

REVISED EPIC SYSTEM (FOR D&D 3.5E)

EPIC LEVELS

You continue earning XP and gaining levels, but they no longer increase your HP, your base attack bonus and saving throws, nor grant the usual epic bonus as per the Epic Level Handbook. Class Levels continue providing their class features, proficiencies and skill points. Character Levels continue providing ability score improvements and feats.

CLASS LEVEL CAPS

All base classes now cap at Level 20. You cannot level an individual base class beyond that point, you must move on and multi-class to another if you haven't done so already. Prestige classes are capped at 10, or their stated cap if lower than that.

EPIC FEATS AND PRESTIGE CLASSES

Characters can choose epic feats and epic prestige classes normally at Character Level 21 onwards. You are allowed to meet any prerequisites that require an attack bonus higher than +20 or saving throws higher than +12 by the use of feats. Any individual epic prestige class now caps at Level 10.

CHARACTER LEVEL SOFT CAP

Characters stop receiving any further feats and ability score improvements after Character Level 60. You may continue accumulating class levels if you wish for the additional class features and skill points. ECL Adjustments do not affect this, only your actual Character Level.

PLAYER CHARACTERS WITH RACIAL HD

For the purpose of progression, all racial Hit Dice are treated as class levels and contribute to your Character Level. Racial HD grant their normal benefits only until your total Character Level (racial HD + class levels) reaches 20. After Character Level 20, additional racial Hit Dice (such as those gained through templates or transformation effects) do not provide anything more than what class levels would.

SKILL RANK CAP

An individual skill cannot be assigned more than 23 ranks. Once you reach that point, move on to other skills. For reference, cross-class skills will reach that cap at Character Level 43. You are allowed to meet any prerequisites that require a rank higher than 23 by the use of Skill Focus and other similar feats.

DETERMINING HP

After Character Level 20, your base HP is only increased by an improved constitution score, class features and feats. When readjusting your HP for any reason, you are considered to only have your original 20 HD.

HD-BASED EFFECTS

You are considered to have as many HD as you have Character Levels when on the receiving end of effects like Blasphemy, even if you aren't benefiting from statistical increases anymore.

MASSIVE DAMAGE

Creatures (including player characters) with a base Fortitude save bonus of +12 or higher are immune to massive damage. Ability score modifiers, feats, magic items, and temporary effects do not count toward meeting this threshold; only the creature's base save progression.

CASTER LEVEL BEYOND 20

Caster Level is only increased by multi-classing to relevant prestige classes. You may also rely on Practiced Spellcaster and other similar feats. If it is absolutely necessary, you may enforce an absolute caster level cap of 40.

EPIC SPELLS

You may continue using the epic spell system as described in the Epic Level Handbook, but with a restriction on mitigating factors. You may choose any number of factors normally allowed, but the total summed mitigation they will provide is -200 at most. Also, you may not create any epic spell with a final Spellcraft DC less than 30.

EPIC SPELL-LIKE AND SUPERNATURAL ABILITIES

Any supernatural effect or spell-like ability described as epic functions normally in anti-magic unless clearly stated otherwise. This is extended to all relevant abilities originating from creatures clearly defined as 'epic'. Epic supernatural abilities cease functioning in dead magic zones.

EPIC ITEMS

On the DM's discretion, Epic Items are allowed to function in anti-magic normally. This is mainly a 'safety measure' for epic characters relying on items to remain relevant in such scenarios. Epic items cease functioning in dead magic zones.

EPIC ITEM LIMITS

If you feel like the numbers are creeping up fast even with the adjustments of this system, you may place the following caps on items.

- 1) Arms and Armor cannot have an enhancement bonus higher than +10. This does not include magic properties.
- 2) Ability Items cannot exceed +12.
- 3) Protection and Resistance Items cannot exceed +10.
- 4) Skill items cannot exceed a +40 skill bonus.
- 5) Items cannot have a Caster Level that exceeds 40.

You may create multi-ability items normally, and you are realistically expected to at Character Level 60+.

You are free to adjust these limits to cater to your table's needs.

EPIC ATTACKS

In the same vein, all attacks considered 'epic' may threaten to end a Force effect. With a standard melee or ranged attack, you may target a Force effect (e.g. Wall of Force) and hit it against AC 30. If you deal 50 damage in one blow, the Force effect is destroyed. Epic attacks are any attacks derived from epic weapons and natural weapons that can bypass epic damage reduction.

XP AND LEVEL UPS AFTER LEVEL 40

Characters usually require their Current ECL * 1,000 XP to reach the next level. Level 40 characters are expected to receive 12,000 XP (300 * Level) per CR-appropriate encounter. For your own convenience, consider streamlining the process to 250 * Level (exactly four CR-appropriate encounters to level up) for levels beyond 40. For every CR above the party level, increase the formula by 50 (300 * Level, 350 * Level and so on) or decrease it by 25 for every CR below (No XP at Party Level -10).

XP AND WISH

If you believe that high-level epic characters may trivialize the XP costs of powerful spells, consider a hard limit on how much XP they can spent on spellcasting. You may go with 25,000 XP for all spellcasting needs until they level up again, at which point the limit resets. Adjust the limit up or down depending on your table's needs. This does not affect XP costs for crafting needs, unless you specifically want it to.

ITEMS AND TREASURE BEYOND LEVEL 40

If you wish to avoid astronomical wealth progression, consider capping treasure values at Level 40. For reference, Level 40 characters are expected to receive around 534,000gp per treasure. If you really want to delay the appearance of the more powerful epic items, consider capping treasure values at Level 30 (206,000gp). Regardless of your decision, it is advisable to reward ultra-high epic level characters (Level 60+) with something more meaningful than generic treasure. Starting wealth is 13,600,000gp + 1,300,000gp per level above 40 using the streamlined system.

NPCS AND MONSTERS WITH NEW SYSTEM

Non-Player Characters follow the new rules of this system. They gain levels, feats, skill ranks, and other benefits according to the same progression limits.

Monsters, including those from the Epic Level Handbook and other sources, are to be used as-is. Do not adjust their stat blocks and abilities, unless you have the patience to do so. Use SRD-based epic monsters or advanced monsters at your own discretion.

TIERED PLAY

(The Tier system is not an essential part of this document and is purely optional.)

This system is written so that you may provide quick, streamlined challenges to your epic players without altering stat blocks all the time. There is no need for you to sit down and write a HD 80+ creature that can challenge your Level 60+ multi-class players, wasting time that can be used elsewhere. The process is as follows.

- 1) Choose a pre-existing monster, ideally one that is already CR 20+ and works well in general.
- 2) Assign a Tier to it.
- 3) It receives mechanical benefits against all tiers below it, without you having to alter its stat block in any way.

TIER BENEFITS

Tier benefits do not stack, you use whatever is stated at each individual tier gap.

AGAINST CREATURES OF ONE TIER BELOW YOU

- 1) You make your attack rolls & saving throws, ability & skill checks, caster level & level checks with a +10 epic bonus.
- 2) Your ability and spell save DCs are at +10.
- 3) Your Spell Resistance is at +10. If you do not have a Spell Resistance, you now have one at 32.
- 4) You double all your damage rolls, and receive half damage from any effects.
- 5) You do not automatically fail your attack rolls and saves on a natural 1.

AGAINST CREATURES OF TWO TIERS BELOW YOU

- 1) You make your attack rolls, ability & skill checks, caster level & level checks with a +20 epic bonus.
- 2) Your ability and spell save DCs are at +20.
- 3) Your Spell Resistance is infinite. If you do not have a Spell Resistance, you now have one at 42.
- 4) Your AC is at +10 for all categories (Normal, Flat and Touch).
- 5) You double and maximize all your damage rolls, and receive 1/4 damage from any effects.
- 6) You do not automatically fail your attack rolls on a natural 1.
- 7) Your attacks ignore damage reduction and regeneration.
- 8) You automatically pass all your saving throws. If an effect does not allow one, you can make one with a +10 epic bonus.

