

REVISED EPIC SYSTEM (FOR D&D 3.5)

This document is a draft and far from a completed system. I've done my best to provide a functional framework that can hopefully mitigate numerical bloat, but take my words with a grain of salt. Obviously, you are free to use whatever you see in this document for your own systems and whatnot.

LEVEL CAP

Class Levels cannot exceed 20 and Racial HD cannot exceed 50. Any given creature cannot have a combined number of Levels and Racial HD that exceed 50 (Class Level 20 & 30 HD, Class Level 10 & 40 HD, etc). Creatures continue gaining XP for spell costs and item creation. Monsters that exceed these limits should be re-adjusted when used with this system.

BOONS

Upon hitting Level 20, or having more than 30 total HD, any creature is eligible for Boons. Boons are "Super Feats" that are awarded by the DM at his own discretion to both players and monsters, effectively replacing Epic Feats. Upon receiving their first Boon, creatures become "Epic". There is no hard limit on how many boons any given creature can have.

EPIC TIER

Epic creatures receive the following benefits **against** non-epic creatures.

- 1) They make their attacks rolls, saving throws, opposed ability & skill checks, caster level and other level checks with a +10 epic bonus.
- 2) All their Ability and Spell save DCs are increased by 10.
- 3) They maximize all their damage rolls.
- 4) They do not automatically fail their attack rolls and saving throws on a natural 1.
- 5) They may take 10 on any roll, even if it is not normally allowed.

EPIC ITEMS

An Epic creature can bestow the Epic trait on any magic item it can personally make by paying an additional cost of 5000 XP and requiring twice the time to craft it. Epic items cost 10 times the normal market value and have the following benefits, depending on the bonuses they provide.

- 1) They grant double their enhancement bonus to attack and damage, enhancement bonus to armor, armor bonus, natural armor, deflection, or resistance against non-epic creatures.
- 2) They have a fixed Caster Level of 25.
- 3) The spell resistance they provide is increased by 10 against non-epic creatures.
- 4) They can have any number of magic properties.
- 5) They can mimic a spell of any effective spell level.
- 6) They ignore the damage reduction of non-epic creatures.
- 7) They cannot be disjoined by non-epic creatures, instead being disabled for 1d4 rounds.
- 8) They cannot be damaged by non-epic items and creatures.
- 9) They function normally in anti-magic.

The DM can hand out epic items that exceed the normal limits regardless of who they are used against at his own discretion. Creation of such items may only be allowed by the use of Boons.

EPIC HAZARDS

An area or even an entire planar layer can be designated as Epic. As such, all its natural hazards (like energy damage) harm non-epic creatures normally regardless of resistance or immunity.

SAMPLE BOONS

1. EPIC ATTACK

Prerequisite: Base Attack Bonus +20

Effect: All your attacks ignore damage reduction. You may deliver a death blow as a full-round action that provokes

attacks of opportunity. This is a standard melee or ranged attack that also delivers a death effect. A fortitude save is allowed (DC 20 + Strength or Dexterity Modifier, whichever is higher) to avoid the death effect.

2. TRANSDIMENSIONAL ATTACK

Prerequisite: Epic Attack

Effect: All your attacks are considered to be Force effects and affect incorporeal foes normally. As a full-round action that provokes attacks of opportunity, you may destroy a Wall of Force and similar spells. You make an attack roll against AC 20 + Caster Level and automatically end the effect if you hit.

3. OBLITERATING ATTACK

Prerequisite: Epic Attack

Effect: When delivering your death blow, you threaten creatures that are normally immune to death effects. Such creatures make their saving throw with a +10 circumstance bonus however.

4. MAXIMIZE DAMAGE

Effect: All your damage rolls are maximized, regardless of your target's tier.

5. KARMIC DAMAGE

Effect: Your attacks and spells automatically overcome any regeneration.

6. ANNIHILATING DAMAGE

Prerequisite: Karmic Damage

Effect: The damage you deal is permanent. It may only be restored through the use of a Wish or Miracle spell.

7. ZEN ATTACK

Prerequisite: Transdimensional Attack, Karmic Damage.

Effect: As a full-round action that provokes attacks of opportunity, you can make a standard melee or ranged attack that always hits and deals damage regardless of the circumstances. This effect cannot be combined with a death blow from the Epic Attack or Obliterating Attack boon.

