

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* in 2000 to critical acclaim, resurrecting gaming groups the world over. Under the aegis of their d20 Open License, they consolidated the fractured gaming market 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 addressed 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's* 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 environment as well as 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 confirmed in 2012 that they would instead be pursuing a 'mythic' ruleset that will allow for increasing power in tandem with the standard 20-level progression.

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 to create an epic-level guide for *Pathfinder™*. I will be limiting this book to character advancement, feats, skills, spells, magic items, and some house rules used in my own games; there will be little or no material on monsters or concerns of setting. If you ever have 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!,

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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 of 'epic-level play'). Anything that does not fall under one of these two ownerships is my own. Feel free to distribute anything presented here as widely and freely as you desire, 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 this 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 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 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 sufficient imagination to keep up with their attempts to do just that, if that's what your table enjoys.

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 magic 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 greatest heroes will have to retire. These rules simply move that sorrowful day to 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. It will also provide some house rules I use in my own games and which I have found to increase enjoyment around the table. These are, of course, entirely optional and can be disregarded at your discretion.

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-dependent. 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: Experience and Level-Dependent Benefits* below.

Experience: Characters continue to gain experience commensurate with their epic achievements. While the basic *Pathfinder™* rules present a method for determining experience requirements beyond 20th level—namely, doubling the experience total every level—this is obviously a kludge and would quickly result in nigh-unachievable totals; even on the fast track, you would require almost 2.5 billion experience points to reach level 30. This is because non-epic experience totals do not follow a set pattern of growth.

To compensate, a slightly fairer—but more complex—algorithm is used to determine experience totals at epic levels. To find the experience total required for a character on the Median XP track to achieve a new level, square their current level, multiply that total by 3,000, and then add that to the previous total. Multiply the total before adding by 2/3 for the Fast XP track or by 1.5 for the Slow XP track.

Epic Attack Bonus: Rather than continuing to gain an additional base attack bonus at a rate based on their class, 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

increases by an additional +1 for every 2 levels. This bonus stacks with all other bonuses to these attack, CMB, and CMD and is included as part of your base attack bonus when calculating the effects of abilities that rely on your BAB or for the purposes of qualifying for feats. Despite this, you **never** gain additional attacks from an epic attack bonus.

Epic Save Bonus: As with attack bonuses, 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. This bonus stacks with all other bonuses to saving throws.

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

Bonus Character Feats: You continue to gain bonus character feats every odd-numbered level. However, starting at 21st level you can select 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 cannot be used to select non-epic class abilities (such as Alchemist Discoveries, Magus Arcana, or Barbarian Rage Powers) the way epic class feats can. 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.

Table 2-1: Experience and Level-Dependent Benefits

Character Level	Slow XP	Median XP	Fast XP	Epic Attack Bonus	Epic Save Bonus	Max Skill Ranks	Bonus Character Feats	Ability Score Increase
21 st	7,384,500	4,923,000	3,282,000	+1	+0	21	11 th	—
22 nd	9,562,500	6,375,000	4,250,000	+1	+1	22	—	—
23 rd	11,943,000	7,962,000	5,308,000	+2	+1	23	12 th	—
24 th	14,535,000	9,690,000	6,460,000	+2	+2	24	—	6 th
25 th	17,347,500	11,565,000	7,710,000	+3	+2	25	13 th	—
26 th	20,389,500	13,593,000	9,062,000	+3	+3	26	—	—
27 th	23,670,000	15,780,000	10,520,000	+4	+3	27	14 th	—
28 th	27,198,000	18,132,000	12,088,000	+4	+4	28	—	7 th
29 th	30,982,500	20,655,000	13,770,000	+5	+4	29	15 th	—
30 th	35,032,500	23,355,000	15,570,000	+5	+5	30	—	—
+1	Median x 1.5	+ level x level x 3,000	Median x 2/3	+ 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, and *Ultimate Magic* and *Ultimate Combat* each add an additional class. These 19 classes are the focus of this document; we will not be addressing variations such as the Anti-Paladin, Ninja, or Samurai, or any 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 briefly address epic rules for animal companions, 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 progression generally works, but the information in an individual class entry 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.
- The bonuses for leveling in your favored class continue to accrue as normal.
- 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: Experience and Level-Dependent Benefits*.
- 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 or witch's hex, 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 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.

- The powers of eidolons, 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 automatically. Instead, bonus class feats can also be spent on these abilities if desired.
- You **never** gain new class abilities beyond 20th level. Instead, classes gain bonus class 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 destructive as any wizard's evocation and their mutagens can produce truly terrifying abominations.

Table 3-1: The Epic Alchemist

Level	Special
21 st	Bomb 11d6
22 nd	Bonus class feat
23 rd	Bomb 12d6
24 th	—
25 th	Bomb 13d6
26 th	Bonus class feat
27 th	Bomb 14d6
28 th	—
29 th	Bomb 15d6
30 th	Bonus class 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 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

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

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

Additionally, an alchemist may select an Alchemist's Discovery (but **not** a Grand Discovery) in lieu of an epic class 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 class feat
24 th	Trap sense +8
25 th	DR 7/—
26 th	Bonus class feat
27 th	Trap sense +9
28 th	DR 8/—
29 th	Bonus class feat
30 th	Trap sense +10

Rage: A barbarian continues to increase the number of rounds per day he 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 Class Feat: The epic barbarian gains a bonus class feat at 23rd level and an additional bonus class feat every three levels (26th, 29th, 32nd, etc). These class feats can be selected from Combat and Rage feats.

Additionally, a barbarian may select a Barbarian Rage Power in lieu of an epic class 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 class feat
23 rd	—
24 th	Bonus class feat
25 th	—
26 th	Bonus class feat
27 th	—
28 th	Bonus class feat
29 th	—
30 th	Bonus class feat

Spells: A bard'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 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*. He receives one additional spell known for every level he gains 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 his total class level when calculating his bardic knowledge bonus.

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

Bonus Class Feat: The epic bard gains a bonus class feat at 22nd level and an additional bonus class feat every other level (24th, 26th, 28th, etc). These class 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.

Mount: A cavalier's mount continues to grow in power as she increases in level. See *Table 3-25: Animal Companions and Mounts at Epic Levels*.

Order: Level-dependent benefits from her Order

Table 3-4: The Epic Cavalier

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

continues 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 Class Feat: The epic cavalier gains a bonus class feat at 23rd level and an additional bonus class feat every three levels (26th, 29th, 32nd, etc). These class 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 class feat
23 rd	Channel energy, 12d6
24 th	—
25 th	Channel energy, 13d6
26 th	Bonus class feat
27 th	Channel energy, 14d6
28 th	—
29 th	Channel energy, 15d6
30 th	Bonus class feat

Spells: A cleric'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: Spells per Day for Epic Clerics, Druids, Witches, and Wizards*. Clerics do **not** receive bonus domain spells for spell levels beyond 9th.

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

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

Bonus Class Feat: The epic cleric gains a bonus class feat at 22nd level and an additional bonus class feat every four levels (26th, 30th, 34th, etc). These class 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 being alive.

Table 3-6: The Epic Druid

Level	Special
21 st	—
22 nd	—
23 rd	Bonus class feat
24 th	—
25 th	—
26 th	Bonus class feat
27 th	—
28 th	—
29 th	Bonus class 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 3-20: 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 3-25: 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 Class Feat: The epic druid gains a bonus class feat at 23rd level and an additional bonus class feat every three

levels (26th, 29th, 32nd, etc). These class 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. More than a mere sword-slinger, the epic fighter knows how to best their opponents in any arena.

Table 3-7: The Epic Fighter

Level	Special
21 st	—
22 nd	Bonus class feat, bravery +6
23 rd	—
24 th	Bonus class feat
25 th	—
26 th	Bonus class feat, bravery +7
27 th	—
28 th	Bonus class feat
29 th	—
30 th	Bonus class 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 Class Feat: The epic fighter gains a bonus class feat at 22nd level and an additional bonus class feat every other level (24th, 26th, 28th, etc). These class feats can be selected from Combat feats.

Gunslinger

The epic gunslinger is an exemplar of iron and powder. Part peerless warrior and part master craftsman, there is nothing about firearms that they do not know and no target they cannot strike.

Deeds: A gunslinger includes their epic levels when calculating the DCs of their Menacing Shot, Death Shot, and Stunning Shot.

Nimble: A gunslinger's nimble ability continues to improve by 1 at 22nd level and every four levels thereafter.

Gun Training: A gunslinger's gun training ceases to improve after 20th level.

Table 3-8: The Epic Gunslinger

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

Bonus Class Feat: The epic gunslinger gains a bonus class feat at 23rd level and an additional bonus class feat every three levels (26th, 29th, 32nd, etc). These class 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 mere mortal perils.

Table 3-9: The Epic Inquisitor

Level	Special
21 st	—
22 nd	Judgment, 8/day
23 rd	Bonus class feat
24 th	—
25 th	Judgment, 9/day
26 th	Bonus class feat
27 th	—
28 th	Judgment, 10/day
29 th	Bonus class 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 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*. They receive one additional spell known for 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. An inquisitor's judgments cease to improve automatically at

epic levels.

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

Magus

The epic magus is the ultimate synthesis of martial and magical, able to command steel with flawless finesse even as he invokes the most esoteric of arcana.

Table 3-10: The Epic Magus

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

Spells: A magus'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 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

Arcane Pool: A magus includes his epic levels when calculating the size of his arcane pool. The maximum enhancement bonus he can imbue a weapon with does not increase beyond +5 automatically.

Fighter Training: A magus includes his epic levels when calculating his virtual fighter level for the purpose of qualifying for feats.

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

Alternately, a magus can select a Magus Arcana in lieu of an epic bonus class feat.

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 3-11: The Epic Monk

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

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

Fast Movement: A monk's enhancement bonus to speed increases by 10 at 21st level and every 3 levels thereafter (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 the size of 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 Class Feat: The epic monk gains a bonus class feat at 22nd level and an additional bonus class feat every four levels (26th, 30th, 34th, etc). These class 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 the whole of causality and acts with the will of entire pantheons.

Table 3-12: The Epic Oracle

Level	Special
21 st	—
22 nd	—
23 rd	Bonus class feat
24 th	—
25 th	—
26 th	Bonus class feat
27 th	—
28 th	—
29 th	Bonus class 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 3-22: Spells per Day for Epic Oracles and Sorcerers*. He receives one additional spell known for 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 Class Feat: The epic oracle gains a bonus class feat at 23rd level and an additional bonus class feat every three levels (26th, 29th, 32nd, etc). These class 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 3-13: The Epic Paladin

Level	Special
21 st	—
22 nd	Smite Evil, 8/day
23 rd	Bonus class feat
24 th	—
25 th	Smite Evil, 9/day
26 th	Bonus class feat
27 th	—
28 th	Smite Evil, 10/day
29 th	Bonus class 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 3-23: 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).

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 continue to increase, though the enhancement bonus granted no longer improves automatically. For animal companions, see *Table 3-25: Animal Companions and Mounts at Epic Levels*.

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

Additionally, a paladin may select a Mercy in lieu of an epic bonus class 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 3-14: The Epic Ranger

Level	Special
21 st	Bonus class feat
22 nd	—
23 rd	Bonus class feat
24 th	—
25 th	Bonus class feat
26 th	—
27 th	Bonus class feat
28 th	—
29 th	Bonus class 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 3-23: 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 3-25: Animal Companions and Mounts at Epic Levels*.

If they have selected a bond with their companions, this ability ceases to improve automatically as the Favored Enemy ability no longer improves automatically. However, the bonus granted by this ability improves whenever Favored Enemy does, such as from the Extra Favored Enemy epic feat.

Bonus Class Feat: The epic ranger gains a bonus class feat at 21st level and an additional bonus class feat every two levels (23rd, 25th, 27th, etc). These class 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 is nothing she can't do.

Table 3-15: The Epic Rogue

Level	Special
21 st	Sneak attack +11d6, trap sense +7
22 nd	—
23 rd	Bonus class feat, sneak attack +12d6
24 th	Trap sense +8
25 th	Sneak attack +13d6
26 th	Bonus class feat
27 th	Sneak attack +14d6, trap sense +9
28 th	—
29 th	Bonus class 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 by +1 at 21st level and by +1 every 3 levels thereafter.

Bonus Class Feat: The epic rogue gains a bonus class feat at 23rd level and an additional bonus class feat every three levels (26th, 29th, 32nd, etc). These class 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 bonus class feat.

Sorcerer

The epic sorcerer has honed his natural arcane ability to mythical levels, but the need for ever-greater power never ceases.

Table 3-16: The Epic Sorcerer

Level	Special
21 st	—
22 nd	—
23 rd	Bonus class feat
24 th	—
25 th	—
26 th	Bonus class feat
27 th	—
28 th	—
29 th	Bonus class 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 3-22: Spells per Day for Epic Oracles and Sorcerers*. He receives one additional spell known for 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 Class Feat: The epic sorcerer gains a bonus class feat at 23rd level and an additional bonus class feat every three levels (26th, 29th, 32nd, etc). These class feats can be selected from Item Creation, Magic, and Metamagic feats.

Summoner

None understand the planes as thoroughly as the epic summoner; he can call forth and treat with beings normal men could scarcely fathom while his eidolon is a truly wondrous—or horrendous—example of the illimitable horizons of its master's imagination.

Table 3-17: The Epic Summoner

Level	Special
21 st	—
22 nd	Bonus class feat
23 rd	—
24 th	—
25 th	—
26 th	Bonus class feat
27 th	—
28 th	—
29 th	—
30 th	Bonus class 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 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*. He receives one additional spell known for every level he gains beyond 20th level. This can be selected from any spell level the sorcerer has access to.

Eidolon: A summoner's eidolon continues to improve. See *Table 3-26: 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 Class Feat: The epic summoner gains a bonus class feat at 22nd level and an additional bonus class feat every four levels (26th, 30th, 34th, etc). These class 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 3-18: The Epic Witch

Level	Special
21 st	—
22 nd	—
23 rd	Bonus class feat
24 th	—
25 th	—
26 th	Bonus class feat
27 th	—
28 th	—
29 th	Bonus class 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 3-20: Spells per Day for Epic Clerics, Druids, Witches, and Wizards*.

Arcane Bond: A witch's familiar continues to improve. See *Table 3-27: Familiars at Epic Levels*.

Bonus Class Feat: The epic witch gains a bonus class feat at 23rd level and an additional bonus class feat every three

levels (26th, 29th, 32nd, etc). These class 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 bonus class 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 3-19: The Epic Wizard

Level	Special
21 st	—
22 nd	—
23 rd	Bonus class feat
24 th	—
25 th	—
26 th	Bonus class feat
27 th	—
28 th	—
29 th	Bonus class 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 3-20: 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 3-27: Familiars at Epic Levels*.

Table 3-20: 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

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

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

Spells per Day / Spells Known

As spellcasting characters advance through epic levels, their mastery over magic—arcane or divine—continues to increase. This is reflected by their access to increasingly powerful spell levels: 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. For instance, 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 spontaneously 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.

Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, 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 3-22: 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 3-23: 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

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 from their class spell list to their spells known.

Classes never automatically gain more spells for their class spell list. A paladin only has spells up to 4th level, for instance; even if she can cast 5th-level magic, she does not gain 5th-level spells even though those exist on other divine caster spell lists. There are epic feats that can broaden some classes' spell access, but barring that, the only method for learning to cast higher-level spells at epic levels is to research your own, as described in *Chapter 7: Epic Spellcasting*.

Additionally, casters continue to gain additional spells per day for high scores in their relevant ability: Intelligence, Wisdom, or Charisma. These additional spells are shown in *Table 3-24: Ability Modifiers and Epic Bonus Spells*.

Advanced Companions

From a druid's animal companion to a witch's familiar, many characters have an ally 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.

Table 3-24: Ability Modifiers and Epic Bonus Spells

Score	Modifier	10 th	11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th	21 st	22 nd	23 rd	24 th
30-31	+10	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32-33	+11	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
34-35	+12	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
36-37	+13	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
38-39	+14	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
40-41	+15	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—
42-43	+16	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—
44-45	+17	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—
46-47	+18	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—
48-49	+19	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—
50-51	+20	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—
52-53	+21	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—
54-55	+22	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—
56-57	+23	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—
58-59	+24	4	4	4	3	3	3	3	2	2	2	1	1	1	1	1
60-61	+25	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1
etc.																

Table 3-25: Animal Companions and Mounts at Epic Levels

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor	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 odd HD	+2 every 3 levels	+1 every 3 levels	+1 every HD	Ability score increase every 4 HD

Table 3-26: Eidolons at Epic Levels

Class Level	HD	BAB	Good Saves	Bad Saves	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max Attacks	Special
21 st	16	+16	+10	+5	64	8	+18	+8	27	7	Ability score increase
22 nd	17	+17	+10	+5	68	9	+18	+9	28	7	—
23 rd	18	+18	+11	+6	72	9	+20	+9	29	7	—
24 th	18	+18	+11	+6	72	9	+20	+9	31	8	—
25 th	19	+19	+11	+6	76	10	+20	+10	32	8	—
26 th	20	+20	+12	+6	80	10	+22	+10	33	8	Ability score increase, Epic
27 th	21	+21	+12	+6	84	11	+22	+11	34	8	—
28 th	21	+21	+12	+6	84	11	+22	+11	35	8	—
29 th	22	+21	+13	+7	88	11	+24	+11	37	9	—
30 th	23	+22	+13	+7	92	12	+24	+12	38	9	—
+1	+3/4 every level	+1 every odd HD	+1 every even HD	+1 every even HD	+4 every HD	+1 every odd HD	+2 every even HD	+1 every 2 or 3 levels, alternating	+1 1/5 every level	+1 every 5 levels	Ability score increase every 4 HD

Table 3-27: Familiars at Epic Levels

Class Level	Natural Armor	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	—

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

Archetypes—alternate classes produced by modifying a base class's abilities—are one of the *Pathfinder™* system's more far-reaching changes, designed to make it easier and more desirable for players to stick with a single class throughout their character's lifespan. It removes the focus that *D&D 3.5* had on multiclassing and prestige classes. These archetypes can achieve epic levels as easily as the classes they're derived from. Archetypes earn epic bonus class feats at the same rate and on the same schedule as the base class. Class features they share in common with the

base class continue to improve (or not improve) in identical fashion to the base class.

For new class features, it is best to work with your DM to determine their epic progression. You can also look at the criteria at the beginning of this chapter to get an idea about how new class features might improve at epic levels. Also consider consulting with your DM to design custom epic feats to meet your needs.

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 multiclassing, 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.

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-Dependent Benefits*, using their total character level to determine what benefits they receive. All epic class descriptions provide a list of bonus feats the characters must choose from. Whenever you have the option 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 class feats for that specific class.

CHAPTER 4 – EPIC SKILLS

Despite the near-magical nature of some epic level skill uses, all uses of skills are considered exceptional abilities (unless otherwise indicated) and thus function normally even within areas of antimagic.

Skill Descriptions

This section describes new DCs and new modifiers for skills.

Acrobatics

The character can stand instantly, leap up adjacent surfaces, and keep their balance on almost any surface.

DC	Task
35	Free stand.
40	Balance on a surface up to 1 inch wide
50	Climb vertical surface.
60	Balance on a hair-thin surface
90	Balance on a liquid surface
120	Balance on cloud

Free Stand: The character can stand up from prone as a free action (instead of as a move-equivalent action).

Climb Vertical Surface: The character can climb up to their base speed by jumping and bouncing off walls, trees, or similar vertical surfaces. The character must have at least two vertical surfaces to bounce off, and the two must be within 10 feet of each other.

Special: If you have 23 or more ranks in Acrobatics, you gain a +5 dodge bonus to AC when fighting defensively instead of the usual +2 (or +3 for having 3 or more ranks), and a +8 dodge bonus to AC when taking the total defense action instead of the usual +4 (or +6 for having 3 or more ranks). This bonus increases by +1 for every additional 10 ranks above 23 the character has.

Appraise

The character can sense magical auras in objects.

With a successful appraise check against a DC 50, the character can sense if an item has a magical aura as if using *detect magic*. This requires a full-round action.

Bluff

The character can implant a non-magical suggestion in a target, display a false alignment, or disguise his or her surface thoughts.

DC	Task
vs target's Sense Motive + 50	Instill suggestion in target
70	Display false alignment
100	Disguise surface thoughts

Instill Suggestion in Target: This is identical to the effect of the *suggestion* spell, except that it is non-magical and lasts for only 10 minutes.

Display False Alignment: The character can fool alignment-sensing effects by displaying a false alignment of his or her choice. Once set, a false alignment remains as long as the character remains conscious and awake. Setting or changing a false alignment requires a full-round action.

Disguise Surface Thoughts: The character can fool spells such as *detect thoughts* or similar effects by displaying false surface thoughts. While the character can't completely mask the presence of his or her thoughts, he or she can change his or her apparent Intelligence score (and thus the character's apparent mental strength) by as much as 10 points and can place any thought in his or her "surface thoughts" to be read by such spells or effects. If a character attempts to use Sense Motive to detect his or her surface thoughts (see the Sense Motive skill description), this becomes an opposed check.

Climb

The character can climb otherwise unclimbable surfaces.

DC	Surface
70	A perfectly smooth, flat, vertical surface
100	A perfectly smooth, flat, overhang or ceiling
+20	Rapid climbing

Rapid Climbing: A character can climb his or her speed as a move-equivalent action, or double his or her speed as a full-round action (requiring two Climb checks), but the character takes a -20 penalty on his or her check.

Special: The Legendary Climber feat allows a character to ignore any penalties for accelerated or rapid climbing.

Craft

The character can craft items more quickly than normal.

A character can voluntarily increase the DC of crafting an item by any multiple of 10. This allows the character to create an item more quickly (since he or she will be multiplying this higher DC by his or her skill check result to determine progress). The character must decide the increase to the DC before making the check.

Diplomacy

The character can shift a character's attitude by more than 2 steps, turn a person into a fanatic follower, and avoid suspicion while gathering information.

DC Modifier	Task
+5	Shift attitude by 2 step
+10	Shift attitude by 3 step
+20	Shift attitude by 4 step
+40	Shift attitude by 5 step
+50	Shift attitude from helpful to fanatic (in addition to DC increase for shifting attitude by multiple steps, if applicable)

Fanatic: A fanatic will give life to serve you, fighting to the death against overwhelming odds or throwing themselves in front of onrushing dragon. In addition to the obvious effects, any NPC whose attitude is fanatic gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC whenever fighting for the character or his or her cause. This attitude will remain for one day plus one day per point of the character's Charisma bonus, at which point the NPC's attitude will revert to its original attitude.

Treat the fanatic attitude as a mind-affecting enchantment effect for purposes of immunity, save bonuses, or being detected by the Sense Motive skill. Since it is non-magical, it can't be dispelled; however, any effect that suppresses or counters mind-affecting effects will affect it normally. A fanatic NPC's attitude cannot be further adjusted by the use of skills.

Avoid Suspicion: By accepting a -20 penalty on his or her check, a character can avoid any suspicions that might otherwise be aroused by someone pursuing sensitive information.

Disable Device

The character can rush his or her attempt, reducing the amount of time it takes to disable a device or open a lock.

DC Modifier	Task
+20	Disable device as a full-round action
+30	Open lock as a move-equivalent action
+50	Disable device as a move-equivalent action
+60	Open lock as a free action
+100	Disable device as a free action

Disguise

Disguise does not possess an epic usage.

Escape Artist

The character can pass through spaces smaller than his or her head, or even through a wall of force.

DC	Surface
80	Extremely tight space
120	Pass through <i>wall of force</i>

Extremely Tight Space: This is the DC for getting through a space when one's head shouldn't even be able to fit; this can be as small as 2 inches square for Medium-size creatures. Halve this limit for each size category less than Medium-size; double it for each size category greater than Medium-size. If the space is long, such as in a chimney, multiple checks may be called for.

Pass Through Wall of Force: This allows a character to find a gap of weakness in a *wall of force* (or similar force effect) and squeeze through it.

Fly

Fly does not possess an epic usage.

Handle Animal

The character can handle creatures other than animals, and can teach or train in much less time than normally required.

Reduce Teaching/Training Time: Normally, teaching a creature a trick takes a week or training it for a purpose requires two to six weeks. A character can accelerate the, reducing the time required to the listed time, by adding the DC modifier to the base DC for teaching or training the

DC	Task	Time
30 + HD	Rear non-animal	1 year
40 + HD	Train non-animal	2 months
+50	Reduce time to teach a trick to...	1 day
+50	Reduce time to train for a purpose to...	1 week
+75	Reduce time to teach a trick to...	1 hour
+75	Reduce time to train for a purpose to...	1 day
+100	Reduce time to teach a trick to...	1 minute
+100	Reduce time to train for a purpose to...	1 hour
+120	Reduce time to train for a purpose to...	1 minute

creature. A character can't reduce the required time to less than 1 minute.

Heal

The character can simulate curative magic or greatly speed a patient's recovery of hit points.

DC	Surface
50	<i>Cure light wounds</i> (1d8+5)
50	Quicken recovery
75	<i>Cure moderate wounds</i> (2d8+10)
100	Perfect recovery
100	<i>Cure serious wounds</i> (3d8+15)
125	<i>Cure critical wounds</i> (4d8+20)

Cure: As a full-round action, the character can simulate the effects of a *cure* spell on a target. No character can receive the effects of being healed by this skill more than once per day.

Quicken Recovery: The character can allow a character to regain hit points in a single hour as if he or she had provided long-term care for a full day. The character can quicken the recovery of up to six patients at a time. No character's recovery can be quickened more than once per day.

Perfect Recovery: The character can allow a character to regain hit points in a single hour as if he or she had provided long-term care for a full week. The character can use perfect recovery on up to six patients at a time. No character's recovery can be perfected more than once per day, nor can perfect recovery and quicken recovery both be used on the same patient in the same day.

Intimidate

Intimidate does not possess an epic usage.

Special: The DC to intimidate any creature whose attitude has been made fanatic through use of Diplomacy or Perform is increased by +20.

Knowledge

Knowledge does not possess an epic usage.

Linguistics

The character can decipher magic scrolls and forge handwriting he or she hasn't even seen.

DC	Surface
50 + (spell level x 5)	Decipher a written spell (such as a scroll) without using <i>read magic</i> ; one try per day
+50	Forge document without sample

Forge Document without Sample: The character can forge a document without having seen a similar document or having a sample of the handwriting to be copied.

