Spell [Metamagic]

Prerequisites: Still Spell, Spellcraft 23 ranks, caster level 23rd.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be stilled with no adjustment

to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

Bane Of Enemies [Combat]

Prerequisites: Survival 21 ranks, Master Hunter class feature.

Benefit: Any weapon you wield against one of your favored enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage). This ability doesn't stack with similar abilities.

Banishing Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: In addition to the normal effects of the spell, all targets of a banishing spell are affected as if they were struck by the targeted dispel of a *dispel magic* or *greater dispel magic*. A banishing spell uses up a spell slot six levels higher than the spell's actual level when emulating *dispel magic* and nine levels higher when emulating *greater dispel magic*.

Banner of Kings [Morale]

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Increase all morale bonuses granted by your banner by 1.

Special: This feat may be selected multiple times. Its effects stack.

Banner of the Golden Sun [Morale]

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Your banner now provides all allies within 60 feet a +2 morale bonus to their AC and Reflex saves as long as it is visible.

Banner of the Red Path [Morale]

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Your banner now provides all allies within

60 feet a +2 morale bonus on all attack and damage rolls as long as it is visible.

Banner of the White Blossom [Morale]

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Your banner now provides all allies within 60 feet 2 temporary hit points per hit die as long as it is visible. This is a morale bonus. No individual can benefit from this more than once per day.

Blackened Spell [Metamagic]

Prerequisites: Spell Focus (Necromancy).

Benefit: Any spell that inflicts energy damage instead inflicts negative energy damage, harming living things and healing undead. A blackened spell uses up a spell slot two levels higher than the spell's actual level.

Blinding Speed [Combat]

Prerequisite: Dex 25.

Benefit: You can act as if affected by the *haste* spell for 5 rounds per day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: You can gain this feat multiple times. Each time you take the feat, it grants an additional 5 rounds of haste per day.

Bolstering Spell [Metamagic]

Prerequisites: Spellcraft 21 ranks.

Benefit: In addition to the normal effects of the spell, targets of a bolstering spell gain 2 temporary hit points per caster level. This bonus lasts for either the spell's duration or 1 minute per caster level, whichever is higher. A bolstering spell uses up a spell slot two levels higher than the spell's actual level.

Bonus Domain [Magic]

Prerequisites: Wis 21, Divine caster level 21st.

Benefit: Choose an additional domain from your

deity's domain list. You now have access to that domain's spells and granted powers as normal for your domain spells and the domain's granted powers.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different domain.

Brutal Blast [Combat]

Prerequisite: Str 27, Brutal Slam.

Benefit: On a successful critical strike in melee, you send an opponent flying as if they were subject to a bull rush, leaving them prone at the end. You may add any weapon-based abilities that increase your to-hit bonus--such as the weapon focus feat, a fighter's weapon training class feature, or a weapon's enhancement bonus--to the roll. If you are using a two-handed weapon, you may increase your strength bonus to your CMB to x1.5. If successful, the target is pushed back as if by a successful bull rush and then rendered prone as if tripped. If the critical is part of a full attack action, you lose any subsequent attacks if the enemy is moved beyond your reach. If the attempt fails, you may continue attacking as normal.

Brutal Slam [Combat]

Prerequisite: Str 25.

Benefit: On a successful critical strike in melee, you may immediately make a combat maneuver check to render the target prone. You may add any weapon-based abilities that increase your to-hit bonus--such as the weapon focus feat, a fighter's weapon training class feature, or a weapon's enhancement bonus--to the roll. If you are using a two-handed weapon, you may increase your strength bonus to your CMB to x1.5. If successful, the target is rendered prone as if tripped. If the critical is part of a full attack action, you may continue attacking as normal regardless of the success or failure of the trip attempt.

Bull of War [Combat]

Prerequisite: Str 25, Improved Bull Rush.

Benefit: You gain a +10 bonus to your CMB when bull rushing and to your CMD when being bull rushed. This supersedes (does not stack with) the bonus from improved bull rush.

Carnage Spell [Metamagic]

Prerequisites: Collateral Spell, Cutting Spell, Shredding Spell.

Benefit: Spells with an area of effect transform that area into a deadly no man's land for 1 minute for every level of the actual spell. Everything--creatures, terrain, objects, etc.--in the area or that enters it during the duration takes 1 point of damage per caster level and suffers 1 point of bleed damage per spell level. If the spell had an energy type, the damage is of this type. If it did not, it is a physical effect that ignores object hardness up to 10. The area of effect becomes difficult terrain and requires an acrobatics check equal to the spell's DC to move at all; failure renders the target prone. The area also provides cover for creatures on opposing sides of the area. A carnage spell uses up a spell slot eight levels higher than the spell's actual level.

Cataclysmic Spell [Metamagic]

Prerequisites: Spellcraft 30 ranks.

Benefit: The ultimate expression of metamagic manipulation, a cataclysmic spell distorts the world around it, creating permanent effects based on the spell in question. No known catalogue of the effects exists; apply it to a spell and try it out if you want to know what will happen. A cataclysmic spell uses up a spell slot twelve levels higher than the spell's actual level.

Chaotic Rage [Rage]

Prerequisites: Chaotic alignment, Primal Rage.

Benefit: Any weapon you wield while in a rage is treated as a *chaotic power* weapon. This ability does not

stack with similar abilities.

Collateral Spell [Metamagic]

Prerequisites: Intensified Spell.

Benefit: A collateral spell inflicts only half damage upon targets, but double damage against unattended objects and terrain. If it has terrain-based side effects such as igniting flammable objects, it is twice as likely to do so. Any terrain affected by a collateral spell is rendered difficult until repaired. A collateral spell uses up a spell slot four levels higher than the spell's actual level.

Colossal Wild Shape [Wild]

Prerequisite: Gargantuan Wild Shape.

Benefit: You can use your wild shape to take the shape of a Colossal animal. This is identical to using the spell *beast shape III* to transform into an animal (not a magical beast) except that your form receives a +10 size bonus to Strength, a -4 penalty to Dexterity, a +4 size bonus to Constitution, and a +10 natural armor bonus.

Craft Epic Magic Arms And Armor [Item Creation]

Prerequisites: Craft Magic Arms and Armor, Spellcraft 23 ranks.

Benefit: You can craft magic arms and armor using epic rules. See Chapter 6 for details.

Craft Epic Rod [Item Creation]

Prerequisites: Craft Rod, Spellcraft 27 ranks.

Benefit: You can craft rods using epic rules. See Chapter 6 for details.

Craft Epic Staff [Item Creation]

Prerequisites: Craft Staff, Spellcraft 30 ranks.

Benefit: You can craft staffs using epic rules. See Chapter 6 for details.

Craft Epic Wondrous Item [Item Creation]

Prerequisites: Craft Wondrous Item, Spellcraft 21 ranks.

Benefit: You can craft wondrous items using epic rules. See Chapter 6 for details.

Cursebreaker Rage [Rage]

Prerequisites: Primal Rage.

Benefit: By spending 2 rounds of rage every round, you gain SR equal to 10 + your class level in whatever class provides you with your rage.

Cutting Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks

Benefit: In addition to the normal effects of the spell, targets of a cutting spell suffer from bleed damage equal to the spell's actual level. If the spell allows a Reflex save, success on that save eliminates the bleed damage as well. A bolstering spell uses up a spell slot three levels higher than the spell's actual level.

Damage Reduction [Combat]

Prerequisite: Con 21.

Benefit: You gain damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: You can gain this feat multiple times. Each time you gain the feat, your damage reduction increases by 3.

Deadly Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: Targets slain by a deadly spell have their bodies reduced to a fine dust. A deadly spell uses up a spell slot five levels higher than the spell's actual level.

Deafening Song [Morale]

Prerequisites: Perform 21 ranks, Bardic Performance class feature.

Benefit: You can use song or poetics to temporarily deafen all enemies within a 30-foot burst centered on you. A successful Fortitude save (DC 10 + 1/2 your class level + the your Charisma modifier) negates the effect. The deafening effect lasts for as long as you continue the deafening song. You can choose to exclude as many characters as you wish from this effect. Rounds spent producing the deafening song count against the bard's bardic performance limit.

Death Of Enemies [Combat]

Prerequisites: Bane of Enemies, Survival 27 ranks

Benefit: Any time you threaten a critical hit against one of your favored enemies, you automatically confirm.

Special: Creatures immune to critical hits can't be affected by this feat.

Delay Spell [Metamagic]

Prerequisites: Extend Spell.