8. PIERCING ENERGY

Effect: Whenever you deal energy damage, you completely ignore resistance or deal half damage if the target is normally immune.

9. ELEMENTAL IMMUNITY

Effect: Choose any one energy type that you have resistance to. From now on, you are completely immune to it. As a readied action, you may absorb any one attack or spell of said energy type and convert the damage into temporary HP. These hit points last for 1 hour.

10. TREMENDOUS GROWTH

Effect: You grow to the next immediate size category permanently. Consult the table for improving monsters by size in the Monster Manual. You may take this boon more than once, stopping when you reach colossal size.

11. EPIC DURABILITY

Effect: You gain Damage Reduction 15/- and Energy Resistance 20 against all energy types (Fire, Cold, Electricity, Acid, Sonic).

12. SPELLWARD

Effect: You gain infinite spell resistance against all 0-Level and 1st-Level spells. You can take this boon more than once, each time extending the effect to the next spell level. Infinite spell resistance caps at 9th-Level spells.

13. ANTI-MAGIC

Prerequisite: Spellward (Up to 9th-Level Spells)

Effect: You radiate a 10-foot aura of anti-magic at all times. You may suppress this effect as a standard action, as if suppressing spell resistance.

14. DEAD MAGIC

Prerequisite: Anti-Magic

Effect: You radiate a 10-foot aura of dead magic that nullifies even epic magic and items. You may suppress this effect as a standard action, as if suppressing spell resistance. You can take this boon more than once, each time doubling the radius.

15. EPIC MAGIC

Prerequisite: Caster Level 20

Effect: Choose one spell that you know. From now on, its caster Level is 25 and its spell level 10. You may cast it at its normal, unaltered spell slot. Alternatively, you gain one Epic Spell Slot and may develop an Epic Spell as detailed in the Epic Level Handbook (under very heavy scrutiny). You can choose this boon more than once, each time for a different spell.

16. SPELL MASTERY

Effect: Choose one spell that you know. From now on, you can cast it once per day without expending a spell slot or using components. Wish, Miracle and similar spells are cast as if the bare minimum XP was used. You can choose this boon more than once, each time for a different spell.

17. AUTOMATIC METAMAGIC

Effect: Choose one metamagic feat that you already have. From now on, it is applied to all spells you know without altering their spell slot.

18. UNBOUND CREATION

Prerequisite: Three Item Creation Feats, Three Craft Skills at +23 Ranks.

Effect: Your Caster Level for creating magic items is considered to be 25. You no longer need to have the required spells to make any given item. You may create epic items as detailed in the Epic Level Handbook, under the DM's discretion. You may choose this Boon more than once, each time increasing your Caster Level for item creation purposes by 5. Your virtual (or even actual) Caster Level can never exceed 40 for item creation.

19. MYTHIC ARTISAN

Prerequisite: Unbound Creation

Effect: You may create an epic item (that you can normally make) within one week. You pay twice the material and XP costs however. All non-epic magic items you can create now take 1/10 of the time and half the material costs to be made.

20. WEAPON MASTER

Prerequisite: Base Attack Bonus +20, Weapon Focus & Improved Critical with any weapon.

Effect: You extend all weapon-related feats that you have to any weapon you happen to be wielding at any given time.

21. MYSTIC WEAPON

Prerequisite: Base Attack Bonus +20, Weapon Master

Effect: When wielding any weapon, you may treat it as a +5 magic weapon. You can extend this effect to your unarmed strikes. This effect is suppressed in Dead Magic, but not Anti-Magic.

22. MANIFEST MAGIC

Effect: You gain any one spell of your choice as a spell-like ability. Your Caster Level with it is 20, the DC is Charisma-based. Spells with an XP Cost are cast as if the minimum possible amount was paid. You can use the spell-like ability at will if it is from 0 to 3rd Level, 3 times per day if 4th to 6th, 1 time per day if 7th to 8th, and once per week if 9th. You may choose this Boon more than once, each time gaining a different spell-like ability or increasing the daily (or weekly) use limit by one.

23. EPIC PROWESS

Effect: Your Base Attack Bonus is increased by 5, to the total maximum of +20. You may choose this boon more than once, as long as you haven't already reached +20.

