

Pathfinder Epic-Level Handbook, v1.6

Introduction	2	Spellcraft	34
Chapter 1 - Basics	3	Stealth	34
Chapter 2 - Universal Advancement Rules	4	Survival	34
Chapter 3 - Class Features	5	Swim	35
Epic Class Progression	6	Use Magic Device	35
Universal Class Features	7	Chapter 5 - Epic Feats	36
Alchemist	8	Alchemical Feats	38
Barbarian	9	Channeling Feats	41
Bard	10	Combat Feats	47
Cavalier	11	General Feats	62
Cleric	12	Item Creation Feats	69
Druid	12	<i>Ki</i> Feats	71
Fighter	13	Magic Feats	75
Gunslinger	14	Metamagic Feats	82
Inquisitor	15	Morale Feats	90
Magus	16	Rage Feats	94
Monk	17	Skill Feats	97
Oracle	18	Summoning Feats	100
Paladin	19	Wild Feats	103
Ranger	20	Chapter 6 - Epic Magic Items	106
Rogue	21	Creating Epic Magic Items	106
Sorcerer	22	Epic Armor	106
Summoner	23	Epic Armor and Shield Base Price	106
Witch	24	Epic Armor and Shield Special Ability Descriptions	107
Wizard	25	107
Spells per Day / Spells Known	26	Specific Epic Armor and Shields	111
Advanced Companions	28	Epic Weapons	113
Archetypes	29	Epic Weapon Base Price	113
Prestige Classes	30	Epic Weapon Special Ability Descriptions	113
Multiclassing	30	Specific Epic Weapons	123
Mythic Characters	30	Epic Rings	126
Chapter 4 - Epic Skills	31	Epic Ring Descriptions	126
Skill Descriptions	31	Epic Rods	128
Acrobatics	31	Epic Rod Descriptions	128
Appraise	31	Epic Scrolls	133
Bluff	31	Epic Staves	134
Climb	31	Epic Staff Descriptions	134
Craft	32	Epic Wondrous Items	136
Diplomacy	32	Epic Wondrous Item Descriptions	136
Disable Device	32	Chapter 7 - Epic Spellcasting	168
Disguise	32	Metamagic Feats	168
Escape Artist	32	True Dweomers	170
Fly	32	Creating Spells	170
Handle Animal	32	Creating Epic Spells	170
Heal	33	What About <i>Wish</i> ?	170
Intimidate	33	Time	171
Knowledge	33	Example Epic Spells	171
Linguistics	33	Chapter 8 - House Rules	179
Perception	33	Naming Magic Items	179
Perform	33	Death and Dying	179
Profession	33	Spell Power and Magic Item Crafting	180
Ride	33	Metamagic and Magic DCs	181
Sense Motive	34		
Sleight of Hand	34		

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'* 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 4th edition *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 levels.

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, monsters, and some house rules used in my own games; there will be little or no material on setting. If you ever have questions about any information herein contained, I suggest you consult the online *Pathfinder* System Resource Documents (d20pfsrd.com) or the *Dungeons & Dragons* 3.5 System Resource Documents (d20srd.org), the latter including sections about their epic level rules.

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

Truly!,

Jesse Jack Jones

<http://www.jessejackjones.com>

07-23-2015

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 in their heavens, to fight greater battles against the greatest foes, and seek truly amazing treasures lost to time. 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 GM 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 GM'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 most damaging magic can survive a week of being assaulted by the party's warriors.

It is important to 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. This book and its rules simply try to 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 information on epic monsters (and templates to apply to regular monsters) and some house rules I use in my own games. These latter 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 this point. At 21st level and beyond, staple numeric advancements such as base attack bonus and saving throws no longer improve automatically based on character class. Instead, they begin to gain an **epic** bonus to these class features. Characters also cease to gain non-epic class abilities, which will be addressed in Chapter 3. The universal rules for epic character advancement are shown in *Table 2-1: Experience and Level-Dependent Benefits* below.

Experience: Characters continue to gain experience as they adventure. The precise XP requirements for leveling up in *Pathfinder* are determined by an algorithm which requires a PC to overcome 5 encounters of a Challenge Rating (CR) equal to their current level. Totals for levels above 30th and an examination of the mechanics are available in *Table 2-2: Extended Experience Chart*.

Epic Attack Bonus (Su): 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 22 and increases by an additional +1 for every 4 levels. This bonus stacks with all other bonuses to 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 and it does not stack with other epic bonuses to attack received from other sources.

Pathfinder Unchained and Automatic Bonus Progression

In 2015, Paizo introduced a new book titled *Pathfinder Unchained* which was filled with alternate rulesets and ideas for customizing aspects of one's *Pathfinder* experience. One of these was an idea called Automatic Bonus Progression, which was designed to ween players off reliance on "standard" magic items such as *rings of protection* or belts/headbands that boosted stats. It does this by granting them automatic bonuses as they increase in level, freeing up those item slots for more interesting or flavorful pieces of equipment. I have enjoyed success with this ruleset in my own campaigns, and strongly encourage GMs to consider the epic expansion for these rules found in *Chapter 8* of this document.

Epic Saving Throw Bonus (Su): As with attack bonuses, characters of 21st level and higher gain an epic bonus to all three of their saving throws: Fortitude, Reflex, and Will. This bonus is +1 at level 22 and increases by an additional +1 for every 3 levels. This bonus stacks with all other bonuses to saving throws but not with other epic bonuses.

Ability Score Increase: Your ability scores continue to increase just as they did at non-epic levels. You gain a +1 to one ability score of your choice at 24th level and every four levels thereafter.

Max 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 can also be used to select non-epic feats you qualify for if you wish. A complete list of epic feats can be found in Chapter 5.

Table 2-1: Experience and Level-Dependent Benefits

Character Level	Slow XP Track	Median XP Track	Fast XP Track	Epic Attack Bonus	Epic Saving Throw Bonus	Ability Score Increase	Max Skill Ranks	Bonus Character Feats
21 st	7,730,000	5,150,000	3,430,000	—	+1	—	21	11 th
22 nd	10,800,000	7,200,000	4,800,000	+1	+1	—	22	—
23 rd	15,400,000	10,250,000	6,830,000	+1	+1	—	23	12 th
24 th	21,500,000	14,350,000	9,570,000	+1	+2	+1	24	—
25 th	30,500,000	20,350,000	13,600,000	+1	+2	—	25	13 th
26 th	42,500,000	28,350,000	18,900,000	+2	+2	—	26	—
27 th	61,300,000	40,850,000	27,200,000	+2	+3	—	27	14 th
28 th	86,000,000	57,350,000	38,200,000	+2	+3	+1	28	—
29 th	123,000,000	81,850,000	54,600,000	+2	+3	—	29	15 th
30 th	172,000,000	114,850,000	76,600,000	+3	+4	—	30	—
+1	See <i>Table 2-2</i>	See <i>Table 2-2</i>	See <i>Table 2-2</i>	+1/4 per level	+1/3 per level	+1/4 per level	+1 per level	+ 1 every odd level

Table 2-2: Extended Experience Chart

Character Level	Slow XP Track	Median XP Track	Fast XP Track
21 st	7,730,000	5,150,000	3,430,000
22 nd	10,800,000	7,200,000	4,800,000
23 rd	15,400,000	10,250,000	6,830,000
24 th	21,500,000	14,350,000	9,570,000
25 th	30,500,000	20,350,000	13,600,000
26 th	42,500,000	28,350,000	18,900,000
27 th	61,300,000	40,850,000	27,200,000
28 th	86,000,000	57,350,000	38,200,000
29 th	123,000,000	81,850,000	54,600,000
30 th	172,000,000	114,850,000	76,600,000
31 st	246,000,000	163,850,000	109,000,000
32 nd	344,000,000	229,350,000	153,000,000
33 rd	494,000,000	329,350,000	220,000,000
34 th	689,000,000	459,350,000	306,000,000
35 th	982,000,000	654,350,000	436,000,000
36 th	1,370,000,000	914,350,000	610,000,000
37 th	1,960,000,000	1,309,350,000	873,000,000
38 th	2,750,000,000	1,834,350,000	1,220,000,000
39 th	3,950,000,000	2,634,350,000	1,760,000,000
40 th	5,530,000,000	3,684,350,000	2,460,000,000
41 st	7,850,000,000	5,234,350,000	3,490,000,000
42 nd	11,000,000,000	7,334,350,000	4,890,000,000
43 rd	15,730,000,000	10,484,350,000	6,990,000,000
44 th	22,030,000,000	14,684,350,000	9,790,000,000
45 th	31,480,000,000	20,984,350,000	13,990,000,000
46 th	44,230,000,000	29,484,350,000	19,660,000,000
47 th	62,980,000,000	41,984,350,000	27,990,000,000
48 th	88,480,000,000	58,984,350,000	39,320,000,000
49 th	126,000,000,000	83,984,350,000	55,990,000,000
50 th	176,200,000,000	117,484,350,000	78,320,000,000
51 st	252,000,000,000	167,984,350,000	112,000,000,000
52 nd	349,500,000,000	232,984,350,000	155,300,000,000
53 rd	499,500,000,000	332,984,350,000	222,000,000,000
54 th	702,000,000,000	467,984,350,000	312,000,000,000
55 th	1,002,000,000,000	667,984,350,000	445,300,000,000
56 th	1,407,000,000,000	937,984,350,000	625,300,000,000
57 th	2,014,500,000,000	1,342,984,350,000	895,300,000,000
58 th	2,817,000,000,000	1,877,984,350,000	1,252,000,000,000
59 th	4,024,500,000,000	2,682,984,350,000	1,788,700,000,000
60 th	5,637,000,000,000	3,757,984,350,000	2,505,300,000,000
61 st	8,052,000,000,000	5,367,984,350,000	3,578,700,000,000
62 nd	11,269,000,000,000	7,512,984,350,000	5,008,700,000,000
63 rd	16,099,000,000,000	10,732,984,350,000	7,155,300,000,000
64 th	22,542,000,000,000	15,027,984,350,000	10,019,000,000,000
65 th	32,202,000,000,000	21,467,984,350,000	14,312,000,000,000
66 th	45,102,000,000,000	30,067,984,350,000	20,045,000,000,000
67 th	64,452,000,000,000	42,967,984,350,000	28,645,000,000,000
68 th	90,252,000,000,000	60,167,984,350,000	40,112,000,000,000
69 th	128,877,000,000,000	85,917,984,350,000	57,279,000,000,000
70 th	180,402,000,000,000	120,267,984,350,000	80,179,000,000,000
71 st	257,727,000,000,000	171,817,984,350,000	114,545,000,000,000
72 nd	360,777,000,000,000	240,517,984,350,000	160,345,000,000,000
73 rd	515,427,000,000,000	343,617,984,350,000	229,079,000,000,000
74 th	721,602,000,000,000	481,067,984,350,000	320,712,000,000,000
75 th	1,030,830,000,000,000	687,217,984,350,000	458,145,000,000,000
76 th	1,443,180,000,000,000	962,117,984,350,000	641,412,000,000,000
77 th	2,061,630,000,000,000	1,374,417,984,350,000	916,279,000,000,000
78 th	2,886,250,000,000,000	1,924,167,984,350,000	1,282,780,000,000,000
79 th	4,123,230,000,000,000	2,748,817,984,350,000	1,832,550,000,000,000
80 th	5,772,480,000,000,000	3,848,317,984,350,000	2,565,550,000,000,000
81 st	8,246,350,000,000,000	5,497,567,984,350,000	3,665,050,000,000,000
82 nd	11,544,850,000,000,000	7,696,567,984,350,000	5,131,050,000,000,000
83 rd	16,492,680,000,000,000	10,995,117,984,350,000	7,330,080,000,000,000
84 th	23,089,750,000,000,000	15,393,167,984,350,000	10,262,110,000,000,000
85 th	32,985,330,000,000,000	21,990,217,984,350,000	14,660,150,000,000,000
86 th	46,179,330,000,000,000	30,786,217,984,350,000	20,524,150,000,000,000
87 th	65,970,330,000,000,000	43,980,217,984,350,000	29,320,150,000,000,000
88 th	92,358,330,000,000,000	61,572,217,984,350,000	41,048,150,000,000,000

Epic Experience (or: How I Learned to Stop Worrying and Love Big Numbers)

Hold on to your hats, because the numbers are about to get *ludicrous*. As stated on the previous page, experience totals required to level up can be calculated as follows:

$$\text{Previous Total} + (5 \times \text{the XP for CR encounter equal to current level})$$

The experience value associated with a given CR can be calculated by taking the experience provided by an encounter of the CR – 2 and doubling that value.

But when calculating the experience totals based off of these CRs, the *Pathfinder* leveling mechanic introduces an element of rounding before the CR is multiplied by 5. This first starts at 10th level, when the CR is rounded to the nearest thousand before multiplying. Then, after a strange hiccup at 17th level, from 18th level onwards, it rounds to the nearest ten-thousand prior to multiplying.

If we wish to keep up with this rounding, I suggest the following milestones:

- 25th level: nearest hundred-thousand
- 32nd level: nearest million
- 38th level: nearest ten-million
- 45th level: nearest hundred-million
- 51st level: nearest billion
- 65th level: nearest ten-billion
- 85th level: nearest hundred-billion
- 105th level: nearest trillion

Following on from that process, I have gone ahead and done the math for you out to level 125, which should probably be enough for the vast majority of epic campaigns. If you dare take it further than that, I'm afraid you will have to extend the process further on your own. Good luck!

Character Level	Slow XP Track	Median XP Track	Fast XP Track
89 th	131,941,100,000,000,000	87,960,717,984,350,000	58,640,480,000,000,000
90 th	184,717,800,000,000,000	123,145,217,984,350,000	82,096,810,000,000,000
91 st	263,882,600,000,000,000	175,921,717,984,350,000	117,281,100,000,000,000
92 nd	369,435,300,000,000,000	246,290,217,984,350,000	164,193,500,000,000,000
93 rd	527,764,800,000,000,000	351,843,217,984,350,000	234,562,100,000,000,000
94 th	738,871,100,000,000,000	492,580,717,984,350,000	328,387,100,000,000,000
95 th	1,055,530,100,000,000,000	703,686,717,984,350,000	469,124,500,000,000,000
96 th	1,477,742,600,000,000,000	985,161,717,984,350,000	656,774,500,000,000,000
97 th	2,111,061,300,000,000,000	1,407,374,217,984,350,000	938,249,500,000,000,000
98 th	2,955,486,300,000,000,000	1,970,324,217,984,350,000	1,313,549,500,000,000,000
99 th	4,222,123,800,000,000,000	2,814,749,217,984,350,000	1,876,499,500,000,000,000
100 th	5,910,973,800,000,000,000	3,940,649,217,984,350,000	2,627,099,500,000,000,000
101 st	8,444,248,800,000,000,000	5,629,499,217,984,350,000	3,752,999,500,000,000,000
102 nd	11,821,949,000,000,000,000	7,881,299,217,984,350,000	5,254,199,500,000,000,000
103 rd	16,888,498,000,000,000,000	11,258,998,717,984,400,000	7,505,999,100,000,000,000
104 th	23,643,897,000,000,000,000	15,762,598,217,984,400,000	10,508,399,000,000,000,000
105 th	33,776,997,000,000,000,000	22,517,997,717,984,400,000	15,011,998,000,000,000,000
106 th	47,287,797,000,000,000,000	31,525,197,717,984,400,000	21,016,798,000,000,000,000
107 th	67,553,997,000,000,000,000	45,035,997,717,984,300,000	30,023,998,000,000,000,000
108 th	94,575,597,000,000,000,000	63,050,397,717,984,300,000	42,033,598,000,000,000,000
109 th	135,107,997,000,000,000,000	90,071,997,717,984,300,000	60,047,998,000,000,000,000
110 th	189,151,189,000,000,000,000	126,100,792,717,984,000,000	84,067,195,000,000,000,000
111 th	270,215,982,000,000,000,000	180,143,987,717,984,000,000	120,095,992,000,000,000,000
112 th	378,302,374,000,000,000,000	252,201,582,717,984,000,000	168,134,388,000,000,000,000
113 th	540,431,959,000,000,000,000	360,287,972,717,984,000,000	240,191,982,000,000,000,000
114 th	756,604,744,000,000,000,000	504,403,162,717,984,000,000	336,268,775,000,000,000,000
115 th	1,080,863,910,000,000,000,000	720,575,942,717,984,000,000	480,383,962,000,000,000,000
116 th	1,513,209,480,000,000,000,000	1,008,806,317,717,980,000,000	672,537,545,000,000,000,000
117 th	2,161,727,820,000,000,000,000	1,441,151,882,717,980,000,000	960,767,922,000,000,000,000
118 th	3,026,418,950,000,000,000,000	2,017,612,632,717,980,000,000	1,345,075,090,000,000,000,000
119 th	4,323,455,640,000,000,000,000	2,882,303,762,717,980,000,000	1,921,535,840,000,000,000,000
120 th	6,052,837,900,000,000,000,000	4,035,225,522,717,980,000,000	2,690,150,180,000,000,000,000
121 st	8,646,911,280,000,000,000,000	5,764,607,522,717,980,000,000	3,843,071,680,000,000,000,000
122 nd	12,105,675,800,000,000,000,000	8,070,450,532,717,980,000,000	5,380,300,360,000,000,000,000
123 rd	17,293,822,570,000,000,000,000	11,529,215,047,718,000,000,000	7,686,143,370,000,000,000,000
124 th	24,211,351,600,000,000,000,000	16,140,901,607,718,000,000,000	10,760,600,710,000,000,000,000
125 th	34,587,645,150,000,000,000,000	23,058,430,097,718,000,000,000	15,372,286,730,000,000,000,000

Normal *Pathfinder* rules cover 11 core classes from level 1 to level 20, while the *Advanced Player's Guide* adds a further 6 base classes, and *Ultimate Magic* and *Ultimate Combat* each add an additional base 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 GM appropriate class features and feats to select if you wish to pursue one of these alternate options.

Additionally, I have no desire to dabble in the hybrid classes released in the *Advanced Class Guide*, as I view them as emblematic of the sort of power creep that defined the twilight years of *D&D* 3.5. With *Occult Adventures* and the forthcoming *Ultimate Intrigue*, however, there is a possibility that up to 7 more base classes could be added to the system. Future editions of this handbook will likely take these new classes into account, but for the moment, I will content myself with the 19 listed above.

Another issue to be addressed are the four 'Unchained' class variations; those optional modifications for Barbarian, Monk, Rogue, and Summoner introduced in *Pathfinder Unchained*. From an epic standpoint, these classes are quite similar to their non-Unchained (Chained?) versions, but I direct anyone interested in using these to *Chapter 8* for any tweaks needed to make them compatible with this handbook.

This chapter will also briefly address the epic rules for animal companions (and eidolons and familiars), archetypes, multiclassing.

Epic Class Progression

Many class features continue to grow after 20th level, but always make sure to consult the relevant class entry for details. Provided below are the guidelines that describe how epic class progression generally works—and can be used to plan epic progressions for prestige classes or other classes not included in this handbook—but the information in an individual class entry always supersedes what is presented here:

- Hit Dice and hit points continue to accrue as normal. Your Hit Die type never increases or decreases 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 no longer increase automatically.
- Class features that use 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 improve at their regular rate.
- 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 9th level are often filled with spells modified by metamagic feats or used to cast lower-level spells (i.e., casting a 7th-level spell with an 11th-level slot). Characters can develop spells of 10th level and higher by following the rules in *Chapter 7: Epic Spellcasting*.
- 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 ranger's favored enemies or a rogue's rogue talents are no longer gained automatically. It should be noted that non-epic feats are already available that grant many of these class features and can still be taken at epic levels.
- Most classes gain new features specific to that class beyond 20th level. These are often iterative improvements to non-epic class features, allowing them to scale up with the class regardless of the level which the character achieves.

Universal Class Features

While the various epic classes detailed below each have their own unique characteristics, all of them share certain similar features. Note that they do not all gain these bonuses at the same rate, so it is still important to consult the individual class entries or see *Table 3-1: Universal Class Features*. Below are the rules that many or all classes have in common:

Hit Die (HD): All character classes continue to increase in HD at the same rate as they did as non-epic characters. A character's Hit Die type never increases or decreases as a result of achieving epic levels.

Skill Points: Every time an epic character increases in level, they gain a number of skill points equal to the number they would have gained upon increasing a non-epic level, including any bonuses from their Intelligence modifier. Their maximum skill rank in any one skill is still determined by their character level, as shown in *Table 2-1: Experience and Level-Dependent Benefits*.

Favored Class Bonus: If a character gains an epic level in their favored class, they continue to accrue their favored class bonuses as normal: +1 hit point, +1 skill point, or a specific race or class option.

Bonus Class Feat: Separate and apart from the bonus character feats mentioned in *Chapter 2*, every class gains a bonus class feat at 22nd level and another every 2, 3, or 4 levels thereafter. Each class is limited in what type of epic feats it can select with this bonus class feat, based on feat type. Individual class entries specify which feat types can be selected with a bonus class feat. *Chapter 5* details these feat types and what epic feats they include.

Bonus class feats can also be spent on **any** non-epic feat for which the character qualifies.

Prowess (Ex): All epic characters gain increased combat prowess as they advance. Depending on a character's class, they will gain a +1 bonus to one attack every level, every 2 levels, or every 4 levels. These attack bonuses are different from the epic attack bonuses gained at 22nd level and every 4 levels; they apply only when the character makes a full attack action and to only **one** attack.

Every time a character gains a level that provides this feature, they choose one of their iterative attacks in a full attack action and add this bonus to that attack's base attack bonus with a few caveats:

- It **cannot** be added to your primary attack
- It can only increase an attack bonus that is not already equal to your primary attack
- It can never grant you an additional attack

For example, at 20th level, a fighter's base attack bonus is +20/+15/+10/+5. At 21st level, they gain a +1 bonus, which they choose to add to their fourth attack, now giving them a BAB of +20/+15/+10/+6. At 22nd level, they now have a total of +2 and decide to add their new +1 to their third attack, giving them a BAB of +20/+15/+11/+6.

Eventually, every class will find that all their attacks in a full attack action are at the same bonus as their primary attack. At this point, characters **no longer gain a prowess bonus**.

Damage Bonus (Ex): Many classes gain a bonus to damage they inflict with physical attacks. This bonus stacks with all other bonuses to damage, being a synthesis of the character's skill and insight. It applies to all melee or ranged weapons with which the character is proficient (including unarmed attacks—if they have Improved Unarmed Strike—or natural attacks) and is multiplied in the event of a successful critical. It can even be applied if the character inflicts nonlethal damage, provided they are using a weapon with the nonlethal quality.

Table 3-1: Universal Class Features

Class	HD	Skill Points	Prowess	Damage Bonus
Alchemist	d8	4 + Int mod	+1 per 2 levels	—
Barbarian	d12	4 + Int mod	+1 per level	+1 per 2 levels
Bard	d8	6 + Int mod	+1 per 2 levels	+1 per 4 levels
Cavalier	d10	4 + Int mod	+1 per level	+1 per 3 levels
Cleric	d8	2 + Int mod	+1 per 2 levels	+1 per 3 levels
Druid	d8	4 + Int mod	+1 per 2 levels	+1 per 3 levels
Fighter	d10	2 + Int mod	+1 per level	+1 per 2 levels
Gunslinger	d10	4 + Int mod	+1 per level	—
Inquisitor	d8	6 + Int mod	+1 per 2 levels	+1 per 3 levels
Magus	d8	2 + Int mod	+1 per 2 levels	+1 per 3 levels
Monk	d8	4 + Int mod	+1 per 2 levels	+1 per 2 levels
Oracle	d8	4 + Int mod	+1 per 2 levels	—
Paladin	d10	2 + Int mod	+1 per level	+1 per 2 levels
Ranger	d10	6 + Int mod	+1 per level	+1 per 2 levels
Rogue	d8	8 + Int mod	+1 per 2 levels	+1 per 4 levels
Sorcerer	d6	2 + Int mod	+1 per 4 levels	—
Summoner	d8	2 + Int mod	+1 per 4 levels	—
Witch	d6	2 + Int mod	+1 per 4 levels	—
Wizard	d6	2 + Int mod	+1 per 4 levels	—

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 while their mutagens can produce truly terrifying abominations.

Table 3-2: The Epic Alchemist

Level	Prowess	Special
21 st	—	Bomb (11d6) , epic alchemy
22 nd	+1	Bonus class feat, epic alchemy
23 rd	+1	Bomb (12d6) , epic alchemy
24 th	+2	Epic alchemy
25 th	+2	Bomb (13d6), bonus class feat, epic alchemy
26 th	+3	Epic alchemy
27 th	+3	Bomb (14d6) , epic alchemy
28 th	+4	Bonus class feat, epic alchemy
29 th	+4	Bomb (15d6) , epic alchemy
30 th	+5	Epic alchemy

Extracts (Su): 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 3-22: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

Discovery (Su): Epic alchemists no longer gain Discoveries automatically as they increase in level. They can still gain additional Discoveries using the non-epic feat Extra Discovery.

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

Epic Alchemy (Ex): Beginning at 21st level, an epic alchemist gains the ability to enhance normal alchemical items with secret techniques acquired throughout their career. They select any three normal alchemical items they can produce and then apply one enhancement from the list below to each item. Some of the enhancements can only apply to certain items, which are denoted with parenthesis in their description:

Boosted: The damage increases, becoming equal to the alchemist's Bomb class ability of their level – 10.

Distilled: The DC is now equal to 10 + 1/2 the alchemist's class level + their Intelligence modifier.

Explosive: The radius of effect doubles for both primary and splash effects.

Incalescent (alchemist's fire, tar ball, or unstable accelerant): The item now burns with an implacable flame,

damaging the primary target for a number of rounds equal to the Alchemist's Intelligence modifier.

Marinade (armor ointment, blade-guard, sunderblock, or weapon blanch [adamantine, cold iron, ghost salt, or silver]): Regular exposure makes the effects permanent. If applied to an item once per day for 10 days, that item will gain the benefits permanently. No single item can benefit from the effects of more than one alchemical marinade.

Perfect (antiplague, antitoxin, mellowroot, soothe syrup, stillgut, or twitch tonic): When consumed, it renders the target immune to the condition it normally grants a bonus against. The enhanced effect lasts for half the original duration, then it provides the normal effects for the rest of the duration.

Vitriolic (alchemical solvent, bone paste, quick-freeze oil, smog smoke pellet, stonechipper salve, or tanglefoot bag): Coated with a caustic concoction, in addition to its regular function, this item also inflicts acid damage equal to the alchemist's Bomb class ability of their level – 20 for a number of rounds equal to the Alchemist's Intelligence modifier if the target fails their saving throw.

Voltaic (flash powder, tanglefoot bag, or thunderstone): Delivers a violent shock to the victims upon first activating. If they fail their saving throw, they are Paralyzed for a number of rounds equal to the alchemist's Intelligence modifier. Once per round, they can attempt a new save to break the effect, but the DC of this new save is equal to 10 + 1/2 the alchemist's class level + their Intelligence modifier.

Brewing these enhanced versions takes the same amount of time, but the DC increases by +10 and they cost twice as much. The alchemist can select the same item more than once to learn multiple versions, but when they initially gain this ability, they cannot stack multiple enhancements on a single preparation of the item.

At 22nd level and every level thereafter, the alchemist selects an additional enhanced alchemical item to add to their repertoire.

Beginning at 25th level, the alchemist can begin enhancing items they have already been improved, adding a second enhancement to the recipe. The alchemical item cannot have

the same enhancement applied to it more than once while the DC and cost increases stack, becoming a total of +20 to the DC and costing three times as much (since two doublings equal a tripling in *Pathfinder*). Selecting this option allows the alchemist to make either enhanced version of the recipe or the doubled version. At 30th level and every five levels, the alchemist can add one additional enhancement to a recipe, with the DC and creation cost continuing to increase.

Special: Alchemical items enhanced with this ability can also be boosted with the Augmented Alchemy epic feat, but interact in different ways. Boosted items have their damage increased to the alchemist's level – 6 and Vitriolic items to the alchemist's level – 18. Explosive items have their radius tripled, if they don't qualify for a different benefit.

Bonus Class Feat: Epic alchemists gain a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every three levels (25th, 28th, 31st, etc.). These class feats can be selected from Alchemical, Item Creation, Magic, or Metamagic feats.

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 3-3: The Epic Barbarian

Level	Prowess	Damage Bonus	Special
21 st	+1	+1	Improved power, trap sense +7
22 nd	+2	+1	Bonus class feat, DR 6/—
23 rd	+3	+2	Epic rage
24 th	+4	+2	Improved power, trap sense +8
25 th	+5	+3	Bonus class feat, DR 7/—
26 th	+6	+3	Epic rage
27 th	+7	+4	Improved power, trap sense +9
28 th	+8	+4	Bonus class feat, DR 8/—
29 th	+9	+5	Epic rage
30 th	+10	+5	Improved power, trap sense +10

Rage (Ex): An epic barbarian continues to increase the number of rounds per day that he can rage by 2 rounds for every level beyond 20th.

Rage Power: An epic barbarians no longer gain rage powers automatically as he increases in level. He can still gain more rage powers using the non-epic feat Extra Rage Power.

Damage Bonus (Ex): An epic barbarian gains a +1 bonus to all physical damage rolls at 21st level and every two levels.

Improved Power: Starting at 21st level, an epic barbarian is able to improve the utility of his rage powers. He selects any one rage power he currently knows and applies all of the following improvements that apply:

- A single-use power can now be activated once per rage for every 5 class levels
- Increase saving throw DC by +1
- Any numeric bonuses are increased by 50%
- Reduce the action required to use the power by one step: full round > standard > move > swift > free

At 24th level and every three levels, the barbarian can select another rage power to improve or select the same rage power multiple times, with the bonuses stacking. Remember, in *Pathfinder*, doubling a number twice results in a tripling. Single-use powers that have been improved no longer count as single-use if this bonus is selected more than once.

Trap Sense (Ex): An epic barbarian's bonus to Reflex saves and dodge bonus to AC against attacks made by traps continues to increase by +1 at 21st level and every three levels.

Bonus Class Feat: The epic barbarians gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every three levels (25th, 28th, 31st, etc.). These class feats can be selected from Combat and Rage feats.

Damage Reduction (Ex): An epic barbarian's DR continues to increase by +1 at 22nd level and every three levels.

Epic Rage (Ex): At 23rd level, an epic barbarian can improve the benefits provided by his rage. He selects one of the following bonuses to apply every time he enters a rage:

- Weapon damage die increases by 1 step
- +4 to CMB and CMD
- +15 temporary hit points
- +2 to Will saves

Once this improvement has been selected, it cannot be changed. At 26th level and every three levels, the barbarian can select another bonus. Multiple instances of the same bonus stack with each other.

Bard

Few can stand against the power of their music, for the epic bard's performances can move even the cruelest, most soulless creature, or inspire his allies to the heights of power and bravery.

Table 3-4: The Epic Bard

Level	Prowess	Damage Bonus	Special
21 st	—	+1	Epic performance
22 nd	+1	+1	Bonus class feat
23 rd	+1	+1	Inspire competence +8, inspire courage +5, lore master (4/day)
24 th	+2	+1	Bonus class feat
25 th	+2	+2	Epic performance
26 th	+3	+2	Bonus class feat
27 th	+3	+2	Inspire competence +10
28 th	+4	+2	Bonus class feat
29 th	+4	+3	Epic performance, inspire courage +6, lore master (5/day)
30 th	+5	+3	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 3-22: 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 (Ex): A bard's epic levels count towards his total class level when calculating the bonus to all Knowledge checks provided by this ability.

Bardic Performance: An epic bard continues to increase the number of rounds per day he can perform by 2 for every level beyond 20. His epic levels also count when calculating the DCs of his Fascinate, Suggestion, Frightening Tune, Mass Suggestion, and Deadly Performance songs and when calculating how many allies Inspire Greatness or Inspire Heroics can affect.

Damage Bonus (Ex): An epic bard gains a +1 bonus to all physical damage rolls at 21st level and every four levels.

Epic Performance (Su): Beginning at 21st level, an epic bard's performances transcend anything a non-epic bard could dream of. The bard selects one group of bardic performances and then selects a single bonus from the associated list. The benefits of this bonus are applied to all the performances in that group.

The first group consists of those performances that enhance their ally's abilities and include Inspire Courage, Inspire Competence, Inspire Greatness, and Inspire Heroics. The bard can choose one of the following bonuses, which will affect all targets of the ability and last as long as the performance's normal bonuses persist. Note that these bonuses stack with any morale bonuses already provided by the song:

- +2 morale bonus to damage
- +2 morale bonus to CMB/CMD
- +1 morale bonus to AC
- +10 temporary hit points
- +1 morale bonus to saving throws
- +10 feet to base movement speed

The second group are those performances that affect the bard's enemies and include Fascinate, Suggestion, Dirge of Doom, Frightening Tune, Mass Suggestion, and Deadly Performance. He can select one of the following bonuses, but note that not all necessarily apply to all performances:

- +1 to the DC to resist
- Increase number of targets by +1
- Increase the radius of effect by 10 feet
- Increase Dirge of Doom effect to Frightened and Frightening Tune effect to Panicked
- If target succeeds on their saving throw to resist, the performance can be used against them one additional time within a 24 hour period

Finally, the third group consists only of Soothing Performance. The bard can pick one of the following bonuses:

- Cures Nausea
- Cures Exhaustion
- Cures Frightened or Panicked
- Cures poison as *neutralize poison*
- Cures disease as *remove disease*
- Upgrade healing to *mass cure critical wounds*
- Rounds of performance reduced by 1 (minimum 1)

At 25th level and every four levels, the bard can select an additional group of performances to improve or apply an improvement to an already-enhanced group with multiple instances of the same bonus stacking.

Bonus Class Feat: The epic bard gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, etc.). These class feats can be selected from Magic, Morale, and Skill feats.

Inspire Competence (Su): An epic bard's Inspire Competence increases by +2 at 23rd level and every four levels.

Inspire Courage (Su): An epic bard's Inspire Courage increases by +1 at 23rd level and every six levels.

Lore Master (Ex): An epic bard can use his Lore Master class feature one additional time per day at 23rd level and every six levels.

Cavalier

The epic cavalier is a master rider and a peerless leader of men. Her challenges can shake foes to their core and entire armies will break when they see her banner borne fearlessly aloft.

Table 3-5: The Epic Cavalier

Level	Prowess	Damage Bonus	Special
21 st	+1	+1	Epic challenge
22 nd	+2	+1	Bonus class feat, challenge (8/day)
23 rd	+3	+1	Epic banner
24 th	+4	+2	Bonus class feat
25 th	+5	+2	Challenge (9/day), epic challenge, tactician (6/day)
26 th	+6	+2	Bonus class feat
27 th	+7	+3	Epic banner
28 th	+8	+3	Bonus class feat, challenge (10/day)
29 th	+9	+3	Epic challenge
30 th	+10	+4	Bonus class feat, tactician (7/day)

Mount (Ex): An epic cavalier's mount continues to grow in power as she increases in level. See *Table 3-26: Animal Companions and Mounts at Epic Levels*.

Order (Ex): A cavalier's epic levels count towards her total class level when calculating the bonuses granted by her Order abilities.

Banner (Ex): At 25th level, the bonuses provided by an epic cavalier's banner increase by +1, providing +6 to saving throws against fear and +5 to attack rolls made as part of a charge. These bonuses continue to improve by +1 every five levels.

Damage Bonus (Ex): An epic cavalier gains a +1 bonus to all physical damage rolls at 21st level and every three levels.

Epic Challenge (Su): Upon reaching 21st level, an epic cavalier is able to add effects to her Challenge. When she makes her first successful attack against a Challenged foe, that foe must succeed on a saving throw (DC of 10 + 1/2 the class level + Charisma modifier) or suffer an adverse effect. The cavalier selects one of the effects below to inflict. Once she has made her choice, it cannot be changed:

- Bleed 5 (Fort save)
- Dazzled (Will save)
- Deafened (Fort save)
- Fatigued (Fort save)
- Shaken (Will save)
- Sickened (Fort save)

The Bleed effect lasts until the target receives magical healing or a Heal check with a DC equal to 10 + the saving throw DC. All other effects last until the end of the cavalier's next turn. All effects are renewed automatically every round she succeeds on another attack against the Challenged target. The target receives an additional saving throw against the renewed effect, but with a –4 penalty on their save.

At 25th level and every four levels, the cavalier can do one of three things to improve their Epic Challenge: (1) select an additional effect to add to their first attack; (2) inflict the same condition with their second attack (in case the target made their initial save); or (3) improve the type of condition inflicted with their initial attack. Conditions can be improved up to three times as follows:

- Bleed 5 > Bleed 10 > Bleed 15
- Dazzled > Dazed > Paralyzed
- Deafened > Deaf & Blind > Deaf, Blind, & Cowering
- Fatigued > Exhausted > Stunned
- Shaken > Frightened > Panicked
- Sickened > Staggered > Nauseated

If the cavalier chooses to improve a condition or to inflict multiple conditions with their first attack, then later selects to inflict a condition with their second attack, that attack will only inflict the lowest tier of one of the conditions. Secondary attacks must have their inflicted conditions improved or doubled up separately from the primary attack.

Bonus Class Feat: The epic cavalier gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, etc.). These class feats can be selected from Combat, Morale, and Skill feats.

Epic Banner (Ex): At 23rd level, the bonuses provided by a cavalier's Banner ability improve. She can select one of the following abilities:

- +2 morale bonus to all Will saves
- +3 bonus to damage on attacks while charging
- +10 feet to movement speed when charging
- Ignore 1 attack of opportunity while charging
- +30 feet to Banner's radius of effect

At 27th level and every four levels, the cavalier selects an additional improvement. The same improvement can be selected multiple times, with the effects stacking.

Challenge (Ex): An epic cavalier can issue an additional challenge per day at 22nd level and every three levels. Her epic levels are included when calculating the damage bonus against targets of her challenge.

Tactician (Ex): An epic cavalier can use her tactician ability an additional time per day at 25th level and every five levels.

Cleric

The epic cleric stands as one of his deity's most elite servants, an inspiration to churches and the guiding light to whole systems of belief. He is also the solid center of an adventuring party, providing aid and comfort to his fellows.

Table 3-6: The Epic Cleric

Level	Prowess	Special
21 st	—	Channel energy (11d6)
22 nd	+1	Bonus class feat, epic aura +1
23 rd	+1	Channel energy (12d6)
24 th	+2	Epic aura +2
25 th	+2	Bonus class feat, channel energy (13d6)
26 th	+3	Epic aura +3
27 th	+3	Channel energy (14d6)
28 th	+4	Bonus class feat, epic aura +4
29 th	+4	Channel energy (15d6)
30 th	+5	Epic aura +5

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 3-21: 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 (Su): An epic cleric's channel energy power continues to increase by +1d6 damage at 21st level and every odd-numbered level thereafter.

Bonus Class Feat: The epic cleric gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every three levels (25th, 28th, 31st, etc.). These class feats can be selected from Channeling, Item Creation, Magic, and Metamagic feats.

Epic Aura (Su): Beginning a 22nd level, an epic cleric's closeness to his deity provides him and his allies with a degree of protection. This manifests itself as an aura that radiates out 30 feet from the cleric and grants a +1 bonus to AC and saving throws in certain circumstances. These bonuses increase by an additional +1 at every even-numbered level.

Clerics who channel positive energy treat this as a holy bonus against attacks or spells with the evil descriptor or by evil outsiders, creatures with an aura of evil, or undead. Good or neutral allies within their aura also gain these benefits.

Clerics who channel negative energy treat this as an unholy bonus against attacks or spells with the good descriptor or by good outsiders or creatures with an aura of good. Evil or neutral allies within their aura also gain these benefits.

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.

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 3-21: Spells per Day for Epic Clerics, Druids, Witches, and Wizards*.

Nature Bond (Ex): A druid's nature bond ability—either the granted power from her chosen domain or her animal companion—continues to improve. For domain powers,

Table 3-7: The Epic Druid

Level	Prowess	Damage Bonus	Special
21 st	—	+1	Wild feat
22 nd	+1	+1	Bonus class feat
23 rd	+1	+1	Epic ally (+2HD)
24 th	+2	+2	Wild feat
25 th	+2	+2	Bonus class feat
26 th	+3	+2	Epic ally (+4HD)
27 th	+3	+3	Wild feat
28 th	+4	+3	Bonus class feat
29 th	+4	+3	Epic ally (+6HD)
30 th	+5	+4	Wild feat

include the druid's epic levels when calculating their effects.

For animal companions, see *Table 3-26: Animal Companions and Mounts at Epic Levels*.

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

Damage Bonus (Ex): An epic druid gains a +1 bonus to all physical damage rolls at 21st level and every three levels.

Wild Feat (Ex): Beginning at 21st level, a druid's wild shape form begins to take on a life of its own, with new powers and talents that come to the druid as instinct. The druid selects one non-epic Combat or Monster feat for which she can meet all the prerequisites in at least one wild shape form. Any time she wild shapes into a form that meets the prerequisites, the druid automatically gains the benefits of the chosen feat. At 24th level and every three levels, the druid may select an additional non-epic Combat or Monster feat for their wild shape form to know. Feats selected with this ability can serve as prerequisites for other feats also taken with this ability.

Bonus Class Feat: The epic druid gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every three levels (25th, 28th, 31st, etc.). These class feats can be selected from Magic, Metamagic, and Wild feats.

Epic Ally (Su): At 23rd level, when an epic druid casts *summon nature's ally*, all summoned creatures gain 2 bonus HD (as well as any hit points and improvements to base attack bonus, saving throw, skill points, etc.). The bonus HD also grant the creatures an extra feat of the druid's choice, provided they qualify for it. At 26th level and every three levels, they gain an additional +2 HD and all the additional bonuses and feats that go along with it.

Fighter

The epic fighter is a combat machine, a master of more tactics than any other character. More than a mere warrior, the epic fighter knows how to best an opponent in any arena.

Table 3-8: The Epic Fighter

Level	Prowess	Damage Bonus	Special
21 st	+1	+1	Warrior (1/day), weapon training
22 nd	+2	+1	Bonus class feat, bravery +6
23 rd	+3	+2	Warrior (2/day)
24 th	+4	+2	Bonus class feat
25 th	+5	+3	Warrior (3/day), weapon training
26 th	+6	+3	Bonus class feat, bravery +7
27 th	+7	+4	Warrior (4/day)
28 th	+8	+4	Bonus class feat
29 th	+9	+5	Warrior (5/day), weapon training
30 th	+10	+5	Bonus class feat, bravery +8

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

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

Damage Bonus (Ex): An epic fighter gains a +1 bonus to all physical damage rolls at 21st level and every two levels.

Warrior (Ex): At 21st level, the epic fighter can focus their martial might into a single moment of extraordinary prowess. Once per day as a swift action, they can activate one of the following powers:

- Make an additional attack at their highest base attack bonus as part of full attack action; this stacks with the extra attack granted by spells like *haste* or a weapon of *speed*.
- Apply their Weapon Mastery class ability to any qualifying weapon for 1 hour.
- Roll twice and select the highest result on all attack rolls until the beginning of their next turn. If one of the attacks is a threat for a critical hit, they must use the second roll result as the conformation.
- Ignore attacks of opportunity until the beginning of their next turn.
- Reduce all damage sustained from any source by 50% until the beginning of their next turn. The first attack that would reduce them to 0 hit points them instead leaves them with 1 hit point.

- Automatically succeed on one saving throw before the beginning of their next turn and completely negate any secondary effects as if they had an Evasion-like ability for the chosen save.
- If they have Cleave: add a free Bull Rush attempt against each Cleave target, blasting them away with the attack. This attempt does not provoke an attack of opportunity. This check gains a +4 bonus to CMD if the fighter has Great Cleave.
- If they have Vital Strike: add a free Trip attempt against the target, smashing them into the ground at the fighter's feet. This attempt does not provoke an attack of opportunity. This check gains a +4 bonus to CMD if the fighter has Improved Vital Strike and a +8 bonus if they have Greater Vital Strike. If the target provokes an attack of opportunity from the fighter by attempting to stand before the beginning of the fighter's next turn, they can treat that attack as a second Vital Strike.
- If they have Precise Shot: add a free Dirty Trick attempt, putting an arrow in a vulnerable spot. This check gains a +4 bonus to the attempt if the fighter has Improved Precise Shot. Rather than relying on their CMD, the fighter uses their attack roll plus any relevant CMD modifiers (such as the Improved Dirty Trick or Epic Technique feats) for the attempt.

