

# Legendary Levels



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# LEGENDARY LEVELS HANDBOOK

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## LEGENDARY LEVEL PLAY

*With a cry that would be heard through the ages, the renegade god of death fell dead at Duncan's feet. An unnatural silence swallowed the room as the companions sat in awe of what they had done. It had been a long three years since the minister's office where the adventurer's had first meet. Long had been the road that had brought them to this point. They had searched the tombs for the missing artifacts only to discover the existence of the Cult of the Undying Master. It had taken them years to work through the dungeons and caverns where the Cult had hidden the relics. It was with great sacrifice, that they had brought together all the artifacts to call down the renegade deity who had been withering the world. His defeat came with high costs. They had lost friends... Calim Shaad, the Cleric who gave his life to protect the group's, Wizzel the Goblin, whose lovable antics ultimately cost him his life for digging too deep into the cult's activities, and Jade... Duncan would never forget the price his sister had just paid to kill the god of death.*

*A moment of silence fell over the gathered adventurers as the smoke cleared from the room crafted from the very fabric of the night's sky.*

*"Is... is it over?" Asked Kalimdra as she wiped a few tears from her bloodied face.*

*No one was quite sure. No one had ever "killed" Death before. The irony would have struck them but they found themselves captivated by the moment.*

*Then, a slow smile spread across Duncan's lips.*

*"No. This is only the beginning."*

When the adventure is over and your players are at 20th level, where do you go from there? Faced with the option of starting a new game instead of continuing game next week with the same familiar faces what's a GM to do? Presented within these pages are rules for playing characters at legendary levels.

Game Masters should carefully consider what kind of adventures they want to plan. Characters who continue to level beyond 20th level transcend the standard level of power in a fantasy novel. Characters above level 20 tend to have very destructive abilities, and the enemies they must face scale as well. Many of their enemies are actually gods or are ancient evils the likes of which

no one has ever seen. Legendary characters can take down armies by themselves and will likely not feel the need to respect many powerful figures in the world ("Why should I respect a king when I can destroy his kingdom with a few spells?"). Stories like Hercules or the Homeric epics can provide some context clues for a struggling GM while more modern stories about legendarily powerful people and even superheroes can help layout the groundwork for new adventures. Many adventures in low fantasy settings can quickly become high fantasy settings after 20th level due to the sheer degree of power the players have. Throwing the players a curve ball isn't a bad idea either. Involving elements of science fiction, time travel, plane shifting, or simply a new overwhelmingly powerful adversary to the campaign can make for compelling stories. Whatever path your game takes, have your story reflect your player's accomplishments and deeds in the past. Don't let 21st level come and go without ceremony!

Past 20th level, two new mechanics are introduced. The first is a player's "divinity score," and the other is "legendary damage". These are discussed in greater detail in later sections, but in summary:

**Divinity Score:** A player's Divinity Score (DS) represents how much deity-like power a divine character has. This was implemented to give divine characters the ability to gain a degree of godhood and play the part of a truly powerful divine character.

**Legendary Damage:** Many older rule sets for play beyond 20th level used complex damage formula and required significant note keeping. Legendary Damage (L-Damage) represents damage that a character could not normally survive from. Any creature struck by an attack that deals L-Damage must make a Fortitude save or dies. This was also implemented so that the effectiveness of melee characters scales properly with magic based characters.



## DIVINITY SCORE

Characters that start down the road of godhood, particularly divine casters, actually start to taste the fruit of divinity. Often times, clerics or paladins of

21st level or higher are given a sliver of their deity's power. Divine power is measured by how bright a character's "divine spark" is. This divine spark goes by many names in many different cultures. It is called "ascension", "enlightenment", "divine favor", "true understanding", "self-actualization", "harmonizing with nature", or a plethora of other names depending on a particular faith structure. Any character who has a bit of this divine power gains a divinity score. A divinity score (DS) represents how powerful a divine spark has grown inside a character.

A divinity score provides several bonuses. A character with a divinity score gains DR/- equal to their divinity score. Any benefits provided by a divinity score do not apply against an opponent with a higher DS. Many legendary level divine spells cannot target a creature with a higher DS than the caster.

All creatures with at least 20 class levels are assumed to have a DS of 0. This does not mean that they are "divine" in nature or even possesses a divine spark, but it does mean that they have the potential to foster the growth of a divine spark. It also represents the universal acceptance of their power/prowess/status. Creatures native to the celestial, infernal, or abyssal planes are assumed to have a DS of 0 at 10th level (or 10 HD) as well, though they cannot qualify for feats that require a DS of 0 until 20th level.

Characters gain divinity score in three ways. The first is by taking levels in a divine class beyond 20th level (as listed on their table). The second is by taking one of several legendary leveled feats, and the third is by gaining followers (this is discussed below).

- A character with a divinity score of 1 or higher may be contacted by other divine characters via spells that designate a deity as their target (Such as commune). If a deity contacts the character, the character will be aware of the nature of the deity contacting them.

- A character with a divinity score of 5 who follows a deity can be contacted by devout followers of their deity's faith through simple prayer. Prayer is heard in a character's soul and can be answered in a fashion resembling something as obvious as telepath or as subtle as a whisper in the soul without losing any sort of concentration (It doesn't take an action to respond).

- A character that does not follow a deity but still

has a divinity score of 5 or more may be contacted by divine casters of his alignment who do not worship a specific deity. Keep in mind that these divine casters can possibly be made into followers!

- If a character achieves a divinity score of 5 or more, he may select a symbol to act as his holy symbol for any followers he collects.

- If a character achieves a divinity score of 5 or more, he may create a permanent demiplane as if by the spell greater create demiplane (caster level equal to the character's HD).

- If a character achieves a divinity score of 5 or more, he must select one domain. He may grant this domain to all characters with the domain class feature who follow him. Additionally, the character gains a favored weapon which he may grant to his followers (just as a deity grants clerics access to their favored weapons).

- If a character achieves a divinity score of 5 or more, he may grant spells to his worshipers. Granting spells does not require any specific action on the character's behalf.

- A character with a divinity score of 10 or more must select a second domain. He may grant both his domains to all characters with the domain class feature who follow him.

- If a character achieves a divinity score of 10 or greater, he is able to create a permanent plane as if by the spell greater create demiplane (caster level equal to the character's HD) though the size of the plane is infinite and has no entrance or exit beyond any he defines. He may travel to and from this plane as per the planeshift spell a number of times per day equal to half his DS.

- Divinity score above 10 is only gained by gaining devout followers.

## FOLLOWERS

A devout follower is defined as any creature with a soul who holds a character in reverence, his ideals holy, and dedicates at least 5 hours of prayer per week to him. A character must have a DS score of at least 5 to gain followers. Devout followers can boost a character's/deity's divinity score. Since a character's divinity score can fluctuate depending on how many followers he currently has, for simplicity's sake, simply



## CHART 1-1: DEVOUT FOLLOWERS

Number of Followers	Bonus to Divinity Score above 10	Example Deity
1-100	+1	Totem Spirits/Local Deities
100-500	+2	Seraphim/Demon Lords/Avatars
500-1,000	+3	Aspect of a Minor Deities
1,000-5,000	+4	The Most Powerful Arcane Magic Users
5,000-10,000	+5	Aspect of a Major Deities
10,000-50,000	+6	Demi-Gods
50,000-100,000	+7	Minor Deities/The "Other" Gods
100,000-200,000	+8	Primal Nature Spirits
200,000-500,000	+9	Death/Major Deities
500,000-1,000,000+	+10 or more	Primordials

consult your GM when your character rests to regain use of his spells.

For players, the first 50 followers have to be gained via roleplay or in game action (saving a town, fulfilling the wishes of a commoner). After that, a character's divinity grows by word of mouth. For every 100 followers a deity has, roll 1d6. For every 6 that comes up, the fame of the deity (or character) has grown by 50 followers. For every 1 that comes up, the size of his religion has diminished. He loses 50 followers. If a character/deity gains at least 10,000 devout followers, it is suggested that he use the following results instead: each d6 represents 1,000 followers. Ever 6 rolled represents a gain of 500 followers and a result of 1 represents the loss of 500 followers. In game actions still influence the number of followers a character has, and an increase in followers can be a fitting reward for a character with a divinity score.

### LOCAL DEITIES

Many small communities or organizations worship "local deities". Such spirits are unheard of outside of the local area and generally remain in that area. "The King of Mt. Jeriko" or "The Goddess of the Jade Wood" would both be examples of local deities. Due to their small number of followers, they tend to not gain an abundance of power. However, local deities are particularly powerful where they hold jurisdiction. Their divinity score is considered to be 5 higher when in the area that they hold dominion over.