24. EPIC RESILIENCE

Effect: Recalculate all your base saving throws as if they had Good Progression (Usually +12 on all three on Level 20). You no longer automatically fail a saving throw if you roll a natural 1, **regardless** of who or what you are facing.

25. EPIC TOUGHNESS

Effect: Heighten all your current HD to d12 and re-roll your HP. All your future HD from now on are d12s. If your HD were already d12s, maximize your HP for all current and future HD. You can take this Boon twice to achieve the maximum result.

26. SKILL PRODIGY

Prerequisite: Five Skills at +23 Ranks.

Effect: You may Take 20 when rolling with any skill that you have 23 ranks in, regardless of the circumstances. Alternatively, you may add a +10 Circumstance Bonus to the roll.

27. LEGENDARY ABILITY SCORE

Prerequisite: +5 Inherent Bonus on any Ability Score.

Effect: Choose one ability score that you already have a +5 inherent bonus in. The bonus is now doubled permanently. You can choose this boon once for each of the 6 ability scores.

28. EXPANDED TRAINING

Effect: You instantly gain three bonus feats that can be of any kind, which you meet the prerequisites for. You can choose this boon more than once, each time gaining more feats.

29. EPIC SPEED

Effect: Your base speed for all available movement types, before other adjustments, is doubled permanently. As a Move Action, you may instead mimic a Dimension Door spell with a caster level equal to your total HD as an extraordinary effect. The action restriction of Dimension Door still applies.

30. EXTREME METABOLISM

Prerequisite: Have a Constitution Score.

Effect: You gain Fast Healing 10 and immunity to all non-epic poisons and diseases. If you take a complete bed rest for one day, you recover all lost limbs and ability damage.

31. FREAKISH METABOLISM

Prerequisite: Extreme Metabolism, Have a Constitution Score.

Effect: Upon being killed, a Wish or Miracle spell must be used within the round to keep you dead. Otherwise, your body starts healing itself and you return to -9 HP on your next turn. Disintegration and other Death Effects 'kill' you for 1 day, then an improbable particle of yours starts regenerating you back to health normally. You naturally recover negative levels, ability drain and ability damage at the end of each day. Draining Effects cannot reduce your HP or HD to 0. Karmic Damage, Annihilating Damage and Zen Attack can kill you normally.

32. EPIC TALENT

Effect: You instantly gain 3 levels worth of class features, proficiencies and skill points from any one class (PRC included) of your choice that you meet the prerequisites for. You do not gain any further features, nor improve existing ones, beyond what is normally allowed for their non-epic progression (Level 20 for base classes and usually 10 for PRCs). These are not actual levels and do not provide anything else other than the stated benefits. You may treat them as virtual levels for any prerequisites that require levels in a specific class however. You can choose this boon more than once, each time gaining 3 additional levels worth of features.

33. ASCENSION

Effect: Your creature type changes to Outsider and you gain all relevant traits, as well as the following extra benefits.

1) Damage Reduction 15 / One Opposed Alignment component & Cold Iron or Alchemical Silver (Your Choice).

2) Regeneration 5 that can be overcome by opposed alignment attacks and spells.

3) Spell Resistance 12 + HD.

4) Permanent +4 adjustment to three ability scores of your choice.

5) Choose one plane of existence as your home plane. When killed outside of it, you return there as per a True Resurrection spell within 1d4 days. You are destroyed normally if killed within your home plane.

34. SPIRIT CULTIVATION

Prerequisite: Outsider creature type.

Effect: You gain 1 Outsider HD which improves your statistics normally. You can choose this boon more than once,

gaining an additional HD to a maximum of 20 Outsider HD. You cannot exceed a total HD amount of 50 with the use of this boon.

35. APOTHEOSIS

Prerequisite: 20 Outsider HD

Effect: You become a Divine Rank 0 deity and gain all relevant traits and abilities. You may choose this Boon more than once, each time increasing your divine rank by 1 and gaining any associated abilities.

Alternatively: If the Divine Rank system is not in place, you instead become 'Divine' and gain access to any one Cleric Domain appropriate to your character. You may cast all domain spells as spell-like abilities at will and use the domain power three times per day. Your Cleric Level for all your domain effects is considered to be 25. Save DCs are Charisma-based. You are always considered to be paying the bare minimum amount of XP when casting Wish and similar spells through your domain.