The epic fighter can use this ability a second time per day at 23rd level and an additional time per day for every two levels, but never more than once per round.

Weapon Training (Ex): An epic fighter continues to add weapon groups every four levels as normal, with a new group at 21st level gaining a +1 bonus to attack and damage, while the previous groups' bonuses increase by an additional +1. The maximum bonus any group can achieve is +4, gaining no further bonuses to attack or damage at that point.

Bonus Class Feat: The epic fighter gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (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.

Table 3-9: The Epic Gunslinger

Level	Prowess	Special
21 st	+1	Tinker
22 nd	+2	Bonus class feat
23 rd	+3	Shooter's stance +1d6
24 th	+4	Tinker
25 th	+5	Bonus class feat
26 th	+6	Shooter's stance +2d6
27 th	+7	Tinker
28 th	+8	Bonus class feat
29 th	+9	Shooter's stance +3d6
30 th	+10	Tinker

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

Nimble (Ex): A gunslinger's nimble ability ceases to improve after 20th level.

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

Tinker (Ex): At 21st level, an epic gunslinger can spend one week tinkering with the workings of their firearm. They can add one of the following improvements as a permanent bonus that functions only when the gunslinger uses the weapon:

- Increase range increment by +5'
- Add +1 to critical hit confirmation rolls
- Increase weapon hardness by 2
- Double weapon hit points

The epic gunslinger can give a bonus to more than one firearm by spending a week on each, but only the gunslinger that improved the firearm can benefit from the effects of this class ability. At 24th level and every three levels, the epic gunslinger can select an additional improvement to add. Multiple iterations of the same bonus stack.

Bonus Class Feat: The epic gunslinger gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every three levels (25th, 28th, 31st, etc.). These class feats can be selected from Combat feats.

Shooter's Stance (Ex): At 23rd level, an epic gunslinger can elect to sacrifice the dodge bonus to AC from their Nimble class ability to add +1d6 points of damage to every attack they make with a gun until the beginning of their next turn. This is precision-based damage and is therefore not multiplied in the event of a successful critical hit. The gunslinger also recovers 1 point of grit for every successful attack made against them during this round. The extra damage increases by +1d6 at 26th level and every three levels.

Inquisitor

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

Table 3-10: The Epic Inquisitor

Level	Prowess	Damage Bonus	Special
21 st	—	+1	Reckoning (1/day)
22 nd	+1	+1	Bonus class feat, Judgment (8/day)
23 rd	+1	+1	Epic judgement
24 th	+2	+2	Bonus class feat
25 th	+2	+2	Judgment (9/day)
26 th	+3	+2	Bonus class feat, epic judgement
27 th	+3	+3	Reckoning (2/day)
28 th	+4	+3	Bonus class feat, judgment (10/day)
29 th	+4	+3	Epic judgement
30 th	+5	+4	Bonus class feat

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 3-22: 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.

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

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

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

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

Damage Bonus (Ex): An epic inquisitor gains a +1 bonus to all physical damage rolls at 21st level and every three levels.

Reckoning (Su): Once per day beginning at 21st level, the epic inquisitor can spend a standard action that provokes an attack of opportunity to end all active Judgements and invoke a Reckoning against a single target. If they succeed on a melee touch attack, the inquisitor inflicts a penalty on the target based on the Judgement being used:

Destruction: Each piece of equipment on the target is subject to an individual Sunder attempt using the inquisitor's CMB. A successful Sunder inflicts 1d6 points of physical damage per 2 inquisitor levels.

Healing: The target cannot recover hit points either magically or naturally for a number of rounds equal the inquisitor's Wisdom bonus (minimum 1).

Justice: All magical bonuses to a target's attack rolls are suppressed for a number of rounds equal to the inquisitor's Wisdom bonus (minimum 1).

Piercing: The target's spell resistance is suppressed for a number of rounds equal the inquisitor's Wisdom bonus (minimum 1).

Protection: All magical bonuses to a target's AC are suppressed for a number of rounds equal to the inquisitor's Wisdom bonus (minimum 1).

Purity: All magical bonuses to a target's saving throws are suppressed for a number of rounds equal to the inquisitor's Wisdom bonus (minimum 1).

Resiliency: The target loses any DR or hardness for a number of rounds equal to the inquisitor's Wisdom bonus (minimum 1).

Resistance: The target loses any energy resistance or immunity for a number of rounds equal to the inquisitor's Wisdom bonus (minimum 1).

Smiting: All physical attacks that threaten a critical against the target have their confirmation rolled twice and the higher result taken for a number of rounds equal to the inquisitor's Wisdom bonus (minimum 1).

The target can attempt a saving throw (DC 10 + 1/2 the inquisitor's level + their Wisdom modifier) to reduce the duration of the Reckoning to 1 round (or limit the effects of the Destruction Reckoning to a single, random piece of equipment). If an inquisitor has more than one Judgement active, they select one of the associated Reckonings, but end all active Judgements. Regardless of the effect, the target is immune to all further Reckonings or the effects of Judgements for 24 hours. At 27th level and every six levels, the epic inquisitor can call down an additional Reckoning per day.

Bonus Class Feat: The epic inquisitor gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, etc.). These class feats can be selected from Combat, Magic, and Skill feats.

Judgment (Su): An inquisitor can invoke an additional judgment per day at 22nd level and every three levels. An inquisitor's judgements cease to improve automatically beyond 20th level.

Epic Judgement (Su): At 23rd level, the epic inquisitor selects one of the bonuses from the list below. Whenever they invoke a Judgement, they gain the selected bonus in addition to the effects of their Judgement:

- Gain 10 temporary hit points
- +2 sacred bonus on skill checks
- +2 sacred bonus to CMB & CMD
- +1 sacred bonus to spell DCs
- Reroll 1 saving throw (though the inquisitor must accept the results of the second roll, even if they are lower)
- Immunity to the Confused condition
- Immunity to the Dazzled condition
- Immunity to Fatigue
- Immunity to the Shaken condition
- Immunity to the Sickened condition

At 26th level and every three levels, they select an additional bonus. They can select the same bonus multiple times, with the effects stacking. Any action or ability that ends the Judgement (such as using True Judgement or Reckoning) also ends the provided bonus.

Magus

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

Table 3-11: The Epic Magus

Level	Prowess	Damage Bonus	Special
21 st	—	+1	Epic spell access, epic arcana
22 nd	+1	+1	Bonus class feat
23 rd	+1	+1	Epic spell access
24 th	+2	+2	Bonus class feat, epic arcana
25 th	+2	+2	Epic spell access
26 th	+3	+2	Bonus class feat
27 th	+3	+3	Epic spell access, epic arcana
28 th	+4	+3	Bonus class feat
29 th	+4	+3	Epic spell access
30 th	+5	+4	Bonus class feat, epic arcana

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 3-22: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*.

Arcane Pool (Su): A magus includes his epic levels when calculating the size of his arcane pool. The maximum enhancement bonus increases to +6 at 21st level and by an additional +1 every four levels, up to a maximum of +10. The magus still cannot grant his weapon an enhancement bonus to attack and damage greater than +5 or any weapon property with an enhancement bonus greater than +5.

Fighter Training (Ex): A magus includes his epic levels when calculating his virtual fighter level for feat prerequisites.

Magus Arcana: An epic magus no longer gains new Magus Arcana automatically as he increases in level. He can still gain more Magus Arcana using the non-epic feat Extra Arcana.

Damage Bonus (Ex): An epic magus gains a +1 bonus to all physical damage rolls at 21st level and every three levels.

Epic Spell Access (Su): At 21st level, the epic magus adds 1 additional spell of any level he is capable of casting from the wizard's spell list into his spellbook as a magus spell of the same level, including spells of greater than 6th level if he is able to cast them. See *Table 3-22: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners* for when these spells become available. At 23rd level and every two levels, he adds an additional spell.

Epic Arcana (Su): At 21st level, the epic magus gains the ability to enhance his arcana by selecting one of the following benefits that applies every time he spends a point from his Arcane Pool. If the ability includes a specific trigger, it only activates when the appropriate conditions are met:

- When enhancing a weapon, the duration increases from 1 minute to 10 minutes. If the magus has the Enduring Blade arcana, the duration increases from 1 minute per magus level to 5 minutes per magus level.
- When enhancing a weapon, the total weapon property enhancement cost is reduced by 1 (minimum of 1).
- When using Improved Spell Recall, the DC of any recalled spell increases by +1.
- Choose one Magus Arcana with an Arcane Pool cost. The cost is reduced by 1 (minimum 1).
- If the magus has the Arcane Redoubt or Greater Arcane Redoubt arcana, the bonus to touch AC and Reflex saves increase by +2.
- If the magus has the Dispelling Strike arcana, the dispel check gains a +2 bonus and the attack can dispel spells of a level equal to twice the number of points expended to activate the ability.
- If the magus has the Pool Strike arcana, the damage inflicted increases by +1d6.

Once selected, the bonus cannot be changed. At 24th level and every three levels, the magus can select an additional bonus. If he chooses multiple iterations of the same bonus, the effects stack.

Bonus Class Feat: The epic magus gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, etc.). These class feats can be selected from Combat, Item Creation, Magic, and Metamagic feats.

Monk

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

Table 3-12: The Epic Monk

Level	Prowess	Damage Bonus	AC Bonus	Fast Movement	Special
21 st	—	+1	+5	+70 ft.	Epic insight
22 nd	+1	+1	+5	+70 ft.	Bonus class feat
23 rd	+1	+2	+5	+70 ft.	Epic insight
24 th	+2	+2	+6	+80 ft.	Bonus class feat
25 th	+2	+3	+6	+80 ft.	Epic insight
26 th	+3	+3	+6	+80 ft.	Bonus class feat
27 th	+3	+4	+6	+90 ft.	Epic insight
28 th	+4	+4	+7	+90 ft.	Bonus class feat
29 th	+4	+5	+7	+90 ft.	Epic insight
30 th	+5	+5	+7	+100 ft.	Bonus class feat

AC Bonus (Ex): A monk's bonus to AC and CMD increases by +1 at 24th level and every four levels.

Flurry of Blows (Ex): A monk's flurry of blows ability ceases to improve automatically after 20th level. Her epic attack bonus improvements will affect her attacks with the flurry of blows, but she does not gain any additional attacks.

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

Stunning Fist (Ex): A monk includes her epic levels when calculating how many times per day she can use her stunning fist ability and when determining its DC. She no longer gains new conditions to apply to her stunning fist automatically after 20th level.

Fast Movement (Ex): A monk's enhancement bonus to speed increases by 10 feet at 21st level and every three levels.

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

Ki Pool (Su): A monk includes her epic levels when calculating the size of her ki pool.

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

Wholeness of Body (Su): A monk includes her epic levels when calculating the number of hit points healed.

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

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

Quivering Palm (Su): A monk includes her epic levels when calculating the duration which this ability can remain active and the Fortitude DC needed to resist it.

Damage Bonus (Ex): An epic monk gains a +1 bonus to all physical damage rolls at 21st level and every two levels.

Epic Insight (Su): Beginning at 21st level, so long as the epic monk has at least one point in her *ki* pool, she gains a supernatural awareness of the world around her. She can select one of the following bonuses to receive:

- +8 insight bonus to all checks with one of the following skills: Acrobatics, Climb, Escape Artist, Fly, Heal, Perception, Perform [Choose One], Ride, Sense Motive, Sleight of Hand, Stealth, Survival, or Swim; can only be selected once per skill for every 12 levels above 20th
- +4 insight bonus to CMB for one combat maneuver
- +1 insight bonus to all damage rolls with flurry of blows
- +1 bonus to Stunning Fist DC; can only be selected once for every 8 levels above 20th
- Increase duration of Sickness, Stagger, or Paralysis caused by Stunning Fist by 1 round; can only be selected once per condition for every 6 levels above 20th
- When using *ki* pool to grant a dodge bonus to AC, increase the bonus by +2; can only be selected once for every 8 levels above 20th
- When using *ki* pool to increase speed, increase the bonus by +10 feet
- Wholeness of Body heals 8 additional hit points and 2 points of ability score damage
- +1 bonus to SR granted by Diamond Soul; can only be selected once for every 8 levels above 20th
- Increase DR/chaos by 2

Once the epic monk has decided on a bonus, it cannot be changed. If the bonus applies to an activated ability, the monk benefits from it even if triggering the ability reduces her *ki* pool to 0. At 23rd level and every two levels, she may select an additional bonus. Unless otherwise stated, if she selects the same bonus multiple times, the effects stack.

Bonus Class Feat: The epic monk gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, 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 3-13: The Epic Oracle

Level	Prowess	Special
21 st	—	Unraveled mystery (-1/+1)
22 nd	+1	Bonus class feat
23 rd	+1	Epic revelation
24 th	+2	Unraveled mystery (-2/+1)
25 th	+2	Bonus class feat
26 th	+3	Epic revelation
27 th	+3	Unraveled mystery (-3/+2)
28 th	+4	Bonus class feat
29 th	+4	Epic revelation
30 th	+5	Unraveled mystery (-4/+2)

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 3-23: 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 epic oracle no longer gains new Revelations automatically as he increases in level. He can still gain more Revelations using the non-epic feat Extra Revelation.

Unraveled Mystery (Su): Upon reaching 21st level, an oracle's proficiency with the Mystery Spells granted by their Revelation begins to improve. He can now add metamagic feats to any of his Mystery Spells as a free action (instead of a full-round action as normal for spontaneous casters). This ability affects only those spells added to his spell list from his Mystery class feature; it still requires a full-round action for the epic oracle to apply metamagic feats to his regular spells.

Additionally, when applying metamagic feats to a Mystery Spell, the total level adjustment for the combined feats added is reduced by 1. At 24th level and every three levels, the total level adjustment is reduced by another 1 level.

Finally, any Mystery Spell the epic oracle casts gains a +1 bonus to all saving throw DCs, checks to penetrate Spell Resistance, or any opposed rolls the caster is required to make. At 27th level and every six levels, this bonus increases by an additional +1.

Bonus Class Feat: The epic oracle gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every three levels (25th, 28th, 31st, etc.). These class feats can be selected from Item Creation, Magic, and Metamagic feats.

Epic Revelation (Su): At 23rd level, the epic oracle uses his spiritual awareness to enhance the power of his Revelations. He selects one of his Revelations (but not his Final Revelation) and it gains all of the following benefits that apply:

- Its duration doubles
- Its range increases by 50%
- Its area of effect increases by 5 feet in radius or 10 feet in length
- Saving throw DCs increase by +1
- Any damage inflicted or healed increases by +4
- Any bonus to AC, CMD, saving throws, or initiative increases by +1
- Any bonus to skill checks increases by +2

Once the oracle has selected a Revelation to enhance, it cannot be changed. At 26th level and every three levels, he can select one additional Revelation to enhance. If he selects the same revelation, the benefits stack. For duration, remember that two doublings equal a tripling, three a quadrupling, etc. For range, 50% twice would increase the range by 100% (or double it), three times would increase it by 150%, etc.

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 3-14: The Epic Paladin

Level	Prowess	Damage Bonus	Special
21 st	+1	+1	Epic smite (1/day)
22 nd	+2	+1	Bonus class feat, smite evil (8/day)
23 rd	+3	+2	Divine mercy
24 th	+4	+2	Bonus class feat
25 th	+5	+3	Epic smite (2/day), smite evil (9/day)
26 th	+6	+3	Bonus class feat
27 th	+7	+4	Divine mercy
28 th	+8	+4	Bonus class feat, smite evil (10/day)
29 th	+9	+5	Epic smite (2/day)
30 th	+10	+5	Bonus class feat

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 3-24: Spells per Day for Epic Paladins and Rangers*.

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

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

Lay On Hands (Su): 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 inflicts.

Mercy (Su): An epic paladin no longer gains new Mercies automatically as they increase in level. The paladin can still gain more Mercies using the non-epic feat Extra Mercy.

Channel Energy (Su): A paladin includes their epic levels when calculating how many hit points their Channel Energy ability heals or inflicts.

Divine Bond (Sp): A paladin's divine bond ability continues to improve. If they selected the ability enhance their weapon, they include their epic levels when calculating the duration and number of times per day it can be used. The maximum enhancement bonus increases to +7 at 23rd level and by an additional +1 every three levels, to a maximum of +10. The paladin cannot grant their weapon an enhancement bonus to attack and damage greater than +5 or any single weapon property with an enhancement bonus greater than +5. For animal companions, see *Table 3-26: Animal Companions and Mounts at Epic Levels*.

Holy Champion (Su): A paladin includes their epic levels when calculating their caster level for the *banishment* effect.

Damage Bonus (Ex): An epic paladin gains a +1 bonus to all physical damage rolls at 21st level and every two levels.

Epic Smite (Su): At 21st level, an epic paladin is capable of tremendous displays of faith. Once per day, when declaring the use of their Smite Evil ability against an appropriate target, the paladin can gain additional powers from their conviction. They do so by selecting one of the five paths detailed below:

Diligence: Implacable in their conviction, the paladin will never falter. They ignore the effects of difficult terrain from natural and magical sources and cannot be restrained, as if under the effects of *freedom of movement* with a caster level equal to their paladin class level. Additionally, their movement speed increases by +10 feet. This bonus stacks with other effects that increase speed and increases by an additional +10 feet at 23rd level and every two levels.

Faith: Girded by their piety, the paladin can withstand any trial. The bonus to saving throws provided by their Divine Grace increases by +2. This bonus increases by an additional +1 at 23rd level and every two levels. Additionally, the bonuses provided to allies by the Aura of Courage, Aura of Resolve, and Aura of Righteousness increase by the same amount.

Glory: No target can remain standing in the face of this righteous juggernaut. The paladin receives a bonus to CMB and CMD equal to their class level and can attempt combat maneuvers against targets up to 2 size categories larger than themselves. At 23rd level and every two levels, they can increase the maximum size category by 1.

Honor: The paladin is fearless in battle. They gain a bonus equal to their Charisma bonus to their AC, including both their touch and flat-footed ACs. This bonus increases by +1 at 23rd level and every two levels. Additionally, they gain a number of bonus temporary hit points equal to their class level.

Temperance: The epic paladin becomes an implacable wall, inured to the attacks of their foes. The DR provided by Holy Champion becomes equal to the paladin's class level and they gain an equal amount of energy resistance against acid, cold, electricity, and fire damage.

Regardless of the ideal selected, the benefits last for a number of rounds equal to the paladin's Charisma bonus (minimum 1) or until they slay the target of their Smite Evil. These benefits are applied before the initial smite attack that invoked them is resolved. Once a paladin has chosen their path, it can only be changed through a week-long ritual involving prayer, fasting, and communing with one's deity. At 25th level and every four levels, they can use this ability an extra time per day.

Bonus Class Feat: The epic paladin gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, etc.). These class feats can be selected from Channeling, Combat, and Morale feats.

Divine Mercy (Su): Beginning at 23rd level, the epic paladin's Lay on Hands ability girds the target against negative conditions. The paladin selects a Mercy that cures one condition when they Lay on Hands to become a Divine Mercy. The target becomes immune to this condition for a number of rounds equal to the paladin's level. At 27th level and every four levels, the paladin selects an additional Mercy to become a Divine Mercy and grant immunity. Once the paladin has selected all the Mercies they have access to, further iterations of this ability grant a cumulative +1 holy bonus to all the saving throws of the Lay on Hands ability's target.

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 3-15: The Epic Ranger

Level	Prowess	Damage Bonus	Special
21 st	+1	+1	Epic combat style
22 nd	+2	+1	Bonus class feat
23 rd	+3	+2	Wild hunter (1/day)
24 th	+4	+2	Bonus class feat
25 th	+5	+3	Epic combat style
26 th	+6	+3	Bonus class feat
27 th	+7	+4	Wild hunter (2/day)
28 th	+8	+4	Bonus class feat
29 th	+9	+5	Epic combat style
30 th	+10	+5	Bonus class feat

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 3-24: Spells per Day for Epic Paladins and Rangers*.

Favored Enemy (Ex): A ranger ceases to automatically gain new favored enemies after 20th level. At 25th level and every five levels, they can select one of their existing favored enemies and increase their bonus by +2. No favored enemy can have their bonus increased to greater than +10 this way.

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

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

Favored Terrain (Ex): A ranger ceases to automatically gain new favored terrains after 20th level. At 23rd level and every five levels, they can select one of their existing favored terrains and increase their bonus by +2. No favored terrain can have their bonus increased to greater than +8 this way.

Hunter's Bond (Ex): A ranger's hunter's bond ability continues to improve. If the ranger selected an animal companion, it continues to improve as shown on *Table 3-26: Animal Companions and Mounts at Epic Levels*.

If they selected a bond with their companions, the bonus provided increases as the Favored Enemy ability improves. Additionally, the bonus granted by this ability gains half the benefits of any feat or ability that improves the Favored Enemy ability, such as from the Extra Favored Enemy epic feat.

Damage Bonus (Ex): An epic ranger gains a +1 bonus to all physical damage rolls at 21st level and every two levels.

Epic Combat Style (Ex): Beginning at 21st level, any time an epic ranger is using one of the weapons from their chosen Combat Style, the ranger gains a bonus selected from the following list:

- +2 bonus to damage
- +2 bonus to CMB and CMD
- +4 bonus to confirm critical hits
- +10 feet to the range increment (archery, crossbow, or thrown weapon only)
- +1 bonus to AC (mounted combat, natural weapon, two-handed weapon, two-weapon combat, or weapon and shield only)
- +2 bonus to Reflex saves (archery, crossbow, mounted combat, natural weapon, thrown weapon, or two-weapon combat only)
- +2 bonus to Fortitude saves (mounted combat, natural weapon, two-handed weapon, or weapon and shield only)

- Reduce attack penalty by 1 (mounted combat, two-weapon combat, or weapon and shield only)
- +1 to the DC of the master hunter class ability's instant death attack.

Once the ranger has selected a bonus, it cannot be changed. At 25th level and every four levels, they may select an additional bonus. If they select the same bonus multiple times, the effects stack.

Bonus Class Feat: The epic ranger gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, etc.). These class feats can be selected from Combat and Skill feats.

Wild Hunter (Ex): At 23rd level, the epic ranger becomes a hunter the likes of which no prey can evade. Once per day, when they have selected a Quarry using their Improved Quarry class ability, they can activate their Wild Hunter ability to gain additional bonuses against them. First, they gain the effects of *true seeing* with regards to the target. Second, they gain a bonus to all their saving throws and to their CMD equal to their Wisdom bonus against any attack, spell, or ability the target uses against them. Finally, the ranger automatically confirms any critical hits they threaten against the target. These bonuses last for a number of rounds equal to 1/2 the ranger's class level + their Wisdom bonus. The effect also ends if they switch the target of their quarry or the target is slain. At 27th level and every four levels, the epic ranger can use this ability an additional time per day.

Rogue

The epic rogue is a trickster and a thief, a trap-detector and a tale-spinner. Her skills are legendary, and her bravado even more so. If you listen to the stories, there is nothing she cannot do.

Sneak Attack: A rogue's sneak attack increases by +1d6 at 21st level and by +1d6 every odd-numbered level.

Trapfinding: A rogue includes her epic levels when calculating her bonus to Perception checks made to locate traps and all Disable Device checks.

Table 3-16: The Epic Rogue

Level	Prowess	Damage Bonus	Special
21 st	—	+1	Epic skill, sneak attack +11d6, trap sense +7
22 nd	+1	+1	Bonus class feat
23 rd	+1	+1	Epic skill, sneak attack +12d6
24 th	+2	+1	Bonus class feat, Trap sense +8
25 th	+2	+2	Epic skill, sneak attack +13d6
26 th	+3	+2	Bonus class feat
27 th	+3	+2	Epic skill, sneak attack +14d6, trap sense +9
28 th	+4	+2	Bonus class feat
29 th	+4	+3	Epic skill, sneak attack +15d6
30 th	+5	+3	Bonus class feat

Rogue Talent: An epic rogue no longer gains new Rogue Talents automatically as she increases in level. She can still gain more Rogue Talents using the non-epic feat Extra Rogue Talent.

Trap Sense (Ex): A rogue's bonus from trap sense increases by +1 at 21st level and by +1 every three levels.

Damage Bonus (Ex): An epic rogue gains a +1 bonus to all physical damage rolls at 21st level and every four levels.

Epic Skill (Ex): Beginning at 21st level, the epic rogue becomes increasingly skilled at the intricacies of their craft. To reflect this, they select one of the following bonuses:

- +2 bonus to a single class skill; can only be selected once for the same skill for every 6 levels
- +2 bonus to CMB for a single combat maneuver
- +2 bonus on rolls to confirm critical hits
- +1 bonus to the DC of any poison used
- +2 bonus to sneak attack damage
- +10-foot bonus to movement speed; can only be selected once for every 6 levels
- One additional attack of opportunity per round; can only be selected once for every 6 levels

Once the rogue has selected a bonus, she cannot change it. At 23rd level and every two levels, she may select an additional bonus. If she selects the same bonus more than once, the effects stack unless they specifically say they do not.

Bonus Class Feat: The epic rogue gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every two levels (24th, 26th, 28th, etc.). These class feats can be selected from Combat and Skill feats.

Sorcerer

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

Table 3-17: The Epic Sorcerer

Level	Prowess	Special
21 st	—	Arcane conversion
22 nd	—	Bonus class feat, epic bloodline +2
23 rd	—	Arcane conversion
24 th	+1	Epic bloodline +3
25 th	+1	Arcane conversion
26 th	+1	Bonus class feat, epic bloodline +4
27 th	+1	Arcane conversion
28 th	+2	Epic bloodline +5
29 th	+2	Arcane conversion
30 th	+2	Bonus class feat, epic bloodline +6

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 3-23: 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-dependent effects of his bloodline powers. They no longer automatically gain new bloodline spells, bloodline feats, or bloodline powers.

Arcane Conversion (Su): As the epic sorcerer's power increases, the utility of lower-level spells wanes, but the magic energy required for those spells is still a potent resource. At 21st level, the sorcerer can designate a number of daily spell slots equal to his Charisma bonus (minimum 1) as convertible. These slots can be of any level up to 4th and the slot can still be used to cast a spell as normal, if the sorcerer wishes. However, whenever he casts a spell, the sorcerer has the option to use a swift action to activate one of the convertible slots. This consumes the convertible spell slot for the day as if it had been used to cast a spell as normal, but the sorcerer can utilize the additional power to enhance the original spell he cast. When activating the convertible slot, he chooses one of the following bonuses to apply to the spell that activated the conversion:

- Apply one metamagic feat with a maximum level adjustment equal to 1/2 the spell level of the converted slot (rounded down)

- Gain a bonus to the saving throw DC equal to 1/2 the spell level of the converted slot (rounded down)
- Increase the caster level of the spell by the spell level of the converted slot
- Gain a bonus to penetrate SR equal to twice the spell level of the converted slot
- Increase the DC necessary to dispel the spell by twice the spell level of the converted slot
- If the spell has level-dependent effects that max out at a certain level (such as damage rolls or maximum HD of targets effected), raise the cap by a number of levels equal to twice the spell level of the converted slot

Only one conversion is allowed per round. Any effect that allows the sorcerer to recover a spell slot can be used to recover a convertible slot. Once the decision is made, it requires a week of solitude and meditation to change a single spell slot. At 23rd level and every two levels thereafter, the sorcerer can designate 2 additional spell slots as convertible and the maximum spell level of eligible slots increases by 1.

Bonus Class Feat: The epic sorcerer gains a bonus class feat as described in the Universal Class Features section of this chapter 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.

Epic Bloodline (Su): Beginning at 22nd level, the epic sorcerer gains the ability to enhance his bloodline powers. When activating a bloodline power, as a swift action he can apply any metamagic feats he knows with a combined level adjustment of +2 or less. He can also trigger this ability on passive bloodline powers, spending a full-round action to apply the metamagic feats as if the power was the effect of a spell granting the passive bonus. Metamagic feats applied in this way last for a number of rounds equal to the sorcerer's class level, but he can only have a single passive power boosted by metamagic feats active at one time. The sorcerer can use this ability a number of times per day equal to his Charisma modifier (minimum 1). At 24th level and every two levels, the combined level adjustment of the metamagic feats provided by this ability increases by +1.

Summoner

None understand the planes like the epic summoner; he can call forth 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 3-18: The Epic Summoner

Level	Prowess	Special
21 st	—	Improved summons +1
22 nd	+1	Bonus class feat
23 rd	+1	Epic summons (1/day)
24 th	+2	Improved summons +2
25 th	+2	Bonus class feat
26 th	+3	Epic summons (2/day)
27 th	+3	Improved summons +3
28 th	+4	Bonus class feat
29 th	+4	Epic summons (3/day)
30 th	+5	Improved summons +4

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 3-22: 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: An epic summoner's eidolon continues to improve. See *Table 3-27: Eidolons at Epic Levels*.

Summon Monster (Sp): A summoner's epic levels are included when calculating the number of minutes that summoned monsters remain as well as the total HD of creatures that can be summoned and controlled when using the *gate* spell-like ability.

Bond Senses (Su): A summoner's epic levels are included when calculating the number of rounds per day he can share senses with his eidolon.

Maker's Call (Su): A summoner's epic levels are included when calculating the number of times per day he can call his eidolon to his side.

Merge Forms (Su): The summoner's epic levels are included when calculating the number of rounds per day he can merge with his eidolon.

Twin Eidolon (Su): The summoner's epic levels are included when calculating the number of rounds per day he can assume the shape of his eidolon.

Improved Summons (Sp): At 21st level, when the epic summoner uses his *summon monster* spell-like ability at any level, he increases the number of creatures summoned by +1. If the summoner uses his *gate* spell-like ability to summon a type of creature (rather than a specific entity), he reduces the material component cost by 2,000 gold. Alternately, at the time of casting he can elect to forgo these bonuses and choose to apply any number of metamagic feats with a combined level adjustment of +1 or less to either *summon monster* or *gate*. At 24th level and every three levels, the summoner increases the number of creatures summoned by *summon monster* by +1, reduces the material component cost of *gate* by 2,000 gold (to a minimum of 0 gold), or increases the combined level adjustment of metamagic feats he can add by +1.

Bonus Class Feat: The epic summoner gains a bonus class feat as described in the Universal Class Features section of this chapter at 22nd level and an additional bonus class feat every three levels (25th, 28th, 31st, etc.). These class feats can be selected from Item Creation, Magic, Metamagic, and Summoning feats.

Epic Summons (Sp): Beginning at 23rd level, the epic summoner can enhance the creatures he calls forth with *summon monster* or *gate* once per day as a swift action made when initially activating the spell-like ability. Creatures summoned in this way gain several benefits:

- Maximum hit points per hit die
- Bonus hit points equal to the summoner's class level
- Natural attacks bypass DR/epic
- Insight bonus to attack, CMB, and damage rolls equal to the summoner's total prowess bonus
- Deflection bonus to AC and CMD equal to the summoner's Charisma bonus
- Insight bonus to saving throws equal to the summoner's Charisma bonus

Creatures summoned in this way are obviously superior examples of their species while on the forehead of each glows a copy of the rune that adorns the summoner and his eidolon. At 26th level and every three levels, the epic summoner can use this ability one additional time per day.

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 3-19: The Epic Witch

Level	Prowess	Special
21 st	—	Epic hex
22 nd	—	Bonus class feat, metahex (+1, 3/day)
23 rd	—	Epic hex
24 th	+1	Metahex (+2, 4/day)
25 th	+1	Epic hex
26 th	+1	Bonus class feat, metahex (+2, 5/day)
27 th	+1	Epic hex
28 th	+2	Metahex (+3, 6/day)
29 th	+2	Epic hex
30 th	+2	Bonus class feat, metahex (+3, 7/day)

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 3-21: Spells per Day for Epic Clerics, Druids, Witches, and Wizards*.

Hex: A witch's epic levels are included when calculating any level-dependent bonuses or modifiers for her hexes. An epic witch no longer gains new Hexes automatically as she increases in level. She can still gain more Hexes using the non-epic feat Extra Hex.

Patron Spells: An epic witch no longer gains new Patron Spells automatically as she increases in level.

Witch's Familiar (Ex): A witch's familiar continues to improve beyond 20th level. See *Table 3-28: Familiars at Epic Levels*.

Epic Hex (Su): At 21st level, the epic witch's connection to her patron has grown powerful enough to begin strengthening her hexes. She selects one of her hexes, which gains all of the following bonuses that are applicable:

- Use the hex an additional time per day
- Increase any DCs by +1
- Range and area of effect increase by +10 feet
- Duration increases by 1 round
- Penalties inflicted on target increase by –2
- Bonuses increase by +2
- Damage inflicted increases by +2
- Ability score damage inflicted increases by +1

Once the witch has selected a hex to enhance, it cannot be changed. At 23rd level and every two levels, she can select an additional hex to enhance. If she selects the same hex, the bonuses provided by this ability stack.

Bonus Class Feat: The epic witch gains a bonus class feat as described in the Universal Class Features section of this chapter 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.

Metahex (Su): Starting at 22nd level, the epic witch learns to enhance her hexes with the power of metamagic feats. Up to 3 times per day, when she activates a hex, the witch can add the effects of any metamagic feats she knows up to a combined level adjustment of +1. She can also trigger this ability on passive hexes, spending a full-round action to apply the metamagic feats as if the hex was the effect of a spell granting the passive bonus. Metamagic feats applied in this way last for a number of rounds equal to the witch's class level, but she can only have a single passive hex boosted by metamagic feats active at one time. At 24th level and every two levels, she can use this ability 1 additional time per day. At 24th level and every four levels, the maximum combined level adjustment of the metamagic feats she can apply increase by +1.

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 3-20: The Epic Wizard

Level	Prowess	Special
21 st	—	Spell boost, epic cantrip (1 st)
22 nd	—	Bonus class feat, epic cantrip (1 st)
23 rd	—	Spell boost, epic cantrip (1 st)
24 th	+1	Epic cantrip (2 nd)
25 th	+1	Spell boost, epic cantrip (2 nd)
26 th	+1	Bonus class feat, epic cantrip (2 nd)
27 th	+1	Spell boost, epic cantrip (2 nd)
28 th	+2	Epic cantrip (3 rd)
29 th	+2	Spell boost, epic cantrip (3 rd)
30 th	+2	Bonus class feat, epic cantrip (3 rd)

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 3-21: Spells per Day for Epic Clerics, Druids, Witches, and Wizards*.

Arcane Bond (Ex or Sp): Depending on the type of arcane bond a wizard has selected, it continues to improve in different ways. A bonded object can use its daily extra spell to cast spells of 10th level and above, if the epic wizard has one in their spellbook and is capable of casting it. If the epic wizard selected the familiar for their arcane bond, it continues to improve. See *Table 3-28: Familiars at Epic Levels*.

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

Spell Boost (Su): Beginning at 21st level, the epic wizard has focused their energies on improving the magical powers at their disposal. This can result in the preparation and casting technique of a specific spell becoming so precisely attuned to an individual wizard's magical energies that they can substantially improve the spell without need for any additional arcane power. The epic wizard selects one spell from their spellbook that they can cast and it gains all of the following bonuses:

- The spell's DC is now equal to 10 + 1/2 the wizard's class level + their Intelligence modifier
- Any bonuses the spell grants to ability scores, armor class, attack rolls, or saving throws increases by +2
- Any bonuses the spell grants to CMB, CMD, damage, or skill checks increases by +4
- +4 bonus to penetrate SR
- +4 bonus to concentration checks

Once the wizard has chosen a spell to be boosted, they cannot change it. At 23rd level and every two levels, they may select an additional spell to boost. No individual spell can be boosted more than once; the wizard must select a different spell to boost each time.

Epic Cantrip (Sp): At 21st level, the epic wizard gains tremendous insight into the inner workings of the arcane, enabling them to tap into truly unprecedented levels of magical energy. They can select any one 1st-level spell in their spellbook that they can cast and, from this point on, treat it as

if it were a cantrip. The wizard gains one additional 0th-level spell slot, which must be filled with the spell chosen for this ability. When casting the spell as a cantrip, it is treated as a normal 0th-level spell when determining any associated saving throw DCs, but retains any enhancements from the base spell, such as from the Spell Boost ability. The wizard must still provide any material components for the spell and it can still be cast normally by devoting a spell slot of the appropriate level to memorizing it.

Once a spell has been learned as a cantrip in this fashion, it requires a week of uninterrupted study and attunement to switch it out for a new spell. If the wizard does so, they lose access to the cantrip version of the first spell but learn a second spell of the same level as a cantrip in its place. At 22nd level and every level thereafter, the epic wizard can select an additional 1st-level spell to convert into a cantrip, each new spell gaining its own 0th-level spell slot to occupy. At 24th level, the wizard can begin converting spells of 1st or 2nd level into cantrips. At 28th level and every four levels, the maximum spell level that can be converted increases by 1.

Bonus Class Feat: The epic wizard gains a bonus class feat as described in the Universal Class Features section of this chapter 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.

Spells per Day / Spells Known

As a spellcasting character advances through epic levels, their mastery over magic—arcane or divine—continues to increase. This is reflected by their access to increasingly powerful spell levels.

As spellcasters gain access to higher spell levels, the new slots that become available 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.

Boosting a spell with metamagic feats (other than the Heighten Spell feat) or using a higher slot to cast a lower-level spell never increases the base spell's DC; you could cast a *fireball* as a 15th-level spell, and it would still have the same Reflex save DC as if you had cast it as the 3rd-level spell it actually is.

Classes that cast spontaneously—bards, inquisitors, oracles, sorcerers, and summoners—also receive additional 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.

Table 3-21: Spells per Day for Epic Clerics, Druids, Witches, and Wizards

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

Table 3-22: 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 3-23: 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

Prepared casters who have a full, 9-level spell progression in non-epic levels are covered in *Table 3-21: Spells per Day for Epic Clerics, Druids, Witches, and Wizards*. Casters that use this chart gain access to a new spell level when their character level is equal to twice the spell level + 1. At this level, they gain 1 slot. The next level they gain a second slot, two levels later they gain a third slot, and three levels later they gain their fourth and final slot.

Casters who have a 6-level spell progression in non-epic levels are covered in *Table 3-22: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners*. Casters that use this chart gain access to a new spell level when their character level is equal to three times the spell level. At this level, they gain 1 slot. The next level they gain a second slot, one level later they gain a third slot, two levels later they gain their fourth slot, and three levels later they gain their fifth and final slot.

Spontaneous casters who have a full, 9-level spell progression in non-epic levels are covered in *Table 3-23: Spells per Day for Epic Oracles and Sorcerers*. Casters that use this chart gain access to a new spell level when their character level is equal to twice the spell level + 2. At this level, they gain 3 slots. The next level they gain a fourth slot, one level later they gain a fifth slot, and one more level later they gain their sixth and final slot.

Table 3-24: 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

Casters who have a 4-level spell progression in non-epic levels are covered in *Table 3-24: Spells per Day for Epic Paladins and Rangers*. Casters that use this chart gain access to a new spell level when their character level is equal to 6 + three times the spell level. At this level, they gain no slots, but are eligible for bonus spells from an exceptional intelligence. The next level they gain one slot, four levels later they gain a second slot, four levels later they gain their third slot, and four levels later they gain their fourth and final slot.

Each table covers the increase in available spell slots up to 40th class level, though characters who proceed further than this will continue to increase their spells per day based on the specific formula for their class.

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. For increased spell access, there are epic feats that can broaden some classes' spell lists, or you can research your own, as detailed in *Chapter 7*.

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 3-25: Ability Modifiers and Epic Bonus Spells*.

Table 3-25: 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	2	1	1	1	1
60-61	+25	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1
+2	+1	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4	+1/4

Advanced Companions

From a druid's animal companion to a witch's familiar, from a paladin's trusty steed to a summoner's otherworldly eidolon, 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.

When a companion of any type gains the "Epic" special quality—that is, when they reach 21 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: gaining a +1 epic bonus to attack rolls at 22 HD and every four HD thereafter while their saving throws gain a +1 epic bonus at 21 HD and every three additional HD.

Table 3-26: 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	+15	+12	+12	+6	21	11	+16	+8	9	Epic
27 th	21	+16	+13	+13	+7	21	11	+18	+9	10	—
28 th	22	+16	+13	+13	+7	22	11	+18	+9	10	—
29 th	23	+16	+13	+13	+7	23	12	+18	+9	10	—
30 th	24	+16	+14	+14	+8	24	12	+20	+10	11	Ability score increase
+1	+3/4 every level	+1 every 4 HD	+1 every 3 HD	+1 every 3 HD	+1 every 3 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 3-27: 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
27 th	21	+21	+12	+6	84	11	+22	+11	34	8	Epic
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 4 HD	+1 every 3 HD	+1 every 3 HD	+4 every HD	+1 every odd HD	+2 every even HD	+2/5 every level	+1 1/5 every level	+1 every 5 levels	Ability score increase every 4 HD

Table 3-28: 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	—

Just like player characters, companions continue to accrue hit points and skill points as normal for every HD past 20th. Since they do not have class levels, companions do not receive a prowess bonus or an epic damage bonus.

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 one 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 placed on multiclassing and prestige classes. These archetypes can achieve epic levels as easily as the classes they are derived from. Archetypes earn epic bonus class feats at the same rate and on the same schedule as their base class and gain the same prowess and epic damage bonuses. Class features they share in common with the base class continue to improve (or not improve) in identical fashion.

For new class features, it is best to work with your GM to determine their epic progression. If an archetype uses a class feature borrowed from different class—such as the Wild Stalker, a ranger archetype which gains the barbarian's Rage class ability—then you can consult the epic progression of the class which the new ability comes, though you will still want to confirm with your GM that the two abilities advance in the same way. You can also look at the criteria listed in the beginning of this chapter to get an idea about how new class features might improve at epic levels.

All character classes also grant new benefits upon reaching epic levels, such as a cavalier's Epic Challenge or a witch's Metahex. Archetypes should also gain these abilities, unless they are thematically inappropriate or apply to a mechanic that has been replaced by the archetype's features. If that is the case, then you will need to work even more closely with your GM to determine exactly how you wish to compensate for the change. Look at related epic class features from other classes to see if any will work as a substitute but, if not, be prepared to develop your own as necessary.

One of the major roles of epic feats is to complement non-epic class abilities, improving a rogue's sneak attack, granting summoners more options for their eidolons, or enabling a cleric to use their Channel Energy against a greater variety of targets. While archetypes that use existing abilities from different classes are able to select epic feats that apply to these new abilities, if an archetype introduces a completely new ability, there exist no epic feats tailored to those powers. In these cases, consider consulting with your GM to design some custom epic feats to meet your needs.

Additionally, when an archetype replaces one of a class's key features, the replacement feature should serve the same role as a prerequisite for epic feats that required the old class feature, unless there is a mechanical or thematic reason for it not to (such as the feat granting extra uses of the specific ability that is replaced). For instance, an epic monk with the *Ki* Pool (Adamantine) class feature could select either Improved *Ki* Strike or *Ki* Channel if they meet the other prerequisites. Meanwhile, the martial artist archetype for the monk does not gain the *Ki* Pool class feature, instead gaining Exploit Weakness. This represents the martial artist's eschewal of the mystic elements of the normal monk, replacing *ki* with physical ability. Without access to *ki*, it is obvious that they would not meet the prerequisites for *Ki* Channel, but an argument could be made for their selecting Improved *Ki* Strike, as it changes their ability to overcome damage reduction (an ability Exploit Weakness already grants) to include epic DR. Some changes might need to be made to the feat—perhaps as simple as renaming it—but it works, mechanically and thematically.

Prestige Classes

Despite *Pathfinder's* preference for the archetype over the prestige class, the latter still exist within the system. As such, they need to be addressed, but because they are a relatively small subsection of the available options, I do not wish to spend a great deal of time and effort on fleshing out the options that could be available for them.

Any prestige class with a 10-level progression is eligible to become epic provided the character's total class level is greater than 20. They begin to gain the bonuses outlined in *Table 2-1: Experience and Level-Dependent Benefits* based on their total class level. They should also gain a prowess bonus based on their non-epic BAB progression as described at the beginning of this chapter. Your GM should determine their epic damage bonus (if any), epic feat progression, and decide how their class features will react to epic levels. I suggest looking at any related class features from the base classes as a starting point.

Prestige classes should also gain epic class features, such as the fighter's Warrior or the wizard's Epic Cantrip: abilities that boost the utility of preexisting class features and provide the player options in how the powers grow. While some ideas can be lifted from existing classes, many of them will need to be tailored to the prestige class's features. One thing to bear in mind is that these should never provide a bonus to attack rolls, instead favoring damage or flexibility.