Benefit: A delayed spell can be set to activate at some point in the future, up to one day in the future. The area of effect of the spell is determined at the time of casting, using the spell's range and the caster's position at the time. A delayed spell with a range of touch can be discharged at the time of casting with the effect activating when the delay is over or the caster can hold the spell until the delay is over. Once the delay on a spell is set, it cannot be changed except to be canceled entirely. A delayed spell uses up a spell slot four levels higher than the spell's actual level.

Devastating Critical [Combat]

Prerequisites: Str 25, Great Cleave, Overwhelming Critical (chosen weapon).

Benefit: Choose one weapon for which you have Improved Critical, Overwhelming Critical, and Weapon

Focus. When attempting to cleave with this weapon, if you succeed on a critical against the initial target, you automatically threaten critical strikes against all other cleave targets within reach.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Dexterous Fortitude [General]

Prerequisites: Dex 25.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, you may make a Reflex save instead to avoid the effect. Evasion and Improved Evasion do not apply to this save.

Dexterous Will [General]

Prerequisites: Dex 25.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, you may make a Reflex save instead to avoid the effect. Evasion and Improved Evasion do not apply to this save.

Dire Charge [Combat]

Prerequisite: Improved Initiative.

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you can make a full attack against the opponent charged.

Distant Shot [Combat]

Prerequisites: Dex 25, Far Shot, Perception 17 ranks.

Benefit: You may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

Distort Spell [Metamagic]

Prerequisites: Selective Spell.

Benefit: A distorted spell changes its shape from radius, cone, or line, to one of the other two types. For every 5 feet of cone length, 10 feet of radius, or 60 feet

of line length, the spell can take the shape of one of the other two types with an equal number of distance units. Thus, a 120-foot lightning bolt could become a 20-foot-radius lightning sphere or a 10-foot cone of lightning. This does not affect the spell's range, only its shape. A distorted spell uses up a spell slot two levels higher than the spell's actual level.

Divine Savant [Magic]

Prerequisite: Int 23, Divine caster level 21st.

Benefit: Select one divine caster class with a caster level of 21st level or higher. When multiclassing, your caster level in that class uses your total character level instead of your class level. This does not affect any other level-dependant benefits such as bonus feats or spells per day, only your caster level.

Dragon Wild Shape [Wild]

Prerequisites: Wis 30, Knowledge [Nature] 25 ranks, Wild Shape at will class feature.

Benefit: You may use wild shape to change into a metallic or chromatic dragon. This is identical to the spell *form of the dragon III*.

Efficient Item Creation [Item Creation]

Prerequisites: Item creation feat to be selected, Spellcraft 21 ranks.

Benefit: Select an item creation feat. Creating a magic item using that feat requires an amount of spell power equal to the item's base cost / 500.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different item creation feat.

Note: These rules are written using a modified magic item creation system, the rules of which can be found here: www.jessesdnd.com/faengleis/mechanics/crafting.

Enduring Spell [Metamagic]

Prerequisites: Extend Spell.

Benefit: An enduring spell takes any non-instantaneous spell and makes it effectively permanent. The spell remains in effect constantly, but every day that it is active, it automatically uses a spell slot of the appropriate level. Dispelling the enduring spell ends the effect; the spell must be re-cast to regain the benefits. An enduring spell uses up a spell slot six levels higher than the spell's actual level.

Energy Resistance [Combat]

Benefit: Choose a type of elemental energy: acid, cold, electricity, fire, or sonic. You gain resistance 10 to that type of energy, or your existing resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

Enhance Spell [Metamagic]

Prerequisite: Maximize Spell.

Benefit: The damage dice for spells you cast increase by one step (i.e., d6s become d8s, d8s become 2d6s, etc.). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that don't specifically deal damage.

Epic Dodge [Combat]

Prerequisites: Dex 25, Dodge, Tumble 27 ranks, Improved Evasion class feature.

Benefit: Once per round, when struck by an attack from an opponent, you may automatically avoid all damage from the attack.

Epic Endurance [General]

Prerequisites: Con 25, Endurance.

Benefit: Whenever you perform a task to which your Endurance bonus applies, you get an additional +10 bonus on the check. Additionally, you may sleep in heavy

armor without becoming fatigued.

Epic Extracts [Alchemical]

Prerequisite: Int 25, Craft [Alchemy] 21 ranks.

Benefit: You gain access to the most potent extracts an Alchemist can brew. You add the 7th-level extracts to your list:

7th level: *Elemental body IV, form of the dragon II, greater age resistance, greater arcane sight, greater polymorph, greater restoration, ice body, mass fly, plant shape III, regenerate, simulacrum, spell turning, statue*

8th level: *clone, demand, discern location, form of the dragon III, frightful aspect, giant shape II, greater spell immunity, iron body, mind blank, moment of prescience, protection from spells, seamantle, undead anatomy IV*

9th level: *Communal mind blank, fiery body, foresight, overwhelming presence, ride the lightning, shapechange, time stop*

These extracts follow all the rules of regular extracts, except for their higher levels (which also determine their DCs). You do not automatically get the ability to brew extracts of a higher extract level than you have access to.

Special: This feat can be taken up to three times. The second time, add the 8th-level extracts to your list. The third and final time, add the 9th-level extracts to your list.

Epic Fortitude [General]

Benefit: You gain a +4 bonus on all Fortitude saving throws.

Epic Inspiration [Morale]

Prerequisites: Cha 25, Perform 27 ranks, Bardic Performance class feature.

Benefit: All competence bonuses, dodge bonuses, and morale bonuses granted by your Bardic Performance abilities increase by +1. If you have the inspire greatness Bardic Performance ability, it grants one additional bonus

HD.

Special: You can gain this feat multiple times. Its effects stack.

Epic Leadership [General]

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: You attract a cohort and followers as shown in Table 5-2: Epic Leadership. In all other ways Epic Leadership functions as the Leadership feat.

Epic Mutagen [Alchemical]

Prerequisite: Craft [Alchemy] 25 ranks, True Mutagen grand alchemist discovery.

Benefit: You mutagen now grants a +10 natural armor bonus and a +10 alchemical bonus to Strength, Dexterity, and Constitution. The alchemist takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists.

Epic Prowess [Combat]

Benefit: Gain a +1 bonus on all attacks.

Special: You can gain this feat multiple times. Its effects stack.

Epic Reflexes [General]

Benefit: You gain a +4 bonus on all Reflex saving throws.

Epic Reputation [Skill]

Prerequisite: Cha 21.

Benefit: You gain a +6 bonus on all Diplomacy, Intimidate, and Perform checks.

Epic Skill Focus [Skill]

Prerequisite: 20 ranks in the skill selected.

Benefit: You gain a +12 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its

effects do not stack. Each time you take the feat, it applies to a different skill.

Epic Speed [General]

Prerequisites: Dex 21, Run.

Benefit: Your speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or nonpermanent magical effects.

Special: This feat only functions when you are wearing medium armor, light armor, or no armor.

Epic Spell Focus [Magic]

Prerequisites: Greater Spell Focus in the school to be selected, caster level 23rd.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on. This stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different school of magic.

Epic Spell Penetration [Magic]

Prerequisites: Greater Spell Penetration.

Benefit: You get a +2 bonus on caster level checks to beat a creature's spell resistance. This stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

Epic Toughness [General]

Benefit: You gain +30 hit points.

Special: You can gain this feat multiple times. Its effects stack.

Epic Trapfinding [Skill]

Prerequisites: Perception 22 ranks, Trapfinding class feature.

Benefit: If you pass within 5 feet of a trap, you are entitled to a Perception check to notice it as if you were

actively looking for it.

Epic Weapon Focus [Combat]

Prerequisite: Greater Weapon Focus in the chosen weapon.

Benefit: Add a +2 bonus to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a different type of weapon.

Epic Weapon Specialization [Combat]

Prerequisites: Epic Weapon Focus in the chosen weapon, Greater Weapon Specialization in the chosen weapon.

Benefit: Add +4 to all damage you deal using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Epic Will [General]

Benefit: You gain a +4 bonus on all Will saving throws.

Exceptional Deflection [Combat]

Prerequisites: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.

Benefit: You can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

Extended Life Span [General]

Benefit: Add one-half the maximum result of your race's maximum age modifier to your normal middle age, old, and venerable age categories. Calculate your maximum age using the new venerable number. This feat can't lower your current age category.

Special: You can gain this feat multiple times. Its

effects stack.

Extract Bomb [Alchemical]

Prerequisite: Craft [Alchemy] 27 ranks, Bomb 10d6 class feature, Infusion alchemist discovery.

Benefit: Rather than inflicting damage, you can craft bombs that affect all targets as if they had just imbibed one of your extracts. Doing so requires you expend one of your daily uses of said extract (or an empty slot of the same spell level or higher) for every affected target. You do not have to have the extract brewed before-hand, but if you do using the extract bomb renders the prepared extract inert. If you do not have enough uses of the extract for all targets, determine the affected targets randomly. Extract bombs do not stack with other non-stacking bomb discoveries.