### SERAPHIM

The highest choir of angel is the seraphim. It is suspected that there are only between one and six seraphim in existence for every deity that holds the service of such creatures. Generally, only the most powerful of deities are able to create such creatures. They are said to have six wings and each holds almost as much power as an aspect of a deity. They are often assigned to be the personal entourage of good deities whom they guard them tirelessly.

### FIEND LORDS

Sometimes referred to as the Abyssal Lords, the demon lords are the most grotesque and terrifying demons in the pits. They hold dominion over entire circles of Hell/The Abyss, and some have power beyond that of a normal beast of their status. On occasion, an evil deity will bribe them and their horde to serve him.

## AVATARS, ASPECT, DEMI-GOD AND DEITIES

In the pantheon of deities, not all gods were created equal. Their power generally depends on how many followers they have. They all vie for power by attempting to remove the competition, spread their ideals, and achieve their own ends. A deity is not alone in this pursuit however. They can gain helpful allies to aid them in their campaigns.

## AVATARS

An avatar of a deity is a mortal who has proven to be a shining example of their deity's ideals and who would serve as a powerful agent of the deity. By giving the mortal a sliver of their power they essentially deputize them to act on their behalf in many matters.

## PLAYER CHARACTER AVATARS

Players themselves can become avatars by taking the avatar prestige class presented later in this book.

## ASPECTS

Aspects are the true nature of a deity. They are generally comprised of several sentient ideals that, when combined, make the deity what it is. These fragmented aspects (one for every domain the deity has) have a divinity score of 5 lower than the deity themselves. Aspects are essentially an extension of a deity's consciousness. In essence they are "one in the same" with the deity, but the specifics of their appearance may differ greatly from each other and from that of the deity.

## DEMI-GODS

The least powerful of the deities are referred to as demi-gods. They generally have dominion over one domain and lack the power of the major deities in a pantheon. Many work for or are allies of major deities of similar alignment.

## PRIMAL NATURE SPIRITS

The first elementals were granted godhood and represent the living will of their elemental force. They absorb and fuse with other elementals that achieve godhood and continue to exist. They need no followers. So long as the concept of "fire" exists, there will always be a primal fire spirit as powerful as he is today. They are older than the oldest elemental and it is said that they were born at the start of the universe.

## DEATH & REAPERS

He is called the Grim Reaper, Thanatos, Ankou, Yama, shinigami, and many other names but he is Death to all, and he has dominion over all living things. He is not a "deity" in the common sense of the word, but a cosmic "force" given form. There are spells for distracting him,

for delaying him, for misdirecting him, for combating him, but in the end, there is no escaping him. He may not have the power of the deities themselves, but in time, he will reap them too. Many think that these diversionary tasks keep him at bay, but he knows when each creature will finally die and the matter in which he will come for them. The rest is just a show until the time of each living thing's demise.

Death's agents are implacable and unstoppable by mortal man. They come at the appointed time and have but one task to fulfill...

## THE "OTHER" GODS

A curious collection of "sleeping" deities that lay at the edge of the imagination. They have a special place in the pantheon of deities. They are worshiped by very few but still retain a great deal of power. Some call them "star gods" or "chaos gods" or simply "the old ones", but no one knows their true nature. Those who worship them are driven mad by the knowledge they impart upon them. Best let them sleep in the distance least they awaken and we learn that which our universe was not meant to understand.

## MAJOR AND MINOR DEITIES

The distinction between a major and minor deity is generally vague. Mechanically, a major deity is a deity who has at a divinity score of 9 or 10 and a minor deity is one who has lower than 9. In game terms, major deities are ones that are more prevalent in the setting while minor deities might have a smaller following but are nonetheless widely worshiped.

## THE PRIMORDIALS

Older than the oldest elemental, wider reaching than the major deities, the primordial spirits are beings that quietly govern primordial themes. Things like time, energy, beginnings & endings, order & chaos, and reality comprise the backdrop of existence. Very little is known about them, even by the deities themselves. They do not answer when called and are not known to have any wants or needs. They simply exist so that reality can function. They were here before time was called such and they will be here far after it ends.

It is believed that "death" and his agents (the "reapers") are actually the equivalents of aspects and



angels (respectively) of one of the Primordials who have dominion over such affairs.



## SACRED SPELLS

Faith is a comfort that comes from powers beyond our own. Those who achieve divinity in their own right can no longer depend on the power of the gods to protect them as they approach them in power. In turn, they must use their powers to protect the gods who once protected them. They become the personal protectors of the gods. A sacred spell is a divine spell above 9th level, and it does not come from an ideal or with the aid of a deity. It is produced by a character's own divine spark; that is, it comes from within. Generally speaking, sacred spells are less effective against targets with superior divinity scores to the caster (See the sacred spells section later on in this book for details).



## LEGENDARY DAMAGE

When a character hits 21st level they transition from something more than a mere mortal. Some become legends, others become divine in their own right. That being said, the level of power employed by such characters is meant to be fantastic. To represent this, we have implemented "Legendary Damage". Legendary damage (or simply "L-damage" for short) is a type of damage that can only result in an instant fatality. If a creature is hit with an attack that deals legendary damage the creature must make a Fortitude save to avoid death. The DC for the save is generally  $10 + \frac{1}{2}$  character level + the primary stat of that class (specified in the entries for each class in this document).

If they make the save, the character takes normal damage from the attack (Making this save is often referred to a legendary damage check). If a character below 20 HD passes a legendary damage save, they are additionally staggered for 1 round. If a target fails a legendary damage save, the damage instantly reduces them to zero HP. Legendary damage counts as a death effect (Example: A character with death ward active on them would have a better chance to make the save against legendary damage).

## DESIGN NOTES: WHY IMPLEMENT LEGENDARY DAMAGE?

During our testing, one of the major turn-offs for players was the level of complexity that playing a game beyond 20th level required. In general, a melee character can finish off an equivalent level enemy in several hits. A lot of times dice and stats turned into a chore for players and gameplay was significantly slowed down. In an effort to simplify play and expedite the flow of combat we chose to implement legendary damage. Additionally, melee characters didn't FEEL quite as legendary as magic users until the implementation of legendary damage.

## EPIC DAMAGE

Most legendary monsters have DR that is overcome by "epic" damage. Epic damage is dealt by magic weapons with at least a +6 enhancement bonus. There are other methods of dealing epic damage (feats, class features, etc.) though +6 weapons always deal epic damage.



## TRUE DWEOMERS

Some magic exceeds even the wildest imagination. Beyond the limits of spells like wish are magics so powerful that few mages can even comprehend the powers they hold. These spells, called true dweomers, are known to but a single mage and possibly his or her direct disciples. Such powers are normally the magnum opus of a legendary magic user or the codified process of a great and reality shaping deity. Once players reach legendary levels, magic users begin to seek true dweomers. These spells are listed as 10-12th level spells, though they are often far beyond a spell simply one level higher than a 9th spell. These spells tend to reshape reality to a degree, much like wish but to a greater extent.

A magic user can only learn a true dweomer by locating it and learning it himself from another who already knows the spell. Once he has learned the spell he must take the "true dweomer" feat to fully master its complexities and gain the ability to cast the spell. A character must have at least 15 + the true dweomer's level in a classes casting stat (Example: a wizard must



have an Intelligence score of 25 in order to cast a true dweomer of 10th level). A character may only ever have 1 true dweomer in effect at the same time. Only

## CHART 2-1: ABILITY SCORES REQUIRED FOR TRUE DWEOMERS

one true dweomer may be cast per day.

True Dweomer Spell Level	Required Ability Score
10th	25
11th	26
12th	27



## CHARACTER ADVANCEMENT AT LEGENDARY LEVELS

Some stories can only be told by having your players play characters of such reputation and might that gods and primal forces of natures are the only suitable enemies. Starting a game at 20th level is just like starting a game at any level.

### OPTIONS FOR ADVANCEMENT

There are several options for advancing characters beyond 20th level.

- Continue play but do not allow a character to continue in the same class for more than 20 levels.
- Continue play using the rules presented in this book.
- If you are starting a new game you wish to be high powered, consider using the rules for “gestalt play” instead of starting at 20th level or higher.
- Any creature with a BAB of above 20 may make additional attacks as illustrated in Chart 4-3 on page 10.