DIVINE TIER

Divine creatures belong in the 'Divine' tier of play and their benefits replace 'Epic' ones. Any creatures with the Apotheosis boon are 'Divine', as well as any other creatures that are considered 'deities' by default. They are eligible for epic and divine boons, while also gaining the following benefits.

- 1) They make their attacks rolls, saving throws, opposed ability & skill checks, caster level and other level checks with a +10 epic bonus against epic creatures, or +20 against non-epic creatures.
- 2) All their Ability and Spell save DCs are increased by 10 against epic creatures, or 20 against non-epic creatures.
- 3) They intensify all their damage rolls (doubled and maximized), against both epic and non-epic creatures.
- 4) They do not automatically fail their attack rolls and saving throws on a natural 1 against both epic and non-epic creatures.
- 5) They may Take 10, even if it is not normally allowed against epic creatures, or Take 20 against non-epic creatures.
- 6) Once per round, they may force a creature (epic and non-epic) to treat any one roll they made against them as a natural 1.

DIVINE ITEMS

A Divine creature can bestow the Divine trait on any magic item it can personally make by paying an additional cost of 25000 XP and requiring twice the time to craft it. Divine items cost 50 times the normal market value and have the following benefits, depending on the bonuses they provide.

- 1) They grant double their enhancement bonus to attack and damage, enhancement bonus to armor, armor bonus, natural armor, deflection, or resistance against epic and non-epic creatures.
- 2) They have a fixed Caster Level of 40.
- 3) The spell resistance they provide is increased by 10 against epic and non-epic creatures.
- 4) They can have any number of magic properties.
- 5) They can mimic a spell of any effective spell level.
- 6) They ignore the damage reduction of epic and non-epic creatures.
- 7) They cannot be disjoined by epic and non-epic creatures, instead being disabled for 1d4 rounds.
- 8) They cannot be damaged by epic and non-epic items and creatures.
- 9) Function normally in anti-magic and remain active within Dead Magic for 1d4 rounds.

The DM can hand out divine items that exceed the normal limits regardless of who they are used against at his own discretion. Creation of such items may only be allowed by the use of Boons.

DIVINE HAZARDS

An area or even an entire planar layer can be designated as Divine. As such, all its natural hazards (like energy damage) harm epic creatures normally and threaten non-epic creatures with immediate destruction (DC 25 Fortitude to negate immediate destruction and persist for the next hour, but not for the damage or other harmful effects).

SAMPLE DIVINE BONUS

I have provided these sample divine boons for the sake of argument, but I can't really say I'm "invested" in this tier with a straight face. There are other works out there that flesh out divine abilities much better and I'd rather not

start ripping them off unashamedly (not that I haven't already with some epic Boons). Feel free to tailor boons that function in ways that you see fit.

1. DOMAIN (*cough*) EXPANSION

Effect: Choose one domain that you possess as a Deity, your Cleric Level for that domain is now +5 to a maximum of 40. You may use your domain power one more additional time per day. You may choose this boon more than once, the effects stack.

2. ADDITIONAL DOMAIN

Effect: You gain one additional Cleric Domain appropriate to your character, but you must permanently reduce any one ability score of your choice by 4. You may choose this boon more than once, each time gaining an additional domain and sacrifice more ability score points. If any given ability score will drop to below 10, you cannot sacrifice it. Special: Instead of sacrificing an ability score, you may become permanently vulnerable to one energy type. Any immunity or resistance you had is now gone.

3. ABSOLUTE DOMAIN

Prerequisite: At least one Domain expanded to Cleric Level 40.

Effect: All domain spells and powers you use from a domain that you expanded to Cleric Level 40 are now extraordinary. They function normally in anti-magic and dead magic.

4. DIVINE KNOWLEDGE

Prerequisite: At least one Spellcasting Class at Level 20.

Effect: Choose one spellcasting class that you have leveled up to the cap of 20. You now know all spells available to it. You can choose this boon more than once, each time taking another eligible class.

5. ABSOLUTE SPELL

Effect: Choose one spell that you know or a spell-like ability that you possess, you may now cast it as an extraordinary effect. Spell slots, material and XP components, and use limits still apply.