Perception

The character can sense magical auras or detect an illusion.

DC	Task
60	Sense magic
80	Defeat illusion

Sense Magic: The character can sense the presence of active magical effects in the area being searched, though not the number, strength, or type of the effects.

Defeat Illusion: The character can automatically detect any illusion for what it truly is. No Will save is required, and the character doesn't have to interact with the illusion.

Perform

The character can sway an audience's attitude with his or her performance.

Sway Audience: You can use Perform as Diplomacy, but increase the DCs by +20.

Profession

Profession does not possess an epic usage.

Ride

The character can stand upon his or her mount in combat, control it with a thought, or use it for cover while riding.

Stand on Mount: The character stands on his or her mount's back even during movement or combat. The

DC	Surface
40	Stand on mount
50	Unconscious control
60	Attack from cover

character takes no penalties to actions while doing so.

Unconscious Control: As a free action, the character can attempt to control their mount while in combat. If the character fails, he or she controls the mount as a move-equivalent action. A character does not need to roll for combat-trained mounts.

Attack from Cover: The character can drop down and hang alongside his or her mount as an immediate action, using it as cover. They can attack and cast spells while using his or her mount as cover without penalty. If the character fails, he or she doesn't get the cover benefit.

Sense Motive

The character can discern a target's alignment and even detect surface thoughts.

DC	Surface
60	Discern partial alignment
80	Discern full alignment
100	Detect surface thoughts

Discern Partial Alignment: This use of the skill lets a character discern one component of a target's alignment. When making the check, the character states whether he or she is trying to discern the law-chaos or good-evil component. A character can't retry the check, and he or she can't use this to discern more than one component of the alignment. The target must be visible and within 30 feet of the character.

Discern Full Alignment: This use of the skill lets a character determine both components of a target's alignment. The character can't retry the check. The target must be visible and within 30 feet of the character.

Detect Surface Thoughts: This lets a character read the surface thoughts of a single target (as the 3rd-round effect of the *detect thoughts* spell). There is no saving throw to resist this effect, though the target can use Bluff to disguise his or her surface thoughts, in which case this becomes an opposed check; any result lower than 100 automatically fails. The target must be visible and within 30 feet of the character.

Sleight of Hand

The character can lift another's weapon and perform major feats of legerdemain.

DC	Task
50	Lift a medium object from a person, such as a one-handed weapon.
70	Lift a large object from a person, such as a two-handed weapon or shield.
80	Make an adjacent, willing creature or object of the character's size or smaller "disappear" while in plain view. In fact, the willing creature or object is displaced up to 10 feet away; make a separate Stealth check to determine how well the "disappeared" creature or object is hidden.
+30	Lift an attached object from a person, such as a backpack or piece of clothing.

Spellcraft

The character can identify properties of a magic item without use of *detect magic*.

Identify Magic Item: By increasing the DC by +60 and with one minute of inspection, the character identifies all properties of a single magic item (including command words and charges remaining) without the use of *detect magic*. A character can't attempt this on the same item more than once.

Stealth

The character can hide others as well as hiding him or herself.

Hide Another: By accepting a -30 penalty on his or her Hide check, a character can hide another adjacent creature whose size is no more than one category larger than the character's own. Modifiers to the check for the size of the creature still apply, as do all other penalties, including those for moving faster than half speed. Likewise, a character can only hide another creature when it is not under direct observation by a third party. The creature the character hides remains hidden until it is spotted or it takes some other action that breaks its concealment, as normal.

Survival

The character can ignore the effects of terrain on movement, withstand even the harshest weather, and determine the direction to a location on the same plane. If

the character is capable of tracking, he or she can identify the races of creatures being tracked.

DC	Task
40	Get along in the wild while moving at full speed. The character can provide food and water for one other person for every 2 points by which the check result exceeds 40.
60	Automatically succeed on all Fort saves against severe weather. The character can extend this benefit to one other character for every 2 points by which the check result exceeds 60.
60	Ignore overland movement penalties of terrain. The character can move at full overland speed regardless of terrain. The character can extend this benefit to one other character for every 5 points by which the check result exceeds 60.
60	Identify race/kind of creature(s) by tracks.

Wherever the character is, he or she can determine the direction to a location on the same plane.

DC	Familiarity with Location
40	Very familiar
60	Studied carefully
80	Seen casually
100	Viewed once
120	Description only

With a successful check, the character knows the direction to the desired location. This merely points the character in the direction of the location; it doesn't provide him or her with information on how to get there, nor does it take into account any obstacles in the path. "Very familiar" represents a place where the character has been very often and where he or she feels at home. "Studied carefully" represents a place the character knows well, either because he or she has been there often or has used other means to study the place. "Seen casually" is a place that the character has viewed more than once, but which he or she has not studied. "Viewed once" is a place that the character has seen once, possibly using magic. "Description only" is a place whose location and appearance the character knows through someone else's description.

Swim

The character can swim up vertical surfaces or swim much faster than normal.

DC	Task
80	Swim up waterfall
+20	Rapid swimming

Swim up Waterfall: This use of the skill allows a character to swim an angled or vertical surface, as long as he or she

remains completely or mostly immersed in water. Other examples might include swimming up a whirlpool or an incredibly large wave.

Speed Swimming: By taking a -20 penalty on the check, a character can swim his or her speed as a move-equivalent action, or double his or her speed as a full-round action.

Use Magic Device

Use Magic Device does not possess an epic usage.

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 acts 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 present at least a few options specific to each of the 19 character classes covered in this document. That being said, you should not consider this list definitive; the scope an epic campaign is tremendous and the potential for character growth should be equally without limits. If there is something specific you wish your character 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 gains bonus epic class feats based on their class description in Chapter 3 or via epic multiclassing. These feats must be selected either from the list of bonus epic class 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 relevant ability score. Attack modifiers include the sum of both your base attack bonus and your epic attack bonus.

A character can select an epic feat at the same level which he or she meets the prerequisites, just as with regular feats.

Unless otherwise indicated, 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 any of the prerequisites. Upon regaining them, you immediately restore access to the relevant feat(s).

Feat Types

Epic feats are divided into 12 categories, which are used to determine which classes can select them as bonus epic class 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 positive or negative 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 an epic class feat by any class.

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

Ki: Feats that require the user to possess a *ki* pool.

Magic: Non-metamagic feats related to using magic.

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.

Summoning: Feats that relate to eidolons and the summoning of creatures.

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

Table 5-1: Feat List

ALCHEMICAL FEATS		
Feat Name	Prerequisites	Benefits
Artillery ¹	Dex 21, Explosive Bomb alchemist discovery	Bomb range increment increases by +20'.
Augmented Alchemy	Int 21, Craft [Alchemy] 21 ranks	Create more potent alchemical items.
Bomb Mastery ¹	Int 27, Craft [Alchemy] 24 ranks, Any 3 Bomb alchemist discoveries	+1 to all bomb DCs.
Compound Bomb ¹	Int 25, Craft [Alchemy] 24 ranks, Any 5 Bomb alchemist discoveries	Apply multiple exclusive bomb discoveries to one bomb.
Deadly Bomb	Craft [Alchemy] 32 ranks, Any 3 Bomb alchemist discoveries	Bomb inflicts full damage as splash.
Epic Extracts ¹	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.
Persistent Bomb	Craft [Alchemy] 24 ranks, Sticky Bomb alchemist discovery	Bomb lingers, detonating on contact.
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
Absolute Channel	Wis 29, Alignment Channel, Elemental Channel	Affect undead, elementals, and outsiders at the same time.
Flesh or Bones	Wis 23, Channel Energy class feature	Affect living and undead with channeled energy at the same time.
Empower Channel ¹	Wis 25, Channel Energy class feature	Increase the power of your channeled energy by +1d6.
Enlarge Channel ¹	Wis 27, Channel Energy class feature	Increase the radius of your channeled energy by 15'.
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 Fire	Wis 25, ability to channel negative energy	You sprout wings of flame, gaining demonic abilities.
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
Absolute Judgment	Cha 21, True Judgment class feature	When invoking true judgment, activate other judgments.
Anklebreaker	Dex 25, Improved Trip	+8 bonus to CMB and CMD when tripping.
Armor Skin ¹	—	Increase your Natural Armor bonus by 1.

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.

Table 5-1: Feat List, cont.

COMBAT FEATS, cont.		
Feat Name	Prerequisites	Benefits
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.
Void Dodge ¹	Dodge, Void Step	AC bonus from dodge increases by +1 when you don't Void Step
Walk on Water	Blinding Speed	Don't sink while moving
Bull of War	Str 25, Improved Grapple	+8 bonus to CMB when bull rushing and to CMD when being bull rushed.
Brutal Slam	Str 25	Knock foes prone with critical hits.
Brutal Blast	Str 27, Brutal Slam	Send foes flying with critical hits.
Crowd Control	Str 25, Great Cleave	When you slay a target, extra damage carries over to your next attack.
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.
Earth Breaker	Str 26, BAB +20, Weapon Focus	Attack a 5' burst.
World Breaker	Str 28, BAB +23, Earth Breaker	Attack a 10' burst and trip targets.
God Breaker	Str 30, BAB +25, World Breaker	Attack a 20' burst and bull rush targets.
Empowered Judgment ¹	Wis 21, True Judgment class feature	Effects of all of your judgments increase by +1.
Energy Resistance ¹	—	Increase your Energy Resistance by 10 against one type of energy.
Epic Brutality	—	Gain a +2 bonus on all damage rolls.
Epic Dodge	Dex 25, Dodge, Tumble 27 ranks, Improved Evasion class feature	Once per round, automatically avoid all damage from an attack.
Epic Penetrating Strike ¹	Greater Penetrating Strike	Your attacks ignore 15 points of damage reduction.
Epic Prowess ¹	—	Gain a +1 bonus on all attacks.
Epic Technique ¹	—	Gain a +1 bonus to CMB and CMD.
Epic Weapon Focus ²	Greater Weapon Focus	+2 bonus on attack rolls with one weapon.
Armed Deflection	Dex 21, Wis 19, Combat Expertise, Epic Weapon Focus	Deflect ranged attacks with your chosen weapon.
Epic Weapon Specialization ²	Epic Weapon Focus, Greater Weapon Specialization	+4 bonus on damage rolls with one weapon.
Weapon Supremacy ²	Epic Weapon Specialization	Gain bonuses with chosen weapon.
Warlord ²	BAB +25, Weapon Supremacy, Weapon Training class feature	Gain extra attack with chosen weapon.
Battlegod	BAB +30, Warlord, Weapon Mastery class feature	Gain ultimate mastery with chosen weapon.
Thousand Arms ²	Battlegod	Master one weapon group
Tide of Iron	Thousand Arms	Inspire allies to fight better with your mastered weapon group.
Comet Shot	Warlord with a ranged weapon	Your ranged attacks cannot be deflected.
Exceptional Deflection	Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike	Deflect any type of ranged attack.
Extraordinary Shot	Dex 23, True Grit class feature	Counter attacks with a readied action.
Spell Shot	Dex 25, Extraordinary Shot	Counterspell spells with a readied action.
Fast Healing ¹	Con 25	Increase your Fast Healing by 3.
Great Smiting ¹	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 <i>holy</i> weapon.
Divine Strike	Cha 25, Holy Strike, Knowledge [Religion] 27 ranks	Any weapon held treated as a <i>holy power</i> weapon.
Celestial Strike	Cha 29, Divine Strike, Knowledge [Religion] 34 ranks	Any weapon held treated as a <i>celestial grandeur</i> 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.
Instantaneous Reload	Dex 21, Rapid Reload	Reload any crossbow or firearm as a free action.
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.

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.

Table 5-1: Feat List, cont.

COMBAT FEATS, cont.		
Feat Name	Prerequisites	Benefits
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	+8 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 Flurry of Blows	Dex 25, Flurry of Blows class feature, Ki pool (adamantine) class feature	Gain a fourth bonus attack when using your flurry of blows.
Perfect Two-Weapon Fighting	Dex 25, Greater Two-Weapon Fighting	Gain a fourth attack with your off-hand weapon.
Piercing Thrust	Dex 26, BAB +20, Weapon Focus	Attack a 30' line.
Spear of Wind	Dex 28, BAB +23, Piercing Thrust	Attack a 60' line and stagger targets.
Lance of Heaven	Dex 30, BAB +25, Spear of Wind	Attack a 120' line and stun targets.
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.
Slam	Str 21, BAB +25, Vital Strike	Sacrifice extra attacks to make a second attack at your full bonus.
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.
Vacuum Slash	Dex 23, Str 23, BAB +20, Weapon Focus	Attack a 15' cone.
White Lotus Gale	Dex 25, Str 25, BAB +23, Vacuum Slash	Attack a 30' cone and targets shaken.
Breath Through the Temple's Gate	Dex 27, Str 27, BAB +25, White Lotus Gale	Attack a 60' cone and daze targets.
Vicious Vital ¹	Str 25, Greater Vital Strike	Inflict an additional +1d6 damage when using Vital Strike
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.
Ascent	Character level 30	Character begins to move beyond their mortal limits
Greater Ascent	Character level 40, Ascent	Character advances further beyond their mortal limits.
Absolute Ascent	Character level 50, Greater Ascent	Character reaches the pinnacle of mortality.
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 ¹	—	Your Charisma increases by 1 point.
Great Constitution ¹	—	Your Constitution increases by 1 point.
Great Dexterity ¹	—	Your Dexterity increases by 1 point.
Great Intelligence ¹	—	Your Intelligence increases by 1 point.
Great Strength ¹	—	Your Strength increases by 1 point.
Great Wisdom ¹	—	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.

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.

Table 5-1: Feat List, cont.

GENERAL FEATS, cont.		
Feat Name	Prerequisites	Benefits
Indomitable Fortitude	Wis 25	Use your Will save in place of a Fortitude save.
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.
Master Brewer ¹	Brew Potion, Spellcraft 21 ranks	You can brew potions from spells above 3 rd level.
Meta-Brewer	Master Brewer, Spellcraft 24 ranks	You can infuse potions with metamagic feats.
Scribe Epic Scroll ¹	Scribe Scroll, Spellcraft 21 ranks	You can scribe epic scrolls.
Wand Savant	Craft Wand, Spellcraft 24 ranks	You can craft wands from spells above 6 th level.
KI FEATS		
Feat Name	Prerequisites	Benefits
Font of Ki ¹	Wis 21, Perfect Self class feature	Ki pool increases by Wisdom modifier.
Improved Ki Strike	Wis 21, Ki Pool (Adamantine) class feature	Ki strikes treated as epic for overcoming Damage Reduction.
Absolute Ki Strike	Wis 25, Improved Ki Strike	Use ki pool to make attacks touch attacks.
Keen Strike	Str 23, Wis 23, Improved Critical, Stunning Fist, Ki Pool (Adamantine) class feature	Treat unarmed attacks as slashing, with increased critical bonuses.
Ki Armor	Wis 23, Perfect Self class feature	Use ki pool to gain deflection bonus to AC.
Ki Blast	Dex 21, Wis 21, Ki Pool (Adamantine) class feature	Fire blasts of pure ki energy to damage foes.
Ki Channel	Wis 24, Heal 22 ranks, Ki Pool (Adamantine) class feature	Expend ki points to channel positive energy.
Shattering Strike	Epic Weapon Focus, Ki Pool (Adamantine) class feature	Destroy objects more easily with sudden force.
Zen Focus	Wis 26, Timeless Body class feature	Restore ki points by meditating.
MAGIC FEATS		
Feat Name	Prerequisites	Benefits
Arcane Savant	Int 23, Arcane caster level 21 st	Multiclassing continues to improve arcane caster level.
Bonus Domain ²	Wis 21, Divine caster level 21 st	Choose additional domain from deity's domain list.
Cataclysmic Mastery	Int 31, Cataclysmic Spell	Keep multiple versions of a spell's cataclysmic effects.
Deep Pool	Int 21, True Magus class feature	Empower weapons with epic enhancement bonus.
Vast Pool	Int 25, Deep Pool	Empower weapons with some epic abilities.
Fathomless Pool	Int 29, Vast Pool	Empower weapons with ultimate epic abilities.
Divine Savant	Wis 23, Divine caster level 21 st	Multiclassing continues to improve divine caster level.
Epic Spell Focus ¹	Greater Spell Focus, caster level 23 rd	+1 to spell DCs in one school of magic.
Epic Spell Penetration ¹	Greater Spell Penetration	+2 on caster level checks to beat a creature's spell resistance.
Expanded Spell List: Bard ¹	Cha 21, Caster level 21 st	Gain access to higher level spells.
Expanded Spell List: Inquisitor ¹	Wis 21, Caster level 21 st	Gain access to higher level spells.
Expanded Spell List: Magus ¹	Int 21, Caster level 21 st	Gain access to higher level spells.
Expanded Spell List: Paladin ¹	Cha 21, Caster level 18 th	Gain access to higher level spells.
Expanded Spell List: Ranger ¹	Wis 21, Caster level 18 th	Gain access to higher level spells.
Expanded Spell List: Summoner ¹	Cha 21, Caster level 21 st	Gain access to higher level spells.
Expanded Spell Selection ²	Int 25 or Wis 25 or Cha 25, Caster level 24 th , Knowledge [Arcana or Religion], 24 ranks	Add a spell of your choice to your list of class spell list.
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 most spells without any material components or especially expensive spells for free once per day.
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.

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.

Table 5-1: Feat List, cont.

MAGIC FEATS, cont.		
Feat Name	Prerequisites	Benefits
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.
Mysterious Insight ²	Cha 21, Final Revelation	Gain revelations from a second mystery.
Mysterious Epiphany	Cha 23, Mysterious Insight	Gain the Final Revelation from a second mystery.
Permanent Emanation ²	Spellcraft 22 ranks, ability to cast chosen spell	Makes a caster-centered emanation spell permanent.
Research Mastery	Int 19, Spellcraft 24	Reduce time to create new spells.
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 Metamagic	Spellcraft 21 ranks	Apply metamagic feats to spontaneously cast spells as a swift action.
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.
Vicious Hex	Int 23, At least 11 hexes	Whenever a character makes a save against one of your hexes, they must roll twice and take the worse of the two results.
Wide Pool	Int 21, True Magus class feature	Arcane pool increases by Intelligence modifier.
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	Any 3 epic metamagic feats, 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.
Golembane Spell	Craft Construct	Spell affects golems normally.
Guardian Spell	Spellcraft 24 ranks	Spell remains with caster until triggered by predefined event.
Hasten Spell	Spellcraft 23 ranks, Quicken Spell	Cast spells with longer casting times more swiftly.
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

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.

Table 5-1: Feat List, cont.

M E T A M A G I C F E A T S , c o n t .		
Feat Name	Prerequisites	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.
M O R A L E F E A T S		
Feat Name	Prerequisites	Benefits
Aura of Compassion ¹	Cha 25, Heal 21 ranks	Project an aura that heals your allies.
Aura of Conviction ¹	Cha 25, Diplomacy 21 ranks	Project an aura that bolsters your allies.
Aura of Glory ¹	Cha 25, Perform [Any] 21 ranks	Project an aura that inspires your allies.
Aura of Gold ¹	Cha 29	Project an aura that augments the luck of your allies.
Aura of Misery ¹	Cha 25, Intimidate 21 ranks	Project an aura that demoralizes your foes.
Aura of Protection ¹	Cha 25, Spellcraft 21 ranks	Project an aura that shields your allies.
Aura of Shadow ¹	Cha 25, Stealth 21 ranks	Project an aura that masks your allies.
Aura of Skill ¹	Cha 25, Knowledge [Any] 21 ranks	Project an aura that enhances the expertise of your allies.
Aura of Subterfuge ¹	Cha 25, Bluff 21 ranks	Project an aura that confounds your foes.
Aura of Truth ¹	Cha 25, Sense Motive 21 ranks	Project an aura that improves the insight of your allies.
Aura of Watchfulness ¹	Cha 25, Perception 21 ranks	Project an aura that heightens the awareness of your allies.
Aura of Winds ¹	Cha 25, Acrobatics 21 ranks	Project an aura that accelerates your allies.
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.
Boundless Bond ¹	Cha 23, Divine Bond (weapon) class feature, Holy Champion class feature	Improve enhancement bonus to weapon from Divine Bond by +1.
Depthless Bond	Cha 25, Boundless Bond	Select epic weapon properties for Divine Bond weapon.
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.
Dual Aura	Cha 27, Aura class feature <i>and/or</i> any 'Aura' Morale feat	You can now keep two auras active simultaneously.
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 <i>or</i> any 'Aura' Morale feat	Your aura now extends 100' 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.

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.

Table 5-1: Feat List, cont.

RAGE FEATS, cont.		
Feat Name	Prerequisites	Benefits
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.
SUMMONING FEATS		
Feat Name	Prerequisites	Benefits
Enhanced Summoning ¹	Cha 21, Ability to cast <i>summon monster IX</i> as a spell-like ability	Add more creatures to your <i>summon monster</i> list and make it easier to summon less powerful monsters.
Epic Eidolon	Twin Eidolon class feature	Select from epic Eidolon evolutions.
Empower Eidolon ¹	Empower Eidolon	Increase Eidolon's evolution point pool by 2.
Prolonged Summons	Ability to cast <i>gate</i> as a spell-like ability	Summoned creatures remain longer.
Summon Companion	Cha 21, Prolonged Summons	Once per day, summoned creature(s) remain until dismissed.
Summoning Perfection	Cha 23, Ability to cast <i>gate</i> as a spell-like ability	Summoned creatures gain Advanced template.
Chivalric Summoning	Cha 25, non-chaotic alignment, Summoning Perfection	Summoned creatures gain the Resolute template.
Colossal Summoning	Cha 25, Summoning Perfection	Summoned creatures gain the Giant template.
Draconic Summoning	Cha 27, Colossal Summoning	Summoned creatures gain the Half-Dragon template.
Ebon Summoning	Cha 25, non-good alignment, Summoning Perfection	Summoned creatures gain the Shadow Creature template.
Devilish Summoning	Cha 27, evil alignment, Ebon Summoning	Summoned creatures gain the Half-Fiend template.
Guardian Summoning	Cha 25, non-evil alignment, Summoning Perfection	Summoned creatures gain the Foo Creature template.
Divine Summoning	Cha 27, good alignment, Guardian Summoning	Summoned creatures gain the Half-Celestial template.
Sylvan Summoning	Cha 25, non-lawful alignment, Summoning Perfection	Summoned creatures gain Fey Creature template.
SKILL FEATS		
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.
Skill Mastery ²	Epic Skill Focus in skill selected	When making your skill check, roll twice and take the better result.
Skill Perfection ^{1,2}	Skill Perfection in skill selected	Treat one skill check per day as a natural 20.
Epic Trapfinding	Perception 22 ranks, Trapfinding class feature	Automatic Perception check when passing within 5 feet of a trap.
Expert Aid	Int 21 or Wis 21	Provide a bonus equal to 1/2 your ranks in a skill when using Aid Another
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 ²	—	Gain a +6 bonus on any three Craft checks.
Legendary Leaper	Acrobatics 21 ranks	Always considered to have a running start when jumping. Reduce fall height by 20 feet.
Weightless Step	Dex 21, Legendary Leaper	Soften your falls from any height.
Meteor Landing	Dex 23, Weightless Step	Inflict your fall damage on a target.
Legendary Merchant	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, 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.
Second Skin	Medium Armor Proficiency	Eliminate armor check penalties on skill 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.

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

Table 5-1: Feat List, cont.

W I L D F E A T S		
Feat Name	Prerequisites	Benefits
Absolute Shape	Armored Shape, Colossal Wild Shape, Dire Shape, Dragon Wild Shape, Fine Wild Shape, Grotesque Shape, Improved Elemental Wild Shape, Magical Beast Wild Shape, Sylph Shape	You gain numerous bonuses while wild shaped.
Armored Shape ¹	Wild Shape at will class feature	Your wild shape's natural armor bonus increases by +2.
Companion Shape	Wild Shape at will class feature, Animal Companion class feature	Your animal companion can also use your wild shape ability.
Dire Shape ¹	Str 21, Wild Shape at will class feature	Your wild shape's bonus to Strength increases by +2.
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.
Grotesque Wild Shape ¹	Con 21, Wild Shape at will class feature	Your wild shape's bonus to Constitution increases by +2.
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> .
Quicken Shape	Wild Shape at will class feature	You can wild shape as a swift action.
Sylph Shape ¹	Dex 21, Wild Shape at will class feature	Your wild shape's bonus to Dexterity increases by +2.

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FEAT DESCRIPTIONS

Absolute Ascent [General]

Prerequisite: Character level 50, Greater Ascent.

Benefit: You have grown in power to the absolute limits of the mortal being. You warp reality simply by existing. Perhaps plants spring up wherever you trod or clouds constantly occlude the sun in your vicinity or some other powerful supernatural effect.

You will live for a tremendous time, your lifespan doubling to twice the normal maximum for your species. Additionally, you gain a +2 inherent bonus to any ability score of your choice.

Absolute Channel [Channeling]

Prerequisite: Wis 29, Alignment Channel, Elemental Channel.

Benefit: Whenever you use your Channel Energy class feature, you can choose to have it affect elementals and/or outsiders of your chosen alignment from Alignment Channel in addition to either the living or undead. Additionally, the amount of damage healed or dealt and the DC are not reduced against elementals and outsiders.

Absolute Judgment [Combat]

Prerequisite: Cha 21, True Judgment class feature.

Benefit: Whenever you invoke your True Judgment, you can also select any three judgments available to you. These become active until the end of your next turn.

Absolute Ki Strike [Ki]

Prerequisite: Wis 25, Improved Ki Strike.

Benefit: As your fists and feet burn with a blue-white fire, you can expend 4 *ki* points to make all attacks until the end of your turn as touch attacks.

Absolute Shape [Wild]

Prerequisites: Armored Shape, Colossal Wild Shape, Dire Shape, Dragon Wild Shape, Fine Wild Shape, Grotesque Shape, Improved Elemental Wild Shape, Magical Beast Wild Shape, Sylph Shape.