## LEGENDARY SKILL CHECKS

At legendary level, a player has progressed beyond the skills of a mere mortal. Acrobatics can allow them to run across water, balance on a sword tip, or cartwheel beyond the reach of a spear blow. A Diplomacy check can do more than simply defuse a situation; it can alter the social and emotional flow of an entire relationship. A legendary skill check is a new application of a normal skill and represents an attempt at a normally impossible task. A character must have at least 20 ranks in a skill before they can make legendary skill checks.

## CHART 3-1: NEW USES FOR LEGENDARY SKILLS

New Uses for Skills	Skill	Legendary Check DC	Description
No Weight	Acrobatics	40 + 10 per 100 lbs	You can balance on a surface that could not normally take your body weight. (Example: Balance on a feather) The DC for this check increases by 10 for every 50 lbs you weigh (including items and equipment you carry). You still have weight and the laws of inertia still apply.
Jump Farther than Your Maximum Movement Speed.	Acrobatics	+10 per 5 feet	You can make a Jump check greater than your movement speed. The DC for every 5 feet beyond your maximum movement speed is +10 to the DC.
Lie While Under the Effects of a Truth Spell	Bluff	30 + Caster Level	You can attempt to lie while under the effects of a spell (or other similar effect) that would normally cause you to tell the truth.
Full Speed Climbing	Climb	+15	You can move at your full movement speed while climbing if you accept a -15 penalty.

Craft Legendary Weapon	Craft	+7,500 GP	You can create a weapon of such legendary craftsmanship that there are rarely a handful of equals. Weapons created using a legendary skill check are legendary weapons (see the magic items section of this document.)
Second Diplomacy Check	Diplomacy	+10*	You can make multiple attempts to change the attitude of a creature within the same 24 hour period. Each attempt beyond the 1st increases the DC by 10 (A 3rd attempt is made at a +20 to the DC).
Worship	Diplomacy	40 + Cha Modifier*	You can attempt a Diplomacy check with a DC of 40 + the target friendly creature's Cha modifier. If successful, they begin to "worship" you. A creature that worships you will give into most requests without a check, even if it's against its nature or would put it in serious peril. This can also serve as a good jumping off point to convert someone to a worshiper.
Sabotage	Disable Device	+10	You are able to sabotage a device such that it breaks down when and where you wish. Successfully disabled devices may break down at a specific time or under a specific condition selected by you.
Larger or Smaller	Disguise	+20 per size category	Normally you can make a Disguise check to appear one size category larger or smaller. Once you reach legendary levels, you can disguise yourself as being a creature of a much larger or smaller size. The DC increases by +20 per size category beyond the first (which increases the DC by +10 as normal).
Dislocated Squeeze	Escape Artist	40	You can dislocate your joints, taking your Strength modifier in non-lethal damage, to squeeze through a space that would allow a creature of one size category smaller to squeeze through. You move at half the speed you normally would while moving in this way.
Improve Speed	Fly	+20 per 10 feet per round	You can fly at a greater speed than you normally could. You can increase your movement speed while flying by making a Fly check with a DC equal to 20 + 20 for every 10 feet you'd like to be able to increase your movement speed by. Failure allows decreases your speed by 10 feet until the start of your next turn. If this would reduce your fly speed to 0 you plummet.
Fast Healing	Heal	+20	You are able to make a Heal check in half the normal time.
Resurrection	Heal	45	You are able to restore life to a character (as if by raise dead.) This skill check must be made within 10 rounds of the target creature dying.
Battlefield Restoration	Heal	35	This functions in the same fashion as if you had performed first aid (see the Heal skill in Chapter 4 of the Pathfinder Core Rulebook) but instead of simply stabilizing the target, you restore them to 1 HP.
Terrify	Intimidate	20 + target's HD + target's Wis	If you are successful, the target is frightened for one round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten opponents in this way if they are within 30 feet and can clearly see and hear you. This is a modified form of the demoralize action (see the Intimidate skill in Chapter 4 of the Pathfinder Core Rulebook.)
Panic	Intimidate	30 + target's HD + target's Wis	If you are successful, the target is panicked for one round. This duration increases by 1 round for every 5 by which you beat the DC. You can only threaten opponents in this way if they are within 30 feet and can clearly see and hear you. This is a modified form of the demoralize action (see the Intimidate skill in Chapter 4 of the Pathfinder Core Rulebook.)
Synergistic Knowledge	Knowledge (any)	Varies	The nature of knowledge is synergistic. When you make an appropriate Knowledge check you may roll a second Knowledge check with a different Knowledge skill and take the highest result to beat the skill DC. You must have at least 20 ranks in both Knowledge skills you use.



Speak A Language You Don't Know	Linguistics	35	With your knowledge of linguistics you can make a fair attempt at speaking a language you do not know (provided it is related to one you know). Elf has a lot in common with Drow and Dwarf might have something in common with Terran or Undercommon for example. The DC for this legendary skill check increases at your GM's discretion. You require at least 1 hour prep-time. Your comprehension of the language is generally very poor. The DC of all Charisma checks related to language using this legendary skill are increased by 20.
Memorable Performance	Preform	45	You make a performance that sits in the minds of your patrons for years to come. In a prosperous city, you gain 10d6 gp/day spent performing. In time, you may draw the attentions of gods, demigods, or other extraplanar beings.
Guide By Subtle Movement	Ride	30	You can guide your mount via subtle movements in your weight or posture. Issuing commands is a free action. Most people won't even be aware that you are issuing commands to your mount.

## CHART 4-1: LEGENDARY LEVEL CHARACTER ADVANCEMENT

Level	Experience	Point	Total	Feats	Ability
	Slow	Medium	Fast		
20th	5,350,000	3,600,000	2,400,000	-	5th
21st	9,095,000	5,760,000	3,600,000	11th	-
22nd	15,461,500	9,216,000	5,400,000	-	-
23rd	26,284,550	14,745,600	8,100,000	12th	-
24th	44,683,735	23,592,960	12,150,000	-	6th
25th	75,962,350	37,748,736	18,225,000	13th	-
26th	129,135,994	60,397,978	27,337,500	-	-
27th	219,531,190	96,636,764	41,006,250	14th	-
28th	373,203,023	154,618,823	61,509,375	-	7th
29th	634,445,139	247,390,116	92,264,063	15th	-
30th	1,078,556,737	395,824,186	138,396,094	-	-

## CHART 4-2: LEGENDARY STARTING MONEY

Level	Wealth (in GP)		
	PC	NPC (Basic)	NPC (Heroic)
20th	880,000	123,000	159,000
21st	1,320,000	147,600	238,500
22nd	1,980,000	177,120	357,750
23rd	2,970,000	212,544	536,625
24th	4,455,000	255,053	804,938
25th	6,682,500	306,063	1,207,406
26th	10,023,750	367,276	1,811,109
27th	1,503,5625	440,731	2,716,664
28th	22,553,437	528,877	4,074,996
29th	33,830,156	634,653	6,112,494
30th	50,745,234	761,584	9,168,741

## CHART 4-3: BASE ATTACK BONUS & NUMBER OF ATTACKS

Base Attack Bonus (1-10)	Base Attack Bonus (11-20)	Base Attack Bonus (21-30)
+1	+11/+6/+1	+21/+16/+11/+6/+1
+2	+12/+7/+2	+22/+17/+12/+7/+2
+3	+13/+8/+3	+23/+18/+13/+8/+3
+4	+14/+9/+4	+24/+19/+14/+9/+4
+5	+15/+10/+5	+25/+20/+15/+10/+5
+6/+1	+16/+11/+6/+1	+26/+21/+16/+11/+6/+1
+7/+2	+17/+12/+7/+2	+27/+22/+17/+12/+7/+2
+8/+3	+18/+13/+8/+3	+28/+23/+18/+13/+8/+3
+9/+4	+19/+14/+9/+4	+29/+24/+19/+14/+9/+4
+10/+5	+20/+15/+10/+5	+30/+25/+20/+15/+10/+5

## GESTALT PLAY

If you are looking to play at a higher level of power, a good alternative to playing an epic level game is to play a “gestalt” game. In this variant of play, characters essentially take two classes at every level. In a manner similar to multiclassing, characters gain the full benefits of each class at each level. Gestalt characters are more difficult to manage and will not run out of abilities quite as quickly as their normal counterparts. It’s suggested that GMs up the CR on their encounters by 1-3 in order to challenge gestalt characters.

**Hit Dice** Gestalt characters use the higher Hit Dice of the two classes.

**Base Attack Bonus** Gestalt characters use the higher BAB progression of the two classes.

**Saving Throws** Gestalt characters use the higher saving throws of the two classes. This is done independently for Fortitude, Reflex, and Will.