Multiclassing

When a 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. Multiclass characters also do not gain the prowess or epic damage bonuses or any epic class features of the chosen class.

Epic class descriptions list bonus feats a character can 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.

Mythic Characters

In August of 2013, Paizo introduced a new mechanic for *Pathfinder* called Mythic Adventures, designed to enhance the powers and capabilities of PCs in a way related to, but ultimately different from, the epic advancement scale. It is a 10-level parallel progression system that allows you to gain power in tandem with the regular 20-level character progression. It is designed to permit high-powered gameplay essentially from the get-go, if you want.

I believe that mythic and epic games serve different purposes and different gaming styles. There is room for both in the community, but I feel it important to note here that I am not taking mythic rules into consideration in this document. This may create areas of overlap or else rulings where the two systems contradict one-another. If you wish to run a mythic campaign that also enters epic levels, that is your prerogative, but know that nothing in this document is optimized for such a style of play.

I am not ruling out future editions of the *Epic Pathfinder Handbook* that have a dedicated section for epic-mythic play, but for now, I do not have enough experience with mythic games, nor do I want to distract from fine-tuning the regular epic ruleset.

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

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

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, though it can be affected by an epic use of Diplomacy.

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 see magic auras or defeat illusions.

DC	Task
60	Sense magic
70 + Spell DC	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.

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

Stand on Mount: The character stands on his or her mount's back even during movement or combat. The character takes no penalties to actions while doing so.

Unconscious Control: As a free action, the character can attempt to expertly control their mount while in combat without any outward signs of activity on their part. If the character fails, he or she controls the mount as a move-equivalent action.

Attack from Cover: The character can drop down and hang alongside his or her mount as an immediate action, using it as a shield. Doing so provides the character with cover. If they exceed the check DC by +5 or more, they instead gain the benefits of improved cover. They can attack and cast spells while using his or her mount as cover without penalty. If the character fails, they may still act as normal, but he or she does not gain 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 this skill allows a character to 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 target's 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 along with 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.

Perhaps more than any other single aspect, it is feats that make an epic character. They are the primary method of gaining new 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 abilities or improve existing ones. These abilities transcend the ordinary, however, instead entering into the legendary. 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 to 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 of 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 GM 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 multiclassing at 21st level or beyond. 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 feats and/or class features and meet or exceed any indicated ability score, skill rank, and attack modifier in order to select the 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).

Archetypes and Feat Prerequisites

The subject was touched upon in *Chapter 3*, but it bears a more thorough examination here: many epic feats require specific class features as prerequisites but many of those features can be altered or replaced by the various archetypes that exist for every class. Unless there are thematic or mechanical reasons not to, any archetype class feature that replaces a base class feature should be allowed to serve in its place as a prerequisite for an epic feat.

This is an especially important consideration with the 'capstone' abilities that most classes receive at 20th level, such as a fighter's Weapon Mastery or a magus's True Magus class features. In almost every case, these are included as prerequisites for epic feats as a stand-in for explicitly stating

that the character must have a full 20-level progression in a specific class, rather than because the feat requires the ability. Indeed, many of these epic feats do not even affect the abilities or bonuses provided by the capstone class feature.

In these situations, the archetype's capstone ability should be allowed to serve in place of the original class's feature (once again, unless there is some reason related either to game mechanics or the fluff associated with the archetype).

A Note About Prestige Classes

Unlike archetypes, prestige classes are distinct from the base classes taken to qualify for them. That being said, there are some situations where it could be argued that a prestige class's abilities are similar enough to existing class features to be allowed to stand in for the prerequisites for an epic feat.

In all situations, I would argue that a character must have taken at least the full, 10-level progression of a prestige class before considering it as a replacement for a base class's capstone ability. This is a decision that is ultimately the GM's to make, however, and I would encourage any interested players to broach the subject with theirs.

Retraining Epic Feats

If your campaign allows the retraining rules introduced in *Ultimate Campaign*, it is important to note that epic feats follow different rules than their non-epic counterparts and are significantly more difficult to retrain.

Retraining an epic feat requires a full 30 days of devoted attention and costs an amount of gold equal to 3,000 x your character level. Otherwise, the process follows all the normal retraining rules and the retraining requirements for non-epic feats. Often times, characters will discover that, rather than the cost, the true difficulty lies in finding another epic character with the feat you want to learn who is willing to take a month out of their busy schedule.

Additionally, even if a character is 21st level or higher, they cannot retrain a non-epic feat gained during the first 20 levels of character progression into an epic feat, though feats gained

after 21st level can be retrained even if the character originally selected a non-epic feat. For instance, if a 22nd-level barbarian had selected the non-epic feat Extra Rage Power for their bonus character feat gained at 19th level, they could choose to retrain it into another non-epic feat such as Toughness or Improved Initiative, but could not retrain it into an epic feat. However, if they had selected Extra Rage Power for their 21st-level bonus character feat, they could retrain it either into another non-epic feat (using the normal feat retraining rules) or into an epic feat like Mightier Rage (using the epic feat retraining rules above).

Feat Types

Both for ease of use and to help keep characters thematically distinct, 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: Epic Alchemical Feats

Feat Name	Prerequisites	Benefits
Artillery ¹	Dex 21, Explosive Bomb alchemist discovery	Bomb range increment increases by +20 ¹ .
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	Ability to brew 6 th -level extracts	Add higher-level extracts to your extract list.
Epic Mutagen	Craft [Alchemy] 25 ranks, True Mutagen grand alchemist discovery	Mutagen bonuses increase.
Extract Bomb	Craft [Alchemy] 23 ranks, Bomb 10d6 class feature, Infusion alchemist discovery	Replace bomb damage with the effects of an extract.
Meta-Extract Bomb	Craft [Alchemy] 27 ranks, Extract Bomb, Meta-Extract	Apply metamagic feats to your extract bombs.
Improved Bomb ¹	Bomb 8d6 class feature	Add +1d6 to your bomb damage.
Flawless Mutagen	Craft [Alchemy] 23 ranks, True Mutagen grand alchemist discovery	Removes the mental penalties from mutagen.
Meta-Extract	Int 21, Craft [Alchemy] 21 ranks	Apply metamagic feats to extracts.
Mutagen Bomb ¹	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.
Poisoner ¹	Craft [Alchemy] 21 ranks, Poison Use class feature	Any poisons you create gain a +2 to their save DC.
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.

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

ALCHEMICAL FEATS

Artillery [Alchemical]

Prerequisites: Dexterity 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.

Augmented Alchemy [Alchemical]

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

Benefit: Whenever you create 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.

Special: If you have the Epic Alchemy epic class feature, the effects and costs of this feat stack with the benefits and costs of that class feature, but certain improvements interact in different ways. Boosted items have their damage increased to the alchemist's level – 6 and Vitriolic items to the alchemist's level – 18. Explosive items have their radius tripled, if they don't qualify for a different benefit.

Bomb Mastery [Alchemical]

Prerequisites: Intelligence 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.

Compound Bomb [Alchemical]

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

Benefit: You can now apply two non-stacking discoveries you possesses 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 one additional exclusive bomb discovery to your bombs.

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.

Epic Extracts [Alchemical]

Prerequisite: Ability to brew 6th-level extracts.

Benefit: You gain access to 7th-level extracts. 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 8th-level spells, and the third time you select it, you gain access to 9th-level spells.

Epic Mutagen [Alchemical]

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

Benefit: Your 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 effects persist.

Extract Bomb [Alchemical]

Prerequisite: Craft [Alchemy] 23 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. As a standard action, you can imbue one of your bombs with the effects of an extract and throw it at your highest base attack bonus. Doing so requires you to expend one of your daily uses of said extract (or an empty slot of the same spell level or higher). Extract bombs do not stack with other non-stacking bomb discoveries.

Special: If you have the epic feat Meta-Extract, it cannot be used in conjunction with this feat.

Flawless Mutagen [Alchemical]

Prerequisite: Craft [Alchemy] 23 ranks, True Mutagen grand alchemist discovery.

Benefit: Your mutagen no longer imposes a penalty to Intelligence, Wisdom, or Charisma when imbibed.

Improved Bomb [Alchemical]

Prerequisite: Bomb 8d6.

Benefit: Add +1d6 to your bomb damage.

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

Meta-Extract [Alchemical]

Prerequisite: Intelligence 21, Craft [Alchemy] 21 ranks.

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.

Meta-Extract Bomb [Alchemical]

Prerequisite: Craft [Alchemy] 27 ranks, Extract Bomb, Meta-Extract.

Benefit: You can now imbue your bombs with the effects of extracts that have had metamagic feats applied to them.

Mutagen Bomb [Alchemical]

Prerequisites: 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 basic 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.

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.

Poisoner [Alchemical]

Prerequisites: Craft [Alchemy] 25 ranks, Poison Use class feature.

Benefit: Any poison you create with a Craft [Alchemy] check has its associated saving throw DC increased by +2.

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

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: You can manufacture prismatic bombs, which behave in most ways like normal bombs, except instead of inflicting bomb damage, targets react as if subject to a *prismatic spray* with the save DCs the same as the alchemist's other bomb effects. A prismatic bomb takes 1 minute to craft and remains usable for 24 hours. An alchemist can only prepare a number per day equal to their Intelligence modifier (minimum 1). 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 two additional prismatic bombs per day.

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.

Table 5-2: Epic Channeling Feats

Feat Name	Prerequisites	Benefits
Absolute Channel	Wis 29, Alignment Channel, Elemental Channel	Affect undead, elementals, and outsiders at the same time.
Perfect Channeler	Wis 31, Absolute Channel, Bolster the Faithful, Channel Surge, Flesh and Bones, Improved Channel, Maximize Spell	Channeled energy uses d8s, you can maximize the damage, and you can combine other channel-enhancing feats.
Bolster the Faithful	Cha 18, Selective Channeling	Affect only the targets you designate
Divine Interposition	Reach Spell, ability to channel energy	Use Channel Energy as a medium-range spell with a 30' burst
Empower Channel ¹	Empower Spell, ability to channel energy	Increase the power of your channeled energy by +1d6.
Flesh and Bones	Wis 23, ability to channel energy	Affect living and undead with channeled energy at the same time.
Indomitable Channel ¹	Wis 25, Improved Channel	Increase Channel Energy DC by +1.
Instant Channel	Wis 27, Quick Channel, Quicken Spell	Channel Energy as a swift action.
Light of Blessing	Ability to channel positive energy, ability to cast 3 rd -level divine spells	Add the effects of <i>bless</i> to your channeled energy.
Light of Faith	Wis 25, Light of Blessing, ability to cast 6 th -level divine spells	Add the effects of <i>prayer</i> to your channeled energy.
Light of Fervor	Wis 27, Light of Faith, ability to cast 9 th -level divine spells	Add the effects of <i>blessing of fervor</i> to your channeled energy.
Negative Energy Aura	Cha 23, ability to channel negative energy	Surround yourself with an aura of negative energy that injures nearby creatures.
Overchannel	Cha 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.
Presence of Fear	Ability to channel negative energy, ability to cast 3 rd -level divine spells	Add the effects of <i>cause fear</i> to your channeled energy.
Shadow of Night	Wis 25, Presence of Fear, ability to cast 6 th -level divine spells	Add the effects of <i>blindness</i> to your channeled energy.
Winds of Agony	Wis 27, Shadow of Night, ability to cast 9 th -level divine spells	Add the effects of <i>terrible remorse</i> to your channeled energy.
Spectral Strike	Wis 19, ability to channel positive energy	Your attacks deal damage normally against incorporeal creatures.
Widen Channel ¹	Widen Spell, ability to channel energy	Increase the radius of your channeled energy by 15'.
Wings of Fire	Cha 25, ability to channel negative energy	You sprout wings of flame, gaining demonic abilities.
Wings of Light	Cha 25, ability to channel positive energy	You are wrapped in wings of light, gaining angelic abilities.
Word of Panacea	Wis 23, ability to channel positive energy	Add the effects of <i>lesser restoration</i> to your channeled energy.
Colloquy of Nostrum	Wis 27, Word of Panacea	Add the effects of <i>restoration</i> to your channeled energy.
Heaven's Song	Wis 31, Colloquy of Nostrum	Add the effects of <i>greater restoration</i> to your channeled energy.

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

CHANNELING FEATS

Absolute Channel [Channeling]

Prerequisite: Wisdom 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.

Bolster the Faithful [Channeling]

Prerequisite: Charisma 18, Selective Channeling.

Benefit: Whenever you use your Channel Energy class feature, you can designate as many targets as you wish to avoid affecting.

Colloquy of Nostrum [Channeling]

Prerequisites: Wisdom 27, Word of Panacea.

Benefit: When you channel positive energy to heal hit points, you can spend an additional daily use of the ability as a swift action to automatically affect all targets within the area of effect with the *restoration* spell at your caster level.

Divine Interposition [Channeling]

Prerequisite: Reach Spell, ability to channel energy.

Benefit: By spending one daily use of your Channel Energy class feature, you can call down your divine power at a distance. As a standard action that provokes an attack of opportunity, you create a 30' burst effect originating from a square you designate within the reach of a close-range spell (25 feet + 5 feet/2 levels). You can spend an additional use of

Channel Energy to grant it the reach of a medium-range spell (100 feet + 10 feet per level) instead.

The burst produced in this way interacts normally with any feats or abilities that affect your Channel Energy class feature except for those that affect the radius of the effect. Reduce any bonuses to the radius by 50% when applying them to the burst effect produced by this feat.

Empower Channel [Channeling]

Prerequisite: Empower Spell, ability to channel energy.

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.

Enlarge Channel [Channeling]

Prerequisite: Wisdom 27, ability to channel energy.

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

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

Flesh and Bones [Channeling]

Prerequisites: Wisdom 23, ability to channel energy.

Benefit: When you use your Channel Energy class feature, you can choose to affect both the living and undead targets with the same burst, healing one and harming the other simultaneously depending on the type of energy you are capable of channeling. If you have the Absolute Channel feat, you can also affect elementals and/or outsiders of your chosen alignment from Alignment Channel at the same time.

Heaven's Song [Channeling]

Prerequisites: Wisdom 31, Colloquy of Nostrum.

Benefit: When you channel positive energy to heal hit points, you can spend 2 additional daily use of the ability as a swift action to automatically grant all affected allies the benefits of the *greater restoration* spell at your caster level.

Indomitable Channel [Channeling]

Prerequisite: Wisdom 25, Improved Channel.

Benefit: The DC to resist the effects of your Channel Energy class ability increases by +1.

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

Instant Channel [Channeling]

Prerequisite: Wisdom 27, Quick Channel, Quicken Spell.

Benefit: You can now automatically channel positive or negative energy as a move action or you can choose to spend one additional daily use of your Channel Energy class ability to channel energy as a swift action. You cannot channel energy more than once per round with this ability.

Light of Blessing [Channeling]

Prerequisites: Ability to channel positive energy, ability to cast 3rd-level divine spells.

Benefit: When you channel positive energy to heal hit points, you can use a swift action to automatically grant all affected allies the benefits of the *bless* spell at your caster level.

Light of Faith [Channeling]

Prerequisites: Wisdom 25, Light of Blessing, ability to cast 6th-level divine spells.

Benefit: When you channel positive energy to heal hit points, you can spend an additional daily use of the ability as a swift action to automatically affect all targets within the area of effect with the *prayer* spell at your caster level.

Light of Fervor [Channeling]

Prerequisites: Wisdom 27, Light of Faith, ability to cast 9th-level divine spells.

Benefit: When you channel positive energy to heal hit points, you can spend 2 additional daily uses of the ability as a swift action to automatically grant all affected allies the benefits of the *blessing of fervor* spell at your caster level.

Negative Energy Aura [Channeling]

Prerequisites: Charisma 23, ability to channel negative energy.

Benefit: As a standard action, you can spend one use of your Channel Energy class feature to generate a 15-foot aura around you that lasts for one minute. Every round, all creatures you designate in this zone take 1 point of negative energy damage for every d6 your Channel Energy burst would normally inflict. The save DC for half damage is the same as if you had just channeled a burst of negative energy. You can also choose to have this effect heal undead instead of harm the living.

Overchannel [Channeling]

Prerequisites: Wisdom 23, ability to channel positive energy.

Benefit: When you use your Channel Energy class feature to heal injuries, you can spend an additional use as a swift action to let any hit points you heal above a target's maximum become temporary hp that last for 1 minute per d6 of channeled energy. No target can benefit from more than one overchannel at the same time. If they already have temporary hp from one use of this ability and are exposed to a second, they keep whichever current total is higher.

Perfect Channeler [Channeling]

Prerequisites: Wisdom 31, Absolute Channel, Bolster the Faithful, Channel Surge, Flesh and Bones, Improved Channel, Maximize Spell.

Benefit: You increase the damage die healed or inflicted by your channeled energy to d8s instead of d6s. You can maximize the effects of your channeled energy as a swift action that costs 2 additional uses of your Channel Energy.

Finally, if you have any feats that allow you to expend additional uses of your Channel Energy class feature as a swift action to enhance the ability's effect such as Instant Channel, Overchannel, or Word of Panacea, you can combine any number of these feats into one effect. Doing so still requires

that you expend a number of daily uses of Channel Energy equal to the total of all the effects, but only require a single swift action to apply them all.

Positive Energy Aura [Channeling]

Prerequisites: Charisma 23, ability to channel positive energy.

Benefit: As a standard action, you can spend one use of your Channel Energy class feature to generate a 15-foot aura around you that lasts for one minute. Every round, all creatures you designate in this zone heal 1 point of damage for every d6 your Channel Energy burst would normally recover. You can also choose to have this effect harm undead instead of heal the living. The save DC for half damage is the same as if you had just channeled a burst of positive energy.

Presence of Fear [Channeling]

Prerequisites: Ability to channel negative energy, ability to cast 3rd-level divine spells.

Benefit: When you channel negative energy to inflict damage, you can use a swift action to automatically afflict all targets who fail their saving throw against the negative energy with the effects of the *cause fear* spell at your caster level. Unlike the normal *cause fear*, the maximum HD that this ability can effect increases by +1 for every d6 of damage your channeled energy inflicts.

Regardless of whether or not the target succeeds on their saving throw, they cannot be affected by this ability more than once every 24 hours.

Shadow of Night [Channeling]

Prerequisites: Wisdom 25, Presence of Fear, ability to cast 6th-level divine spells.

Benefit: When you channel negative energy to inflict damage, you can spend an additional daily use of the ability as a swift action to automatically afflict all targets who fail their saving throw against the negative energy with the effects of the *blindness* spell at your caster level.

Regardless of whether or not the target succeeds on their saving throw, they cannot be affected by this ability more than once every 24 hours.

Spectral Strike [Channeling]

Prerequisites: Wisdom 19, ability to channel positive energy.

Benefit: Your attacks with both melee and ranged weapons and your unarmed strikes deal damage normally against incorporeal creatures. Additionally, any incorporeal creature exposed to the effects of your channeled positive energy used to injure undead must succeed on a saving throw versus your Channel Energy DC or be treated as corporeal for 1 round for every d6 of damage your Channel Energy heals or inflicts.

Widen Channel [Channeling]

Prerequisite: Widen Spell, ability to channel energy.

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

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

Winds of Agony [Channeling]

Prerequisites: Wisdom 27, Shadow of Night, ability to cast 6th-level divine spells.

Benefit: When you channel negative energy to inflict damage, you can spend 2 additional daily uses of the ability as a swift action to automatically afflict all targets who fail their saving throw against the negative energy with the effects of the *terrible remorse* spell at your caster level.

Regardless of whether or not the target succeeds on their saving throw, they cannot be affected by this ability more than once every 24 hours.

Wings of Fire [Channeling]

Prerequisite: Charisma 25, ability to channel negative energy.

Benefit: By expending 3 uses of your Channel Energy ability, you transform into a demonic being, sprouting a pair of fiery wings and gaining the following bonuses:

- Fly speed 90, good maneuverability.
- Low-light vision and darkvision, 60 feet.
- 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 d6 of damage your Channel Energy would normally heal or inflict. 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: Charisma 25, ability to channel positive energy.

Benefit: By expending 3 uses of your Channel Energy ability, you transform into an angelic being, sprouting a pair of luminous feathered wings and gaining the following bonuses:

- Fly speed 90, good maneuverability.
- Low-light vision and darkvision, 60 feet.
- 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 d6 of damage your Channel Energy would normally heal or inflict. The wings cannot be dispelled except by the channeler (or the direct intervention of a deity), who can dismiss them as a free action.

Word of Panacea [Channeling]

Prerequisites: Wisdom 23, ability to channel positive energy.

Benefit: When you channel positive energy to heal hit points, you can use a swift action to automatically grant all affected allies the benefits of the *lesser restoration* spell at your caster level.

Table 5-3: Epic Combat Feats

Feat Name	Prerequisites	Benefits
Absolute Attack	—	Your attacks automatically slay any target whose HD is equal to half your level.
Absolute Judgment	Cha 21, True Judgment class feature	When invoking true judgment, activate other judgments.
Anklebreaker	Dex 21, Greater Trip	+8 bonus to CMB and CMD when tripping.
Last One Standing	Str 23, Dex 23, Anklebreaker, Bull of War	A successful bull rush automatically trips the target as well.
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.
Beneath Your Heels	Str 21, Greater Overrun	+8 bonus to CMB and CMD when overrunning.
Bounding Assault ¹	Dex 21, Combat Reflexes, Spring Attack	Make an additional attack while moving.
Bull of War	Str 21, Greater Bull Rush	+8 bonus to CMB and CMD when bull rushing.
Brutal Slam	Str 25, Tripping Strike	Automatically knock foes prone with critical hits.
Brutal Blast	Str 27, Brutal Slam, Bull Rush Strike	Automatically send foes flying with critical hits.
Contemptible Combatant	Dex 21, Greater Dirty Trick	+8 bonus to CMB and CMD when using dirty trick.
Cutpurse	Dex 21, Greater Steal	+8 bonus to CMB and CMD when stealing.
Crowd Control	Str 25, Cleaving Finish, Great Cleave	When you slay a target, extra damage carries over to your next attack.
Deadly Ally ¹	—	You can flank all targets and the bonuses you provide increase by +2.
Dire Charge	Improved Initiative	Use full attack on a charge.
Dispelling Slash	Power Attack, Skill Focus [Spellcraft], Spellcraft 21 ranks	Physically attack spells to dispel them.
Dispelling Parry	Dispelling Slash, Spellcraft 26 ranks	Ready an attack to dispel targeted spells with a physical attack.
Distant Shot ¹	Dex 23, Far Shot, Perception 16 ranks	Double the distance of your ranged attacks.
Earth Breaker	Str 25, BAB +20, Weapon Focus	Attack a 5' burst.
Shaking the Foundations	Anklebreaker, Earth Breaker	Automatic trip attempt against targets.
World Breaker	Str 27, BAB +21, Earth Breaker	Attack a 10' burst.
God Breaker	Str 29, BAB +22, World Breaker	Attack a 20' burst.
Empowered Judgment ¹	Wis 21, True Judgment class feature	Effects of all of your judgments increase by +1.
Epic Brutality	—	Gain a +2 bonus on all damage rolls.
Epic Dodge	Dex 25, Dodge, Acrobatics 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 Power Attack	Str 21, Power Attack	Inflict extra damage based on epic attack bonus.
Indelible Blow	Str 31, Epic Power Attack, Supreme Vital Strike	Inflict damage that cannot be magically healed.
Epic Prowess ¹	—	Gain a +1 bonus on all attacks.
Epic Technique ¹	—	Gain a +2 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 +22, Weapon Supremacy, Weapon Training class feature	Gain extra attack with chosen weapon.
Battlegod	BAB +23, 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 21, 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.
Furious Charge	Str 21, Furious Focus, Spirited Charge	Mount can contribute damage to power attack on a mounted charge.
Roaring Charge	Furious Charge	Damage multiplier for lances on a charge increase by +1.
Great Smiting ¹	Cha 25, Smite class feature	Double your level bonus to damage on a successful smite.
Great Wall	Greater Shield Focus, Greater Shield Specialization	Use total defense to negate attacks.
Grit Burn	True Grit class feature	Expend grit points to gain a bonus on any check or roll.
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.
Implacable Maneuver	Str 25	Treat targets as one size category smaller when using maneuvers.
Unstoppable Force	Str 27, Implacable Maneuver	No limit to the size of targets you can use combat maneuvers against.
Mad Juggernaut	Str 31, Unstoppable Force	Targets gain no size bonus to their CMD against your combat maneuvers.

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 5-3: Epic Combat Feats, cont.

Feat Name	Prerequisites	Benefits
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, BAB +21, Manyshot	Fire a second arrow with every attack.
Perfect Manyshot	Dex 23, BAB +23, Improved Manyshot	Fire a third 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	Dex 23, Whirlwind Attack	Whirlwind attack as a standard action.
Bloodwind	Greater Vital Strike, Improved Whirlwind Attack	Inflict vital strike damage with whirlwind attack.
In Control	Str 21, Greater Reposition	+8 bonus to CMB and CMD when repositioning.
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.
Legendary Fencer	Dex 21, Greater Disarm	+8 bonus to CMB and CMD when disarming.
Unconstrained Panoply	Str 23, Dex 23, Legendary Fencer, Shattering Smash	Use disarm and sunder against targets immune to these maneuvers.
Legendary Wrestler	Str 21, Dex 21, Greater Grapple	+8 bonus to CMB and CMD when grappling.
Hideous Grasp	Str 23, Dex 23, Legendary Wrestler, Rapid Grappler	A successful grapple check lets you automatically attempt to pin the target at a -5 penalty.
Lingering Damage	Sneak attack +8d6 class feature, Crippling Strike advanced rogue talent	Target takes extra damage the round following a successful sneak attack.
Lone Gunman	Shooter's Stance class feature	Increase damage for Shooter's Stance by +1d6.
Onslaught	BAB +22, Combat Expertise	Make a second attack at your full bonus as part of a standard action.
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.
Massive Critical ²	Str 31, Overwhelming Critical, Power Attack	Increase critical multiplier by +1.
Piercing Critical ¹	Overwhelming Critical	Reduce a target's chance to ignore critical hits.
Penetrate Damage Reduction ²	—	Automatically bypass one type of special material damage reduction.
Perfect Flurry of Blows	Dex 21, Flurry of Blows class feature, <i>Ki</i> 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.
Absolute Two-Weapon Fighting	Dex 29, Perfect Two-Weapon Fighting	Gain an additional attack with your off-hand weapon in special situations.
Perfect Vital Strike	Greater Vital Strike	Use vital strike on a charge or spring attack.
Phantom	Greater Feint, Bluff 21 ranks	Feint as a swift action.
Piercing Thrust	Dex 25, BAB +20, Weapon Focus	Attack a 30' line.
Rushing Thunder	Bull of War, Piercing Thrust	Automatic bull rush attempt against targets.
Spear of Wind	Dex 27, BAB +21, Piercing Thrust	Attack a 60' line.
Lance of Heaven	Dex 29, BAB +22, Spear of Wind	Attack a 120' line.
Reaper Saber	Str 21, All-Consuming Swing, 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.
Ruination ¹	—	+10 bonus on damage rolls against objects, +2 bonus to burst checks.
Shattering Smash	Str 23, Greater Sunder	+8 bonus to CMB and CMD when sundering.
Shield Smash	Shield Master	Shields become more effective weapons.
Smite Chaos	Holy Champion class feature, Smite Evil class feature	Use Smite Evil against chaotic targets.
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.
Supreme Cleave	Str 25, BAB +21, Cleave Through, Great Cleave	You can take one 5-foot step between every successful Cleave attempt.
Supreme Vital Strike ¹	BAB +21, Devastating Strike, Greater Vital Strike, Power Attack	Add extra damage to your additional damage dice from vital strike.
Swarm of Arrows	Dex 23, Rapid Shot, Weapon Focus	Make one attack against each surrounding foe with a bow.
Towline	Str 21, Greater Drag	+8 bonus to CMB and CMD when dragging.

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 5-3: Epic Combat Feats, cont.

Feat Name	Prerequisites	Benefits
Uncanny Accuracy	Dex 21, BAB +16, Improved Precise Shot, Perception 17 ranks	Ignore miss chance granted by total concealment.
Vacuum Slash	Str 23, Dex 23, BAB +20, Weapon Focus	Attack a 15' cone.
Peacebond	Legendary Fencer, Vacuum Slash	Automatic disarm attempt against targets.
White Lotus Gale	Str 25, Dex 25, BAB +21, Vacuum Slash	Attack a 30' cone.
Breath Through the Temple Gates	Str 27, Dex 27, BAB +22, White Lotus Gale	Attack a 60' cone.
Vicious Vital ¹	Str 25, Devastating Strike, Greater Vital Strike	Inflict an additional +1d6 damage when using vital strike
Power Overwhelming	Str 29, Perfect Vital Strike, Vicious Vital	For every 4 points you beat the target's AC, add additional damage.
Weapon Aficionado ²	BAB +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.

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.

COMBAT FEATS

Absolute Attack [Combat]

Benefit: Any time you strike a living target with a physical attack using a weapon you are proficient with (or unarmed attacks, if you have Improved Unarmed Strike), if that target's HD is equal to or less than half your total character level (rounded down), then the target dies immediately. They do not receive a saving throw against this ability, but it does not affect any creature that is normally immune to critical hits.

Absolute Judgment [Combat]

Prerequisite: Charisma 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 Two-Weapon Fighting [Combat]

Prerequisite: Dexterity 29, Perfect Two-Weapon Fighting.

Benefit: Any time you make a single attack with your primary weapon—such as attacking as a standard action or on attacks of opportunity—you may also strike with your off-hand weapon. Additionally, any time you gain an extra attack with your primary weapon—such as from the spells *haste* or *blessing of fervor*—you can also make an extra attack with your offhand weapon. This bonus does not apply if you have a *speed* weapon for your primary weapon only.

Anklebreaker [Combat]

Prerequisite: Dexterity 21, Greater Trip.

Benefit: You gain a +8 bonus to your CMD when tripping and to your CMD to resist being tripped. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Trip and Greater Trip.

Armed Deflection [Combat]

Prerequisites: Dexterity 21, Wisdom 19, Combat Expertise, Epic Weapon Focus.

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

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 (increasing its enhancement bonus by +2 and allowing it to deal +2d6 points of damage). This ability does not stack with similar abilities.

Battlegod [Combat]

Prerequisites: Base attack bonus +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 the 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 while armed;
- 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 of weapon. It represents a degree of focus and training so intense that it is impossible for any mortal creature to have it with more than one type of weapon.

Beneath Your Heels [Combat]

Prerequisites: Strength 21, Greater Overrun.

Benefit: You gain a +8 bonus to your CMB when overrunning a target and to your CMD to resist being overrun. It improves by an additional +2 for every point of epic attack

bonus a character gains. This bonus stacks with the one provided by Improved Overrun and Greater Overrun.

Bloodwind [Combat]

Prerequisites: Greater Vital Strike, Improved Whirlwind Attack.

Benefit: When making a whirlwind attack, you can choose to do so as a full-attack action (instead of as a standard action, as allowed by Improved Whirlwind Attack). If you do so, each target is subject to a vital strike attack instead of a normal attack. Any feats or abilities you possess that improve your vital strike also apply to these attacks.

Bounding Assault [Combat]

Prerequisites: Dexterity 21, Combat Reflexes, Spring Attack.

Benefit: You gain the ability to make a second attack while performing a spring attack. In addition to all the restrictions of a normal spring attack, you must move at least 10 feet between the two attacks and cannot direct more than one attack per individual target. You do not provoke attacks of opportunity from either target.

Special: You can take this feat multiple times, up to a number of times equal to your Dexterity modifier. The effects stack, each time adding an additional attack to your spring attack. Regardless of how many attacks you gain this way, you must move at least 10 feet between each attack and no two attacks can be directed at the same target.

Breath Through the Temple Gates [Combat]

Prerequisites: Strength 27, Dexterity 27, Base attack bonus +23, White Lotus Gale.

Benefit: When using your Vacuum Slash, the cone now reaches 60 feet.

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: Strength 27, Brutal Slam, Bull Rush Strike.

Benefit: Upon confirming a critical strike with a melee weapon, natural weapon, or unarmed strike (if you have Improved Unarmed Strike) against a target of your size or smaller, you can choose to automatically move the target as if they were subject to a bull rush combat maneuver. The attack sends the target flying 5 feet for every 5 points of CMB you normally have when bull rushing (minimum 5 feet). Regardless of the distance traveled, you do not move with the target and they are left prone at the end.

Brutal Slam [Combat]

Prerequisite: Strength 25, Tripping Strike.

Benefit: Upon confirming a critical strike with a melee weapon, natural weapon, or unarmed strike (if you have Improved Unarmed Strike) against a target of your size or smaller, you can choose to automatically knock the target prone as if you had succeeded on a trip combat maneuver.

Bull of War [Combat]

Prerequisite: Strength 21, Greater Bull Rush.

Benefit: You gain a +8 bonus to your CMD when bull rushing a target and to your CMD to resist being bull rushed. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Bull Rush and Greater Bull Rush.

Celestial Strike [Combat]

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

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

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 unless the target has a CR (for physical deflection) or caster level (for spells) greater than your total character level + 4. This applies to deflection by spells such as *windwall*, adverse environmental conditions, and feats such as Deflect Arrows.

Contemptible Combatant [Combat]

Prerequisite: Dexterity 21, Greater Dirty Trick.

Benefit: You gain a +8 bonus to your CMD when employing a dirty trick against a target and to your CMD to resist having a dirty trick used against you. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Dirty Trick and Greater Dirty Trick.

Crowd Control [Combat]

Prerequisites: Strength 25, Cleaving Finish, Great Cleave.

Benefit: When you reduce a target's hit points enough to kill it with a melee attack, any damage inflicted beyond that carries over to your next melee attack before the end of your turn. If the attack misses, the extra damage is wasted.

Cutpurse [Combat]

Prerequisite: Dexterity 21, Greater Steal.

Benefit: You gain a +8 bonus to your CMD when stealing and to your CMD to resist being stolen from. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Steal and Greater Steal.

Deadly Ally [Combat]

Benefit: You can provide flanking against targets that are normally immune (such as those with Improved Uncanny Dodge), unless their CR is greater than your total character level + 4. Additionally, the flanking bonus provided to your allies increases by +2.

Special: You can gain this feat multiple times. The increased bonus you provide when flanking stacks.

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 cannot be affected by this feat.

Devastating Critical [Combat]

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

Benefit: Choose one weapon for which you have Overwhelming Critical. Any time you make a cleave attempt while wielding this weapon, if you confirm a critical strike 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.

Dire Charge [Combat]

Prerequisite: Improved Initiative.

Benefit: Whenever you charge during combat, you can make a full attack against the opponent charged, as if you had the Pounce ability.

Dispelling Parry [Combat]

Prerequisites: Dispelling Slash, Spellcraft 26 ranks.

Benefit: You can ready an action to use a Dispelling Slash against any spell that targets you with a touch, ranged touch, or ray. You can also use this readied action against any area of effect spell that includes you as a target, but only if the origin (for lines and cones) or center (for bursts and emanations) of the effect is within your threatened area.

Dispelling Slash [Combat]

Prerequisites: Skill Focus [Spellcraft], Power Attack, Spellcraft 21 ranks.

Benefit: As a full round action, you can make a melee

attack against a continuous spell effect. Treat this as a *dispel magic* attempt, with the dispel check equal to your attack roll.

Special: A character with the Dispelling Strike magus arcana can gain a +4 bonus on the check for every point from their arcane pool they spend.

Distant Shot [Combat]

Prerequisites: Dexterity 23, Far Shot, Perception 16 ranks.

Benefit: You double the range increments of all thrown and fired ranged weapons you employ. This bonus stacks with other effects that increase the range increments of ranged weapons, such as the *distance* weapon quality.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equal a tripling, etc.

Divine Strike [Combat]

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

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

Earth Breaker [Combat]

Prerequisites: Strength 26, Base attack bonus +20, Weapon Focus with a weapon from the Axe, Heavy Blade, Close, Flail, Hammer, Natural, or Polearm weapon group.

Benefit: When using a weapon from one of the Fighter weapon groups listed above with which you have Weapon Focus, 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, you can transform the area within your burst into difficult terrain. You can only use this ability once every 1d4 rounds.

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

Empowered Judgment [Combat]

Prerequisites: Wisdom 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.

Epic Brutality [Combat]

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

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

Epic Dodge [Combat]

Prerequisites: Dexterity 25, Dodge, Acrobatics 27 ranks, Improved Evasion class feature.

Benefit: Once per round, when struck by any attack, you may automatically avoid all damage from it.

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, you ignore 5 additional points of DR.

Epic Power Attack [Combat]

Prerequisites: Strength 21, Power Attack.

Benefit: When calculating your damage bonus for a power attack, you take a -1 penalty and gain a +4 bonus to your damage rolls for every point of epic attack bonus. As with a normal power attack, this bonus to damage is increased by half

(+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon.

Epic Prowess [Combat]

Benefit: You gain a +1 bonus on all attack rolls.

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

Epic Technique [Combat]

Benefit: You gain a +2 bonus to your CMB and CMD.

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

Epic Weapon Focus [Combat]

Prerequisite: Greater Weapon Focus with the chosen weapon.

Benefit: Add a +1 bonus to all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus and Greater Weapon Focus.

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

Epic Weapon Specialization [Combat]

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

Benefit: Add +4 to all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including those from Weapon Specialization and Greater Weapon Specialization.

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.

Exceptional Deflection [Combat]

Prerequisites: Dexterity 21, Wisdom 21, Deflect Arrows, Improved Unarmed Strike.

Benefit: You can deflect any ranged attacks directed at you as if they were arrows. This includes bullets from firearms, projectiles from siege equipment, and even spells that require a ranged touch attack.

Special: This feat behaves in all ways like the Deflect Arrows feat, including its interactions with other epic feats such as Infinite Deflection and Reflect Arrows.

Extraordinary Shot [Combat]

Prerequisites: Dexterity 23, True Grit class feature.

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

This shot can stop ranged attacks (but not 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.

Furious Charge [Combat]

Prerequisites: Strength 21, Furious Focus, Spirited Charge.

Benefit: When performing a power attack during a mounted charge, you can combine your mount's base attack bonus with your own when calculating the damage bonus the power attack provides. The attack penalty is unaffected.

God Breaker [Combat]

Prerequisites: Strength 30, Base attack bonus +22, World Breaker.

Benefit: The radius of Earth Breaker increases to 20 feet.

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

Great Smiting [Combat]

Prerequisites: Charisma 25, Smite Good/Evil/Law/Chaos class ability.

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 Wall [Combat]

Prerequisites: Greater Shield Focus, Greater Shield Specialization.

Benefit: Whenever you are equipped with a shield and use a total defense action, you can deflect a number of attacks directed at you equal to the number of attacks you could take with a shield on a full attack action (including the effects of a weapon of *speed*, the spell *haste*, or any other effects that would increase your number of attacks per round with your shield). This includes spell effects that require a touch or ranged touch, bullets from firearms, and projectiles from siege equipment.

Grit Burn [Combat]

Prerequisites: True Grit class feature.

Benefit: Whenever you make a d20 roll for any reason, you can elect to spend any number of grit points to grant yourself a morale bonus to that roll equal to the number of points spent. The choice must be made before the die is rolled and cannot be changed, regardless of the outcome.

Hideous Grasp [Combat]

Prerequisites: Strength 23, Dexterity 23, Legendary Wrestler, Rapid Grappler.

Benefit: Any time you succeed on a successful grapple check against a target, you may attempt a second grapple check as an immediate action to pin the target. This second attempt does not benefit from the +5 bonus for grapple checks against grappled foes and takes an additional -5 penalty.

Holy Strike [Combat]

Prerequisites: Smite Evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a *holy* weapon. If the weapon already has an alignment, this feat has no effect on the weapon.

Implacable Maneuvers [Combat]

Prerequisites: Strength 25.

Benefit: Whenever you make a combat maneuver check against a target, that target is treated as one size category smaller when determining if you can use the maneuver against them and for purposes of determining their bonus or penalty.

Improved Combat Reflexes [Combat]

Prerequisites: Dexterity 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 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 Manyshot [Combat]

Prerequisites: Dexterity 19, Base attack bonus +21, Manyshot.

Benefits: When using Manyshot, you can fire two arrows with every attack instead of only the first. Apply precision damage (such as sneak attack) and critical hit damage only once per pair. Damage bonuses from using a high-Strength composite bow apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

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 Stunning Fist [Combat]

Prerequisite: Dexterity 19, Wisdom 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: Intelligence 13, Dexterity 23, Whirlwind Attack.

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

In Control [Combat]

Prerequisites: Strength 21, Greater Reposition.

Benefit: You gain a +8 bonus to your CMD when repositioning a target and to your CMD to resist being repositioned. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Reposition and Greater Reposition.

Indelible Blow [Combat]

Prerequisites: Epic Power Attack, Supreme Vital Strike.

Benefit: As a standard action, you can make a single physical melee attack. If successful, the target cannot magically heal the damage inflicted by the attack unless the healer succeeds on a caster level check against the results of your attack roll. The damage heals naturally over time, but is always the last damage to heal if the target has also sustained injuries from other sources.

Indomitable Challenge [Combat]

Prerequisites: Demanding Challenge class feature.

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

Infinite Deflection [Combat]

Prerequisites: Dexterity 25, Combat Reflexes, Deflect Arrows.

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

Special: If you have Improved Combat Reflexes, you can deflect a number of arrows equal to twice the attacks of opportunity you would normally be granted by Combat Reflexes.

Instantaneous Reload [Combat]

Prerequisites: Dexterity 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.

Lance of Heaven [Combat]

Prerequisites: Dexterity 30, Base attack bonus +22, Spear of Wind.

Benefit: The line of Piercing Thrust now reaches 120 feet.

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

Last One Standing [Combat]

Prerequisites: Strength 23, Dexterity 23, Anklebreaker, Bull of War.

Benefit: Whenever you successfully bull rush a target, you can make a trip attempt as an immediate action at the end of the movement. You do not need to follow the target when they are bull rushed, instead allowing the force of the push to topple them.

Launching Palm [Combat]

Prerequisites: Improved Bull Rush, Improved Unarmed Strike.

Benefit: Whenever you hit a target with an unarmed strike, you may attempt a bull rush against them as an immediate action. You gain a +4 bonus on this bull rush attempt. Unlike normal, you do not have the option of moving with the target if they are bull rushed in this fashion.

Legendary Fencer [Combat]

Prerequisite: Dexterity 21, Greater Disarm.

Benefit: You gain a +8 bonus to your CMD when disarming a target and to your CMD to resist being disarm. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Disarm and Greater Disarm.

Legendary Wrestler [Combat]

Prerequisite: Strength 21, Dexterity 21, Greater Grapple.

Benefit: You gain a +8 bonus to your CMD when grappling a target and to your CMD when grappled. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Grapple and Greater 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 bonus sneak attack damage on your next turn as well.

Lone Gunman [Combat]

Prerequisite: Shooter's Stance class feature.

Benefit: The extra damage inflicted by your Shooter's Stance class feature increases by +1d6.

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

Mad Juggernaut [Combat]

Prerequisite: Strength 31, Unstoppable Force.

Benefit: Targets gain no size bonuses to their CMD when attempting to resist combat maneuvers you initiate against them.

Massive Critical [Combat]

Prerequisite: Strength 31, Overwhelming Critical with the chosen weapon, Power Attack.

Benefit: Choose one weapon with which you have Overwhelming Critical. When using this weapon, its damage multiplier for critical hits increases by +1. This also increases the bonus damage from Overwhelming Critical by an additional +1d6.

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.

Onslaught [Combat]

Prerequisite: Base attack bonus +22, Combat Expertise.

Benefit: When making a single regular attack as a standard action (such as when moving and then attacking), you can instead make two regular attacks, both at your highest base attack bonus.

Overwhelming Critical [Combat]

Prerequisites: Strength 23, Improved Critical with the chosen weapon, Weapon Focus with the chosen weapon.

Benefit: Choose one weapon with which you have Improved Critical and Weapon Focus. When using this weapon, you deal an extra +1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is ×3, add +2d6 points of bonus damage instead, and if the multiplier is ×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.

Peacebond [Combat]

Prerequisite: Legendary Fencer, Vacuum Slash.

Benefit: When using Vacuum Slash, you can initiate an automatic disarm attempt against every target that you successfully strike. Reduce your CMB by -2 for every 5 feet away from you the target is.

Penetrate Damage Reduction [Combat]

Benefit: Select one type of special material, such as silver or adamantine. Your melee and natural weapons (including unarmed attacks if you have Improved Unarmed Strike) are treated as being crafted from the chosen special material for the purposes of overcoming 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 overcoming damage reduction.