Familiar Spell [Magic]

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one arcane spell you know of 8th level or lower. Your familiar can now use this spell once per day as a spell-like ability, at a caster level equal to your caster level. You cannot bestow a spell to your familiar if the spell normally has a material component cost of more than 1 gold.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a different spell-like ability or another daily use of the same spell-like ability.

Fast Healing [Combat]

Prerequisite: Con 25.

Benefit: You gain fast healing 3, or your existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. Its

effects stack.

Fine Wild Shape [Wild]

Prerequisite: Wild Shape at will class feature.

Benefit: You can use your wild shape to take the shape of a Fine animal. This is identical to using the spell *beast shape III* to transform into an animal (not a magical beast) except that your form receives a +12 size bonus to Dexterity, a -6 penalty to Strength, and no natural armor bonus.

Flesh or Bones [Channeling]

Prerequisites: Wis 23, ability to channel energy

Benefit: When you channel energy--regardless of positive or negative--you can affect both the living and undead with the same burst, healing one and harming the other simultaneously depending on the type of energy you are capable of channeling.

Force Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: A force spell converts all damage inflicted by a spell into force damage. Force damage ignores all damage reduction and energy resistances that are not force-specific and ignores object hardness of less than 30. Enduring force effects cannot be dispelled by anything weaker than a *mage's disjunction*. Any square with an enduring force effect in it provides cover. A force spell uses up a spell slot three levels higher than the spell's actual level.

Forge Epic Ring [Item Creation]

Prerequisites: Forge Ring, Spellcraft 30 ranks.

Benefit: You can forge magic rings using epic rules. See Chapter 6 for details.

Gargantuan Wild Shape [Wild]

Prerequisite: Wild Shape at will class feature.

Benefit: You can use your wild shape to take the

shape of a Gargantuan animal. This is identical using to the spell *beast shape III* to transform into an animal (not a magical beast) except that your form receives a +8 size bonus to Strength, a -4 penalty to Dexterity, a +4 size bonus to Constitution, and a +8 natural armor bonus.

Gilded Spell [Metamagic]

Prerequisites: Healing domain class feature.

Benefit: A gilded spell turns any energy damage inflicted by the original spell into positive energy, healing living creatures and harming undead. A gilded spell uses up a spell slot three levels higher than the spell's actual level.

Grand Spell [Metamagic]

Prerequisites: Armoring Spell, Bolstering Spell.

Benefit: A grand spell provides numerous benefits to the targets. Any creature affected by a grand spell gains the following bonuses:

- +2 AC bonus, +1 per 2 levels of the original spell
- +1 bonus per 3 levels of the original spell on all attack rolls
- 2 bonus hit points per caster level
- +1 bonus per 2 levels of the original spell on all saving throws
- +10' to all forms of base movement speed
- Reroll any 1 die roll once during the spell's duration

A grand spell's bonuses last for either half the duration of the original spell or 1 round per 2 caster levels, whichever is higher. A grand spell uses up a spell slot eight levels higher than the spell's actual level.

Great Charisma [General]

Benefit: Your Charisma increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Constitution [General]

Benefit: Your Constitution increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Dexterity [General]

Benefit: Your Dexterity increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Intelligence [General]

Benefit: Your Intelligence increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Smiting [Combat]

Prerequisites: Cha 25, Smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage (rather than just your level).

Special: You may select this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Great Strength [General]

Benefit: Your Strength increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Wisdom [General]

Benefit: Your Wisdom increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Group Inspiration [Morale]

Prerequisite: Perform 27 ranks, Bardic Performance class feature.

Benefit: The number of allies you can affect with

your *inspire competence* or *inspire greatness* Bardic Performance ability doubles. When inspiring competence in multiple allies, you can choose different skills to inspire for different allies.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Guardian Spell [Metamagic]

Prerequisites: Spellcraft 24 ranks.

Benefit: A guardian spell remains dormant on the caster until triggered by a specific event determined at the time of casting. All other effects of the spell are determined when the spell is activated. If the guardian spell is set to be triggered by another individual's action, such as an attack or an attempt to grapple, the spell activates immediately, interrupting the action that triggered it. A guardian spell uses up a spell slot six levels higher than the spell's actual level.

Harrowing Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: A harrowing spell can affect any spell with a line area of affect. An additional line is added to the effect in one of two ways. The caster can project a second line of effect, identical in effect and length to the first. Alternately, the caster can emit a second line from any point along the length of the first line, though this second line is only half the distance of the first; its other effects remain unchanged. A harrowing spell uses up a spell slot four levels higher than the spell's actual level.

Hindering Song [Morale]

Prerequisite: Deafening Song, Perform 24 ranks.

Benefit: You can use song or poetics to hinder enemy spellcasters within a 30-foot spread centered on you. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if he or she were casting defensively, and all such checks have a

penalty equal to half your level. You can choose to exclude as many characters as you wish from this effect. Every round that you sustain your hindering song uses two rounds of your Bardic Performance ability.

Holy Strike [Combat]

Prerequisites: Smite Evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

Ignore Material Components [Magic]

Prerequisites: Eschew Materials, Spellcraft 23 ranks, caster level 21st.

Benefit: You may cast spells without any material components. This feat does not affect the need for a focus or divine focus.

Implacable Will [General]

Prerequisites: Con 25.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, you may make a Fortitude save instead to avoid the effect.

Imprisoning Spell [Metamagic]

Prerequisites: Spellcraft 25 ranks.

Benefit: An imprisoning spell is identical to the original spell, except that the boundaries of its area of effect are also encased within a *wall of force*. The effects and duration of this wall are identical to the *wall of force* spell. The targets are allowed a Reflex saving throw against the spell's DC to avoid being trapped, allowing them to shift outside the area enclosed by the wall if doing so is within the limits of their base movement speed. Doing so sacrifices their move action the following round. An imprisoning spell uses up a spell slot

eight levels higher than the spell's actual level.

Improved Alignment-Based Casting [Magic]

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, Divine caster level 21st.

Benefit: Select an alignment-based domain--Chaos, Evil, Good, or Law--to which you have access. You cast spells with that alignment descriptor at +3 caster level.

Special: This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good, and Law domains. You may select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different alignment-based domain to which you have access.

Improved Aura Of Courage [Morale]

Prerequisite: Cha 25, Aura of Courage class feature.

Benefit: Your aura of courage grants a +8 morale bonus on saving throws against fear effects.

Improved Bomb [Alchemical]

Prerequisite: Bomb 8d6.

Benefit: Add +1d6 to your bomb damage.

Special: You can gain this feat multiple times. Its effects stack.

Improved Combat Casting [Magic]

Prerequisites: Combat Casting, caster level 22nd.

Benefit: You don't incur attacks of opportunity for casting spells when threatened.

Improved Combat Reflexes [Combat]

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity you can make in one round. You still cannot make more than one attack of opportunity for a given opportunity.

Improved Darkvision [General]

Prerequisite: Darkvision.

Benefit: The range of your darkvision doubles. This feat does not stack with darkvision granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Elemental Wild Shape [Wild]

Prerequisites: Wis 25, Wild Shape at will class feature.

Benefit: Your ability to wild shape into an elemental is expanded to include ice, lightning, magma, and mud elementals of any size that you can take when using wild shape to become an animal. This ability is identical to using the relevant *elemental body* spell (*I, II, III, or IV*), except you gain the following abilities:

Ice Elemental: Use the same ability bonuses as an earth elemental of the same size. You gain darkvision 60 feet, cold resistance 20, and the Ice Glide, Icewalking, and Snow Vision abilities. You gain the Numbing Cold ability based on your size.

Lightning Elemental: Use the same ability score bonuses as an air elemental of the same size. You gain darkvision 60 feet, lightning resistance 20, and the Metal Mastery and Spark Leap abilities. Small, medium, and large lightning elementals gain a fly speed of 60 feet (perfect); this increases to 120 feet (perfect) for huge elementals.

Magma Elemental: Use the same ability score bonuses as a fire elemental of the same size. You gain darkvision 60 feet, fire resistance 20, and the Earth Glide and Lava Puddle abilities. You also gain the fire elemental's Burn ability based on your size, but with a -2 to the DC.

Mud Elemental: Use the same ability score bonuses as a water elemental of the same size. You gain darkvision 60 feet and the Earth Glide and Entrap abilities.

Improved Favored Enemy [Combat]

Prerequisite: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks and +2 on damage rolls against all your favored enemies.

Special: You can gain this feat multiple times. Its effects stack.