Benefit: Your form gains an aspect of otherworldliness of your choosing. It could be a radiant beauty, malevolent hideousness, fey incomprehensibility, or some other immediately and physically apparent distinctiveness. You gain several benefits when using wild shape:

- You now apply the benefits of Armored Shape, Dire Shape, Grotesque Shape, and Sylph Shape simultaneously;
- You double the effectiveness of any of the following abilities provided by your form: blindsense, damage reduction, darkvision, energy resistance, fast healing, regeneration, and tremorsense;
- Any ability that comes from your wild shape gains a +2 to its DC or a +4 to its CMB as appropriate;
- Your base speed and any movement types your new form grants (burrow, fly, swim, etc.) improve by 30 feet;
- If your new form allows you to fly, your maneuverability improves by 1 step.

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 +2 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. Every prepared spell (or spell slot for spontaneous casters) is worth an amount of spell power equal to its spell level. The anathema spell 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 +8 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 21 or higher. When multiclassing, your caster level in the chosen class uses your total character level instead of your class level. This does not affect any other level-dependent 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.

Armed Deflection [Combat]

Prerequisites: Dex 21, Wis 19, Combat Expertise, Epic

Weapon Focus

Benefit: You must be wielding a weapon with which you have Epic Weapon Focus to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Special: This feat is treated the same as Deflect Arrows for the purposes of qualifying for other feats. To employ any feat that uses Armed Deflection as a prerequisite, you must be wielding a weapon with which you have Epic Weapon Focus.

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.

Armored Shape [Wild]

Prerequisites: Wild Shape at will class feature.

Benefit: You gain a +2 natural armor bonus to Armor Class when wild shaped or your shape's existing natural armor bonus increases by 2. Your form appears obviously tougher than normal, with bony plates, a thick hide, rigid protrusions, or other indications of your improved physical defenses.

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

Note: This feat cannot be used at the same time as Dire Shape, Grotesque Shape, or Sylph Shape. If you have two or more of these feats, you select which one is active when you change your shape.

Armoring Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: In addition to the normal effects of the spell, targets of an armoring spell gain a +2 circumstance 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 normally uses up a spell slot three levels higher than the spell's actual level, but you can choose to increase the level even higher. For every additional level you increase the spell slot, increase the circumstance bonus to AC by +1.

Artillery [Alchemical]

Prerequisites: Dex 21, Explosive Bomb alchemist discovery.

Benefit: The thrown range increment of your bombs increases by +20 feet.

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

Ascent [General]

Prerequisite: Character level 30.

Benefit: You begin to surpass the limits of mortal creatures, gaining an indefinable quality of otherworldliness. No one who looks upon you can fool themselves into thinking you anything less than a truly powerful existence. Firstly, you no longer take penalties to your ability scores for aging and cannot be magically aged. Any such penalties that have already been gained, however, remain in place. Age bonuses still accrue, and you still die of old age when your time is up. You also gain an immediate +1 inherent bonus to all your saves and a +1 inherent bonus to your AC.

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 of Compassion [Morale]

Prerequisites: Cha 25, Heal 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains fast healing 5 or has their existing fast healing improve by 5. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +1 every time.

Note: You can only have one aura active at any given time.

Aura of Conviction [Morale]

Prerequisites: Cha 25, Diplomacy 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains DR 5/— or has their existing DR improve by 5. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +2 every time.

Note: You can only have one aura active at any given time.

Aura of Glory [Morale]

Prerequisites: Cha 25, Perform [Any] 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the

area of effect gains a +4 circumstance bonus to all damage rolls. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +2 every time.

Note: You can only have one aura active at any given time.

Aura of Gold [Morale]

Prerequisites: Cha 29.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains a +1 luck bonus to attack and damage rolls, saving throws, ability checks, and skill checks. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +1 every time.

Note: You can only have one aura active at any given time.

Aura of Misery [Morale]

Prerequisites: Cha 25, Intimidate 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect must succeed on a Sense Motive check opposed by your Intimidate check or suffer a -2 penalty to all attack rolls. This is a mind-affecting effect. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by -1 every time.

Note: You can only have one aura active at any given time.

Aura of Protection [Morale]

Prerequisites: Cha 25, Spellcraft 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains a +2 insight bonus to AC. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +1 every time.

Note: You can only have one aura active at any given time.

Aura of Shadow [Morale]

Prerequisites: Cha 25, Diplomacy 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains a +6 circumstance bonus to Disguise, Sleight of Hand, and Stealth checks. Unlike all other auras, the targets merely need to be within the area of effect and willing; they do not need to be able to see or hear you. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +2 every time.

Note: You can only have one aura active at any given time.

Aura of Skill [Morale]

Prerequisites: Cha 25, Knowledge [Any] 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains a +8 circumstance bonus to one skill of your choice in which you have at least 10 ranks, chosen when the aura is activated. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's

effects improve by +2 every time.

Note: You can only have one aura active at any given time.

Aura of Subterfuge [Morale]

Prerequisites: Cha 25, Bluff 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect must succeed on a Sense Motive check opposed by your Bluff check or suffer a -2 penalty to all saving throws. This is a mind-affecting effect. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by -1 every time.

Note: You can only have one aura active at any given time.

Aura of Truth [Morale]

Prerequisites: Cha 25, Sense Motive 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains a +2 circumstance bonus to all attack rolls. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +1 every time.

Note: You can only have one aura active at any given time.

Aura of Watchfulness [Morale]

Prerequisites: Cha 25, Perception 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains a +2 circumstance bonus to all saving throws. The targets must be able to see and hear you for this

effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +1 every time.

Note: You can only have one aura active at any given time.

Aura of Winds [Morale]

Prerequisites: Cha 25, Acrobatics 21 ranks.

Benefit: As a swift action, you can project an aura with a radius of 30 feet. Every creature you designate within the area of effect gains a +10-foot circumstance bonus to their base land speed. The targets must be able to see and hear you for this effect to function. You can maintain this aura as long as you wish and turning it off is a free action.

Special: You can gain this feat multiple times. The aura's effects improve by +10 feet every time.

Note: You can only have one aura active at any given time.

Aura Spell [Metamagic]

Prerequisites: Spellcraft 24 ranks.

Benefit: An area of the spells' 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 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 the effects of the spell when entering the aura and every round they begin their turn 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- and 2nd-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, such spells cast spontaneously.

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, such spells cast spontaneously. 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 0th-, 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, such spells cast spontaneously.

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: All morale bonuses granted by your banner increase 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 provides all allies within 60 feet a +2 morale bonus to 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 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 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.

Battlegod [Combat]

Prerequisites: BAB +30, Warlord with the chosen weapon, Weapon Mastery class feature with the chosen weapon.

Benefit: You have acquired absolute mastery with a single weapon type, an unrivaled skill that the merely mortal will never be able to approach. You gain the following abilities while wielding your chosen weapon:

- +2 competence bonus to AC and Reflex saves;
- +4 competence bonus to CMB and CMD;
- Increase threat range of weapon by +1 (stacks with but is not increased by the Improved Critical feat, *keen* weapon quality, or similar abilities);
- Ignore object hardness and material-based DR (adamantine, cold iron, silver, etc.);
- Cannot be caught flat-footed or flanked;
- Blindsight out to the reach of your weapon (or 15 feet for ranged weapons).

Note: Unlike the other feats in the Weapon Focus/Specialization tree, Battlegod can only be selected once, for one type weapon. It represents a degree of focus and training so intense that it is impossible for any creature—even a god—to have it with more than one type of weapon.

Blackened Spell [Metamagic]

Prerequisites: Spell Focus (Necromancy).

Benefit: Any spell that causes energy damage of any type (acid, cold, electricity, fire, force, sonic, etc.) inflicts all that damage as negative energy instead, 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. No single target can benefit from more than one bolstering spell at a time. If a bolstered target is struck with a second bolstering spell, they use whichever temporary hit point total is highest. A bolstering spell uses up a spell slot two levels higher than the spell's actual level.

Bomb Mastery [Alchemical]

Prerequisites: Int 25, Knowledge [Alchemy] 24 ranks, any 3 Bomb alchemist discoveries.

Benefit: All DCs associated with your bombs—splash damage and special effects—increase by +1.

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

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.

Boundless Bond [Morale]

Prerequisites: Cha 23, Divine Bond (Weapon) class feature, Holy Champion class feature.

Benefit: The enhancement bonus granted by your Divine Bond class feature increases by +1. Additionally, you can now increase your weapon's enhancement bonus higher than +5.

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

Breath Through the Temple's Gate [Combat]

Prerequisites: Dex 27, Str 27, BAB +25, White Lotus Gale.

Benefit: When using your Vacuum Slash, the cone now reaches 60 feet and you can elect to daze your targets. Each target must make a Fortitude save DC 10 + 1/2 your HD + your Str modifier or be dazed for 1 round.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

Brutal Blast [Combat]

Prerequisite: Str 27, Brutal Slam.

Benefit: On a successful critical strike in melee, you make a combat maneuver check to send an opponent flying as if they were subject to a bull rush, and leaving them prone at the end. You may add any weapon-based abilities that increase your to-hit bonus—such as feats from the Weapon Focus tree, a fighter's Weapon Training class feature, or a magic weapon's enhancement bonus—to the CMB check. If you are using a two-handed weapon, you may increase your strength bonus to your CMB to x1.5. If your weapon has a x3 critical modifier, add +4 to the CMB, and for a x4 critical multiplier, add +8. 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 as if from a trip attempt. You may add any weapon-based abilities that increase your to-hit bonus—such as feats from the Weapon Focus tree, a fighter's Weapon Training class feature, or a magic weapon's enhancement bonus—to the CMB check. If you are using a two-handed weapon, you may increase your strength bonus to your CMB to x1.5. If your weapon has a x3 critical modifier, add +4 to the CMB, and for a x4 critical multiplier, add +8. 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 +8 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 no man's land for 1 minute for every level of the actual spell. Everything 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 that type. If it did not, it is a physical effect that ignores object hardness up to 5. 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. A carnage spell uses up a spell slot eight levels higher than the spell's actual level.

Cataclysmic Mastery [Magic]

Prerequisites: Int 31, Cataclysmic Spell.

Benefit: You gain a second version of cataclysmic spell for every spell you apply the Cataclysmic Spell feat to. This second version is determined the same way the original was and you select which version you wish to use when applying the Cataclysmic Spell feat to the spell. For example, if you cast a *cataclysmic fireball* and the effect creates a storm of fire a thousand feet across that lasts until the next sunset, this feat would give you a second cataclysmic version; perhaps allowing you to open a *gate* to the Plane of Fire through which 2d12 fireballs will issue, streaking towards targets you designate. When selecting your spells for the day, if you choose a *cataclysmic fireball*, you would choose which version you were memorizing. This second version uses the same spell slot adjustment as the Cataclysmic Spell feat.

Cataclysmic Spell [Metamagic]

Prerequisites: Any 3 epic metamagic feats, 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. When a spell has this feat applied to it, the effects are always the same for you when you cast that specific spell. For example, if you cast a *cataclysmic fireball* and the effect creates a storm of fire a thousand feet across that lasts until the next sunset, then your *cataclysmic fireball* will always produce that effect. A different spell you cast—such as a *cataclysmic delayed blast fireball* or *cataclysmic mage armor*—will produce a different result not necessarily related to any other cataclysmic effect you produce while a different wizard's *cataclysmic fireball* will produce a unique result not necessarily related to your casting of the spell. A cataclysmic spell uses up a spell slot twelve levels higher than the spell's actual level.

Note: Your DM will ultimately decide what the effects of any given cataclysmic spell you produce are. I provide my method for determining the effects of a cataclysmic spell in Chapter 8.

Celestial Strike [Combat]

Prerequisites: Cha 29, Divine Strike, Knowledge [Religion] 34 ranks.

Benefit: Any weapon you wield while is treated as a *celestial grandeur* weapon. This ability does not stack with similar abilities.

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.

Chivalric Summoning [Summoning]

Prerequisites: Cha 25, non-chaotic alignment, Summoning Perfection.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Resolute template.

Note: This feat cannot be used at the same time as Colossal Summoning, Devilish Summoning, Divine Summoning, Draconic Summoning, Ebon Summoning, Guardian Summoning, and Sylvan Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Collateral Spell [Metamagic]

Prerequisites: Intensified Spell.

Benefit: A collateral spell inflicts only half damage upon living targets, but causes double damage against unattended objects and terrain. If the spell has terrain-based side effects such as igniting flammable objects, it is twice as likely to do so and has the DCs for stopping or fixing the damage doubled.

Any terrain affected by a collateral spell is rendered difficult until repaired, which requires a check made against the spell's DC. A collateral spell uses up a spell slot four levels higher than the spell's actual level.

Colossal Summoning [Summoning]

Prerequisites: Cha 25, Summoning Perfection.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Giant template.

Note: This feat cannot be used at the same time as Chivalric Summoning, Devilish Summoning, Divine Summoning, Ebon Summoning, Guardian Summoning, and Sylvan Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

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.

Comet Shot [Combat]

Prerequisites: Warlord with a ranged weapon.

Benefit: When using a ranged weapon with which you have Warlord, your attacks cannot be automatically deflected. This applies to deflections by spells such as *windwall*, adverse environmental conditions, and feats such as Deflect Arrows.

Companion Shape [Wild]

Prerequisites: Wild Shape at will class feature, Animal Companion class feature.

Benefit: Your animal companion gains the ability to wild shape at will. If they choose to wild shape into another

animal form of their same size, they gain no bonuses to Strength, Dexterity, or Constitution, though they gain all other benefits of the ability. If they choose to wild shape into an animal form of a different size or a non-animal form, they gain the ability score bonuses as normal.

Note: This only grants the companion access to wild shape, not any feats your character may have that affect the ability. However, once you have selected this feat, your companion is treated as having the 'Wild Shape at will class feature' and can select both epic and non-epic feats that require the ability to wild shape as a prerequisite.

Compound Bomb [Alchemical]

Prerequisites: Int 25, Knowledge [Alchemy] 24 ranks, any 5 Bomb alchemist discoveries.

Benefit: You can now apply two non-stacking discoveries you possess to the same bomb. These discoveries function as normal. In the case of a conflict between the two abilities selected, the alchemist chooses which takes priority.

Special: You can gain this feat multiple times. Every time you select it, you may add an additional exclusive bomb discovery to your bombs.

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.

Crowd Control [Combat]

Prerequisites: Str 25, Great Cleave

Benefit: Whenever you kill a target with a physical melee attack, any damage you inflict beyond the target's hit point total carries over to your next physical melee attack provided that attack occurs before the end of your turn on which you killed the original target, either as a result of a cleave, extra attacks in a full attack action, or some other method. If the next attack misses, the extra damage is still considered to have been expended.

Cursebreaker Rage [Rage]

Prerequisites: Primal Rage.

Benefit: By spending 2 rounds of rage every round, you gain SR equal to 10 + your 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 cutting 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 Bomb [Alchemical]

Prerequisites: Knowledge [Alchemy] 32 ranks, Any 3 Bomb alchemist discoveries.

Benefit: A deadly bomb inflicts splash damage equal to the bomb's direct hit damage. Targets of the splash damage are still allowed a Reflex saving throw for half damage. Deadly bombs do not stack with other non-stacking bomb discoveries.

Deadly Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: Targets slain by a deadly spell have their bodies reduced to a fine dust, as if slain by a *disintegrate* spell. 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 + 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.

Deep Pool [Magic]

Prerequisites: Int 21, True Magus class feature.

Benefit: You can now empower a weapon with an epic enhancement bonus. As with its non-epic counterpart, it costs 1 point from your spell pool per point of enhancement bonus.

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 against the touched target when the delay is over or the caster can hold the spell prepared for use until the delay is over. Once the delay on a spell is set, it cannot be changed except to be canceled entirely. Delayed spells appear to *detect magic*, *arcane sight*, and similar abilities as a ghostly aura where the effect is centered; once located, they can be dispelled by a targeted *dispel magic* and an opposed caster level check. A delayed spell uses up a spell slot four levels higher than the spell's actual level.

Depthless Bond [Morale]

Prerequisites: Cha 25, Boundless Bond.

Benefit: You can now add any of the following weapon properties to your weapon using your Divine Bond: *Angelic Glory*, *Axiomatic Power*, *Celestial Grandeur*, *Flaming Blast*, *Holy Power*, *Indomitable*, or *Inferno*. These follow the normal rules for adding weapon properties using the Divine Bond class feature.

Devastating Critical [Combat]

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

Benefit: Choose one weapon for which you have the

Overwhelming Critical and Weapon Focus feats. Any time you make a cleave attempt while wielding this weapon, if you succeed on a critical against the initial target, you automatically threaten critical strikes against all other cleave targets you successfully hit.

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.

Devilish Summoning [Summoning]

Prerequisites: Cha 27, evil alignment, Ebon Summoning.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Half-Fiend template instead of the Shadow Creature template. Alternately, you can apply both templates by increasing the level of required *summon monster* spell by 1 or by increasing the HD cost per creature by 2 for *gate*.

Note: This feat cannot be used at the same time as Chivalric Summoning, Colossal Summoning, Divine Summoning, Draconic Summoning, Guardian Summoning, and Sylvan Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

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: The first time you charge during a combat encounter, you can make a full attack against the opponent charged.

Dire Shape [Wild]

Prerequisites: Str 21, Wild Shape at will class feature.

Benefit: You gain a +2 size bonus to Strength when wild shaped or your shape's existing size bonus to Strength increases by 2. Your form appears larger and bulkier than normal, thickly muscled and obviously stronger.

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

Note: This feat cannot be used at the same time as Armored Shape, Grotesque Shape, or Sylph Shape. If you have two or more of these feats, you select which one is active when you change your shape.

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. Alternately, you can select up to 2 contiguous 5-foot squares per original spell level for the distorted spell to affect. 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-dependent benefits such as bonus feats or spells per day, only your caster level.

Divine Strike [Combat]

Prerequisites: Cha 25, Holy Strike, Knowledge [Religion] 27 ranks.

Benefit: Any weapon you wield while is treated as a *holy power* weapon. This ability does not stack with similar abilities.

Divine Summoning [Summoning]

Prerequisites: Cha 27, good alignment, Guardian Summoning.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Half-Celestial template instead of the Foo Creature template. Alternately, you can apply both templates by increasing the level of required *summon monster* spell by 1 or by increasing the HD cost per creature by 2 for *gate*.

Note: This feat cannot be used at the same time as Chivalric Summoning, Colossal Summoning, Devilish Summoning, Draconic Summoning, Ebon Summoning, and Sylvan Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Draconic Summoning [Summoning]

Prerequisites: Cha 27, Colossal Summoning.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Half-Dragon template instead of the Giant template. Alternately, you can apply both templates by increasing the

level of required *summon monster* spell by 1 or by increasing the HD cost per creature by 2 for *gate*.

Note: This feat cannot be used at the same time as Chivalric Summoning, Devilish Summoning, Divine Summoning, Ebon Summoning, Guardian Summoning, and Sylvan Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

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*.

Dual Aura [Combat]

Prerequisites: Cha 27, Aura class feature *and/or* any 2 'Aura' Morale feats.

Benefit: Any time you active an aura, you may select two auras. You project both benefits simultaneously.

Note: If you have the Widen Aura feat, you must have it for both auras selected or else you use the smaller of the two aura radii.

Earth Breaker [Combat]

Prerequisites: Str 26, BAB +20, Weapon Focus with a weapon from the Axe, Heavy Blade, Close, Flail, Hammer, or Natural weapon group.

Benefit: When using a weapon with which you have Weapon Focus from one of the Fighter weapon groups listed above, you can use a standard action to forgo striking a target and instead strike the ground at your feet. This sends out a blast that strikes all targets within a 5-foot burst. Resolve your attack normally against each target to see if the strike is successful. These attack rolls ignore cover and invisibility. When making your attack, you can also decide if you wish to damage the terrain, rolling damage automatically. If your

damage exceeds the ground's hardness and inflicts at least 20 points of damage, you can transform all the area within your burst into difficult terrain. This ability can be used once every 1d4 rounds.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

Ebon Summoning [Summoning]

Prerequisites: Cha 25, non-good alignment, Summoning Perfection.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Shadow Creature template.

Note: This feat cannot be used at the same time as Chivalric Summoning, Colossal Summoning, Divine Summoning, Draconic Summoning, Guardian Summoning, and Sylvan Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

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 one day per 10,000 gold of the item's market price, with a minimum of one day.

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.

Empower Channel [Channeling]

Prerequisite: Wis 25, Channel Energy class feature.

Benefit: The amount of damage healed or dealt by your Channel Energy class feature is increased by +1d6.

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

Empower Eidolon [Summoning]

Prerequisites: Epic Eidolon.

Benefit: Your Eidolon's evolution point pool permanently increases by 2.

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

Empowered Judgment [Combat]

Prerequisites: Wis 21, True Judgment class feature.

Benefit: The effects of all your judgments increase by +1.

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

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.

Enhanced Summoning [Summoning]

Prerequisite: Cha 21, Ability to cast *summon monster IX* as a spell-like ability.

Benefit: You create a new tier of monsters that can be accessed by your *summon monster* spell-like abilities. Choose three creatures, each of whose HD is lower than your caster level. You can now summon these creatures as normal, including applying templates from other epic summoning feats. Treat a new tier the same way you would a *summon monster X*, including allowing you to summon 1d3 creatures from *summon monster IX* and 1d4+1 creatures from *summon monster VIII* and lower. As you create new tiers, these effects extend to all lower tiers.

Special: You can gain this feat multiple times. You can either add more creatures to a previous tier— provided their HD does not exceed the limit of that tier (i.e., your caster level – 1 when the tier was made)—or you can create a new, higher tier.

Enlarge Channel [Channeling]

Prerequisite: Wis 27, Channel Energy class feature.

Benefit: The radius of your Channel Energy class feature increases by 15 feet.

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

Epic Brutality [Combat]

Benefit: Gain a +2 damage bonus on all physical attacks.

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

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 Eidolon [Summoning]

Prerequisites: Twin Eidolon class feature.

Benefit: You can now select from the following evolutions for your Eidolon:

- *Advanced Eidolon* (5 points): Your Eidolon gains the Advanced Creature template.
- *Colossal* (12 points, Required *Gargantuan* evolution): Your Eidolon grows to its largest possible size, becoming Colossal. The eidolon gains a +32 bonus to Strength, a +16 bonus to Constitution, and a +14 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also give the creature a -8 size penalty to its AC and attack rolls, a +8 bonus to its CMB and CMD, a -8 penalty on Fly skill checks, and a -16 penalty on Stealth skill checks. If the eidolon has the biped base form, its reach increases to 30 feet (20 feet for all other base forms). Any reach evolutions the eidolon possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large or Huge.
- *Epic Damage Reduction* (5 points): Your Eidolon gains DR 5/epic. This evolution can be taken up to 5 times, for a maximum of DR 25/epic.
- *Gargantuan* (8 points, Required *Large* evolution x2): Your Eidolon grows to incredible size, becoming Gargantuan. The eidolon gains a +24 bonus to Strength, a +12 bonus to Constitution, and a +9 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also give the creature a -4 size penalty to its AC and attack rolls, a +4 bonus to its CMB and CMD, a -6 penalty on Fly skill checks, and a -12 penalty on Stealth skill checks. If the eidolon has the biped base form, its reach increases to 20 feet (15 feet for all other base forms). Any reach evolutions the eidolon possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large or Huge.

- **Metamagic Ability** (Special): Select one non-epic metamagic feat for a number of evolution points equal to 4 + the feat's level adjustment. You can apply this feat to any spell-like ability our Eidolon can use.
- **Regeneration** (6 points): Your Eidolon gains regeneration 1. This regeneration can be increased by 1 for every 4 additional points spent.
- **Unlimited Ability** (6 points): Select one Eidolon evolution that can only be used once per day. You can now use it once every 2d4 rounds.

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 certain extracts at 7th level.

This feat does not grant extra extracts per day or give you access to extracts of a higher level than normal. To see when you gain access to these spells, see *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

You can choose extracts of the appropriate level from the Sorcerer/Wizard spell list from the Abjuration, Necromancy, and Transmutation schools.

Special: You can gain this feat multiple times. The second time you select it, you gain access to spells at 8th level, and the third time you select it, you gain access to spells at 9th level.

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, dodge, 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 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.

Table 5-2: Epic Leadership

Leadership Score	Cohort Level	Followers by Level									
		1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
25	17 th	135	13	7	4	2	2	1	—	—	—
26	18 th	160	16	8	4	2	2	1	—	—	—
27	18 th	190	19	10	5	3	2	1	—	—	—
28	19 th	220	22	11	6	3	2	1	—	—	—
29	19 th	260	26	13	7	4	2	1	—	—	—
30	20 th	300	30	15	8	4	2	1	—	—	—
31	20 th	350	35	18	9	5	3	2	1	—	—
32	21 st	400	40	20	10	5	3	2	1	—	—
33	21 st	460	46	23	12	6	3	2	1	—	—
34	22 nd	520	52	26	13	6	3	2	1	—	—
35	22 nd	590	59	30	15	8	4	2	1	—	—
36	23 rd	660	66	33	17	9	5	3	2	1	—
37	23 rd	740	74	37	19	10	5	3	2	1	—
38	24 th	820	82	41	21	11	6	3	2	1	—
39	24 th	910	91	46	23	12	6	3	2	1	—
40	25 th	1000	100	50	25	13	7	4	2	1	—
+1	+1/2	+100	1	1	1	1	1	1	1	1	1

1 - A character can command one-tenth as many 2nd-level followers as 1st-level followers. A character can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on. Round all fractions greater than 1 up.

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 Penetrating Strike [Combat]

Prerequisite: Greater Penetrating Strike

Benefit: Any attack you make ignores 5 additional points of DR from any source. This ability affects both regular and untyped DR and stacks with the effects of Penetrating Strike and Greater Penetrating Strike.

Special: This feat can be taken multiple times. Each time, the amount of DR you ignore increases by an additional 5 points.

Epic Prowess [Combat]

Benefit: You 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]

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 stack if you select the same school of magic multiple times or you can select a new school of magic in which you have Greater Spell Focus.

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.

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

Epic Technique [Combat]

Benefit: You gain a +1 to your CMB and your CMD increases by 1.

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

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 directed at you (including spells that require ranged touch attacks) as if they were arrows. This behaves in all ways like the Deflect Arrows feat.

Expanded Spell List: Bard [Magic]

Prerequisites: Bard, Cha 21, Caster level 21st.