**Skill Points per Level** Gestalt characters gain the higher number of skill points per level of the two classes.

## CLASS FEATURES

Gestalt characters gain class features from both classes at every level they obtain. Class and ability, based restrictions (such as the Wizard’s prohibited schools, the paladin’s code, and a druid’s prohibition on wearing metal armor) apply normally to a gestalt character, no matter what the other class is. Class features that two classes share (such as uncanny dodge) improve at the rate of the faster class. Gestalt characters with more than one spellcasting class keep track of their spells known and spells per day separately.

## PRESTIGE CLASSES

This is a tricky subject. Often times a GM will simply disallow prestige classes in gestalt games. A gestalt character may take a prestige class he qualifies for only with the GM’s consent. A gestalt character may never have two prestige classes at once (Only one and a base class).

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## LEGENDARY CORE CLASSES

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Upon reaching 20th level in a given character class, they can no longer use the charts in the Pathfinder Core Rulebook. Beyond 20th level lays a new challenges and foes far more powerful than the heroes have ever faced before. Deities, hordes of foes so vast they appear to be without number, ancient evils so terrifying a lesser man would melt just looking at it, and horrors beyond description. Upon reaching 20th level in a base class, a character may multiclass into another base class or utilize one of the “legendary” classes presented here. These archetypes represent the most powerful variants of a given class. For example, a bard can play songs but a legendary bard is a musician who comes along once in a hundred years and can bring tears to the eyes of an audience with just the opening cords of a song. A legendary cleric literally has divine powers befitting a lesser deity and a legendary fighter is a combatant able to slay a hundred foes without injury. To enter a legendary class a character must have at least 20 levels in the base class of the same name, or one of its alternates. They may have up to 5 levels of a related prestige class that can count towards their qualifications to enter the legendary class at the GM’s option (Example: A character with 15 levels of the rogue base class and 5 levels of assassin prestige class would qualify for the legendary rogue legendary class).

Presented in a later section of this supplement, there are prestige classes who are fitting for 20th level play. These classes are designed to allow multiclassed characters to progress beyond 20th level.



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## LEGENDARY BARBARIAN

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**Alignment:** Any nonlawful

**Hit Dice:** d12

## CLASS SKILLS

The legendary barbarian’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception

**Skill Points:** 4 + Int modifier



## CLASS FEATURES

All of the following are class features of the legendary barbarian.

**Weapon and Armor Proficiency:** A legendary barbarian does not gain any additional proficiencies.

**Berserker (Ex):** A legendary barbarian of 1st level can expend 1 extra round of rage while raging to automatically pass a legendary damage check to reduce legendary damage to normal damage. Any DR a legendary barbarian has gained from class features (including rage powers) grant the legendary barbarian an equivalent bonus against legendary damage saves.

**Paragon of Rage:** Levels of legendary barbarian stack with levels of barbarian for the purposes of class features.

**Rage Powers (Ex):** As a legendary barbarian gains levels, she learns to use her rage in new ways. Starting at 2nd level, a legendary barbarian gains a rage power as described in the Pathfinder Core Rulebook. She gains another rage power for every two levels of legendary barbarian attained after 2nd level.

**Berserker Charge:** Once per rage, the barbarian may make a charge attack. If his attack hits, he may make a CMB check to bull rush his target, using the same bonus as his attack roll. For every 5 feet the barbarian pushes his opponent, he may make an attack of opportunity against that creature provided he chooses to move with his target. If the barbarian chooses not to move with his target, he may make no further attacks against them from this rage power. The barbarian may not move more than twice his speed as a result of using this power. A barbarian must be of at least 26th level to select this rage power.

**Conquering Smash:** Once per rage, the barbarian may make a single melee attack as a standard action provided he has moved at least 10 feet during your turn. If the attack hits, the target takes double normal damage from the attack, and must make a Fortitude save (DC 10 + BAB + Strength modifier) or be staggered for 1 round. After the attack has been resolved, use the damage dealt by the attack (as in dealt to the creature, with its DR negating damage) as the result of a CMB check to make a bull rush the target. If a creature is driven back at least 20 feet by this attack, they must make a Reflex save or be knocked prone at the end of the movement. A barbarian must be of at least 22nd

level and possess the knockback and powerful blow rage powers to select this rage power.

**Hurricane Throw:** While raging, the barbarian may spend an action before throwing an object to increase the distance he throws it, winding up and building force in the object. Doing so provokes an attack of opportunity and gives a -4 penalty to his attack roll if attempted in the air. He may throw a single object in this way using a standard action, a full-round action, or two full-round actions. At the end of these actions, the barbarian may make a Strength check, with a bonus equal to the barbarian's Strength bonus for every full-round action he spent winding up the attack. This increases the range increment of the thrown weapon by 5 feet (and thus, by 10 feet) for every 5 made by the check. The damage of the attack is also doubled, plus another doubling (which becomes a tripling, then a quadrupling of damage dealt) for every full-round action the barbarian spent winding up the attack and adds in the result of the barbarian's Strength check (which is not doubled) to the damage.

The barbarian may throw a grappled creature in this way, but instead must maintain the grapple to perform this action. The grappled condition is removed from the creature when the barbarian throws them. He must maintain the grapple over at least 2 consecutive rounds in order to gain the bonus for making two full-round actions, and he must successfully maintain a grapple on a foe at least twice in the same round in order to benefit from using a full-round action to throw his foe. The thrown creature is treated like an improvised thrown weapon of one size category larger for the purposes of determining damage, with a range increment of 10 feet, and receives a -10 penalty to its range increment for every size category over the barbarian the thrown creature has. If the creature's range increment is 0 when The thrown creature may only be thrown a total number of range increments equal to 1, plus 1 increment for every 5 the barbarian gets on his Strength check, maximum 5. Throwing a creature in this way can target a location, an object, or another creature. The AC of most locations is 10. The AC of an object can be found in Chapter 7 of the Pathfinder Core Rulebook.

If the creature hits an object with a hardness greater than the creature's DR, it takes full damage from the

## CHART 5-1: THE LEGENDARY BARBARIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	<u>Berserker</u> , <u>paragon of rage</u>
2nd	+2	+3	+0	+0	<u>Rage power</u> , <u>DR +1/-</u>
3rd	+3	+3	+1	+1	<u>Furious strike</u>
4th	+4	+4	+1	+1	<u>Rage power</u>
5th	+5	+4	+1	+1	<u>Deathless frenzy</u> , <u>DR +2/-</u>
6th	+6	+5	+2	+2	<u>Rage power</u>
7th	+7	+5	+2	+2	<u>All-consuming rage</u>
8th	+8	+6	+2	+2	<u>Rage power</u> , <u>DR +3/-</u>
9th	+9	+6	+3	+3	<u>Survivor's thrill</u>
10th	+10	+7	+3	+3	<u>Limitless rage</u> , <u>rage power</u>

distance traveled, and half of the damage that it deals to the object (The damage from the barbarian's attack roll). Otherwise, the creature takes damage as though he had fallen  $\frac{1}{2}$  the distance he was thrown and deals half of the barbarian's damage to the object. If the object is smaller and weighs less than the thrown creature, it is knocked away. Use the damage dealt to the object as the effective result of a CMB check made to bull rush the object. A creature who is hit by a thrown creature takes the damage dealt by the creature as normal, and the thrown creature falls prone in their square. A thrown creature who hits a

creature takes half the damage dealt to the creature, and damage based on half the distance he was thrown, as though he had fallen half the distance. A creature may be thrown at a location safely, or as an attack. A creature thrown at a location safely takes no damage from the barbarian's attack, and treats  $\frac{1}{4}$  of the distance they were thrown as the distance they fell for the purposes of taking falling damage. They may instead take no damage if they fall onto a soft surface that would normally cause them to take half damage on a fall. The creature deals half the damage from the barbarian's attack to the area and takes half of it themselves, in addition to taking falling damage equal to half the distance thrown. A barbarian must be of at least 22nd level to select this rage power.

*In Death's Face:* The barbarian may choose to take half damage from an attack that would reduce him below 0 hit points once per day. He must be raging to do so. A barbarian must be of at least 22nd level to select this rage power.

*Reactionary Strike:* Once per rage, the barbarian may choose to make a melee attack against a creature who is attacking him as an immediate interrupt. Your attack interrupts the triggering attack, meaning it resolves first. If it would incapacitate your attacker, the attack fails. A barbarian must be of at least 22nd level to select this rage power.