Improved Heighten Spell [Metamagic]

Prerequisites: Heighten Spell, Spellcraft 17 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which you can heighten the spell.

Improved Ki Strike [Ki]

Prerequisites: Wis 21, Ki pool (adamantine) class feature.

Benefit: Your *ki* strikes are treated as epic magic weapons for the purposes of damage reduction.

Improved Low-Light Vision [General]

Prerequisite: Low-light vision.

Benefit: The range of your low-light vision doubles. This feat does not stack with low-light vision granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Manyshot [Combat]

Prerequisites: Dex 19, attack bonus +21, Many-shot.

Benefits: As Manyshot, but the number of arrows you can fire is limited only by your attack bonus (the combination of your base attack bonus and epic attack bonus). With a full attack action, you can fire two arrows with every attack instead of only with the first.

Special: Regardless of the number of arrows you fire, you only apply precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus)

once. If you score a critical hit, only one of the arrows deals critical damage (your choice); all others deal normal damage.

Improved Metamagic {Magic}

Prerequisites: Four metamagic feats, Spellcraft 24 ranks.

Benefit: The spell slot modifier of all your metamagic feats is reduced by one level, to a minimum of +1. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: You can gain this feat multiple times. The effects stack, though you can't reduce any metamagic feat's spell slot modifier to less than +1.

Improved Sneak Attack [Combat]

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: You can gain this feat multiple times. Its effects stack.

Improved Spell Capacity [Magic]

Prerequisite: Caster level 21.

Benefit: When you select this feat, you gain a number of slots for new Spells per Day equal to your current maximum spell level. You can distribute these slots however you wish, but it costs a number slots equal to the spell level to gain an additional spell per day of a given level.

For example, a 21st-level wizard is able to cast spells of up to 10th level. Upon selecting this feat, she gains 10 slots to distribute. She could select 1 additional 10th-level spell per day or 2 5th-level spells or a 9th-level spell and a 1st-level spell. She could even select 10 additional 1st-level spells per day, if she wished; any combination so long as the total spell level is equal to or less than their current maximum spell level.

You cannot save spell slots; any not assigned at the time the feat is chosen are lost. Once assigned, the slots

cannot be reassigned.

Special: You can gain this feat multiple times.

Improved Spell Resistance [General]

Prerequisite: Must have spell resistance from a feat, class feature, or other permanent effect.

Benefit: Your spell resistance increases by +2.

Special: You can gain this feat multiple times. Its effects stack.

Improved Stunning Fist [Combat]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

Special: You can gain this feat multiple times. Its effects stack.

Improved Whirlwind Attack [Combat]

Prerequisites: Int 13, Dex 23, Whirlwind Attack.

Benefit: Your Whirlwind Attack is now only a standard action, instead of a full attack action. Additionally, you may take one 5-foot adjustment during the action, though you can still only strike an individual creature once per attack.

Incandescent Rage [Rage]

Prerequisite: Con 29, Primal Rage.

Benefit: By spending 3 rounds of rage every round, you can gain the benefits of the spell *fiery body* while raging. Additionally, any melee weapons held become *flaming burst* weapons. This ability does not stack with similar abilities.

Incite Rage [Rage]

Prerequisites: Cha 25, Mighty Rage class feature.

Benefit: When you enter a rage, you can incite a barbarian rage in any or all willing allies within 60 feet. Any ally who doesn't wish to become enraged is unaffected. The ally gains +4 to Strength, +4 to

Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to AC, for as long as you remain raging. The rage of affected allies lasts a number of rounds equal to 3 + their Constitution modifier, regardless of whether they remain within 60 feet of you. This is otherwise identical with normal barbarian rage (including the fatigue at its end).

Special: This is a mind-affecting effect.

Indomitable Challenge [Combat]

Prerequisites: Demanding Challenge class feature.

Benefit: You are immune to the effects of fatigue and exhaustion as long as you have an active challenge issued.

Infinite Deflection [Combat]

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows.

Benefit: You may spend attacks of opportunity granted by Combat Reflexes to deflect additional arrows as per the Deflect Arrows feat.

Inspire Excellence [Morale]

Prerequisite: Perform 30 ranks, Bardic Performance class feature.

Benefit: You can use song or poetics to grant a bonus to one ability score to your allies. To be affected, an ally must hear you sing for 1 full round. Each ally to be inspired gains a +4 competence bonus to the same ability score, which you must choose before you begin inspiring. Inspire excellence is a supernatural, mind-affecting ability. Every round that you sustain your hindering song uses two rounds of your Bardic Performance ability.

Keen Strike {Ki}

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), Stunning Fist, Ki Pool (Adamantine) class feature.

Benefit: Your unarmed strike has a critical threat

range of 18-20, a critical multiplier of x3, and deals slashing damage (at your option any attack can deal bludgeoning damage, but cannot then take advantage of the enhanced threat range or multiplier). This ability doesn't stack with other abilities that expand your unarmed strike's threat range.

Ki Channel [Ki]

Prerequisite: Wis 24, Heal 22 ranks, *Ki* Pool (Adamantine) class feature.

Benefit: You gain the ability to Channel Positive Energy as a cleric equal to your monk level - 8 by spending 6 *ki* points. You can increase your virtual cleric level by 2 for every additional 2 *ki* points you spend, to a maximum equal to your monk level. You can only use this energy to heal living creatures, not harm undead.

Special: This ability allows you to qualify for Channeling Feats except those that allow you to channel additional times per day (such as Extra Channel) or require you to channel negative energy.

Lasting Inspiration [Morale]

Prerequisite: Perform 22 ranks, Bardic Performance class feature.

Benefit: The effects of *inspire courage*, *inspire competence*, *dirge of doom*, *inspire greatness*, *frightening tune*, and *inspire heroics* last for ten rounds after you stop performing. No creature can have more than one performance by the same bard affecting them at one time; any new performances replace the old one.

Launching Palm [Combat]

Prerequisites: Improved Bull Rush, Improved Unarmed Strike.

Benefit: Whenever you hit a target with an unarmed strike, you may immediately attempt a bull rush against them. You gain a +4 bonus on this bull rush attempt.

Legendary Athlete [Skill]

Prerequisite: Str 21, Dex 21.

Benefit: You gain a +6 bonus on all Acrobatics, Climb, and Swim checks.

Legendary Climber [Skill]

Prerequisites: Dex 21, Balance 12 ranks, Climb 21 ranks.

Benefit: You can climb up to twice at your base speed per round without penalty.

Legendary Commander [General]

Prerequisites: Cha 28, Epic Leadership, Diplomacy 27 ranks.

Benefit: Multiply the number of followers of each level that you can lead by 10. This has no effect on cohorts.

Legendary Craftsman [Skill]

Prerequisite: Int 21.

Benefit: You gain a +6 bonus on all Craft checks.

Legendary Fighter [Combat]

Prerequisite: Str 21, Dex 21, Greater Weapon Focus.

Benefit: You gain a +6 bonus to your CMD when sundering or disarming a foe while using a weapon with which you have Greater Weapon Focus and to your CMD when being sundered or disarmed. The bonus increases to +10 if the foe is also using a weapon with which you have Greater Weapon Focus.

Legendary Leaper [Skill]

Prerequisite: Acrobatics 21 ranks.

Benefit: You are always considered to have a running start when making a jump. Additionally, when using Acrobatics to soften a fall, a successful check allows you to ignore the first 30 feet fallen, though you still end up prone if you take damage.

Legendary Merchant [Skill]

Prerequisite: Int 21, Wis 21.

Benefit: You gain a +6 bonus on all Appraise and Sense Motive checks and all checks with any one Profession skill.

Legendary Rider [Skill]

Prerequisite: Ride 21 ranks.

Benefit: You don't take a penalty on Ride checks when riding a mount without a saddle (bareback) or a creature that is ill suited as a mount. You never need to make a Ride check to control a mount in combat, even if the mount is not combat-trained.

Legendary Scholar [Skill]

Prerequisite: Int 21.

Benefit: You gain a +6 bonus on all checks made with any three Knowledge skills

Special: This feat can be selected multiple times. Each time, you can select three more Knowledge skills to apply it to.

Legendary Tracker [Skill]

Prerequisites: Wis 25, Track, Knowledge [Nature] 25 ranks, Survival 25 ranks.

Benefit: You can follow tracks across water, underwater, or through the air. See Table 5-4 for DCs. These are affected by survival DC modifiers like any other tracks.

Legendary Wrestler [Combat]

Prerequisite: Str 21, Dex 21, Improved Grapple, Escape Artist 12 ranks.

Benefit: You gain a +10 bonus to your CMB when grappling and to your CMD when being grappled. This supersedes (does not stack with) the bonus from improved grapple.