Benefit: You gain access to certain 7th-level spells. This feat does not grant extra spells per day or give you access to spells of a higher level than normal. To see when you gain access to these spells, see *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

You can select spells of the appropriate level from the

Sorcerer/Wizard spell list from the Divination, Enchantment, and Illusion schools

Special: You can gain this feat multiple times. The second time you select it, you gain access to spells at 8th level, and the third time you select it, you gain access to spells at 9th level.

Expanded Spell List: Inquisitor [Magic]

Prerequisites: Inquisitor, Wis 21, Caster level 21st.

Benefit: You gain access to certain 7th-level spells. This feat does not grant extra spells per day or give you access to spells of a higher level than normal. To see when you gain access to these spells, see *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

You can select spells of the appropriate level from the Cleric/Oracle spell list.

Special: You can gain this feat multiple times. The second time you select it, you gain access to spells at 8th level, and the third time you select it, you gain access to spells at 9th level.

Expanded Spell List: Magus [Magic]

Prerequisites: Magus, Int 21, Caster level 21st.

Benefit: You gain access to certain 7th-level spells. This feat does not grant extra spells per day or give you access to spells of a higher level than normal. To see when you gain access to these spells, see *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

You can select spells of the appropriate level from the Sorcerer/Wizard spell list from the Abjuration, Conjunction, Evocation, and Transmutation schools.

Special: You can gain this feat multiple times. The second time you select it, you gain access to spells at 8th level, and the third time you select it, you gain access to spells at 9th level.

Expanded Spell List: Paladin [Magic]

Prerequisites: Paladin, Cha 21, Caster level 18th.

Benefit: You gain access to certain 5th-level spells. This feat does not grant extra spells per day or give you access to spells of a higher level than normal. To see when you gain access to these spells, see *Table 3-23: Spells per Day for Epic Paladins and Rangers*.

You can select spells of the appropriate level from the Cleric/Oracle spell list.

Special: You can gain this feat multiple times. The second time you select it, you gain access to spells at 6th level, and every additional time you select it, you gain access to the next highest level of spells, to a maximum of 9th level.

Expanded Spell List: Ranger [Magic]

Prerequisites: Ranger, Wis 21, Caster level 18th.

Benefit: You gain access to certain 5th-level spells. This feat does not grant extra spells per day or give you access to spells of a higher level than normal. To see when you gain access to these spells, see *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

You can select spells of the appropriate level from the Druid spell list.

Special: You can gain this feat multiple times. The second time you select it, you gain access to spells at 6th level, and every additional time you select it, you gain access to the next highest level of spells, to a maximum of 9th level.

Expanded Spell List: Summoner [Magic]

Prerequisites: Summoner, Cha 21, Caster level 21st.

Benefit: You gain access to certain 7th-level spells. This feat does not grant extra spells per day or give you access to spells of a higher level than normal. To see when you gain access to these spells, see *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

You can select spells of the appropriate level from the

Sorcerer/Wizard spell list from the Conjunction, Enchantment, and Transmutation schools

Special: You can gain this feat multiple times. The second time you select it, you gain access to spells at 8th level, and the third time you select it, you gain access to spells at 9th level.

Expanded Spell Selection [Magic]

Prerequisites: Int 25 or Wis 25, Caster level 24th, Knowledge [Arcana or Religion] 24 ranks

Benefit: Select any spell you wish. It is now considered to be on your class spell list at its normal spell level + 3. In the event that the spell has multiple normal spell levels depending on the caster class, use whichever spell level is the highest.

If it is originally an arcane spell, you must meet the Intelligence and Knowledge [Arcana] requirements to select this feat; if it is originally a divine spell, you must meet the Wisdom and Knowledge [Religion] requirements to select this feat. Regardless of what type of spell it was originally, you cast it as whatever type of spell your primary caster class uses.

Expert Aid [Skill]

Prerequisite: Int 21 or Wis 21.

Benefit: When using the Aid Another action on a skill check, you provide a bonus equal to 1/2 your ranks in the skill used.

Normal: You normally provide only a +2 bonus.

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). You do not have to have the extract brewed before-hand, but if you do, using the extract bomb consumes the prepared extract. Extract bombs do not stack with other non-stacking bomb discoveries.

Extraordinary Shot [Combat]

Prerequisites: Dex 23, True Grit class feature.

Benefit: When you have a loaded firearm, you can spend your action readying an attack. At any point during the round, you can expend your action to automatically fire your weapon at an attacking foe's weapon, causing their strike to miss its target and ending their turn if they are taking multiple attacks.

This shot can stop ranged attacks (except ranged touch spells or those of extraordinary size such as thrown boulders or the projectiles of siege weapons) and even knock other bullets out of the air.

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.

Fathomless Pool [Magic]

Prerequisites: Int 29, Vast Pool.

Benefit: You can now empower a weapon with any of the following epic weapon properties: *cacophony*, *glacier*, *inferno*, *tempest*, *calamity*, *mummification*, or *annihilation*. As with its non-epic counterparts, it costs 1 point from your spell pool per point of enhancement bonus.

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.

Font of Ki [Ki]

Prerequisites: Wis 21, Perfect Self class feature.

Benefit: Your *ki* pool increases by an amount equal to your Wisdom modifier. If your Wisdom increases, this bonus is increased retroactively.

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

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.

God Breaker [Combat]

Prerequisites: Str 30, BAB +25, World Breaker.

Benefit: When using your Earth Breaker, the burst now

reaches 20 feet and you can elect to make a bull rush attempt against each target. Resolve the bull rush attempts normally, except that the targets do not get attacks of opportunity even if you do not have Improved Bull Rush.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

Golembane Spell [Metamagic]

Prerequisites: Craft Construct.

Benefit: A golebane spell affects constructs normally, though they receive a +10 to any saving throws made against the effects. This does not automatically allow spells to affect golems if they would be immune to the effects for other reasons, such as mind-affecting effects (as most golems are mindless) or spells like *transmute blood to acid* (as golems do not have blood). A golebane spell uses up a spell slot six 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 feet 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.

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.

Greater Ascent [General]

Prerequisite: Character level 40, Ascent

Benefit: Your aspect begins to take on supernatural qualities: unnaturally bright eyes that shine in the darkness, a constant and sourceless wind that plays at your hair, an aura that attracts or repels wild animals, or some other unmistakably inhuman quality.

Your life span is now at the maximum of your race; barring a traumatic death, you can expect a long life. Additionally, your physical attacks gain a +1 inherent bonus to attack and a +2 inherent bonus to damage. Any spells or spell-like, extraordinary, or supernatural abilities have their DCs increased by +1 as an inherent bonus.

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.

Grotesque Shape [Wild]

Prerequisites: Con 21, Wild Shape at will class feature.

Benefit: You gain a +2 size bonus to Constitution when wild shaped or your shape's existing size bonus to Constitution increases by 2. Your form appears distorted and unearthly, its features terrible to look upon.

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

Note: This feat cannot be used at the same time as Armored Shape, Dire Shape, or Sylph Shape. If you have two or more of these feats, you select which one is active when you change your shape.

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. As long as the spell remains dormant, it continues to use up a spell slot of the appropriate level. A guardian spell uses up a spell slot six levels higher than the spell's actual level.

Guardian Summoning [Summoning]

Prerequisites: Cha 25, non-evil alignment, Summoning Perfection.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Foo Creature template.

Note: This feat cannot be used at the same time as Chivalric Summoning, Colossal Summoning, Devilish Summoning, Draconic Summoning, Ebon Summoning, and Sylvan Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Hasten Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks, Quicken Spell.

Benefit: A harrowing spell can affect any spell with a casting time longer than 1 full-round action. The spell has its casting time reduced in half, to a minimum of 1 full-round action. A hastened spell uses up a spell slot four levels higher than the spell's actual level. Alternately, you can have it use up a spell slot six levels higher and reduce its casting time to one-third normal or use up a spell slot eight levels higher and reduce its casting time to one-quarter normal.

Note: A spell that has been hastened to 1 full-round action can then have Quicken Spell applied to it normally.

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 against your Performance check. 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 valued at less than 15,000 gold. Once per day, you can cast any spell without material components. This feat does not affect the need for a 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 their following turn. 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, though you can still only take one attack per target per round.

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 attack and 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 whirlwind 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.

Indomitable Fortitude [General]

Prerequisites: Wis 25.

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

Infinite Deflection [Combat]

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows.

Benefit: You may spend attacks of opportunity granted by Combat Reflexes or Improved 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.

Instantaneous Reload [Combat]

Prerequisites: Dex 21, Rapid Reload.

Benefit: You can reload any crossbow or firearm as a free action, allowing you to make multiple attacks per round if you have sufficient ammunition.

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 Armor [Ki]

Prerequisite: Wis 23, Perfect Self class feature.

Benefit: As a swift action, you can spend 3 points from your *ki* pool to grant yourself a +2 dodge bonus to AC for 1 minute. You can increase this bonus by +1 for every additional *ki* point you spend, up to a maximum dodge bonus equal to 1/2 your class level in whatever class grants you your *ki* pool.

Ki Blast [Ki]

Prerequisite: Dex 21, Wis 21, *Ki* Pool (Adamantine) class feature.

Benefit: As a standard action, you can spend 3 points from your *ki* pool to fire a blast of spiritual energy up to 100 feet + 10 feet/level in whatever class grants you your *ki* pool. Make a ranged touch attack against a target, inflicting 10d6 energy damage on a successful strike. You can elect to spend an additional 2 points from your *ki* pool and allow the energy blast to Bull Rush, Disarm, or Trip the target. In this instance, your CMB uses your Wisdom modifier instead of your Strength.

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 level in whatever class grants you your *ki* pool – 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 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 increase the number of times per day you can channel (such as Extra Channel) or require you to channel negative energy.

Lance of Heaven [Combat]

Prerequisites: Dex 30, BAB +25, Spear of Wind.

Benefit: When using your Piercing Thrust, the line now reaches 120 feet and you can elect to stun your targets. Each target must make a Reflex save DC 10 + 1/2 your HD + your Dex modifier or be stunned for 1 round.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

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 you gain at each level from Epic Leadership by 10. This has no effect on cohorts.

Legendary Craftsman [Skill]

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

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

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 20 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, under-water, or through the air. See Chapter 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 +8 bonus to your CMD 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 Brewer [Item Creation]

Prerequisite: Brew Potion, Spellcraft 21 ranks.

Benefit: You can brew potions from spells up to 6th level. Doing so follows all the normal rules for brewing potions except the creation cost and market value are both increased by x10.

Special: You can gain this feat multiple times. Every time you select this feat, you increase the maximum spell level of potion you can create by 3.

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-Brewer [Item Creation]

Prerequisite: Master Brewer, Spellcraft 24 ranks.

Benefit: When brewing potions, you can alter the spells

being bottled with metamagic feats. Doing so follows all the normal rules for brewing potions except the creation cost and market value are both increased by x10.

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 a target in or adjacent to your destination square. If the attack is successful, roll to soften your fall. The target takes damage equal to the amount of falling damage by which you softened your fall and you may make a free Trip combat maneuver to knock them prone. You take the remainder of the fall damage (if any) and end up in a square adjacent to the target. If your initial ranged touch attack fails, you take the full attack damage and end up prone in a square adjacent to the target.

Mightier Rage [Rage]

Prerequisites: Str 21, Con 21, Mightier 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 performances can affect even those normally immune to mind-affecting effects, such as constructs, oozes, or mindless undead. 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.

Mysterious Epiphany [Magic]

Prerequisite: Cha 23, Mysterious Insight.

Benefit: You gain the Final Revelation from whatever Mystery you pursued with Mysterious Insight.

Mysterious Insight [Magic]

Prerequisite: Cha 21, Final Revelation.

Benefit: Select a Mystery other than the one you pursued as an oracle. You gain two Revelations from this new Mystery.

Special: You can gain this feat multiple times. Each time, choose two more Revelations from the same Mystery you selected when you first gained this feat.

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. No individual character can have the benefits of more than one overchannel active at the same time. If they already have temporary hit points from one use of this ability and are exposed to a second use, they keep whichever current total is higher.

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 lower than your character level.

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 Flurry of Blows [Combat]

Prerequisites: Dex 25, Flurry of Blows class feature, *Ki* Pool (Adamantine) class feature.

Benefit: You can make four additional attacks using flurry of blows, as if using Perfect Two-Weapon Fighting (even if you do not meet the prerequisites for the feat).

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: Choose one caster-centered emanation spell you know. 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 1d4 rounds.

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

Persistent Bomb [Alchemical]

Prerequisites: Craft [Alchemy] 24 ranks, Sticky Bomb alchemist discoveries.

Benefit: A persistent bomb does not inflict splash damage. Instead, the bomb is used to target a specific 5-foot square, coating it in a barely-perceptible sheen (Perception DC equal to caster Craft [Alchemy] check to notice). The effect lasts for a number of rounds equal to 1/2 the character's alchemist level. Every creature that begins its turn in that square or moves into or through that square during the duration suffers the effects of the bomb as if subject to a direct hit. Targets can attempt a Reflex save against the normal bomb DC (10 + 1/2 alchemist's level + alchemist's Int modifier) for half damage. Persistent bombs do not stack with other non-stacking bomb discoveries.

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.

Piercing Thrust [Combat]

Prerequisites: Dex 26, BAB +20, Weapon Focus with a weapon from the Light Blade, Bow, Close, Crossbow, Natural, Polearm, or Spear weapon group.

Benefit: When using a weapon with which you have Weapon Focus from one of the Fighter weapon groups listed above, you can use a standard action to strike through a square or target adjacent to you, sending out a blast that tears through all targets within a 30-foot line. Resolve your attack normally against each target to see if the strike is successful. If there are barriers blocking the line (such as doors, trees, walls, etc.), you can make an automatic attack against these as well. If you inflict enough damage to pierce

the obstacle, the attack will continue for the full 30 feet. If you fail to inflict enough damage, the attack is stopped by the barrier. This ability can be used once every 1d4 rounds.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

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 from your rage is doubled;
- You gain blindsense out to 30 feet;
- Once per day 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* in addition to the spell's normal effects. 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. All spell effects behave as if the target of the touch were the original caster. 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.

Prolonged Summons [Summoning]

Prerequisite: Ability to cast *gate* as a spell-like ability.

Benefit: Whenever you summon a creature or creatures, they remain longer. When using a spell such as *summon monster*, the summoned creature or creatures remain for 1 minute per level. When using *summon monster* as a spell-like ability, the summoned creature or creatures remain for 10 minutes per level.

Quicken Shape [Wild]

Prerequisites: Wild Shape at will class feature.

Benefit: You can now wild shape as a swift action.

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 your bardic performances as a free action, though you are still only able to begin one bardic performance per round.

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-dependent 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.

Research Mastery [Magic]

Prerequisite: Int 19, Spellcraft 24.

Benefit: When researching a new spell, reduce the time required in weeks to time required in days. See *Chapter 7: Epic Magic* for more information.

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 class feature.

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.

Second Skin [Skill]

Prerequisite: Medium Armor Proficiency.

Benefit: You no longer incur armor check penalties on Acrobatics, Climb, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, Stealth, and Swim checks.

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. 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 affects 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.

Skill Mastery [Skill]

Prerequisite: Epic Skill Focus in the skill selected.

Benefit: When making a check with your selected skill, roll twice and select the higher of the two results.

Special: You can gain this feat multiple times. Each time it applies to a new skill.

Skill Perfection [Skill]

Prerequisite: Skill Mastery in the skill selected.

Benefit: Select a skill for which you have Skill Mastery. Once per day, no matter the circumstances, you can automatically treat a check with that skill as if you had rolled a natural 20.

Special: You can gain this feat multiple times. It allows you to take 20 with your selected skill one additional time per day or once per day with a new skill.

Slam [Combat]

Prerequisites: Str 21, BAB +25, Vital Strike.

Benefit: Any time you make a full attack, you can select to sacrifice any additional attacks received from your base attack bonus to make a second attack at your full bonus. Both attacks are treated as regular attacks taken as part of your full attack for the purposes of feats such as Combat Expertise, Power Attack, and Two-Weapon Fighting, or class features such as Sneak Attack or Arcane Strike.

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.

Spear of Wind [Combat]

Prerequisites: Dex 28, BAB+23, Piercing Thrust.

Benefit: When using your Piercing Thrust, the line now reaches 60 feet and you can elect to stagger your targets. Each target must make a Reflex save DC 10 + 1/2 your HD + your Dex modifier or be staggered for 1 round.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

Spectral Strike [Channeling]

Prerequisites: Wis 19, Ability to channel positive energy.

Benefit: Your attacks deal damage normally against incorporeal creatures. Additionally, any incorporeal creature exposed to a use of your channeled positive energy must succeed on a saving throw versus the channeled energy DC or be treated as corporeal for 1 minute.

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 Shot [Combat]

Prerequisite: Dex 25, Extraordinary Shot.

Benefit: When you have a readied action for your Extraordinary Shot, you can also use it to automatically counterspell spells or spell-like abilities.

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 magical signature of the spell you chose. If another spellcaster within 300 feet of you uses this magic either as a spell or a spell-like ability, you immediately gain the magic's effects 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). You still gain the benefits of the spell even if you do not currently have it memorized and/or do not have a spell slot available at the time to cast the spell. 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. This counts as spontaneous casting for the purposes of feats and class abilities.

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 of any type at your full base attack bonus at each opponent within 30 feet. The weapons do not have to all be of the same type.

Summon Companion [Summoning]

Prerequisite: Cha 21, Prolonged Summons.

Benefit: Once per day, a creature or creatures summoned with one use of *summon monster* remain until they are slain or dismissed.

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.

Summoning Perfection [Summoning]

Prerequisites: Cha 23, Ability to cast *gate* as a spell-like ability.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Advanced template.

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.

Sylph Shape [Wild]

Prerequisites: Dex 21, Wild Shape at will class feature.

Benefit: You gain a +2 size bonus to Dexterity when wild shaped or your shape's existing size bonus to Dexterity increases by 2. Your form appears lithe and agile, obviously swifter than normal.

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

Note: This feat cannot be used at the same time as Armored Shape, Dire Shape, or Grottesque Shape. If you have two or more of these feats, you select which one is active when you change your shape.

Sylvan Summoning [Summoning]

Prerequisites: Cha 25, non-lawful alignment, Summoning Perfection.

Benefit: Whenever you summon a creature or creatures with *summon monster* or *gate*, the summoned creature(s) gain the Fey Creature template.

Note: This feat cannot be used at the same time as Chivalric Summoning, Colossal Summoning, Devilish Summoning, Divine Summoning, Draconic Summoning, Ebon Summoning, and Guardian Summoning. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

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 Arms [Combat]

Prerequisites: Battlegod.

Benefit: Choose one fighter Weapon Group that your chosen Battlegod weapon falls into. You can apply the benefits of all feats you possess in the Weapon Focus/Specialization tree up to Warlord to all weapons in that group: Weapon Focus, Dazzling Display, Gory Finish, Shatter

Defenses, Penetrating Strike, Greater Penetrating Strike, Weapon Specialization, Point Blank Master, Greater Weapon Focus, Deadly Stroke, Greater Weapon Specialization, Epic Weapon Focus, Epic Weapon Specialization, Weapon Supremacy, and Warlord.

Special: If your chosen weapon falls into more than one Weapon Group, you can select this feat multiple times until you have it for all applicable Weapon Groups.

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.

Tide of Iron [Combat]

Prerequisites: Thousand Arms.

Benefit: Inspired by your legendary mastery, all allies with line of sight to you gain a +4 morale to hit and damage when using a weapon from your chosen Thousand Arms Weapon Group. This bonus does not stack with the bonuses granted by a fighter's Weapon Training or from feats in the Weapon Focus/Specialization tree.

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.

Vacuum Slash [Combat]

Prerequisites: Dex 23, Str 23, BAB +20, Weapon Supremacy with a weapon from the Axe, Heavy Blade, Light Blade, Natural, or Polearm weapon group.

Benefit: When using a weapon with which you have Weapon Focus from one of the Fighter weapon groups listed above, you can use a standard action to slash your weapon with enough force to project a wave of air pressure that strikes all targets within a 15-foot cone. Resolve your attack normally against each target to see if the strike is successful. If there are barriers blocking the cone (such as doors, trees, walls, etc.), you can make an automatic attack against these as well. If you inflict enough damage to cut through the obstacle, the attack will continue for the full 15 feet. If you fail to inflict enough damage, the attack is stopped by the barrier. This ability can be used once every 1d4 rounds.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

Vast Pool [Magic]

Prerequisites: Int 25, Deep Pool.

Benefit: You can now empower a weapon with any of the following epic weapon properties: *flaming blast*, *icy blast*, *shocking blast*, *thundering blast*, *desiccation*, *force*, *shredding*, *warping*, or *everdancing*. As with its non-epic counterparts, it costs 1 point from your spell pool per point of enhancement bonus.

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.

Vicious Hex [Magic]

Prerequisite: Int 23, At least 11 hexes.

Benefit: Whenever a target must make a saving throw against the effects of one of your hexes, they must roll twice and take the worse result.

Vicious Vital [Combat]

Prerequisite: Str 25, Greater Vital Strike.

Benefit: Whenever you make a Vital Strike, you inflict an additional +1d6 damage. This extra damage is not multiplied on a critical.

Special: This feat can be taken multiple times. Its effects do stack.

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 Dodge [Combat]

Prerequisites: Dodge, Void Step.

Benefit: Any round in which you do not use your Void Step ability, the AC bonus from the Dodge feat increases to +2 until the beginning of your next turn.

Special: You can take this feat multiple times. Every time you do, the AC bonus from the Dodge feat when you do not use your Void Step ability increases by an additional +1.

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.

Walk on Water [Combat]

Prerequisites: Blinding Speed.

Benefit: Any round in which the character moves at least their base movement speed, they will not sink into liquids. This includes water, acid, lava, and any other material in which a character might be submerged. They treat the surfaces of these liquids as normal terrain and are immune to effects of submersion while standing on them, though they are still susceptible to any radiating effects (such as the heat damage from lava).

Wand Savant [Item Creation]

Prerequisite: Craft Wand, Spellcraft 24 ranks.

Benefit: You can craft wands from spells up to 9th level. Doing so follows all the normal rules for crafting wands except the creation cost and market value are both increased by x10.

Special: You can gain this feat multiple times. Every time you select this feat, you increase the maximum spell level of wand you can create by 3.

Warlord [Combat]

Prerequisites: BAB +25, Weapon Supremacy with the chosen weapon, Weapon Training class feature in a Weapon Group including the chosen weapon.

Benefit: When making a full attack with your chosen weapon, you gain one additional attack at your highest base attack bonus. This ability does not stack with magical effects that duplicate the effect (such as a weapon of *speed* or the *haste* spell).

Special: This feat can be taken multiple times. Its effects do not stack, instead apply the feat to a new weapon each time.

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 simply choose a square and hope the target is within the area of effect. Spells with a line area of effect can have the teleportation act anywhere along the length of the line; part of the effect extending from the caster and another part continuing 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 purpose of qualifying for feats such as Weapon Specialization. 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.

Weapon Supremacy [Combat]

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

Benefit: Gain a +1 to hit and +2 to damage with the chosen weapon. These bonuses stack with those from the Weapon Focus/Specialization progression. Additionally, while wielding your chosen weapon, you cannot be disarmed and your weapon cannot be sundered. You also gain the ability to attempt disarms on targets that are normally immune (such as from the fighter's Weapon Mastery class ability), unless their immunity comes from Weapon Supremacy.

Special: This feat can be taken multiple times. Its effects do not stack, instead apply the feat to a new weapon each time.

Weightless Step [Skill]

Prerequisites: Dex 21, Legendary Leaper.

Benefit: You can attempt to use Acrobatics to soften your fall regardless of the height. It is DC 15 to ignore the first 20 feet fallen and for every 3 points by which you exceed 15, you ignore another 10 feet.

White Lotus Gale [Combat]

Prerequisites: Dex 25, Str 25, BAB +23, Vacuum Slash.

Benefit: When using your Vacuum Slash, the cone now reaches 30 feet and you can elect to make your targets shaken. Each target must make a Fortitude save DC 10 + 1/2 your HD + your Str modifier or be shaken for 1 round.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

Wide Pool [Magic]

Prerequisites: Int 21, True Magus class feature.

Benefit: Your arcane pool increases by an amount equal to your Intelligence modifier. If your Intelligence increases, this bonus is increased retroactively.

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

Widen Aura [Morale]

Prerequisite: Cha 25, Aura class feature to be chosen or any 'Aura' Morale feat.

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 Fire [Channeling]

Prerequisite: Wis 25, ability to channel negative energy.

Benefit: By expending three uses of your Channel Energy ability, you can briefly transform yourself into a demonic being, sprouting a pair of fiery, bat-like wings and gaining the following bonuses:

- Fly speed 90, good maneuverability.
- Darkvision 60 feet and low-light vision.
- Immunity to electricity, fire, and poison.
- +4 racial bonus on saves against petrification.
- *Unholy aura* with a radius of 20 feet (using your caster level and Wisdom modifier to set the DC).

The wings last for 1 minute for every die your channel energy would normally heal. The wings cannot be dispelled

except by the channeler (or the direct intervention of a deity), who can dismiss them as a free action.

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, sprouting a pair of feathered wings composed of silvery-blue energy and granting you the following bonuses:

- Fly speed 90, good maneuverability.
- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- +4 racial bonus on saves against poison.
- *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. The wings cannot be dispelled except by the channeler (or the direct intervention of a deity), who can dismiss them as a free action.

World Breaker [Combat]

Prerequisites: Str 28, BAB +23, Earth Breaker.

Benefit: When using your Earth Breaker, the burst now reaches 10 feet and you can elect to make a trip attempt against the targets. Resolve the trip attempts normally, though the targets do not get attacks of opportunity even if you do not have Improved Trip.

Special: A monk that selects Weapon Focus with their unarmed strike or a monk weapon treats their base attack bonus as 5 points higher for the purposes of qualifying for this feat.

Zen Focus [Ki]

Prerequisites: Wis 26, Timeless Body class feature.

Benefit: Up to three times per day, you can spend a full-round action meditating to recover a number of *ki* points equal to your Wisdom modifier.