Perfect Flurry of Blows [Combat]

Prerequisites: Dexterity 21, Flurry of Blows class feature, *Ki* Pool (Adamantine) class feature.

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

Perfect Manyshot [Combat]

Prerequisites: Dexterity 23, Base attack bonus +23, Improved Manyshot.

Benefits: When using Manyshot, you can fire three arrows with every attack instead of two, though doing so incurs a -2 penalty to attack on all your attacks. Apply precision damage (such as sneak attack) and critical hit damage only once per trio. Damage bonuses from using a high-Strength composite bow apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Perfect Two-Weapon Fighting [Combat]

Prerequisites: Dexterity 25, Greater Two-Weapon Fighting.

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

Perfect Vital Strike [Combat]

Prerequisites: Greater Vital Strike.

Benefit: You can now use your vital strike as the attack at the end of a charge or during a spring attack.

Phantom [Combat]

Prerequisites: Greater Feint, Bluff 21 ranks.

Benefit: You can now feint as a swift action.

Piercing Critical [Combat]

Prerequisites: Overwhelming Critical.

Benefit: When you threaten a critical hit against a target that has a chance to negate critical hits, reduce their resistance by -10%. Treat targets that are immune to critical hits from a non-natural source (such as armor of *absolute fortification* or the spell *ironskin*) as having a base chance of 100%. This feat does not affect creatures that are immune to critical hits because of their creature type.

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

Piercing Thrust [Combat]

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

Benefit: When using a weapon from one of the Fighter weapon groups listed above with which you have Weapon Focus, you can use a standard action to forgo striking a target and instead attack through a square adjacent to you, sending out a blast that tears through all targets in a 30-foot line. Resolve your attack normally against each target. If there are barriers blocking the line (such as doors, trees, or walls), you

can make an attack against these as well. Regardless of the weapon used, this attack inflicts damage as normal against the object and if you inflict enough 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 only be used once every 1d4 rounds.

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

Power Overwhelming [Combat]

Prerequisites: Strength 29, Perfect Vital Strike, Vicious Vital.

Benefit: When you succeed on a vital strike against a target, roll your weapon damage an additional time for every 4 points by which your attack exceeded their armor class. Regardless of what feats you have that modify your vital strike damage, the extra damage from this feat does not include bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, or other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit.

Reaping Saber [Combat]

Prerequisites: Strength 21, All-Consuming Swing, Cleave, Vital Strike.

Benefit: As a standard action, you may combine the effects of 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 include the benefits from these feats.

Reflect Arrows [Combat]

Prerequisites: Dexterity 25, Deflect Arrows.

Benefit: When you deflect an arrow or other ranged attack, the attack is reflected back upon the attacker at your highest 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 equal to your character level / 5 for the duration of your challenge.

Righteous Strike [Combat]

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

Benefit: Your unarmed strike is treated as an *axiomatic* weapon. If your unarmed strike already has an alignment, this feat has no effect.

Roaring Charge [Combat]

Prerequisites: Furious Charge.

Benefit: The damage multiplier for lances used in a mounted charge increases by +1.

Ruinination [Combat]

Benefit: You gain a +10 bonus to any damage rolls against unattended inanimate objects and a +2 bonus to all Strength checks made to break or burst an object with sudden force.

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

Rushing Thunder [Combat]

Prerequisites: Bull of War, Piercing Thrust.

Benefit: When using Piercing Thrust, you can initiate an automatic bull rush attempt against every target that you successfully strike. Reduce your CMB by -2 for every 10 feet away from you the target is.

Shaking the Foundations [Combat]

Prerequisites: Anklebreaker, Earth Breaker.

Benefit: When using Earthbreaker, you can initiate an automatic trip attempt against every target that you successfully strike.

Shattering Smash [Combat]

Prerequisites: Strength 23, Greater Sunder.

Benefit: You gain a +8 bonus to your CMB when sundering a target's gear and to your CMD to avoid a sunder attempt. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Sunder and Greater Sunder.

Shield Smash [Combat]

Prerequisites: Shield Master.

Benefit: Treat any shield you wield as being one size category larger when determining its damage. Additionally, any shield your wield gains a base critical multiplier of x3. Finally, add your shield bonus as a bonus to your CMB when attempting a bull rush, disarm, overrun, sunder, or trip combat maneuver.

Smite Chaos [Combat]

Prerequisites: Holy Champion class feature, Smite Evil class feature.

Benefit: You can now use your Smite Evil ability against chaotic targets as well.

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: Dexterity 28, Base attack bonus +21, Piercing Thrust.

Benefit: When using your Piercing Thrust, the line now reaches 60 feet.

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

Spell Shot [Combat]

Prerequisite: Dexterity 25, Extraordinary Shot.

Benefit: When you have a readied action for your Extraordinary Shot, you can also use it to automatically counterspell a 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.

Storm of Throws [Combat]

Prerequisite: Dexterity 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.

Supreme Cleave [Combat]

Prerequisite: Strength 25, Base attack bonus +21, Cleave Through, Great Cleave.

Benefit: When you make a cleave attempt, you are allowed to shift up to 5 feet between every successful cleave attack up to your base movement speed, provided you can reach at least one target from your new position. You cannot use this ability to make a cleave attack against any single target more than once, even if you disengage with them and then move back into range of them. These movements do not provoke attacks of opportunity.

Supreme Vital Strike [Combat]

Prerequisite: Base attack bonus +21, Devastating Strike, Greater Vital Strike, Power Attack.

Benefit: Whenever you make a vital strike against a target, add the bonus damage from Strength, weapon abilities (such as *flaming*), and other damage bonuses to your second damage dice roll as well. However, you still do not add precise-

based damage (such as sneak attack damage) to any weapon damage roll except the first.

Special: You can gain this feat one additional time for every extra attack you have in a full attack action. Its effects stack.

Swarm of Arrows [Combat]

Prerequisites: Dexterity 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.

Thousand Arms [Combat]

Prerequisites: Battlegod.

Benefit: Choose one fighter Weapon Group that your chosen Battlegod weapon falls into. You can apply the benefits of any feat that applies only to that weapon (such as Improved Critical or Weapon Specialization) to all weapons in that group, except for Battlegod itself.

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.

Tide of Iron [Combat]

Prerequisites: Thousand Arms.

Benefit: Inspired by your legendary mastery, all allies with line of sight to you gain a +2 insight bonus to hit and a +4 bonus to damage when using a weapon from the Weapon Group you chose for the Thousand Arms feat. This bonus increases to +4 insight bonus to hit and a +8 bonus to damage if they are using the same weapon you chose for the Battlegod feat. If any of your allies possess them, this bonus stacks with the bonuses granted by a fighter's Weapon Training or from feats in the Weapon Focus/Specialization tree.

Towline [Combat]

Prerequisite: Strength 21, Greater Drag.

Benefit: You gain a +8 bonus to your CMB when dragging

a target and to your CMD to resist being dragged. It improves by an additional +2 for every point of epic attack bonus a character gains. This bonus stacks with the one provided by Improved Drag and Greater Drag.

Uncanny Accuracy [Combat]

Prerequisites: Dexterity 21, Base attack bonus +16, 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.

Unconstrained Panoply [Combat]

Prerequisites: Strength 23, Dexterity 23, Legendary Fencer, Shattering Smash.

Benefit: You can attempt to disarm or sunder targets that are normally immune (such as a Fighter with the Weapon Mastery class ability), unless their CR or class level is greater than your total character level + 4.

Unstoppable Force [Combat]

Prerequisites: Strength 27, Implacable Maneuver.

Benefit: You can attempt a combat maneuver against any target, regardless of how many size categories larger than you it may be. Targets still receive their size bonuses to their CMD as normal.

Vacuum Slash [Combat]

Prerequisites: Strength 23, Dexterity 23, Base attack bonus +20, Weapon Supremacy with a weapon from the Axe, Heavy Blade, Light Blade, Flails, Natural, Polearm, or Spear weapon group.

Benefit: When using a weapon from one of the Fighter weapon groups listed above with which you have Weapon Focus, you can use a standard action to forgo striking a target and instead 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. If

there are barriers blocking the line (such as doors, trees, or walls), you can make an attack against these as well. Regardless of the weapon used, this attack inflicts damage as normal against the object and if you inflict enough to pierce 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 only be used once every 1d4 rounds.

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

Vicious Vital [Combat]

Prerequisite: Strength 25, Devastating Strike, 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 stack.

Void Palm [Combat]

Prerequisites: Launching Palm, Void Step.

Benefit: When making a full attack action or flurry of blows with your unarmed strike, you can choose 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 CMB for each additional bull rush attempt uses the same base attack bonus as the attack that it precedes. The process can be repeated as long as you do not exceed your base speed as a total distance moved.

Warlord [Combat]

Prerequisites: Base attack bonus +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.

Weapon Aficionado [Combat]

Prerequisites: Base attack bonus +15.

Benefit: Select one Fighter Weapon Group (see the Fighter's Weapon Training class feature). You receive a +1 to hit and damage with all weapons in this group. These bonuses do not stack with the bonus from a Fighter's Weapon Training class feature.

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: A Magus with the Fighter Training class ability who selects this feat counts his total magus level as his fighter level for the purpose of qualify for feats. If they also have the True Magus class ability, treat their base attack bonus as 5 points higher for the purposes of qualify for feats.

Weapon Supremacy [Combat]

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

Benefit: You gain a +1 bonus to attack rolls and a +2 bonus to damage with your chosen weapon. These bonuses stack with those from the Weapon Focus/Specialization progression. You also gain a +2 bonus to your CMB for any combat maneuvers you attempt with this weapon and to your CMD while wielding your chosen weapon. Finally, while wielding

your chosen weapon, you cannot be disarmed and your weapon cannot be sundered. If you have the Weapon Supremacy class ability, treat your class level as 4 levels higher for the purposes of resisting the feat Unconstrained Panoply.

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

White Lotus Gale [Combat]

Prerequisites: Strength 25, Dexterity 25, Base attack bonus +22, Vacuum Slash.

Benefit: When using your Vacuum Slash, the cone now reaches 30 feet.

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

Wield Oversized Weapon [Combat]

Prerequisites: Strength 25.

Benefit: You can choose treat any weapon you wield as being one size category smaller. This allows a medium-sized character to wield large-sized weapons without penalty. Additionally, you can wield two-handed weapons of your own size category as one-handed weapons or one-handed weapons as light weapons. This feat only affects the penalties for wielding a weapon; the damage it inflicts is still determined by the weapons actual size category.

World Breaker [Combat]

Prerequisites: Strength 28, Base attack bonus +22, Earth Breaker.

Benefit: When using your Earth Breaker, the burst now reaches 10 feet.

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

Table 5-4: Epic General Feats

Feat Name	Prerequisites	Benefits
Additional Magic Item Space ²	—	Gain additional slots for wearing magic items.
Armor Skin ¹	—	Increase your Natural Armor bonus by 2.
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.
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
Damage Reduction ¹	Con 21	Increase DR by 3/—
Energy Resistance ^{1, 2}	—	Increase your Energy Resistance by 10 against one type of energy.
Epic Endurance	Con 25, Endurance	Gain a +10 bonus on certain tasks.
Epic Fortitude	—	Gain a +4 bonus on all Fortitude saves.
Enduring Fortitude ¹	Epic Fortitude	Gain an additional +2 bonus on all Fortitude saves.
Epic Leadership	Cha 25, Leadership, Leadership score 25	You begin to attract more powerful followers.
Boon Cohort	Cha 27, Epic Leadership	Your cohort can be your character level – 1.
Commanding Presence ¹	Epic Leadership	Increase Leadership score by +2.
Legendary Commander	Cha 29, Epic Leadership, Diplomacy 27 ranks	Multiply number of followers attracted by 10.
Epic Reflexes	—	Gain a +4 bonus on all Reflex saves.
Agile Reflexes ¹	Epic Reflexes	Gain an additional +2 bonus on all Reflex saves.
Epic Speed	Dex 21, Run	Your speed increases by 30 feet.
Lightning Speed	Epic Speed	Run at 6 times your normal speed.
Stormstride	Blinding Speed, Lightning Speed	Run at 10 times your normal speed.
Limitless Speed ¹	Epic Speed	Your speed increases by 10 feet.
Epic Toughness ¹	Toughness	You gain +1 hit points per level.
Epic Will	—	Gain a +4 bonus on all Will saves.
Disciplined Will ¹	Epic Will	Gain an additional +2 bonus on all Will saves.
Extended Life Span ¹	—	Increase your life span.
Fast Healing ¹	Con 25	Increase your Fast Healing by 3.
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.
Impossible Courage	Iron Will, Bravery +6 class feature	Immunity to Fascinated and Shaken conditions
Without Fear	Impossible Courage, Bravery +8 class feature	Immunity to Frightened and Panicked conditions
Adamantine Will	Without Fear, Bravery +10 class feature	Immunity to Mind-Affecting Effects
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.
Indomitable Fortitude	Wis 25	Use your Will save in place of a Fortitude save.
Inviolable	—	You are immune to instant-death effects from some sources.
Improved Inviolable ¹	Inviolable	Your death immunity improves.
Inured ²	Inviolable	You become immune to one status effect.
Improved Inured ²	Inured	Upgrade your status effect immunity.
Magic Item Focus	—	Your magic items are harder to damage or destroy.
Magic Item Specialization	Magic Item Focus	Your magic items are harder to suppress or dispel.
Magic Item Mastery	Magic Item Specialization	The benefits granted by your magic items improve.
Internalize Power	Magic Item Mastery	Gain the benefits of certain magic items without wearing them.
Perfect Health	Con 25, Great Fortitude	Immune to nonmagical diseases and most poisons.
Polyglot	Int 25, Linguistics 5 ranks	You can speak all languages.
Glossator	Polyglot, Linguistics 15 ranks	You can read and write all languages.
Sublime Luck ¹	—	Once per day, you can reroll any roll.
Fortune's Favor	Sublime Luck	Whenever you reroll, choose the better of the two results.
Superior Initiative	Improved Initiative	Gain a +10 bonus on all initiative checks.
Timeless ¹	—	Reduce penalties from aging.
Tremendous Size	Str 25, Near the maximum size for your size category	Increase your size category.
Well of Power ¹	—	Naturally enchant any weapon or armor you use.
Withstand Tribulation	Con 25	Use Fortitude save in place of a Reflex save.

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.

GENERAL FEATS

Absolute Ascent [General]

Prerequisite: Character level 50, Greater Ascent.

Benefit: You have grown in power to the absolute limits a mortal being can attain, warping reality simply by existing. Select some supernatural effect that constantly surrounds you: perhaps plants spring up wherever you tread or clouds constantly occlude the sun in your vicinity. This effect is purely cosmetic, but no being that sees it can be in doubt of your power.

You will live for a tremendous time, your lifespan doubling to twice the normal maximum for your species. This multiplies any other effects that alter your lifespan as well (such as the Extended Life Span feat). Additionally, you gain a +2 inherent bonus to any one ability score of your choice.

Adamantine Will [General]

Prerequisite: Without Fear, Bravery (+10) class feature.

Benefit: You are completely immune to all mind-affecting effects unless they are produced by a creature with a CR equal to or greater than your character level + 4 or a spell with a caster level of the same.

Additional Magic Item Space [General]

Benefit: Choose one magic item slot from belts, body, chest, eyes, feet, hands, head, headband, neck, ring, shield, shoulders, or wrists. You can now wear one more magic item of this type (if it will physically fit) and gain its benefit.

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

Agile Reflexes [General]

Prerequisite: Epic Reflexes.

Benefit: You gain a +2 bonus to all Reflex saves.

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

Armor Skin [General]

Benefit: You gain a +2 natural armor bonus to Armor Class, or your existing natural armor bonus increases by 2.

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 are anything less than a truly powerful existence.

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.

Blinding Speed [General]

Prerequisite: Dexterity 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. Its effects stack, granting an additional 5 rounds of haste per day.

Boon Cohort [General]

Prerequisite: Charisma 27, Epic Leadership.

Benefit: Your cohort can now have a maximum level equal to your character level – 1. Their actual level is still governed by your Leadership score; this feat does not automatically grant you a cohort of this level. If a cohort gains enough XP to bring it equal to your level, the cohort does not gain the new level; its new XP total is 1 less than the amount needed to attain the next level.

Commanding Presence [General]

Prerequisite: Epic Leadership.

Benefit: Your Leadership score increases by +2 points.

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

Damage Reduction [General]

Prerequisite: Constitution 21.

Benefit: You gain damage reduction 3/—, which reduces all damage from physical sources (but not magical or energy damage). 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. Its effects stack.

Disciplined Will [General]

Prerequisite: Epic Will.

Benefit: You gain a +2 bonus to all Will saves.

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

Enduring Fortitude [General]

Prerequisite: Epic Fortitude.

Benefit: You gain a +2 bonus to all Fortitude saves.

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

Energy Resistance [General]

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.

Epic Endurance [General]

Prerequisites: Constitution 25, Endurance.

Benefit: Whenever you perform a task to which your Endurance bonus applies, you get an additional +10 bonus on the check. You may also sleep in heavy armor without becoming fatigued.

Epic Fortitude [General]

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

Epic Leadership [General]

Prerequisites: Cha 25, Leadership score 25.

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

Table 5-5: 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 Speed [General]

Prerequisite: Dexterity 21, Run.

Benefit: When wearing light armor or carrying a light load, your speed increases by 30 feet. If you are wearing medium or heavy armor or carrying a medium or heavy load, your speed increase by only 20 feet. This benefit is an enhancement bonus and does not stack with increased speed granted by effects that also grant enhancement bonuses to speed.

Epic Toughness [General]

Benefit: You gain +1 hit point per character level.

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

Epic Will [General]

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

Extended Life Span [General]

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

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

Fast Healing [General]

Prerequisite: Constitution 25.

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

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

Fortune's Favor [General]

Prerequisite: Sublime Luck.

Benefit: Any time you are given the option to make a reroll but must select the second result even if it is lower (such as with the Sublime Luck feat), you can instead choose either option.

Glossator [General]

Prerequisite: Polyglot, Linguistics 15 ranks.

Benefit: You can read any language or script (excluding magical scripts). If you have come into contact with a written language at least once, you can also write it.

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 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 supernatural quality. This effect is purely cosmetic, but no being that sees it can be in doubt of your power.

Your life span is now at the maximum for 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.

Implacable Will [General]

Prerequisites: Constitution 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.

Impossible Courage [General]

Prerequisites: Iron Will, Bravery (+6) class feature.

Benefit: You are completely immune to the Fascinated and Shaken conditions unless they are produced by a creature with a CR equal to or greater than your character level + 4 or a spell with a caster level of the same.

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 Inured [General]

Prerequisites: Inured.

Benefit: Select one condition for which you have the Inured feat and upgrade it by one step. The upgrade steps are as follows:

- Dazed > Stunned > Paralyzed
- Dazzled > Blinded
- Fascinated > Confused
- Fatigued > Exhausted > Staggered

- Shaken > Frightened > Panicked
- Sickened > Nauseated

Special: You can gain this feat multiple times. Its effects do not stack for certain categories. In others, each time you select a new Inured condition to upgrade.

Improved Inviolable [General]

Prerequisite: Inviolable.

Benefit: Your immunity to any effect that would instantly kill you increases to equal your character level + 1.

Special: You can gain this feat multiple times. Its effects stack, improving your immunity by an additional +1 each time.

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 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.

Indomitable Fortitude [General]

Prerequisites: Wisdom 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.

Internalize Power [General]

Prerequisites: Magic Item Mastery.

Benefit: You are now able to absorb the power of certain

magic items: *amulets of natural armor*, *cloaks of resistance*, *rings of protection*, and any belt or headband that boosts physical and mental ability scores. If you equip any one of these items, you can spend one hour focusing on the power, drawing it out of the item and instead storing it within yourself. When this is done, you gain all the benefits of the item as if you were wearing it, except that you no longer need the physical item to do so. The item itself grows quiescent, useless to anyone else who tries to put it on, and even if it is stolen or destroyed, you still retain its power.

This frees up the original item slot and allows you to gain the benefits of another item in that slot, though the usual rules about stacking benefits applies. You can have one of each type of item—amulet, belt, cloak, headband, and ring—stored at one time. If you wish, you can replace the internalized power of any individual item with a new item's power. If you do, the power of the old item is expelled, placed into whatever item you are drawing the new power out of. You can also voluntarily return the power to its original receptacle by spending ten minutes focusing on the item.

Inured [General]

Prerequisites: Inviolable.

Benefit: Select one of the following conditions: Dazed, Dazzled, Deafened, Fascinated, Fatigued, Shaken, or Sickened. You become immune to all non-epic sources of this condition, including spells of 9th level or lower and the extraordinary, supernatural, or spell-like abilities of creatures with fewer than 21 HD. Even against epic sources of this condition, you gain an additional +8 epic bonus to any saving throw or ability check made to resist it.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, each time you select a condition.

Inviolable [General]

Benefit: You become immune to any effect that would instantly kill you (such as a critical strike with a *vorpal* weapon, the spell *phantasmal killer*, or a coup de grace attempt) unless

that effect is the result of a spell with a caster level greater than your character level or the extraordinary, supernatural, or spell-like ability of a creature whose CR is greater than your character level.

Legendary Commander [General]

Prerequisites: Charisma 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.

Lightning Speed [General]

Prerequisites: Epic Speed.

Benefit: When running, you move six times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or five times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start, you gain a +8 bonus on your Acrobatics check. These bonuses supersede (do not stack with) the bonuses granted by the Run feat.

Limitless Speed [General]

Prerequisites: Epic Speed.

Benefit: When wearing light armor or carrying a light load, your speed increases by 10 feet. If you are wearing medium or heavy armor or carrying a medium or heavy load, your speed increase by only 5 feet. This benefit is an enhancement bonus, but it stacks with the bonuses provided by Epic Speed.

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

Magic Item Focus [General]

Benefit: Any magic item that you are wearing or holding that is subject to a sunder attempt provides a +8 circumstance bonus to your CMD. Additionally, their hardness is treated as being 5 points higher and they have double the normal amount of hit points. Finally, they naturally recover from damage at a rate of 1 hit point per hour.

Magic Item Mastery [General]

Prerequisites: Magic Item Specialization.

Benefit: All magic items in your character's possession become more potent. If the item emulates any spells or spell-like abilities that increase with caster level, then increase the caster level by +8 for non-epic magic items and +4 for epic magic items. If not, then any effects that require a saving throw increase in DC by +1. If the item has no saving throw effects, then any powers that can be used 2 or more times per day can be used one additional time per day. If none of these apply, then any bonuses to skill checks, ability checks, or caster level checks the item provides improve by +4. Finally, if none of those apply, then any effect with a duration of 1 round or greater have that duration doubled. If none of these bonuses apply, then the benefits provided by Magic Item Focus double, increasing the items hardness by 10, tripling its total hit points, and allowing it to recover 2 hit points per hour.

Magic Item Specialization [General]

Prerequisites: Magic Item Focus.

Benefit: All magic items in your character's possession become more difficult to suppress. They now use your character level rather than the caster level (provided your character level is higher) when resisting the effects of *dispel magic*, *greater dispel magic*, or any similar effect. They also gain a +8 epic bonus to Will saves made to resist *mage's disjunction*, *antimagic field*, or any other effect that would suppress their power. Additionally, they are no longer automatically destroyed when a saving throw roll against *mage's disjunction* results in a natural 1. They can still be destroyed by a targeted *disjunction*, but the epic bonus to Will saves increases to +12.

Perfect Health [General]

Prerequisite: Constitution 25, Great Fortitude.

Benefit: You are immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is equal to or lower than your character level + 4.

Polyglot [General]

Prerequisites: Intelligence 25, Linguistics 5 ranks.

Benefit: You can speak all languages that you come into contact with at least once.

Stormstride [General]

Prerequisites: Blinding Speed, Lightning Speed.

Benefit: When running, you can choose to boost your speed at the cost of endurance. Doing so allows you to run for a number of rounds equal to half your Constitution score (rounded down), and running longer than this requires a DC 12 Constitution check. Every round you succeed on this check, the DC increases by +2 for the next round. The effects of failing this check are the same as the standard running penalties.

Doing this allows you to move at ten times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or eight times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start, you gain a +24 bonus on your Acrobatics check. These bonuses supersede (do not stack with) the bonuses granted by the Run or Lightning Speed feats.

Sublime Luck [General]

Benefit: Once per day, whenever you roll dice for any reason—attack rolls, saving throws, spell damage, a percentile roll for a *reincarnation*, or anything else requiring a roll of the dice—before the results of the roll are calculated, you can elect to roll a second time. You must take the results of the second roll, even if they are lower.

Special: You can gain this feat multiple times. Each time you take this feat, you gain an additional reroll attempt. No individual dice roll can be rerolled more than once.

Superior Initiative [General]

Prerequisite: Improved Initiative.

Benefit: You gain a +10 bonus on all initiative checks. This bonus supersedes (does not stack with) the bonus from Improved Initiative.

Timeless [General]

Benefit: Reduce the penalties to your Strength, Dexterity, and Constitution scores that have accrued from aging by 1 point each, to a minimum of 0.

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

Tremendous Size [General]

Prerequisite: Strength 25, Near the maximum height or weight for your size category.

Benefit: You permanently increase your size category by one step. Your Strength naturally increases by 2 points while your Dexterity is reduced by -2 points. If you have a natural armor bonus to AC from a permanent, non-magical source, it increases by +1. You gain all the standard effects of an increase in size category, as well: your AC and attack rolls are reduced, your penalty to Fly and Stealth skill checks worsens, your natural reach and space grows, your modifier to CMB/CMD increases, and the damage dice for any natural or unarmed attacks increases by one step.

Void Dodge [General]

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 +3 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 increases by +1.

Void Step [General]

Prerequisites: Dexterity 27, Blinding Speed.

Benefit: Once per round, you may move up to your base speed as a swift action. This movement does not provoke attacks of opportunity even if you move through squares threatened by an enemy. Void Stepping is too fast for the target to follow, but it is still physical movement and cannot pass through obstacles. Any round you move in this way, you cannot also take a 5-foot step.

Walk on Water [General]

Prerequisites: Blinding Speed.

Benefit: Any round in which you move at least your base movement speed, you will not sink into liquids, including water, acid, and lava. You treat the surfaces of these liquids as normal terrain and are immune to effects of submersion while standing on them, though you are still susceptible to any radiating effects (such as the heat damage from lava).

Well of Power [General]

Benefit: Choose either weapons or armor. Weapons grant you a pool of 1 point, armor a pool of 2 points. You can spend 24 hours attuning yourself to a weapon or piece of armor. When complete, you can spend points to grant it weapon or armor qualities whose total bonus is less than or equal to the size of your pool. You can also spend points from the pool to grant it an enhancement bonus equal to the number of points spent, which will supersede the item's normal bonus if it is magical. If you have multiple weapons or a suit of armor and a shield, you can divide the pool between them. Removing the energy from an item takes 1 hour and it must be re-attuned to return the energy to it.

Special: You can take this feat multiple times. Its effects stack, your pool increasing by +1 for weapons or +2 for armor.

Without Fear [General]

Prerequisites: Impossible Courage, Bravery (+8) class feature.

Benefit: You are completely immune to the Frightened and Panicked conditions unless they are produced by a creature with a CR equal to or greater than your character level + 4 or a spell with a caster level of the same.

Withstand Tribulation [General]

Prerequisites: Constitution 25.

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

Table 5-6: Epic Item Creation Feats

Feat Name	Prerequisites	Benefits
Cannibal Crafting	Any 3 item creation feats	Consume existing magic items to accelerate creation speed.
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 23 ranks	You can craft epic rods.
Craft Epic Staff	Craft Staff, Spellcraft 25 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	Any item creation feat, Spellcraft 21 ranks	Create magic items in 1/10 th the time.
Epic Cooperation	Cooperative Crafting, Craft [Any] 21 ranks	Provide an ally substantial bonuses when crafting an item.
Forge Epic Ring	Forge Ring, Spellcraft 25 ranks	You can forge epic rings.
Master Brewer ¹	Brew Potion, Spellcraft 21 ranks	You can brew potions from spells above 3 rd level.
Prudent Crafter ¹	Ignore Material Components	Reduce the costs of crafting an item.
Scribe Epic Scroll ¹	Scribe Scroll, Spellcraft 21 ranks	You can scribe epic scrolls.
Skillful Augmentation	Any 3 item creation feats	Enchant existing magic items more easily.
Wand Savant ¹	Craft Wand, Spellcraft 23 ranks	You can craft wands from spells above 4 th level.

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.

ITEM CREATION FEATS

Cannibal Crafting [Item Creation]

Prerequisite: Any 3 item creation feats.

Benefit: When crafting a new magic item, you can draw the spell energy out of existing magic items and use it to accelerate your item creation. Both the item you are creating and the one (or ones) you are draining must be types that you have the relevant item creation feats for (though they do not have to be the same item type as one another) and your caster level must be high enough to create all of them, though you do not need to have any other creation prerequisites for the item(s) you are draining.

When crafting the new item, you pay the creation cost as normal, but when translating that cost into how long you must work on it (i.e., one day per 1,000 gold) subtract half of the sacrificed item's *creation cost* (or a quarter of its market value) from the total. Thus, if you wished to make a *staff of tricks* (market price 8,000 gp), you would pay 4,000 gold and it would take you four days to craft it. However, if you decided to sacrifice a *ring of counterspells* (market price 4,000 gp), you would still pay 4,000 gold, but it would only take you 3 days to create your staff.

Magic items consumed in this way cannot be restored by any conventional means short of recreating them with the relevant item creation feat as if you were making a new magic item. If you sacrifice an item that is sufficiently more powerful than the one you are creating, you may have leftover energy;

this energy is wasted. It cannot be conserved for later use or used to restore the sacrificed item. It always take a minimum of 1 day to craft a magic item, no matter how much power you siphon off of other items. You cannot sacrifice an artifact to make a magic item using this feat.

Craft Epic Magic Arms and Armor [Item Creation]

Prerequisites: Craft Magic Arms and Armor, Spellcraft 21 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 23 ranks.

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

Craft Epic Staff [Item Creation]

Prerequisites: Craft Staff, Spellcraft 25 ranks.

Benefit: You can craft staves 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.

Efficient Item Creation [Item Creation]

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

Benefit: Select an item creation feat or epic 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.

Epic Cooperation [Item Creation]

Prerequisites: Cooperative Crafting, 21 ranks in any Craft skill.

Benefit: Your ability to assist another character in crafting mundane and magical items is legendary. You must both possess the relevant Craft skill, item creation feat, or epic item creation feat, but either one of you can fulfill any other prerequisites for crafting the item. You provide a +8 circumstance bonus on any Craft or Spellcraft checks related to making an item, and your assistance triples the gp value of items that can be crafted each day.

Forge Epic Ring [Item Creation]

Prerequisites: Forge Ring, Spellcraft 25 ranks.

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

Master Brewer [Item Creation]

Prerequisite: Brew Potion, Spellcraft 21 ranks.

Benefit: You can brew potions from spells up to 5th level. Your potions can also incorporate metamagic feats, though the modified spell level still cannot exceed 5th 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 2.

Prudent Crafter [Item Creation]

Prerequisites: Ignore Material Components.

Benefit: When crafting a magic item with the appropriate item creation feat or epic item creation feat, you reduce the creation cost by 10%. Additionally, when crafting items such as rings that duplicate spells or staves that normally require you to pay 50 times the material component cost of any spells put into them, you ignore these costs if the components cost less than 15,000 gp per spell.

Special: You can gain this feat multiple times. Its primary effect stacks, to a maximum reduction in the item creation cost of 50%.

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.

Skillful Augmentation [Item Creation]

Prerequisite: Any 3 item creation feats.

Benefit: When improving the abilities of a magic item (such as turning a *+6 longsword* into a *+6 longsword of speed*), you double the gp value of the work that can be crafted each day. When adding new abilities to an item on a restricted body slot (such as adding *invisibility* to a *ring of protection +6*), you no longer multiply the new enchantment's cost by 1.5.

Wand Savant [Item Creation]

Prerequisite: Craft Wand, Spellcraft 23 ranks.

Benefit: You can craft wands from spells up to 6th level. Your wands can also incorporate metamagic feats, though the modified spell level still cannot exceed 6th 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 2.

Table 5-7: Epic *Ki* Feats

Feat Name	Prerequisites	Benefits
Channel Positive <i>Ki</i>	Wis 23, Perfect Self class feature, Heal 22 ranks	Expend <i>ki</i> points to channel positive energy.
Font of <i>Ki</i> ¹	Wis 21, Perfect Self class feature	<i>Ki</i> pool increases.
Hardened Aura	Con 21, Wis 21, Perfect Self class feature	Use <i>ki</i> pool to gain DR.
Improved <i>Ki</i> Strike	Wis 21, <i>Ki</i> Pool (Adamantine) class feature	<i>Ki</i> strikes treated as epic for overcoming Damage Reduction.
Absolute <i>Ki</i> Strike	Wis 25, Improved <i>Ki</i> Strike	Use <i>ki</i> pool to make attacks touch attacks.
Keen Strike	Dex 23, <i>Ki</i> Pool (Adamantine) class feature	Treat unarmed attacks as slashing, with increased critical bonuses.
<i>Ki</i> Armor	Wis 23, Perfect Self class feature	Use <i>ki</i> pool to gain deflection bonus to AC.
<i>Ki</i> Blast	Dex 21, Wis 21, Perfect Self class feature	Fire blasts of pure <i>ki</i> energy at a target.
<i>Ki</i> Bomb	Wis 23, <i>Ki</i> Blast	<i>Ki</i> blast detonates on impact.
<i>Ki</i> Wave	Dex 23, <i>Ki</i> Blast	Project a line of pure <i>ki</i> energy to damage multiple targets.
Lion's Roar	Wis 25, Improved Bull Rush, Perfect Self class feature	Send targets surrounding you flying away.
Nirvana	Int 25, Wis 25, Cha 25, Perfect Self class feature	Burn <i>ki</i> to temporarily enter a state of heightened awareness and ability
Poison <i>Ki</i>	Wis 23, Diamond Body class feature	Damage target's internal organs with <i>ki</i> energy.
Shattering Strike	Str 23, <i>Ki</i> Pool (Adamantine) class feature	Improve your unarmed strike's critical bonuses.
Transfixing Strike	Wis 23, <i>Ki</i> Pool (Adamantine) class feature	Treat unarmed attacks as piercing, with increased critical bonuses.
Zen Focus	Wis 26, Timeless Body class feature	Restore <i>ki</i> points by meditating.

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

KI FEATS

Absolute *Ki* Strike [*Ki*]

Prerequisite: Wisdom 25, Improved *Ki* Strike.

Benefit: As your entire body begins to burn with a blue-white fire, you can expend 4 *ki* points as a swift action to allow you to make all your unarmed attacks or your attacks with monk weapons until the beginning of your next turn against your target's touch AC.

Channel Positive *Ki* [*Ki*]

Prerequisite: Wisdom 23, Perfect Self class feature, Heal 22 ranks.

Benefit: You gain the ability to Channel Positive Energy in a manner identical to a cleric equal to your total level in whatever class or classes grants you your *ki* pool – 4 by spending 2 *ki* points as a standard action. You can increase your virtual cleric level by 2 for every additional *ki* point you spend when channeling, to a maximum equal to your total level in whatever class or classes grants you your *ki* pool. 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.

Font of *Ki* [*Ki*]

Prerequisites: Wisdom 21, Perfect Self class feature.

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

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

Hardened Aura [*Ki*]

Prerequisites: Constitution 21, Wisdom 21, Perfect Self class feature.

Benefit: As a swift action, you can spend 1 point from your *ki* pool to grant yourself a damage reduction 3/— for 1 minute. You can increase this by +3 for every additional *ki* point you spend, up to a maximum DR equal to your total level in whatever class or classes grant you your *ki* pool. If your class level is not a multiple of 3, you can still gain a partial increase in DR by spending the requisite number of *ki* points.

Improved *Ki* Strike [*Ki*]

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

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

Keen Strike [*Ki*]

Prerequisites: Dexterity 23, *Ki* Pool (Adamantine) class feature.

Benefit: As long as you have at least one point in your *ki* pool, you can choose to allow your unarmed strikes to deal slashing damage. When doing so, they have a critical threat range of 18-20 and are treated as having the Blocking and Disarm weapon qualities. The benefits of this feat stack with other abilities that expand your unarmed strike's threat range, such as Improved Critical or the *keen* weapon quality.

Special: You cannot have the benefits of this feat active at the same time as the Shattering Strike or Transfixing Strike epic feats.

Ki Armor [*Ki*]

Prerequisite: Wisdom 23, Perfect Self class feature.

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

Ki Blast [*Ki*]

Prerequisite: Dexterity 21, Wisdom 21, *Ki* Pool (Adamantine) class feature.

Benefit: As a standard action, you can spend 2 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 point 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.

Unlike most projectiles, if the *ki* blast misses its target it continues in a straight line. Make an attack roll with a -4 penalty to hit against any additional targets or obstructions along the line of attack, out to the limits of its range.

Ki Bomb [*Ki*]

Prerequisite: Wisdom 23, *Ki* Blast.

Benefit: When you use your *ki* blast, you can spend extra *ki* points to cause the energy to explode outwards, inflicting the original blast damage to each target (except for the original *ki* blast target). They can make a Reflex save with a DC equal to 10 + 1/2 your total level in whatever class or classes grant your *ki* pool + your Wisdom modifier for half damage.

The number of *ki* points spent determines the radius of the blast: 1 point produces a 10-foot burst, 3 points produces a 20-foot burst, and 5 points produces a 40-foot burst.

If the *ki* blast misses its original target, it will still detonate if it hits a secondary target or obstruction.

Note: If you choose to add a Bull Rush, Disarm, or Trip attempt to the *ki* blast, it only affects the original target.

Ki Wave [*Ki*]

Prerequisite: Dexterity 23, *Ki* Blast.

Benefit: As a standard action, you can spend 4 points from your *ki* pool to fire a blast of spiritual energy in a tearing wave 120 feet long. Any target caught in the wave suffer 1d6 points of energy damage for every two levels you have in whatever class or classes grant your *ki* pool. They can make a Reflex save with a DC equal to 10 + 1/2 your total level in whatever class or classes grant your *ki* pool + your Wisdom modifier for half damage. You can elect to spend an additional 2 points from your *ki* pool and either double the wave's length to 240 feet or double its width to 10 feet.

Lion's Roar [*Ki*]

Prerequisites: Wisdom 25, Improved Bull Rush, Perfect Self class feature.

Benefit: As a standard action, you can expend 2 points from your *ki* pool to attempt a Bull Rush against every target in a 5-foot burst, adding your Wisdom modifier as a bonus to your CMB. You can expend 2 additional *ki* points to increase the burst to 10 feet. You can also spend 4 more *ki* points to use this ability as a swift action.

Nirvana [*Ki*]

Prerequisites: Intelligence 25, Wisdom 25, Charisma 25, Perfect Self class feature.

Benefit: A distillation of inner peace and inner power, you cause their spiritual power to blossom, permeating every fiber of your being. While in a state of Nirvana, you radiate light with the intensity of a torch, your eyes crackle with power, and your hair stands on end, glowing like molten gold. Maintaining this form consumes 3 *ki* points per round, but grants a suite of powers as well as several new *ki* abilities:

- **Devastation Wave:** If you have the *Ki Blast*, *Ki Bomb*, or *Ki Wave* feats, you now inflict 1d6 damage per character level.
- **Flight:** Gain the ability to fly at your land speed with good maneuverability. By expending an additional *ki* point per round you can increase your flight speed by +60 feet and upgrade your maneuverability to perfect.
- **Iron Aura:** If you have the Hardened Aura feat, it now grants DR 6/— for the duration and can increase it by 6/— for every additional point of *ki* you spend.
- **Spiral Shield:** If you have the *Ki Armor* feat, you can expend additional *ki* points to improve your defense. You become immune all spells of a level equal to the number of *ki* points you spend for the duration, as if you had undefeatable spell resistance.
- **Star Fist:** Your limbs are engulfed in energy. Unarmed strikes or attacks with monk weapons add +1d10 energy damage.

Poison Ki [*Ki*]

Prerequisite: Wisdom 23, Diamond Body class feature.

Benefit: As a swift action, you can spend 2 *ki* points to envelope your hands in sickly green light. Every target damaged by your unarmed strike until the beginning of your next turn must make a Fortitude save (DC equal to 10 + 1/2 your total level in whatever class or classes grant your *ki* pool + your Wisdom modifier) or become infected with corrupted *ki* energy.

This takes the form of a supernatural contact poison that ignores all poison immunities derived from non-epic sources.

It has an immediate onset time and a frequency of once per round for a number of rounds equal to your Wisdom modifier. The effect is 2 points of Strength, Dexterity, and Constitution damage and it is cured by 2 consecutive saves.

Shattering Strike [*Ki*]

Prerequisites: Strength 23, *Ki* Pool (Adamantine) class feature.

Benefit: As long as you have at least one point in your *ki* pool, you can choose to allow your normal unarmed strikes to improve. When doing so, they have a critical threat range of 19-20, a x3 critical multiplier, and are treated as having the Blocking and Sunder weapon qualities. The benefits of this feat stack with other abilities that expand your unarmed strike's threat range, such as Improved Critical or the *keen* weapon quality.

Special: You cannot have the benefits of this feat active at the same time as the Keen Strike or Transfixing Strike epic feats.

Transfixing Strike [*Ki*]

Prerequisites: Strength 23, *Ki* Pool (Adamantine) class feature.

Benefit: As long as you have at least one point in your *ki* pool, you can choose to allow your unarmed strikes to deal piercing damage. When doing so, they have a x4 critical multiplier and are treated as having the Distracting weapon qualities. As a free action, you can also choose to increase your natural reach by +5 feet, though doing so imposes a -2 penalty on all attacks made during that round.

Special: You cannot have the benefits of this feat active at the same time as the Keen Strike or Shattering Strike epic feats.

Zen Focus [*Ki*]

Prerequisites: Wisdom 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.

Table 5-8: Epic Magic Feats

Feat Name	Prerequisites	Benefits
Arcane Savant	Int 23 <i>or</i> Cha 21, 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 ²	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.
Dual Spell	Perfect Two-Weapon Fighting, True Magus class feature	Deliver two touch spells instead of attacking
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/Wis 25/Cha 25, Caster level 24 th , Knowledge [Arcana/Religion], 24 ranks	Add a spell of your choice to your list of class spell list.
Familiar Spell ²	Int 25 <i>or</i> Cha 25, Familiar class feature	Familiar can 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	4 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.
Interconnected Truth	Unraveled Mystery epic class feature	Treat additional spells as Mystery Spells for purposes of class bonuses
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 class feature	Gain revelations from a second mystery.
Mysterious Epiphany	Cha 23, Mysterious Insight	Gain the Final Revelation from a second mystery.
Reactive Counterspell	Spellcraft 22 ranks	Counter a spell as an attack of opportunity.
Research Mastery	Improved Counterspell, Spellcraft 21 ranks	Reduce time to create new spells.
Ring Lore	—	Use your own ability scores to set ring DCs.
Ring Mastery	Ring Lore, caster level 21 st	Use your caster level for rings.
Magic Item Mastery	Ring Mastery, Scroll Mastery, Wand Mastery, Wondrous Item Mastery	Boost the abilities of your allies' magic items.
Scroll Lore	Cypher Magic	Use your own ability scores to set scroll DCs.
Scroll Mastery	Scroll Lore, caster level 21 st	Use your caster level for scrolls and improve existing scrolls.
Spell Knowledge ¹	Spontaneous caster, caster level 21 st	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.
Spell Superiority ²	Greater Spell Focus, Greater Spell Specialization, Preferred Spell, Spell Focus, Spell Mastery, Spell Perfection, Spell Specialization, caster level 21 st	Draw out the epic potential of a spell.
Spell Supremacy	Spell Superiority, caster level 25 th	Gain ultimate mastery over a single spell.
Spontaneous Domain Access ²	Wis 25, Spellcraft 21 ranks, caster level 23 rd	Spontaneously cast domain spells.
Spontaneous Metamagic	Spontaneous caster, Spellcraft 21 ranks	Apply metamagic feats to spontaneously cast spells as a swift action.
Tenacious Magic	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.
Wand Lore	—	Use your own ability scores to set wand DCs.
Wand Mastery	Wand Lore, caster level 21 st	Use your caster level for wands.
Warmage	—	Ignore arcane spell failure in light armor.
Warcaster	Warmage	Ignore arcane spell failure in medium armor.
Vatic Bastion	Warcaster	Ignore arcane spell failure in heavy armor.
Wide Pool	Int 21, True Magus class feature	Arcane pool increases by Intelligence modifier.
Wondrous Item Lore	—	Use your own ability scores to set wondrous item DCs.
Wondrous Item Mastery	Wondrous Item Focus, , caster level 21 st	Use your own caster level to set wondrous item caster levels.