Lingering Damage [Combat]

Prerequisite: Sneak attack +8d6, Crippling Strike

advanced rogue talent.

Benefit: Any time you deal damage with a sneak attack, that target takes damage equal to your sneak attack bonus damage on your next turn as well.

Linked Spell [Metamagic]

Prerequisites: Spellcraft 21 ranks.

Benefit: A linked spell that affects multiple targets cannot be dispelled unless all instances of the spell are dispelled within the same round. At the beginning of every round, the linked spell will restore itself if even one of the original targets still has the spell active on them. A linked spell uses up a spell slot three levels higher than the spell's actual level.

Living Spell [Metamagic]

Prerequisites: Bouncing Spell.

Benefit: A living spell is a non-instantaneous spell with a range greater than personal that gains limited sentience when cast. The spell will respond to its caster's mental commands or can be set to act independently. It can travel via physical contact or by moving up to its original range or 30 feet per round, whichever is greater. If it has a range of touch, it must end each round in the same square as another creature. If it is normally an area of effect, it can move however it wishes. A living spell uses up a spell slot six levels higher than the spell's actual level.

Macabre Spell [Metamagic]

Prerequisites: Spell Focus (Necromancy).

Benefit: A macabre spell raises any victims slain by the spell as undead. It raises any number of undead up to a HD total equal to the user's caster level. It can raise them as any type of undead, though no one individual can have more HD than the spell's original level. A macabre spell uses up a spell slot seven levels higher than the spell's actual level.

Maelstrom Spell [Metamagic]

Prerequisites: Elemental Spell.

Benefit: A maelstrom spell changes any energy damage inflicted by the original spell into a combination of fire, acid, cold, electricity, and sonic damage. After determining the original spell's damage, divide the total by 4. Each of the five different types of energy inflicts this reduced damage for a total of 125% of the original spell's damage. A maelstrom spell uses up a spell slot five levels higher than the spell's actual level.

Magical Beast Wild Shape [Wild]

Prerequisites: Wis 25, Knowledge [Nature] 24 ranks, Wild Shape at will class feature.

Benefit: You can use your normal wild shape ability to take the form of a magical beast. The size limitation is the same as your limitation on animal size. This ability is identical to the spell *beast shape IV*, but can be used to transform into either an animal or a magical beast.

Note: This feat can be used in conjunction with the Colossal Animal, Fine Animal, and Gargantuan Animal Wild Shape feats, allowing you to become a Colossal, Fine, or Gargantuan magical beast. You still use the ability score and natural armor modifiers of those feats, but can draw on the magical animal abilities listed in *beast shape IV*.

Master Mage [Skill]

Prerequisite: Int 21.

Benefit: You gain a +6 bonus on all Fly, Spellcraft, and Use Magic Device checks.

Master Staff [Magic]

Prerequisite: Craft Staff, Spellcraft 12 ranks.

Benefit: When you activate a staff, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a staff charge. You may not lose prepared spells from your school of

specialty, if any. The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements. You cannot emulate a charge for a staff function that does not match a specific spell.

Master Thief [Skill]

Prerequisite: Dex 21.

Benefit: You gain a +6 bonus on all Disable Device, Stealth, and Sleight of Hand checks.

Master Wand [Magic]

Prerequisite: Craft Wand, Spellcraft 12 ranks.

Benefit: When you activate a wand, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge. You may not lose prepared spells from your school of specialty, if any. The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements. Activating a wand in this way uses your caster level and ability score modifier to affect the relevant spell variables.

Meta-Extract [Alchemical]

Prerequisite: Int 21, ability to brew 6th-level extracts.

Benefit: Choose one Metamagic feat you meet the prerequisites for. You can now apply that Metamagic feat to your extracts while brewing them. The extract slot used increases just as applying a Metamagic feat to a normal spell increases the spell slot, and any feat or class feature you have that applies to Metamagic feats also applies to your meta-extracts.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, choose a different Metamagic feat each time.

Meteor Landing [Skill]

Prerequisites: Dex 23, Weightless Step.

Benefit: When falling from a height greater than 10 feet, you can attempt to land on a target. Make a ranged touch attack against the target and then roll to soften your fall. The target then takes damage equal to the falling damage by which you softened your fall and you make a free trip attempt to knock them prone. You take the remainder of the fall damage (if any) and end up in a square adjacent to the target.

Mightier Rage [Rage]

Prerequisites: Str 21, Con 21, Mighty Rage class feature.

Benefit: When you rage, your bonus to Strength and Constitution increase to +10 and your morale bonus to Will saves increases to +6.

Mightiest Rage [Rage]

Prerequisites: Str 23, Con 23, Mightier Rage.

Benefit: When you rage, your bonus to Strength and Constitution increase to +12 and your morale bonus to Will saves increases to +8.

Multispell [Magic]

Prerequisites: Quicken Spell, caster level 21st.

Benefit: You may cast one additional quickened spell in a round.

Special: You can gain this feat multiple times. Its effects stack.

Music Of The Gods [Morale]

Prerequisites: Cha 25, Perform 27 ranks, Bardic Performance class feature.

Benefit: Your bardic performance can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

Mutagen Bomb [Alchemical]

Prerequisite: Craft [Alchemy] 25 ranks, Infuse

Mutagen alchemist discovery, Bomb 10d6 class feature.

Benefit: A mutagen bomb is created using the rules for mutagens, taking the alchemist 1 hour to complete. He can only have one mutagen bomb at a time. It follows all the normal rules for a bomb, except instead of inflicting damage, all targets affected by the bomb gain the benefits and penalties of the alchemist's Mutagen class feature (without the benefit of any discoveries the alchemist may have gained). The nature of the physical bonus and mental penalty are determined when the bomb is being created and cannot be changed afterwards; a new mutagen bomb must be made to replace the old one. Mutagen bombs do not stack with other non-stacking bomb discoveries.

Negative Energy Aura [Channeling]

Prerequisites: Wis 23, ability to channel negative energy.

Benefit: By expending one use of your Channel Energy ability, you create a zone with a radius of 15 feet around you that lasts for one minute. All creatures within this zone that you designate take 1 point of negative energy damage for every d6 your Channel Energy burst would normally inflict (i.e., 10d6 becomes 10 damage, 11d6 becomes 11, etc.). The save DC for half damage is the same as if you had just channeled a burst of negative energy. This effect heals undead instead of damaging them.

Obdurate Rage [Rage]

Prerequisite: Con 27, Primal Rage.

Benefit: By spending 3 rounds of rage every round, you can gain the benefits of the spell *iron body* while raging. Additionally, any melee weapons held become *shocking burst* weapons. This ability does not stack with similar abilities.

Outdoor Master [Skill]

Prerequisite: Wis 21.

Benefit: You gain a +6 bonus on all Handle Animal, Heal, and Survival checks.

Overchannel [Channeling]

Prerequisites: Wis 23, ability to channel positive energy.

Benefit: Up to three times per day, when you channel positive energy, any hit points you heal above a character's normal maximum are gained as temporary hit points that last for a maximum of 1 minute per level of channeling class. If a character still has some temporary hit points left and this effect is used again, the new temporary hit points replace the old ones.

Overwhelming Critical [Combat]

Prerequisites: Str 23, Improved Critical (chosen weapon), Weapon Focus (chosen weapon).

Benefit: When using the weapon you have selected, you deal an extra 1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add +2d6 points of bonus damage instead, and if the multiplier is $\times 4$, add +3d6 points of bonus damage instead. Creatures immune to critical hits can't be affected by this feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different type of weapon.

Penetrate Damage Reduction [Combat]

Benefit: Select a special material, such as mithral or adamantine. Your melee weapons (including natural weapons) are treated as being crafted from the chosen special material for the purposes of bypassing the damage reduction of any creature you strike. None of the other special properties of special materials are gained by your melee weapons.

Special: You can gain this feat multiple times. Each time the feat is selected you select a different special material. Your melee attacks are treated as being crafted

of all chosen materials for the purposes of bypassing damage reduction.

Perfect Health [General]

Prerequisite: Con 25, Great Fortitude.

Benefit: You are immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

Perfect Spell [Metamagic]

Prerequisites: Empower Spell, Maximize Spell, Spellcraft 25 ranks.

Benefit: All variable, numeric effects of a perfected spell are maximized, then doubled. A perfected spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. A perfected spell uses up a spell slot eight levels higher than the spell's actual level.

Perfect Two-Weapon Fighting [Combat]

Prerequisites: Dex 25, Greater Two-Weapon Fighting.

Benefit: You gain a fourth attack with your off-hand weapon, albeit at a -15 penalty.