6. SPIRIT BEING

Effect: You cannot be harmed by non-epic extraordinary effects and mundane hazards, whether that is a common arrow or the crushing pressure of Earth's oceans. You may alter your shape at will as if using Shapechange (Caster Level 25) and freely travel to the Ethereal, Astral and Shadow Plane. As a Swift Action, you may decide to opt in and out of being Incorporeal indefinitely.

7. DEIFIC PRESENCE

Effect: You emit a strong alignment-based, 60-foot aura at all times. Non-epic creatures with an opposed alignment than yours must roll a Will Save (DC 25) every round or have their alignment forcibly changed to match yours. Such creatures act as if dominated by you and the effect lasts for 1 hour with no save allowed on their part. Their altered alignment persists, but can be restored with Atonement and similar spells. Epic creatures instead take 3d6 damage per round with no save. Divine creatures are unaffected. You can suppress and re-activate this aura as a free action. Note: Protection from Alignment and Magic Circle against Alignment are ineffective. Holy Aura, Unholy Aura, Cloak of Chaos and Shield of Law work however.

8. ENERGY MANIPULATION

Prerequisite: Immunity to energy type.

Effect: Choose one energy type (Fire, Cold, Electricity, Sonic or Acid) that you have immunity to. From now on you can create several attack forms using that element as standard actions at will. They are considered to be epic magical effects.

Blast: You may shoot an orb up to 1 mile away that explodes in a 60-foot radius, dealing 25d6 energy damage. Creatures are entitled to a Reflex Save (DC 20 + Charisma Modifier) for half damage.

Cone: You shoot a 120-foot Cone from your point of origin, dealing 25d6 energy damage to all within. Creatures are entitled to the same Reflex Save.

Line: You shoot a 5x240-foot Line from your point of origin, dealing 25d6 energy damage. Creatures are entitled to the same Reflex Save.

Ray: You make a ranged touch attack up to 1 mile away. If you hit, you deal 25d6 energy damage with no save.

Touch: You make a melee touch attack. If you hit, you deal 25d6 energy damage with no save.

Aura: You emit a 60-foot aura around you that deals 5d6 energy damage per round with no save. While the aura is active, which you can end as a Swift Action, you cannot use any other energy attacks of this energy type.

You can choose this boon more than once, each time choosing another eligible energy type.

9. LORD OF WAR

Prerequisite: Weapon Master, Mystic Weapon and Zen Attack.

Effect: All melee and ranged attacks you make, whether they are standard attacks or as part of a full attack, are considered Zen Attacks. They always hit and always deal damage.

10. INVINCIBILITY

Prerequisite: Epic Durability.

Effect: Once per round, you may ignore any one effect that deals direct damage to you. This cannot counter the Zen Attack boon, but you receive half the damage that attack would normally do. Alternatively, you may automatically pass one Fortitude Save regardless of the nature of the effect.

11. PATRON DEITY

Effect: Choose any one playable race that your DM allows. As a full-round action that provokes attacks of opportunity, you can manifest a real, healthy, adult specimen of that race of Level 1 in any one NPC class. Its scores use the Common Array, it can understand basic concepts and a language available to you, but is otherwise unexceptional. By concentrating for 1 minute, you may instead manifest an elite-array specimen of Level 1 in any one player class. In any case, the creature does not magically appear with equipment, you must provide such items yourself.

You can choose this boon more than once, learning the ability to create other playable races each time.

12. DIVINE CRAFTSMAN

Prerequisite: Mythic Artisan.

Effect: Any epic and non-epic magical items you make are finished within 1 day, but you pay all their relevant costs normally. Once per 100 years, you may isolate yourself and devote one week of your existence to force the rapid creation of a divine item that follows the guidelines of the Epic Level Handbook, under the DM's discretion. It can be any kind of item you can personally make, with a collective market value of 32,000,000 gold pieces. Its Caster Level is 50 and it can have any kind of bonuses allowed for that level range. You do not pay anything for this item, but upon creation, you lose 50,000 XP and cannot craft anything else magical for a year.

COSMIC TIER AND ONWARDS

Higher tiers of play can be made following the same overall pacing. Each tier should have its creatures, items, hazards and boons that overshadow the tier right before them and completely trivialize all other lower tiers. If you are intent on using this system and implementing further tiers, steer clear from flat numerical bonuses.