*Reaving Slice:* The barbarian may attack each creature within reach as a standard action while he is raging. He may do this any number of times during his rage. If he moves through the secondary use of this





rage power, the new creatures coming into his reach from his movement may not become the targets of his attacks. Only the original targets within his reach. In addition, once per rage, he may spend an immediate action after successfully hitting with an attack to make a five-foot step. Until the beginning of his next turn, each time he hits with an attack, he may make a five-foot step immediately afterwards. A barbarian must be of at least 22nd level to select this rage power.

*Unconquerable Mind:* Once per rage, the barbarian may make a new saving throw against a mind-affecting effect currently affecting him that allowed a Will save. This new saving throw may be made as a free action while the barbarian is raging. A barbarian must be of at least 22nd level and have the clear mind rage power to select this rage power.

*Undying:* The barbarian may choose to spend 20 rounds of rage as at the start of his turn after dying to heal a number of hit points equal to twice his barbarian level plus twice his legendary barbarian level plus his Constitution score while raging. If this would bring him back into negative hit points, he remains at that new hit point total, stabilized. If this would bring the barbarian to a positive hit point total, he returns to life, raging, and creatures are flat-footed to him until the first time he attacks a creature or the end of his turn, whichever comes first. A barbarian must be of at least 22nd level to select this rage power. This power works even while not raging, or while unable to rage.

*Violent End:* Once per rage, the barbarian may make a single melee attack against a prone creature as a standard action. If it hits, the attack deals double damage, and if the attack reduces the creature below 0 hit points, they do not stabilize on their own, and the DC to stabilize them without healing magic is increased by an amount equal to their negative hit points. If the creature is not reduced below 0 hp, you gain a +4 bonus to AC for 1 round against its attacks. A barbarian must be at least 22nd level to select this rage power.

**Damage Reduction (Ex):** At 2nd level, a legendary barbarian gains damage reduction. Subtract 1 from the damage the barbarian takes each time she is dealt damage from a weapon or a natural attack. At 5th and 8th level, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but

not below 0 (This stacks with the damage reduction provided by the barbarian base class).

**Furious Strike (Ex):** A legendary barbarian of 3rd level can expend 1 extra round of rage while raging to deal legendary damage with a single attack on their turn. The save for this legendary damage is equal to  $10 + \frac{1}{2}$  barbarian + legendary barbarian levels + Constitution or Strength modifier.

**Deathless Frenzy (Ex):** A legendary barbarian of 5th level no longer dies at negative hit points equal to her Constitution score. She adds her barbarian and legendary barbarian levels to her Constitution score to determine the new negative hit point total that she dies at.

**All-Consuming Rage (Ex):** At 7th level, when a legendary barbarian enters rage, the morale bonus to her Strength and Constitution increases to +10 and the morale bonus on her Will saves increases to +6.

**Survivor's Thrill (Ex):** At 9th level, when a legendary barbarian saves against a legendary damage effect, she may enter rage as an immediate free action. If the legendary barbarian already in a rage, she may increase the morale bonuses from her rage to Strength and Constitution by +2 and the morale bonus to her Will saves by +2 until the end of her rage.

**Limitless Rage (Ex):** At 10th level, when a legendary barbarian enters rage, she may choose to deal legendary damage with any attack.



## LEGENDARY BARD

**Alignment:** Any

**Hit Dice:** d8

### CLASS SKILLS

The legendary bard's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Points:** 6 + Int modifier

## CHART 5-1: THE LEGENDARY BARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	<u>Inspire determination +1, paragon of inspiration</u>
2nd	+1	+0	+3	+3	<u>Devil's fiddle, bardic scholar</u>
3rd	+2	+1	+3	+3	<u>Inspire determination +2, inspire courage +1</u>
4th	+3	+1	+4	+4	<u>Dominate (person), librarian of legendary lore</u>
5th	+4	+1	+4	+4	<u>Inspire determination +3, sooth the soul</u>
6th	+4	+2	+5	+5	<u>Elegy of lamentation</u>
7th	+5	+2	+5	+5	<u>Inspire determination +4</u>
8th	+6/+1	+2	+6	+6	<u>Geas-quest, renaissance man</u>
9th	+6/+1	+3	+6	+6	<u>Inspire determination +5, inspire courage +2</u>
10th	+7/+2	+3	+7	+7	<u>Dominate (monster)</u>

### CLASS FEATURES

All of the following are class features of the legendary bard.

### WEAPON AND ARMOR PROFICIENCY

A legendary bard does not gain any additional proficiencies.

**Paragon of Inspiration:** Levels of legendary bard stack with levels of bard for the purposes of class features.

**Inspire Determination (Su):** A 1st level legendary bard can use his performance to inspire the will to keep fighting in his allies (including himself), bolstering them against death effect and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against death effects (including legendary damage checks) and a +1 competence bonus on attack and weapon damage rolls. At every odd level this bonus increases by +1, to a maximum of +5. Inspire determination is a mind-affecting ability. Inspire determination can use audible or visual components. The legendary bard must choose which component to use when starting his performance.

**Devil's Fiddle (Su):** At 2nd level a legendary bard's deadly performance has reached a whole new level. With just a sweet cord or an up-tempo swing, a bard can take the fate of a creature's life. The deadly performance ability now applies to any number of creatures the bard wishes to target within 60 feet and

its Will save is now DC 10 + ½ bard level + legendary bard level + the legendary bard's Charisma modifier. Creatures who successfully save must succeed on a second saving throw on the beginning of their next turn or be staggered for an additional 1d4 rounds. The DC of this new Will save is the same as the previous Will save, but 4 lower.

**Bardic Scholar (Ex):** You've heard everything at least once. Hell, you probably made up half the stuff you heard people tell back to you- but that doesn't meant there isn't some grain of truth to it. A legendary bard of 2nd level adds his full legendary bard level as a bonus on all Knowledge skill checks (in addition to half his bard level).

**Inspire Courage (Su):** A 3rd level a legendary bard improves his ability to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. This bonus is a +1 at 3rd level and a +2 at 9th level. This ability stacks with the ability from the bard base class. (Example: A bard 20/legendary bard 3 could inspire courage with a +5 moral bonus on saving throws against charm and fear effects and a +5 competence bonus on attack and weapon damage rolls.)

**Librarian of Legendary Lore (Ex):** A legendary bard of 4th level can always take 20 on a Knowledge check as a Standard action.

**Sooth the Soul (Ex):** Some songs speak to the soul. A legendary bard of 5th level who uses the soothing performance class feature of the bard automatically stabilizes any unconscious characters within 30 ft of the legendary bard. At 7th level the legendary bard



adds his Charisma bonus to the amount of healing each target receives.

**Dominate (Sp):** A legendary bard of 6th level or higher can use his performance to *dominate* (as per the spell *dominate person*) a creature that he has already fascinated with his bard performance. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A legendary bard can use this ability more than once against an individual creature during an individual performance.

A Will saving throw (DC 10 + ½ bard level + legendary bard level + the legendary bard's Charisma modifier) negates the effect. This ability affects only a single creature, mind-affecting, language-dependent ability and relies on audible components.

At 10th level this functions as the *dominate monster* spell. A creature under this effect may be given suicidal commands, however they get a +5 to the Will save made to break the effect if they are given them. This counts as an action that is against its nature.

**Elegy of Lamentation (Su):** A legendary bard of 6th level or higher can weave such lamentations into these soul-shattering performances that his enemies are driven before him. To be affected, an enemy must be able to hear the legendary bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 ½ bard level + legendary bard level + Charisma modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes panicked and flees for as long as the target can hear the bard's performance. The elegy of lamentation relies on audible components.

**Geas-Quest (Sp):** A bard of 8th level or higher can use his performance to compel a target to action (as per the spell *geas-quest*) a creature that he has already fascinated (see the bard class feature in Chapter 3 of the Pathfinder Core Rulebook). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

A Will saving throw (DC 10 + ½ bard level + legendary bard level + the legendary bard's Charisma modifier)

negates the effect. This ability affects only a single creature, mind-affecting, language-dependent ability and relies on audible components.

**Renaissance Man (Ex):** A jack of all trades is a master of none. However, through the synergistic nature of knowledge and experience you've learned that is not quite true. Truly a renaissance man, a legendary bard of 8th or higher can, once per day, take a 20 when making a skill check as a standard action.