AGAINST CREATURES OF THREE TIERS BELOW YOU

- 1) You pass all your rolls and automatically win opposed checks. Roll attacks anyway to determine critical hits. If an effect does not allow a saving throw, you are entitled to one with a +20 epic bonus.
- 2) Your Spell Resistance is infinite. If you don't have one, you now have Infinite Spell Resistance.
- 3) Abilities that force "auto-fails" work only once against you for the entire encounter.
- 4) They automatically fail their saving throws against you. "Auto-success" abilities function only once for the entire encounter.
- 5) Your AC is at +15 for all categories (Normal, Flat and Touch).
- 6) You double and maximize all your damage rolls, and receive 1/4 damage from any effects.
- 7) Your attacks and spells always deal damage and deliver effects regardless of immunity or resistance. Add +20 to your Caster Level for determining damage dice and other effects.

AGAINST CREATURES OF FOUR TIERS BELOW YOU (AND ONWARDS)

- 1) All the benefits as stated in the previous section (3 Tier Gap).
- 2) You are immune to everything except from attacks and spells with 2-3 very specific descriptors. Lawful and Good, Silver and Fire, Epic Chaos Spells, etc. Said attacks are rolled normally against your +15 AC, but deal only 1/4 of the damage. Said Spells penetrate your spell resistance and ignore your auto-pass on saves, but you are still entitled to your +20 epic save bonus AND they have a flat 25% chance to have no effect anyway.

SUGGESTED TIER LIST

Tier 1: Non-epic characters and monsters from the Monster Manual.

Tier 2: Epic characters of ECL 21-60 (Optional) and monsters from the Epic Level Handbook.

Tier 3: Epic characters of ECL 61+ (Optional), archfiends and deities.

Tier 4: Cosmic monsters and Overdeities.

Tier 5+: Whatever preys on cosmic monsters and Overdeities.

TIER CLARIFICATIONS

- 1) Player characters and NPCs are by default on Tier 1 regardless of level. If you wish for them to participate in the Tier System as specified in the Suggested Tier List, do so.
- 2) Summoned Monsters are Tier 1, or their summoner's Tier -1, whichever is higher.
- 3) Monsters to be fought by the party belong in the Tier the DM sees fit. The Suggested List is just that, a suggestion. Individual monsters can belong in varying Tiers. Your DM may have you face a Tier 1 Tarrasque, a Tier 2 Tarrasque or any other Tier Tarrasque at his discretion.
- 4) Any individual monster considered Tier 2+ is automatically epic, regardless of its original nature.
- 5) Avoid using low-level monsters with the Tier system. Do not expect a Tier 3 Ghoul to somehow threaten your Level 20+ party, even with all those benefits.

TIERS AND ENVIRONMENTAL HAZARDS

Areas or even planar layers can be assigned tiers.

- 1) Creatures one Tier below the Environment are affected normally by hazards regardless of immunity, they are still entitled to saves if applicable.
- 2) Creatures two Tiers below suffer the effects with no way to resist them whatsoever, and must leave the area if they wish to heal or fix the effects.
- 3) Creatures three Tiers below and onwards are automatically destroyed if they find themselves in such areas or planar layers.

TIERS AND ADJUSTING CR

If players are excluded from Tier Play (fixed at Tier 1): Tier 1 Monsters have their normal CR, Tier 2 Monsters have their normal CR +5, Tier 3 Monsters have their normal CR +15, Tier 4 Monsters have their normal CR +30, and Tier 5 Monsters have their normal CR +40.

If players are included in Tier Play (their Tier can change): Monsters with a 1-Tier Gap relative to the party have their normal CR or an adjusted CR equal to the party level -9, whichever is more beneficial for awarding XP. Monsters with a 2-Tier Gap follow the same logic at party level -6. Monsters with a 3-Tier Gap go to party level -3. Monsters with a 4-Tier Gap go up to the party level.

Word of Caution: Do not expect Tier 4+, ECL 100+ parties fighting Tier 5+ epic monsters to somehow be less horrid than the official Epic Level Handbook system.

ALTERNATIVE PROGRESSION AND EPIC BOONS

At any point after Character Level 20, players may forfeit taking a level up and instead take a Reserve. They may exchange these reserves for an Epic Boon, a kind of “super-feat”. A Reserve increases your ECL by 1 permanently, even if you exchange your sum at a later time for a Boon.

MONSTERS AND BOONS

If you feel it is absolutely necessary, you are free to give Epic Boons to monsters. They do not need to meet any prerequisites, even the monster-related boons have ones for aspiring player “builds” only. Adjust their CR by the amount the Boon normally costs.

SAMPLE BOONS (CLASS-ORIENTED)

1. MIGHTY BLOWS

Cost: 2 Reserves

Prerequisite: Barbarian Level 20.

Effect: While in a rage, all your melee attacks send creatures flying 30 feet away in a straight line towards any direction you specify. They are entitled to an opposed Strength Check to resist. The force of the blows deals an additional 3d6 bludgeoning damage, plus another 3d6 if they hit an obstacle. No falling damage is to be received, unless you clearly send them down a cliff or pit.

2. ANARCHIC RAGE

Cost: 3 Reserves

Prerequisite: Barbarian Level 20, Chaotic Rage.

Effect: You gain the Chaotic subtype. Any weapon you wield while in a rage is treated as a +6 anarchic power weapon.

3. LEGENDARY RAGE

Cost: 5 Reserves

Prerequisite: Barbarian Level 20.

Effects: You gain infinite uses of your rage ability. When in a rage, you may automatically pass any one saving throw per round.

4. LEGENDARY SONG

Cost: 2 Reserves

Prerequisite: Bard Level 20, Music of the Gods.

Effect: Your bardic music effects are considered epic and **extraordinary**.

5. VERSATILE BARDIC MAGIC

Cost: 3 Reserves

Prerequisite: Bard Level 20.

Effect: You may spend uses of your bardic music to pay for the increased spell slot costs of metamagic feats.

6. SONG OF THE AGES

Cost: 5 Reserves

Prerequisite: Legendary Song.

Effect: You may use all your Inspire effects at once in the same round with 1 use of bardic music. You can maintain them all at once as if they were one singular ability.

7. TRUE DIVINE MAGIC

Cost: 2 Reserves

Prerequisite: Cleric Level 20.

Effect: No deity or their code of conduct can deny your spellcasting ability. From now on, you receive your divine magic from fundamental cosmic forces.

8. SPIRIT BEING

Cost: 3 Reserves

Prerequisite: True Divine Magic.

Effect: Your creature type changes to Outsider and you receive the relevant alignment subtypes. Choose one outer plane that is compatible with you, this is now your Home Plane. If you die outside your Home Plane and your soul is not trapped in some way, it is spirited away and manifests a new body within 1 week. A Miracle or Wish spell cast inside your Home Plane prevents your return and threatens to imprison you (as the Imprisonment spell). At any point during the 1-week period, an allied creature can hasten your revival by True Resurrection or Wish/Miracle.

9. DIVINE POWER

Cost: 5 Reserves

Prerequisite: Outsider creature type, Cleric Level 20.

Effect: Develop one epic spell with a Spellcraft DC that does not exceed 70. You cannot include any mitigating factors. You may now use this spell as an epic, **supernatural** ability once per day. You are not required to roll a Spellcraft check. Special: If your table is using divine ranks and divine salient abilities, choose one such ability instead. You are considered to be a divine rank 6 deity with all your cleric domains as divine domains for the purpose of meeting prerequisites.

10. ELEMENTAL BEING

Cost: 2 Reserves

Prerequisite: Druid Level 20

Effect: Choose one elemental subtype and permanently add it to your character (Fire, Cold, Air, Earth, Water). You can freely Wild Shape into any creature that naturally shares this subtype without expending any Wild Shape uses.

11. PERFECT SHAPECHANGER

Cost: 3 Reserves

Prerequisite: Druid Level 20

Effect: You gain the Shapechanger Subtype. Your Wild Shape ability is considered an epic, **extraordinary** effect. Any acquired supernatural or spell-like abilities you might have while Wild Shaping remain as-is.

12. TRUE NATURAL MAGIC

Cost: 5 Reserves.

Prerequisite: Druid Level 20

Effect: When you are directly standing in grassy terrain or fertile soil, your druid spells are cast as **supernatural** abilities. They cannot be dispelled and are unaffected by Spell Resistance. Barren rock and dead grass do not count.

13. WEAPON MASTER

Cost: 2 Reserves

Prerequisite: Fighter Level 20, Epic Weapon Focus with any one weapon type.

Effect: While wielding a weapon you have epic weapon focus with, you ignore damage reduction and regeneration.