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.

MAGIC FEATS

Arcane Savant [Magic]

Prerequisites: Intelligence 23 *or* Charisma 23, Arcane caster level 21st.

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

Bonus Domain [Magic]

Prerequisites: Wisdom 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.

Cataclysmic Mastery [Magic]

Prerequisites: Intelligence 31, Cataclysmic Spell.

Benefit: You can now create a second version of *cataclysmic spell* for every spell you apply the Cataclysmic Spell feat to. This second version is determined in the same fashion as the original. You select which version you wish to use when you cast the spell. This second version uses the same spell level adjustment as the Cataclysmic Spell feat.

Special: You can gain this feat multiple times. Each time you take the feat, you can learn an additional version of each spell you can apply the Cataclysmic Spell metamagic feat to.

Deep Pool [Magic]

Prerequisites: Int 21, True Magus class feature.

Benefit: You can now use your arcane pool to 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.

Divine Savant [Magic]

Prerequisite: Wisdom 23, Divine caster level 21st.

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

Dual Spell [Magic]

Prerequisite: Perfect Two-Weapon Fighting, True Magus class feature.

Benefit: Whenever you use spell combat, you can cast a second spell that would normally qualify for this class feature as an immediate action and deliver it with a second touch attack. This is equivalent to two-weapon fighting, with the second spell being your second offhand attack.

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.

Expanded Spell List: Bard [Magic]

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

Benefit: You add some 7th-level spells to your class spell list. See *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners* for when you gain the relevant spell slots.

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, Wisdom 21, Caster level 21st.

Benefit: You add some 7th-level spells to your class spell list. See *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners* for when you gain the relevant spell slots.

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, Intelligence 21, Caster level 21st.

Benefit: You add some 7th-level spells to your class spell list. See *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners* for when you gain the relevant spell slots.

You can learn spells of the appropriate level from the Sorcerer/Wizard spell list from the Conjuration, Evocation, and Transmutation schools. These spells can be selected as part of the two spells you learn when leveling.

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, Charisma 21, Caster level 18th.

Benefit: You add some 5th-level spells to your class spell list. See *Table 3-23: Spells per Day for Epic Paladins and Rangers* for when you gain the relevant spell slots.

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, Wisdom 21, Caster level 18th.

Benefit: You add some 5th-level spells to your class spell list. See *Table 3-23: Spells per Day for Epic Paladins and Rangers* for when you gain the relevant spell slots.

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, Charisma 21, Caster level 21st.

Benefit: You add some 7th-level spells to your class spell list. See *Table 3-21: Extracts or Spells per Day for Epic Alchemists, Bards, Inquisitors, Magi, and Summoners* for when you gain the relevant spell slots.

You can select spells of the appropriate level from the Sorcerer/Wizard spell list from the Abjuration, Conjuration, Enchantment, and Transmutation schools. This does not affect your *summon monster/gate* spell-like ability.

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: Intelligence 25 *or* Wisdom 25 *or* Charisma 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 + 2. 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 both the Intelligence or Charisma requirement and the Knowledge [Arcana] requirement 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.

Familiar Spell [Magic]

Prerequisite: Intelligence 25 *or* Charisma 25, Familiar class feature

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.

Fathomless Pool [Magic]

Prerequisites: Intelligence 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.

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 you know without material components. This feat does not affect the need for a focus.

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 +4 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 Combat Casting [Magic]

Prerequisites: Combat Casting, caster level 22nd.

Benefit: You do not incur attacks of opportunity for casting spells when threatened.

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 Spell Capacity [Magic]

Prerequisite: Caster level 21st.

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 of 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; 2 additional 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 her 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.

Magic Item Mastery [Magic]

Prerequisites: Ring Mastery, Scroll Mastery, Wand Mastery, Wondrous Item Mastery.

Benefit: You can perform a ritual on any non-intelligent magic item which will change its caster level to be equal to yours and use your Intelligence, Wisdom, or Charisma score to determine DCs. You can also apply the benefits of feats from the Spell Focus or Spell Penetration chains. Once the bonuses are set, they are permanent and a second ritual is required to replace them. The ritual takes 24 uninterrupted hours and uses up materials equal to 1/25th the item's creation cost.

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. You may not use a school specialization or domain spell slot unless the spell in the staff would normally qualify to be cast from that slot. The spell slot lost must be equal to or higher in level than the specific spell stored in the staff. You cannot emulate a charge for a staff function that does not match a specific spell.

Master Wand [Magic]

Prerequisites: 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. You may not use a school specialization or domain spell slot unless the spell in the staff would normally qualify to be cast from that slot. The spell slot lost must be equal to or higher in level than the specific spell stored in the staff. Activating a wand in this way uses your caster level and ability score modifier to affect the relevant spell variables.

Multispell [Magic]

Prerequisites: Quicken Spell, caster level 21st.

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

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

Mysterious Epiphany [Magic]

Prerequisites: Charisma 23, Mysterious Insight.

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

Mysterious Insight [Magic]

Prerequisites: Charisma 21, Final Revelation class feature.

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.

Reactive Counterspell [Magic]

Prerequisites: Improved Counterspell, Spellcraft 22 ranks.

Benefit: You can attempt a counterspell as an immediate action by expending an attack of opportunity, without having to ready an action to do so. This allows you to counter another caster's spell as long as you have a free attack of opportunity,

though it otherwise follows standard counterspell rules. If you have more than one attack of opportunity per round and enough applicable spells, you can counter multiple spells.

Research Mastery [Magic]

Prerequisite: Intelligence 19, Spellcraft 24.

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

Ring Lore [Magic]

Benefit: Your character can elect to substitute their Charisma score when determining the DC of any effects caused by a ring they have equipped. If your character has the ability to cast spells using their Intelligence or Wisdom, they can instead choose to use that ability score.

Ring Mastery [Magic]

Prerequisites: Ring Lore, caster level 21st.

Benefit: Your character can elect to substitute their caster level when determining level-dependent effects for a ring they have equipped such as spell effects or dispel checks.

Scroll Lore [Magic]

Prerequisites: Cypher Magic.

Benefit: Your character can elect to substitute their Charisma score when determining the DC of any effects caused by a spell cast from a scroll. If your character has the ability to cast spells using their Intelligence or Wisdom, they can instead choose to use that ability score.

Scroll Mastery [Magic]

Prerequisites: Scroll Lore, caster level 21st.

Benefit: Your character can elect to substitute their caster level when casting a spell from a scroll. You can also apply the effects of this feat and Scroll Lore to the scroll by spending 24 hours of work and 1/10th the creation cost, updating the scribed spell to use your save DC and caster level.

Spell Knowledge [Magic]

Prerequisite: Spontaneous caster, caster level 21st.

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 with a casting time of one standard action or less as your attack of opportunity. This incurs attacks of opportunity just as if you had cast the spell normally.

Spell Stowaway [Magic]

Prerequisites: Spellcraft 21 ranks, caster level 12th.

Benefit: Choose a spell-like ability you have or a spell you can cast, attuning yourself to it. If the spell or a spell-like ability is used within 300 feet of you, 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, even if you are unaware of their presence. 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.

Spell Superiority [Magic]

Prerequisites: Greater Spell Focus, Greater Spell Specialization, Preferred Spell, Spell Focus, Spell Mastery, Spell Perfection, Spell Specialization, caster level 21st.

Benefit: Select one spell you know that benefits from the effects of all the listed prerequisite feats. It is now considered an epic-level spell and any effects it produces are considered epic effects when interacting with epic feats or class features.

If it inflicts physical damage, that damage will bypass epic damage reduction. Any saving throws associated with this spell are now equal to 10 + 1/2 your caster level + your casting ability score's modifier.

If the spell provides numeric bonuses to the target's ability scores, AC, saving throws, hit die, CMB/CMD, initiative, skill checks, movement speed, and/or damage, these bonuses increase by 50%. At 26th caster level and every 5 caster levels thereafter, these bonuses increase by an additional 50%.

Additionally, if any effects provided by the spell increase with your level but stop progressing at a certain point, that cap no longer applies as if you had used multiple instances of the Intensify Spell metamagic feat at no cost.

Finally, you can apply the effects of the Silent Spell and Still Spell metamagic feats at no cost.

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

Spell Supremacy [Magic]

Prerequisites: Spell Superiority, caster level 25th.

Benefit: You achieve undisputed mastery of a single spell. Select one spell for which you have the Spell Superiority feat. When you cast this spell, it cannot be counterspelled or dispelled except by a caster with Spell Supremacy in the same spell or in *dispel magic*, *greater dispel magic*, or *mage's disjunction*. Additionally, the effects of this spell bypass any spell resistance or energy resistance the target may have.

If the spell requires you make a touch attack or a ranged touch attack, you treat your non-epic levels as having a full base attack progression, giving you a BAB of +20 before factoring in epic attack bonuses.

Additionally, if targets are permitted a saving throw against the effects, they must roll twice and accept the lower of the two results. If the spell calls for any dice rolls—caster level checks, determining a random effect, etc.—you may roll twice and select whichever result of the two is most favorable. If there is a chance the spell can fail during casting, such as *teleport* or *augury*, it automatically succeeds.

If the spell has a Mythic version, you gain those benefits when casting the spell. If it also has an augmented Mythic use, you can also apply this effect as if it were a metamagic feat with a level adjustment equal to the number of mythic points required to activate the ability. If the spell does not have a Mythic version, look at the Mythic versions of other spells and work with your GM to develop an appropriate improvement (and possibly an augment, at their discretion).

Finally, the spell gains effects similar to the following metamagic feats if they apply: damage is maximized as by Maximize Spell, spell variables are increased by 50% as by Empower Spell, duration is doubled as by Extend Spell, range is doubled as by Enlarge Spell, and area is doubled as by Widen Spell. These bonuses do not increase the spell level.

Spontaneous Domain Access [Magic]

Prerequisites: Wisdom 25, Spellcraft 21 ranks, caster level 23rd.

Benefit: Select a domain you have access to. You may spontaneously convert any prepared cleric spell into a domain spell of the same level in the selected domain.

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

Spontaneous Metamagic [Magic]

Prerequisite: Spontaneous caster, Spellcraft 21 ranks.

Benefit: You can apply metamagic feats to spells you cast spontaneously as a swift action. You can apply as many feats in one action as you wish, if you can afford the level cost.

Tenacious Magic [Magic]

Prerequisites: Spellcraft 12 ranks.

Benefit: Whenever a spell active on you would otherwise end due to a dispel effect, the magic is instead only suppressed for 1d4 rounds. The duration continues during this time and the magic still ends when its duration expires. You can dismiss your own spell or spell-like ability (if dismissible) or dispel your own tenacious magic normally.

Vast Pool [Magic]

Prerequisites: Intelligence 25, Deep Pool.

Benefit: You can now use your arcane pool to 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.

Vatic Bastion [Magic]

Prerequisite: Warcaster.

Benefit: You no longer suffer an arcane spell failure chance when wearing any armor with which you are proficient and/or using any shield (including tower shields) with which you are proficient.

Special: If you select this feat without Warmage because of a class ability to ignore the arcane spell failure chance of light armor, it is subject to the same limitations as Warcaster.

Vicious Hex [Magic]

Prerequisite: Intelligence 23, 11 hexes.

Benefit: Up to 3 times per day, when a target must make a saving throw against the effects of one of your hexes, you can make them roll twice and take the worse result.

Benefit: You can gain this feat multiple times. Each time, you gain an additional 3 uses of this feat per day.

Wand Lore [Magic]

Benefit: Your character can elect to substitute their Charisma score when determining the DC of any effects caused by a spell cast from a wand. If your character has the ability to cast spells using their Intelligence or Wisdom, they can instead choose to use that ability score.

Wand Mastery [Magic]

Prerequisites: Wand Lore, caster level 21st.

Benefit: Your character can elect to substitute their caster level when casting a spell from a wand.

Warcaster [Magic]

Prerequisite: Warmage.

Benefit: You no longer suffer an arcane spell failure chance when wearing light or medium armor with which you are proficient and/or using a buckler, light shield, or heavy shield with which you are proficient.

Special: You can qualify for this feat if you have levels in a class that ignores the arcane spell failure chance of light armor, such as the Bard. However, if you have arcane casting from more than one source, you only gain the benefits of this feat for spells cast from the qualifying class.

Warmage [Magic]

Benefit: You no longer suffer an arcane spell failure chance when wearing light armor with which you are proficient and/or using a buckler or light shield with which you are proficient.

Wide Pool [Magic]

Prerequisites: Intelligence 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.

Wondrous Item Lore [Magic]

Benefit: Your character can elect to substitute their Charisma score when determining the DC of any effects caused by a wondrous item they have equipped. If your character has the ability to cast spells using their Intelligence or Wisdom, they can instead choose to use that ability score.

Wondrous Item Mastery [Magic]

Prerequisites: Wondrous Item Lore, caster level 21st.

Benefit: Your character can elect to substitute their caster level when determining level-dependent effects for a wondrous item they have equipped such as spell effects or dispel checks.

Table 5-9: Epic 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.
Ineffable Spell	Spellcraft 25 ranks	Spell affects creatures normally immune to its effects.
Linked Spell	Spellcraft 21 ranks	Join all affected targets to resist dispelling.
Living Spell	Bouncing Spell	Non-instantaneous spells become sentient.
Macabre Spell	Spell Focus (Necromancy)	Targets slain by spell are raised as undead.
Maelstrom Spell	Elemental Spell	Damage inflicted as fire, cold, acid, electricity, and sonic.
Perfect Spell	Empower Spell, Maximize Spell, Spellcraft 25 ranks	Numerical effects of a spell are maximized and then doubled.
Absolute Spell	Perfect Spell, Spellcraft 28 ranks	Spell is supercharged, gaining numerous benefits
Pestilent Spell	Spell Focus (Conjuration)	Spell summons vermin swarms in addition to spell effects.
Prismatic Spell	Elemental Spell	Spell damage accompanied by effects of <i>prismatic spray</i> .
Project Spell	Reach Spell	Increase a spell's range from Personal to Touch.
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	Summoned creatures appear with additional spell effects.
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.

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

METAMAGIC FEATS

Absolute Spell [Metamagic]

Prerequisites: Perfect Spell, Spellcraft 28 ranks.

Benefit: The spell becomes charged with incredible magical energies, 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, 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.

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 half 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.

Armoring Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks.

Benefit: In addition to the normal effects of the spell, targets of this effect are encased in a glittering shell of arcane or divine energy. This effect acts like armor, though does not suffer any of the associated drawbacks. An armoring spell grants targets a +2 armor bonus to their AC (or their existing armor bonus increases by +2). This bonus lasts for either the spell's duration or 1 round per caster level, whichever is higher. No single target can benefit from more than one *armoring spell* at a time. 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 bonus to AC by +1.

Aura Spell [Metamagic]

Prerequisites: Spellcraft 24 ranks.

Benefit: An area of the spell's 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, at the beginning of the caster's turn. 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 applicable 0th-, 1st- and 2nd-level spells as *quicken spells* without using higher-level spell slots. The normal limit to the number of *quicken spells* you may cast per round applies.

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.

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.

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 *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*.

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.

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.

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 spell level of the original spell. Every creature and unattended object or that enters or begins its turn it during the duration automatically takes 1 point of damage per caster level and suffers 1 point of bleed damage per original spell level. If the spell had an energy type, the damage is of that type. If it did not, it is a force effect that ignores object hardness up to 30. 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 inside the area or on opposite sides of it. A *carnage spell* uses up a spell slot eight levels higher than the spell's actual level.

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 caster'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 GM 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.

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.

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 original spell level. If the spell allows a Reflex save, success on that save negates the bleed damage as well. A *cutting spell* uses up a spell slot three levels higher than the spell's actual level.

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 three levels higher than the spell's actual level.

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. The target area 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 is discharged at the time of casting with the effect activating against the target when the delay is over. Once the delay is set, it cannot be changed except to cancel the spell. *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.

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 30 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 40-foot-radius lightning sphere or a 20-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.

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.

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.), as if increasing the damage dice of a weapon that increases in size category. 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.

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. Spells that creature enduring features such as *ice storm* or *wall of fire* also function as a *wall of force*, if a target wishes to try and break through or dispel the effect. 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.

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.

Golembane Spell [Metamagic]

Prerequisites: Craft Construct.

Benefit: A *golembane spell* affects constructs normally, though they receive a +8 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 *golembane 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 armor bonus to AC, +1 per 2 levels of the original spell, as per the Armoring Spell feat
- 2 bonus hit points per caster level as per the Bolstering Spell feat
- +1 insight bonus per 3 levels of the original spell on all attack rolls
- +1 insight 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.

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 or dismissed by the caster. 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.

Hasten Spell [Metamagic]

Prerequisites: Spellcraft 23 ranks, Quicken Spell.

Benefit: A *hastened 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-quarter normal or use up a spell slot eight levels higher and reduce its casting time to one-tenth normal.

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

Imprisoning Spell [Metamagic]

Prerequisites: Spellcraft 25 ranks.

Benefit: The effects of an *imprisoning spell* is identical to the original, except that the boundaries of its area of effect are encased within a *wall of force*. The effects and duration are identical to the *wall of force* spell using your caster level. Targets are allowed a Reflex save against the spell's DC to avoid being trapped, shifting 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 Heighten Spell [Metamagic]

Prerequisites: Heighten Spell, Spellcraft 17 ranks.

Benefit: The effects of this feat are identical to the non-epic Heighten Spell feat, but there is no limit to the level to which you can heighten the spell. An *improved heightened spell* uses up a spell slot equal to the increase in spell level.

Ineffable Spell [Metamagic]

Prerequisites: Spellcraft 25 ranks.

Benefit: Targets of this spell that are normally immune to specific effects such as energy immunity or immunity to specific conditions such as stunning or paralysis. This feat does not affect a target's spell resistance. It does not allow the spell to affect aspects of a creature that it does not physically possess, such as using *flesh to stone* on a stone golem that has no flesh. An *ineffable spell* uses up a spell slot seven levels higher than the spell's actual level.

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, much like a summoned monster. 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 an HD total equal to twice 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 six 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.

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 six levels higher than the spell's actual level.

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 of the caster's choice 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.

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. If the original spell affects specific targets and lasts more than one round, targets of a *prismatic spell* only suffer the effects of the *prismatic spray* on the initial attack. If, instead, the original spell fills an area for multiple rounds, then targets only suffer the effects of the *prismatic spray* once per round, when they first suffer the original spell's effects. A *prismatic spell* uses up a spell slot nine 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.

Shredding Spell [Metamagic]

Prerequisites: Spellcraft 25 ranks.

Benefit: A *shredding spell* affects a target's equipment or unattended objects rather than creatures. It inflicts damage or causes effects only to 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.

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 targets, 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.

Stealth Spell [Metamagic]

Prerequisites: Silent Spell, Still Spell.

Benefit: A *stealth spell*'s visible magical effects are rendered silent and invisible. Any visible aspect of the spell are undetectable, though its aftereffects are still visible. For instance, a *stealth fireball* would have its explosion rendered silent and 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.

Summoned Spell [Metamagic]

Prerequisites: Augment Summoning.

Benefit: When cast, a *summoned spell* is bound to another spell the caster has memorized (or an available spell slot) 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, one summoned creature of the caster's choice 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.

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.

Unseen Spell [Metamagic]

Prerequisites: Spell Focus (Illusion), Stealth Spell.

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

Vast Spell [Metamagic]

Prerequisites: Widen Spell.

Benefit: A *vast spell* has its area of effect increased by x10 in all dimensions. 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. The spell's effects occur as normal, except that 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) and is cured of any mundane or magical diseases or poisons.

Plant growth suitable for the environment 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 into non-magical difficult terrain. Targets in the area must make a Reflex save against the spell's DC to avoid becoming trapped. If they fail, they take 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 also engulfed by tendrils of 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 non-magical. A *verdigris spell* uses up a spell slot six levels higher than the spell's actual level.

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.

Table 5-10: Epic Morale Feats

Feat Name	Prerequisites	Benefits
Aura of Conviction ¹	Cha 25, Diplomacy 21 ranks	Project an aura that fortifies 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 enriches 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 Truth ¹	Cha 25, Sense Motive 21 ranks	Project an aura that improves the insight of your allies.
Aura of Winds ¹	Cha 25, Acrobatics 21 ranks	Project an aura that boosts the speed of your allies.
Banner of Crowns 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 or any two '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 or any 'Aura' Morale feat	Aura radius doubles.

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.

MORALE FEATS

Aura of Conviction [Morale]

Prerequisites: Charisma 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 one time.

Aura of Glory [Morale]

Prerequisites: Charisma 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 +6 morale 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 +3 every time.

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

Aura of Gold [Morale]

Prerequisites: Charisma 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 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 one time.

Aura of Misery [Morale]

Prerequisites: Charisma 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 Will save against a DC equal to 10 + 1/2 your HD + your Charisma modifier. If they fail, they suffer a -2 penalty to all attack rolls and 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 -2 to attack rolls and saving throws every time.

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

Aura of Protection [Morale]

Prerequisites: Charisma 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 +2 every time.

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

Aura of Shadow [Morale]

Prerequisites: Charisma 25, Stealth 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 have line of effect on you; 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 +3 every time.

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

Aura of Truth [Morale]

Prerequisites: Charisma 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 insight 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 +2 every time.

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

Aura of Winds [Morale]

Prerequisites: Charisma 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 morale bonus to their base land speed. If targets have other permanent forms of movement (not from temporary spells), these also increase. 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 one time.

Banner of Crowns [Morale]

Prerequisites: Charisma 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: Charisma 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: Charisma 21, Greater Banner class feature.

Benefit: Your banner provides all allies within 60 feet a +4 morale bonus on all damage rolls as long as it is visible.

Banner of the White Blossom [Morale]

Prerequisites: Charisma 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. No individual can benefit from this more than once per day.

Boundless Bond [Morale]

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

Benefit: The enhancement bonus granted by your Divine Bond class feature increases by +2. Additionally, you can now increase your weapon's enhancement bonus higher than +5.

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

Deafening Song [Morale]

Prerequisites: Perform 21 ranks, Bardic Performance class feature.

Benefit: As part of a bardic performance, you can temporarily deafen all enemies within a 30-foot burst centered on you. A successful Fortitude save (DC 10 + 1/2 your HD +

your Charisma modifier) negates the effect. The deafening effect lasts for as long as you continue the deafening song plus 1d4 rounds. You can choose to exclude as many characters as you wish from this effect.

Depthless Bond [Morale]

Prerequisites: Charisma 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.

Dual Aura [Morale]

Prerequisites: Charisma 27, Aura class feature or any 2 'Aura' Morale feats.

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

Epic Inspiration [Morale]

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

Benefit: All competence, dodge, and morale bonuses and bonus HD granted by your Bardic Performance abilities increase by +1.

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

Group Inspiration [Morale]

Prerequisite: Perform 27 ranks, Bardic Performance class feature.

Benefit: The number of allies you can affect with your *inspire competence* or *inspire greatness* Bardic Performance ability doubles. When inspiring competence in multiple allies, you can choose different skills to inspire for different allies.

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

Hindering Song [Morale]

Prerequisite: Deafening Song, Perform 24 ranks.

Benefit: As part of a bardic performance, you can 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.

Improved Aura of Courage [Morale]

Prerequisite: Charisma 25, Aura of Courage class feature.

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

Inspire Excellence [Morale]

Prerequisite: Perform 30 ranks, Bardic Performance class feature.

Benefit: As part of a bardic performance, you can grant a bonus to one ability score to your allies. To be affected, an ally must hear you perform 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.

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. If you begin a new performance in that time, targets can only be affected by one of them.

Music of the Gods [Morale]

Prerequisites: Charisma 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 +8 bonus on their Will saves to resist such effects.

Ranged Inspiration [Morale]

Prerequisite: Perform 21 ranks, Bardic Performance class feature.

Benefit: Double the range of any bardic performance ability that has a range, though targets must still be able to see or hear you to gain the benefits.

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

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.

Widen Aura [Morale]

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

Benefit: Select one of your auras. Its range doubles.

Special: This feat can be selected multiple times. Its effects stack. Remember that two doublings equals a tripling, etc.

Table 5-11: Epic Rage Feats

Feat Name	Prerequisites	Benefits
Bear's Rage ¹	Mighty Rage class feature	Increase Con score while raging.
Bull's Rage ¹	Mighty Rage class feature	Increase Str score while raging.
Cat's Rage ¹	Mighty Rage class feature	Increase Dex score while raging.
Enduring Vitality	Raging Vitality, Mighty Rage class feature	Avoid death from excess damage when rage ends.
Gentle Fury	Mighty Rage class feature	Inflict additional damage when using nonlethal damage.
Guillotine Grapple	Str 31, Deadly Grappler, Unfair Grip, Bloody Fist rage power	Tear off an opponent's head with a successful grapple.
Immaculate Rage	Internal Fortitude rage power, Fearless Rage rage powers	Immune to Daze, Stun, and Paralysis while raging.
Perfect Rage	Immaculate Rage	Resist any condition that requires a Fortitude or Will save while raging.
Incite Rage	Cha 25, Mighty Rage class feature	Allow allies to enter rage alongside you.
Mad Movement	Raging Climber rage power, Raging Leaper rage power, Raging Swimmer rage power	Movement improves when raging.
Mighty Surge	Strength Surge rage power	The power of your strength surge increases.
Monstrous Rage	Greater Animal Fury rage power or Greater Beast Totem rage power	Natural attacks while raging improve.
Mountain Hurler	Str 29, Greater Hurling rage power	The size and distance you can hurl objects increases.
Primal Rage	Str 21, Con 21, Mighty Rage class feature	Gain bonuses while raging.
Arctic Rage	Con 25, Primal Rage, Greater Elemental Rage rage power	Gain the benefits of <i>ice body</i> while raging.
Obdurate Rage	Con 27, Arctic Rage	Gain the benefits of <i>iron body</i> while raging.
Incandescent Rage	Con 29, Obdurate Rage	Gain the benefits of <i>fiery 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.
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.
Ruinous Rage	Str 25, Improved Sunder, Mighty Rage class feature	Ignore object hardness while raging.
Shattering Blow	Powerful Blow rage power	Your powerful blow increases in power.
Terrifying Rage	Intimidate 21 ranks, Mighty Rage class feature	Enemies who see you raging may become panicked or shaken.

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

RAGE FEATS

Arctic Rage [Rage]

Prerequisite: Constitution 25, Primal Rage, Greater Elemental Rage rage power.

Benefit: By spending 3 rounds of rage every round, you can gain the benefits of the spell *ice body* while raging. You must use the cold energy for your Greater Elemental Rage while this ability is active. This ability does not stack with similar abilities.

Bear's Rage [Rage]

Prerequisites: Mighty Rage class feature.

Benefit: The morale bonus to Constitution granted when you rage increases by +2.

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

Bull's Rage [Rage]

Prerequisites: Mighty Rage class feature.

Benefit: The morale bonus to Strength granted when you rage increases by +2.

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

Cat's Rage [Rage]

Prerequisites: Mighty Rage class feature.

Benefit: Becoming more nimble and sharpening your instincts, when raging you now gain a +4 morale bonus to your Dexterity in addition to the normal benefits.

Special: You can gain this feat multiple times. Its effects stack, granting you an additional +2 morale bonus to Dexterity every time you take it.

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.

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.

Enduring Vitality [Rage]

Prerequisites: Raging Vitality, Mighty Rage class feature.

Benefit: When you drop out of a rage, the first time every day that your total remaining hit points would render you unconscious or dead, you are instead reduced to 1 hit point.

Gentle Fury [Rage]

Prerequisites: Mighty Rage class feature.

Benefit: When inflicting nonlethal damage while raging, double your Strength bonus to damage.

Guillotine Grapple [Rage]

Prerequisites: Strength 31, Deadly Grappler, Unfair Grip, Bloody Fist rage power.

Benefit: When you have a target grappled, you can use a standard action to force the target to make a Fortitude save (DC 10 + 1/2 your character level + your Strength modifier). If they fail, you literally rip the target's head from its shoulders, killing it instantly. This ability does not work against targets that have no discernable head or are immune to critical hits.

Immaculate Rage [Rage]

Prerequisites: Internal Fortitude rage power, Fearless Rage rage powers.

Benefit: When raging, you are immune to the Dazed, Stunned, and Paralyzed conditioned.

Incandescent Rage [Rage]

Prerequisite: Constitution 29, Obdurate Rage.

Benefit: By spending 3 rounds of rage every round, you can gain the benefits of the spell *fiery body* while raging. You must use the fire energy for your Greater Elemental Rage while this ability is active. This ability does not stack with similar abilities.

Incite Rage [Rage]

Prerequisites: Charisma 25, Mighty Rage class feature.

Benefit: When you enter a rage, you can incite 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: Bonuses from the Bear's Rage, Bull's Rage, and Cat's Rage epic feats will also improve the bonuses granted to allies by this feat.

Mad Movement [Rage]

Prerequisites: Raging Climber rage power, Raging Leaper rage power, Raging Swimmer rage power.

Benefit: When raging, your movement speed for all forms of movement increases by +20 feet and you ignore all non-magical difficult terrain. Additionally, when running you move at five times your movement speed.

Special: The effects of this feat stack with the Run feat, allowing you to move at six times your movement speed when raging.

Mighty Surge [Rage]

Prerequisites: Strength Surge rage power.

Benefit: The bonus from your Strength Surge is now equal to twice your level in the class that grants you your rage.

Monstrous Rage [Rage]

Prerequisites: Greater Animal Fury rage power *or* Greater Beast Totem rage power.

Benefit: When raging, any natural attacks you have inflict damage as if you were one size category larger. Additionally, their threat range increases by +1, which stacks with other similar abilities, like Improved Critical. Finally, their critical multiplier increases by +1 and their attacks are considered epic for purposes of overcoming damage reduction.

Mountain Hurler [Rage]

Prerequisites: Strength 29, Greater Hurling rage power.

Benefit: This feat acts as Greater Hurling, but you can increase the range increment to 60 feet or increase the size of a hurled object by four size categories.

Obdurate Rage [Rage]

Prerequisite: Constitution 27, Arctic Rage.

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

Perfect Rage [Rage]

Prerequisites: Immaculate Rage.

Benefit: When raging, any time you make a Fortitude or Will save, you roll twice and take the higher of the two results.

Primal Rage [Rage]

Prerequisites: Strength 21, Constitution 21, Mighty Rage class feature.

Benefit: When raging, you tap into the power of your overpowering will to enhance your body. While raging:

- Your damage reduction granted by class levels doubles;
- Your Strength bonus to damage increases by x1.5;

Ruinous Rage [Rage]

Prerequisites: Strength 25, Improved Sunder, Mighty Rage class feature.

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.

Shattering Strike [Rage]

Prerequisites: Powerful Blow rage power.

Benefit: The bonus from your Powerful Blow is now equal to twice your level in the class that grants you your rage.

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 greater than your character level) for 4d6 rounds.

Thundering Rage [Rage]

Prerequisites: Strength 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 in whatever class provides your rage + your Strength modifier or go deaf. This ability does not stack with similar abilities.

Titan Rage [Rage]

Prerequisites: Strength 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: Strength 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.

Table 5-12: Epic Skill Feats

Feat Name	Prerequisites	Benefits
Epic Reputation	Cha 21	Gain a +6 bonus on Diplomacy, Intimidate, and Perform checks.
Epic Skill Focus ²	21 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 ²	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	Dex 30, Acrobatics 27 ranks, Stealth 27 ranks, Improved Evasion class feature	Automatic miss chance against all attacks.
Thousand Faces	Cha 21	Gain a +6 bonus on all Bluff, Disguise, and Escape Artist checks.

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.

SKILL FEATS

Epic Reputation [Skill]

Prerequisite: Charisma 21.

Benefit: You gain a +6 bonus on all Diplomacy, Intimidate, and Perform checks. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Epic Skill Focus [Skill]

Prerequisite: 21 ranks in the skill selected.

Benefit: Select one skill in which you have invested at least 31 ranks. You gain a +12 bonus on all skill checks with that skill. If you have 31 ranks in your chosen skill, the bonus increases by an additional +6, and by a further +6 for every additional 10 ranks above 31. This bonus stacks with the benefits provided by the non-epic Skill Focus.

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

Epic Trapfinding [Skill]

Prerequisites: Perception 22 ranks, Trapfinding class feature.

Benefit: If you pass within 10 feet of a trap or secret door, you are entitled to an immediate Perception check to notice it.

Expert Aid [Skill]

Prerequisite: Intelligence 21 or Wisdom 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.

Normal: You normally provide only a +2 bonus.

Legendary Athlete [Skill]

Prerequisite: Strength 21, Dexterity 21.

Benefit: You gain a +6 bonus on all Acrobatics, Climb, and Swim checks. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Legendary Climber [Skill]

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

Benefit: You gain a climb speed equal to half your base land speed. This grants you a +8 racial bonus on all Climb checks. While you must still make a Climb check to climb any wall or slope with a DC higher than 0, you can always choose to take 10, even if rushed or threatened while climbing.

Legendary Craftsman [Skill]

Benefit: Choose any three Craft skills. You gain a +6 bonus all skill checks with these three. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Special: This feat can be selected multiple times. Its effects do not stack. Instead, each time, you can select three more Craft skills to apply it to.

Legendary Leaper [Skill]

Prerequisite: Acrobatics 21 ranks.

Benefit: You are always considered to have a running start when making a jump. Additionally, if you are doing a full run action and move more than 20 feet before jumping, you can double the results of the total Acrobatics check made to jump. Finally, 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: Intelligence 21, Wisdom 21.

Benefit: Choose any one Profession skill. You gain a +6 bonus on all Appraise and Sense Motive checks and all checks with your chosen Profession skill. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Special: This feat can be selected multiple times. Its effects do not stack. Instead, each time, you can select three more Profession skills to apply it to.

Legendary Rider [Skill]

Prerequisite: Ride 21 ranks.

Benefit: You no longer take the -5 penalty on Ride checks when riding a mount without a saddle (bareback) or a creature that is ill suited as a mount. Additionally, you never need to make a Ride check to fast mount and dismount or control a mount in combat, even if the mount is not combat-trained.

Legendary Scholar [Skill]

Prerequisite: Intelligence 21.

Benefit: Choose any three Knowledge skills. You gain a +6 bonus on all checks made with any three Knowledge skills. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Special: This feat can be selected multiple times. Its effects do not stack. Instead, each time, you can select three more Knowledge skills to apply it to.

Legendary Tracker [Skill]

Prerequisites: Wisdom 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.

Master Mage [Skill]

Prerequisite: Intelligence 21.

Benefit: You gain a +6 bonus on all Fly, Spellcraft, and Use Magic Device checks. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Master Thief [Skill]

Prerequisite: Dexterity 21.

Benefit: You gain a +6 bonus on all Disable Device, Stealth, and Sleight of Hand checks. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Meteor Landing [Skill]

Prerequisites: Dexterity 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 adjacent to your destination square. If the attack is successful, make an Acrobatics check 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 falling damage (if any) and end up in your target square. If your initial ranged touch attack fails, you take the full attack damage and end up prone in your target square.

Outdoor Master [Skill]

Prerequisite: Wisdom 21.

Benefit: You gain a +6 bonus on all Handle Animal, Heal, and Survival checks. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

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 from armor with which you are proficient. Additionally, you can sleep in any type of armor without becoming Fatigued.

Self-Concealment [Skill]

Prerequisites: Dexterity 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.

Skill Mastery [Skill]

Prerequisite: Epic Skill Focus in the skill selected.

Benefit: Select one skill with which you have Epic Skill Focus. Whenever you make a check with your selected skill, you can roll twice and select the higher of the two results.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, each time it applies to a new skill.

Any ability that allows you to reroll a check does not benefit from this feat on the reroll.

Skill Perfection [Skill]

Prerequisite: Skill Mastery in the skill selected.

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

Special: You can gain this feat multiple times. Its effects can stack, allowing you to take 20 with your selected skill one additional time per day. Alternately, you can select a different skill for which you have Skill Mastery and use the ability once per day.

Thousand Faces [Skill]

Prerequisite: Charisma 21.

Benefit: You gain a +6 bonus on all Bluff, Disguise, and Escape Artist checks. If you have 26 ranks in one or more of these skills, the bonus for those skills increases by +3, and by a further +3 for every additional 5 ranks.

Weightless Step [Skill]

Prerequisites: Dexterity 21, Legendary Leaper.

Benefit: You can attempt to use Acrobatics to soften your fall regardless of the height. It is a DC 15 Acrobatics check to ignore the first 20 feet fallen and for every 5 points by which you exceed 15, you ignore another 10 feet. If you manage to avoid damage from at least half of the fall distance, you are also not rendered prone upon landing, even if you end up taking damage.

Table 5-13: Epic Summoning Feats

Feat Name	Prerequisites	Benefits
Assemble Summons ¹	Ability to cast <i>gate</i> as a spell-like ability	Have eidolon and <i>summon monster</i> or <i>gate</i> active at the same time.
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 3.
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.

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

SUMMONING FEATS

Assemble Summons [Summoning]

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

Benefit: When using *summon monster* or *gate* as a spell-like ability, you can keep a second instance of the ability active at the same time. Alternately, you can active your spell-like abilities even when your eidolon is summoned.

Special: This feat can be selected multiple times. Its effects stack, allowing you to have one additional instance of *summon monster* or *gate* active at the same time or while your eidolon is summoned.

Chivalric Summoning [Summoning]

Prerequisites: Charisma 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 any other epic feat with Summoning Perfection as a prerequisite. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Colossal Summoning [Summoning]

Prerequisites: Charisma 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 any other epic feat with Summoning Perfection as a prerequisite. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Devilish Summoning [Summoning]

Prerequisites: Charisma 27, evil alignment, Ebon Summoning.

Benefit: Whenever you use Ebon Summoning to summon a creature or creatures with *summon monster* or *gate*, you can choose for the summoned creature(s) to gain the Half-Fiend template in addition to the Shadow Creature template.

Note: This feat cannot be used at the same time as any other epic feat with Summoning Perfection as a prerequisite. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Divine Summoning [Summoning]

Prerequisites: Charisma 27, good alignment, Guardian Summoning.

Benefit: Whenever you use Guardian Summoning to summon a creature or creatures with *summon monster* or *gate*, you can choose for the summoned creature(s) to gain the Half-Celestial template in addition to the Foo Creature template.

Note: This feat cannot be used at the same time as any other epic feat with Summoning Perfection as a prerequisite. 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: Charisma 27, Colossal Summoning.

Benefit: Whenever you use Colossal Summoning to summon a creature or creatures with *summon monster* or *gate*, you can choose for the summoned creature(s) to gain the Half-Dragon template in addition to the Giant template.

Note: This feat cannot be used at the same time as any other epic feat with Summoning Perfection as a prerequisite. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Ebon Summoning [Summoning]

Prerequisites: Charisma 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 any other epic feat with Summoning Perfection as a prerequisite. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Empower Eidolon [Summoning]

Prerequisites: Epic Eidolon.

Benefit: Your Eidolon's evolution point pool permanently increases by 3.

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

Enhanced Summoning [Summoning]

Prerequisite: Charisma 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 up to four 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 this new tier the same way you would a theoretical *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 set when that tier was made—or you can create a new tier one level higher, provided your caster level is at least twice the new tier's numerical designation (i.e., caster level 22 for *summon monster XI*, caster level 24 for *summon monster XII*, etc.).

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, Requires *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 other size-increasing evolutions.

- **Epic Damage Reduction** (5 points): Your Eidolon gains DR 5/epic. This evolution can be taken at 21st level and again, every 4 levels beyond.
- **Gargantuan** (8 points, Requires *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 other size-increasing evolutions.
- **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. Select two energy types that your eidolon is not immune or resistant to; these cause the regeneration to stop functioning. You can spend 2 additional evolution points to only select one energy type.
- **Unlimited Ability** (6 points): Select one Eidolon evolution that can only be used once per day. You can now use it once every 1d4 rounds.

Guardian Summoning [Summoning]

Prerequisites: Charisma 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 any other epic feat with Summoning Perfection as a prerequisite. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Prolonged Summons [Summoning]

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

Benefit: When using a summoning spell, the summoned creature or creatures remain for 1 minute per caster level. When summoning as a spell-like ability, they remain for 10 minutes per level in whatever class granted the ability.

Summon Companion [Summoning]

Prerequisite: Charisma 21, Prolonged Summons.

Benefit: Once per day, a creature or creatures summoned with one use of *summon monster* remain until they are slain, are dismissed, or 24 hours has elapsed.

Summoning Perfection [Summoning]

Prerequisites: Charisma 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.

Sylvan Summoning [Summoning]

Prerequisites: Charisma 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 any other epic feat with Summoning Perfection as a prerequisite. If you have two or more of these feats, you select which one is active when you use *summon monster* or *gate*.

Table 5-14: Epic Wild Feats

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 ¹	Wis 30, Knowledge [Nature] 25 ranks, Wild Shape at will class feature	Wild shape into a dragon as <i>form of the dragon II</i> .
Fine Wild Shape	Wild Shape at will class feature	Wild shape into an animal of fine size.
Gargantuan Wild Shape	Powerful Shape	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> .
Rapid Shape	Quick Wild Shape	You can wild shape as a swift action.
Instant Shape	Quicken Shape	You can wild shape as an immediate action
Sylph Shape ¹	Dex 21, Wild Shape at will class feature	Your wild shape's bonus to Dexterity increases by +2.

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

WILD FEATS

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 celestial beauty, darkly malevolent hideousness, fey incomprehensibility, or some other immediately and physically apparent distinctiveness that announces to all who see you that you are both of the natural world and that you stand above it, as its protection and embodiment. You gain several benefits when using wild shape:

- You can 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 20 feet;
- If your new form allows you to fly, your maneuverability improves by 1 step;
- Any natural armor bonus granted by your new form improves by +1 for every 8 levels you have in the class that granted you your wild shape ability.

Armored Shape [Wild]

Prerequisites: Wild Shape at will class feature.

Benefit: You gain a +3 natural armor bonus to Armor Class when wild shaped or your shape's existing natural armor bonus increases by 3. 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.

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 except your form receives a +16 size bonus to Strength, a -4 penalty to Dexterity, a +10 size bonus to Constitution, and a +12 natural armor bonus.

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.

Dire Shape [Wild]

Prerequisites: Strength 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.

Dragon Wild Shape [Wild]

Prerequisites: Wisdom 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 II*.

Special: This feat can be selected a second time. Doing so upgrades its effects to *form of the dragon III*.

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 except your form receives a +12 size bonus to Dexterity, a -6 penalty to Strength, and no natural armor bonus.

Gargantuan Wild Shape [Wild]

Prerequisite: Powerful Shape.

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 except your form receives a +10 size bonus to Strength, a -4 penalty to Dexterity, a +6 size bonus to Constitution, and a +8 natural armor bonus.

Grotesque Shape [Wild]

Prerequisites: Constitution 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.

Improved Elemental Wild Shape [Wild]

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

Benefit: Your ability to wild shape into an elemental is expanded to include aether, cold iron, 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 *elemental body IV*, except you gain the following abilities based on which elemental form you choose:

Aether Elemental: Use the same ability bonuses as an air elemental of the same size. You gain darkvision 60 feet, force resistance 20, and the Telekinetic Invisibility and Telekinetic Maneuver abilities. You gain the Telekinetic Throw ability based on your size.

Cold Iron Elemental: Use the same ability bonuses as an earth elemental of the same size. You gain all the abilities of an appropriately-sized earth elemental, except that your natural attacks bypass cold iron damage reduction.

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.

Instant Shape [Wild]

Prerequisites: Rapid Shape.

Benefit: You can now wild shape as an immediate action, even in response to an incoming attack. You must be aware of the attack; any time that you would normally be denied your Dexterity bonus to AC, you cannot activate this ability

Magical Beast Wild Shape [Wild]

Prerequisites: Wisdom 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*.

Rapid Shape [Wild]

Prerequisites: Quick Wild Shape.

Benefit: You can now wild shape as a swift action with no penalties.

Sylph Shape [Wild]

Prerequisites: Dexterity 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 Grotesque Shape. If you have two or more of these feats, you select which one is active when you change your shape.