While not truly an artifact, the epic magic item is a creation of such power that it far and away outstrips non-epic magic items. Epic magic items are objects of great power and value. The following are typical characteristics of an epic magic item. In general, an item with even one of these characteristics is considered epic:

- Weapons, armor, or shields with an enhancement bonus greater than +5 and/or a special ability with a market price modifier greater than +5;
- Non-armor items that grant an armor bonus of greater than +10;
- Items that grant a natural armor, deflection, or resistance bonus greater than +5;
- Items that grant an enhancement bonus to at least one ability score greater than +6;
- Items that grant an enhancement bonus on a skill check of +20 or greater;
- Items that mimic a spell of 9th effective level higher;
- Items that have a caster level above 20th;
- Enchantments on an item that have a market price greater than 200,000 gold.

An epic magic item has a higher market price than indicated by the formulas for non-epic items and follows the creation rules outlined below instead.

Epic magic items are not artifacts. They are not unique, though they are certainly very rare, and anyone with the proper item creation feats can build them. Even an epic magic item can never grant a dodge bonus and the maximum inherent bonus that can be applied to an ability score is +5.

Creating Epic Magic Items

The process of creating an epic magic item is very similar to creating a non-epic magic item. However, certain important differences exist:

Caster Level: Spells with an effective level of 10 or higher are possible at epic levels, mostly through the use of

metamagic feats. The minimum caster levels for spells above 9th level are available in Chapter 3, on *Tables 3-20* through *3-23*, depending on the class casting the spell. No epic item has a minimum caster level lower than 21.

Prerequisites: In addition to the spells, materials, and tools required for non-epic magic items, any epic magic item requires at least two Item Creation feats: the epic and non-epic versions.

Market Price: The magic items included in this document all have market prices attached to them. When designing custom epic magic items, you use the guidelines for non-epic magic items provided in the *Pathfinder™* rules to determine their market price, with one addition: If the item gives a bonus beyond the limit allowed for normal, non-epic magic items, multiply the final price by 10.

Magic Item Descriptions

In the following sections, each general type of magic item, such as armor or scrolls, has an overall description, followed by descriptions of specific items, if any. Each magic item description and table follows the same format used for non-epic magic items. Specific exceptions are noted as necessary.

Epic Armor

Except when otherwise stated, epic magic armor and shields follow the rules for non-epic magic armor and shields.

There is no limit to the enhancement bonus to armor class of epic magic armor or shields, to the market price modifier of epic magic armor or shield special abilities, or to the total enhancement bonus and market price modifier of epic magic armor or shields.

Epic Armor and Shield Base Price

To find the base price of an epic suit of magic armor or an epic magic shield, consult *Table 6-1: Epic Armor and Shields*. Note that the +6 to +10 rows apply only to armor

and shields that provide an enhancement bonus to armor class of +6 to +10 or armor and shields with a single special ability whose market price modifier is +6 or greater. Magic armor and shields with a total effective bonus of less than +10 that have an enhancement bonus to armor class of +5 or less and special abilities whose individual market price modifiers are +5 or less use the table for non-epic magic armor to determine price.

Table 6-1: Epic Armor and Shields

Enhancement Bonus	Market Price (gold)
+6	+360,000
+7	+490,000
+8	+640,000
+9	+810,000
+10	+1,000,000
+11	+1,210,000
+12	+1,440,000
+13	+1,690,000
+14	+1,960,000
+15	+2,250,000
+16	+2,560,000
+17	+2,890,000
+18	+3,240,000
+19	+3,610,000
+20	+4,000,000
+1 to existing bonus	+(enhancement bonus squared) x 10,000

Epic Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have special abilities, such as those detailed below and non-epic abilities. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Caster Level for Epic Armor and Shields: The caster level of an epic magic shield or epic magic armor with a special ability is given in the ability's description. If an item has more than one special ability, use the highest prerequisite caster level. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and special abilities, the highest caster level requirement must be met.

Energy Immunity [strong abjuration, CL 27th]

As energy warding, except that it absorbs all energy

Table 6-2: Epic Armor and Shield Special Abilities

Price Modifier	Special Ability
+5	Invulnerability, Improved
+5	Negating
+6	Energy Warding
+6	Graceful
+6	Invulnerability, Greater
+6	Spell Resistance, Epic (SR 21)
+6	Infinite Arrow Deflection ¹
+400,000 gold	Shadows, Epic
+400,000 gold	Slick, Epic
+7	Invulnerability, Epic (5/epic)
+7	Fluid
+7	Obdurate
+7	Spell Resistance, Epic (SR 23)
+7	Energy Warding, Greater
+8	Exceptional Arrow Deflection ¹
+8	Invulnerability, Epic (10/epic)
+8	Reflex (+1)
+8	Spell Resistance, Epic (SR 25)
+9	Fortification, Absolute
+9	Invulnerability, Epic (15/epic)
+9	Reflex (+2)
+9	Spell Resistance, Epic (SR 27)
+900,000 gold	Shadows, Absolute
+900,000 gold	Slick, Absolute
+10	Energy Immunity
+10	Invulnerability, Epic (20/epic)
+10	Reflex (+3)
+10	Spell Resistance, Epic (SR 29)

¹ - Shield Only

damage per attack of its designated energy type.

Prerequisites: Craft Epic Magic Arms and Armor, *protection from energy*

Market Price: +6 bonus

Energy Warding [strong abjuration, CL 21st]

A suit of armor or a shield with this property protects against one type of energy: acid, cold, electricity, fire, or sonic. The armor absorbs the first 50 points of energy damage per attack that the wearer would normally take (similar to *resist energy*).

Prerequisites: Craft Epic Magic Arms and Armor, *protection from energy*

Market Price: +6 bonus

Energy Warding, Greater [strong abjuration, CL 24th]

As energy warding, except that it absorbs the first 100 points of energy damage per attack of its designated energy type.

Prerequisites: Craft Epic Magic Arms and Armor, *protection from energy*

Market Price: +8 bonus

Exceptional Arrow Deflection [strong abjuration, CL 23rd]

This shield functions like a shield of arrow deflection except that it can deflect any type of ranged attack (including spells that require a ranged touch attack) as if it were an arrow.

Prerequisites: Craft Epic Magic Arms and Armor, *shield, wall of force*

Market Price: +8 bonus

Fluid [strong abjuration, CL 22nd]

Shimmering and seemingly only semi-solid, fluid armor has all the benefits of graceful armor, except that it no longer has a Maximum Dexterity and the Spell Failure is reduced by a total of 25%. Medium fluid armor does not reduce the wearer's speed.

Special: Armor cannot have the fluid and obdurate qualities at the same time.

Prerequisites: Craft Epic Magic Arms and Armor, *freedom of movement*

Market Price: +7 bonus

Fortification, Absolute [strong abjuration, CL 26th]

This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, it is negated and damage is instead rolled normally.

Prerequisites: Craft Epic Magic Arms and Armor, *wish or miracle*

Market Price: +9 bonus

Graceful [strong abjuration, CL 21st]

Often worked with delicate ornamentation of exceeding intricacy, graceful armor is so flexible that the wearer suffers from no armor check penalties. Further, the armor's

Maximum Dexterity is increased by 1 and the Spell Failure is reduced by 10%.

Prerequisites: Craft Epic Magic Arms and Armor, *freedom of movement*

Market Price: +6 bonus

Infinite Arrow Deflection [strong abjuration, CL 21st]

This shield functions like a shield of arrow deflection, except it can deflect any number of projectiles or thrown weapons each round.

Prerequisites: Craft Epic Magic Arms and Armor, *protection from arrows, shield*

Market Price: +6 bonus

Invulnerability, Epic [strong abjuration, CL 22nd]

This suit of armor or shield grants the wearer damage reduction 5/epic or higher; it increases by increments of 5. The required caster level and market price increase by +1 for every additional increment of damage reduction.

Prerequisites: Craft Epic Magic Arms and Armor, *stoneskin, wish or miracle*

Market Price: +7 bonus

Invulnerability, Greater [strong abjuration, CL 21st]

This suit of armor or shield grants the wearer damage reduction 15/magic.

Prerequisites: Craft Epic Magic Arms and Armor, *stoneskin, wish or miracle*

Market Price: +6 bonus

Invulnerability, Improved [strong abjuration, CL 20th]

This suit of armor or shield grants the wearer damage reduction 10/magic.

Prerequisites: Craft Epic Magic Arms and Armor, *stoneskin, wish or miracle*

Market Price: +5 bonus

Negating [strong abjuration, CL 20th]

Immediately after the wearer of this armor is hit with a magic weapon, the armor casts greater dispel magic on the weapon. (In the case of projectile weapons, the armor casts greater dispel magic on the weapon that fired the projectile if it is in range. If it is out of range, the armor does nothing.) No weapon can be affected by the armor more than once per day (regardless of the success of the dispel check).

Prerequisites: Craft Epic Magic Arms and Armor, *greater dispel magic*

Market Price: +5 bonus

Obdurate [strong transmutation, CL 22nd]

Turning dull and gritty, obdurate armor is significantly tougher than normal armor, gaining a hardness of 25 and doubling its hit points.

Special: Armor cannot have either the fluid or reflex quality at the same time as it has the obdurate quality.

Prerequisites: Craft Epic Magic Arms and Armor, *hardening*

Market Price: +7 bonus

Reflex [strong abjuration, CL 24th]

Smooth, skin tight, and often worked with striated patterns like muscle fiber, reflex armor wears like a second skin of metal or leather. It provides all the benefits of fluid armor, except that it has no Maximum Dexterity or Spell Failure. Reflex armor of any type does not reduce the wearer's speed.

In addition, reflex armor seems almost to predict the wearer's actions, granting a +1 or higher circumstance bonus to any skill check normally affected by an armor check penalty; it increases by increments of +1. The required caster level and market price increase by +1 for every additional increment.

Finally, Reflex armor provides an enhancement bonus to the wearer's land speed of +5 feet for every increment of bonus. This increase is also a circumstance bonus.

Special: Armor cannot have the reflex and obdurate qualities at the same time.

Prerequisites: Craft Epic Magic Arms and Armor, *freedom of movement*

Market Price: +8 bonus

Shadows, Absolute [strong illusion, CL 23rd]

As epic shadows, except that the competence bonus to Stealth is +30.

Prerequisites: Craft Epic Magic Arms and Armor, *invisibility, silence*

Market Price: +900,000 gold

Shadows, Epic [strong illusion, CL 21st]

This armor blurs the wearer whenever he or she tries to hide, while also dampening the sound around him or her, granting a +20 competence bonus on Stealth checks. The armor's armor check penalty still applies normally.

Prerequisites: Craft Epic Magic Arms and Armor, *invisibility, silence*

Market Price: +400,000 gold

Slick, Absolute [strong conjuration, CL 23rd]

As epic slickness, except that the competence bonus to Escape Artist is +30.

Prerequisites: Craft Epic Magic Arms and Armor, *grease*

Market Price: +900,000 gold

Slick, Epic [strong conjuration, CL 21st]

This armor secretes a thin, slippery fluid whenever the wearer is restrained, either by bonds or in a grapple, granting a +20 competence bonus on Escape Artist checks. The fluid evaporates within 1 round. The armor's armor check penalty still applies normally.

Prerequisites: Craft Epic Magic Arms and Armor, *grease*

Market Price: +400,000 gold

Spell Resistance, Epic [strong abjuration, CL 21st]

This suit of armor or shield grants the wearer spell resistance 21 or higher; it increases by increments of 2. The required caster level and market price increase by +1 for every additional increment of spell resistance.

Prerequisites: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell resistance*

Market Price: +6 bonus

Epic Weapons

Except when otherwise stated, epic magic weapons follow the rules for non-epic magic weapons. There is no limit to an epic magic weapon's enhancement bonus, to the market price modifier of an epic magic weapon special ability, or to the total of an epic magic weapon's enhancement bonus and market price modifier.

Epic Weapon Base Price

To find the base price of an epic magic weapon, roll on *Table 6-3: Epic Weapons*. Note that the +6 to +10 rows apply only to weapons that provide an enhancement bonus of +6 to +10 or weapons with a single special ability whose market price modifier is +6 to +10. Magic weapons with a total effective bonus of +6 to +10 but that have an enhancement bonus of +5 or less and special abilities whose individual market price modifiers are +5 or less use the table for non-epic magic weapons to determine price.

Table 6-3: Epic Weapons

Enhancement Bonus	Market Price (gold)
+6	+720,000
+7	+980,000
+8	+1,280,000
+9	+1,620,000
+10	+2,000,000
+11	+2,420,000
+12	+2,880,000
+13	+3,380,000
+14	+3,920,000
+15	+4,450,000
+16	+5,120,000
+17	+5,780,000
+18	+6,480,000
+19	+7,220,000
+20	+8,000,000
+1 to existing bonus	+(enhancement bonus squared) x 20,000

Table 6-4: Epic Weapon Special Abilities

Price Modifier	Special Ability
+6	Corrosive Blast
+6	Distant Shot ²
+6	Flaming Blast
+6	Icy Blast
+6	Indomitable
+6	Shocking Blast
+6	Thundering Blast
+6	Triple-Throw ²
+6	Unerring Accuracy ²
+7	Desiccation
+7	Dread
+7	Force
+7	Shredding ¹
+7	Warping ¹
+8	Anarchic Power
+8	Everdancing ¹
+8	Holy Power
+8	Axiomatic Power
+8	Unholy Power
+9	Vampiric ¹
+10	Cacophony
+10	Glacier
+10	Inferno
+10	Tempest
+10	Vitriol
+11	Angelic Glory
+11	Calamity
+11	Celestial Grandeur
+11	Demonic Horror
+11	Diabolic Misery
+11	Mummification
+12	Annihilation ¹

¹ - Melee Only

² - Ranged Only

Epic Weapon Special Ability Descriptions

Most magic weapons only have enhancement bonuses. They can also have special abilities, such as those detailed below and non-epic abilities. A weapon with a special ability must have at least a +1 enhancement bonus.

Caster Level for Epic Weapons: The caster level of an epic magic weapon with a special ability is given in the ability's description. If a weapon has more than one special ability, it uses the highest prerequisite caster level. For a weapon with only an enhancement bonus, the caster level is three times the enhancement bonus. If a weapon has both an enhancement bonus and special abilities, the highest caster level requirement must be met.

Anarchic Power [strong evocation, CL 23rd]

This weapon is chaos-aligned and thus bypasses the corresponding damage reduction. When a weapon of

anarchic power strikes a lawful target, this power deals +3d6 points of bonus chaotic damage to the target and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of chaotic damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4). It bestows three permanent negative levels on any lawful creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the anarchic power upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *word of chaos*

Market Price: +8 bonus

Angelic Glory [strong evocation, CL 23rd]

This crystalline weapon is both good-aligned and chaos-aligned and thus bypasses the corresponding damage reductions. At the wielder's command, it can shed light as by the *daylight* spell. A weapon of angelic glory acts as both a weapon of anarchic power and a weapon of holy power. These bonuses to damage stack; for instance, a normal attack against an evil and lawful creature deals +6d6 points of bonus damage and bestows two negative levels. The Fortitude saves against these negative levels are DC 25.

Prerequisites: Craft Epic Magic Arms and Armor, *daylight*, *holy word*, *word of chaos*

Market Price: +11 bonus

Annihilation [strong transmutation, CL 27th]

A weapon of annihilation appears normal until its power is activated, at which point the entire weapon is replaced by a terrible construct of absolute blackness. Every motion of the weapon bends light and tears apart anything it touches while

attacks devour matter and energy with equal completeness, though the wielder remains unaffected. A weapon of annihilation deals +5d6 points of bonus untyped energy damage. On a successful critical hit it instead deals +10d6 points (or +15d6 if the critical multiplier is ×3, or +20d6 if the critical multiplier is ×4). Any creature slain by a weapon of annihilation is utterly destroyed, leaving not even dust to mark its passing. Only the direct intervention of a major deity can revive an annihilated character.

Additionally, once every 2d4 rounds, the wielder of a weapon of annihilation can unleash the barely-constrained destructive force of their weapon for a single heartbeat, making the weapon and its wielder the center of a howling vortex as earth, air, and enemies are all dragged into the weapon and consumed. In that moment, everything within a 40-foot radius is pulled towards the weapon. Targets must make a Reflex save DC 21 or be dragged in; flying or floating creatures receive a -8 penalty to this save. Any object or creature that comes into contact with the weapon at this point must make a Fortitude save DC 38 or be utterly destroyed as described above. On a successful save, targets instead take 10d6 points of untyped energy damage. So long as they maintain a firm grip on the weapon, the wielder is immune to these effects.

A weapon of annihilation has a few weaknesses. If a *gate* spell is cast upon it, there is a 75% chance that the weapon is harmlessly destroyed and a 25% chance that a gap is torn in space, catapulting everything within a 180-foot radius into a random plane. Everyone within the affected area except the wielder is allowed a Reflex save DC 38 to avoid the effect. If a rod of epic cancellation touches a weapon of annihilation, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 20d6 points of damage. A Reflex save DC 21 will halve this damage. If a weapon of annihilation is wielded during one of these attempts, it counts as an attended object and can use its wielder's saving throws if they are better than the weapon's. Even though the *gate* spell does not normally allow a saving

throw, the object is allowed a Will save against the caster's DC for a spell of the appropriate level if it is used in this fashion.

Prerequisites: Craft Epic Magic Arms and Armor, *imprisoned disintegrate*

Market Price: +12 bonus

Axiomatic Power [strong evocation, CL 23rd]

This weapon is lawful-aligned and thus bypasses the corresponding damage reduction. When a weapon of axiomatic power strikes a chaotic target, this power deals +3d6 points of bonus lawful damage to the target and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of lawful damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4). It bestows three permanent negative levels on any chaotic creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the axiomatic power upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *dictum*

Market Price: +8 bonus

Cacophony [strong evocation, CL 25th]

A cacophony weapon appears normal until its power is activated, at which point the entire weapon is replaced by a quasi-material construct of pure sound. Every motion of the weapon sounds like the rumbling of distant thunder while attacks are as loud as a cannon fire, though the wielder remains unaffected. A cacophony weapon acts as a thundering blast weapon, except that whenever a target is struck, they are deafened for a number of rounds equal to the sonic damage inflicted. A Fortitude save DC 23 negates

this effect. While the cacophony weapon is activated, the wielder is immune to sonic damage.

Additionally, once every 2d4 rounds, the wielder of a cacophony weapon can unleash a 60-foot cone of sonic energy as a standard action that inflicts 20d6 points of sonic damage. It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate both the stunning and deafness with a successful Fortitude save DC 26. A successful Reflex save DC 26 reduces the sonic damage by half.

Prerequisites: Craft Epic Magic Arms and Armor, *empowered greater shout*

Market Price: +10 bonus

Calamity [strong evocation, CL 26th]

A weapon of calamity appears normal until its power is activated, at which point the entire weapon is replaced by a translucent construct of pure force. Every motion of the weapon is utterly soundless and almost imperceptible while attacks slice through targets effortlessly, though the wielder remains unaffected. A weapon of calamity acts as a force weapon, except that whenever a target is struck, it inflicts bleed damage equal to the force damage inflicted. While the weapon of calamity is activated, the wielder is immune to force damage.

Additionally, once every 2d4 rounds, the wielder of a weapon of calamity can unleash a 20-foot burst of slashing, tearing force as a standard action that inflicts 20d6 points of damage. A successful Reflex save DC 26 reduces the damage by half. Every square of the burst area is filled with a *blade barrier* effect heightened to 11th spell level and cast at caster level 26; it lasts for 26 minutes, inflicts 15d6 points of damage, and has a Reflex DC 26. However, if the burst ability is activated again before the previous *blade barrier* expires, the old *barrier* winks out of existence as soon as the new one is created. Being immune to force effects, the wielder can move through the *blade barrier* without adverse effect.

Prerequisites: Craft Epic Magic Arms and Armor, *mage's*

sword, heightened blade barrier

Market Price: +11 bonus

Celestial Grandeur [strong evocation, CL 23rd]

This golden weapon is both good-aligned and law-aligned and thus bypasses the corresponding damage reductions. At the wielder's command, it can shed light as by the *daylight* spell. A weapon of celestial grandeur acts as both a weapon of axiomatic power and a weapon of holy power. These bonuses to damage stack; for instance, a normal attack against an evil and chaotic creature deals +6d6 points of bonus damage and bestows two negative levels. The Fortitude saves against these negative levels are DC 25.

Prerequisites: Craft Epic Magic Arms and Armor, *daylight*, *dictum*, *holy word*

Market Price: +11 bonus

Corrosive Blast [strong evocation, CL 21st]

On command, a corrosive blast weapon drips acid, though this deals no damage to the wielder. On any hit, this acid splashes the creature struck, dealing +3d6 points of bonus acid damage. On a successful critical hit it instead deals +6d6 points of acid damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus acid damage upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *acid fog*

Market Price: +6 bonus

Demonic Horror [strong evocation, CL 23rd]

This pitch-black weapon is both evil-aligned and chaos-aligned and thus bypasses the corresponding damage reductions. At the wielder's command, it can blanket an area in shadows as by the *deeper darkness* spell, though the wielder of a weapon of demonic horror remains able to see so long as they hold the weapon. A weapon of demonic horror acts as both a weapon of anarchic power and a weapon of unholy power. These bonuses to damage stack; for instance,

a normal attack against an evil and chaotic creature deals +6d6 points of bonus damage and bestows two negative levels. The Fortitude saves against these negative levels are DC 25.

Prerequisites: Craft Epic Magic Arms and Armor, *deeper darkness*, *word of chaos*, *unholy word*

Market Price: +11 bonus

Desiccation [strong necromancy, CL 23rd]

On command, a weapon of desiccation shimmers as though seen through a heat haze, though this deals no damage to the wielder. On any hit against a living target, the weapon draws moisture out of the target, dealing +3d6 points of bonus dehydration damage (or +3d8 against plant or water creatures). The target must also make a DC 23 Fortitude save or become fatigued. On a successful critical hit it instead deals +6d6 points of dehydration damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4) and must make a DC 26 Fortitude save or become exhausted. Bows, crossbows, and slings with this special ability bestow the bonus fire damage upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *horrid wilting*

Market Price: +7 bonus

Diabolic Misery [strong evocation, CL 23rd]

This blood-red weapon is both evil-aligned and law-aligned and thus bypasses the corresponding damage reductions. At the wielder's command, it can blanket an area in shadows as by the *deeper darkness* spell, though the wielder of a weapon of diabolic misery remains able to see so long as they hold the weapon. A weapon of diabolic misery acts as both a weapon of axiomatic power and a weapon of unholy power. These bonuses to damage stack; for instance, a normal attack against an good and chaotic creature deals +6d6 points of bonus damage and bestows two negative levels. The Fortitude saves against these negative levels are DC 25.

Prerequisites: Craft Epic Magic Arms and Armor, *deeper darkness, dictum, unholy word*

Market Price: +11 bonus

Distant Shot [strong divination, CL 21st]

A distant shot weapon can be used against any target within line of sight at no penalty for range.

Prerequisites: Craft Epic Magic Arms and Armor, *discern location*

Market Price: +6 bonus

Dread [strong conjuration, CL 22nd]

A dread weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus. Further, it deals +4d6 points of bonus damage against the foe, and if it scores a successful critical hit against the foe, that creature must make a Fortitude save (DC 27) or be destroyed instantly and turned to dust. This even affects creatures immune to critical hits or death magic.

Prerequisites: Craft Epic Magic Arms and Armor, *summon monster IX*

Market Price: +7 bonus

Everdancing [strong transmutation, CL 23rd]

An everdancing weapon is much like a dancing weapon, though it can be loosed with a free action and will fight as long as desired. It can move up to 60 feet away from its owner. Its owner can instruct it to move to a different target as a move-equivalent action. If its owner is rendered unconscious or otherwise unable to direct it, it will fight the same opponent as long as that opponent is conscious and within range. The owner of an everdancing weapon can grasp it again as a free action (assuming it is within reach).

Prerequisites: Craft Epic Magic Arms and Armor, *animate objects*

Market Price: +8 bonus

Fiery Blast [strong evocation, CL 21st]

On command, a fiery blast weapon is sheathed in fire, though this deals no damage to the wielder. On any hit, this fire engulfs the creature struck, dealing +3d6 points of bonus fire damage. On a successful critical hit it instead deals +6d6 points of fire damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus fire damage upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *fireball*

Market Price: +6 bonus

Force [strong evocation, CL 23rd]

The striking surface of a force weapon is replaced by an invisible, almost two-dimensional replica composed of laminated layers of pure force. On any hit, a force weapon cuts easily through foes, subtle vibrations in each individual force layer dealing +3d6 points of bonus force damage. On a successful critical hit it instead deals +6d6 points of force damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Additionally, the threat range of a force weapon is increased by +1. This ability stacks with feats such as Improved Critical or the keen special ability, though the bonus is only added after the other abilities have been factored in. Finally, a force weapon ignores the hardness of objects up to hardness 30. Bows, crossbows, and slings with this special ability bestow the bonus fire damage upon their ammunition. Force can only be applied to slashing or piercing weapons.

Prerequisites: Craft Epic Magic Arms and Armor, *wall of force*

Market Price: +7 bonus

Glacier [strong evocation, CL 25th]

A weapon of the glacier appears normal until its power is activated, at which point the entire weapon is replaced by a smoking, translucent construct of pure ice. Every motion of the weapon produces a drifting trail of snowflakes while

attacks leave targets rimed with frost, though the wielder remains unaffected. A weapon of the glacier acts as an icy blast weapon, except that whenever a target is struck, they are slowed for a number of rounds equal to the cold damage inflicted. A Fortitude save DC 23 negates this effect. While the weapon of the glacier is activated, the wielder is immune to cold damage.

Additionally, once every 2d4 rounds, the wielder of a weapon of the glacier can unleash a 120-foot line of cold energy as a standard action that inflicts 20d6 points of cold damage. It also causes 1d4 points of Dexterity drain and slows all targets for 4d6 rounds. A creature caught in the line can negate the Dexterity drain and slowness with a successful Fortitude save DC 26. A successful Reflex save DC 26 reduces the cold damage by half.