14. WEAPON SAINT

Cost: 3 Reserves

Prerequisite: Weapon Master.

Effect: While wielding a weapon you have epic weapon focus with, you can make a death blow. This is a full-round action that doesn't provoke attacks of opportunity. You make one standard attack with a -20 penalty and the target creature is instantly reduced to -10 HP if you hit. This is not a death effect, but a 'direct hit point damage' effect.

15. LORD OF BATTLE

Cost: 5 Reserves

Prerequisite: Weapon Focus with 5 different weapon types.

Effect: You extend the effects of all your weapon feats to any weapon you happen to be wielding at any given time.

16. MASTERED QUIVERING PALM

Cost: 2 Reserves

Prerequisite: Monk Level 20.

Effect: You can deliver your Quivering Palm ability three times per day, instead of once per week. It is now an epic, **extraordinary** effect.

17. ASCENDED MONK

Cost: 3 Reserves

Prerequisite: Monk Level 20, Righteous Strike, Improved Ki Strike.

Effect: You gain the Lawful subtype and your unarmed strikes are considered +6 axiomatic power weapons. Your Damage Reduction increases to 20/Epic and Chaotic.

18. RADIANT KI

Cost: 5 Reserves

Prerequisite: Monk Level 20

Effect: You are constantly surrounded by a brilliant **supernatural** aura that functions identically to a Daylight spell that also personally protects you like a Death Ward spell. You may activate or disable this aura as a free action on your turn. While active, your unarmed strikes are delivered as melee touch attacks and deal an additional 3d6 light damage. This damage is identical to that dealt by Searing Light and other such spells. You may release a Sunburst spell as a spell-like ability at will, centered on yourself with a Caster Level of 25. The Save DC is Wisdom-based. You are personally immune to this effect.

19. SAINT WARRIOR

Cost: 2 Reserves

Prerequisite: Paladin Level 20, Holy Strike.

Effect: You gain the Good subtype and any weapon you wield is considered a +6 holy power weapon.

20. SUPREME GRACE

Cost: 3 Reserves

Prerequisite: Paladin Level 20.

Effect: Your paladin spells are considered epic supernatural abilities. You still expend spell slots and other required components normally.

21. SLAYER OF ALL EVIL

Cost: 5 Reserves

Prerequisite: Paladin Level 20.

Effect: Your attacks automatically ignore the damage reduction and regeneration of evil creatures. Once per round, you may automatically pass any one saving throw against them.

22. BANEFUL MAGIC

Cost: 2 Reserves

Prerequisite: Ranger Level 20.

Effect: When targeting a favored enemy with your spells, you add your favored enemy bonus on the caster level. All damaging spells used against favored enemies are automatically maximized.

23. DREAD OF ENEMIES

Cost: 3 Reserves

Prerequisite: Ranger Level 20, Bane of Enemies.

Effect: Any weapon you wield is considered a +6 dread weapon against your favored enemies. You automatically ignore their damage reduction and regeneration.

24. LASTING DAMAGE

Cost: 5 Reserves

Prerequisite: Ranger Level 20, Dread of Enemies.

Effect: The damage you deal to your favored enemies is permanent. It cannot be healed or regenerated unless a Wish or Miracle spell is used.

25. IMPROBABLE SAVANT

Cost: 2 Reserves.

Prerequisite: Rogue Level 20.

Effect: You make all your rogue class skill checks with a +20 circumstance bonus.

26. PIERCING ATTACK

Cost: 3 Reserves.

Prerequisite: Rogue Level 20.

Effect: Your critical hits, sneak attack and all other precision damage abilities affect all creature types normally regardless of immunity.

27. FACELESS MAN

Cost: 5 Reserves.

Prerequisite: Rogue Level 20, Self-Concealment epic feat taken at least once.

Effect: As a full-round action that doesn't provoke attacks of opportunity, you erase the memory of your existence from the mind of any one creature within line of sight. This is an **extraordinary** mind-affecting ability that allows no saving throw. Lost memories can be restored with a Wish or Miracle spell, but the caster must be aware that such memories are missing to restore them. Creatures you have affected once before can resist this effect with a Will Save (DC 30). If they succeed, you cannot affect them ever again.

28. MAGIC BEING

Cost: 2 Reserves.

Prerequisite: Sorcerer Level 20.

Effect: Once per round, you may cast a spell you know as a spell-like ability without expending a spell slot. If a spell requires XP, you are considered to be paying the minimum required amount. You can use this ability 3 times per day.

29. ASTRAL BEING

Cost: 3 Reserves.

Prerequisite: Magic Being.

Effect: Your creature type changes to Outsider, you gain Damage Reduction 10 / Epic and your home plane is now the Astral Plane. When in the Astral Plane, you gain Fast Healing 20 and can cast any one spell you know per round without expending a spell slot. You have to provide any other components normally.

30. INNATE MAGIC

Cost: 5 Reserves.

Prerequisite: Sorcerer Level 20.

Effect: Once per week, you may cast any one spell available in your campaign setting. It is made with your own caster level, it is considered an arcane sorcerer spell regardless of its original nature, you do not expend a spell slot, you do not require any components and you cannot cast it with metamagic feats. If it requires XP, you are considered as if paying the minimum required amount. It may also be a one-time epic spell designed by you on the spot, with a Spellcraft DC of 100 and no mitigating factors allowed. You do not need to roll a Spellcraft check to cast it.

31. BROKEN MAGIC

Cost: 2 Reserves.

Prerequisite: Wizard Level 20, Epic Spellcasting.

Effect: When developing an epic spell, you can choose a number of mitigating factors totaling -300, no more. This limit replaces the normal -200 one, they do not stack. When developing spells that exceed the original -200 limit, you pay twice the XP.

32. HIGH MAGIC

Cost: 3 Reserves.

Prerequisite: Wizard Level 20, Improved Spell Capacity.

Effect: You may seclude yourself and devote your time to personal research for 1 week, during which you cannot participate in any meaningful adventure. Once done, you can choose any one spell you know and improve it permanently by spending 5,000 XP. This spell is now a de-facto 10th-Level epic spell that you can cast with a 10th-Level slot. All variable, numeric effects of the improved spell are maximized, then doubled. The spell still requires the same components and costs as the original.

Special: You may repeat the process, each time for a different spell.

33. HIGH KNOWLEDGE

Cost: 5 Reserves.

Prerequisite: Level 20 Wizard, Epic Skill Focus (Knowledge / Arcana), Epic Spellcasting

Effect: You learn all arcane spells available in the wizard/sorcerer spell list. If you already know all available spells in your campaign, develop one epic spell for free. This spell cannot have a Spellcraft DC that exceeds 70 after mitigating factors.

SAMPLE BOONS (PRC-RELATED)

1. ARROW OF DESTINED DEATH

Cost: 5 Reserves.

Prerequisite: Character Level 20, Arcane Archer 10.

Effect: Upon creation, you may spend an additional cost of 5,000 XP to turn your Arrow of Death into an Arrow of Destined Death. The save DC against the death effect is 30 and the attack roll is made with a +10 epic bonus. Even if they survive, the damage dealt is permanent and can only be restored with a Wish or Miracle spell.

2. ARCANE SNEAK ATTACK

Cost: 5 Reserves.

Prerequisite: Character Level 20, Arcane Trickster 10.

Effect: Upon delivering a sneak attack, you may also cast any one touch spell available to you as a free action to the same target. You expend a spell slot and components normally.

3. SHATTER MAGIC

Cost: 5 Reserves.

Prerequisite: Character Level 20, Archmage 5, Improved Spell Capacity.

Effect: As a full-round action that provokes attacks of opportunity, target any one creature that you have line of sight with up to 120 feet away. A 10-foot aura of dead magic manifests around them and persists for 1 minute. This use expends a 9th-level spell slot and there's no save. You may expend a 10th-level spell slot instead and manifest a 30-foot area of dead magic up to 400 feet away from you, this area lasts for 1d4 days. Only a High Magic version of Wish or Miracle can end your dead magic effect prematurely. Each use of Shatter Magic requires 5,000 XP.

4. WITHERING MARK

Cost: 5 Reserves.

Prerequisite: Character Level 20, Assassin 10.