Permanent Emanation [Magic]

Prerequisites: Spellcraft 22 ranks, ability to cast the spell to be made permanent.

Benefit: Designate any one of your spells whose area is an emanation centered on you. This spell's effect is permanent (though you can dismiss or restart it as a free action). Effects that would normally dispel this spell instead suppress it for 2d4 rounds.

Special: You can gain this feat multiple times. Each time, select a different spell to become permanent.

Pestilent Spell [Metamagic]

Prerequisites: Spell Focus (Conjuration).

Benefit: A pestilent spell summons vermin swarms within its area of effect. It summons a number of HD worth of vermin swarms equal to the user's caster level, no one of which can have a total HD higher than the spell's original level. A pestilent spell uses up a spell slot six levels higher than the spell's actual level.

Polyglot [General]

Prerequisites: Int 25, Linguistics 5 ranks.

Benefit: You can speak all languages. If you are literate, you can also read and write all languages (not including magical script).

Positive Energy Aura [Channeling]

Prerequisites: Wis 23, ability to channel positive energy.

Benefit: By expending one use of your Channel Energy ability, you create a zone with a radius of 15 feet around you that lasts for one minute. All creatures within this zone that you designate heal 1 point of damage for every d6 your Channel Energy burst would normally inflict (i.e., 10d6 becomes 10 damage, 11d6 becomes 11, etc.). This effect damages undead instead of healing them. The save DC for half damage is the same as if you had just channeled a burst of negative energy.

Primal Rage [Rage]

Prerequisites: Str 21, Con 21, Mighty Rage class feature.

Benefit: When raging, you transcend the merely mortal, charging your body with primal power drawn from arcane force, natural magic, or even just your own, overpowering will. While raging, your bonus to Will saves is doubled, you gain blindsense out to 30, and once per day while raging you can automatically pass any one saving throw of your choice.

Prismatic Bomb [Alchemical]

Prerequisite: Craft [Alchemy] 25 ranks, Acid Bomb alchemist discovery, Madness Bomb alchemist discovery, Poison Bomb alchemist discovery, Shock Bomb alchemist discovery, Sticky Bomb alchemist discovery.

Benefit: Your alchemist can manufacture a prismatic bomb. It behaves in most ways like a normal bomb, except that instead of inflicting bomb damage, all targets react as if subject to the *prismatic spray* spell. The save DCs are the same as the alchemist's other bomb effects (10 + 1/2 alchemist level + Int modifier). A prismatic bomb takes 1 hour to craft and an alchemist can only have one prepared at a time. If a new prismatic bomb is prepared, the old bomb becomes useless. Prismatic bombs do not stack with other non-stacking bomb discoveries.

Special: You can gain this feat multiple times. Every time you do, the alchemist can produce another prismatic bomb per day.

Prismatic Spell [Metamagic]

Prerequisites: Elemental.

Benefit: A prismatic spell adds the effects of a *prismatic spray* to the effects of the original spell. Every target within the original spell's area of effect must succeed on a Reflex save against the spell's DC or be affected as if they had been struck by a *prismatic spray*. A prismatic spell uses up a spell slot ten levels higher than the spell's actual level.

Project Spell [Metamagic]

Prerequisites: Reach Spell.

Benefit: A projected spell has its range increased from personal to touch. This also allows it to be affected by the reach spell metamagic feat as if it were a touch spell. A projected spell uses up a spell slot four levels higher than the spell's actual level.

Ranged Inspiration [Morale]

Prerequisite: Perform 21 ranks, Bardic Performance class feature.

Benefit: Double the range of any bardic performance ability that has a range. If the creature must hear you to be affected by the ability, that requirement doesn't change regardless of any extended range your ability may have.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Rapid Inspiration [Morale]

Prerequisite: Perform 21 ranks, Bardic Performance class feature.

Benefit: You can begin a bardic performance as a free action.

Reactive Countersong [Morale]

Prerequisite: Combat Reflexes, Rapid Inspiration, Perform 27 ranks.

Benefit: You can begin a countersong at any time, even when it isn't your turn without having to ready an action to do so. This allows you to countersong even instantaneous sonic or language-dependant magical attacks, provided they allow a saving throw. You can't use Reactive Countersong at the same time you are using another bardic performance ability, though you could stop the other bardic music ability to begin Reactive Countersong if so desired.

Reaping Saber [Combat]

Prerequisites: Str 21, Cleave, Vital Strike.

Benefit: As a standard action, you may use both cleave and vital strike. Every target you strike with your cleave attack is hit as if you had used your vital strike against them. If you have advanced versions of either feat--great cleave, improved vital strike, etc.--you may use the benefits from these feats instead.

Reflect Arrows [Combat]

Prerequisites: Dex 25, Deflect Arrows.

Benefit: When you deflect an arrow or other ranged attack, the attack is reflected back upon the attacker at your base ranged attack bonus.

Relentless Challenge [Combat]

Prerequisites: Indomitable Challenge.

Benefit: Once per day, when issuing a challenge, you recover a number of hit points equal to your character level and gain fast healing 3 for the duration of your challenge.

Righteous Strike [Combat]

Prerequisites: Wis 19, Stunning Fist, any lawful alignment.

Benefit: Your unarmed strike is treated as an axiomatic weapon. It is lawfully aligned and deals an extra 2d6 points of damage against creatures of chaotic alignment. This ability doesn't stack with similar abilities.

Ruinous Rage[Rage]

Prerequisites: Str 25, Improved Sunder, Mightier Rage.

Benefit: While in a rage, you ignore the hardness of any object you strike. Also, double your Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

Scribe Epic Scroll [Item Creation]

Prerequisites: Scribe Scroll, Spellcraft 21 ranks.

Benefit: You can scribe scrolls using epic rules. See Chapter 6 for details. Even this feat does not allow you to scribe a scroll with an epic spell.

Second Breakthrough [Alchemical]

Prerequisite: Craft [Alchemy] 27 ranks, Grand

alchemist discovery.

Benefit: You may select a second grand alchemist discovery and apply its benefits in addition to your first. You cannot select the same grand discovery twice. This feat only grants you the grand discovery itself; not the two normal discoveries the alchemist learned upon reaching 20th level.

Self-Concealment [Skill]

Prerequisites: Dex 30, Acrobatics 27 ranks, Stealth 27 ranks, Improved Evasion class feature.

Benefit: Attacks against you have a 10% miss chance, similar to the effect of concealment. You lose this benefit whenever you would lose your Dexterity bonus to AC.

Special: You can gain this feat multiple times. Each time it is taken, the miss chance increases by 10% to a maximum of 50% after it has been taken five times.

Shattering Strike [Ki]

Prerequisites: Epic Weapon Focus (unarmed strike), Ki Pool (adamantine) class feature.

Benefit: When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), use your character level + your Wisdom modifier rather than a Strength check. The break DC remains the same. Using Shattering Strike is a full-round action that incurs attacks of opportunity. You can't use Shattering Strike to escape bonds unless you are so bound as to allow you to make an unarmed strike against your bindings.

Shredding Spell [Metamagic]

Prerequisites: Spellcraft 25 ranks.

Benefit: A shredding spell affects a target's equipment or unattended objects rather than creatures. It inflicts damage or causes effects only to inanimate objects. Remember that objects being held use their holder's saving throws instead of their own if they are superior. A shredding spell uses up a spell slot four levels

higher than the spell's actual level.

Sneak Attack Of Opportunity [Combat]

Prerequisites: Sneak attack +8d6, Opportunist advanced rogue talent.

Benefit: Any attack of opportunity you make is considered a sneak attack.

Spectral Strike [Channeling]

Prerequisites: Wis 19, Ability to channel positive energy.

Benefit: Your attacks deal damage normally against incorporeal creatures.

Spell Knowledge [Magic]

Prerequisite: Ability to cast spells of the maximum normal spell level of a spellcasting class that casts spontaneously.

Benefit: You select two new spells of any level from your class list and add them to your spells known. This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

Spell Opportunity [Magic]

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 23 ranks.

Benefit: Whenever you are allowed an attack of opportunity, you may cast (and attack with) a touch spell as your attack of opportunity. This incurs attacks of opportunity just as if you had cast the spell normally.

Spell Stowaway [Magic]

Prerequisites: Spellcraft 21 ranks, caster level 12th.

Benefit: Choose a spell-like ability you have or a spell you can cast. You are attuned to the magic you choose. If another spellcaster within 300 feet of you uses this magic, you also immediately gain the magic's effect as if it had been used on you by the same caster. You must have direct line of effect to the spellcaster in order to

gain the benefit of the attuned magic (though you do not have to know the spellcaster is present, and you can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell or spell-like ability.