### CHART 5-2: THE LEGENDARY BARD'S SPELLS PER DAY

Character Level	1st	2nd	3rd	4th	5th	6th
1st	6	6	6	6	<u>6</u>	5
2nd	7	6	6	6	<u>6</u>	5
3rd	8	7	6	6	<u>6</u>	6
4th	8	8	7	6	<u>6</u>	6
5th	8	8	8	7	<u>6</u>	6
6th	8	8	8	8	<u>7</u>	6
7th	9	8	8	8	<u>8</u>	7
8th	9	9	8	8	<u>8</u>	8
9th	9	9	9	8	<u>8</u>	8
10th	9	9	9	9	<u>8</u>	8

### CHART 5-3: THE LEGENDARY BARD'S SPELLS KNOWN

Character Level	0th	1st	2nd	3rd	4th	5th	6th
1st	6	6	6	6	6	6	6
2nd	7	6	6	6	6	6	6
3rd	7	7	6	6	6	6	6
4th	8	7	7	6	6	6	6
5th	8	8	7	7	6	6	6
6th	9	8	8	7	7	6	6
7th	9	9	8	8	7	7	6
8th	10	9	9	8	8	7	7
9th	10	10	9	9	8	8	7
10th	11	10	10	9	9	8	8

## CHART 7-1: THE LEGENDARY CLERIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1st	+0	+2	+0	+2	<u>Channel energy +1d6, paragon of faith, advanced domains, armor of faith</u>	+1
2nd	+1	+3	+0	+3	<u>Saint</u>	+1
3rd	+2	+3	+1	+3	<u>Channel energy +2d6</u>	+2
4th	+3	+4	+1	+4	<u>Will/wrath of the gods</u>	+2
5th	+4	+4	+1	+4	<u>Channel energy +3d6</u>	+3
6th	+4	+5	+2	+5	<u>Saintly aura</u>	+3
7th	+5	+5	+2	+5	<u>Channel energy +4d6</u>	+4
8th	+6/+1	+6	+2	+6		+4
9th	+6/+1	+6	+3	+6	<u>Channel energy +5d6</u>	+5
10th	+7/+2	+7	+3	+7		+5



### LEGENDARY CLERIC

**Alignment:** A legendary cleric's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis (see Chapter 7 of the Pathfinder Core Rulebook)

**Hit Dice:** d8

### CLASS SKILLS

The legendary cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points:** 2 + Int modifier

### CLASS FEATURES

All of the following are class features of the legendary cleric.

### WEAPON AND ARMOR PROFICIENCY

A legendary cleric does not gain any additional proficiencies.

### LEGENDARY LEVEL CLERIC SPELLS

While a legendary cleric's faith grows ever stronger, few spells require the power granted by 10th, 11th, and

12th spell slots. These spell slots are normally used to cast spells of lower levels, or to augment already high level spells with metamagic feats. Spells of 10th level or higher are not learned by progressing in level. They may only be learned in game or by taking a feat that allows your character to discover the spell. However, where it is indicated that a cleric gains 1 additional bonus spell from her domain, a legendary cleric gains 2.

## CHART 7-2: THE LEGENDARY CLERIC'S SPELLS PER DAY

Character Level	10th	11th	12th
1st	1	-	-
2nd	2	-	-
3rd	2	1	-
4th	3	2	-
5th	3	2	1
6th	3	3	2
7th	4	3	2
8th	4	4	3
9th	4	4	3
10th	4	4	4

\*A legendary cleric does not gain any new additional spells below 10th level.

**Channel Energy:** Epic clerics gains an additional 1d6 points of healing/damage to her channel positive energy class feature for every odd level.

**Armor of Faith:** A legendary cleric of at least 1st level gains a bonus equal to the number of dice used



in their channel energy class feature to save against legendary damage.

**Paragon of Faith:** Levels of legendary cleric stack with levels of cleric for the purposes of class features.

**Advanced Domains:** A cleric gains access to two more of their deity's domains. She uses her legendary cleric level as her effective cleric level for the purposes of determining when she gains domain spells and powers. (Example: A character with 20 level of cleric and 8 levels of legendary cleric would qualify for the "unity" domain power if one of her new domains was community. Unity is gained at 8th level).

**Saint (Su):** A legendary cleric of 2nd level receives a divine spark from their deity. This represents the deity itself sharing a fraction of its power with the legendary cleric. The legendary cleric literally becomes a symbol of the faith. Her own likeness (including her body itself) counts as a holy symbol for the purposes of her spells.

**Will/Wrath of the Gods (Su):** A good legendary cleric of 4th level or higher can draw the divinity their deity has granted her around her like a cloak. A good aligned legendary cleric can expend a use of channel energy to automatically pass a legendary damage check as an immediate reaction to failing a save against legendary damage.

An evil aligned legendary cleric can expend two extra uses of channel energy while channeling negative energy to cause legendary damage with her channel negative energy class feature on one target in the range of the burst who takes damage from her channel negative energy attempt. She must designate this target before any damage is rolled for the channel negative energy attack. The Will save for this legendary damage is equal to  $10 + \frac{1}{2}$  cleric + legendary cleric levels + Charisma modifier.

**Saintly Aura (Su):** A legendary cleric of 6th level shares her bonus from her armor of faith class feature with all allies in 30 feet.



## LEGENDARY DRUID

**Alignment:** Any neutral

**Hit Dice:** d8

## CLASS SKILLS

The legendary druid's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

**Skill Points:** 4 + Int modifier.

## CLASS FEATURES

All of the following are class features of the legendary druid.

**Weapon and Armor Proficiency:** A legendary druid does not gain any additional proficiencies.

**Legendary Level Druid Spells:** While a legendary druid's power grows ever stronger, few spells require the power granted by 10th, 11th, and 12th spell slots. These spell slots are normally used to cast spells of lower levels, or to augment already high level spells with metamagic feats. Spells of 10th level or higher are not learned by progressing in level. They may only be learned in game or by taking a feat that allows your character to discover the spell.

**Improved Natural Bond:** A legendary druid has a powerful bond with nature that only those who commune as they do can experience. If the druid has a natural bond that gives them a cleric domain, they may select an additional domain from the natural bond list to pick spells from. Treat your effective cleric level for this new domain as your legendary druid level for determining powers.

If the legendary druid has a bond with an animal companion, the companion continues to advance on that chart, and has his BAB increased to equal his HD.

**Improved Nature Sense:** A legendary druid of 1st level gets a +4 bonus on Knowledge (nature) and Survival checks.

**Paragon of Nature:** Levels of legendary druid stack with levels of druid for the purposes of determining your effective level for class features. When you gain this class feature, you may choose one of several ways to express your bond with nature. You may choose one of the following: Beastmaster, Lord of the Green, or Wild-Man.

## CHART 8-1: THE LEGENDARY DRUID

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1st	+0	+2	+0	+2	<u>Improved natural bond, improved nature sense, paragon of nature, divine countenance</u>	+1
2nd	+1	+3	+0	+3	<u>Sacrifice of nature</u>	+1
3rd	+2	+3	+1	+3	<u>Legendary wild shape</u>	+2
4th	+3	+4	+1	+4		+2
5th	+4	+4	+1	+4		+3
6th	+4	+5	+2	+5	<u>Legendary wild shape</u>	+3
7th	+5	+5	+2	+5		+4
8th	+6/+1	+6	+2	+6		+4
9th	+6/+1	+6	+3	+6	<u>Legendary wild shape</u>	+5
10th	+7/+2	+7	+3	+7		+5

## CHART 8-2: THE LEGENDARY DRUID'S SPELLS PER DAY

Character Level	10th	11th	12th
1st	1	-	-
2nd	2	-	-
3rd	2	1	-
4th	3	2	-
5th	3	2	1
6th	3	3	2
7th	4	3	2
8th	4	4	3
9th	4	4	3
10th	4	4	4

\*A legendary druid does not gain any new additional spells below 10th level.

**Lord of Green:** The druid gains the plant type (They count as both humanoids and plants), and gain the following:

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- No longer needs to sleep

In addition, you are treated as being under the effects of speak with plants constantly.

**Beastmaster:** Your animal companion may treat any spell the druid casts on him as having double its normal duration. This ability does not stack with

abilities that also increase a spell's duration, such as Extend Spell. The druid's animal companion gains a +1 natural armor bonus and a +1 bonus to Strength and Dexterity for every 2 levels of legendary druid the druid has attained. The druid may have any animal targeted by an enchantment spell he casts roll twice when making their saving throw and take the lower result. When attacking the druid for the first time, animals must make a Will save (DC 10 + ½ druid level + legendary druid level + Wisdom modifier) or be unable

to attack him until the beginning of the creature's next turn. A creature who successfully makes this save is immune to the effects for 24 hours.