Effect: While unaware, you may approach a target and place a Withering Mark on them with a melee touch attack. You may roll a Sleight of Hand check to then leave unnoticed. The mark is an epic **supernatural effect** and deals 3d6 permanent damage every day that may only be healed with a Wish or Miracle spell. If targeted by your Death Attack, they make their save with a -10 penalty. The mark is permanent and cannot be dispelled until their death, or yours. You may only have one placed death mark at any given time.

5. APOSTATE

Cost: 5 Reserves.

Prerequisite: Character Level 20, Blackguard 10.

Effect: You may wield, wear, read or otherwise use any aligned item with no adverse effect, regardless of your own

alignment. When targeted by an alignment-based effect, you may treat your own alignment as whatever you wish it to be. By spending 5,000 XP and 1 hour of concentration, you may permanently turn the alignment of a held item to Evil or Chaotic. A holy power sword may be turned into an unholy power sword and so on.

6. DRACONIC SCION

Cost: 5 Reserves.

Prerequisite: Character Level 20, Dragon Disciple 10.

Effect: You may call any one dragon of HD 25 or less and a compatible alignment to your service indefinitely. The dragon serves you to the best of their ability as if by a Charm Monster spell. This is an epic **supernatural** effect. If the effect is ended by dead magic or other such means, the dragon holds no ill will. A dead or otherwise lost dragon can be replaced by paying 5,000 XP after 1 week has passed of their death or departure.

7. MARTIAL TRANCE

Cost: 5 Reserves.

Prerequisites: Character Level 20, Duelist 10.

Effect: As a swift action, choose any one target within line of sight. For the remainder of the fight, you have a +10 insight bonus on your attack rolls against the creature and may force any one attack roll it makes against you to automatically fail per round. Changing targets is a swift action.

8. DWARVEN BULLWARK

Cost: 5 Reserves.

Prerequisite: Character Level 20, Dwarven Defender 10.

Effect: While in a Defensive Stance, your Damage Reduction (the one derived by your class) is doubled and you receive Energy Resistance 30 against all five elements (Fire, Cold, Electricity, Acid, Sonic). Enemies that have line of sight with you must direct their attacks on you, or suffer a -10 penalty on their attack rolls if they instead attack an ally. Effects that stack with your Damage Reduction are included in the doubling.

9. ELDRITCH MIGHT

Cost: 5 Reserves.

Prerequisite: Character Level 20, Eldritch Knight 10.

Effect: As a swift action, you may sacrifice a 9th-level spell slot and activate your Eldritch Might. For 1 minute, you receive Spell Reflection 22 +1/2 Character Level. This is identical to Spell Resistance, but deflects any resisted spells back at the target. Area spells are not deflected. Your weapon attacks, melee or ranged, are considered Force effects for affecting incorporeal foes, deal +3d6 force damage and their reach increased by 5 feet (or range increment doubled). Eldritch Might is an epic **supernatural** ability.

10. DESTROY INFIDEL

Cost: 5 Reserves.

Prerequisite: Character Level 20, Hierophant 10.

Effect: Once per day, you may deliver a melee touch attack on an Infidel (see Blast Infidel ability). This is a combined epic Disintegrate and Destruction spell effect at Caster Level 25, the DC is wisdom-based.

11. PLANE WALKER

Cost: 5 Reserves.

Prerequisite: Character Level 20, Horizon Walker 10.

Effect: As a move action, you may use an epic supernatural Plane Shift at will, as the spell. Your plane-shifting ignores planar barriers and effects like dimensional anchor.

12. FORBIDDEN LORE

Cost: 5 Reserves.

Prerequisite: Character Level 20, Loremaster 10.

Effect: From now on, you apply +10 epic bonus on all Knowledge, Spellcraft and Use Magic Device skill checks. This stacks with Epic Skill Focus and similar feats. Once per week, you may receive cosmic knowledge and guidance towards finding an artifact. You learn adequate information for further divination attempts or embarking on a journey to find it. With each such cosmic inspiration, you roll 1d10. If you roll 10, the item in question is a major artifact.

13. SEAMLESS MAGIC

Cost: 5 Reserves.

Prerequisite: Character Level 20, Mystic Theurge 10.

Effect: You may cast your arcane or divine spells interchangeably. You may cast Wish as divine, Miracle as arcane and so on. Once per encounter, you may cast two spells of the same level by expending only one spell slot and paying for the components of only one of them. One spell must be divine by nature and the other arcane. You pay for the components of the more costly one and use the casting time of the one that takes longer. They are not required to be targeted at the same creature.

14. SHADOW BEING

Cost: 5 Reserves.

Prerequisite: Character Level 20, Shadowdancer 10.

Effect: Your creature type changes to Undead and you gain all relevant traits. You lose your Constitution Score normally, but you change your original 20 HD to d12s and maximize them. Your home plane is now the Plane of Shadow, you gain immunity to cold damage, you have Regeneration 5 that can only be overcome by silvered weapons and spells with the light descriptor. You can use Shadow Walk as a spell-like ability at will and gain Fast Healing 10 while in the Plane of Shadow.

Special: If your HD were already d12s and maximized, add +30 to your HP.

15. MASTER OF THE TWO PATHS

Cost: 5 Reserves.

Prerequisites: Character Level 20, Thaumaturgist 5, Planar Ally heightened by High Magic

Effect: You may summon one additional planar cohort with an ECL no higher than your Character Level -10. You are not expected to advance a cause important to your second cohort, but they serve you loyally regardless.

SAMPLE BOONS (RESTRICTION REMOVAL)

1. TRANQUIL RAGE

Cost: 5 Reserves.

Prerequisite: Level 20 Barbarian, Intelligence 18+, Wisdom 18+

Effect: When raging, decide if it is a Tranquil Rage. If so, you retain full control and may take any action normally available outside of rage. You still receive all benefits of your Rage, but it does not reduce your AC and it cannot be ended by Calm Emotions or similar spells. You cannot use a Tranquil Rage more than once per day.

2. ANARCHIC DRUID

Cost: 5 Reserves.

Prerequisite: Level 20 Druid, Chaotic alignment.

Effect: You can cast your spells normally even while wearing or carrying prohibited items. You can no longer lose your druid abilities & spellcasting by grossly violating your code of conduct, short of harming nature in a direct and tangible way.

3. UNHAMPERED WARRIOR

Cost: 5 Reserves.

Prerequisite: Level 20 Fighter, Dexterity 18+, Intelligence 18+

Effect: You no longer suffer any penalties for wearing armor. This includes skill check penalties, maximum dexterity modifier limits, speed reduction and arcane spell failure chance. For abilities like the rogue's Evasion, you are always considered to be wearing no armor at all regardless of what you are actually wearing.

4. TRUE MARTIAL ARTS

Cost: 5 Reserves.

Prerequisite: Level 20 Monk, Proficiency with Martial Weapons and all Armor types.

Effect: You no longer lose your monk abilities while wearing armor. You extend the effects of your Ki Strike to any weapon you are wielding.

5. MASTER OF ALL

Cost: 2 Reserves.

Effect: You no longer suffer from XP penalties due to multi-classing.

SAMPLE BOONS (ABILITY SCORE-RELATED)

1. MONSTROUS GROWTH

Cost: 2 Reserves.

Prerequisite: 30+ Strength.

Effect: Increase your size by one category permanently. Consult the table for improving monsters in the Monster Manual.

Alternatively, gain the 'Powerful Build' feature (as per the Goliath and similar races) and a +6 permanent adjustment to your Strength score without actually altering your size. You must choose one or the other version of Monstrous Growth, not both.

2. FREAKISH REGENERATION

Cost: 2 Reserves.

Prerequisite: 30+ Constitution.

Effect: You gain Regeneration 10 that can be bypassed by one energy type of your choice (Fire, Cold, Electricity, Acid, Sonic). You can restore any lost limbs with one day of full bed rest. If the severed part is available, you may hold it against the stump and fuse it back as a standard action. If you have a subtype, your damage vulnerability automatically bypasses your regeneration.

3. HYPER SPEED

Cost: 2 Reserves

Prerequisite: 30+ Dexterity.

Effect: You can emulate an **extraordinary** Dimension Door spell at Caster Level 25 as a move action at will. As a special case, you are not forbidden from taking other actions after using this version of Dimension Door.

4. QUICK THINKING

Cost: 2 Reserves.

Prerequisite: 30+ Intelligence.