Prerequisites: Craft Epic Magic Arms and Armor, *enlarged polar ray*

Market Price: +10 bonus

Holy Power [strong evocation, CL 23rd]

This weapon is good-aligned and thus bypasses the corresponding damage reduction. When a weapon of holy power strikes an evil target, this power deals +3d6 points of bonus holy damage and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit, it instead deals +6d6 points of holy damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3 or +12d6 and four negative levels if the critical multiplier is ×4). It bestows three permanent negative levels on any evil creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is released. These negative levels cannot be overcome in any way while the weapon is wielded. Ranged weapons with this special ability bestow the holy power upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *holy word*

Market Price: +8 bonus

Icy Blast [strong evocation, CL 21st]

On command, an icy blast weapon is sheathed in icy cold, though this deals no damage to the wielder. On any hit, this cold washes over the creature struck, dealing +3d6 points of bonus cold damage. On a successful critical hit it instead deals +6d6 points of cold damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus cold damage upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *cone of cold*

Market Price: +6 bonus

Indomitable [strong enchantment, CL 21st]

The wielder of an indomitable weapon is immune to fear when the weapon is drawn. All allies within 30 feet receive a bonus to their Will saves against fear equal to the weapon's the enhancement bonus.

Prerequisites: Craft Epic Magic Arms and Armor, *heroism, remove fear*

Market Price: +6 bonus

Inferno [strong evocation, CL 25th]

A weapon of the inferno appears normal until its power is activated, at which point the entire weapon is replaced by an incandescent construct of obsidian and magma. Every motion of the weapon produces swirling clouds of ash and cinder while attacks cause the weapon to flare as brightly as the noon sun, though the wielder remains unaffected. A weapon of the inferno acts as a fiery blast weapon, except that it constantly sheds light equal to that of a *daylight* spell and whenever a target is struck, they are blinded for a number of rounds equal to the fire damage inflicted. A Fortitude save DC 23 negates this effect. While the weapon of the inferno is activated, the wielder is immune to fire damage.

Additionally, once every 2d4 rounds, the wielder of a weapon of the inferno can unleash a 20-foot radius burst of

flame as a standard action that inflicts 20d6 points of fire damage. It also ignites all flammable objects and blinds all targets for 4d6 rounds. A creature caught in the burst can negate the blindness with a successful Fortitude save DC 26. A successful Reflex save DC 26 reduces the fire damage by half and negates the ignition of flammables.

Prerequisites: Craft Epic Magic Arms and Armor, *flaring meteor swarm*

Market Price: +10 bonus

Mummification [strong necromancy, CL 26th]

A weapon of mummification appears normal until its power is activated, at which point the entire weapon is replaced by a glittering construct of shifting, gem-like sand. Every motion of the weapon throws out gritty clouds of dust while attacks cause the weapon blast sweeping blooms of the drying sand over the target, though the wielder remains unaffected. A weapon of mummification acts as a weapon of desiccation, except that the target's fatigue or exhaustion lasts for a number of rounds equal to the dehydration damage inflicted. A Fortitude save DC 23 negates this effect. While the weapon of mummification is activated, the wielder is immune to dehydration effects and fatigue. Any effect that would make the wielder exhausted instead only makes them fatigued.

Additionally, once every 2d4 rounds, the wielder of a weapon of mummification can unleash a 20-foot radius burst of howling dust as a standard action that inflicts 20d6 points of dehydration damage. It also exhausts all targets for 4d6 rounds. A creature caught in the burst can reduce the dehydration damage by half and negate the exhaustion with a successful Fortitude save DC 26. Any creature slain by this effect is raised the following round as a mummy loyal to the wielder, which persists for up to 1 hour (or until dismissed), at which point it crumbles to dust. The wielder can only have a number of mummies at one time whose HD total is equal to or less than their own HD, choosing to either dismiss older mummies or not raise new ones if doing so would cause them

to exceed this limit.

Prerequisites: Craft Epic Magic Arms and Armor, *sickening horrid wilting*

Market Price: +11 bonus

Shocking Blast [strong evocation, CL 21st]

On command, a lightning blast weapon crackles with electrical energy, though this deals no damage to the wielder. On any hit, lightning coruscates around the creature struck, dealing +3d6 points of bonus electricity damage. On a successful critical hit it instead deals +6d6 points of electricity damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus electricity damage upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *lightning bolt*

Market Price: +6 bonus

Shredding [strong evocation, CL 22nd]

Whenever a target is struck by a shredding weapon, it deals 1d6 points of bleed damage. Multiple hits from a shredding weapon increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 25 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage dealt by this weapon.

Prerequisites: Craft Epic Magic Arms and Armor, *blade barrier*

Market Price: +7 bonus

Tempest [strong evocation, CL 25th]

A tempest weapon appears normal until its power is activated, at which point the entire weapon is replaced by a crackling construct of pure lightning. Every motion of the weapon produces arcing sparks while attacks cause the

weapon to shower the target with leaping tendrils of electricity, though the wielder remains unaffected. A tempest weapon acts as a shocking blast weapon, except that whenever a target is struck, they are left shaken for a number of rounds equal to the electricity damage inflicted. A Fortitude save DC 23 negates this effect. While the tempest weapon is activated, the wielder is immune to electricity damage.

Additionally, once every 2d4 rounds, the wielder of a tempest weapon can unleash a 120-foot line of lightning as a standard action that inflicts 20d6 points of electricity damage. It also causes all targets to be paralyzed for 1 round and shaken for 4d6 rounds. A creature caught in the line can negate the paralysis and prevent becoming shaken with a successful Fortitude save DC 26. A successful Reflex save DC 26 reduces the electricity damage by half.

Prerequisites: Craft Epic Magic Arms and Armor, *still stormbolts*

Market Price: +10 bonus

Thundering Blast [strong evocation, CL 21st]

On command, a sonic blast weapon emits a low thrumming hum, though this deals no damage to the wielder. On any hit, this becomes a thunderous roar that deals +3d6 points of bonus sonic damage to the creature struck. On a successful critical hit it instead deals +6d6 points of sonic damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus sonic damage upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *shout*

Market Price: +6 bonus

Triple-Throw [strong illusion, CL 21st]

This special ability can only be placed on a weapon that can be thrown. A triple-throw weapon creates two duplicates of itself when thrown. Both the original and the duplicate weapons attack separately at the same attack bonus.

Regardless of the success of any of the attacks, the duplicates immediately disappear after the attack is completed. Any bonuses on damage due to accuracy or precision (including those from sneak attacks, the Precise Shot feat, or the ranger's favored enemy bonus) apply only to the original weapon's damage, not to the duplicates.

Prerequisites: Craft Epic Magic Arms and Armor, *shades*

Market Price: +6 bonus

Unerring Accuracy [strong divination, CL 21st]

Ranged attacks made with this weapon negate the AC bonus granted by any cover short of total cover. The weapon's ranged attacks also ignore any miss chance from concealment, including total concealment, though the wielder must still aim his or her attacks at the correct square.

Prerequisites: Craft Epic Magic Arms and Armor, *true seeing*

Market Price: +6 bonus

Unholy Power [strong evocation, CL 23rd]

This weapon is evil-aligned and thus bypasses the corresponding damage reduction. When a weapon of unholy power strikes a good target, this power deals +3d6 points of bonus unholy damage and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of unholy damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3 or +12d6 and four negative levels if the critical multiplier is ×4). It bestows three permanent negative levels on any good creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappears when the weapon is released. These negative levels cannot be overcome in any way while the weapon is wielded. Ranged weapons with this special ability bestow the unholy power upon their ammunition.

Prerequisites: Craft Epic Magic Arms and Armor, *unholy word*

Market Price: +8 bonus

Vampiric [strong necromancy, CL 24th]

Whenever a living creature is struck with a vampiric weapon, some of the damage is funneled out of the target and infuses wielder with positive energy. The wielder recovers 1d6 points of damage with every successful attack, similar to the spell *cure light wounds*. This ability cannot cure more than the attack inflicts, including damage reduction. On a successful critical hit it instead recovers 2d6 damage (or 3d6 if the critical multiplier is ×3, or 4d6 if the critical multiplier is ×4).

Prerequisites: Craft Epic Magic Arms and Armor, *vampiric touch*

Market Price: +9 bonus

Vitriol [strong evocation, CL 25th]

A weapon of vitriol appears normal until its power is activated, at which point the entire weapon is replaced by a dripping construct of yellow-green liquid. Every motion of the weapon sprays hissing droplets while attack bathes the target in a caustic spray, though the wielder remains unaffected. A weapon of vitriol acts as a caustic blast weapon, except that whenever a target is struck, they are left sickened for a number of rounds equal to the acid damage inflicted. A Fortitude save DC 23 negates this effect. While the weapon of vitriol is activated, the wielder is immune to acid damage.

Additionally, once every 2d4 rounds, the wielder of a weapon of vitriol can unleash a 60-foot cone of acidic spray as a standard action that inflicts 20d6 points of acid damage. It also causes all targets to be exhausted and sickened for 4d6 rounds. A creature caught in the cone can negate the exhaustion and prevent becoming sickened with a successful Fortitude save DC 26. A successful Reflex save DC 26 reduces the acid damage by half.

Prerequisites: Craft Epic Magic Arms and Armor, *intensified vitriolic mist*

Market Price: +10 bonus

Warping [strong conjuration, CL 22nd]

When making a full attack with a weapon with this enchantment, you can teleport up to 60 feet between each attack as per *dimension door*, except that the teleporting does not immediately end your turn. There are no limits to the number of times you can teleport per round, except that each time you do so, you must follow it up with an attack against a target.

Prerequisites: Craft Epic Magic Arms and Armor, *dimension door*

Market Price: +7 bonus

Epic Rings

Except when otherwise stated, epic magic rings follow the rules for non-epic magic rings.

Table 6-5: Epic Rings

Ring	Market Price (gold)
Energy Immunity	280,000
Rapid Healing, 3	300,000
Sequestering	322,000
Adamant Law	336,000
Chaotic Fury	336,000
Ineffable Evil	336,000
Virtuous Good	336,000
Epic Regeneration, 2	400,000
Ironskin	400,000
Epic Wizardry (V)	500,000
Rapid Healing, 6	600,000
Epic Protection +6	720,000
Epic Wizardry (VI)	720,000
Weaponbreaking	750,000
Epic Regeneration, 3	900,000
Rapid Healing, 9	900,000
Epic Protection +7	980,000
Epic Wizardry (VII)	980,000
Fast Healing, 12	1,200,000
Epic Protection +8	1,280,000
Epic Wizardry (VIII)	1,280,000
Fast Healing, 15	1,500,000
Epic Regeneration, 4	1,600,000
Epic Protection +9	1,620,000
Epic Wizardry (IX)	1,620,000
Fast Healing, 18	1,800,000
Epic Protection +10	2,000,000
Epic Wizardry (X)	2,000,000
Fast Healing, 21	2,100,000
Universal Energy Immunity	2,160,000

Epic Ring Descriptions

Standard epic rings are described below.

Adamant Law [strong abjuration, CL 21st]

The wearer of this ring is constantly affected by *shield of law*. It bestows one negative level on any chaotic creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Prerequisites: Forge Epic Ring, *shield of law*, creator must be lawful

Market Price: 336,000 gp

Chaotic Fury [strong abjuration, CL 21st]

The wearer of this ring is constantly affected by *cloak of chaos*. It bestows one negative level on any lawful creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Prerequisites: Forge Epic Ring, *cloak of chaos*, creator must be chaotic

Market Price: 336,000 gp

Energy Immunity [strong abjuration, CL 21st]

This band continually provides the wearer with immunity to a single type of energy: fire, cold, electricity, acid, or sonic. The wearer takes no damage from the energy of the specific type.

Prerequisites: Forge Epic Ring, *protection from energy*

Market Price: 280,000 gp

Epic Regeneration [strong conjuration, CL 22nd]

This ring is identical to a ring of regeneration, but grants a living wearer regeneration 2 or higher; it increases by increments of 1. The required caster level increases by 3 for every additional increment and the market price is equal to the regeneration squared x 100,000.

Prerequisites: Forge Epic Ring, *regenerate*

Market Price: 400,000 gp

Protection [strong abjuration, CL 18th]

This ring offers continual magical protection in the form of a deflection bonus to Armor Class of +6 or higher; it increases by increments of +1. The required caster level is three times the deflection bonus and the market price is equal to the deflection bonus squared x 20,000.

Prerequisites: Forge Epic Ring, *shield of faith*

Market Price: 720,000 gp

Epic Wizardry [strong no school, CL 23rd]

Like the ring of wizardry, this ring comes in a variety of types useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one particular spell level of 5th or higher; it increases by increments of one spell level. The required caster level increases by 3 for every additional increment and the market price is equal to the bonus spell level squared x 20,000. Bonus spells from high ability scores, school specialization, or any other source are not doubled.

Prerequisites: Forge Epic Ring, *wish*

Market Price: 500,000 gp

Ineffable Evil [strong abjuration, CL 21st]

The wearer of this ring is constantly affected by *unholy aura*. It bestows one negative level on any good creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Prerequisites: Forge Epic Ring, *unholy aura*, creator must be evil

Market Price: 336,000 gp

Ironskin [strong transmutation, CL 21st]

This ring grants its wearer damage reduction 15/adamantine.

Prerequisites: Forge Epic Ring, *iron body*

Market Price: 400,000 gp

Rapid Healing [strong conjuration, CL 21st]

This ring grants a living wearer fast healing 3 or higher; it increases by increments of 3. The required caster level increases by 3 for every additional increment and the market price is equal to the fast healing x 100,000. It must be worn for 24 hours before its powers activate, and if removed it will not function again until it has been worn for 24 hours by the same individual.

Prerequisites: Forge Epic Ring, *regenerate*

Market Price: 300,000 gp

Sequestering [strong abjuration, CL 23rd]

This ring becomes invisible when worn. Upon command, the wearer is affected by the *sequester* spell (though he or she does not become comatose as normal for the spell).

Prerequisites: Forge Epic Ring, *sequester*

Market Price: 322,000 gp

Universal Energy Immunity [strong abjuration, CL 25th]

This ring functions as a ring of energy immunity for all types of energy: fire, cold, electricity, acid, and sonic. The wearer takes no damage from energy of any of these types.

Prerequisites: Forge Epic Ring, *protection from energy*

Market Price: 2,250,000 gp

Virtuous Good [strong abjuration, CL 21st]

The wearer of this ring is constantly affected by *holy aura*. It bestows one negative level on any evil creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Prerequisites: Forge Epic Ring, *holy aura*, creator must be good

Market Price: 336,000 gp

Weaponbreaking [strong transmutation, CL 23rd]

A ring of weaponbreaking is identical to a ring of ironskin,

and has one additional power. Any weapon that successfully strikes the wearer must also make a Fortitude saving throw (DC 20) or be shattered into pieces.

Prerequisites: Forge Epic Ring, *iron body*, *shatter*

Market Price: 750,000 gp

Epic Rods

Except when otherwise stated, epic rods follow the rules for non-epic rods.

Table 6-6: Epic Rods

Rod	Market Price (gold)
Nightmares	284,000
Epic Splendor	297,000
The Path	306,870
Epic Cancellation	330,000
Epic Negation	446,000
Besiegement	447,745
Fortification	465,665
Epic Rulership	575,000
Invulnerability	600,000
Paradise	610,000
Restless Death	625,000
Excellent Magic	650,000
Wyrms (White)	1,216,700
Wyrms (Black)	1,382,400
Wyrms (Brass)	1,382,400
Epic Absorption	1,500,000
Wyrms (Copper)	1,562,500
Wyrms (Green)	1,562,500
Wyrms (Blue)	1,757,600
Wyrms (Bronze)	1,757,600
Wyrms (Red)	1,968,300
Wyrms (Silver)	1,968,300
Wyrms (Gold)	2,195,200
Epic Might	4,400,000

Epic Rod Descriptions

Standard epic rods are described below.

Epic Metamagic Rods: Any rod that allows the wielder to use an epic metamagic feat, multiple non-epic metamagic feats, or affect spells above 9th level is an epic rod.

To construct an epic metamagic rod, the caster must possess the metamagic feat or feats to be used. The caster level required to produce the epic rod is equal to 20 + the level adjustment of the metamagic feat or the total level adjustments of the multiple metamagic feats. Use the base level adjustment or the sum of the base level adjustments of the multiple feats, unmodified by feats such as Improved Metamagic or class features such as Metamagic Mastery. The

cost depends on if you are creating a minor, normal, major, or absolute epic metamagic rod.

A minor epic metamagic rod can affect spells of up to 3rd level and costs an amount equal to the base level adjustment(s) squared x 30,000.

An epic metamagic rod can affect spells of up to 6th level and costs an amount equal to the base level adjustment(s) squared x 60,000.

A major epic metamagic rod can affect spells of up to 9th level and costs an amount equal to the base level adjustment(s) squared x 90,000.

An absolute epic metamagic rod can affect spells of any level and costs an amount equal to the base level adjustment(s) squared x 200,000.

Besiegement [strong transmutation, CL 24th]

This rod functions as a +3 *light mace*. In addition, it is useful for besieging fortifications. When the wielder makes a charge attack, the rod improves to a +6 weapon. Twice per day, the rod can create a battering ram that lasts for 24 rounds and can strike once per round, dealing 20 points of damage with each hit. It cannot be used to target individuals, only fortifications. It can be damaged by normal means (65 hp, AC 22); *disintegrate* or *dispel magic* destroys it. The rod also has the following powers:

Siege Engine: One heavy catapult, two light catapults, or three siege towers may be generated with each use of this power. Each weapon created lasts for 12 hours. The power can be used three times per day. Ammunition for 20 shots is included with each weapon created.

Transmute Rock to Mud: This power can be used three times per day (save DC 17).

Prerequisites: Craft Epic Rod, Craft Magic Arms and Armor, *clenched fist*, *passwall*, *telepathic bond*, *transmute rock to mud*

Market Price: 447,745 gp

Epic Absorption [strong abjuration, CL 23rd]

Like a rod of absorption, this rod draws single-target or ray spells and spell-like abilities into itself, nullifying the effect and storing the potential spell levels until the wielder releases it in the form of spells of his or her own. Spells of any level (including those boosted beyond 9th level by metamagic) can be absorbed, although epic spells cannot. The rod absorbs a maximum of 150 spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged.

Prerequisites: Craft Epic Rod, *empowered maximized spell turning*

Market Price: 1,500,000 gp

Epic Cancellation [strong abjuration, CL 25th]

This rod's touch drains an item of all magical properties, including the magical energy in epic magic items (but not most artifacts). The item touched gets a Will saving throw (DC 26). If a creature is holding the magic item at the time, then the item can use the holder's Will save bonus in place of its own. In such cases, contact is established by making a melee touch attack roll. Upon draining three items, the rod becomes brittle and useless. Drained items can only be restored by *wish*, *miracle*, or epic spells specifically designed to restore lost power. A rod of epic cancellation can neutralize a normal sphere of annihilation without itself being cancelled.

Prerequisites: Craft Epic Rod, *mage's disjunction*

Market Price: 330,000 gp

Epic Might [strong transmutation, CL 30th]

This rod is similar to a rod of lordly might, although it is far more powerful. It is larger than its normal counterpart, and it is constructed of adamantine rather than normal metal. It has six buttons, several spell-like functions, and several mundane uses, and it can also be used as a magic weapon of various sorts.

In its normal form, the rod can be used as a +6 *heavy*

mace. When button 1 is pushed, the rod becomes a +3 *longsword of fiery blasting*. When button 2 is pushed, the rod becomes a +8 *keen battleaxe*. When button 3 is pushed, the rod becomes a +10 *shortspear* or +10 *longspear*.

The following spell-like functions of the rod can each be used once per day:

Dominate Person: Touched foe is recipient of a dominate person spell, if the wielder so commands (Will save DC 24). The wielder must choose to use this power and then succeed with a melee touch attack to activate the power. If the attack fails, the effect is lost.

Stun: Upon command, all enemies viewing the rod are stunned, as per the power word, *stun* spell (10-foot maximum range, Will save DC 24). Invoking this power is a standard action.

Damage: Upon command, the rod deals 10d8 points of damage to an opponent on a successful touch attack and cures the wielder of a like amount of damage (Will save DC 26). The wielder must choose to use this power before attacking, as with *dominate person*.

The following mundane uses of the rod also have no limits on their use:

Climbing pole/ladder: When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 150 feet in a single round, stopping when button 4 is pushed again. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 10,000 pounds. The wielder can retract the pole by pushing button 5.

The ladder function can also be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength bonus of +24.

When button 6 is pushed, the rod indicates magnetic north and gives the wielder knowledge of his or her approximate depth beneath the surface or height above it.

Prerequisites: Craft Epic Rod, Craft Epic Magic Arms and Armor, *cure critical wounds*, *inflict critical wounds*, *bull's strength*, *fireball*, *dominate person*, *power word stun*

Market Price: 4,400,000 gp

Epic Negation [strong abjuration, CL 24th]

This rod negates the spell or spell-like functions of magic items, including epic magic items (but not artifacts). The wielder points the rod at the magic item, and a beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray negates any currently active item function and has a 75% chance to negate any other spell or spell-like functions of that device, regardless of the level or power of the functions, for 2d4 rounds. To negate instantaneous effects, the rod wielder needs to have readied an action. The target item gets no saving throw or means to resist this effect. The rod can function three times per day.

Prerequisites: Craft Epic Rod, *dispel magic*, *limited wish* or *miracle*

Market Price: 446,000 gp

Epic Rulership [strong enchantment, CL 25th]

This rod appears to be a royal scepter worth at least 25,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 360 feet when he or she activates the device (a standard action). Creatures totaling 900 Hit Dice can be ruled, but creatures with Intelligence scores of 17 or higher are entitled to a Will saving throw (DC 29) to negate the effect. Ruled creatures obey the wielder as if he or she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 1,500 total minutes before crumbling to dust. This duration need not be continuous.

Prerequisites: Craft Epic Rod, *improved heightened mass charm*

Market Price: 575,000 gp

Epic Splendor [strong transmutation, CL 21st]

This rod grants its wielder a +8 enhancement bonus to Charisma for as long as he or she holds or carries the item. Three times per day, the rod creates and garbs him or her in clothing of the finest fabrics, plus adornments of fur and jewels. Apparel created by the rod can remain in existence up to 24 hours. The value of the garb ranges from 70,000 to 100,000 gp: 10,000 gp for the fabric, 50,000 gp for the furs, and the rest for jewel trim (maximum of 40 gems, maximum value 1,000 gp each).

In addition, the rod can, once per week, create a palatial mansion in any floor plan the user desires. The mansion is palatial, able to accommodate up to 250 people, housing them in private chambers and serving them fine banquets. The mansion lasts for three days, after which time it, and everything originally in it (including items removed from the mansion), disappear.

Prerequisites: Craft Epic Rod, *fabricate*, *mage's magnificent mansion*

Market Price: 297,400 gp

Fortification [strong conjuration, CL 24th]

This rod functions as a +3 *light mace*. In addition, it is useful for the construction and defense of fortifications. Whenever the wielder is benefiting from cover, the rod improves that to total cover. Three times per day, the rod can create food and water, as per the cleric spell, for twenty-four people. The rod also has the following powers:

Fortify: Four times per day, a stone wall can be created that is 12 inches thick, 10 feet high, and 30 feet long. This wall has a parapet and battlements across the top. (Alternatively, the power can be used to mend a broken existing wall. The gap to be filled can be no more than 300 square feet in area.) In addition, once per day, a great door of iron can be created that is set into one of the newly created walls. This door, 4 inches thick, may be a double door, a drawbridge, or a portcullis, as chosen by the wielder.

Siege Engine: One heavy catapult, two light catapults, or

three ballistae may be generated with each use of this power. The power can be used four times per day. Ammunition for 20 shots is included with each weapon created.

Prerequisites: Craft Epic Rod, Craft Magic Arms and Armor, *interposing hand*, *create food and water*, *major creation*, *wall of iron*, *wall of stone*

Market Price: 465,665 gp

Invulnerability [strong transmutation, CL 20th]

This rod grants its wielder the following powers:

- +5 enhancement bonus to natural armor.
- +5 resistance bonus on saving throws.
- Damage reduction 15/adamantine.
- Immunity to critical hits.
- Spell resistance 32.

Prerequisites: Craft Epic Rod, *iron body*, *resistance*, *spell resistance*

Market Price: 600,000 gp

Nightmares [strong illusion, CL 21st]

Anyone who comes within 20 feet of the wielder of this rod feels a grave sense of unease. Each person so affected must make a Will save (DC 17) or suffer the effects of a nightmare spell the next time he or she falls asleep. The wielder is immune to this effect. Three times per day, the wielder can utter a command word that causes the rod to emit a horrid, inhuman scream. Up to twenty of the closest creatures within a 30-foot radius who hear this terrible wail believe that their worst nightmares have become reality and suffer the effects of a wail of the banshee spell (DC 23).

Prerequisites: Craft Epic Rod, *nightmare*, *permanency*, *wail of the banshee*

Market Price: 284,000 gp

Paradise [strong conjuration, CL 24th]

This item creates a nondimensional space, similar in effect to a rod of security. However, the rod's possessor and up to 999 other creatures can stay in complete safety for up

to 1,000 days divided by the number of creatures affected. Natural healing takes place at five times the normal pace. The rod functions like its non-epic counterpart in all other ways.

Prerequisites: Craft Epic Rod, *improved heightened gate*

Market Price: 610,000 gp

The Path [strong transmutation, CL 21st]

This rod serves as an aid to trailblazing and travel. It grants the wielder a +30 enhancement bonus on Survival checks for tracking. The handle of the rod is hollow, functioning like a telescope. When the wielder peers through it, the limits of vision are three times normal. In addition, the telescoping handle enables the wielder to view things as though affected by a *true seeing* spell.

The rod also has the following powers:

Map: Three times per day a section of the rod unrolls like a scroll from a tube, revealing a map of the surrounding area, centered on the location of the rod. The area shown on the map covers an area as small as 50 feet to as large as 24 miles in radius, zooming in or out with a set of command words. The map reveals natural topography and all types of structures (even hidden ones), but it will not show the location of creatures.

Passage: Three times per day, this power allows the wielder and up to five others in a 20-foot radius to move unhindered through natural plant growth or bodies of water (as per the freedom of movement spell).

Bridge: Once per day, this power allows the user to create a 5-foot-wide, 40-foot-long stone causeway across chasms and canyons. The bridge created lasts for 1 hour.

Pass without Trace: Once per day, this power can be used on the wielder and twenty others, for 21 minutes. It is otherwise as the spell *pass without trace*.