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 quality 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 a competence bonus on a skill check of +20 or greater;
- Items that mimic a spell of 10th effective level or 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.

Black Silver Inlay [strong necromancy, CL 25th]

This network of black metal is inlaid into armor in eye-straining sigils that seem to depict abstractions of misery and

Table 6-2: Epic Armor and Shield Special Abilities

Price Modifier	Special Ability
+5	Invulnerability, Improved ¹
+5	Negating ¹
+240,000 gold	Black Silver Inlay
+240,000 gold	White Gold Inlay
+6	Energy Warding
+6	Graceful
+6	Invulnerability, Greater ¹
+6	Obdurate
+6	Spell Resistance, Epic (SR 21)
+6	Infinite Arrow Deflection ²
+400,000 gold	Shadow, Epic ¹
+400,000 gold	Slick, Epic ¹
+7	Crisis ¹
+7	Everanimate ²
+7	Invulnerability, Epic (5/epic) ¹
+7	Fluid
+7	Spell Resistance, Epic (SR 23)
+8	Energy Warding, Greater
+8	Exceptional Arrow Deflection ²
+8	Invulnerability, Epic (10/epic) ¹
+8	Reflex (+1) ¹
+8	Unbreakable
+8	Spell Resistance, Epic (SR 25)
+9	Fortification, Absolute
+9	Invulnerability, Epic (15/epic) ¹
+9	Reflex (+2) ¹
+9	Spell Resistance, Epic (SR 27)
+900,000 gold	Shadow, Absolute ¹
+900,000 gold	Slick, Absolute ¹
+10	Energy Immunity
+10	Invulnerability, Epic (20/epic) ¹
+10	Reflex (+3) ¹
+10	Spell Resistance, Epic (SR 29)
+12	Energy Absorption ¹
+12	Golem Armor ¹

¹ - Armor Only
² - Shield Only

suffering. If the wearer is able to channel negative energy to harm the living or heal undead, they channel an additional +2d6 points of damage.

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

Market Price: +240,000 gold

Crisis [strong abjuration, CL 27th]

Normally dormant, *crisis armor* activates when its wearer is knocked unconscious, at which point the wearer is put into a state of suspended animation as by *temporal stasis* and the armor is magically animated, becoming a medium animated object for 1 hour. In this condition, it will carry out up to five specific tasks, the nature and sequence of which are determined by the wearer when the armor is donned the first time and require an hour of concentration to change once set.

These commands are usually used to extricate the wearer from the situation (such as by use of a *scroll of teleportation* or simply running away) and deliver them somewhere safe to recover naturally or be healed. The armor has access to all the character's resources and can use any of the character's skills or class abilities to activate magic items in the character's possession (such as scrolls or a wand).

Included in these commands should be the criteria for ending the *temporal stasis* (such as in response to healing magic or when arriving at a certain destination), though it will end automatically when the hour is up. If the armor is destroyed, the *temporal stasis* also ends.

While *crisis armor* can accomplish fairly complex tasks, it cannot fight effectively. If, at any point during its animation, the wearer regains consciousness, the armor returns to dormancy and will not reactive for the next 24 hours.

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

Market Price: +7 bonus

Energy Absorption [strong abjuration, CL 31st]

As *energy warding*, except that, instead of harming the wearer, energy damage of the designated type heals both the armor and the wearer. If the armor has any damage, then it recovers hit points equal to half the energy damage inflicted by the attack. Any energy damage remaining after the armor is repaired then heals the wearer, restoring hit points equal to one-quarter of the energy damage.

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

Market Price: +12 bonus

Energy Immunity [strong abjuration, CL 27th]

As *energy warding*, except that it absorbs all energy damage per attack of its designated energy type.

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

Market Price: +10 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.

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

Everanimate [strong transmutation, CL 26th]

An *everanimate shield* is identical to an *animated shield*, except that the wielder can loose it as a swift action and it remains active for as long as desired.

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

Market Price: +7 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 no armor check penalty, no Maximum Dexterity, and the Spell Failure is reduced by 20%. Medium fluid armor does not reduce the wearer's speed.

Special: Armor cannot have the *fluid* and *obdurate* or *unbreakable* 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. This also makes the wearer immune to special abilities and spells that do not affect creatures immune to critical hits.

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

Market Price: +9 bonus

Golem [strong abjuration, CL 40th]

Massive and battle-scarred, this armor is actually forged from the body of a defeated construct and grants the wearer abilities based on the type of golem. Metal armors are made from the bodies of iron, adamantine, or mithral golems while leather and hide armors are made from flesh golems.

When wearing golem armor, a character is immune to bleed, paralysis, and stunning. They are also not subject to nonlethal damage. Finally, and most potently, they gain a golem's *Immunity to Magic* extraordinary ability. This functions in a manner identical to the type granted by their specific golem material. When an effect would cause the golem to heal, this heals only the armor, not the wearer.

In addition to the requirements listed below, the creator of *golem armor* must also provide the prerequisites for crafting a golem of the appropriate type. If available, a *golem manual* of the appropriate type may be substituted, though it is consumed in the creation process.

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

Market Price: +12 bonus

Graceful [strong abjuration, CL 21st]

Worked with 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 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, *stone-skin*, *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, *stone-skin*, *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, *stone-skin*, *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: +6 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.

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* or *unbreakable* qualities at the same time.

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

Market Price: +8 bonus

Shadow, Absolute [strong illusion, CL 23rd]

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

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

Market Price: +900,000 gold

Shadow, 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

Unbreakable [strong transmutation, CL 24th]

Rigid and unyielding, glittering as bright as a polished mirror without the slightest scratch marring its immaculate surface, *unbreakable armor* is almost impossible to damage by normal means, gaining a hardness of 40 and increasing its hit points by x10. Additionally, it is immune to the effects of any spell that causes physical damage and specifically targets items, such as *disintegrate* or *heat metal*.

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

Prerequisites: Craft Epic Magic Arms and Armor, *iron body*, *polymorph any object*

Market Price: +8 bonus

White Gold Inlay [strong conjuration, CL 25th]

This network of white metal is inlaid into armor in soothing patterns that seem to depict abstractions of charity and bliss. If the wearer is able to channel positive energy to heal the living or harm undead, they channel an additional +2d6 points of damage.

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

Market Price: +240,000 gold

Specific Epic Armor and Shields

The following specific suits of armor and shields usually are preconstructed with exactly the qualities described here. Some may have been considered artifacts before the secrets of their construction were discovered.

Antimagic Armor [strong abjuration, CL 21st]

This +1 *negating full plate armor of invulnerability* is crafted of adamantine (and thus has damage reduction 3/—).

Table 6-3: Specific Epic Armor and Shield

Armor	Price (gold)
Shapeshifter's Armor	400,165
Warlord's Breastplate	416,200
Dragonskin Armor	564,550
Armor of the Celestial Battalion	616,300
Fanged Armor	632,750
Armor of the Abyssal Horde	768,260
Antimagic Armor	871,500
Owlback	940,160
Bulwark of the Great Dragon	1,612,970
Hide of the Fox	1,770,165
Obsidian Tor	4,002,150

The armor provides a -5 penalty on dispel checks made against it or its wearer.

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

Market Price: 871,500 gold

Armor of the Abyssal Horde [strong conjuration, CL 20th]

This +6 *full plate armor's* clawed gauntlets are effectively +4 *keen weapons* (1d10/19-20, x2) that afflict the target as if she had been struck by an *energy drain* spell (Fortitude negates DC 23). The armor bestows two negative levels on any nonevil creature wearing it. These negative levels persist as long as the armor is worn and disappear when the armor is removed. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Prerequisites: Craft Epic Magic Arms and Armor, creator must be evil, *energy drain*

Market Price: 768,260 gold

Armor of the Celestial Battalion [strong conjuration, CL 20th]

This +7 *chainmail* is so fine and light that it can be worn under normal clothing without revealing its presence. It has a maximum Dexterity bonus of +10, no armor check penalty, and an arcane spell failure chance of 10%. It is considered light armor, and it allows the wearer to fly at will (as the *fly* spell). Furthermore, the wearer is at all times surrounded by a *magic circle against evil* effect (as the spell) which, if dispelled, can be created again as a free action.

Prerequisites: Craft Epic Magic Arms and Armor, creator must be good, *magic circle against evil*

Market Price: 616,300 gold

Bulwark of the Great Dragon [strong evocation, CL 20th]

This *+6 heavy shield* bears the image of a dragon's head. Three times per day, the bearer of the shield can command it to belch forth a breath weapon of the appropriate type as a standard action. The range of this breath weapon is 120 feet (if a line) or 60 feet (if a cone). The breath weapon deals 20d6 points of damage (Reflex DC 24 for half). In addition, the shield provides the bearer with resistance 50 to the energy type that matches its breath weapon. To determine what type of dragon shield is found, roll d% and consult *Table 6-4: Bulwark of the Great Dragon*.

Table 6-4: Bulwark of the Great Dragon

d%	Color	Breath
01-10	Black	Line of acid
11-20	Blue	Line of lightning
21-30	Brass	Line of fire
31-40	Bronze	Line of lightning
41-50	Copper	Line of acid
51-60	Gold	Cone of fire
61-70	Green	Cone of corrosive (acid) gas
71-80	Red	Cone of fire
81-90	Silver	Cone of cold
91-100	White	Cone of cold

Prerequisites: Craft Epic Magic Arms and Armor, *dragon's breath, protection from energy*

Market Price: 1,612,970 gold

Dragonskin Armor [strong transmutation, CL 24th]

This *+5 full plate armor* is crafted from the hide of a great wyrm dragon. At the wearer's command, the armor sprouts enormous dragon wings, allowing the wearer to fly at a speed of 90 feet (clumsy) for a total of 4 hours each day. The armor also grants immunity to a specific type of energy, based on the color of dragon that supplied the armor. Roll d% on *Table 6-5: Dragonskin Armor* to determine the color and immunity.

The wearer of the armor takes a -4 circumstance penalty on Diplomacy checks with dragons, but gains a +4 circumstance bonus on Intimidate checks against dragons.

Table 6-5: Dragonskin Armor

d%	Color	Immunity
01-10	Black	Acid
11-20	Blue	Lightning
21-30	Brass	Fire
31-40	Bronze	Lightning
41-50	Copper	Acid
51-60	Gold	Fire
61-70	Green	Acid
71-80	Red	Fire
81-90	Silver	Cold
91-100	White	Cold

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

Market Price: 564,550 gold

Fanged Armor [strong conjuration, CL 21st]

This *+6 banded mail* is studded with incredibly long, viciously sharp *+5 keen armor spikes*, which inflict 2d6 damage (as if they were size Huge). Additionally, whenever the wearer of the *fanged armor* succeeds in grappling or pinning a foe, the CMD that the target must defeat to break free increases by +8.

Prerequisites: Craft Epic Magic Arms and Armor, *spiked pit*

Market Price: 632,750 gold

Hide of the Fox [strong abjuration, CL 30th]

This *+4 reflex (+2) hide armor* is fantastically supple and can be worn under any clothing without difficulty. It grants the wearer an untyped +2 bonus to Dexterity.

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

Market Price: 1,770,165 gold

Obsidian Tor [strong transmutation, CL 28th]

This *+2 obdurate full plate armor of fire immunity* is seemingly crafted of volcanic glass. In addition to its normal abilities, the wearer is immune to all effects associated with the spell *obsidian flow* and, once per day as a standard action, can produce a *vast obsidian flow* centered on the armor.

Prerequisites: Craft Epic Magic Arms and Armor, *vast obsidian flow*

Market Price: 4,002,150 gold

Owlback [strong divination, CL 21st]

Seemingly composed of thick brown feathers, this +8 *leather armor* allows the wearer to treat all light levels (including darkness) as bright light. This includes illusions and any non-epic spell that affects light level.

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

Market Price: 940,160 gold

Shapeshifter's Armor [strong transmutation, CL 21st]

This suit of +6 *hide armor* grants its full Armor Class bonus regardless of any form the wearer takes (with *polymorph*, *shapechange*, wild shape, or similar abilities).

Prerequisites: Craft Epic Magic Arms and Armor, *shapechange* or wild shape ability

Market Price: 400,165 gold

Warlord's Breastplate [strong enchantment, CL 21st]

This +6 *mithral breastplate* has an armor check penalty of -1, a maximum Dexterity bonus of +5, and an arcane spell failure chance of 15%. It is considered light armor and weighs 15 pounds. It grants the wearer a +4 enhancement bonus to Charisma and allows the wearer to attract and lead a number of followers as if he or she had the Leadership feat (though this power doesn't allow the wearer to attract a cohort). If the wearer already has the Leadership feat, this armor grants a +2 competence bonus to their Leadership score for the purposes of attracting followers (but not for determining the maximum level of cohort they can attract).

Prerequisites: Craft Epic Magic Arms and Armor, *charm monster*, *sympathy*

Market Price: 416,200 gold

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 6-6: 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 6-6: 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

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.

Table 6-7: 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	Spellbound
+6	Thundering Blast
+6	Triple-Throw ²
+6	Unerring Accuracy ²
+6	Vital ¹
+7	Desiccation
+7	Dread
+7	Force
+7	Shredding ¹
+7	Warping ¹
+8	Anarchic Power
+8	Axiomatic Power
+8	Everdancing ¹
+8	Feasting ¹
+8	Holy Power
+8	Living ¹
+8	Unholy Power
+9	Vampiric ¹
+10	Cacophony
+10	Glacier
+10	Inferno
+10	Piercing Critical
+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

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, with a Reflex DC 26. If the burst ability is activated again before the previous *blade barrier* expires, the old *barrier* winks out of existence. Being immune to force effects, the wielder can move through the *blade barrier* without injury.

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 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 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 a 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, specific type of creature. Against its designated type of foe, its effective enhancement bonus increases to +4 better than its normal enhancement bonus. Further, it deals an additional +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 ability 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

Feasting [strong abjuration, CL 25th]

If a *feasting weapon* is used to sunder another magic weapon, it gains all the magical properties of the sundered weapon for a number of rounds equal to total enhancement bonus of the destroyed weapon. If any of the properties would normally not apply to the *feasting weapon* for any reason, then that property is not absorbed.

Prerequisites: Craft Epic Magic Arms and Armor, *greater spell absorption*

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 who have line of sight on the wielder are also immune to fear.

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

Living [strong necromancy and transmutation, CL 27th]

A macabre construct, a *living weapon* was once a regular weapon of metal and wood before dark magic twisted it. Metal is replaced with overlapping plates of a bone-like substance as hard as adamantine, while any wood or leather is a hideous blend of knotted cartilage and uncomfortably warm flesh kept rigid by some powerful skeleton beneath. The entire weapon is unnaturally discomforting to the touch and the fleshy portions still pulse as if at the whim of some half-dead heart. Though lacking mouth, it will occasionally emit soft moans or bleats, wordless cries that hold no meaning but suffering.

Whenever a *living weapon* successfully injures a foe, the wound is left infested with dozens of tiny needles of some organic, bone-like substance that animate, squirming about in the wound, tearing at the target's flesh. Every round that they remain, the spurs of bone inflict damage equal to the base (non-magical) damage of the weapon from which they came. Multiple wounds each inflict damage separately and, if the target has DR or resistance from some other source, it is applied separately to each wound. The bone spurs are considered magic, adamantine, and evil for the purposes of overcoming damage reduction.

Additionally, every round that the bone spurs remain untreated, the target is wracked by terrible pain as they continually tear away at him or her. The target must make a Will save DC 17 for every active wound or be dazed for that round, overwhelmed by the pain. Even if they succeed, they are left shaken for 1 round.

Any spell effect that recovers hit points, such as *cure light wounds*, *regenerate*, or *raise dead* will also expel any bone splinters in a character. Once expelled, the bone needles immediately fall quiescent and, a round later, dissolve into a fine powder.

Prerequisites: Craft Epic Magic Arms and Armor, *animate objects*, *create greater undead*, *polymorph any object*, *symbol of pain*

Market Price: +8 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

Piercing Critical [strong transmutation, CL 27th]

A *piercing critical* weapon ignores any resistance or immunity to critical hits the target may have.

Prerequisites: Craft Epic Magic Arms and Armor, *keen edge*

Market Price: +10 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 in addition to its regular damage. Multiple hits from a shredding weapon stack, each increasing the total 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 recovers 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

Spellbound [strong abjuration, CL 21st]

Beloved of magi, eldritch knights, warpriests, and all other manner of front-line casters, a *spellbound weapon* can be enchanted to not only serve as a normal melee weapon, but as a magic staff regardless of what type of weapon it is. It functions in all ways like both a regular magic weapon (with whatever other enhancements and special qualities have been applied to it) and a regular magic staff. This enchantment cannot be applied to ammunition.

The staff is created at the same time as the weapon receives this enchantment. It follows the same rules for crafting a magic staff, except that when the crafter pays for the raw materials, they either reduce the amount paid by half or by 180,000 gold, whichever is lower. The crafting time is also reduced accordingly.

Special: Magic staves usually count as quarterstaves or cudgels (clubs) when used as weapons. At your GMs discretion, they do not need to be spellbound to be enchanted as magic weapons, though they do not generally meet the requirement of being masterwork weapons.

Prerequisites: Craft Epic Magic Arms and Armor, Craft Staff or Craft Epic Staff

Market Price: +6 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 *thundering 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 that are indistinguishable from the original when thrown. Both the original and the duplicate weapons attack separately, though all use the same attack bonus.

Regardless of the success or failure 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) or the effects of the Deadly Aim feat 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

Vital [strong transmutation, CL 21st]

A *vital weapon* only reveals its true power when used to perform a vital strike. For each additional weapon die added to the attack, include the weapon's enhancement bonus and the effects of any weapon qualities when calculating damage.

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

Market Price: +6 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 baths 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 *warping weapon*, you can teleport up to 60 feet between each attack as per *dimension door*, except that the teleporting is an immediate action that does not 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

Specific Epic Weapons

The following specific weapons usually are prebuilt with the qualities described here. The only difference between these weapons and many of what are considered 'artifacts' is that the processes for creating these weapons are known.

Table 6-8: Specific Epic Weapons

Weapon	Price (gold)
Stormbrand	235,350
Quarterstaff of Alacrity	462,600
Souldrinker	478,335
Noose Leather Whip	614,301
Backstabber	770,310
Longshot	821,300
Liquid Sword	823,325
Mace of Ruin	1,000,312
Gripsoul	1,856,500
Maidenedge	2,420,315
Elven Greatbow	2,900,400
Spear of the World	2,980,305
Finaldeath	3,580,308
Rib of Shamal	3,580,350
Holy Cannon	3,881,800
Voidshard	3,940,318
Chaosbringer	4,025,350
Tooth of the Orm King	4,107,015
Holy Devastator	4,620,315
Unholy Despoiler	4,650,315
Everwhirling Chain	5,220,325
Magnum Opus	9,681,300

Backstabber [strong necromancy, CL 21st]

This *+6 short sword* adds +2d6 to the wielder's Sneak Attack damage. If the wielder does not have the Sneak Attack ability, this weapon does not grant it.

Prerequisites: Craft Epic Magic Arms and Armor, *inflict moderate wounds*

Market Price: 770,310 gold

Chaosbringer [strong enchantment, CL 23rd]

This *+6 greataxe of anarchic power* grants its wielder the ability to fly into a rage (identical to a barbarian's *Rage* class ability) up to 8 rounds per day (or for eight additional rounds per day if the wielder already has the *Rage* class feature). If the wielder has the *Greater Rage* class feature, the weapon also grants the wielder the *Incite Rage* epic feat.

Prerequisites: Craft Epic Magic Arms and Armor, *rage*, *mass charm monster*

Market Price: 4,025,350 gold

Elven Greatbow [strong transmutation, CL 23rd]

In the hands of any non-elf, this bow performs only as a *+2 composite longbow*. In the hands of an elf, this weapon functions as a *+5 composite longbow of unerring accuracy* with a Strength bonus that matches its elven wielder's current Strength at all times. Furthermore, any arrows loosed from the bow are considered *keen*, regardless of the enhancement bonus of the arrow fired.

Prerequisites: Craft Epic Magic Arms and Armor, *bull's strength*, *keen edge*, *true seeing*

Market Price: 2,900,400 gold

Everwhirling Chain [strong transmutation, CL 23rd]

This *+4 defending everdancing spiked chain of speed* continuously twitches in its wielder's hands. The wielder of the everwhirling chain can use it to make any number of attacks of opportunity per round (as if he or she had the *Improved Combat Reflexes* feat).

Prerequisites: Craft Epic Magic Arms and Armor, *animate objects*, *haste*, *shield* or *shield of faith*

Market Price: 5,220,325 gold

Finaldeath [strong necromancy, CL 22nd]

This *+5 undead dread ghost touch morningstar* also grants its wielder immunity to energy drain attacks. Furthermore, if its wielder is capable of channeling positive energy, he or she gains a +4 bonus to their DCs when channeling positive energy to harm undead.

Prerequisites: Craft Epic Magic Arms and Armor, ability to channel positive energy, *death ward*, *plane shift*, *summon monster IX*

Market Price: 3,580,308 gold

Gripsoul [strong enchantment, CL 27th]

Gripsoul is a *+6 keen longsword*, but instead of dealing additional damage on a critical hit, the weapon imprisons the victim in a gem set in the pommel of the sword as per a *binding* spell heightened to 16th level (DC 30). The same is true of any

blow that would otherwise kill a foe or knock him or her unconscious. Only one creature can be so held, but the wielder can release the bound soul at any time with a command word.

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

Market Price: 1,856,500 gold

Holy Cannon [strong abjuration, CL 25th]

Any time this *+5 musket of holy power* confirms a critical strike against an evil creature, the target is affected as if it had entered the radius of a *mage's disjunction*, Will DC 23. Any magic items with the evil descriptor receive a -8 penalty to this save. Permanent magic items that fail their save remain suppressed for 1d4 rounds.

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

Market Price: 3,881,800 gold

Holy Devastator [strong abjuration, CL 23rd]

In the hands of any character other than a paladin, this sword performs as a *+3 holy longsword*. In the hands of a paladin, this weapon functions as a *+7 longsword of holy power* and grants a +5 sacred bonus on the wielder's saving throws against spells with the evil descriptor or spells cast by evil characters. If the paladin wielder smites evil with the holy devastator, he or she adds 1 additional point of damage per paladin level.

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

Market Price: 4,620,315 gold

Liquid Sword [strong transmutation, CL 21st]

This *+6 mithral rapier* is actually composed of a mithral-like metal that can be either solid or fluid at the wielder's command. When liquid, it cannot be used to inflict damage, though it will do its best to maintain its sword shape. The *liquid sword* cannot be sundered or otherwise damaged unless its liquefying magic is suppressed or dispelled, and the weapon's wielder cannot be disarmed.

Prerequisites: Craft Epic Magic Arms and Armor, *fluid form*

Market Price: 823,315 gold

Longshot [strong divination, CL 22nd]

This *+6 pistol* grants the wielder a +1 luck bonus to all saving throws. Additionally, once per day the wielder may automatically reroll an attack before the results are calculated. If the wielder possesses grit points from any source, they may spend an additional 2 grit points to make additional rerolls, though they cannot reroll more than one attack per round.

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

Market Price: 821,300 gold

Mace of Ruin [strong transmutation, CL 21st]

This *+7 heavy mace* ignores the hardness or damage reduction of any object or creature it strikes. Furthermore, the weapon can deal critical hits to objects and amorphous creatures as if they were normal creatures.

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

Market Price: 1,000,312 gold

Magnum Opus [strong transmutation, CL 38th]

A pinnacle of guncraft, this *+6 keen distant shot impact pistol of unerring accuracy* never jams or misfires. If the wielder has grit points from any source, when making a full attack action, they can expend two points of grit to automatically reload their weapon and gain one additional attack at their highest base attack bonus as if the *magnum opus* also had the *speed* weapon ability.

Prerequisites: Craft Epic Magic Arms and Armor, *discern location, enlarge person, haste, keen edge, true seeing*

Market Price: 9,681,300 gold

Maidenedge [strong transmutation, CL 24th]

Only females can use this *+8 keen mithral longsword*, in whose hands its threat range becomes 15-20, x4. Any male attempting to wield the weapon find it functioning as a mere

+1 *mithral longsword* and gain three permanent negative levels. 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.

Prerequisites: Craft Epic Magic Arms and Armor, *keen edge, lover's vengeance*

Market Price: 2,420,315 gold

Noose Leather Whip [strong transmutation, CL 27th]

This +2 *whip of speed* recalls the deaths it inflicted on helpless prisoners, innocent and guilty alike. Now it hungers to add more souls to its ledger. Unlike normal whips, this weapon inflicts lethal damage and can injure creatures even when they have a natural armor bonus greater than +3 or are wearing armor. Whenever the *noose leather whip* confirms a critical strike against a living target with a neck, it immediately instigates a grapple check using the wielder's CMB +8. If successful, the target is grappled and is unable to cast spells that require a verbal component. They must also begin making Constitution checks to avoid unconsciousness and death as per the suffocation rules (without the 2 rounds per point of Constitution to hold their breath, as the whip is cutting off the blood to the brain, not just oxygen to their lungs).

So long as the wielder grips the *noose leather whip* with at least one hand and does not stray more than 15 feet from the grappled target (the weapon's reach), the can continue to act freely and independently of the whip. They cannot, however, use the whip to attack another target while it is grappling, though they can have it release a target as a free action and continue using it to attack.

Prerequisites: Craft Epic Magic Arms and Armor, *haste, telekinesis*

Market Price: 614,301 gold

Quarterstaff of Alacrity [strong transmutation, CL 21st]

Both ends of this +5 *quarterstaff of speed* have equal enhancement and special powers, meaning that it allows an

additional attack with each end every round. While the *quarterstaff of alacrity* is held, it grants its wielder a +5 resistance bonus on Reflex saves. It also deflects ranged weapons as if the wielder had the Deflect Arrows and Infinite Deflection feats.

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

Market Price: 462,600 gold

Rib of Shamal [strong transmutation, CL 31st]

This +6 *greatsword of desiccation* is carved from the bleached bone of a single, massive rib. While wielding the weapon, its owner is immune to the effects of exhaustion and fatigue as well as any spell that inflicts dehydration damage such as *horrid wilting*.

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

Market Price: 3,580,350 gold

Souldrinker [strong necromancy, CL 21st]

This +5 *bastard sword* bestows 2d4 negative levels on its target whenever it deals damage, just as if its target had been struck by the energy drain spell. Each negative level bestowed grants the wielder 5 temporary hit points. One day after being struck, the subject must make a Fortitude save (DC 25) for each negative level or lose a level. If this sword's power causes a character to have negative levels at least equal to his or her current level, the character is instantly slain and the wielder gains an additional 10 temporary hit points. Temporary hit points gained from this weapon last for a maximum of 1 hour.

Prerequisites: Craft Epic Magic Arms and Armor, Spell Focus (Necromancy), *energy drain*

Market Price: 478,335 gold

Spear of the World [strong transmutation, CL 21st]

This +12 *longspear* appears like a normal magic weapon at first. But when the wielder attempts to strike at a target outside their reach, the weapon magically telescopes

outwards, striving to reach the target. The *spear of the world* can reach beyond a regular long spear's 10' reach, but for every 10 feet further it extends, its enhancement bonus decreases by 1, to a minimum of +1 at 120 feet out.

Prerequisites: Craft Epic Magic Arms and Armor, *shape-change*

Market Price: 2,980,305 gold

Stormbrand [strong evocation, CL 21st]

This *+4 thundering shocking burst greatsword* allows its wielder to fly at will (as the *fly* spell). Furthermore, the wielder can move normally (including flying) even in the strongest winds. When the weapon is drawn, the wielder gains electricity resistance 30 and sonic resistance 30.

Prerequisites: Craft Epic Magic Arms and Armor, *blindness/deafness, call lightning or lightning bolt, control winds, fly, protection from energy*

Market Price: 235,350 gold

Tooth of the Orm King [strong necromancy, CL 21st]

Crafted from a single massive, yellowed tooth, this *+5 vampiric scimitar* is a boon to all those who hunt. Any wielder with the Favored Enemy class feature increases the *tooth of the orm king's* threat range and multiplier against their Favored Enemies, the weapon threatening on 15-20 as if the weapon were *keen* and inflicting x4 damage on a successful critical (with the *vampiric* ability curing 4d6 points of damage).

Prerequisites: Craft Epic Magic Arms and Armor, *hunter's howl, keen edge, vampiric touch*

Market Price: 4,107,015 gold

Unholy Despoiler [strong abjuration, CL 23rd]

In the hands of any character other than a blackguard, this sword performs as a *+3 unholy longsword*. In the hands of a blackguard, this weapon functions as a *+7 longsword of unholy power* and grants a +5 profane bonus on the wielder's saving throws against spells with the good descriptor or spells cast by good characters. If a blackguard wielder smites good with the

unholy despoiler, he or she adds twice his or her blackguard level to damage (rather than his or her blackguard level).

Prerequisites: Craft Epic Magic Arms and Armor, *blasphemy, unholy aura, unholy blight*

Market Price: 4,650,315 gold

Voidshard [strong transmutation, CL 21st]

This *+2 falcata of annihilation* is even more unstable than most weapons of its type. Though it cannot be destabilized by casting a *gate* on the weapon, there is also a chance every time it successfully strikes a foe that it will trigger its vortex ability. Every time the weapon strikes a target successfully, there is a cumulative 1% chance that the ability will automatically trigger. The total percentage chance of activation is reset whenever the vortex ability triggers (either accidentally or on purpose) and if the weapon does not strike a new target for at least 1 hour, the field stabilizes and the percent chance is reset.

Prerequisites: Craft Epic Magic Arms and Armor, *dis-integrate*

Market Price: 3,940,318 gold

Epic Rings

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

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

Table 6-9: 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
Impact Ring	340,000
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

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*, the wearer's arcane spells per day are doubled, but for one particular spell level of 5th or higher. The required caster level increases by 3 for every extra spell level 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

Impact Ring [strong transmutation, CL 21st]

While wearing this ring, the user's punches inflict 2d6 lethal damage (1d8 if small) and ignore hardness of less than 20 as if their fists were adamantine weapons. As long as the ring is worn, the wearer is considered armed.

If the wearer has the Unarmed Strike class feature and would normally inflict more damage, they instead treat their punch attacks as one size category larger, as if they had the *impact* weapon ability.

Prerequisites: Forge Epic Ring, *giant form I*

Market Price: 340,000 gp

Ironskin [strong transmutation, CL 21st]

This ring grants its wearer DR 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 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 a further 24 hours.

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.

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

Table 6-10: Epic Rods

Rod	Market Price (gold)
Grapple Shot, Basic	200,000
Nightmares	284,000
Epic Splendor	297,000
The Path	306,870
Epic Cancellation	330,000
Grapple Shot, Deluxe	400,000
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
Grapple Shot, Extreme	800,000
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

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 simply plants the rod's base in a relatively secure location 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 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

Excellent Magic [strong divination, CL 27th]

Once per day when casting a non-epic or epic spell that has a casting time of longer than 1 full round, the rod flares with multicolored light, allowing the wielder to cast the spell as a full-round action.

As a special use of the rod, the caster can substitute the power inherent in the rod for the knowledge of an epic spell. They do so by spending a standard action to shatter the rod, inflicting 20d6 damage to themselves which cannot be healed magically, only through natural healing. Upon doing so, they can select any one epic spell of a level they can cast, slowly gaining the knowledge as the damage recovers over time. When they are fully healed, they also add the spell to their spell list or spells known. No individual caster can benefit from using a *rod of excellent magic* in this fashion more than once.

Prerequisites: Craft Epic Rod, Quicken Spell

Market Price: 650,000 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

Grapple Shot [strong transmutation, CL 21st]

A curious adventuring tool, this rod comes in three styles: basic, deluxe, and extreme. At their core, all three function in essentially identical fashion, being rods that fasten securely to one hand—via straps, a handle, or some other mechanism—and launch a small grappling device as a move action that adheres magically to almost any surface. The grapple and rod are connected by a line that is normally stored in a tiny *portable hole* secured in the rod's shaft, attached to a mechanism that allows the wielder to retract the line as a swift action, pulling them towards whatever the grapple has anchored to. The wielder can detach the grapple as a free action. A skilled user with a pair of *grapple shots* can even use them to brachiate amidst trees, buildings, canyon walls, or any other terrain where surfaces to adhere to are available.

The *basic grapple shot* can support up to 300 pounds and its grapple is connected to the rod by a length of silk rope of up to 60 feet in length. It can adhere to any non-enchanted material, such as stone or wood, provided they are not extremely smooth (such as polished metal or ice). The grapple can be dislodged with a DC 24 Strength check.

The *deluxe grapple shot* can support up to 900 pounds and its grapple is connected to the rod by a length of steel chain up to 120 feet in length. It can adhere to every surface the *basic grapple shot* can, in addition to materials that have been magically enchanted or extremely smooth materials such as polished metal or ice. The grapple can be dislodged with a DC 32 Strength check.

The *extreme grapple shot* can support up to 1,800 pounds and its grapple is connected to the rod by a length of adamantine chain up to 240 feet in length. It can adhere to almost anything with physical substance and even some things without form, such as force effects. The grapple can be

dislodged with a DC 40 Strength check.

Prerequisites: Craft Epic Rod, *spider climb*

Market Price: 200,000 gp (basic), 400,000 gp (deluxe), 800,000 gp (extreme)

Invulnerability [strong transmutation, CL 21st]

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

Wyrms [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 wyrm 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 wyrm 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 wyrm's Hit Die and the market price is equal to the wyrm'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(s) 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

A staff is considered epic so long as at least one of the spells it can cast is an epic spell, is a non-epic spell modified to higher than 9th level by non-epic metamagic feats, or is modified by an epic metamagic feat. 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. They also use the wielder's caster level, if it is higher than the caster level of the staff.

Table 6-11: 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 expended, creating a 30-foot radius globe. All targets within the area of detonation take 10d6 points of fire damage for every charge remaining in the staff. A Reflex save (DC 17) reduces 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 of a plane. Randomly determine the subtype of outsider the bane effect applies 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]

The staff's powers can be activated as a swift action:

- *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. Wondrous items are broken up into categories depending on which slot they occupy.

Epic Wondrous Item Descriptions

Standard epic wondrous items are described below.

Table 6-12: Epic Wondrous Items (Belt)

Wondrous Item	Market Price (gold)
Belt of Epic Giant Strength +8	640,000
Belt of Epic Incredible Dexterity +8	640,000
Belt of Epic Mighty Constitution +8	640,000
Infusion Belt	755,000
Blood Sash	900,000
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
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
Belt of Epic Physical Might +8	1,600,000
Belt of Epic Physical Might +10	2,500,000
Belt of Epic Physical Perfection +8	2,560,000
Belt of Epic Physical Might +12	3,600,000
Beast Belt	4,000,000
Belt of Epic Physical Perfection +10	4,000,000
Sash of the Wyrm	4,000,000
Belt of Epic Physical Perfection +12	5,760,000
Fiendcord	6,000,000

Table 6-13: Epic Wondrous Items (Body)

Wondrous Item	Market Price (gold)
Eidolon Harness +2	400,000
Forever Pants	612,000
Bear's Coat	615,600
Potion Harness	750,000
High Noon Duster	830,000
Surplice of Surplus	980,000
Endless Robes	1,440,000
Eidolon Harness +4	1,600,000
Jack of Shadows	2,000,000
Quicksilver Vestments	2,730,000
Eidolon Harness +6	3,600,000
Sun Dress	4,440,000
Robe of the Master Magi	4,730,000

Table 6-14: Epic Wondrous Items (Chest)

Wondrous Item	Market Price (gold)
Mantle of Great Stealth	242,000
Mantle of Epic Spell Resistance	290,000
Dreadnought Cords	400,000
Armor Battery	820,000
Rallying Tabard	1,120,000
Storefront Vest	1,820,000
Gargant Shirt	2,000,000
Ironheart Tabard	2,000,000
Vest of the Moon	2,000,000

Table 6-15: Epic Wondrous Items (Eyes)

Wondrous Item	Market Price (gold)
Librarian Lenses	400,000
Elysian Visor	860,000
Astral Goggles	960,000
Safety Glasses	1,220,000
Gunner's Lens	1,320,000
Serpent's Eye	1,410,000
Assassin's Glass	1,440,000
Eyes of Fire	2,400,000
Blind Rage	3,060,000

Table 6-16: Epic Wondrous Items (Feet)

Wondrous Item	Market Price (gold)
Horseshoes of the Peerless Steed	217,000
Boots of Swiftmess	256,000
Battering Boots	290,000
Angel Rings	324,000
Bladed Boots	340,000
Cindersteps	624,000
Implacable Boots	1,340,000
Devil's Walk	2,000,000
Feet of Water	2,200,000
Entboot	2,920,000
Dancing Shoes	4,000,000

Table 6-17: Epic Wondrous Items (Hands)

Wondrous Item	Market Price (gold)
Armory Gloves	210,000
Titan Gauntlet	650,000
Dragonclaws	660,000
Gloves of the Defalcator	1,200,000
Lion's Paws	1,662,000
Hands of Earth	1,800,000
Prayer Gloves	6,000,000

Table 6-18: Epic Wondrous Items (Head)

Wondrous Item	Market Price (gold)
Crown of Stars	320,000
Hat of the Library	476,000
Painter's Beret	480,000
Gladiator's Mask	560,000
Mask of Shadows	817,000
Bunny Ears	912,000
Hangman's Cowl	1,340,000
Falcon Helm	1,446,000
Horns of the Wyrmlord	1,600,000
Crown of Sages	1,820,000
Worldcrown	2,000,000
Wig of Alarm	2,610,000
Incandescent Mask	3,616,000
Plague Mask	4,000,000

Table 6-19: Epic Wondrous Items (Headband)

Wondrous Item	Market Price (gold)
Headband of Epic Alluring Charisma +8	640,000
Headband of Epic Inspired Wisdom +8	640,000
Headband of Epic Vast Intelligence +8	640,000
Halo of Blades	870,000
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
Laurel of the Victorious Dead	1,340,000
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
Weeping Wreath	1,450,000
Headband of Epic Mental Prowess +8	1,600,000
Guiltless Halo	2,000,000
Headband of Epic Mental Prowess +10	2,500,000
Headband of Epic Mental Superiority +8	2,560,000
Vandal Bandana	2,576,000
Headband of Epic Mental Prowess +12	3,600,000
Headband of Epic Mental Superiority +10	4,000,000
Wreath of Wishes	4,000,000
Headband of Epic Mental Superiority +12	5,760,000

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.

Slot: Neck

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.

Slot: Neck

Prerequisites: Craft Epic Wondrous Item, *barkskin*

Market Price: 720,000 gp

Angelic Fanon [strong abjuration, CL 21st]

This silken doubled shoulder-cape is a symbol of the church's highest levels of faith. While worn, a character cannot die. No matter what injury, illness, or magic is used against them, their hit points will merely keep decreasing, but they will

Table 6-20: Epic Wondrous Items (Neck)

Wondrous Item	Market Price (gold)
Amulet of Epic Natural Armor +6	720,000
Bloody Ascot	760,000
Amulet of Epic Natural Armor +7	980,000
Amulet of Epic Mighty Fists +6	1,080,000
Periapt of Perfidy	1,200,000
Amulet of Epic Natural Armor +8	1,280,000
Amulet of Epic Mighty Fists +7	1,470,000
Amulet of Epic Natural Armor +9	1,620,000
Moonstone Choker	1,780,000
Amulet of Epic Mighty Fists +8	1,920,000
Amulet of Epic Natural Armor +10	2,000,000
Torque of Ascendancy	2,000,000
Typhoon Scarf	2,200,000
Amulet of Epic Mighty Fists +9	2,430,000
Amulet of Epic Mighty Fists +10	3,000,000
Titan Collar	4,000,000

Table 6-21: Epic Wondrous Items (Shoulders)

Wondrous Item	Market Price (gold)
Captain's Epaulets	320,000
Cloak of Epic Resistance +6	360,000
Swordcloak	420,000
Cloak of Epic Resistance +7	490,000
Cloak of Epic Resistance +8	640,000
Cloak of Epic Resistance +9	810,000
Roaring Shoulders	810,000
Cloak of Roaches	980,000
Cloak of Epic Resistance +10	1,000,000
Citadel Shoulders	1,120,000
Cloak of Epic Resistance +11	1,210,000
Griffon Cloak	1,320,000
Cloak of Epic Resistance +12	1,440,000
Lone Road Poncho	2,000,000
Wings of Air	2,000,000
Angelic Fanon	2,830,000
Moaning Pauldrons	4,000,000

Table 6-22: Epic Wondrous Items (Wrist)

Wondrous Item	Market Price (gold)
Scroll Bands	800,000
Bracers of Superior Force Shield	860,000
Bracers of Epic Armor +11	1,210,000
Stolen Bracelet	1,350,000
Bracers of Epic Armor +12	1,440,000
Strangling Wraps	1,520,000
Bracers of Epic Armor +13	1,690,000
Bracers of Epic Armor +14	1,960,000
Temple Wraps	2,000,000
Bracers of Epic Armor +15	2,250,000
Tornado Bracelet	2,600,000
Bracers of Relentless Might	4,384,000

remain unconscious rather than dead, no matter how low their total becomes. They are also immune to death effects.

Any non-good creature wearing the *angelic fanon* gains five negatives levels and does not benefit from its abilities. The negative levels remain as long as the fanon is worn and disappear when it is removed. These negative levels cannot be

overcome in any way (including *restoration* spells) while the fanon is worn.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *breath of life*

Market Price: 2,830,000 gp

Angel Rings [strong transmutation, CL 24th]

A pair of solid mithral anklets that require the wearer's feet to be otherwise bare to utilize, they triple the wearer's movement speed and allow them to fly at that speed with perfect maneuverability.

Slot: Feet

Prerequisites: Craft Epic Wondrous Item, *fly*

Market Price: 324,000 gp

Armor Battery [strong necromancy, CL 22nd]

This fist-sized red stone is set in a silver device that can be attached to the chest portion of any suit of magical armor. As a free action, the wearer of the armor can choose to invest any number of hit points into the *armor battery*, causing it to turn blue and begin crackling with energy. For every 5 hp invested, the battery grants a +1 sacred bonus to AC until the beginning of their next turn, supercharging the armor's protective magic with the positive energy extracted from the wearer. Due to the interference this field generates, no spell or class ability that manipulates positive energy (namely *cure* magic or a cleric's Channel Positive Energy class feature) can affect the wearer while it is active.

This process is not without danger, for pouring too much energy into magic armor can burn the magic out of it. For every consecutive round after the first that the *armor battery* is used, there is a cumulative 1% chance that the armor to which it is connected will be disenchanting when the battery finally powers down, as if it had failed its save against a targeted *mage's disjunction*.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *shield of faith*, *vampiric touch*

Market Price: 820,000 gp

Table 6-23: Epic Wondrous Items (Slotless)

Wondrous Item	Market Price (gold)
Powdered Metamagic	Varies
Minimap	260,000
Quill Tarp	270,000
Cabinet of Feasting	288,000
Faultless Mount	300,000
Decanter of Endless Horses	385,000
Black Sand Hourglass	400,000
Eisenhound	450,000
Blinding Stone	520,000
Dragonpipe	560,000
Ham of Glory	628,000
Skywagon	640,000
Tattooed Squirrel	780,000
Pocket Bastion	850,000
Tome of the Doyen	895,000
Door of Wonders	910,000
Armor of Light	940,000
Walking Caltrops	980,000
Force Door	1,020,000
Phylactery Doll	1,240,000
Choir Earrings	1,630,000
Book of the Word	1,800,000
Magnificent Number Engine	2,100,000
Portable Forge	2,400,000
Crystal of Revelation	3,000,000
Arsenal Hall	3,060,000
Ioun Henge	3,400,000

Armor of Light [strong abjuration, CL 27th]

Normally a small glass disc with a holy symbol etched into its surface, activating the *armor of light* cloaks the wearer in overlapping plates of luminous energy that float suspended several inches above the wearer's clothing or normal armor, shedding pure white light with the same intensity as a torch. While the armor is active, the wearer gains a +6 shield bonus to AC; unlike most shield bonuses, the bonus from the *armor of light* applies to the wearer's touch AC. All physical and magical attacks made by the wearer affect incorporeal creatures as if they were corporeal, similar to the *ghost touch* weapon enchantment.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *plane shift*, *armoring shield*

Market Price: 940,000 gp

Armory Glove [strong transmutation, CL 22nd]

A sleek, form-fitting leather glove designed and colored to look like metal. On command, one item held in the hand wearing the glove disappears. The item can weigh no more

than 50 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a simple gesture, the item reappears. An *armory glove* can store up to ten items at a time, each in a separate tiny chamber—similar to the extradimensional space created by a *bag of holding*—concealed in the glove's design. Storing or retrieving any item is a free action. If all ten chambers are filled, the wearer can elect to replace the contents of one chamber with the item they are holding, swapping the two. Spell durations are not suppressed, but continue to expire. If suppressed or dispelled, the stored items appear instantly. An *armory glove* uses up the wearer's entire hands slot; the wearer may not use another item that also uses the hands slot.