Effect: Three times per day, you may re-roll any failed roll on the spot. Alternatively, you may add a +10 insight bonus on any roll you are about to make.

5. LEGENDARY PREMONITION

Cost: 2 Reserves.

Prerequisite: 30+ Wisdom.

Effect: You can emulate an **extraordinary** Divination spell at Caster Level 25 as a full-round action once per day. You automatically know if your attempt failed with no chance of error what-so-ever.

6. EPIC DESTINY

Cost: 2 Reserves.

Prerequisite: 30+ Charisma.

Effect: You can cheat death once per week. If you were to somehow die, reality rearranges itself so that you won't. The attack misses, the spell misfires, you fall on an unlikely cushion and so on. Your fortune must be so that you won't just immediately die on the next round.

For the DM: If you wish for an absolute "deadline", give your player a grace period of 1 minute tops.

7. ELEVATED NATURE

Cost: 5 Reserves.

Prerequisite: +5 Inherent Bonus in at least one ability score.

Effect: All your current and future inherent bonuses in all six ability scores are doubled permanently, to a maximum of +10.

SAMPLE BOONS (SAVING THROW-RELATED)

1. LEGENDARY FORTITUDE

Cost: 2 Reserves.

Prerequisite: Base Fortitude Save +12, Epic Fortitude.

Effect: You may automatically pass any one fortitude save once per day.

2. LEGENDARY REFLEXES

Cost: 2 Reserves.

Prerequisite: Base Reflex Save +12, Epic Reflexes.

Effect: You may automatically pass any one reflex save once per day.

3. LEGENDARY WILL

Cost: 2 Reserves.

Prerequisite: Base Will Save +12, Epic Will.

Effect: You may automatically pass any one will save once per day.

4. RENEWED METTLE

Cost: 3 Reserves.

Effect: Raise all three of your saving throws to the base bonus of +12.

SAMPLE BOONS (STAT-FIXING / GROWTH)

1. RENEWED VIGOR

Cost: 5 Reserves.

Effect: Raise your original 20 HD to d12s and re-roll your HP accordingly. If they were already d12s, maximize your HP.

Special: You may choose this Boon twice to maximize your results.

2. LEGENDARY PROWESS

Cost: 5 Reserves.

Effect: Raise your actual base attack bonus by 5, gaining any additional attacks you would normally receive. You cannot exceed a Base Attack Bonus of +20 by the use of this Boon.

Special: You can choose this Boon as many times as you need to hit +20.

3. LIMITLESS LEARNING

Cost: 3 Reserves.

Prerequisite: Character Level 60+

Effect: Gain any one feat you meet the prerequisites for. As a special case, it cannot be a stackable feat you already have (Great Strength, Epic Toughness, and so on).

Special: You can choose this Boon more than once, each time for a different feat.

SAMPLE BOONS (ITEM CREATION)

1. RAPID CREATION

Cost: 2 Reserves.

Prerequisite: Any one epic item creation feat.

Effect: You may force the creation of any one magic item you are currently making to take only 1 week. You pay double the XP it would normally require. After you are done, you cannot create any other magical item for a month.

2. EXTRAORDINARY CREATION

Cost: 3 Reserves.

Prerequisite: Craft Epic Arms and Armor.

Effect: You may create weapons and armor with an **extraordinary** enhancement bonus that function normally in anti-magic and dead magic. They work identically with their magical counterparts, but cannot be given other magical properties. The creation process remains the same.

3. RING OF WONDER

Cost: 5 Reserves.

Prerequisite: Forge Epic Ring, High Magic.

Effect: You may create rings that can hold High Magic epic spells in them. Each such ring holds one such spell and takes 1 month to make, during which you cannot participate in any meaningful adventure. They have a market value of 2,500,000gp (requiring 1,250,000gp and 100,000 XP to make). The spell to be placed must be one you have personally heightened by the use of High Magic. The spell has a Caster Level of 30, is a 10th-Level Epic Spell (as defined in the High Magic epic boon), can be used once per day by anyone bearing the ring, has a saving throw DC of 30 (if applicable) and can emulate up to 25,000 XP per use if it requires XP to function. A Ring of Wonder cannot be disjoined, instead being disabled for 1d4 rounds.

SAMPLE BOONS (SPELL-ORIENTED)

1. UNBOUND SPELL

Cost: 5 Reserves.

Prerequisite: Distant Shot.

Effect: You may target anyone within line of sight with your spells regardless of distance, as long as they are not Touch spells.

2. EXTRAORDINARY SPELL

Cost: 5 Reserves.

Prerequisite: Caster Level 40, Improved Spell Capacity.

Effect: Once per day, you may cast one spell as if it is **extraordinary**. You cannot apply any metamagic feats to it, even if the spell slot cost would otherwise be free. The spell uses a 10th-Level spell slot, but all other costs remain the same.

SAMPLE BOONS (BASE ATTACK-RELATED)

1. DEBILITATING ATTACK

Cost: 2 Reserves.

Prerequisite: Base Attack Bonus +20, Power Attack.

Effect: When using the power attack option, you deal 1 Strength or Dexterity Damage (your choice) per 5 points of attack sacrificed. You still benefit from increased damage normally.

2. FLASH ATTACK

Cost: 3 Reserves.

Prerequisite: Base Attack Bonus +20, Quick Draw.

Effect: As an Immediate Action, you may deliver one standard attack. Your target is always flat-footed against this attack. When using the standard attack option, you can make two attacks at your full attack bonus. Flash Attacks allow cleave attempts normally.

3. IMPROBABLE AIM

Cost: 3 Reserves.

Prerequisite: Base Attack Bonus +20, Epic Weapon Focus.

Effect: While using a weapon you have weapon focus with, your attacks have +5 feet reach (or double the range increment). As a standard action, you can make one standard melee attack up to 30 feet away from your actual position. This attack is otherwise a “normal” attack. For every 5 points of base attack bonus you sacrifice on that attack, the range is increased by 15 feet.

4. DRAINING ATTACK

Cost: 3 Reserves.

Prerequisite: Debilitating Attack.

Effect: You deal Ability Drain instead of Ability Damage now. Each point drained gives you 5 Temporary HP that lasts for 1 hour. You cannot have more than 50 Temporary HP this way.

5. RAPID ASSAULT

Cost: 5 Reserves.

Prerequisite: Base Attack Bonus +20, Spring Attack.

Effect: As a Full-Round Action, move up to twice your speed and deliver your full attack at any targets you can personally reach. You do not provoke attacks of opportunity. Rapid Assault allows cleave attempts normally. Alternatively you may stay completely stationary and deliver two more attacks at your full attack bonus. This does not stack with extra attacks from Haste and similar effects.

6. KARMIC STRIKE

Cost: 5 Reserves.

Prerequisite: Base Attack Bonus +20, Improbable Aim, Wisdom 18+, Intelligence 18+, Epic Prowess taken at least five times.

Effect: As a Full-Round Action that does not provoke attacks of opportunity, make one standard attack. This attack always hits regardless of the circumstances, and always deals damage regardless of the circumstances. You do not deal critical damage, only normal damage, and you are not allowed to roll to actually confirm if it is a critical hit.

SAMPLE BOONS (IMMUNITY AND RESISTANCE BOONS)

1. ELEMENTAL IMMUNITY

Cost: 2 Reserves.

Prerequisite: Permanent Energy Resistance 30 or higher to one type of energy damage.

Effect: Choose any one energy type that meets the specified prerequisite, you are now immune to it. You cannot choose an energy type that you are vulnerable to due to a subtype.

2. SPELL RESISTANCE

Cost: 3 Reserves.

Prerequisite: Spellcraft 23 ranks.

Effect: You gain Spell Resistance 22 + 1/2 of your Character Level.

3. RESILIENT SOUL

Cost: 3 Reserves.

Prerequisite: Base Fortitude Save +12.

Effect: You are permanently immune to death effects, energy or ability drain, and all negative energy effects.

4. UNCHAINED

Cost: 3 Reserves.

Prerequisite: Base Reflex Save +12.

Effect: You are permanently immune to all effects as described by the Freedom of Movement spell.

5. ADAMANT MIND

Cost: 5 Reserves.

Prerequisite: Base Will Save +12, Wisdom 20+

Effect: You are under a permanent extraordinary True Seeing effect and are immune to all mind-affecting effects and spells.