Prerequisites: Craft Epic Rod, *find the path*, *freedom of movement*, *pass without trace*, *wall of stone*

Market Price: 306,870 gp

Restless Death [strong necromancy, CL 21st]

The holder of this rod can channel negative energy as if he or she were four levels higher. The rod doesn't grant the ability to channel negative energy if the holder doesn't already have it. In addition, the wielder may speak a command word to cast *animate dead*. Any skeletons or zombies animated by the rod's power are automatically controlled by the rod, up to the rod's maximum limit of 42 HD, and they follow the orders of the rod's wielder. These undead don't count toward the wielder's limit of controlled undead. Finally, the wielder can speak a second command word to cast *slay living* (heightened to 10th level; DC 25).

Prerequisites: Craft Epic Rod, *animate dead*, *command undead*, *slay living*

Market Price: 625,000 gp

Wurm [strong transmutation, CL 33rd]

Any of the various rods in this series functions as a +5/+5 *quarterstaff*. Upon casting the rod to the ground as a standard action and uttering a command word, the rod grows into a specific type of dragon (depending on the specific type of rod) by the end of the round. The dragon created is a wurm and obeys the commands of the owner. The dragon returns to rod form as a full-round action whenever the wielder desires or whenever it moves farther than 500 feet from the owner. If the dragon form is slain, it returns to rod form and cannot be activated again for three days. A wurm rod only functions if the possessor is of the same alignment as the dragon type.

The caster level of the rod is equal to 10 + the wurm's Hit Die and the market price is equal to the wurm's Hit Die cubed x 100 gold.

Prerequisites: Craft Epic Rod, Craft Epic Magic Arms and Armor, *improved heightened polymorph*, creator must be same alignment as dragon type

Market Price: 1,458,200 gp (brass or white), 1,562,600 gp (black or copper), 1,670,600 gp (bronze or green), 1,782,200 gp (blue or silver), 1,897,400 gp (gold or red)

Epic Scrolls

Unlike other epic magic items, epic scrolls costs the same as their non-epic counterparts: spell level x caster level x 25 gold. Epic scrolls can hold both epic spells and non-epic spells modified by epic and non-epic metamagic feats, though the creator must know both the spell being scribed and the metamagic feat being applied in addition to the Scribe Epic Scroll feat. As with all epic magic items, the minimum caster level for an epic scroll is 21st.

Epic Staffs

Epic staffs have 10 charges when created and can be recharged just like non-epic versions. Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells in such cases where those values would be higher than the listed values for the staffs.

Table 6-7: Epic Staffs

Staff	Market Price (gold)
Spheres	228,375
Mighty Force	265,000
Walls	275,625
Winter	292,500
Prism	326,812
Rapid Barrage	417,750
Planar Might	460,000
Domination	464,400
Fiery Power	500,000
Nature's Fury	500,000
Green Lady	501,187
Cosmos	683,487
Necromancy	1,505,312

Epic Staff Descriptions

Standard epic staffs are described below.

Cosmos [strong evocation, CL 27th]

This staff allows use of the following spells:

- *Intensified chain lightning* (1 charge, DC 29)
- *Intensified meteor swarm* (1 charge, DC 34)
- *Intensified sunburst* (1 charge, DC 32)

Prerequisites: Craft Epic Staff, Intensify Spell, *chain lightning, meteor swarm, sunburst*

Market Price: 683,437 gp

Domination [strong enchantment, CL 21st]

This staff allows use of the following spells:

- *Heightened dominate monster* (1 charge, DC 33)
- *Heightened demand* (1 charge, DC 32)
- *Heightened mass charm monster* (1 charge, DC 32)
- *Heightened geas/quest* (1 charge, DC 33)

Prerequisites: Craft Epic Staff, Heighten Spell, *demand, dominate monster, geas/quest, mass charm monster*

Market Price: 464,400 gp

Fiery Power [strong evocation, CL 25th]

This +5 *flaming quarterstaff* grants its wielder fire resistance 30 whenever held. In addition, it allows use of the following spells:

- *Extended wall of fire* (1 charge, DC 18)
- *Intensified delayed blast fireball* (2 charges, DC 22)
- *Heightened meteor swarm* (2 charge, DC 30)
- *Extended summon monster IX* (2 charges, elder fire elemental only)

A staff of fiery power can be broken in a retributive strike. It must be purposeful, declared by the wielder, and the staff must have at least one charge remaining. All charges currently in the staff are instantly expended, released in a 30-foot radius globe. All within the area of detonation take 10d6 points of fire damage for every charge remaining in the staff. Successful Reflex saving throws (DC 17) reduce the damage sustained by half. The character breaking the staff has a 50% chance of being catapulted to a random location on the plane of fire; if he or she does not, they receive no save from the staff's damage.

Prerequisites: Craft Epic Arms and Armor, Craft Epic Staff, Extend Spell, Heighten Spell, Improved Heighten Spell, Intensify Spell, Spell Focus (Evocation), *continual flame, delayed blast fireball, meteor swarm, protection from energy, summon monster IX, wall of fire*

Market Price: 500,000 gp

Green Lady [strong conjuration, CL 27th]

This staff allows use of the following spells:

- *Enlarged, extended creeping doom* (1 charge, DC 23)
- *Enlarged, extended command plants* (1 charge, DC 25)
- *Intensified elemental swarm* (2 charges, DC 34)
- *Intensified shambler* (2 charges, DC 34)

Prerequisites: Craft Epic Staff, Enlarge Spell, Extend Spell, Intensify Spell, *creeping doom, command plants, elemental swarm, shambler*

Market Price: 683,437 gp

Mighty Force [strong evocation, CL 21st]

This staff has three powers:

- *Quickened shield* (1 charge)
- *Forcecage* (1 charge)
- *Crushing hand* (1 charge)

Prerequisites: Craft Epic Staff, Quicken Spell, *crushing hand, forcecage, shield*

Market Price: 265,000 gp

Nature's Fury [strong evocation, CL 21st]

This +5 *aberration bane quarterstaff* allows use of the following spells:

- *Earthquake* (1 charge)
- *Heightened whirlwind* (1 charge, DC 25)
- *Heightened fire storm* (1 charge, DC 25)

Prerequisites: Craft Epic Arms and Armor, Craft Epic Staff, Heighten Spell, Improved Heighten Spell, *earthquake, fire storm, summon monster I or summon nature's ally I, whirlwind*

Market Price: 500,000 gp

Necromancy [strong necromancy, CL 27th]

This staff allows use of the following spells:

- *Intensified circle of death* (2 charges, DC 29)
- *Create greater undead* (1 charge)
- *Heightened finger of death* (2 charges, DC 34)
- *Heightened soul bind* (2 charges, DC 34)

The soul trapped through the use of the *soul bind* spell is trapped in the staff rather than a gem. Only by breaking the staff can the souls be freed.

Prerequisites: Craft Epic Staff, Intensify Spell, Heighten Spell, Improved Heighten Spell, *circle of death, create greater undead, finger of death, soul bind*

Market Price: 1,505,312 gp

Planar Might [strong conjuration, CL 21st]

The wielder of this powerful +5 *outsider bane quarterstaff* is immune to the effects of any planar alignment traits, as well as the positive-dominant and negative-dominant traits or a plane. Pick or randomly determine the subtype of outsider the bane effect functions against. It also allows use of the following spells:

- *Greater planar ally* (1 charge)
- *Greater planar binding* (1 charge)
- *Gate* (1 charge)

When using the *greater planar ally* power, the character must still bargain with the called creature.

Prerequisites: Craft Epic Arms and Armor, Craft Epic Staff, *gate, greater planar ally, greater planar binding, protection from energy*

Market Price: 460,000 gp

Prism [strong evocation, CL 21st]

This staff allows use of the following spells:

- *Extended prismatic sphere* (1 charge, DC 25)
- *Extended prismatic spray* (1 charge, DC 22)
- *Extended prismatic wall* (1 charge, DC 23)

Prerequisites: Craft Epic Staff, Extend Spell, *prismatic sphere, prismatic spray, prismatic wall*

Market Price: 326,812 gp

Rapid Barrage [strong evocation, CL 25th]

Either of the staff's two powers can be activated as a free action (though the staff may only be activated once per round):

- *Quickened, intensified magic missile* (1 charge)
- *Enhanced, quickened, heightened fireball* (1 charge, 20d6 damage, DC 19)

Prerequisites: Craft Epic Staff, Enhance Spell, Heighten Spell, Intensify Spell, Quicken Spell, *fireball, magic missile*

Market Price: 417,750 gp

Spheres [strong evocation, CL 21st]

This staff allows use of the following spells:

- *Freezing sphere* (1 charge, DC 19)
- *Resilient sphere* (1 charge, DC 16)
- *Telekinetic sphere* (1 charge, DC 22)

Prerequisites: Craft Epic Staff, *freezing sphere, resilient sphere, telekinetic sphere*

Market Price: 228,375 gp

Walls [strong evocation, CL 30th]

This staff allows use of the following spells:

- *Widened wall of iron* (1 charge)
- *Widened wall of stone* (1 charge)
- *Widened wall of force* (1 charge)

Prerequisites: Craft Epic Staff, Widen Spell, *wall of force, wall of iron, wall of stone*

Market Price: 275,625 gp

Winter [strong evocation, CL 24th]

This staff allows the use of the following spells:

- *Intensified cone of cold* (2 charges, DC 28)
- *Intensified ice storm* (2 charges, DC 26)
- *Intensified freezing sphere* (2 charges, DC 29)
- *Widened wall of ice* (1 charge)

Prerequisites: Craft Epic Staff, Intensify Spell, Widen Spell, *cone of cold, ice storm, freezing sphere, wall of ice*

Market Price: 292,500 gp

Epic Wondrous Items

Anyone can use a wondrous item unless specified otherwise in the item's description.

Table 6-8: Epic Wondrous Items

Wondrous Item	Market Price (gold)
Horseshoes of the Peerless Steed	217,000
Mantle of Great Stealth	242,000
Boots of Swiftess	256,000
Cabinet of Feasting	288,000
Mantle of Epic Spell Resistance	290,000
Cloak of Epic Resistance +6	360,000
Cloak of Epic Resistance +7	490,000
Bear's Coat	615,600
Belt of Epic Giant Strength +8	640,000
Belt of Epic Incredible Dexterity +8	640,000
Belt of Epic Mighty Constitution +8	640,000
Cloak of Epic Resistance +8	640,000
Headband of Epic Alluring Charisma +8	640,000
Headband of Epic Inspired Wisdom +8	640,000
Headband of Epic Vast Intelligence +8	640,000
Titan Gauntlet	650,000
Amulet of Epic Natural Armor +6	720,000
Cloak of Epic Resistance +9	810,000
Amulet of Epic Natural Armor +7	980,000
Belt of Epic Giant Strength +10	1,000,000
Belt of Epic Incredible Dexterity +10	1,000,000
Belt of Epic Mighty Constitution +10	1,000,000
Cloak of Epic Resistance +10	1,000,000
Headband of Epic Alluring Charisma +10	1,000,000
Headband of Epic Inspired Wisdom +10	1,000,000
Headband of Epic Vast Intelligence +10	1,000,000
Amulet of Epic Mighty Fists +6	1,080,000
Bracers of Epic Armor +11	1,210,000
Gloves of the Defalcator	1,200,000
Cloak of Epic Resistance +12	1,210,000
Amulet of Epic Natural Armor +8	1,280,000
Belt of Epic Giant Strength +12	1,440,000
Belt of Epic Incredible Dexterity +12	1,440,000
Belt of Epic Mighty Constitution +12	1,440,000
Bracers of Epic Armor +12	1,440,000
Cloak of Epic Resistance +12	1,440,000
Headband of Epic Alluring Charisma +12	1,440,000
Headband of Epic Inspired Wisdom +12	1,440,000
Headband of Epic Vast Intelligence +12	1,440,000
Amulet of Epic Mighty Fists +7	1,470,000
Belt of Epic Physical Might +8	1,600,000
Headband of Epic Mental Prowess +8	1,600,000
Amulet of Epic Natural Armor +9	1,620,000
Bracers of Epic Armor +13	1,690,000
Amulet of Epic Mighty Fists +8	1,470,000
Bracers of Epic Armor +14	1,960,000
Amulet of Epic Natural Armor +10	2,000,000
Amulet of Epic Mighty Fists +10	2,430,000
Bracers of Epic Armor +15	2,250,000
Belt of Epic Physical Might +10	2,500,000
Headband of Epic Mental Prowess +10	2,500,000
Torque of Ascendancy	2,500,000
Belt of Epic Physical Perfection +8	2,560,000
Headband of Epic Mental Superiority +8	2,560,000
Amulet of Epic Mighty Fists +10	3,000,000
Belt of Epic Physical Might +12	3,600,000
Headband of Epic Mental Prowess +12	3,600,000
Incandescent Mask	3,616,000
Belt of Epic Physical Perfection +10	4,000,000
Headband of Epic Mental Superiority +10	4,000,000
Bracers of Relentless Might	4,384,000
Robe of the Master Magi	4,730,000
Belt of Epic Physical Perfection +12	5,760,000
Headband of Epic Mental Superiority +12	5,760,000

Epic Wondrous Item Descriptions

Standard epic wondrous items are described below.

Amulet of Epic Mighty Fists [strong evocation, CL 21st]

This amulet grants an enhancement bonus of +6 or higher on attack and damage rolls with unarmed attacks and natural weapons; it increases by increments of +1. The required caster level is equal to the enhancement bonus times three (minimum 21st) and the market price is equal to the enhancement bonus squared x 30,000.

Alternatively, this amulet can grant melee weapon epic special abilities, so long as they can be applied to unarmed attacks. See *Table 6-4: Epic Weapon Special Abilities* for a list of abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses. An amulet of mighty fists does not need to have a +1 enhancement bonus to grant a melee weapon special ability. If an amulet has any epic special abilities, it must also meet the prerequisites for that item's production.

Prerequisites: Craft Epic Wondrous Item, *greater magic fang*

Market Price: 1,080,000 gp

Amulet of Epic Natural Armor [strong transmutation, CL 21st]

This amulet toughens the wearer's body and flesh, giving them an enhancement bonus to his or her natural armor of +6 or higher; it increases by increments of +1. The required caster level is equal to three times the armor bonus (minimum 21st) and the market price is equal to the armor bonus squared x 20,000.

Prerequisites: Craft Epic Wondrous Item, *barkskin*

Market Price: 720,000 gp

Bear's Coat [strong transmutation, CL 21st]

Thick with fur, this coat drapes over the wearer like an adult's clothes over a child, though it does not interfere with their movements. It grants the wearer a +6 enhancement

bonus to Strength and Constitution, a +5 natural armor bonus, and a +20 competence bonus to Survival.

Additionally, three times per day, the wearer can use *summon monster VIII* to summon 1d4+1 dire bears, which remain for 20 minutes. As long as these bears are summoned, the coat also grants the wearer *speak with animals*, though it applies only to the summoned bears.

Prerequisites: Craft Epic Wondrous Item, *extended summon monster VIII*, *speak with animals*

Market Price: 400,000 gp

Belt of Epic Giant Strength [strong transmutation, CL 21st]

This belt adds an enhancement bonus of +8 or higher to the wearer's Strength score; it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 10,000.

Prerequisites: Craft Epic Wondrous Item, *bull's strength*

Market Price: 640,000 gp

Belt of Epic Incredible Dexterity [strong transmutation, CL 21st]

This belt adds an enhancement bonus of +8 or higher to the wearer's Dexterity score; it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 10,000.

Prerequisites: Craft Epic Wondrous Item, *cat's grace*

Market Price: 640,000 gp

Belt of Epic Mighty Constitution [strong transmutation, CL 21st]

This belt adds an enhancement bonus of +8 or higher to the wearer's Constitution score; it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 10,000.

Prerequisites: Craft Epic Wondrous Item, *bear's endurance*

Market Price: 640,000 gp

Belt of Epic Physical Might [strong transmutation, CL 22nd]

This belt adds an enhancement bonus of +8 or higher to two of the wearer's physical scores (Strength/Dexterity/Constitution); it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 25,000.

Prerequisites: Craft Epic Wondrous Item, *bear's endurance* or *bull's strength* or *cat's grace*

Market Price: 1,600,000 gp

Belt of Epic Physical Perfection [strong transmutation, CL 23rd]

This belt adds an enhancement bonus of +8 or higher to all three of the wearer's physical scores (Strength/Dexterity/Constitution); it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 40,000.

Prerequisites: Craft Epic Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*

Market Price: 2,560,000 gp

Boots of Swiftnes [strong transmutation, CL 21st]

These boots grant their wearer a +6 enhancement bonus to Dexterity. The wearer's speed doubles (this does not stack with any magical or supernatural enhancement to speed) and he or she gains the evasion ability (as the rogue class feature). The wearer gains a +20 competence bonus on Acrobatics and Climb checks. Three times per day, the wearer can utter a command word to activate the boots' *haste* power (as the *haste* spell, lasts 20 rounds).

Prerequisites: Craft Epic Wondrous Item, *cat's grace*, *expeditious retreat*, *haste*, *jump*

Market Price: 256,000 gp

Bracers of Epic Armor [strong conjuration, CL 22nd]

These items surround the wearer with an invisible but tangible field of force just as though they were wearing armor, granting him or her an armor bonus of +11 or higher; it increases by increments of +1. The required caster level is

equal to twice the bracers' armor bonus and the market price is equal to the armor bonus squared x 10,000. Both bracers must be worn for the magic to be effective.

Prerequisites: Craft Epic Wondrous Item, *mage armor*

Market Price: 1,210,000 gp

Bracers of Relentless Might [strong transmutation, CL 28th]

These bracers grant a +12 enhancement bonus to the wearer's Strength and Constitution. The wearer is treated as two size categories larger than normal (to a maximum of Colossal) when calculating the size modifier for them CMD and CMB.

Prerequisites: Craft Epic Wondrous Item, *bull's strength*, *bear's endurance*, *enlarge*

Market Price: 4,384,000 gp

Cabinet of Feasting [strong conjuration, CL 40th]

This cabinet has the ability to produce a feast for up to forty people, three times per day. Merely opening the doors of the cabinet reveals platters of food of all types and flavors of the very freshest sort. The meal has all the qualities and benefits of that produced by *heroes' feast*.

Prerequisites: Craft Epic Wondrous Item, *heroes' feast*

Market Price: 288,000 gp

Cloak of Epic Resistance [strong abjuration, CL 21st]

These garments offer magic protection in the form of a +6 or higher resistance bonus on all saving throws (Fortitude, Reflex, and Will); it increases by increments of +1. The required caster level is equal to three times the resistance bonus (minimum 21st) and the market price is equal to the resistance bonus squared x 10,000.

Prerequisites: Craft Epic Wondrous Item, *resistance*

Market Price: 360,000 gp

Gloves of the Defalcator [strong transmutation, CL 21st]

These gloves grant the wearer a +20 competence bonus to Bluff, Linguistics, and Sleight of Hand.

Prerequisites: Craft Epic Wondrous Item, *cat's grace*, *eagle's splendor*, *fox's cunning*

Market Price: 1,200,000 gp

Headband of Epic Alluring Charisma [strong transmutation, CL 21st]

This belt adds an enhancement bonus of +8 or higher to the wearer's Charisma score; it increases by increments of +2. The required caster level increases by 3 for every increment and the market price is equal to the enhancement bonus squared x 10,000.

Prerequisites: Craft Epic Wondrous Item, *eagle's splendor*

Market Price: 640,000 gp

Headband of Epic Inspired Wisdom [strong transmutation, CL 21st]

This belt adds an enhancement bonus of +8 or higher to the wearer's Wisdom score; it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 10,000.

Prerequisites: Craft Epic Wondrous Item, *owl's wisdom*

Market Price: 640,000 gp

Headband of Epic Vast Intelligence [strong transmutation, CL 21st]

This belt adds an enhancement bonus of +8 or higher to the wearer's Intelligence score; it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 10,000.

Prerequisites: Craft Epic Wondrous Item, *fox's cunning*

Market Price: 640,000 gp

Headband of Epic Mental Prowess [strong transmutation, CL 22nd]

This belt adds an enhancement bonus of +8 or higher to two of the wearer's mental scores (Intelligence/Wisdom/Charisma); it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 25,000.

Prerequisites: Craft Epic Wondrous Item, *eagle's splendor* or *fox's cunning* or *owl's wisdom*

Market Price: 1,600,000 gp

Headband of Epic Mental Superiority [strong transmutation, CL 22nd]

This belt adds an enhancement bonus of +8 or higher to all three of the wearer's mental scores (Intelligence/Wisdom/Charisma); it increases by increments of +2. The required caster level increases by 3 for every increment and the market price equals the enhancement bonus squared x 40,000.

Prerequisites: Craft Epic Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*

Market Price: 2,560,000 gp

Horseshoes of the Peerless Steed [strong transmutation, CL 21st]

These horseshoes magically adhere to the feet of any hoofed creature. Anyone riding the creature gains a +10 competence bonus on Ride checks and is treated as having ranks in the appropriate Ride skill (and thus does not take the -5 penalty for riding an unfamiliar mount). The horseshoes grant the creature (or its rider, as appropriate) the effects of the Trample, Ride-By Attack, and Spirited Charge feats. The wearer of the horseshoes gains spell resistance 32 against enchantment effects. In addition, the ground speed of the creature wearing the horseshoes doubles.

Prerequisites: Craft Epic Wondrous Item, 5 ranks Ride skill, *haste*, *spell resistance*

Market Price: 217,000 gp

Incandescent Mask [strong transmutation, CL 21st]

When donning this obsidian mask, the wearer gains fire resistance 20. Additionally, once per day the wearer can transform into a being of living fire as per the *fiery body* spell for up to one hour. While in their fiery form, the wearer can use the following abilities:

- *Fireball*, 3/day (10d6, DC 18)
- *Flame Blade*, at will (1d8+10 fire damage)

- *Incendiary Cloud*, 1/day (DC 23)
- *Wall of fire*, 2/day (DC 19)
- *Wall of magma*, 1/day (DC 23)

Prerequisites: Craft Epic Wondrous Item, *extended fiery body*, *fireball*, *flame blade*, *incendiary cloud*, *wall of fire*, *wall of magma*

Market Price: 3,616,000 gp

Mantle of Epic Spell Resistance [strong abjuration, CL 29th]

This garment is worn over normal clothing or armor. It grants the wearer spell resistance 40.

Prerequisites: Craft Epic Wondrous Item, *spell resistance*

Market Price: 290,000 gp

Mantle of Great Stealth [strong abjuration, CL 21st]

The wearer of this cloak gains a +30 bonus on Stealth checks. The wearer's outline is blurry and indistinct, granting concealment (20% miss chance) at all times. The mantle also grants *nondetection* to its wearer.

Prerequisites: Craft Epic Wondrous Item, *blur*, *invisibility*, *nondetection*, *silence*

Market Price: 242,000 gp

Robe of the Master Magi [strong varied, CL 25th]

This gaudy garment of metallic cloth is attuned to one of three types of alignment. It can be golden (good), silver (neutral), or adamantine (evil). To most wearers, the robe offers no powers or has no effects unless the wearer's alignment doesn't match that of the robe. Only an arcane spellcaster can fully realize this potent magic item's powers once the robe is donned. These powers are as follows:

- +11 armor bonus to AC
- Spell resistance 32
- +6 resistance bonus on all saving throws
- +4 enhancement bonus on caster level checks made to overcome spell resistance
- -1 to total level adjustment for metamagic feats applied to every spell

If a golden robe is donned by an evil character, she immediately gains six negative levels. The same is true with respect to an adamantine robe donned by a good character. An evil or good character who puts on a silver robe, or a neutral character who dons either a golden or adamantine robe, gains four negative levels. These negative levels remain as long as the garment is worn and cannot be overcome in any way (including through *restoration* spells). Negative levels are immediately removed if the robe is removed from the wearer.

Prerequisites: Craft Epic Wondrous Item, *antimagic field*, *extended mage armor* or *extended shield of faith*

Market Price: 4,730,000 gp

Titan Gauntlet [strong transmutation, CL 25th]

This massive gauntlet fits easily over the wearer's hand but nearly doubles the size of the appendage, though it does not adversely affect the wearer's manual dexterity. While wearing the gauntlet, the wielder can use weapons of one size category larger without penalty. This does not stack with similar effects such as the *Wield Oversized Weapon* feat.

Prerequisites: Craft Epic Wondrous Item, *extended enlarge*

Market Price: 650,000 gp

Torque of Ascendancy [strong transmutation, CL 30th]

This delicate mithril choker is worked with a pair of small, sweeping wings and grants a non-evil wearer a +2 sacred bonus to all six ability scores.

Prerequisites: Craft Epic Wondrous Item, *miracle*

Market Price: 2,000,000 gp

CHAPTER 7 – EPIC SPELLCASTING

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 never run out of anything they might need.

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 state specifically otherwise. 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 *Pathfinder™* 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
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

Table 7-1: Metamagic Feats, cont.

M E T A M A G I C F E A T S , c o n t .		
Feat Name	Level Increase	Benefits
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
Quickened 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
E P I C M E T A M A G I C F E A T S		
Feat Name	Prerequisites	Benefits
Absolute Spell	+10	Spell is supercharged, gaining numerous benefits
Anathema Spell	+6	Spell damages target's spell power
Armoring Spell	+3	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
Golembane Spell	+6	Spell affects golems as normal, though they receive a +10 bonus on saving throws against effects
Grand Spell	+8	Spell provides targets numerous benefits
Guardian Spell	+6	Spell surrounds caster until triggered by predefined event
Hasten Spell	+4 +8	Reduces the casting time of spells with casting times higher than 1 full-round action.
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 summoned 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

True Dweomers

Just as epic characters take their physical prowess and skillful deeds beyond the realm of the merely mortal, there is a domain of magic far removed from the mundane spellcraft of the non-epic. In the realm of spells above 9th level, previously insurmountable barriers are brushed easily aside, opening the caster up to a potential unavailable to any other characters. At this level, magic ceases to simply be the control of magical energy and steps into the realm of the manipulation of reality itself.

As talked about above, many epic characters will use their epic spell slots for nothing more impressive than mundane spells supercharged with metamagic feats. If that is the route you wish to take, that is perfectly fine; it involves a lot of material wealth and a dedication of time that not all characters have at their disposal to craft epic spells. Even in the most unhurried environments, it is unlikely that a character will produce more than two or three epic spells in their lifetime.

Why?