Slot: Hands

Prerequisites: Craft Epic Wondrous Item, *secret chest*, *telekinesis*

Market Price: 210,000 gp

Arsenal Hall [strong conjuration, CL 21st]

This item appears to be a small cube several inches to a side, with a small crest depicting a wardog with a sword gripped in its jaws. When the crest is pressed and a command word is spoken, a *gate* opens that will allow only the holder of the cube to pass through, closing immediately upon their entry.

Within, the owner finds themselves within the *arsenal hall*, a vast extradimensional training hall with all the weapons and tools necessary for rigorous martial training with any sort of melee or missile weapon short of siege equipment. Within the hall, they can undertake one of three training regimes, which will grant them specific bonuses until the next time they go to sleep:

- *Combat Training:* The character selects a specific weapon or fighting style and spends all their time in the hall training solely in that. When using that weapon or style, they gain a +2 to hit and damage and a +2 to CMB and CMD.
- *Defensive Training:* The character focuses on defensive techniques and exercises. They gain a +2 to AC and a +2 to

all saves.

- *General Training*: The character prioritizes a well-rounded approach to combat, gaining a +1 to hit and damage, a +1 to AC, and 2 temporary hit points per hit die.

After an hour, the *gate* reopens to the same location and the character must leave (or be forcefully ejected) and the *arsenal hall* cannot be reopened for a period of one week. If a character manages to stay awake through the whole week and reenter the *arsenal hall* without sleeping, training again will still cause their previous bonuses to be replaced by whatever new bonuses they select.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *gate*, *greater create demiplane*, *transformation*

Market Price: 3,060,000 gp

Assassin's Glass [strong divination, CL 27th]

This highly polished gold-and-glass monocle hides a terrible gift for bringers of death: up to three times per day, when the wearer uses a spell or ability that requires their target to make a saving throw, they can force the target to roll the save twice and accept the lower of the two results. If the target has any abilities that allow them to reroll or automatically succeed on a saving throw, the target can expend a use of the ability to negate the effects of the *assassin's glass*, allowing them to attempt their save normally.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *prediction of failure*

Market Price: 1,440,000 gp

Astral Goggles [strong divination, CL 30th]

The wearer of these strange goggles with purple-tinted lenses gains a +30 competence bonus to Perception checks and is able to see invisible creatures.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *see invisibility*

Market Price: 960,000 gp

Battering Boots [strong transmutation, CL 24th]

Designed for destruction, these heavy iron boots allow the wearer to more effectively deal with inanimate obstacles through violent means. The wearer gains a +10 circumstance bonus to any Strength check made to break an object through sudden force or to their CMB when making a sunder attempt. Additionally, when dealing damage to an unattended inanimate object, if they use the boots to deliver an unarmed attack, they instead inflict 2d10 (or 2d8 if Small) + 1 1/2 Strength modifier in damage and ignore any hardness less than 20.

Slot: Feet

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

Market Price: 290,000 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.

Slot: Body

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

Market Price: 400,000 gp

Beast Belt [strong transmutation, CL 35th]

When worn for at least 24 hours, this leather belt grants the wearer all the benefits and drawbacks of the Animal Lord template. The type of animal is determined by the source of the leather of which the sash is composed.

Note that characters can only gain the benefit of one item

at a time that grants them a template.

Slot: Belt

Prerequisites: Craft Epic Wondrous Item, *beast shape IV*

Market Price: 4,000,000 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.

Slot: Belt

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.

Slot: Belt

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.

Slot: Belt

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.

Slot: Belt

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.

Slot: Belt

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

Market Price: 2,560,000 gp

Black Sand Hourglass [strong abjuration, CL 21st]

This small hourglass protects the time of anyone who holds it. Whenever the spell *time stop* is cast within 300 feet of it or someone under the influence of *time stop* comes within 300 feet of it, the spell is instantly and automatically dispelled.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *mage's disjunction*, *time stop*

Market Price: 400,000 gp

Bladed Boots [strong transmutation, CL 21st]

While wearing these iron-shod boots, the user's kicks inflict 1d8 lethal slashing damage (1d6 if small) with a critical multiplier of x3. As long as the boots are worn, the wearer is considered armed.

If the wearer has the Unarmed Strike class feature and would normally inflict more damage, they instead treat their kick attacks as one size category larger, as if they had the

impact weapon ability. They still retain the x3 critical multiplier.

Slot: Feet

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

Market Price: 340,000 gp

Blind Rage [strong divination, CL 23rd]

A thick band of cloth fronted by an opaque iron visor, dented and scratched as if from many battles, it blocks the wearer's sight completely, leaving them blind. When the wearer enters a rage from any source, the visor replaces their missing vision with blindsight out to 60 feet.

Additionally, the *blind rage* grants the wearer a limited form of the spell *foresight*: so long as they are wearing the visor, a character will never be caught surprised or flat-footed, instead being warned of danger beforehand. Unlike *foresight*, the character gains no other bonuses, but, if they have the Rage class ability, they can immediately enter a rage before the action that triggered this ability occurs.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *discern location*, *foresight*

Market Price: 3,060,000 gp

Blinding Stone [strong enchantment, CL 21st]

Though called a 'stone,' this item appears as any sort of innocuous object: a small stone, a piece of garbage, a small tool or other bit of everyday paraphernalia. It is designed to be placed about unobtrusively and only shows its true nature when a spell such as *detect magic* or *arcane sight* is used near it. Any character with 200 hit points or fewer is automatically blinded for as long as the offending spell is active plus 1d4+1 minutes. A character with 201 or more hit points must succeed on a Will save DC 24 or be blinded for as long as the offending spell is active plus 1d4+1 rounds. Once a character has succeeded in their saving throw against a *blinding stone*, they are immune to the effects of that particular stone for 24 hours.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *detect magic*, *power word blind*

Market Price: 520,000 gp

Blood Sash [strong necromancy, CL 21st]

A sash of pure white cloth, it is vaguely cold to the touch. Normally powerless, to activate its powers requires sacrifice: the blood of the willing. When a character is wearing the sash, his or her allies can cut themselves and press the open wounds to it. By doing so, they can imbue the wearer of the *blood sash* with temporary hit points equal to 1/2 the number of hit points they sacrifice, the sash turning a dark red and growing hot to the touch.

Unlike normal temporary hit points, these can be healed by any effect that restores hit points, but the characters who have sacrificed their vitality cannot recover it by any means so long as the *blood sash* remains active. The only way to deactivate the sash is to submerge it in clean water and wash it, a process that takes at least 1 full minute of scrubbing, at which point it returns to its pristine white condition and the characters who sacrificed life energy can recover their hit points as normal. If the sash is destroyed, the characters who sacrificed their hit points cannot recover them for 24 hours.

Slot: Belt

Prerequisites: Craft Epic Wondrous Item, *vampiric touch*,

Market Price: 900,000 gp

Bloody Ascot [strong necromancy, CL 27th]

Red silk the color of blood, this fancy bit of cloth feeds on the wearer's own blood to strengthen them when they should be weakened. Any time the wearer of a *bloody ascot* is affected by bleed damage, they instead gain fast healing equal to that amount. Anything that would normally cure the bleed condition (other than the ascot's own healing power) will end the fast healing and additional bleed damage will replace the old amount of fast healing with the new amount, even if the bleed damage would normally stack with itself.

Slot: Neck

Prerequisites: Craft Epic Wondrous Item, *vampiric touch*

Market Price: 760,000 gp

Book of the Word [strong abjuration, CL 24th]

This beautifully-embossed, gold-inlaid, leather-bound tome reveals incredible power in the hands of skilled spell-caster. Up to three times per day, the owner of the *book of the word* can automatically attempt to counterspell any other magic-user's spell as if they had readied an action to counterspell.

The wielder must be aware of the spell and otherwise able to react (not paralyzed, restrained, etc.), must be holding the book in at least one hand, and must have either an appropriate spell or *dispel magic* or *greater dispel magic* available to make the counterspell attempt. If they meet all these requirements, the actual counterspell attempt consumes no action on the wielder's part. They can attempt more than one counterspell per round, but no more than one attempt per spell.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *quicken* *greater dispel magic*

Market Price: 1,800,000 gp

Boots of Swiftness [strong transmutation, CL 21st]

These luxurious, thigh-high boots with mithral filigree grant their wearer a +6 enhancement bonus to Dexterity. The wearer's land 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 also 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).

Slot: Feet

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.

Slot: Wrists

Prerequisites: Craft Epic Wondrous Item, *mage armor*

Market Price: 1,210,000 gp

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

These massive, adamantine-studded iron bracers grant a +12 enhancement bonus to the wearer's Strength and Constitution. Additionally, the wearer is treated as two size categories larger than normal (to a maximum of size Colossal) when calculating the size modifier for their CMD and CMB scores.

Slot: Wrists

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

Market Price: 4,384,000 gp

Bracers of Superior Force Shield [strong evocation, CL 21st]

These jet-black adamantine bracers are set with discs of pure obsidian. At a word, they can generate a pair of shield-sized (and shield-shaped) *walls of force* that stay with the bracers and can be wielded as if each were *+1 heavy shield* (+3 AC) while keeping the wearer's hands free or together as if they were a *+2 tower shield* (+6 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Slot: Wrists

Prerequisites: Craft Epic Wondrous Item, *armoring wall of force*

Market Price: 860,000 gp

Bunny Ears [strong transmutation, CL 21st]

A bizarre item crafted by a mysterious eastern sage, these comical ears are white, fluffy, and do very little to make the wearer look like a rabbit. While worn, however, they grant a +30 competence bonus to Acrobatics and allow the wearer to move at x8 speed when taking a full run (rather than x4 as normal). If the wearer has the Run feat, they can instead move at x10 speed when taking a full run. When moving at a full run, they gain an additional +16 circumstance bonus to Acrobatics checks made to jump.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *jump*, *haste*

Market Price: 912,000 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*.

Slot: —

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

Market Price: 288,000 gp

Captain's Epaulets [strong conjuration, CL 21st]

The wearer of these white-and-yellow shoulderpads can control ships, carriages, and most other forms of mechanical conveyance without the need for a crew, the vehicle instead operating itself at peak efficiency. They simply use their own relevant skill with a +20 competence bonus.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *unseen crew*

Market Price: 320,000 gp

Choir Earrings [strong abjuration, CL 25th]

These intricate crystal earrings produce a constant sound like distant, achingly beautiful music and render the wearer immune to all sonic damage, sound-based attacks, and

deafness. They also impose a -10 penalty to all Perception checks based on listening.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *silence*, *wall of sound*

Market Price: 1,630,000 gp

Cindersteps [strong evocation, CL 30th]

Knee-high boots of black dragon leather, warm to the touch no matter the temperature. When worn, the obsidian heels crackle with every step, leaving scorched boot prints wherever the wearer treads. The wearer gains fire immunity. Additionally, twice per day as a swift action, they can grant the wearer a fly speed of 120 with good maneuverability for up to 30 minutes.

When flying no more than 20 feet above a solid surface, the wearer can generate a *wall of fire* effect over every square they pass as a free action for 1 round. The *wall of fire* persists for 30 rounds. This ability can be used once every time a new use of the boots' flight ability is activated.

Slot: Feet

Prerequisites: Craft Epic Wondrous Item, *fiery body*, *quicken fly*, *wall of fire*

Market Price: 624,000 gp

Citadel Shoulders [strong conjuration, CL 26th]

Each of these comically oversized pauldrons has a miniature fortress several feet tall atop it. Though they possess no additional defensive abilities, the shoulders can be loaded with any sort of medium-sized ranged weapon and ammunition—bows and arrows, guns and bullets, slings and stones, throwing knives, javelins, etc.—of either a mundane or magical nature, accepting as much as a normal quiver or bandolier. At a verbal command, dozens of tiny animated soldiers will appear at the windows and crenellations of either citadel and attack any creature within one range increment of the appropriate type using the wearer's attack bonuses, ability scores, and any applicable feats they may have. The sum total

of the effect is the equivalent of one attack at the wearer's highest base attack bonus. Using this ability is a swift action and can be done every round until all the ammunition is expended. It is a full-round action to reload the *citadel shoulders*.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *animate objects*, *create demiplane*

Market Price: 1,120,000 gp

Cloak of Roaches [strong transmutation, CL 24th]

Wearing this slick, leathery cloak is an ordeal: any portion of the body touching it feels a disturbing prickling sensation, as if the spiny legs of roaches were walking across their skin. Burglars and spies find the sensation a little-enough price to pay for the benefits, however. Not only does the cloak provide a +20 competence bonus to Stealth checks, but they act as if permanently affected by both *freedom of movement* and *spider climb*. Finally, while wearing the cloak, a character can fit their entire body through any crack or opening that a normal roach could pass through, albeit in a disconcerting display of contortion and deformation. Even openings barred by affects that stop *teleportation* or *ethereality* are no bar to someone in a *cloak of roaches*, provided there is even the smallest opening. If they must move through a passage or crack longer than 20 feet while contorted, they can only advance at 20 feet per round, regardless of any magic or items that normally boost their speed.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *freedom of movement*, *spider climb*

Market Price: 980,000 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.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *resistance*

Market Price: 360,000 gp

Crown of Stars [strong abjuration, CL 24th]

Though it first appears to be a single, solid crown of silver and mithral, closer inspection reveals the *crown of stars* to actually be composed of hundreds of tiny, distinct pieces of metal that remain unconnected to any of the others. The wearer of the *crown of stars* is immune to cold damage and all additional effects of any spell that inflicts cold damage as well as any other side effects of being trapped in space or any other sort of void or vacuum. If they have worn the crown for at least 24 hours, they also no longer need to eat, drink, or breathe.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *life bubble*, *resist elements*

Market Price: 320,000 gp

Crown of the Sages [strong conjuration, CL 30th]

A winged golden crown set about with sapphires and turquoise, trailed by a fine golden mesh. It actually drifts slightly above the wearer's head (though it still occupies the 'head' magic item slot), and any who don it become immune to all mind-affecting effects and cannot be detected by any means, as if protected by a *mindblank* spell.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *enduring mindblank*

Market Price: 1,820,000 gp

Crystal of Revelation [strong divination, CL 24th]

A tremendously powerful item, the user of a *crystal of revelation* can use it to peer into the future, but only by a single round. By gazing into the crystal as a standard action, they know how to influence the flow of reality to secure desired

outcomes with their words or actions. Until the beginning of their next turn, chosen allies automatically succeed at all saving throws and skill checks, while anything else they attempt that requires a d20 roll gains a +20 bonus. During this round, natural 1s are not considered automatic failures. Conversely, every foe they can see will automatically fail at all attack rolls and CMB checks, while suffering a -20 to all other d20 rolls: saving throws, spell resistance, etc. During this round, an enemy cannot critically succeed on anything.

The turn after peering into a *crystal of revelation*, the weight of the future comes slamming back into the character. They are dazed for 1 round and left blind and deaf, bleeding from the ears and nose. The blindness and deafness are permanent until healed, which will not work for at least 1d4+1 rounds. There is no way of avoiding these effects. Afterwards, the *crystal of revelation* remains quiescent for a period of 1 week, following which it can be used again.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *foresight*, *moment of prescience*, *prediction of failure*

Market Price: 3,000,000 gp

Dancing Shoes [strong transmutation, CL 35th]

When worn for at least 24 hours, these soft silk shoes grant the wearer all the benefits and drawbacks of the Fey template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Feet

Prerequisites: Craft Epic Wondrous Item, *irresistible dance*

Market Price: 4,000,000 gp

Decanter of Endless Horses [strong conjuration, CL 23rd]

Despite its name, this brown leather flask does not contain an unlimited equine supply. What it can do is store an unlimited number of horses. With a DC 18 Handle Animal check, a character can convince any horse or horse-like animal (such as a mule, donkey, zebra, etc.) to submit to a full-round

ritual that puts the animal into stasis and stores them within the decanter. While in this state, the horse does not require food, air, or water, and does not age.

The contents of the decanter can be released either individually as a swift action (meaning that up to three horses can be released individually per round) or all the horses can be released as a herd as a full-round action. There must be sufficient room for the horses to be released, or else the attempt to free them fails automatically. If the decanter is destroyed, all stored horses are automatically released if there is room. If there is insufficient room, any horses that do not fit near the decanter are teleported to a random location in the Ethereal Plane.

If found as random treasure, a *decanter of endless horses* generally has 3d6 generic horses stored within.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *freedom*, *imprisonment*

Market Price: 385,000 gp

Devil's Walk [strong transmutation, CL 30th]

When worn for at least 24 hours, these bone-studded red leather boots grant the wearer all the benefits and drawbacks of the Fiendish template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Feet

Prerequisites: Craft Epic Wondrous Item, *unholy aura*

Market Price: 2,000,000 gp

Door of Wonders [strong conjuration, CL 21st]

This fancifully carved oaken door is the ultimate vault. The door can only be opened by its owner and it leads to an extradimensional space which cannot be entered by any other means short of the direct intervention of a deity. Within its confines are a series of adjoining chambers that are perfectly clean and utterly empty save for a breathable atmosphere kept at a comfortable temperature for the owner. Most

owners of the *door of wonder* use its 4,000 square feet of area to store their wealth and important possessions like a vault, though others will set it up more like a museum.

The only downside to the *door of wonders* is the fact that it is a full-sized door, roughly 7 feet tall and 4 feet wide. It cannot be stored in a *bag of holding* or a *portable hole* (or any other spell or item with similar effects) or the *door of wonder* is suppressed and all its contents shoot out. Any attempt to alter the door's size, shape, or weight produces a similar result, spilling everything inside it out as a jumbled mass.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *gate*, *mage's magnificent mansion*

Market Price: 910,000 gp

Dreadnought Cords [strong transmutation, CL 24th]

These thick cords of knotted leather wrap around the user's torso and upper arms, cinched so tight as to be almost painful. When properly secured, they permit the wearer to utilize superhuman bursts of strength. Three times per day, they can add +20 to any one Strength check, burst attempt, or CMB roll. Additionally, three times per day, they can add +20 to their CMD when a combat maneuver is attempted against them but before the results have been determined.

Slot: Chest

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

Market Price: 400,000 gp

Dragonclaws [strong transmutation, CL 24th]

Crafted of fossilized dragonbone, these heavy gauntlets permit the wearer to overcome any magical force that wishes to bar their path. As a standard action, the wearer can deliver a solid blow with one of the gauntlets to any of the following spells, completely negating it: *blade barrier*, *clenched fist*, *crushing hand*, *forcecage*, *forceful hand*, *grasping hand*, *interposing hand*, *prismatic sphere*, *prismatic wall*, *resilient sphere*, *telekinetic sphere*, *wall of fire*, *wall of force*, *wall of ice*, *wall of lava*, *wall of sound*, *wind wall*, and any additional non-

epic spell subject to spell resistance that produces a similar effect, at the GM's discretion.

Slot: Hands

Prerequisites: Craft Epic Wondrous Item, *freedom of movement*, *mage's disjunction*

Market Price: 660,000 gp

Dragonpipe [strong evocation, CL 23rd]

A beautifully carved pipe made from a section of dragon's horn, any time the pipe is lit, a character can spend a move action to take a long drag on the pipe and inhale the smoke. They can hold this smoke for 1d4+1 rounds, during which they are immune to the appropriate elemental type. At any point during that duration, they can release the smoke as the spell *dragon's breath* as a standard action. The type of immunity and breath weapon depend on the dragon's horn used to create the pipe.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *dragon's breath*

Market Price: 560,000 gp

Eidolon Harness [strong transmutation, CL 22nd]

A boon to both summoners and the eidolons they partner with, the *eidolon harness* is a rig of exotic leather and unfamiliar bone. It can be altered to fit over either an eidolon of any size or a summoner, seeming to grow or shrink as needed. When attached to an eidolon, it increases their evolution pool by an amount corresponding to the bonus. When attached to a summoner, it instead adds its bonus to the pool they can use for the Aspect or Greater Aspect class abilities.

The *eidolon harness* provides a bonus of +2 or higher; it increases by increments of +2. The required caster level increases by 4 for every increment and the market price is equal to the bonus squared x 100,000.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *greater evolution surge*

Market Price: 400,000 gp

Eisenhound [strong transmutation, CL 22nd]

A small iron figurine of a dog, it seems to weigh three or four times as much as it should. When placed on the ground and a command word is spoken, a trio of watchdogs appears. These constructs patrol any area designated by their owner for up to 12 hours, guarding against all threats or trespassers. Gifted with a +40 to perception and *true seeing*, if they detect an intruder they will begin to bark loud enough to rouse any creature within 100 feet from their sleep and be heard easily for up to a quarter of a mile.

If attacked—or ordered to attack by their owner—the *eisenhounds* use the stats of an Iron Golem except that they lack Magic Immunity and use only a single bite attack (use the stats for the Golem's slam attack); instead, they have a movement speed of 40 and the Trip ability with their bite.

After 12 hours, the *eisenhounds* return to being a single statue and cannot be used again for at least 12 hours. If any of the dogs are destroyed, then the statue cannot be used against for at least 1 week, after which the *eisenhounds* will reappear fully repaired.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *mage's faithful hound*, *true seeing*

Market Price: 450,000 gp

Elysian Visor [strong divination, CL 21st]

A curved arc of clear crystal set in a platinum frame that sits over the eyes snugly, this ultimate eyepiece constantly grants the wearer the benefits of all the following spells out to a distance of 120 feet: *detect chaos*, *detect charm*, *detect evil*, *detect good*, *detect law*, *detect magic*, *detect poison*, *detect scrying*, *detect secret doors*, *detect snares and pits*, *detect thoughts*, *detect undead*, *discern lies*, and *discern value*. All saving throws against the *elysian visor's* abilities are against a DC 21.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *detect chaos*, *detect charm*, *detect evil*, *detect good*, *detect law*, *detect*

magic, *detect poison*, *detect scrying*, *detect secret doors*, *detect snares and pits*, *detect thoughts*, *detect undead*, *discern lies*, *discern value*

Market Price: 860,000 gp

Endless Robes [strong transmutation, CL 21st]

These periwinkle blue silk robes seem made entirely of folds, creases, and pleats, containing an impossible volume of cloth. In a given day, *endless robes* can extrude up to 1,000 feet of rope, 200 sacks, 100 bedrolls, 24 large tents, 4 pavilions, 12 sets each of any type of clothing worth no more than 50 gold apiece, and a complete set of sails for a ship of up to 3 masts. All the materials produced are silk and of the same blue color. The material will remain until damaged beyond repair or 24 hours have passed, at which point it will crumble into useless dust.

Additionally, up to 3 times per day, the wearer can command their robes to engulf an adjacent creature as a standard action. This is identical to the *maze* spell.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *major creation*, *maze*

Market Price: 1,440,000 gp

Entboot [strong transmutation, CL 34th]

A single boot of soft leather with a design of entwined branches and reaching leaves embossed into it, when fitted over a character's foot, it sprouts thick, knobby branches that encase the character up to the knee. As there is only one, it makes walking quite awkward, reducing a character's land speed by 5 feet and imposing a -4 penalty to Acrobatics and Swim checks.

After being worn for 24 hours, the boot sends thin, questing tendrils painlessly into the wearer's flesh, where the living substance of the plant nurtures them. First, it filters the wearer's blood, making them immune to poison and disease, as well as the effects of drugs or alcohol. The returned blood is also charged with powerful healing magic, granting the

wearer Regeneration 5 (fire). Finally, the *entboot* also washes away all forms of weariness, making the wearer immune to Fatigue or Exhaustion. Indeed, so long as the boot is worn, the character does not even need to sleep, though many wearers still choose to out of habit.

In a pinch, the boot can even sustain a character. With access to sunlight and healthy soil, the character can allow the *entboot* to drive roots into the ground. Being so rooted for an hour's time will provide the character with enough food and water for a day of strenuous activity. They also receive a +20 to their CMB to resist being bull rushed, dragged, repositioned, or tripped during this time.

Slot: Feet

Prerequisites: Craft Epic Wondrous Item, *plant shape III, regeneration*

Market Price: 2,920,000 gp

Eyes of Fire [strong evocation, CL 24th]

Part of the Primal Regalia, along with the *feet of water*, *hands of earth*, and *wings of air*, it is a potent item that grows in power when brought together with the rest of the Regalia.

The wearer of these obsidian lenses gains a gaze attack that burns and blinds their target. Once per round, as a swift action, the wearer can lock gazes with another creature within 30 feet, inflicting 6d6 points of fire damage and blinding the target. A successful Reflex save DC 22 negates the blindness and reduces the damage by half.

When at least one other piece of the Regalia is worn, the *eyes of fire* also grant fire immunity to the wearer. When at least two other pieces of the Regalia are worn, the wearer's gaze attack inflicts 10d6 damage and the save DC increases to 26. When all four pieces of the Regalia are worn together, if the wearer takes elemental damage of any kind—acid, cold, fire, or electricity—they are instead healed 1 hit point for every 3 points of damage the effect would have inflicted.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *sunburst*

Market Price: 2,400,000 gp

Falcon Helm [strong transmutation, CL 24th]

This mithral sallet helm gives off a beak-like impression, with smoky grey glass set over the openings for the eyes. The wearer of the *falcon helm* can see up to four times further in all levels of light than a normal member of their race and treats all light levels below 'bright' as being one higher. The helm also grants a +20 competence bonus to Perception checks.

Its true powers are tied to its sister items: the *lion's paws* and the *griffon cloak*. When all three items are worn at once, the *falcon helm* grants its wearer constant *true seeing* out to 120 feet and increases the range of their sight up to ten times normal.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *aspect of the falcon, true seeing*

Market Price: 1,446,000 gp

Faultless Mount [strong transmutation, CL 32nd]

Though usually in the form of a horse, this mithral construct can be modeled after any large-sized quadrapedal creature. It has the same stats as a Mithral Golem, except that it lacks the Fluid Form and Immunity to Magic abilities and can only make a single slam attack. Instead, it has a movement speed of 60, fast healing 5, and grants any rider a +20 competence bonus to Ride checks. Additionally, at a command word, the *faultless mount* can deploy a pair of silvery wings, granting it a fly speed of 120 with average maneuverability.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *animate objects, geas/quest, haste, overland flight, wish*

Market Price: 300,000 gp

Feet of Water [strong transmutation, CL 40th]

Part of the Primal Regalia, along with the *eyes of fire*, *hands of earth*, and *wings of air*, it is a potent item that grows in power when brought together with the rest of the Regalia.

The wearer of these luxurious shark leather boots gains an unshakeable foundation as powerful currents of water swirl

around their feet, providing support. They can literally 'skate' several inches over the ground on constant geysers of water, granting the wearer a +80 foot enhancement bonus to their base land and speed (which also grants a +32 bonus to Acrobatics checks made to jump) and the ability to move at x6 their speed on a full run (instead of x4; it also adds an additional +8 bonus to Acrobatics checks made to jump). When moving in such a fashion, the character is not taxing his- or herself nearly as much and can run for ten times the normal duration. They can also use their enhanced land speed as their swim speed.

When at least one other piece of the Regalia is worn, the *feet of water* also grant cold immunity to the wearer. When at least two other pieces of the Regalia are worn, the wearer's bonus to base land and swim speeds becomes +120 feet and they can move at x8 their speed on a full run. When all four pieces of the Regalia are worn together, if the wearer takes elemental damage of any kind—acid, cold, fire, or electricity—they are instead healed 1 hit point for every 3 points of damage the effect would have inflicted.

Slot: Feet

Prerequisites: Craft Epic Wondrous Item, *tsunami*

Market Price: 2,200,000 gp

Fiendcord [strong transmutation, CL 40th]

When worn for at least 24 hours, this black sash of unsavory leather grants the wearer all the benefits and drawbacks of the Half-Fiend template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Belt

Prerequisites: Craft Epic Wondrous Item, *frightful aspect*

Market Price: 6,000,000 gp

Force Door [strong evocation, CL 25th]

A golden knocker that can be attached to any door, from a dog door to a castle's massive double-doors. When so affixed, a magical effect spreads across the door and the

surrounding wall for 100 feet in all directions or until the wall angles more than 45 degrees away from the original door's orientation. This area is reinforced as if it were a *wall of force* with 500 hit points. Unlike a normal wall of force, *disintegrate* does not destroy it immediately (though it does inflict damage as normal for the spell). Attempting to damage the door or wall with a weapon will trigger the effects of the spell *kinetic reverberation* (DC 13). Furthermore, each time someone attempts to damage or destroy the wall by any means, they are immediately struck by a *magic missile* for 5d4+5 points of damage. No attacker can be subject to more than one *magic missile* per round and they must be within 350 feet to be affected by the spell.

The effects remain in place for 25 minutes or until the original placer of the knocker uses it to rap on the door three times. In either case—or if the *wall of force* is damaged sufficiently—the spells will immediately end and the knocker will detach from the door. Once the effect has ended, the knocker cannot be attached to a new door for 24 hours.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *kinetic reverberation*, *magic missile*, *wall of force*

Market Price: 1,020,000 gp

Forever Pants [strong transmutation, CL 21st]

Whenever the spell *time stop* is cast within 300 feet of a character wearing *forever pants*, they gain the benefits of the spell as well. They are also immune to the effects of *imprisonment* and *temporal stasis*.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *time stop*

Market Price: 612,000 gp

Gargant Shirt [strong transmutation, CL 30th]

When worn for at least 24 hours, this coarse, poorly-woven shirt grants the wearer all the benefits and drawbacks of the Giant template.

Note that characters can only gain the benefit of one item

at a time that grants them a template.

Slot: Chest

Prerequisites: Craft Epic Wondrous Item, *giant form II*

Market Price: 2,000,000 gp

Gladiator's Mask [strong abjuration, CL 26th]

When this bronze mask is donned, it adheres to the wearer's face and forms a perfect copy of their features, even moving and shifting as the wearer's face beneath does. At will, the wearer of the *gladiator's mask* can cause their voice to carry up to ten times further than it normally would, while any Perform check they make during combat to impress a crowd during a bout or in an arena gains a +20 competence bonus. They also receive a +20 competence bonus to any intimidation checks made against opponents they are actively fighting and have struck at least once with a melee attack. Finally, the wearer is immune to being intimidated by any creature they are engaged in combat with.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *frightful aspect*, *shout*

Market Price: 560,000 gp

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

These black silken gloves not only feel like the wearer has nothing on their hands, but grant them a +20 competence bonus to Bluff, Linguistics, and Sleight of Hand.

Slot: Hands

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

Market Price: 1,200,000 gp

Griffon Cloak [strong abjuration, CL 24th]

This heavy leather cloak is composed of overlapping leather plates like the wings of a bird of prey. The wearer of the *griffon cloak* gains the ability to fly effortlessly, gaining a fly speed of 80 with perfect maneuverability.

Its true powers are tied to its sister items: the *falcon helm*

and the *lion's paw*. When all three items are worn at once, the *griffon cloak* gains the ability to make an aerial charge when flying. Doing so allows them to either strike the foe and then withdraw as if they had the Spring Attack feat or else make a full attack as part of the charge as if they had the Pounce ability.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *fly*, *transformation*

Market Price: 1,320,000 gp

Guiltless Halo [strong transmutation, CL 30th]

When worn for at least 24 hours, this luminous golden halo grants the wearer all the benefits and drawbacks of the Celestial template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Headband

Prerequisites: Craft Epic Wondrous Item, *holy aura*

Market Price: 2,000,000 gp

Gunner's Lens [strong divination, CL 28th]

Originally developed to aid gunslingers, users of all manner of ranged weapons have discovered the value of these thin, viridian-lensed spectacles. When making a ranged attack, they enable the wearer to see and predict the distorting effect of protective magic, effectively allowing them to ignore any deflection bonuses to a target's AC, such as from a *ring of protection* or spells such as *bullet shield* or *cloak of chaos*.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *analyze dweomer*, *named bullet*

Market Price: 1,320,000 gp

Halo of Blades [strong abjuration, CL 30th]

Made up of dozens of tiny, whirling golden knives, the halo slowly releases its armaments to defend its wearer. So long as they have occupied a square for at least one full round, the

wearer of the *halo of blades* does not provoke attacks of opportunity for any action they take. Upon moving from that square, the blades retract to reform the halo and the wearer must remain in a square for at least one full round again to gain their benefit.

Slot: Headband

Prerequisites: Craft Epic Wondrous Item, *wreath of blades*

Market Price: 870,000 gp

Ham of Glory [strong abjuration, CL 31st]

Perfectly roasted and delightfully succulent, this pinnacle of ham-ness grants powerful benefits to anyone who eats from it. With enough magical meat to feed four medium-sized creatures, eight small-sized or smaller, or a single large-sized, any creature that spends 1d4 rounds to consume a complete portion gains the benefits of *heroes' feast* and at any one point in the next 12 hours they can trigger the effects of *regenerate* as a swift action. Every day, at exactly noon, a new *ham of glory* will spring forth from the denuded bone of the previous day's ham.

Slot: —

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

Market Price: 628,000 gp

Hands of Earth [strong evocation, CL 24th]

Part of the Primal Regalia, along with the *eyes of fire*, *feet of water*, and *wings of air*, it is a potent item that grows in power when brought together with the rest of the Regalia.

The wearer of these heavy stone gauntlets gains a greater connection with the world around them. Through this power, the wearer can duplicate the effects of the spell *stone shape* at will as a standard action, except affecting any sort of dirt, clay, stone, wood, metal, or glass. Up to 25 cubic feet can be affected at any one time and attended objects get a Will save DC 14 to resist the effects. Remember that attended objects use the saving throws of their owners or guardians if they are higher.

When at least one other piece of the Regalia is worn, the *hands of earth* also grant acid immunity to the wearer. When at least two other pieces of the Regalia are worn, the wearer's *stone shape* ability can now affect up to 50 cubic feet and can create finely-detailed items by utilizing the appropriate Craft skill and there is no chance that items with moving parts will fail to work (unless the Craft check used to make them fails); the Will save DC increases to 16. When all four pieces of the Regalia are worn together, if the wearer takes elemental damage of any kind—acid, cold, fire, or electricity—they are instead healed 1 hit point for every 3 points of damage the effect would have inflicted.

Slot: Hands

Prerequisites: Craft Epic Wondrous Item, *stone shape*

Market Price: 1,800,000 gp

Hangman's Cowl [strong transmutation, CL 28th]

Witness to countless executions, this blighted black cowl still has a length of noose rope wrapped around its neck and will stop at nothing to see its wearer's targets slain.

Any time a character wearing a *hangman's cowl* renders a target within 10 feet unconscious, the rope will slither from its wearer's neck and wrap itself around the target's throat, slowly tightening. It inflicts 6 points of damage per round, as if a *necklace of strangulation*, tightening until the target is dead.

Afterwards, the rope will crawl up to 20 feet per round and navigate around obstacles (including other unconscious targets) to rejoin its owner, where it will return to its perch and await the next victim. It ignores any targets its owner may have rendered unconscious while the cowl is not being actively worn.

The rope is treated as a tiny animated object. If destroyed or lost, the cowl will produce another rope after 24 hours.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *animate rope*, *deathwatch*

Market Price: 1,340,000 gp

Hat of the Library [strong conjuration, CL 26th]

This tall, pointy hat speckled with gaudy tin stars and crescent moons is the wizard's best friend, serving the role of a spellbook. So long as it is worn, any spell read by an arcanist who normally uses a spellbook is stored in the hat's memory, be it from a spellbook, a scroll, or some other source.

When preparing his or her spells normally, the arcane spellcaster can memorize any spell stored in the hat just as if they had memorized it from their spellbook as normal. Only the original wearer can access the spells stored in the hat in this fashion. If it is donned by a new wearer who attempts to store a spell in it, all of the previous wearer's spells are erased and the new wearer's catalogue of spells is started.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *mage's lucubration*

Market Price: 476,000 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.

Slot: Headband

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.

Slot: Headband

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.

Slot: Headband

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.

Slot: Headband

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.

Slot: Headband

Prerequisites: Craft Epic Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*

Market Price: 2,560,000 gp

High Noon Duster [strong abjuration, CL 25th]

This ragged leather longcoat is the final word in gunslinger apparel, protecting them from all sorts of dangers. It grants a +2 luck bonus to initiative, AC, and Reflex saves. If the wearer is a gunslinger or has the Amateur Gunslinger feat, they are

treated as always having at least 1 grit point for the purposes of Gunslinger Deeds that require at least 1 grit point to work (such as Gunslinger Initiative or Utility Shot).

Finally, up to 2 times per day but no more than once per round, the wearer of the *high noon duster* can automatically dodge any ranged attack made against them. If the wearer has grit, they can spend 3 grit points to activate this ability additional times (though still no more than once per round).

Slot: Body

Prerequisites: Craft Epic Wondrous Item, 5 ranks Ride skill, *bullet shield, haste*

Market Price: 830,000 gp

Horns of the Wymlord [strong evocation, CL 24th]

This pitted iron helmet projects beautifully carved horns of gemstone in one of the iconic styles of the chromatic dragons. The horns grant energy immunity against one type of energy as well as the ability to use a breath weapon attack every 1d4 rounds as a standard action. This breath attack causes 24d6 damage of the appropriate energy type. The gemstone of the horns denotes the type of dragon and the benefits of the helm:

- Obsidian (Black): Immune to acid. 60-foot line of acid.
- Pearl (White): Immune to cold. 30-foot cone of cold.
- Ruby (Red): Immune to fire. 30-foot cone of fire.
- Sapphire (Blue): Immune to electricity. 60-foot line of lightning.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *intensified dragon's breath, resist energy*

Market Price: 1,600,000 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.

Slot: Feet

Prerequisites: Craft Epic Wondrous Item, 5 ranks Ride skill, *haste, spell resistance*

Market Price: 217,000 gp

Implacable Boots [strong transmutation, CL 28th]

These heavy iron boots look several sizes too large for the wearer, but do not interfere with their speed or agility. Instead, the wearer becomes immune to fatigue and exhaustion. Additionally, any character wearing *implacable boots* gains a +8 circumstance bonus to their CMD any round they move more than 5 feet.

Slot: Feet

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

Market Price: 1,340,000 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)

Slot: Head

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

Infusion Belt [strong conjuration, CL 21st]

A heavy leather belt with six small metal boxes spaced evenly around its length, it is useful to any character that deals with alchemical extracts. Each box can hold a single extract. Once per day, each box can be activated as a swift action, administering the stored infusion to the belt's wearer. This essentially allows the wearer to 'cast' up to six extracts per day as if utilizing the *quicken spell* metamagic feat.

Slot: Belt

Prerequisites: Craft Epic Wondrous Item, Quicken Spell metamagic feat

Market Price: 755,000 gp

Ioun Henge [strong abjuration, CL 40th]

A massive stone plinth studded with numerous nodules of some iridescent gem, the *ioun henge* is receptive to *ioun stones*, which can be set in orbit around it as if it were a character.

Every year, at the solstices (or some equally auspicious celestial conjunction of the GM's choice), the owner of the *ioun henge* can lead up to 100 willing creatures in a quasi-religious ritual centered around it. Doing so will attune all of them to the henge, meaning that so long as they remain within 1 mile of it, the characters will all receive the benefits of any *ioun stones* orbiting the *ioun henge*.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *sympathy*

Market Price: 3,400,000 gp

Ironheart Tabard [strong transmutation, CL 30th]

When worn for at least 24 hours, this gold-trimmed red knight's tabard grants the wearer all the benefits and drawbacks of the Resolute template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Chest

Prerequisites: Craft Epic Wondrous Item, *shield of law*

Market Price: 2,000,000 gp

Jack of Shadows [strong transmutation, CL 30th]

When worn for at least 24 hours, this dark green silk jacket grants the wearer all the benefits and drawbacks of the Shadow Creature template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *shadow projection*

Market Price: 2,000,000 gp

Laurel of the Victorious Dead [strong necromancy, CL 30th]

A laurel of jagged, white stone leaves with tiny skulls peeking out of the foliage. The wearer is immune to bleed damage, death effects, and damage to physical ability scores. Additionally, they are not subject to nonlethal damage, ability drain, or energy drain.

Slot: Headband

Prerequisites: Craft Epic Wondrous Item, *energy drain*, *enervation*, *finger of death*

Market Price: 1,340,000 gp

Librarian Lenses [strong transmutation, CL 21st]

A boon to scholars everywhere, these pince-nez reading glasses grant a +20 competence bonus to all Knowledge skills.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *legend lore*

Market Price: 400,000 gp

Lion's Paws [strong transmutation, CL 24th]

These gilded leather gauntlets are tipped with mithral claws that can inflict 1d2 damage (20, x2) if used as a weapon, though they are meant primarily for decoration. Instead, the wearer of the *lion's paws* is immune to fear effects.

Its true powers are tied to its sister items: the *falcon helm* and the *griffon cloak*. When all three items are worn at once, the *lion's paw* gains the ability to produce an earth-shattering roar. Three times per day as a standard action, the wearer can produce an effect similar to *greater shout*, except that it inflicts

20d6 damage (or 40d6 against exposed brittle or crystalline objects or crystalline creatures) and the save DC is 28.

Slot: Hands

Prerequisites: Craft Epic Wondrous Item, *remove fear*, *greater shout*

Market Price: 1,662,000 gp

Lone Road Poncho [strong transmutation, CL 30th]

When worn for at least 24 hours, this dusty leather poncho grants the wearer all the benefits and drawbacks of the Entropic template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *cloak of chaos*

Market Price: 2,000,000 gp

Magnificent Number Engine [strong divination, CL 27th]

A gnomish contraption that is as much engineering as magic, this chest-sized metallic box covered in blinking lights has many applications in mathematics and science, granting a +20 competence bonus to Knowledge [Engineering] and any other skill that employs numbers.

It's most intricate use, however, is in aiding the alchemist in their highly technical craft. When preparing their extracts, an alchemist can use the *magnificent number engine* to optimize the day's efforts. Doing so allows them to do one of the following:

- *Prioritize:* The alchemist can sacrifice 1 1st-level extract, 1 2nd-level extract, and 1 3rd-level extract to gain 1 additional extract of any level they can produce.
- *Optimize:* An alchemist can sacrifice any number of extracts of any level, creating a pool of points equal to the combined spell levels of all the sacrificed extracts. They can then produce extracts of any level by drawing from this pool at a rate of 2 spell levels of extract for every 3 spell levels drawn from the pool (i.e., they could sacrifice 3 2nd-level extracts to create a pool of 6 points, which could then be used to

produce 1 4th-level extract). Drawing an odd number of spell levels for an extra sacrifices 3 spell levels for every 2 used and then sacrifices 2 spell levels for the last level used (i.e., a 3rd-level extract would cost 5 spell levels from the pool, rather than 6). Even if prepared at the same time, the cost from the pool for each extract is calculated separately.

- *Diversify:* An alchemist can select 1d4 extracts of any level they can produce; they do not have to all be from the same level. These extracts can be used to spontaneously generate the effect of any extract of that level they can normally produce.

The effects of the *magnificent number engine* apply only to the day when the item was used to help the alchemist prepare their extracts. If they wish to gain the benefits again the following day, they must use the engine anew, when they can select the same or a different benefit.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *fox's cunning*, *mage's lucubration*

Market Price: 2,100,000 gp

Mantle of Epic Spell Resistance [strong abjuration, CL 29th]

This garment of shimmering silks and silver brocade is worn over normal clothing or armor. It grants the wearer spell resistance 40.

Slot: Chest

Prerequisites: Craft Epic Wondrous Item, *spell resistance*

Market Price: 290,000 gp

Mantle of Great Stealth [strong abjuration, CL 21st]

The wearer of this dark 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.