SAMPLE BOONS (MONSTER-RELATED)

1. EPIC DRAGON

Cost: 5 Reserves.

Prerequisite: 20+ Racial HD (Dragon), must be a True Dragon.

Effect: Your breath attack is an epic extraordinary ability. Your spell-like abilities are now supernatural. Your Flight is now Good, or Perfect if somehow already Good.

2. DIVINE DRAGON

Cost: 5 Reserves.

Prerequisite: Epic Dragon.

Effect: Your breath attack is now divine (as per Flame Strike). You count as an Outsider whenever it is beneficial to you. Your Spell Resistance cannot be penetrated by non-epic spells.

3. ASCENDED NATURE

Cost: 5 Reserves.

Prerequisite: 20+ Racial HD (Outsider) Charisma 30+.

Effect: You are immune to non-epic lowly effects. Non-magical & non-epic attacks, non-epic extraordinary abilities, hazards, environmental effects, monster abilities from CR 10 monsters or below and spells of Level 5 and below simply cannot affect you.

4. DIVINE DOMAIN

Cost: 5 Reserves.

Prerequisite: Ascended Nature.

Effect: Choose one cleric domain of your choice, as long as it is compatible with your nature. You can use all its domain spells at will as **supernatural** abilities and its cleric power 3 times per day. If you gain an elemental domain, you also gain its Subtype.

5. ENERGY MANIPULATION

Cost: 5 Reserves.

Prerequisite: Energy Subtype, 20+ Racial HD (Outsider, Elemental, Dragon, Aberration, Giant or Fey.)

Effect: As a standard action, you may deliver one energy damage move tied to your subtype. A 60-foot cone originating from you, a blast with a 40-foot area (up to 800 feet away) or a ray attack (ranged touch) up to 120 feet away. The cone and blast impose a reflex save for half damage (DC 20 + Charisma Modifier), but not the ray. All the effects deal 1d6 energy damage per HD you have and are considered epic supernatural effects. The air subtype usually grants electricity or sonic damage, the earth subtype grants acid.

6. DIVINE ENERGY

Cost: 5 Reserves.

Prerequisite: Energy Manipulation.

Effect: Whenever you deal energy damage tied to your subtype, it is divine (as per Flame Strike).

7. REALITY WARTER

Cost: 10 Reserves.

Prerequisite: Divine Domain.

Effect: Your domain spells and domain powers are now epic extraordinary abilities.

NEW ITEMS

Several new items and magic properties will be presented below, in the unlikely case that you need them. It is advisable to refrain from handing out such items, or allowing their creation, before all other useful items in the Epic Level Handbook have made an appearance.

NEW WEAPON PROPERTIES

1. ANOMALOUS WEAPON

Caster Level: 30th

Prerequisite: Extraordinary Artisan (Boon), Craft Epic Magic Arms and Armor, Wish.

Market Price: +10

Effect: An anomalous weapon is unaffected by anti-magic and dead magic. If disjoined, it is only temporarily disabled for 1d4 turns, then continues functioning normally.

2. ENTROPIC WEAPON

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Energy Drain heightened to 10th by use of High Magic (Boon).

Market Price: +10

Effect: An entropic weapon deals permanent damage. Such damage can only be restored with a Wish or Miracle spell.

3. VAPORIZING WEAPON

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Disintegrate heightened to 10th-Level by use of High Magic (Boon).

Market Price: +10

Effect: A vaporizing weapon is identical to a brilliant energy weapon, but it harms all creatures normally and deals an additional +3d6 disintegration damage. Any creature reduced to 0 or fewer hit points by this weapon is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

4. HOLY MIGHT WEAPON

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Holy Word heightened to 10th-Level by use of High Magic (Boon).

Market Price: +10

Effect: A holy might weapon is identical to a holy power weapon, but it instead bestows 1d4 negative levels that cannot be resisted by non-epic magic (DC 25 to remove).

5. UNHOLY MIGHT WEAPON

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Blasphemy heightened to 10th-Level by use of High Magic (Boon).

Market Price: +10

Effect: An unholy might weapon is identical to an unholy power weapon, but it instead bestows 1d4 negative levels that cannot be resisted by non-epic magic (DC 25 to remove).

6. AXIOMATIC MIGHT WEAPON

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Dictum heightened to 10th-Level by use of High Magic (Boon).

Market Price: +10

Effect: An axiomatic might weapon is identical to an axiomatic power weapon, but it instead bestows 1d4 negative levels that cannot be resisted by non-epic magic (DC 25 to remove).

7. ANARCHIC MIGHT WEAPON

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Word of Chaos heightened to 10th-Level by use of High Magic (Boon).

Market Price: +10

Effect: An anarchic might weapon is identical to an anarchic power weapon, but it instead bestows 1d4 negative levels that cannot be resisted by non-epic magic (DC 25 to remove).

8. NEMESIS WEAPON

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Antipathy heightened to 10th-Level by use of High Magic (Boon).

Market Price: +10

Effect: A nemesis weapon is identical to a dread weapon, but the Fortitude Save DC against its death effect is 30. Creatures slain by this effect cannot be brought back to life (or unlife) ever again. A Nemesis Weapon will not allow itself to be wielded by anyone that doesn't have a proper vendetta against the specified creature type, counting as a +1 magic weapon with no additional properties.

NEW ARMOR PROPERTIES

1. ANOMALOUS ARMOR / SHIELD

Caster Level: 30th

Prerequisite: Extraordinary Artisan (Boon), Craft Epic Magic Arms and Armor, Wish.

Market Price: +10

Effect: An anomalous armor or shield is unaffected by anti-magic and dead magic. If disjoined, it is only temporarily disabled for 1d4 turns, then continues functioning normally.

2. MIRACLE SHIELD

Caster Level: 30th

Prerequisite: Craft Epic Magic Arms and Armor, Miracle.

Market Price: +10

Effect: A miracle shield protects you from any one attack or targeted spell three times per day. The effect is completely negated, as if it never targeted you in the first place.

3. WEIGHTLESS ARMOR

Caster Level: 20th

Prerequisite: Craft Magic Arms and Armor, Freedom of Movement.

Market Price: +5

Effect: Weightless armor is treated as clothing, weighs 1 pound and has none of the accompanying penalties of its original type. Monks, Wizards and other classes hampered by armor can wear it normally.

NEW WEAPON AND ARMOR MATERIALS

1. DIVINE BRASS

A yellowish-gold or sometimes red-like metal used by deities to kill each other with. Divine brass, or sometimes called Orichalcum, is as strong as adamantite and as light as mithral – receiving all their relevant properties. It is so potent that even without the use of magical means, arms and armor made of it are inherently at least +3 magic items. Weapons of divine brass automatically pass the damage reduction and regeneration of Outsiders. If the weapon has the Bane property or its stronger varieties against any type of Outsider, it deals an additional +2d6 damage. If targeted by magic, the wearer of divine brass armor has Spell Resistance 32 or +10 to his existing Spell Resistance (whichever is higher). Divine Brass has 40 hit points per inch of thickness and 20 hardness. Items to be created by divine brass impose a +20 on the crafting DC.

Cost: Weapons +200,000gp / Ammunition +4,000gp / Shield 150,000gp / Light Armor +250,000gp / Medium Armor +300,000gp / Heavy Armor +400,000gp.

2. DARK MATTER

Dark matter is solidified negative energy in its purest state, created through epic rituals. The process can only be done within the Negative Energy Plane and the item to be created must be given shape by a Wish spell specifically. After the Wish, the intended wielder must be present, still inside the Negative Energy Plane, and have a High Magic version of Death Ward cast on him. Follow the normal procedure for determining XP costs while creating magic items through Wish. Once the ritual is done, the user is personally immune to his own item and can use it normally.

Dark Matter weapons threaten an Annihilation effect (as a Sphere of Annihilation) with each successful attack, but a Reflex Save (DC 25) is allowed. Even if they pass, the target suffers normal weapon damage + 5d6 disintegration damage anyway. All non-epic weapons missing against Dark Matter armor or shields are automatically destroyed. Epic weapons are unaffected, including other Dark Matter items. Creatures with natural attacks can strike normally, but

receive 3d6 disintegration damage as backlash each time they hit. Dark Matter items persist in anti-magic and dead magic normally. Individual Dark Matter items require their own ritual, even if they are to be used by the same person. Dark Matter items are impossibly hard to enchant. Enhancement Bonuses and magic properties cost thrice as normal. Cost: Weapons +1,000,000gp / Ammunition +20,000gp / Shield 750,000gp / Light Armor +1,500,000gp / Medium Armor +2,000,000gp / Heavy Armor +3,000,000gp.