Because epic spells require more than just an investment of time and money: they need an idea. To justify the creation of an entirely new spells, they need to be something amazing, something that just slapping a metamagic feat onto an existing spell won't cover. All epic spells have elements of the grand, the terrible, or the earth-shaking to them. No one can see an epic spell being cast at its full potential and not know they are witnessing something beyond the ken of ordinary man.

Creating Spells

Normal *Pathfinder*[™] rules are fairly loose when it comes to the creation of new spells. Consulting the SRD (see specifically <http://www.d20pfsrd.com/magic#TOC-Research-and-Designing-Spells>) will give you the basic outline. Bear in mind the strictures about the differences in arcane and divine magic and the fact that almost all spells have verbal and somatic components, unless there is a *very* good reason not

to. The most important details, mechanically, are the creation DCs (Knowledge [Arcana], [Religion], or [Nature] and Spellcraft, each with a DC of 20 + twice the spell level), the creation cost (at least 1,000 gold per spell level), and the time required (1st-3rd level: 1 week; 4th-6th level: 2 weeks; 7th-9th level 4 weeks).

Creating Epic Spells

Epic spells build off the non-epic rules, which makes the process very free-form and will require no small amount of collaboration between the player and the DM to iron out all the details. Mechanically, when crafting a new spell, the caster must do all the following:

- Appropriate Knowledge check, DC 40 + twice the spell level;
- Spellcraft check, DC 40 + twice the spell level;
- Pay 10,000 gold per spell level;
- Spend 2 weeks per spell level researching.

Though you cannot reduce the spell research DC by adding assistants with epic spells, you can modify the research DCs via the following means:

Table 7-2: Epic Spell Research Modifiers

Condition	DC Modifier
Minor spell material component required (spell level x 10 gp)	-2
Moderate spell material component required (spell level x 100 gp)	-4
Major spell material component required (spell level x 1,000 gp)	-8
Focus required	-2 to -10 based on value
No verbal component	+15
No somatic component	+10
Additional research materials	-1 per 2,000 gp per spell level (maximum -5)

What About *Wish*?

The spell *wish* can create some problems. Much has been made elsewhere of its propensity for derailing campaigns or getting its casters into trouble they can't get themselves out of. Our concern, however, is how the spell-of-spells affects epic-level magic.

First and foremost, you cannot *wish* an epic spell into being. The delicate intricacies of epic magic are simply

beyond the gross reality-distorting properties of *wish*.

Second, you cannot simply create a higher-level version of *wish* as an epic spell. Consider *wish* to be the gateway to epic spellcasting: in both, the caster has moved beyond simply shaping magical energy and is impressing their very will upon reality, forcing it to bend in ways pleasing to them. While *wish* is potent, it is a child's first, toddling steps into the realm. Only through the intensely focused manipulations of a specific epic spell can the caster shape reality with a degree of accuracy sufficient to achieve the spectacular results such spells are known for.

Finally, *wish* cannot be used to undo the effects of an epic spell. Any effects of an epic spell are effective or remain active even if a *wish* is made specifically to counter those effects, unless it is an effect that could otherwise be countered by another non-epic spell that *wish* can emulate (such as energy damage being countered by *resistance to energy* or ability damage being countered by *restoration*). The only way to counter an epic spell is with another epic spell.

Time

Throughout a spellcaster's career, they have manipulated many of the forces of creation: energy, matter, spirit, and even the planar boundaries. However, one force remains, for the most part, completely beyond their grasp: time.

Even a non-epic arcanist's greatest weapon—*wish*—allows you to only undo a single act of misfortune within six seconds of its occurrence. This rule holds true for most epic spells. Generally speaking, time is simply outside the ability of even the gods to manipulate, except in spans measured in seconds. The most potent example of this in the sample epic spells below is *time duplicate*, which allows you to draw a version of yourself from one round in the future.

One round is generally a good limit for the reach of even epic spells. DMs should consider long and hard before they allow anything more drastic, both for the story implications and for the mechanical difficulty such effects can present.

Example Epic Spells

Below are example spells ranging from 10th to 15th level. Remember that epic spells should be rare and personal things; it is unlikely that players will just find them around. Rather, if they are not creating their own, then they should only be gifted such spells for doing great personal favors for another epic spellcaster or as a reward at the end of especially harrowing or lengthy quests.

Contingent Resurrection

School: Conjunction [Healing]; Level: cleric/oracle 11

Casting

Casting Time: 1 minute

Components: V, S, DF

Effect

Range: Touch

Target: You or creature touched

Duration: Contingent until expended, then instantaneous

Saving Throw: Yes (harmless); Spell Resistance: Yes

Contingent resurrection returns the subject to life if he or she is slain. Once cast, the spell remains quiescent and does not activate until the trigger conditions have been met. Each day it remains untriggered, it uses up a spell slot of an appropriate level, even if the character cast it on another creature. Once triggered, the spell is expended. If the subject is killed, he or she is restored to life and complete health 1 minute later, so long as even a tiny bit of dust remains for contingent resurrection to act upon. A shaft of light shines down from the heavens, illuminating the subject and everything within 20 feet. The creature is restored to full hit points, vigor, and health, with no loss of prepared spells, as if subject to *resurrection*. However, the subject gains one permanent negative level when it is raised. If the subject is 1st level, it takes 2 points of Constitution drain instead. Contingent resurrection does not work on a creature that has died of old age.

Crown of Vermin

School: Conjuration [Summoning]; Level: sorcerer/ wizard 11

Casting

Casting Time: 1 minute

Components: V, S

Effect

Range: Personal

Area: 10' aura

Duration: 1 round/level

Saving Throw: None (see text); Spell Resistance: No

After casting crown of vermin, one thousand venomous, biting and stinging spiders, scorpions, beetles, and centipedes erupt from the very air around the caster. This swarm forms a living aura around the character to a radius of 10 feet. The caster is immune to his or her own crown of vermin. The swarm goes where the caster goes at his or her speed, even if the caster takes to the air or water (though water drowns the vermin after 1 full round of immersion, unless the spell is cast underwater, in which case aquatic or marine vermin answer the call and die 1 full round after leaving the water). Each vermin in the crown of vermin bites a creature who enters the area occupied by the effect (or the character forces the effect into an area occupied by another creature) for 1 point of damage, and then dies. Each victim takes enough points of damage to kill it, destroying that number of vermin in the process. Victims get a Reflex saving throw each round to avoid the full press, and if successful, take only 10d10 bites (and 10d10 points of damage). A total of 1,000 points of damage can be dealt to those who fall prey to the crown of vermin. The vermin have damage reduction 1/epic, so the vermin's natural weapons are treated as epic for the purpose of overcoming damage reduction. If there aren't enough vermin to kill all the creatures in the spell's effect, the creature with the fewest hit points is affected first, then the creature with the second fewest hit points, and so on. After all creatures that can be killed have been killed, any remaining damage is distributed among the survivors equally.

The caster has utter control over the vermin in his or her

aura, and can force them into areas that would normally deter common vermin. As a standard action, the caster can completely suppress his or her vermin aura so that no vermin are visible at all. The time that vermin are suppressed does not count toward the spell's duration. Alternatively, the caster can roughly shape and move the vermin in any fashion he or she desires within the limits of the 10-foot radius spread as a move-equivalent action. The vermin cannot be wrested from the caster's control through any means. The vermin make all saving throws to avoid damaging effects using the caster's base saving throw bonuses. They gain the caster's spell resistance, if any, and they get saving throws against spells that would otherwise automatically slay vermin. A caster can see through his or her crown of vermin without difficulty, but gains concealment against enemy attacks launched both outside and within the character's crown of vermin.

Damnation

School: Enchantment [Compulsion] [Teleportation] [Mind-Affecting]; Level: cleric/oracle 12, druid 13, sorcerer/wizard 12

Casting

Casting Time: 1 standard action

Components: V, S

Effect

Range: Touch

Target: Creature touched

Duration: Instantaneous for teleportation; 1 minute/level for compulsion

Saving Throw: Will negates (see text); Spell Resistance: Yes

The caster sends his or her foe to Hell. The target must succeed at a Will saving throw or be sent straight to a layer of a lawful or chaotic evil plane (at the caster's choice) swarming with fiends. The subject will not willingly leave the plane for the spell's duration, believing their predicament is a just reward for an ill-spent life. Even after the compulsion fades, they must devise their own escape from the plane. Unless

the GM devises a specific location and scenario in the Nine Hells, the subject encounters a group of 1d4 pit fiends or balor every hour they spend in hell.

Demise Unseen

School: Necromancy [Death]; Level: cleric/oracle 12, sorcerer/wizard 12

Casting

Casting Time: 1 standard action

Components: V, S

Effect

Range: medium (100' + 10'/level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fort negates; Spell Resistance: Yes

The caster instantly slays a single target with no more than 10hp per caster level and at the same moment animates the body so that it appears that nothing has happened to the creature. The target's companions (if any) do not realize what has transpired. The target receives a Fortitude save to survive the attack. If the save fails, the target remains in its exact position with no apparent ill effects. In reality, it is now a ghoul under the caster's control. The target's companions notice nothing unusual about the state of the target until they interact with it, at which point each receives a Will save to notice discrepancies. The ghoul serves the caster indefinitely. The caster cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow the caster to exceed the normal limit for controlled undead work just as well with undead created with demise unseen.

Dire Winter

School: Evocation [Cold]; Level: druid 14, sorcerer/wizard 14

Casting

Casting Time: 1 minute

Components: V, S

Effect

Range: long (400' + 40'/level)

Area: 1,000' radius

Duration: 1 hour/level

Saving Throw: None; Spell Resistance: None

The creature or object targeted emanates bitter cold to a radius of 1,000 feet for the spell's duration. The emanated cold deals 2d6 points of damage per round against unprotected creatures (the target is susceptible if not magically protected or otherwise resistant to the energy). The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce blizzard conditions within the area.

Eclipse

School: Conjuration [Creation]; Level: cleric/oracle 10

Casting

Casting Time: 10 minutes

Components: V, S,

Effect

Range: extreme (1 mile + 1 mile/level)

Area: 5-mile aura

Duration: Up to 8 hours

Saving Throw: None; Spell Resistance: No

With this spell, the caster creates a limited solar eclipse. The landscape within a five-mile radius of the caster's location experiences the dimming of the sun as a disk the caster creates passes in front of it, culminating in a complete blackout and accompanying coronal ring. The eclipse follows the caster across the landscape for up to 8 hours, until the sun goes down, or until the caster dismisses the eclipse. The caster does not need to concentrate on the eclipse while it lasts.

Epic Counterspell

School: Abjuration; Level: sorcerer/wizard 11

Casting

Casting Time: 1 standard action

Components: V, S

Effect

Range: Medium (100' + 10'/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

This is the only spell capable of countering epic spells. To use *epic counterspell*, select an opponent as the target. The caster does this by readying an action, electing to wait to complete his or her action until the opponent tries to cast a spell. The caster may still move his or her speed, because readying a counterspell is a standard action. If the target tries to cast a spell, make a dispel check as if using *dispel magic*. If the check is successful, the character's spell negates the foe's spell.

Let Go of Me

School: Transmutation; Level: sorcerer/wizard 10

Casting

Casting Time: 1 free action

Components: None

Effect

Range: Touch

Target: One creature or force grappling you

Duration: Instantaneous

Saving Throw: Fort half; Spell Resistance: Yes

The aster deals 20d6 points of damage to any creature grappling him or her. The damage dealt is of no particular type or energy: it is a purely destructive impulse. In addition to the damage, they make an immediate CMB check to break free of the grapple, using their caster level and relevant casting ability score (Int or Cha) to determine their bonus instead of base attack bonus and Str. If the grapple is successfully broken, the target is pushed away as if successfully bull rushed. If grappled by a magical force, the force is automatically destroyed.

Unfortunately for the caster, they also suffer 10d6 points of backlash damage, though grappling can be so dangerous for spellcasters that they rarely mind paying that price.

Nailed to the Sky

School: Conjuraction [Teleportation]; Level: druid 12, sorcerer/wizard 11

Casting

Casting Time: 1 standard action

Components: V, S

Effect

Range: Medium (100' + 10'/level)

Target: One creature or object weighing up to 50 lbs/level

Duration: Instantaneous

Saving Throw: Will negates; Spell Resistance: Yes

Nailed to the sky actually places the target so far from the surface of the world and at such a speed that it keeps missing the surface as it falls back, so it enters an eternal orbit. Unless the target can magically fly or has some other form of non-physical propulsion available, the target is stuck until someone else rescues it. Even if the target can fly, the surface is 2 to 4 hours away, assuming a *fly* spell. The target may not survive that long. Depending on the world where *nailed to the sky* is cast, conditions so far from its surface may be deadly. Deleterious effects include scorching heat, cold, and vacuum. Targets subject to these conditions take 2d6 points of damage each from heat or cold and 1d4 points of damage from the vacuum each round. The target immediately begins to suffocate.

Rain of Fire

School: Evocation [Fire]; Level: druid 11, sorcerer/wizard 11

Casting

Casting Time: 1 minute

Components: V, S

Effect

Range: Personal

Area: 2-mile radius

Duration: 1 hour/level

Saving Throw: Ref negates; Spell Resistance: Yes

This spell summons a swirling thunderstorm that rains fire rather than raindrops down on the caster and everything

within a two-mile radius of him or her. Everything caught unprotected or unsheltered in the flaming deluge takes 1 point of fire damage each round. A successful Reflex save results in no damage, but the save must be repeated each round. Unless the ground is exceedingly damp, all vegetation is eventually blackened and destroyed, leaving behind a barren wasteland similar to the aftermath of a grass or forest fire. The fiery storm is stationary and persists even if the caster leaves.

Raise Island

School: Conjuration [Creation]; Level: cleric/oracle 12, druid 12, sorcerer/wizard 12

Casting

Casting Time: 1 day

Components: V, S

Effect

Range: Personal

Area: 1 island

Duration: Permanent

Saving Throw: None; Spell Resistance: No

The caster can literally raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established. The island is roughly circular and about 200 feet in diameter. *Raise island* only works if the ocean is less than 1,000 feet deep where the spell is cast.

Safe Time

School: Conjuration [Teleportation]; Level: sorcerer/wizard 11

Casting

Casting Time: 1 minute

Components: V, S

Effect

Range: Touch

Target: You or creature touched

Duration: Contingent until expended, then 1 round of safe time

Saving Throw: None; Spell Resistance: No

Safe time can move the caster (or a willing target) out of harm's way by shunting him or her into a static time stream. Once cast, the spell remains quiescent and does not activate until the trigger conditions have been met. Each day it remains untriggered, it uses a spell slot of the appropriate level, even if you cast it on another creature. Once triggered, the spell is expended normally. When the character would otherwise be subject to any instantaneous effect that would deal him or her more than a specific amount of damage specified when *safe time* is originally cast, he or she is instead transported to a static time stream where time ceases to flow. The character's condition becomes fixed: no force or effect can harm him or her until 1 round of real time has passed. Thus, the character avoids the damage he or she would otherwise receive, but the character also misses out on one round of activity. To the character, no time passes at all, but to onlookers who are part of real time, the character stands frozen and fixed in space for 1 full round.

Time Duplicate

School: Conjuration [Teleportation]; Level: sorcerer/wizard 13

Casting

Casting Time: 1 free action

Components: V, S

Effect

Range: Personal

Target: Caster

Duration: 1 round (see text)

Saving Throw: None; Spell Resistance: No

The caster snatches him- or herself from 1 round in the future, depositing this future self in an adjacent space as a free action that counts as a quickened spell. The caster's future self is technically only a possible future self (the time stream is a maelstrom of multiple probabilities), but snatching that future self from 1 round in the future collapses probability, and the possible future becomes the definite future. The caster and his or her future self are both free to

act normally this round (the caster has already used up the limit of one *quicken* spell per round, but his or her duplicate hasn't). The future self has all the resources the caster has at the moment he or she finishes casting time duplicate. Because the future self was previously only a possibility, his or her resources are not depleted as a result of whatever might occur this round (even if the character dies this round). Likewise, he or she doesn't have any special knowledge of what might occur during this round. Because the future self is still part of the time stream, the round it spends with the caster is a round it misses in its own future. Because the caster's future duplicate is also the caster, the caster misses the next round as well. He or she simply isn't there. Tampering with the time stream is a tricky business. Here is a round-by-round summary:

Round One

The caster casts time duplicate, the future self from round two arrives, and both act normally.

Round Two

The future self—the caster—gets snatched back in time to help the past self. During this round, there are no versions of the character present.

Round Three

The caster rejoins the time stream. The caster arrives in the same location and condition that the future self ended with at the end of the first round. Any resources (spells, damage, staff charges) the future self used up in round one are gone for real. Record them now.

Using this spell to snatch a single future self stretches time and probability to its limit; more powerful versions of *time duplicate* are not possible. A caster cannot bring more than a single future version of him- or herself back at one time, nor can a caster snatch a version of him or her from farther in the future.

Vengeful Gaze of God

School: Transmutation; Level: sorcerer/wizard 15

Casting

Casting Time: 1 standard action

Components: V, S

Effect

Range: long (400' + 40'/level)

Target: One creature or one 10' cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fort half; Spell Resistance: Yes

The target of this spell is subject to 300d6 points of damage (or half of that if a Fortitude save succeeds) as it is wracked by relentless waves of pure destructive force. If the target is reduced to slain (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust.

At the same time, the caster is subject to 200d6 points of backlash damage. As with the target, if the caster is slain, they are utterly destroyed.

No ruleset is perfect; for all the years that both *D&D 3/3.5* and *Pathfinder™* have been refined and edited, they still have flaws. Much has been made of class/feat combinations that are overpowered—or cripplingly underpowered—and the complaints about the power of mages at higher levels are both numerous and legitimate. Whether they are rooted in the lore of the game or simply because there is no good, universal solution to the problem, they continue to persist.

There are as many ways to deal with the problems as there are groups that encounter them. Personally, I generally just rely on my players to hold to the game's spirit of fun, understanding that legitimate attempts to break the system don't really have a place in the sort of games we usually partake in. But over the years, I have slowly come to embrace a small number of house rules for both regular and epic play that have proven useful and helped my players wring more enjoyment out of our sessions.

Death and Dying

In most *D&D* and *Pathfinder™* games, death is a revolving door. Losing half your party in high-level gameplay just means you take the rest of the day off and get back to it in the morning, with everyone *true resurrected* back into fighting form. While I understand the mechanics behind the situation, it tends to remove a lot of tension from encounters when every combat is reduced to 'we'll all be 100% fine' or 'TPK.' To that end, I tend to remove the focus on save-or-die situations but also increase the penalties for dying.

I've never cared for effects that can one-shot even powerful characters. In addition to trying to avoid using such powers, PCs and certain powerful NPCs have a second-chance save against these sorts of effects. If they are struck by an instant-death effect and fail their save, they drop immediately to -1 hit points. The next round, unless attended to by a character with curative magic, they make a second

save at the same DC. Failure means death, but success means they remain alive (but not stabilized) at -1 hit points.

If an effect does not allow for a saving throw (such as a critical hit with a *vorpal* blade or the *power word: kill* spell), they are treated as having automatically failed the initial save and then gain a save based on relevant factors (usually the normal DC for a spell of that level or $10 + 1/2$ character level + applicable ability score modifier). Not that I ever actually allow *vorpal* weapons in my campaigns.

Counterbalancing the 'safer' working environment for heroes is a harsher penalty for dying. Returning a dead character to life requires the direct intervention of a deity. Spells such as *raise dead*, *resurrection*, and *true resurrection* only bring the attention of the cleric's god to the situation. A character that is revived must make an accord with the reviving god—usually to perform a specific service such as slaying a monster or retrieving a lost artifact—and is only then restored to life.

Failure to complete the task within the time limit set at the time of resurrection or dying before the task is completed means that the character is dead permanently. Depending on the god beseeched, how strictly this is enforced can vary; a spiteful or overly-lawful god might require the returned character to personally carry out the mission. A more laid-back or understand god might even permit a character who dies a second time during the fulfillment of a mission to come back once more, so long as the original mission is finished by someone first. These restrictions do not apply to the spell *breath of life*, which actually keeps the soul from departing the dead body and returns it before the character truly passes on.

Spell Power and Magic Item Crafting

After careful consideration, I decided that the magic item creation rules for *Pathfinder™* do not function as well as I would like. To that end, I experimented with a system based

off of a system called 'spell power' that produced results I liked. I understand that these rules require one's players to keep to the spirit of the game and have some potential for abuse; thus, they may not work with every player party. Implement them at your own discretion.

Spell Power

Creating magic items requires the introduction of a new statistic for characters to keep track of: spell power. This is simply the sum total of all the spell levels a character can cast per day, including all bonus spells, additional spells for high ability scores, and spell-like abilities. Though they can be used to satisfy creation requirements, spell completion and spell trigger items (such as scrolls or staves) cannot contribute to a character's spell power rating.

Thus, a 1st-level universalist wizard with an intelligence of 16 would have a spell power of 2 (1 1st-level spell, 0 bonus spells, 1 additional 1st-level spell for high Int).

A 5th-level evoker with an intelligence of 14 would have a spell power of 19 (3 1st-level, 2 2nd-level, and 1 3rd-level spells; 1 bonus spell of 1st, 2nd, and 3rd levels; 1 additional 1st and 2nd level spell for high Int).

This is only a measure of a spellcaster's potential; the slot does not have to be specifically filled with a spell to count and slots used to cast lower-level spells still count at their actual level, not the level of the spell stored.

0th-level spells never contribute to spell power.

When a spell is cast, its spell power is used up until the next time the spellcaster regains their used spells. Our 5th-level evoker from above would have their spell power reduced from 19 to 16 by casting a fireball (a 3rd-level spell). Upon resting and regaining his daily spells, his spell power would return to 19.

If a character has levels in more than one spell-casting class, they can add all their arcane spells or all their divine spells to their spell power (but must keep track of the two different types of magic separately and cannot use both to craft the same item).

Magic Item Creation

Item creation feats still function as normal. The only change is to the actual process of creating items, though consulting the *Pathfinder™* item creation rules can be useful if you have any specific questions as there are some areas of overlap between the two methods. Use the following process:

1. Select (or design) the item to be created.
2. Make sure you have the appropriate Item Creation feat.
3. If applicable, determine the caster level to be used to create the item.
4. Determine the item's base price.
5. Pay half that amount as a creation cost, plus any additional price for costly material components if applicable.
6. Divide the **base price** by 50 and round up to determine the amount of spell power that needs to be invested in the item to complete it.
7. Complete any additional requirements (such as specific spells that must be cast along with the item).
8. Make a Spellcraft check (DC 5 + item's caster level). You can substitute a relevant Craft skill for certain items.

For example, let us say we wish to create a *+1 flaming longsword*:

1. We will create a *+1 flaming longsword*.
2. You need Craft Magic Arms & Armor.
3. The minimum caster level is 3rd for the +1 enhancement and 10th for the flaming ability, so we must have a caster level of at least 10th.
4. The item's base cost is 8,315 gold (8,000g for the total +2 enchantment and 315g for a masterwork longsword).
5. Pay 4,157 gold and 5 silver in material costs.
6. The item will require a total spell power of 187 (8,315/50 = 186.3 and you always round up).
7. After investing all the spell power necessary, cast *flame blade*, *flame strike*, or *fireball* into the blade (for the

flaming enhancement).

8. Make a Spellcraft or Craft [Weaponsmithing] DC 15 to complete.

Thus, an item that would have required your average 10th-level wizard 9 days to complete in the old system can instead be finished in about 3 days. The effect is even more impressive at higher levels and the stronger a spellcaster is, the more capable they become at crafting. Alternately, if the group is on the move, the wizard can continue to craft the item by investing spell power into it a little at a time, whenever he has a few spell slots unexpended at the end of the day.

Investing Spell Power

Using your spell power to create items is called 'investing,' and is both quick and easy. The crafting spellcaster only needs a relatively clean, stable workspace and no distractions. It takes one minute of concentration to invest a single point of spell power into an item. The power invested corresponds directly to the spellcaster's spell slots, meaning using a 3rd-level slot requires 3 minutes and invests the item with 3 points of spell power. The spellcaster then loses whatever spell was in that slot (or access to the slot if a spontaneous caster or if they hadn't prepared a spell in the slot) just as if they had cast the spell.

Being interrupted during the process means you expend whatever spell or slot you're using without investing the spell power into the item.

Investing can be a gradual process, meaning a spellcaster can create magic items on the run, maybe only investing a few spell slots into an item each evening around the campfire. They can also put away unfinished items and come back to them later, if circumstances require.

For magic items that require certain spells (such as our *+1 flaming longsword* above), that spell must be provided at the end of the process and is separate from the spell power being invested.

Epic Feat Changes

If you decide to use the Spell Power system, make the following change to the Efficient Item Creation feat:

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.

Magic DCs

Some people think that spellcasters at high- and epic-level play are overpowering and to a certain degree, they're right. But they suffer from their own problems, one of the most important of which is the fact that their primary abilities top out at DCs of 19 + ability score modifier. As more and more foes have access to abilities such as evasion or energy immunity, the utility of their skills becomes more limited.

Of course, there are the Heighten Spell and Improved Heighten Spell feats...but that means they have to ignore all the delightful metamagic feats that epic magic is ostensibly built around. Through playtesting at epic levels, I've found that it is useful to allow spellcasters to use the DCs for the total adjusted spell level, rather than the spell level. Thus, a *quicken meteor swarm* would use a DC of 23 + ability modifier (spell level 9 + 4 level adjustment for *quicken*) rather than 19.

This only applies to spells adjusted with metamagic feats; simply casting a spell normally using a higher level slot continues to use the spell's original DC. Additionally, it uses the spell level of the total level adjustment, not just the sum of the metamagic feats applied. Improved Metamagic will also reduce the DC adjustment while using a metamagic rod will not increase the DC.

ABOUT THE AUTHOR

Jesse Jack Jones has been playing tabletop role-playing games since the late 1980's.

Though *D&D* was his first love and *Pathfinder™* his current passion, he's dabbled in *Palladium™ Fantasy*, *Rifts™*, *Robotech™*, *Rolemaster™*, *Earthdawn™*, *MechWarrior™*, *Warhammer Fantasy™*, *Castle Falkenstein™*, *Marvel™ Superheroes*, and more.

Other works by Jesse Jack Jones include:

The Darkness Undivided (The Blessed Land, Book I)

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