Spellcasting Harrier [Combat]

Prerequisite: Combat Reflexes, Disruptive.

Benefit: Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively. You get a +4 bonus on this attack roll.

Split Spell [Metamagic]

Prerequisites: Spellcraft 24 ranks.

Benefit: A split spell has all of its numeric properties except range and area--damage, duration, number of creatures affected, etc.--split in half. The caster can then project two separate instances of the spell, such as throwing a pair of half-powered *fireballs* at two different targets. A split spell uses up a spell slot three levels higher than the spell's actual level.

Spontaneous Domain Access [Magic]

Prerequisites: Wis 25, Spellcraft 27 ranks, Divine caster level 23rd.

Benefit: Select a domain you have access to. You may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into cure spells.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a different domain.

Spontaneous Spell [Magic]

Prerequisite: Spellcraft 21 ranks, ability to cast the maximum normal spell level of at least one spell-casting class.

Benefit: Select a spell you can cast. You may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into cure spells.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a different spell.

Stealth Spell [Metamagic]

Prerequisites: Silent Spell, Still Spell.

Benefit: A stealth spell's visible magical effects are rendered invisible. Any visible aspect of the spell itself remains unseen, though its effects are still visible. For instance, a *stealth fireball* would have its explosion rendered invisible, but the effects of that detonation--people being tossed about, objects catching fire, and such--would still be visible. Targets take a -2 penalty against stealth spells that normally allow a Reflex saving throw. A stealth spell uses up a spell slot four levels higher than the spell's actual level.

Storm Of Throws [Combat]

Prerequisite: Dex 23, Quick Draw, Rapid Shot.

Benefit: As a full-round action, you may throw a light weapon at your full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type.

Summoned Spell [Metamagic]

Prerequisites: Augment Summoning.

Benefit: When cast, a summoned spell is bound to another spell that summons a creature, such as *summon monster* or *summon nature's ally*. When the bound summoning spell is used, the summoned spell is also triggered and automatically affects the summoned creature(s). If it is a spell with an area of effect, the summoned creature (or a summoned creature of the caster's choice, if they summon multiple ones) is the center of the area of effect. A summoned spell remains bound for up to one day after being cast. A summoned

spell uses up a spell slot three levels higher than the spell's actual level.

Superior Initiative [General]

Prerequisite: Improved Initiative.

Benefit: You get a +10 bonus on initiative checks.

This bonus overlaps (does not stack with) the bonus from Improved Initiative.

Swarm Of Arrows [Combat]

Prerequisites: Dex 23, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, you may fire an arrow at your full base attack bonus at each opponent within 30 feet.

Tenacious Magic [Magic]

Prerequisites: Spellcraft 12 ranks.

Benefit: Choose one spell you know or spell-like ability you possess. Whenever the chosen form of magic would otherwise end due to a dispel effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration. You can dismiss your own spell or spell-like ability (if dismissible) or dispel your own tenacious magic normally.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a different spell or spell-like ability.

Terrifying Rage [Rage]

Prerequisites: Intimidate 21 ranks, Mighty Rage class feature.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is

not affected by this feat.

Thousand Faces [Skill]

Prerequisite: Cha 21.

Benefit: You gain a +6 bonus on all Bluff, Disguise, and Escape Artist checks.

Thundering Rage [Rage]

Prerequisites: Str 25, Primal Rage.

Benefit: Any weapon you wield while in a rage is treated as a *sonic blast* weapon. On a critical hit, targets must make a Fortitude save with a DC equal to 10 + 1/2 your level + your Str modifier or go deaf. This ability does not stack with similar abilities.

Titan Rage [Rage]

Prerequisites: Str 29, Towering Rage.

Benefit: By spending 3 rounds of rage every round, you can gain the benefits of the spell *giant form II* while raging. This ability does not stack with similar abilities.

Towering Rage [Rage]

Prerequisites: Str 27, Primal Rage.

Benefit: By spending 2 rounds of rage every round, you can gain the benefits of the spell *giant form I* while raging. This ability does not stack with similar abilities.

True Death Spell [Metamagic]

Prerequisites: Deadly Spell.

Benefit: A true death spell is one of the most fearsome metamagic abilities available. Any creature slain by such a spell is reduced physically to nothingness and cannot be raised by anything less than the direct, physical intervention of a deity. A true death spell uses up a spell slot ten levels higher than the spell's actual level.

Uncanny Accuracy [Combat]

Prerequisites: Dex 21, base attack bonus +11,

Improved Precise Shot, Perception 17 ranks.

Benefit: Your ranged attacks ignore the miss chance granted to targets by total concealment. You must aim your attacks at the correct square to take advantage of this feat.

Unseen Spell [Metamagic]

Prerequisites: Spell Focus (Illusion), Stealth Spell.

Benefit: An unseen spell is not only invisible, but when it goes off it replaces the entire area of effect with an illusion that shows the area as it was. Even targets of the spell itself are unable to tell that anything is wrong except for their own pain and injury (if any). Anyone viewing the scene must make a Will save against the spell's DC to notice the illusion. Targets of the spell itself gain a +2 bonus on this save. An unseen spell uses up a spell slot seven levels higher than the spell's actual level.

Vast Spell [Metamagic]

Prerequisites: Widen Spell.

Benefit: A vast spell has its area of effect increased by x10 along all axes. A vast spell uses up a spell slot six levels higher than the spell's actual level.

Verdigris Spell [Metamagic]

Prerequisites: Knowledge [Nature] 24 ranks.

Benefit: A verdigris spell causes plant life to spring forth in profusion inside its area of effect. First, all plant life in the area is restored to perfect health from any damage it may have taken (from the original spell or any other source). Then, plant growth spreads across everything in the area, ensnaring it and coiling around it as if it had been growing there for a century or more, turning the area in difficult terrain. Targets in the area must make a Reflex save against the spell's DC to avoid becoming trapped. If they fail, they taking 1d6 points of crushing damage per level of the original spell and become entangled. A strength check with a DC equal to the spell's save DC is required to break free. Buildings

and other artificial structures are likewise engulfed by tendrils of vines, creepers, thick roots, and branches, suffering 2d6 points of damage per level of the original spell. Those destroyed by the damage have their foundations uprooted and their walls crumbled. After the spell is cast, the vegetation remains, though it is nonmagical. A verdigris spell uses up a spell slot seven levels higher than the spell's actual level.

Void Palm [Combat]

Prerequisites: Launching Palm, Void Step.

Benefit: When making a full, unarmed attack, you can opt to use launching palm to bull rush a target and use the movement granted by void step to follow them and continue with your full attack. The process can be repeated as long as you do not exceed your base speed as a total distance moved.

Void Step [Combat]

Prerequisites: Dex 27, Blinding Speed.

Benefit: Once per round, you may move up to your base speed as a swift action. When under the effects of a *haste* spell or similar ability, this movement does not provoke attacks of opportunity for moving through threatened squares.

Warp Spell [Metamagic]

Prerequisites: Spell Focus (Conjuration).

Benefit: A warp spell is identical to the original spell except that at any one point along its trajectory, it can teleport as if affected by *dimension door*. This allows it to strike targets that the caster does not have line of sight on, though this often requires the caster to instead simply choose a distance at which the spell will detonate and hope the target is within the area of effect. Spells with a line area of effect can instead choose to have the teleportation act anywhere along the length of the line, meaning that part of the effect will extend from the caster and another part will continue on the other side of

the *dimension door*. A warp spell uses up a spell slot six levels higher than the spell's actual level.

Weapon Aficionado [Combat]

Prerequisites: Base attack bonus +15.

Benefit: Select one weapon group (see the Fighter's weapon training class feature for groups). You receive a +1 to hit and damage with all weapons in this group. Additionally, treat yourself as a Fighter of half your character level for the purposes of qualifying for feats (such as weapon specialization and greater weapon focus). Any Fighter levels a character may have are not divided when figuring your qualifications for feats.

Special: This feat can be selected multiple times. Its effects do not stack. Every time it is chosen, it applies to a new weapon group. Weapons falling into more than one group still only receive the bonus to hit and damage once.

Note: This feat does not stack with the bonus from a Fighter's Weapon Training class feature.

Weightless Step [Skill]

Prerequisites: Dex 21, Acrobatics 21 ranks.

Benefit: You can attempt to use acrobatics to soften your fall regardless of the height. It is DC 15 to ignore the first 10 feet fallen and for every 5 points by which you exceed 15, you ignore another 10 feet.

Widen Aura [Morale]

Prerequisite: Cha 25, Aura class feature to be chosen.

Benefit: Select one of your auras. It now extends 100 feet from you.

Special: This feat can be selected multiple times. Each time, it applies to a new aura.