NEW MINOR ARTIFACTS

1. ORB OF CREATION

Orbs of creation are crystalline, almost transparent spheres said to contain fragments of the primeval forces that shaped the cosmos. They contain XP in them which can be used to supplement the cost of casting any spell or the creation of any magic item and epic spell. When their stored XP is completely expended, they turn to dust. It is a common tale that each such lost orb weakens the fabrics of the cosmos.

Lesser Orb: Caster Level 20th, Strong universal, 3lb, found with 4 +1d4 x1,000 stored XP.

Greater Orb: Caster Level 30th, Overwhelming universal, 6lb, found with 3d10 x10,000 stored XP.

Grand Orb: Caster Level 40th, Overwhelming universal, 12lb, found with 4 +1d6 x100,000 stored XP.

2. EPIC OF THE WRATHFUL GOD

A collection of epic tales on the adventures of a now-forgotten god. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Barbarian class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-barbarian characters that happen upon the epic and read it, even a little, must roll a Will Save (DC 30) or grow extremely irrational and become permanently hostile to all creatures they can see. A Wish or Miracle spell may restore their mind. Once read, the epic vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

3. EPIC OF THE SIMPLE TRAVELER

A collection of bizarre tales centered around a wandering minstrel. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Bard class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-bard characters that happen upon the epic and read it, even a little, must roll a Will Save (DC 30) or shortly vanish without a trace. Divination magic can be used to locate the lost character and a Wish or Miracle spell may restore their irrational wanderlust. Once read, the epic vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

4. LIBER MUNDI

A mystic book describing the esoteric workings of the cosmos. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Cleric class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-cleric characters that happen upon the book and read it, even a little, must roll a Will Save (DC 30) or be plane-shifted to the Negative or Positive Energy Plane (alignment-based) and suffer an Imprisonment spell. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

4. GRIMOIRE OF THE FOUR SEASONS

A mystic book on the esoteric workings of the seasons. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Druid class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-druid characters that happen upon the manual and read it, even a little, must roll a Will Save (DC 30) or be forcefully and permanently transformed into an uncontrollable elemental of a comparable HD. A Wish or Miracle spell may restore them back to normal. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

5. EPIC OF THE SWORD SAINT

A collection of epic tales on the adventures of a now-forgotten swordsman. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Fighter class gains one free epic boon of his choice. He is still required to

meet any prerequisites. Non-fighter characters that happen upon the epic and read it, even a little, must roll a Will Save (DC 30) or grow extremely irrational and perpetually seek to commit suicide with the closest available bladed weapon. A Wish or Miracle spell may restore their mind. Once read, the epic vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

6. SCROLL OF THE DRAGON WARRIOR

A mystic scroll said to contain 'limitless power'. Study of its meaning requires 1 week. Upon completion, a character with 20 Levels in the Monk class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-monk characters that happen upon the scroll and open it, even a little, must roll a Will Save (DC 30) or grow extremely disappointed over its empty content and become crestfallen permanently. A Wish or Miracle spell may restore their will to continue adventuring. Once properly understood, the scroll vanishes, never to be seen again, nor can the same character ever benefit from reading a similar scroll a second time.

Caster Level 20, 3 lb.

7. EPIC OF THE FIENDSLAYER

A collection of horrific tales on the one-man crusade of a nameless paladin. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Paladin class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-paladin characters that happen upon the epic and read it, even a little, must roll a Will Save (DC 30) or grow extremely maniacal. Any sight of enemy creatures makes them extremely hostile and incapable of assessing threat level. They will attack with whatever available in hand, unable to willingly use any sort of spells and abilities until all enemy creatures are dead. A Wish or Miracle spell may restore their mind. Once read, the epic vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

8. MANUAL OF MONSTERS

A bestiary on countless monstrosities. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Ranger class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-ranger characters that happen upon the manual and read it, even a little, must roll a Will Save (DC 30) or grow extremely irrational, fearful and paranoid. Monsters of any kind make them panicked with no save whatsoever. A Wish or Miracle spell may restore their mind. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

9. EPIC OF THE HARLEQUIN

A collection of bizarre tales centered around a demonic black and white jester. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Rogue class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-rogue characters that happen upon the epic and read it, even a little, must roll a Will Save (DC 30) or become possessed by the ego of the mischievous jester. They will stalk their previous party in a new guise and cause trouble until A Wish or Miracle spell is cast to exorcise them. Once read, the epic vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

10. ANNALS OF THE ASTRAL

A mystic book on the origins of the astral plane. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Sorcerer class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-sorcerer characters that happen upon the book and read it, even a little, must roll a Will Save (DC 30) or lose their sense of self and fade out of existence. A Wish or Miracle spell cast in the Astral Plane may restore them back into existence. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level 20, 3 lb.

11. THE EMERALD TABLET

A mystic slab of emerald bearing the fundamental laws of the cosmos. Study of the work requires 1 week. Upon completion, a character with 20 Levels in the Wizard class gains one free epic boon of his choice. He is still required to meet any prerequisites. Non-wizard characters that happen upon the tablet and read it, even a little, must roll a Will

Save (DC 30) or become extremely irrational and obsessed with it. They will devote their entire existence in trying and failing to comprehend it over and over. If not helped, they die of starvation. A Wish or Miracle spell may restore their mind. Once read, the tablet vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tablet a second time.

Caster Level 20, 3 lb.

MAJOR ARTIFACTS

1. BOOK OF DEATH

A hefty book of solid gold pages and binding. To unlock its secrets, a character must succeed on a DC 63 Knowledge (Religion) check; failure renders the text unintelligible, though the check may be retried once per week. Upon success, the reader may designate one unique creature they are familiar with as the book's target. As a readied action, whenever the target is within 120 feet and in line of sight, the reader may activate the book to suppress one of the creature's defenses for 24 hours—such as spell resistance, regeneration, damage reduction, or an immunity. No saving throw applies. This effect can be used multiple times to strip additional defenses, but once the target is slain or imprisoned, the book vanishes permanently and cannot be recovered or used again by the same character.

Caster Level 40, Overwhelming Necromancy, 28 lb.

2. THE PERPETUAL RING

This jade ring radiates with faint energy. While worn, the user ceases to age, ignores all age-related penalties, and casts all spells known without expending spell slots at +10 caster level. For spells that require XP to cast, the ring provides 5,000 XP per casting automatically. However, each time the wearer casts a spell, there is a 1% chance per spell level plus any metamagic level adjustments that the ring's sealing effect triggers. If activated, the wearer is permanently imprisoned in a dead magic demi-plane (radius 300 feet) with no saving throw. The ring vanishes and cannot be recovered by the same creature again. This demi-plane can only be accessed via High Magic version of Plane Shift or the Plane Walker boon. Escape is possible only if seven spellcasters simultaneously cast Wish, opening a Gate for 1d4 rounds. If the wearer dies while inside the demi-plane, the soul remains trapped until a Gate is opened and he cannot be affected by revival or other soul-targeting spells. Time within the demi-plane flows rapidly: for every 1 minute that passes on the Material Plane, 1 full day passes inside the demi-plane.

Caster Level 40, Overwhelming Abjuration.

OPTIONAL ALTERNATIVE TREASURE ITEMS

You may offer such items as alternative treasure, in case ordinary treasure piles are no longer within the scope of your table's needs. All items presented are minor artifacts.

1. MASTER SCROLL

A very old scroll containing valuable knowledge. Upon studying it for 1 hour, you may learn any one feat (epic or non-epic) of your choice as long as you meet its prerequisites. The scroll is then destroyed. Each subsequent scrolls have a cumulative 20% chance to be completely indecipherable to you (capping at 80%). You may not alter your chances by the use of spells or other effects. This chance increases every time you successfully read one, not just find one.

Caster Level 20, Strong Universal.