Slot: Chest

Prerequisites: Craft Epic Wondrous Item, *blur*, *invisibility*, *nondetection*, *silence*

Market Price: 242,000 gp

Mask of Shadows [strong conjuration, CL 24th]

A masquerade mask of sable and silver, with a plume of raven's feathers at either temple, it allows the wearer to see in non-magical dim light and darkness as if it were average illumination. Additionally, the wearer is able, as a move action, to enter an area of dim light or shadows and teleport instantly to another area with similar illumination characteristics in a manner similar to the spell *dimension door*. The wearer can move in this fashion up to 500 feet per day. They do not need to expend all the distance in a single teleportation, but they cannot teleport less than 10 feet in a single jump or more than a total of 500 feet in a single day.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *shadow walk*

Market Price: 817,000 gp

Minimap [strong illusion, CL 21st]

A clear glass sphere about the size of an apple, it can emit light like a torch. It's real power, however, is to record and reproduce an image of everything its light has touched. So long as its light is active, the *minimap* is recording images and can play back small versions of them at varying degrees of magnification from 2x magnification up to 100x magnification. The most usual use for this item is to produce detailed maps of dungeons and other locations adventurers may frequent. While it will generally record everything, the *minimap* produces still images and things that move around too much—usually living creatures—will not show up on the projections.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *light*, *project image*

Market Price: 260,000 gp

Moaning Pauldrons [strong transmutation, CL 35th]

When worn for at least 24 hours, these ghastly iron shoulderplates grant the wearer all the benefits and drawbacks of the Lich template.

Note that characters can only gain the benefit of one item

at a time that grants them a template.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *undead anatomy*
IV

Market Price: 4,000,000 gp

Moonstone Choker [strong transmutation, CL 35th]

A tight necklace of gold and pearlescent moonstones, the wearer gains DR 15/silver and immunity to any polymorph spell or effect. They are also immune to the *curse of lycanthropy* effect.

Slot: Neck

Prerequisites: Craft Epic Wondrous Item, *shapechange*

Market Price: 1,780,000 gp

Painter's Beret [strong transmutation, CL 21st]

This floppy brown cap grants the wearer a +20 competence bonus to all Craft [Painting] checks. Additionally, the wearer automatically succeeds on any checks made to produce a copy of existing paintings or related works of art provided they have a chance to closely study the original.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *moment of greatness*

Market Price: 480,000 gp

Periapt of Perfidy [strong transmutation, CL 21st]

This charm grants the wearer a +20 competence bonus to Bluff, Disguise, and Stealth.

Slot: Neck

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

Market Price: 1,200,000 gp

Phylactery Doll [strong divination, CL 27th]

A small effigy of its owner knit from yarn, cloth, and leather, this potent piece of magic is a blessing when used properly, but can be a dangerous item for adventurers. When

a magic item is brought in contact with the *phylactery doll* and a command word is spoken, the item shrinks down and attaches itself to the appropriate place on the doll. The character bound to the doll gains all the benefits and abilities of any item or items attached to the doll as if they were wearing the items themselves.

The doll has the same number of magic item slots as the character and if a character equips an item into the same slot as the doll, the item they equip takes precedence. Thus, if a character places a *cloak of resistance +8* to their *phylactery doll*, they will gain the +8 resistance bonus to all their saving throws. But if they find a *cloak of resistance +10* in their adventures and put that item on themselves, they will then gain the +10 resistance bonus instead of the +8.

If a magic item must be present to have an effect, such as a weapon or a magic staff, then giving one to the *phylactery doll* will have no effect. If an item has non-magical effects, such as magic armor, the character will only gain the magic benefits from the item. If a character equipped their *phylactery doll* with *+4 full plate of fire immunity*, they would gain a +4 enhancement bonus to AC and fire immunity, but not the +9 armor bonus to AC from the full plate. They could equip non-magic armor and gain its armor bonus in addition to the magic bonuses the *phylactery doll* provided, but if they equipped magic armor, they would only gain the benefits of the armor they were wearing.

Very few effects are powerful enough to sever the connection between a *phylactery doll* and its user. The effect can only be suppressed by any spell that would normally affect the effectiveness of magic items such as *antimagic field* or *mage's disjunction*.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *telepathic bond*

Market Price: 1,240,000 gp

Plague Mask [strong transmutation, CL 35th]

When worn for at least 24 hours, this long-beaked ivory mask grants the wearer all the benefits and drawbacks of the

Graveknight template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *undead anatomy*
IV

Market Price: 4,000,000 gp

Pocket Bastion [strong conjuration, CL 31st]

An upgrade of the non-epic *instant fortress*, this item appears as a small cube several inches to a side, with a small crest depicting a trio of towers. When the crest is pressed and a command word is spoken, it grows to form three towers 30 feet square and 60 feet high, with arrow slits on all sides and a crenellated battlement atop it.

Crenellated metal walls 20 feet high and 5 feet thick form a triangle 100 feet to a side, with a tower standing 10 feet higher at each vertex. Walls and towers both extend 15 feet into the ground, rooting it to the spot and preventing it from being toppled. The bastion wall has a small door that opens only at the command of the owner of the bastion; even *knock* spells can't open the door. Additional doors to the towers are situated facing inside the bastion and open or close as normal. The adamantine walls of a *pocket bastion* are reinforced with a *wall of force* with hardness 30 and 400 hit points, as well as having 100 hit points and hardness 20. The bastion walls regenerate from physical damage slowly, at a rate of 1 hit point per hour.

The bastion springs up in just 1 round, with the owner at the center of the triangle. The door opens and closes instantly at their command. People and creatures nearby (except the owner and any creatures within 10 feet that they designate) must be careful not to be caught by the bastion's sudden growth. Anyone so caught takes 20d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *mage's magnificent mansion, wall of force*

Market Price: 850,000 gp

Portable Forge [strong conjuration, CL 26th]

This item appears to be a small cube several inches to a side, with a small crest depicting an anvil with crossed hammer-and-tongs emblazoned on one face. When the crest is pressed and a command word is spoken, a *gate* opens that will allow only the holder of the cube to pass through, closing immediately upon their entry.

Within, the owner finds themselves stand amidst the *portable forge*, a vast extradimensional workshop with all the tools and facilities necessary for any sort of craft, though the owner must provide raw materials themselves. Within the hall, they can undertake any sort of Craft skill or the creation of magic items with the provided tools (which are all of masterwork quality).

If pursuing a regular Craft skill, the *portable forge* allows a character to accomplish in a single hour what would normally take an entire week of work, in addition to granting a +20 competence bonus to the Craft check.

If the character is making a magic item, the *portable forge* allows them to create one item with a caster level of no more than their character level – 4 in the space of an hour and grants a +20 competence bonus on the check made to determine if an item is completed. Doing so leaves the character exhausted (even if they are normally immune to exhaustion) and drained of all magical power until they have a chance to rest for a minimum of 8 hours.

After an hour, the *gate* reopens to the same location and the character must leave (or be forcefully ejected) and the *portable forge* cannot be reopened for a period of one week.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *fabricate, gate, greater create demiplane, polymorph any object, time stop*

Market Price: 2,400,000 gp

Potion Harness [strong conjuration, CL 21st]

This complex web of straps and pouches can be loaded with up to 12 potions at one time. Every round, at the user's command, any potion in the harness can be administered to the wearer as a free action. Alternately, up to three potions can be administered as a swift action, up to six potions as a move action, up to nine potions as a standard action, or up to all twelve potions as a full-round action.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *touch injection*

Market Price: 750,000 gp

Powdered Metamagic [strong universal, CL 21st]

A small phial of magical powder, this substance can be used as a material component when casting a spell. Doing so consumes the powder and applies the metamagic feat contained within to the spell without increasing its spell level. Creating a *powdered metamagic* has a required caster level equal to 20 + the metamagic feat's spell level adjustment and costs 2,000 gold per spell level adjustment of the metamagic feat. No single casting of a spell can be affected by more than one *powdered metamagic*, but they can be combined freely with metamagic feats applied directly to a spell.

Slot: —

Prerequisites: Craft Epic Wondrous Item, relevant metamagic feat

Market Price: Varies

Prayer Gloves [strong transmutation, CL 40th]

When worn for at least 24 hours, these white silk gloves grant the wearer all the benefits and drawbacks of the Half-Celestial template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Hands

Prerequisites: Craft Epic Wondrous Item, *overwhelming presence*

Market Price: 6,000,000 gp

Quicksilver Vestments [strong abjuration and conjuration, CL 28th]

These weightless robes are woven of a fluid, silvery material like mercury that drape off the wearer in a constant argent waterfall. They grant their wearer the following benefits:

- +20 competence bonus to Acrobatics checks
- +2 circumstance bonus to Reflex saves
- Immunity to petrification

Additionally, three times per day (but no more than once per round), when the wearer would otherwise fail a Reflex save or be subject to an unavoidable attack, they can instead immediately take the effects of a *quicken dimension door*. The range of this ability is limited to 120', so if they cannot escape the area of whatever triggered the failed save, they are still subject to its effects as normal. This effect does not automatically end the wearer's turn, but it does consume their next turn's swift action.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *quicken dimension door*, *freedom of movement*, *stone to flesh*

Market Price: 2,740,000 gp

Quill Tarp [strong transmutation, CL 21st]

An innocuous piece of masterwork canvas on initial inspection, a closer look will reveal that it possesses almost invisible hair-like thorns. When a command-word is spoken, the thorns will activate, at which point any contact with the *quill tarp* will cause the thorns in the affected area to grow in size, impaling the unwary target. They are treated as magic weapons, have a +8 to their attack roll, and inflict 1d4+2 damage. If the *quill tarp* is placed on the ground, it effectively functions as caltrops. If it is placed over something or otherwise requires hand contact, then the target gets a +2 to AC if wearing gauntlets (instead of boots, for caltrops) and suffers a -8 penalty to all Skill checks that require the use of hands and a -2 to all attack rolls for 24 hours or until healed.

The most insidious aspect of the *quill tarp*, however, is if a target panics. After being impaled, a target must make a

Reflex save (DC 17) or else they accidentally brush against most of the tarp, incurring an additional attack. Upon failing a save, the target must make additional Reflex saves at a cumulative +1 to DC until they succeed or end up completely entangled in the tarp. Every square yard of *quill tarp* can be responsible for up to 5 separate attacks. Removing an attached *quill tarp* requires a Strength DC 20 + 1 for each additional failed save and inflicts damage equal to the damage incurred when impaled.

The price listed is for a single square yard of *quill tarp*; if you wish to purchase larger pieces, simply multiple the market price by the number of square yards you wish to purchase for the final price.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *black tentacles*, *spiked pit*

Market Price: 270,000 gp

Rallying Tabard [strong abjuration, CL 30th]

Once per day, the wearer of this silver-trimmed dark blue knight's tabard can cry forth a rallying cry as a standard action. All friendly creatures within a 120-foot burst can immediately make a saving throw against all ongoing negative effects such as poison, disease, paralysis, fear, charm, sleep, magical restraint, etc. Success on this save ends all the effects, even if a successful save would not normally do so. If a friendly creature is grappled or pinned, they make an immediate CMB check to break free. All these saving throws and checks gain a +8 morale bonus. Finally, all prone allies come to their feet without provoking an attack of opportunity.

Slot: Chest

Prerequisites: Craft Epic Wondrous Item, *freedom*, *mage's disjunction*, *repulsion*

Market Price: 1,120,000 gp

Roaring Shoulders [strong abjuration, CL 25th]

A pair of massive, lion-headed pauldrons, they constantly produce a low rumble that makes any sort of stealth

impossible against any foe that is not deaf. However, the sound—along with other magical emanations produced by the shoulders—is designed to disrupt blindsense and blindsight. Any creature that possesses either of those abilities cannot use them so long as they are within 120 feet of a character wearing *roaring shoulders*.

Slot: Neck

Prerequisites: Craft Epic Wondrous Item, *greater shout*

Market Price: 810,000 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 matches 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.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *antimagic field*, *extended mage armor* or *extended shield of faith*

Market Price: 4,730,000 gp

Safety Glasses [strong abjuration, CL 24th]

So long as these lenses of smoked glass are worn, a character is immune to all gaze attacks and any spells or attacks that physically affect a character's eyesight (such as *blindness*, *power word blind*, *pyrotechnics*, and *sunburst*).

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *power word blind*

Market Price: 1,220,000 gp

Sash of the Wurm [strong transmutation, CL 35th]

When worn for at least 24 hours, this dragonhide sash grants the wearer all the benefits and drawbacks of the Half-Dragon template. The type of half-dragon is determined by the hide of which the sash is composed.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Belt

Prerequisites: Craft Epic Wondrous Item, *form of the dragon III*

Market Price: 4,000,000 gp

Scroll Bands [strong abjuration, CL 26th]

These black armbands seem innocuous at first, but when the wearer reads a magic scroll, they can choose to store the power of the spell within the bands instead, causing them to glow with an incandescent light. Up to three spells of any level can be stored in such a way at any one time.

Such spells can be released in tandem with an unarmed attack as if the stored spell had been cast with the *Quickened Spell* metamagic feat. The spell does not necessarily have to affect the unarmed attack—you could just as easily cast a *shield* or *summon monster IX*—but it must be cast at the same time as an attack.

Slot: Wrists

Prerequisites: Craft Epic Wondrous Item, *greater spell absorption*

Market Price: 800,000 gp

Serpent's Eye [strong divination, CL 25th]

A monocle cut from a thin, flawless sheet emerald that makes the wearer's pupil appear to be a vertical slit like a snake's when viewed through the lens. While worn, the wearer is immune to all poisons and benefits from the effects of *true seeing*. Additionally, 3 times per day, the wearer can activate a *quicken true strike* that applies to their next ranged touch attack.

Slot: Eyes

Prerequisites: Craft Epic Wondrous Item, *quicken true strike*, *true seeing*

Market Price: 1,410,000 gp

Skywagon [strong transmutation, CL 21st]

Exactly what it sounds like, this is a magic heavy wagon imbued with the powers of flight. The *skywagon* is able to fly at a speed of 60 with clumsy maneuverability and carry loads of up to 8,000 pounds. Among the conveyance's features are a permanent *alarm* spell that informs the owner if anyone approaches within 20 feet of the wagon and a *wall of force* effect that can be deployed once per day, surrounding the wagon and a sphere of up to 20 feet in all directions with a barrier that has 400 hit points and hardness 30. The wagon is also equipped with a bar of iron-banded chests that act in a manner similar to a *bag of holding*, except that each can store up to 3,000 pounds and 500 cubic feet (not included in the wagon's carrying limit above).

Slot: —

Prerequisites: Craft Epic Wondrous Item, *alarm*, *overland flight*, *secret chest*, *wall of force*

Market Price: 640,000 gp

Stolen Bracelet [strong conjuration, CL 24th]

Designed for the discerning victim, this gaudy golden bracelet is incredibly easy to filch. Any character that attempts to do so can automatically succeed on a Sleight of Hand check to purloin it. After an amount of time selected by the owner when the bracelet is donned that day and ranging from five

rounds and 24 hours, the *stolen bracelet* will teleport back to its original owner.

Every valuable object within 10 feet of the bracelet at that point must succeed on a Will save DC 23 or be teleported back to the owner as well, arranged in a pile at his or her feet. If the *stolen bracelet* is being worn at the time, the clothing of whoever is wearing it is included in the items being teleported. Remember that attended objects—such as those on the unfortunate thief's person—use the attending character's saving throws if those are higher.

Slot: Wrists

Prerequisites: Craft Epic Wondrous Item, *teleportation circle*

Market Price: 1,350,000 gp

Storefront Vest [strong conjuration, CL 24th]

This gaudy, colorful vest is a boon to any keeper of shop or merchant of wares. By using a special knock on any available door or vaguely door-shaped opening (such as a cave mouth or the passage between two tree trunks), they can create an invisible, interdimensional portal through which they and anyone they invite can enter.

Within awaits a spacious, well-kept store fit to display whatever goods the owner has available. The display area can comfortably accommodate forty browsing shoppers, while behind the counter is access to a 10,000-square-foot warehouse and an adjoining single-person bedroom with well-stocked pantry for the shopkeeper's comfort. To aid in stocking and assisting customers, up to four dozen *unseen servants* are available, though at the owner's command, these can become visible, appearing as affable-but-nondescript translucent humanoids in appropriate attire.

The owner of the vest is responsible for keeping the store stocked with whatever items or goods they wish to peddle.

Slot: Chest

Prerequisites: Craft Epic Wondrous Item, *mage's magnificent mansion*

Market Price: 1,820,000 gp

Strangling Wraps [strong transmutation, CL 24th]

Woven from the burial shrouds of convicted murderers, these filthy armbands long for nothing so much as the feel of life extinguishing beneath them. Whenever the wearer successfully grapples or pins a target, they can elect to allow the wraps to begin strangling the target of their own accord. To accomplish this, the wraps will slither free and affix themselves around the target's neck, where they will begin to tighten with bone-crushing force. The target immediately begins to suffocate, taking 5d6 points of damage and making a DC 12 Constitution check or instantly passing out and being reduced to 0 hit points. To break free of the *strangling wraps*, the target can attempt a CMB to break a grapple against the wraps' CMD of 46, at which point the wraps will attempt to restart the grapple with a CMB of +36 for as long as their designated target remains within 5 feet of them. For every round they remain grappled, the target takes an additional 5d6 points of damage and the DC of the Constitution check increases by a cumulative +1.

The target or their friends can, instead, try to cut the wraps physically, but doing so is difficult and dangerous as the wrap is quite tightly adhered to its target. The wraps have an AC of 12, hardness 10, 80 hit points, and fast healing 10. However, any attack that connects against the wrap instead has a 50% chance of hitting the grappled target.

Once the *strangling wraps* have affixed themselves to a target, the wearer no longer needs to maintain the grapple and can move on to a different target if they so choose. They can collect the wraps from their victim afterwards at their leisure.

Slot: Wrists

Prerequisites: Craft Epic Wondrous Item, *black tentacles*

Market Price: 1,520,000 gp

Sun Dress [strong abjuration and enchantment, CL 40th]

This light, airy, pale yellow dress glows with a soft luminescence identical to that of the *daylight* spell and cannot be worn under anything else: no armor and nothing in the chest or shoulders item slots. While it is worn and uncovered,

it provides powerful protection against the unliving. No undead creature will willingly come within 20 feet of the wearer (or attempt a melee attack against them, if their reach puts them outside that area). If forced into that area, they will attempt to flee at maximum speed or else cower helplessly. A Will save DC 29 will allow them to overcome this effect, but even if they manage to, upon coming within 10 feet of the wielder or attempting a melee attack against them, they must make a Will save DC 30 or be subject to *overwhelming presence*, which affects them even though undead are normally immune to mind-affecting effects. They will remain groveling for up to 40 rounds. No individual creature can be affected by the *overwhelming presence* more than once per day.

Slot: Body

Prerequisites: Craft Epic Wondrous Item, *absolute holy aura*, *absolute overwhelming presence*, *sunlight*

Market Price: 4,440,000 gp

Surplice of Surplus [strong transmutation, CL 21st]

A heavy, pure white ecclesiastical tunic with appropriate holy symbols stitched along the hem and cuffs, depicting scenes of wealth and plenty. When divine spells are prepared for the day while the vestments are donned, upon casting them while still wearing the *surplice of surplus* you ignore material components valued at 10,000 gold or less. This has no effect on arcane spells or spells that are cast spontaneously.

Slot: Body

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

Market Price: 980,000 gp

Swordcloak [strong abjuration, CL 24th]

While this strangely-liquid cloak of thread-of-steel is worn, a character is never considered unarmed, does not provoke attacks of opportunity for fighting unarmed, and their unarmed strikes inflict 1d8 points of damage, with a threat range of 17-20, x2. If the wearer already has the improved

unarmed strike ability, their unarmed attacks are instead considered *keen* and inflict +2 damage.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *keen weapon*

Market Price: 420,000 gp

Tattooed Squirrel [strong abjuration, CL 26th]

A handy tool for any enemy of dark magic, this is a stone figurine of a squirrel carved with protective sigils that appear like whorling tattoos. Any time a character is affected by a spell with detrimental effects that last longer than 1 round, they can instead have the *tattooed squirrel* harmlessly hold the magic. The squirrel can only hold one spell at a time and the magic lingers for however long the duration is. If a character's *tattooed squirrel* is already holding a spell and a character is affected by a new spell, they can either accept the effects of the new spell, or have the *tattooed squirrel* hold the new spell and allow the old spell to resume its effects.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *shield other*

Market Price: 780,000 gp

Temple Wraps [strong transmutation, CL 30th]

When worn for at least 24 hours, these white bandages embroidered with calming mantras grant the wearer all the benefits and drawbacks of the Foo Creature template (even though this template can normally only be applied to animals).

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Wrists

Prerequisites: Craft Epic Wondrous Item, *mage's faithful hound*

Market Price: 2,000,000 gp

Titan Collar [strong transmutation, CL 35th]

When worn for at least 24 hours, this spiked iron collar—which can only be affixed to animals or animal companions—grants the wearer all the benefits and drawbacks of the Dire

template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Neck

Prerequisites: Craft Epic Wondrous Item, *enlarge person*

Market Price: 4,000,000 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.

Slot: Hands

Prerequisites: Craft Epic Wondrous Item, *extended enlarge*

Market Price: 650,000 gp

Tome of the Doyen [strong transmutation, CL 30th]

A boon to spontaneous casters, this nondescript leather book contains fifty blank pages. Scrolls can be transcribed into the *tome of the doyen*, taking up a number of pages equal to their spell level. From that point on, a spontaneous caster adds all copied spells to their list of spells known, albeit at the spell's original level + 1. The spell must be of the appropriate type—arcane casters can only use arcane spells and divine casters can only use divine spells—and if a given spell is available at multiple different spell levels depending on the spell list, the tome uses the highest-level version of the spell. A *tome of the doyen* does not grant the user extra spells per day and does not give them access to levels of spell they could not normally cast. A single character can only benefit from a single *tome of the doyen* at any given time and must spend at least 8 hours in dedicated study to switch between them. They can freely erase and replace spells within a tome, however, though it takes however long it would normally require to write out a new spell.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *mage's lucubration*

Market Price: 895,000 gp

Tornado Bracelet [strong conjuration, CL 28th]

A truly potent item, the wearer of this mithral mesh bracelet can automatically apply the Quicken Spell metamagic feat to any spell of the teleportation subschool up to six times per day. Additionally, any time they are affected by a spell of the teleportation subschool that would immediately end their turn, such as *dimension door*, they can instead continue acting normally.

Slot: Wrists

Prerequisites: Craft Epic Wondrous Item, *walk through space*

Market Price: 2,600,000 gp

Torque of Ascendancy [strong transmutation, CL 30th]

This delicate mithral 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.

Slot: Neck

Prerequisites: Craft Epic Wondrous Item, *miracle*

Market Price: 2,000,000 gp

Typhoon Scarf [strong transmutation, CL 28th]

The product of a mad wizard obsessed with style, this incredibly long, silken white scarf whips about as if in high winds, even in the calmest of settings (though it never seems to snag on anything and, indeed, no one but the wearer can even grasp it). While worn, the character gains +60 feet to all forms of movement they're naturally capable of, as well as a +20 competence bonus to all Acrobatics checks. When using Acrobatics to jump, the wearer of the *typhoon scarf* multiplies the results by 10 and always completes their jump in the same turn that they start it (even if they jump further than their movement rate would allow). Finally, the wearer is immune to

falling damage, no matter the speed or distance at which they fall, and instead always land safely on their feet.

Slot: Neck

Prerequisites: Craft Epic Wondrous Item, *freedom of movement, haste, time stop*

Market Price: 2,200,000 gp

Vandal Bandana [strong transmutation, CL 35th]

This blood-red headgear is any rogue's best friend, granting a number of potent powers that any master of stealth or subterfuge can appreciate:

- +1d6 to Sneak Attack class ability;
- +10 feet to base movement speed;
- +10 competence bonus to Acrobatics, Bluff, Climb, Disable Device, Disguise, Escape Artist, Perception, Sleight of Hand, Stealth, and Swim;
- 3 times per day as a free action, act for 1 subjective round as if affected by *time stop*

Slot: Headband

Prerequisites: Craft Epic Wondrous Item, *time stop*

Market Price: 2,576,000 gp

Vest of the Moon [strong transmutation, CL 30th]

When worn for at least 24 hours, this somewhat worn hide vest grants the wearer all the benefits and drawbacks of the Natural Lycanthrope template. The type of lycanthrope is determined by the hide of which the vest is made.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Chest

Prerequisites: Craft Epic Wondrous Item, *monstrous physique IV*

Market Price: 2,000,000 gp

Walking Caltrops [strong transmutation, CL 23rd]

These ambulatory adamantine +5 *anchoring caltrops* respond to simple commands from their owner and can move at up to 20 feet per round as they hop and roll to seek targets

or position themselves where ordered. They can even climb stairs or move over large chunks of rubble, hopping as high as five feet to reach their destination.

Because of the nature of their manufacture, they bypass magic and adamantine damage resistance, have a +5 to hit, and inflict 6 points of damage on a successful attack. Additionally, their *anchoring* special ability pins creatures in place. Finally, at a command word, the owner can cause the *walking caltrops* to teleport back into the leather satchel they originally come in.

Slot: —

Prerequisites: Craft Epic Wondrous Item, *animate objects*, *levitate*, *teleport*

Market Price: 980,000 gp

Weeping Wreath [strong abjuration, CL 32nd]

The leaves of this wreath first appear to be smoky glass, but closer inspection reveals they are composed of salt: the dried tears of martyrs and innocent victims. The wearer of the *weeping wreath* gains the power to stand stalwart in defense of the innocent.

Any time the wearer is within reach of an unarmed or helpless creature, they can devote themselves to that creature's defense as a swift action. So long as they remain within reach of that creature, they gain immunity to blindness, confusion, daze, deafness, exhaustion, fatigue, fear, nausea, paralysis, petrification, sickness, and stunning. If another creature attempts to attack the defended creature, the wearer automatically takes any damage incurred by a successful attack against their charge, who is uninjured.

As a free action, they can release their charge from their protection. If they do so somewhere safe, they can immediately use the *weeping wreath* again. If they do so during battle or someplace equally dangerous, the *weeping wreath* cannot be reactivated for 24 hours.

Slot: Headband

Prerequisites: Craft Epic Wondrous Item, *shield other*

Market Price: 1,450,000 gp

Wig of Alarm [strong transmutation, CL 34th]

Though it comes in as many styles, lengths, and colors as there are ways of doing one's hair, they all appear to be nothing but a sub-standard means of covering one's baldness until activated. Once per day, the wearer can activate the *wig of alarm*, giving it a command to watch for some sort of danger (usually an attacker or someone/thing of a certain description coming within a certain distance of the wearer). So long as it is resting atop the head of whomever activated it, for the next 24 hours—or until it is told to stand down—the wig will carefully monitor the surrounding 120-foot radius for the threat it has been set to watch for.

During this period, the wig keeps a constant watch with a +40 to its Perception check, as well as the benefits of *arcane sight*, *true seeing*, and blindsight out to 120 feet. The first time the chosen danger appears, the wig interrupts whatever other actions are being taken and leaps from its wearer's head, growing in size and wrapping itself around whatever creature or creatures (up to 8 medium, 16 small or smaller, 4 large, or 2 huge, provided they are all adjacent) triggered its command. It attempts to grapple the threat(s) with a +42 CMB.

If it successfully grapples at least one target, it will attempt to pin the target and keep them pinned for up to 10 rounds. After ten rounds or at any point after activating that it does not have at least 1 creature grappled or pinned, the wig returns to its normal size and flops harmlessly to the ground, unable to be reactivated for 24 hours.

It should be noted that the wearer of a *wig of alarm* does not actually have to be bald to wear it; they will simply look quite silly with a bad wig on over their regular hair.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *alarm*, *animate objects*, *arcane sight*, *black tentacles*, *enlarge person*, *true seeing*

Market Price: 2,610,000 gp

Wings of Air [strong abjuration, CL 24th]

Part of the Primal Regalia, along with the *eyes of fire*, *feet*

of water, and *hands of earth*, it is a potent item that grows in power when brought together with the rest of the Regalia.

The wearer of this gossamer cloak cannot be impeded by any natural force or condition: they can walk through howling winds, waist-deep snow, rushing tides, thick undergrowth, dense scree, atop slick ice, or in any other natural condition that would normally impair movement. They are affected normally by any other properties of the condition such as cold damage or suffocation, but their movement is never slowed or halted.

When at least one other piece of the Regalia is worn, the *wings of air* also grant electricity immunity to the wearer. When at least two other pieces of the Regalia are worn, the wearer's ability to move is not affected even by magical methods of physically slowing or stopping them (though this does not work against magical barriers such as a *wall of force* or spells that mentally stop them such as *hold person*). When all four pieces of the Regalia are worn together, if the wearer takes elemental damage of any kind—acid, cold, fire, or electricity—they are instead healed 1 hit point for every 3 points of damage the effect would have inflicted.

Slot: Shoulders

Prerequisites: Craft Epic Wondrous Item, *winds of vengeance*

Market Price: 2,000,000 gp

Worldcrown [strong transmutation, CL 30th]

When worn for at least 24 hours, this heavy gold and iron crown grants the wearer all the benefits and drawbacks of the Advanced template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Head

Prerequisites: Craft Epic Wondrous Item, *greater heroism*

Market Price: 2,000,000 gp

Wreath of Wishes [strong transmutation, CL 35th]

When worn for at least 24 hours, this wreath of golden

leaves grants the wearer all the benefits and drawbacks of the Half-Janni template.

Note that characters can only gain the benefit of one item at a time that grants them a template.

Slot: Headband

Prerequisites: Craft Epic Wondrous Item, *geniekind*

Market Price: 4,000,000 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
Quicken Spell	+4	Cast spell as a swift action
Reach Spell	Special	Increase spell range to higher range category
Rime Spell	+1	Spell with the cold descriptor also entangles creatures if the spell damages them
Selective Spell	+1	Exclude targets from an area effect spell
Shadow Grasp	+1	Entangle creatures with spells you cast that have the darkness descriptor
Sickening Spell	+2	Sicken creature with spell damage
Silent Spell	+1	Cast spell without verbal components
Still Spell	+1	Cast spell without somatic components
Thanatopic Spell	+2	Affected spell's death effects, energy drain, and negative levels affect undead
Tenebrous Spell	+0	Spells you cast in dim light or darkness are harder to resist or dispel
Threnodic Spell	+2	Change a mind-affecting spell so it can affect undead, but not living creatures
Thundering Spell	+2	Deafen creature with spell damage
Toppling Spell	+1	Spell with the force descriptor knocks targets prone
Umbral Spell	+2	Target of the spell radiates darkness in 10-foot radius while the spell is in effect
Widen Spell	+3	Double spell area
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 to +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
Ineffable Spell	+7	Spell can affect targets normally immune to its effects.
Linked Spell	+3	Join all affected allies so that no instance of a spell can be dispelled unless all are
Living Spell	+6	Non-instantaneous spells become sentient
Macabre Spell	+7	Raises victims as undead
Maelstrom Spell	+5	Damage inflicted as fire, cold, acid, electricity, and sonic damage
Perfect Spell	+8	Numerical effects of a spell are maximized and then doubled
Pestilent Spell	+6	Spell summons vermin swarms in addition to spell effects
Prismatic Spell	+10	Spell damage accompanied by effects of prismatic spray
Project Spell	+4	A spell's range increases from Personal to Touch
Shredding Spell	+4	Spell damages items and equipment
Split Spell	+3	Divide spell effect in half and aim at separate targets
Stealth Spell	+4	Spell effects are invisible
Summoned Spell	+3	Binds a summon spell with another spell.
True Death Spell	+10	Targets slain by spell cannot be raised
Unseen Spell	+7	Illusion put in place to hide spell effects
Vast Spell	+6	Spell area increased by an order of magnitude
Verdigris Spell	+7	Heals and grows plant life
Warp Spell	+6	Spell uses dimension door once before activating

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 GM 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. GMs 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: Conjuration [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 evil 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.

Déhézon's From Torment Be Released

School: Conjunction [Healing]; Level: cleric/oracle 10, druid 10

Casting

Casting Time: 1 standard action

Components: V, S

Effect

Range: 30' radius

Target: Two or more creatures

Duration: Instantaneous

Saving Throw: Will half; Spell Resistance: Yes

By mastering positive energy, the caster gains mastery over life and death for all those around them. This spell allows the caster to inflict damage on a target in a fashion similar to the *harm* spell with a successful ranged touch attack, except that it inflicts 200 points of damage and targets can be dropped to below 0 hit points. For each target so affected, the caster can select another target within the radius of effect and transfer the sapped lifeforce as if affecting the second target with a *heal* spell for an amount of healing equal to the amount of damage the first target sustained.

The spell must be set up as a one-to-one transference; you cannot *harm* a target without *heal*-ing another and vice-versa. No creature can be targeted by the *harm* effect more than once per casting—even if the first attempt fails—and neither can they be affected by more than one *heal* effect. Targets for the *harm* effect must be beings with hit points derived from possessing positive energy, not objects, constructs, or undead. The *heal* effect has the same restrictions except that the gathered positive energy can be used to damage undead.

Note: The *harm* effect described here is used only as a comparison. This spell does not use negative energy in any way, instead moving positive energy from one creature to another.

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 (including the target). 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 counterspelling 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.

Lakrivarideyn's Cloak of Ravens

School: Abjuration [Evil]; Level: sorcerer/wizard 14

Casting

Casting Time: 1 standard action

Components: V, S, M (a raven's feather)

Effect

Range: Close (25' + 5' / 2levels)

Target: You plus 1 creature every 6 levels

Duration: 24 hours

Saving Throw: yes (harmless); Spell Resistance: yes (harmless)

A thick mantle of black feathers settles on your shoulders, trailing down like an impossibly long cloak that flows about in the slightest breeze. As you move, more dark feathers swirl about you, coming from and returning to seemingly nowhere.

While affected by the *cloak of ravens*, you gain a number of benefits:

- You gain a +1 profane bonus to AC for every six caster levels, including your touch and flatfooted ACs;
- You gain a +1 profane bonus to all attack and damage rolls for every ten caster levels;
- You gain a +1 profane bonus to all saving throws for every ten caster levels;
- All spells cast gain a +1 profane bonus for every twelve caster levels on spell DCs and on any checks made to penetrate spell resistance;
- You gain DR 10/good and silver;
- You gain a circumstance bonus to all Stealth checks equal to your caster level;
- You are immune to detection from any magical source, as if under the influence of a *mindblank*;
- You are immune to the effects of mind-affecting spells, spell-like abilities, or supernatural or extraordinary abilities;
- You are immune to polymorph effects;
- Whenever you fall more than 20 feet, you are automatically affected by a *featherfall* spell.

Lakrivarideyn's Word of the Beast

School: Evocation [Evil] [Pain]; Level: cleric/mystic 14, druid 14

Casting

Casting Time: 1 standard action

Components: V

Effect

Range: 120'

Area: cone-shaped burst

Duration: instantaneous

Saving Throw: see text; Spell Resistance: yes

You take a deep breath and then, with a single, mighty exhalation, you project a bone-shattering wave of magical energy that cripples targets, tearing apart bodies and spells with equal efficiency.

Any living thing within the area of effect suffers 1d6 points of damage per caster level (maximum 40d6), 1d3 points of damage to all their ability scores, and is left sickened for 1d4 minutes as pain writhes through them. A successful Will save reduces this damage by half, negates the ability damage, and the target is merely shaken for the duration. No physical barrier can stop the wave; even a *wall of force* is permeable to the Word. Only an *antimagic field*, *mage's disjunction*, or other, similar effect can impede the spell, and only within the radius of its effect.

Good outsiders, elementals, fey, and creatures that project an aura of good instead take 1d8 points of damage per caster level, 1d4 points of ability damage, and receive a -4 penalty to their Will save against the spell. Conversely, evil outsiders, undead, and creatures that project an aura of evil only take 1d4 points of damage per caster level, no ability damage, and receive a +4 bonus to their Will save against the spell.

Alternately, the caster can choose to modulate their voice to instead affect only objects instead of creatures. Doing so inflicts 2d6 points of damage per caster level (maximum 80d6) and ignores object hardness of less than 25. Attended objects receive a Will save to reduce this damage by half.

Objects destroyed or creatures slain by this spell crumble away, leaving not even dust behind them. Such victims cannot be restored by anything short of epic magic or the direct

intervention of a deity.

In addition to its excoriating effect, all temporary magical effects are stripped away from targets regardless of their success or failure on the Will save. Further, the *word of the Beast* can be readied in the same manner as *dispel magic* or *greater dispel magic* to counterspell. Unlike those two spells, it can be used against epic spells up to 14th level and the counterspelling automatically succeeds.

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: Conjuration [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 *quickened* 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.

Naming Magic Items

I don't like saying that a weapon is a *+1 longsword*; I don't think it makes much sense in-character. At the same time, I feel that characters need a way to talk about items, and the fact that some are more powerful than others is just a reality that is normal to the PCs. To that end, I use a system that renames the numbered bonuses that items have.

Items that are measured at non-epic levels on a scale of +1 to +5 such as weapons, armor, and rings of protection are called *imbued (+1)*, *enchanted (+2)*, *mystic (+3)*, *extraordinary (+4)*, and *legendary (+5)*.

Ability score-boosting items that have a much smaller non-epic range of bonuses are just *imbued (+2)*, *mystic (+4)*, and *legendary (+6)*.

Items that are measured at non-epic levels on a scale of +1 to +8 such as bracers of armor are called *imbued (+1)*, *greater imbued (+2)*, *enchanted (+3)*, *greater enchanted (+4)*, *mystic (+5)*, *greater mystic (+6)*, *extraordinary (+7)*, and

legendary (+8).

Any magic item with an epic bonus is simply referred to as an *epic weapon*, often written like *epic (+6) longsword of frost* or *epic (+8) headband of vast intelligence*.

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 attacking 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 understanding 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 else 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 something I call '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 slots do 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.

Metamagic and 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 spells 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.

Sample Cataclysmic Spell Chart

- 1) Add 1d4 metamagic feats
- 2) Add 1d3 epic metamagic feats
- 3) Add 1d2+1 effects

d20	Metamagic feat
1	Dazing Spell
2	Disruptive Spell
3	Echoing Spell
4	Empower Spell
5	Enlarge Spell
6	Extend Spell
7	Flaring Spell
8	Intensified Spell
9	Lingering Spell
10	Maximize Spell
11	Persistent Spell
12	Piercing Spell
13	Reach Spell
14	Sicken Spell
15	Silent Spell
16	Still Spell
17	Tenebrous Spell
18	Thundering Spell
19	Toppling Spell
20	Widen Spell

d20	Epic metamagic feat
1	Aura Spell
2	Banishing Spell / Armoring Spell
3	Blackened Spell / Gilded Spell
4	Carnage Spell / Bolstering Spell
5	Cutting Spell
6	Deadly Spell (True Death Spell)
7	Enduring Spell
8	Enhance Spell
9	Force Spell
10	Imprisoning Spell / Grand Spell
11	Linked Spell
12	Living Spell
13	Macabre Spell
14	Maelstrom Spell
15	Pestilent Spell
16	Project Spell
17	Stealth Spell (Unseen Spell)
18	Vast Spell
19	Verdigris Spell
20	Warp Spell

d%	Effect
01	No additional effect
02	Demons summoned as if caster had used <i>gate</i>
03	Everything within AoE subject to <i>disintegrate</i>
04	Target's daily extra action restored
05	<i>Gate</i> to plane of water opens in shape of spell
06	Target acquires random phobia
07	Spell inflicts x2 damage; extra damage unholy
08	Terrain for spell level x 10 miles gains affinity opposite of spell
09	Target -2 to all stats for 1 minute/spell level
10	Otherwise-natural category 1d4 hurricane centered on caster

d%	Effect
11	Target regains 1 hp per caster level
12	Spell produces 2d100 random birds
13	Earth fractures in AoE, with deep fissures
14	Spell produces potion of itself (1 at a time)
15	All targets randomly transposed
16	Spell incarnates as familiar that can produce spell 1/day per 8 caster HD
17	Spell supercharges caster (+4 temp hp/HD)
18	Target shrinks by 1" per foot of height
19	Target gains Spell Stowaway for used spell
20	Targets scattered to random planes
21	Caster gains affinity with spell (+2 DC, SR)
22	Storm fills sky for 1 mile/spell level, 1d10 "bolts" per round with spell effect
23	Terrain within AoE transposed with that of a randomly chosen plane
24	Caster replaced by illusion, invisible caster moved 5' over
25	Effectiveness of spell doubled in all ways
26	Roll 1 extra metamagic feat
27	Permanent <i>gate</i> opened to random plane
28	Sphere of annihilation appears at target
29	Caster slips into private dimension, controls projection of self that can use spell 1/rnd for # of rounds = caster level
30	Spawn controllable F5 tornado in AoE for 1 minute/caster level
31	Regain atk = to spell level
32	Spell brought to life as adamantine golem
33	AoE freezes in time for 1 round (as <i>time stop</i>)
34	Control distance and shape of AoE at will
35	Weather becomes hot and dry for 100 miles
36	Any target that dies recasts the spell at your command
37	Everything within AoE subject to <i>haste</i>
38	If target is slain within 1d4 hours, they are immediately reborn as an infant
39	Spell effect clings to targets for 1d4 rounds
40	+2 to spell DC
41	Spell opens <i>teleport circle</i> to random place
42	+20 insight bonus on next roll
43	First casting per day free
44	Add effects of another known spell to effect
45	Caster subject to <i>greater invisibility</i>
46	Next spell supercharged (+2 DC, +2 SR, doubled effect)
47	Target becomes ooze
48	Healing no longer affects target for 1d4 hours
49	Choose 1 metamagic feat to apply
50	Target permanently loses one sense
51	Spell effect is permanent (until dispelled)
52	Choose 1 epic metamagic feat to apply
53	Target gains construct benefits/penalties
54	Spell produces rain with 1/10 th spell effect per round in 1 mile/radius for 1 rnd/spell level
55	Targets slain by spell turned to solid gold
56	Add effects of spell to next spell cast
57	Spell triggers twice
58	-20 penalty on target's next roll
60	Target's weight reduced by 10%

d%	Effect
59	Someone, somewhere, gets the ability to use the spell once
61	Everything within AoE subject to <i>fireball</i>
62	Divide AoE into 5' squares, apply over long distance
63	Recover 1 hp for every 10 hp of damage
64	Spell gains your alignment
65	AoE coated in unmelting ice
66	Target becomes physically idealized version of self for 1 hour/caster level
67	Target and Caster share epiphany
68	Entire AoE transported to new demi-plane with affinity for spell
69	Caster can burn 1/10th of lifespan to increase all spell effects by x10
70	Targets of spell <i>slowed</i>
71	Great wyrm dragon born from terrain
72	Heavens split and a massive version of the spell strikes down; AoE x100, effects x1.5
73	Independent shadow double of target appears 5d20 miles away
74	Roll 1 extra epic metamagic feat
75	Non-random effectiveness of spell increased by order of magnitude in all ways
76	2d4 random <i>ioun stones</i> produced (at a time)
77	+20 luck bonus to next roll
78	Spell affects all creatures within 1 mile
79	Spell affects all creatures within 10 miles
80	Blizzard conditions for 100 miles
81	Target's memory completely wiped, Will DC
82	Spell reverses target's gender
83	Caster sheathed in spell effect for 1d4 hours
84	Lob 2d4 random energy spheres (3d10 x10', 5' radius) that produce spell effect, Ref DC
85	Automatically teleport to anywhere within spells' AoE
86	Everything within AoE pushed to fringes
87	Target gains vulnerability for energy type
88	Target takes 1 damage per 1 hp lost by Caster, <i>no way to stop it</i>
89	Target +2 to all stats for 1 minute/spell level
90	+10 to overcome SR
91	10d100 HD of creatures within 100 miles gain effects of <i>true resurrection</i>
92	Terrain for spell level x 10 miles gains affinity of spell
93	Spell leaves adamantine shadow
94	Target fused to their equipment like skin
95	Every square of spell detonates with <i>fireball</i>
96	Primeval forest springs up around target, spreading 1,000' per round of spell effect (or 1 mile for instantaneous); aligned with spell
97	Random farm animals fill every unoccupied space within AoE
98	Everything within AoE subject to <i>heal</i>
99	Angels summoned as if caster had used <i>gate</i>
00	Roll twice

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product produced by Jesse Jack Jones are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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:

Class and Archetype *Pathfinder™* Handbook

[Website](#) – [PDF Download](#)

***Pathfinder™* Combat Styles Guide**

[Website](#) – [PDF Download](#)

The Darkness Undivided (The Blessed Land, Book I)

[Amazon](#) – [Barnes & Noble](#) – [Smashwords](#)

The Sacred Flames (The Blessed Land, Book II)

[Amazon](#) – [Barnes & Noble](#) – [Smashwords](#)

Falling Angel (Free!)

[Amazon](#) – [Barnes & Noble](#) – [Smashwords](#)