Wield Oversized Weapon [Combat]

Prerequisites: Str 25.

Benefit: You treat any weapon you wield as being one size category smaller. This allows a medium-sized character to wield large weapons without penalty. Additionally, you can wield one-handed weapons of your own size category as light weapons.

Wings of Light [Channeling]

Prerequisite: Wis 25, ability to channel positive energy.

Benefit: By expending three uses of your Channel Energy ability, you can briefly transform yourself into an angelic being, a pair of feathered wings composed of silvery-blue energy springing forth from your back and granting you the following bonuses:

- Fly speed 90, good maneuverability.
- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- +4 deflection bonus to AC and a +4 resistance bonus on saving throws against attacks made by or effects created by evil creatures.
- *Magic circle against evil* and *lesser globe of invulnerability*, both with a radius of 20 feet (using your caster level).

The wings last for 1 minute for every die your channel energy would normally heal. They cannot be dispelled except by the channeler, who can dismiss them at any time they wish.

Epic Wondrous Items

Crafting Epic Items

Epic Weapons

Epic Armor

Epic Rings

Epic Rods

Epic Staves

Epic Wands

Epic Scrolls

Spellcasting at epic levels is divided into two major facets: metamagic feats and new spells. Much of epic-level spellcasting is simply taking preexisting spells and applying new or multiple metamagic feats to take advantage of the higher-level spell slots casters have access to.

But it is also possible to craft entirely new spells of 10th-level and higher, known as "True Dweomers." These powerful spells are time and resource intensive to create, but their effects can be truly phenomenal.

Metamagic Feats

Most of what an epic spellcaster does is finding the right metamagic feat for the job or, failing that, piling enough of them onto a spell that they can accomplish the task at hand anyway. *Pathfinder* already provides almost 40 metamagic feats at normal levels and this document more than doubles that number with new epic metamagic feats.

Using this profusion of spell alteration abilities and access to spell slots of 10th, 11th, 12th, and higher levels, the epic spellcaster should never be found wanting for the right spell. And even if they never want to muck about with metamagic feats, their higher-level slots can still be used to hold lower-level spells of particular utility to make sure they can handle anything.

There are a few helpful things to keep in mind when working with metamagic feats at epic levels:

- Bonuses from metamagic feats are cumulative. You can increase both the type of damage die a spell does and the number of die it inflicts. It is perfectly fine to improve a *fireball* to have it inflict 15d8 damage.
- Metamagic feats stack with themselves unless they say they do not. There are no restrictions to applying a single metamagic feat to the same spell multiple times to get more range, damage, or duration out of it. Of course, not all feats make sense to have more than one of; you can only maximize a spell once for instance. But if it looks like it should work, put on as many iterations as you can afford. Remember, where applicable, that in D&D when you double something twice you triple it, etc.
- Metamagic feats use the DC of the original spell when determining saving throws, not the DC of the spell slot it uses. If you wish to improve a spell's DC, look at the feats Heighten Spell and Improved Heighten Spell.
- Metamagic-enhanced spells can be scribed on scrolls. If you have some down time and your caster is planning on scribing some scrolls for use later, remember that you can apply metamagic feats to spells while scribing them to get some extra punch out of your parchment.

Table 7-1: Metamagic Feats

M E T A M A G I C F E A T S		
Feat Name	Level Increase	Benefits
Bouncing Spell	+1	You can direct a failed spell against a different target
Burning Spell	+2	Spell with the acid or fire descriptor deals extra damage the next round
Concussive Spell	+2	Spell with the sonic descriptor gains a debilitating concussive effect
Consecrate Spell	+2	Spell is maximized against evil creatures and creatures with the evil subtype
Dazing Spell	+3	You can daze creatures with the power of your spells
Disruptive Spell	+1	Your magical energies cling to enemies, interfering with their spellcasting
Echoing Spell	+3	Cast a spell a second time
Ectoplasmic Spell	+1	Your spells breach the gulf between dimensions, sending ghostly emanations into the ether
Elemental Spell	+1	You can manipulate the elemental nature of your spells
Empower Spell	+2	Increase spell variables by 50%
Enlarge Spell	+1	Double spell range
Extend Spell	+1	Double spell duration

Table 7-1: Metamagic Feats, cont.

Flaring Spell	+1	Spell with the fire, light, or electricity descriptor dazzles creatures it affects
Focused Spell	+1	When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist
Heighten Spell	Special	Treat spell as a higher level
Intensified Spell	+1	Increase maximum damage dice by 5 levels
Lingering Spell	+1	Instantaneous area effect spell lasts for 1 round
Maximize Spell	+3	Maximize spell variables
Merciful Spell	+0	Spell inflicts nonlethal damage instead of lethal
Persistent Spell	+2	Creatures who saved against a spell must save again
Piercing Spell	+1	Affected spell treats creatures with SR as having an SR of 5 lower
Quicken Spell	+4	Cast spell as a swift action
Reach Spell	Special	Increase spell range to higher range category
Rime Spell	+1	Spell with the cold descriptor also entangles creatures if the spell damages them
Selective Spell	+1	Exclude targets from an area effect spell
Shadow Grasp	+1	Entangle creatures with spells you cast that have the darkness descriptor
Sickening Spell	+2	Sicken creature with spell damage
Silent Spell	+1	Cast spell without verbal components
Still Spell	+1	Cast spell without somatic components
Thanatopic Spell	+2	Affected spell's death effects, energy drain, and negative levels affect undead
Tenebrous Spell	+0	Spells you cast in dim light or darkness are harder to resist or dispel
Threnodic Spell	+2	Change a mind-affecting spell so it can affect undead, but not living creatures
Thundering Spell	+2	Deafen creature with spell damage
Toppling Spell	+1	Spell with the force descriptor knocks targets prone
Umbral Spell	+2	Target of the spell radiates darkness in 10-foot radius while the spell is in effect
Widen Spell	+3	Double spell area
EPIC METAMAGIC FEATS		
Feat Name	Prerequisites	Benefits
Absolute Spell	+10	Spell is supercharged, gaining numerous benefits
Anathema Spell	+6	Spell damages target's spell power
Armoring Spell	+2	Target gains defense bonus in addition to spell effects
Aura Spell	+6	A spell with an area of effect becomes an aura around the caster for 1 round / 2 caster levels
Banishing Spell	Special	Spell effect accompanied by dispel magic
Blackened Spell	+2	A spell's damage changes to negative energy
Bolstering Spell	+2	Target gains temporary hp in addition to spell effects
Carnage Spell	+8	Spell leaves an area that damages all who enter it
Cataclysmic Spell	+12	Spell distorts the world around it
Collateral Spell	+4	Increases damage against terrain and creates difficult terrain
Cutting Spell	+3	A spell inflicts bleed damage
Deadly Spell	+5	Targets slain by spell reduced to dust
Delay Spell	+4	Causes spell to trigger a predetermined time after casting
Distort Spell	+2	Change the shape of a spell's area of effect
Enduring Spell	+6	A non-instantaneous spell's duration changes to permanent
Enhance Spell	+4	Increase spell's damage die by 1 step
Force Spell	+3	A spell's damage changes to force energy
Gilded Spell	+3	A spell's damage changes to positive energy
Grand Spell	+8	Spell provides targets numerous benefits
Guardian Spell	+6	Spell surrounds caster until triggered by predefined event
Harrowing Spell	+4	A spell with a line of effect adds additional lines
Imprisoning Spell	+8	Spell's area of effect enclosed in wall of force
Improved Heighten Spell	Special	Treat a spell's level as even higher
Linked Spell	+3	Join all affected allies so that no instance of a spell can be dispelled unless all are
Living Spell	+6	Non-instantaneous spells become sentient
Macabre Spell	+7	Raises victims as undead
Maelstrom Spell	+5	Damage inflicted as fire, cold, acid, electricity, and sonic damage
Perfect Spell	+8	Numerical effects of a spell are maximized and then doubled
Pestilent Spell	+6	Spell summons vermin swarms in addition to spell effects
Prismatic Spell	+10	Spell damage accompanied by effects of prismatic spray
Project Spell	+4	A spell's range increases from Personal to Touch
Shredding Spell	+4	Spell damages items and equipment
Split Spell	+3	Divide spell effect in half and aim at separate targets
Stealth Spell	+4	Spell effects are invisible
Summoned Spell	+3	Binds a summon spell with another spell.
True Death Spell	+10	Targets slain by spell cannot be raised
Unseen Spell	+7	Illusion put in place to hide spell effects
Vast Spell	+6	Spell area increased by an order of magnitude
Verdigris Spell	+7	Heals and grows plant life
Warp Spell	+6	Spell uses dimension door once before activating