2. FORBIDDEN SCROLL

An ancient scroll containing esoteric and forbidden knowledge. Upon studying it for 1 day, you add the Divine tag on any one damaging spell you know. Half its damage is now considered Divine (see Flame Strike). The scroll is then destroyed. Each subsequent scrolls have a cumulative 20% chance to be completely indecipherable to you (capping at 80%). You may not alter your chances by the use of spells or other effects. This chance increases every time you successfully read one, not just find one.

Caster Level 30, Overwhelming Universal.

3. SPELL TABLET

Spell tablets are chunks of stone bearing spells on them heightened by High Magic. Anyone who can successfully read the magic writing (Use Magic Device DC 53) may cast the spell. The tablet is then destroyed. Caster Level of all such spells is 30, their level is considered 10th, and the save DC is 30 where applicable.

Caster Level 30, Overwhelming, School varies by spell, 28 lb.

4. AMRITA STONE

Solidified positive energy straight from the furthest parts of the Positive Energy Plane. Upon breaking one by hand

(Strength DC 25), the possessor permanently increases his HP by 10. Each subsequent stone broken adds a cumulative 20% chance that future stones have no effect (capping at 100%). You may not alter your chances by the use of spells or other effects. Undead trying to benefit from this are automatically destroyed as if by an empowered Turning attempt. Caster Level 30, Overwhelming Conjunction, 3 lb.

5. EFFIGY

Small idols created by deities of death. Anyone who dies while under the possession of one is instantly revived at the start of the next round as if by a Raise Dead spell. The idol is then destroyed. All limits of Raise Dead still apply. Each successful revival adds a cumulative 20% chance that other idols will fail to raise you (capping at 80%). You may not alter your chances by the use of contingent spells or other effects.

Caster Level 30, Overwhelming Conjunction, 1 lb.

6. TITAN SHARD

Chunks of primeval metal that can be affixed to arms and armor. The process requires 1 hour, a proper forge and a relevant Craft Check at DC 53. Once done, the item's enhancement bonus is raised by 1 without requiring any extra crafting process, supplies or XP. Items improved this way cannot exceed an enhancement bonus of +10. Each subsequent successful insertion on the same item adds a cumulative 20% chance that future insertions will fail, destroying the shard in the process (capped at 80%). You may not alter your chances by the use of spells or other effects. Masterwork items are automatically improved to +5 magic items. Titan shards cannot be used on Dark Matter items.

Caster Level 30, Overwhelming Transmutation, 1 lb.

7. POTION OF YOUTH

A potent elixir created by vain, imperfect immortals. Drinking such a potion restores you to the prime of your youth, and you are considered to be at the start of your expected adult age. Your age penalties are reverted, but you keep the benefits. You do not receive further age enhancements to your mental ability scores. Subsequent potions drank by the same person have a cumulative 20% chance to simply fail (capped at 80%). You may not alter your chances by the use of spells or other effects. The failure chance piles up regardless of whether the potion was successful or not.

Caster Level 20, Strong Transmutation, 1 lb.

8. MEMORY SHARD

A gem holding the fading memories of a long-lost hero. Upon breaking one by hand (Strength DC 25), the possessor permanently increases the use limit of any one class feature that relies on limited uses by 1. Each subsequent stone broken has a cumulative 20% to have no lasting effect (capping at 80%). You may not alter your chances by the use of spells or other effects. This chance increases every time you successfully break one and receive its effect, not when simply failing.

Caster Level 20, Strong Transmutation, 1 lb.

9. DUSTS OF TIME

A small jar containing dust from erased timelines. As an immediate action, you may release it in the air and reverse time to the beginning of your previous turn. There is no save for anyone nor a known way to prevent this, but there is also no special guarantee that your revised actions will have a better result. Once released, the dust is permanently lost and removed from your 'new' timeline.

Caster Level 30, Overwhelming Universal, 1 lb.

10. IDOL OF SACRIFICE

Small idols created by merciful deities. As an immediate action, the possessor of one such item may transfer the effects of a spell or supernatural ability that would normally affect him to it. The idol is then destroyed. The same person cannot benefit from another such item for 1 week.

Caster Level 30, Overwhelming Abjuration, 3 lb.

END OF DOCUMENT AND AFTERWORD

I wrote this with the hope that it will rekindle interest in epic play. It is not a perfect system, but I tried my best to make it playable. I've addressed as many issues as I could fathom and, hopefully, it will provide you the means to run epic campaigns that are palatable both to the DM and the players. Feel free to use or alter it in any way you see fit. Many of the things in this document are samples, they are not "required" to make the basic system (pages 1-4) work.

DESIGN NOTES

1. LIMITS OVER BLOAT

My main gripe with the default system is that numbers just kept getting higher and higher. Characters were getting chunkier with no real change in their state of play, except of course the spellcasters. Spellcasters not only were getting stats that outperformed non-epic martials in survivability (without even touching one level of a martial class), but they got epic feats that actually made them 'epic'. A Level 40 Wizard has surpassed his limits and can cast several quickened spells in the same round, ignores material components and can dish out spells of 10th-level and higher. A Level 40 Fighter just hits harder and tanks harder against monsters that trivialize him anyway due to myriads of immunities and drain or death abilities. He gets one "death effect" that functions occasionally, when spellcasters could do that 20 levels ago on demand. Relying mainly on statistical increments just wasn't the way to go for an epic system. Wizards would become even more godly while martials were becoming improbable sponges.

2. EPIC ITEMS AND ATTACKS VS ANTI-MAGIC AND FORCE EFFECTS

At a certain point onwards, Casters had ways to combat anti-magic. Mage's Disjunction has a chance to destroy such an area, while Epic Spells flat-out work in them. An epic martial who relies on his several immunity and anti-immunity items to even survive in the epic battlefield is simply screwed. In the same vein, it doesn't matter what level you are, if you don't have teleportation, a Force Cage ends you. Yes, a Level 13 Wizard contains all Martials regardless of level. Keeping the obscure ability to destroy Force Effects to one prestige class who can do it 1-2 times per day just didn't sit well with me. Regardless, all my proposals on the matter are optional and you should use them only if it suits your table.

3. THE END GAME

At Level 40+, Casters 'beat' the game. They can only realistically be threatened by other giga-wizards of their caliber. Pure martial characters will never do so. The game simply doesn't give them the means. This notion that D&D 3.5e simply ends at those levels out of necessity completely nullifies the need for an epic system. I tried my best to give Level 40+ characters a higher ceiling, a sense that there's always something more to strive for. Martials now have a reason to continue, the epic boon system was unashamedly designed to give them a chance. Casters, maybe I gave them +20 levels tops. Their Caster Level increases more slowly, their most powerful epic feats are locked behind feat taxes and a slower accumulation of feat slots in general. At Character Level 60+, they might be able to do all the freaky stuff they could normally do at Level 40 (SRD). Contrary to the default system however, this 20-level grace period might allow other players who are not explicit casters to catch up.

4. THE TIER SYSTEM

Perhaps the most invaluable tool this document gives to DMs is the tier system. I advertise is as completely optional, but it might be the only thing allowing you to challenge epic players without resorting to increasingly hilarious monster blocks. A tier-change, 1-2 extra abilities and your monster is good to go. You do not have to make it explicit that it is the "same monster", it doesn't have to be outside of its stat block. When my table expressed the desire for epic play, this very system was the first thing I designed. I am an avid reader of Immortals Handbook, and even though I enjoy the idea, on paper I would never ever use such monsters as designed. No, rolling 1000d20 divine super anti-matter damage and having 100,000 HP is not the way to go. People can fight cosmic things without them having 5-page stat blocks to make them feel 'cosmic'.

5. THE BOONS

They are all designed with a sense of "achievement" in mind, that you did well to actually take something to its limit. The costs are at 2, 3, and 5 according to the nature and game-changing aspect of the Boon. When designing your own, perhaps you should follow the same guidelines. I could sit down and make boons for countless supplemental classes, but this is not the point of the document. You can hypothetically make extremely surreal Boons with 10+ costs, but I did not personally entertain the notion here except from one monster boon.

6. THE ITEMS

A 'complaint' I received is that there was no handling of items on a hypothetical ECL 40+ campaign on my part. There were expectations on some sort of guideline on how to handle post-40 treasure and how to hand out rewards that are not explicitly 'just' treasure. I've provided such items (some of which are blatant references and inside-jokes), but I cannot vouch for their effectiveness. Use them or make your own at your discretion.