**Wild-Man:** You are more at home in the wilderness than with people. While in natural terrain, you may always find food for yourself if it exists in the environment by foraging for an hour. Your movement cannot be impeded by natural terrain, including natural terrain altered by magic. Any traps, magical or otherwise, you place into natural terrain have a +20 to their Perception DC to be spotted. You may spend a use of wild-shape to gain a special ability granted by any of the spells it can emulate for its normal duration while in any form.

**Divine Countenance (Su):** A legendary druid's animal companion has the same divinity score as the druid. This emanates from the druid and is not a feature of the legendary druid's animal companion.

**Sacrifice of Nature (Sp):** Death is a natural part of life. A being of the nature knows this better than



any perhaps. Any time a legendary druid of 2nd level would suffer legendary damage, a druid may instead sacrifice the use a spell to immediately gain a bonus to the saving throw against legendary damage equal to the level of the spell slot sacrificed.

**Legendary Wild Shape (Su):** A legendary druid of 3rd level's wild shape functions as beast shape IV. A legendary druid can now take the form of a dragon as well. Wild shape can now function as *form of the dragon I*.

At 6th level a legendary druid wild shape is more potent. When they turn into a dragon, wild shape can now function. as *form of the dragon II*.

At 9th level a legendary druid's wild shape has reached a level of perfection. When they turn into a dragon, wild shape can now function as *form of the dragon III*.

**Improved Natural Attack:** An animal companion gains the Improved Natural Attack feat as described in the Pathfinder Bestiary even if they do not qualify for it.

**Improved Devotion:** An animal companion gains a total of +8 morale bonus on Will saves against enchantment spells and effects.

**Uncanny Dodge (Ex):** An animal companion cannot be caught flat-footed, even if the attacker is invisible. It still loses its Dexterity bonus to AC if immobilized. An animal companion with this ability can still lose its Dexterity bonus to AC if an opponent

successfully uses the feint action against it.

**Improved Uncanny Dodge (Ex):** An animal companion can no longer be flanked. This defense denies a rogue the ability to sneak attack the animal companion by flanking it, unless the attacker has at least two more rogue levels than the animal companion's HD.



## LEGENDARY FIGHTER

**Alignment:** Any

**Hit Dice:** d10

### CLASS SKILLS

The legendary fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Points:** 2 + Int modifier.

### CLASS FEATURES

All of the following are class features of the legendary fighter.

**Weapon and Armor Proficiency:** A legendary fighter does not gain any additional proficiencies.

## CHART 8-3: ANIMAL COMPANION BASE STATISTICS BEYOND 20TH LEVEL

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
21st	17	+13	+11	+11	<u>+5</u>	17	9	+13	+7	8	<u>Improved natural attack</u>
22nd	18	+14	+11	+11	<u>+6</u>	18	10	+13	+7	8	
23rd	18	+14	+11	+11	+6	18	10	+14	+8	9	<u>Uncanny dodge</u>
24th	19	+15	+12	+12	+6	19	10	+14	+8	9	
25th	20	+15	+12	+12	<u>+6</u>	20	11	+4	+8	9	Ability score increase
26th	21	+16	+13	+13	+7	21	11	+15	+9	10	<u>Improved devotion</u>
27th	21	+16	+13	+13	+7	21	11	+15	+9	10	
28th	22	+17	+13	+13	<u>+7</u>	22	12	+15	+9	10	
29th	23	+17	+14	+14	<u>+7</u>	<u>23</u>	12	+16	+10	11	
30th	24	+17	+14	+14	<u>+8</u>	24	13	+16	+10	11	<u>Improved uncanny dodge</u> , Ability score increase

## CHART 9-1: THE LEGENDARY FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	<u>Fearless, paragon of war, weapon training +1</u>
2nd	+2	+3	+0	+0	<u>Bonus feat, bravery +1, death strike 1/day</u>
3rd	+3	+3	+1	+1	<u>Armor training +1</u>
4th	+4	+4	+1	+1	<u>Bonus feat, bravery +2, death strike 2/day</u>
5th	+5	+4	+1	+1	<u>King of arms, weapon training +2</u>
6th	+6	+5	+2	+2	<u>Bonus feat, bravery +3, death strike 3/day</u>
7th	+7	+5	+2	+2	<u>Armor training +2</u>
8th	+8	+6	+2	+2	<u>Bonus feat, bravery +4, death strike 4/day</u>
9th	+9	+6	+3	+3	<u>Weapon training +3</u>
10th	+10	+7	+3	+3	<u>Bonus feat, bravery +5, death strike 5/day, emperor of arms</u>

**Bonus Feats:** A legendary fighter does not gain any additional proficiencies.

**Fearless (Ex):** A legendary fighter of 1st level can be immune to fear of any sort.

**Paragon of War:** Levels of legendary fighter stack with levels of fighter for the purposes of class features. In addition, a legendary fighter has looked death in the face and seen only his own reflection. He may apply his bonus from the bravery class feature on all legendary damage saves.

**Weapon Training + (Ex):** A legendary fighter masters combat, and then begins improving it. A legendary fighter can select a new weapon group as though he had gained another weapon training class feature. This increases the bonus the legendary fighter gains to all of his weapon groups by +1. This stacks with the fighter ability of the same name.

**Death Strike (Ex):** The magnum opus of all combat techniques is the ability to slay a man where he stands in a single blow. At 2nd level, the legendary fighter gains the ability to deal legendary damage with an attack. This ability may be used with an attack action made as a standard action. If the attack hits, the target is dealt legendary damage. The save for this legendary damage is equal to  $10 + \frac{1}{2}$  fighter + legendary fighter levels + Strength modifier. A death strike may only be delivered using a weapon that the legendary fighter has taken the weapon training feat in.

**Armor Training + (Ex):** At 3rd level, a legendary fighter improves his ability to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum

of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. At 7th level this bonus increases to +2. This stacks with the fighter ability of the same name.

**King of Arms (Ex):** At 5th level, a legendary fighter gains mastery over a damage type. Each type of damage provides a new venue for dealing legendary damage. The save for this legendary damage is equal to  $10 + \text{fighter} + \text{legendary fighter levels} + \text{Strength modifier}$ . He selects one damage type from the list below. The fighter must deal that type of damage with his attack to deal legendary damage with it.

**Slashing:** If the fighter confirms a critical hit with a slashing weapon, that attack deals legendary damage.

**Bludgeoning:** If the fighter hits with a charge attack or rolls a natural 20 on an attack roll, that attack deals legendary damage.

**Piercing:** If the fighter hits with at least three piercing attacks against the same target during his turn, the target must pass a legendary damage save. For every two attacks that hit beyond three, the target must make an extra legendary damage save.

**Emperor of Arms (Ex):** At 10th level, a legendary fighter may choose to use his death strike with any attack he makes using the damage type he chose for king of arms. He may expend a use of death strike to reroll an attack roll made to confirm a critical hit while using a weapon that deals that kind of damage.





## LEGENDARY MONK

**Alignment:** Any Lawful

**Hit Dice:** d8

### CLASS SKILLS

The legendary monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Skill Points:** 4 + Int modifier.

### CLASS FEATURES

All of the following are class features of the legendary monk.

**Weapon and Armor Proficiency:** A legendary monk does not gain any additional proficiencies.

**Paragon of Inner Strength:** Levels of legendary monk stack with levels of monk for the purposes of his class features. In addition, a legendary monk has perfected his inner strength and harmonized his spirit. Each level of legendary monk adds 1 *ki* point to his *ki* pool when determining the size of his *ki* pool (Example: If a monk 20/legendary monk 5 has a Wisdom modifier of +13, he would have 28 *ki* points). In addition, upon taking his 1st level of legendary monk, the legendary monk loses any BAB from his normal monk progression and instead gains BAB equal to his monk level. If he would gain levels of monk after taking a level of legendary monk, he gains +1 BAB each level instead.

**Quivering Palm (Su):** A legendary monk of 1st level may use the quivering palm one additional time per day. The legendary monk may only ever have one quivering palm active at a time. At 5th and 9th level, a legendary monk gains an additional use per day, to a maximum of 4 at 9th level.

**Transcendence (Ex):** At 1st level legendary monk may turn into an ethereal state at will as if using the spell *etherealness*. He cannot take other creatures with him when he uses this ability.



## CHART 10-1: THE LEGENDARY MONK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	<u>Paragon of inner strength</u> , <u>transcendence</u> , <u>quivering palm (2/day)</u>
2nd	+2	+3	+3	+3	Bonus feat
3rd	+3	+3	+3	+3	<u>Deathless</u>
4th	+4	+4	+4	+4	<u>Light step</u> , warrior of the spirit
5th	+5	+4	+4	+4	<u>Iron fist</u> , <u>quivering palm (3/day)</u>
6th	+6	+5	+5	+5	Bonus feat, <u>the one thousand fist</u>
7th	+7	+5	+5	+5	<u>Bottomless spirit</u>
8th	+8	+6	+6	+6	<u>Death touch</u>
9th	+9	+6	+6	+6	<u>Quivering palm (4/day)</u>
10th	+10	+7	+7	+7	Bonus feat

Using this ability is a swift action that consumes 3 points from his *ki* pool. Sustaining it costs 1 *ki* point and is a free action. This ability only affects the monk and cannot be used to make other creatures ethereal.

**Light Step (Ex):** A legendary monk of 4th level can ignore the effects of difficult terrain in natural environments, as if it were normal terrain so long as he has at least one *ki* point in his pool unused.

**Warrior of the Spirit:** When a legendary monk reaches 4th level the DR provided by perfect self improves to 15. At 7th and 10th level it improves again as indicated on chart 9-2. Likewise, the spell resistance granted by diamond soul also increases.

**Deathless (Su):** At 3rd level a legendary monk can spend *ki* points as an immediate reaction to taking

legendary damage. For every 1 *ki* point that the monk expends, he receives a +1 bonus on the save against legendary damage. He may expend a number of points up to his legendary monk level. Activating this ability is a free action as part of making a save against legendary damage.

**Iron Fist (Su):** At 5th level a legendary monk can expend *ki* points to give his fists or monk weapons an enhancement bonus or weapon enhancement as a move action for a number of rounds equal to your Wisdom modifier. The amount of *ki* points he must expend is listed on table 9-3 “Iron Fist”. You may apply legendary enhancements to a weapon with this ability, provided the weapon has at least a +6 bonus. If the enchantment is applied to the monk’s unarmed

## CHART 10-2: THE LEGENDARY MONK SPECIAL FEATURES

Level	Flurry of Blows Attack Bonus	Unarmed Damage*	AC Bonus	Fast Movement	DR/Chaotic	Spell Resistance
1st	+19/+19/+14/+14/+9/+9/+4/-1	2d10	+5	+70 ft.	10	Level + 10
2nd	+20/+20/+15/+15/+10/+10/+5/-0	2d10	+5	+70 ft.	10	Level + 10
3rd	+21/+21/+16/+16/+11/+11/+6/+6/+1	2d10	+5	+70 ft.	10	Level + 10
4th	+22/+22/+17/+17/+12/+12/+7/+7/+2	4d6	+6	+80 ft.	15	Level + 15
5th	+23/+23/+18/+18/+13/+13/+8/+8/+3	4d6	+6	+80 ft.	15	Level + 15
6th	+24/+24/+19/+19/+14/+14/+9/+9/+4/-1	4d6	+6	+80 ft.	15	Level + 15
7th	+25/+25/+20/+20/+15/+15/+10/+10/+5/-0	4d6	+6	+90 ft.	20	Level + 20
8th	+26/+26/+21/+21/+16/+16/+11/+11/+6/+6/+1	4d8	+7	+90 ft.	20	Level + 20
9th	+27/+27/+22/+22/+17/+17/+12/+12/+7/+7/+2	4d8	+7	+90 ft.	20	Level + 20
10th	+28/+28/+23/+23/+18/+18/+13/+13/+8/+8/+3	4d8	+7	+100 ft.	25	Level + 25



strike, the enchantment must be able to be applied to melee weapons that deal the same type of damage as his unarmed strikes (Examples: A legendary monk could expend 3 *ki* points to give his fists the speed enchantment for rounds equal to his Wisdom modifier, but could not gain the *vorpal* enchantment by spending 5 *ki* points). A monk can also choose to give his fists the ability to overcome DR/ epic for the cost of a +3 enchantment bonus. If the legendary monk activates this ability again while it is still active, the old effect immediately ends.

## CHART 10-3: IRON FIST

Enchantment Bonus	Ki Points Required
+1	1
+2	2
+3	3
+4	4
+5	5
+6	6
+7	7
+8	8
+9	9
+10	10

**The One Thousand Fist (Ex):** If practiced correctly, a single punch can feel like two. Ten can feel like a hundred and a hundred can feel like a thousand. With such a mastery of the martial arts, a legendary monk of 6th level can perform a perfect series of blows that feels like a thousand have landed upon their target. If, during a flurry of blows attempt, at least four attacks successfully hit and dealt damage to a target, the target must make a legendary damage save. The save for this legendary damage is equal to 10 + ½ monk + legendary monk levels + Wisdom modifier.

**Bottomless Spirit (Su):** At 7th level, the legendary monk's spiritual enlightenment allows him to tap into reservoirs of power that have remained long hidden. He gains an additional number of points in his *ki* pool equal to his Wisdom modifier. This is in addition to the *ki* points granted by the *ki* pool class feature.

**Death Touch (Su):** At 8th level, any creature who is under the effect of the legendary monk's quivering palm must roll twice when saving against the monk's legendary damage and take the lower result.



## LEGENDARY PALADIN

**Alignment:** Lawful good

**Hit Dice:** d10

### CLASS SKILLS

The legendary paladin's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points:** 2 + Int modifier.

### CLASS FEATURES

All of the following are class features of the legendary paladin.

**Weapon and Armor Proficiency:** A legendary paladin does not gain any additional proficiencies.

**Paragon of Mercy:** Levels of legendary paladin stack with levels of paladin for the purposes of class features. He gains the reliquaries feature if he chose a weapon for his divine bond, or he gains divine countenance if he chose a mount for his divine bond. Variant paladins with other class features that replace bonded weapon may use the item enhanced by that class feature as a reliquary.

**Destroy Evil (Su):** When a legendary paladin of 1st level makes a melee attack against the target of his smite, he may deal legendary damage with one attack per round against the target of his smite. The save DC for his legendary damage is equal to 10 + ½ paladin level + legendary paladin level + Charisma modifier. A legendary paladin automatically passes all legendary damage tests from the target of his smite.

**Reliquaries (Su):** The symbols of a legendary paladin are venerated as holy artifacts by those of the faith. They achieve a level of divinity that reflects the paladin's status in the eyes of his deity. Any one weapon bound to a legendary paladin by way of the divine bond class feature counts as a holy symbol for the purposes of casting a spell. Only one such reliquary may exist at a given time per paladin. A paladin must dedicate 6 hours to prayer to change what his reliquary is.

## CHART 11-1: THE LEGENDARY PALADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1st	+1	+2	+0	+0	<u>Paragon of mercy, destroy evil, reliquaries or divine countenance, domain, mercy</u>	+1
2nd	+2	+3	+0	+0	<u>Saving grace, smite evil/ 1 day</u>	+1
3rd	+3	+3	+1	+1	<u>Wings of the angels</u>	+1
4th	+4	+4	+1	+1	Mercy, smite evil/ 2 day, <u>truespeech</u>	+1
5th	+5	+4	+1	+1	Selfless sacrifice	+2
6th	+6	+5	+2	+2	Smite evil/ 3 day	+2
7th	+7	+5	+2	+2	Mercy, <u>aura of protection</u>	+2
8th	+8	+6	+2	+2	Smite evil/ 4 day	+2
9th	+9	+6	+3	+3	<u>Knight of the angels</u>	+3
10th	+10	+7	+3	+3	Smite evil/ 5 day	+3

## CHART 11-2: THE LEGENDARY PALADIN'S SPELLS PER DAY

Character Level	1st	2nd	3rd	4th
1st	5	4	3	3
2nd	5	4	3	3
3rd	5	4	4	3
4th	5	5	4	4
5th	6	5	4	4
6th	6	5	4	4
7th	6	5	5	4
8th	6	6	5	5
9th	7	6	5	5
10th	7	6	5	5

**Divine Countenance (Su):** A legendary paladin's bound mount has the same divinity score as the paladin. This divine spark emanates from the paladin and is not a feature of the legendary paladin's bonded mount.

**Domain:** A paladin's deity influences his alignment, what magic he can perform, his values, and how others see him. A legendary paladin can choose 1 domain from among those belonging to his deity. A legendary paladin can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

This domain grants a number of domain powers, dependent upon the level of the legendary paladin, as well as a number of bonus spells. A legendary paladin gains one domain spell slot for each level of legendary

paladin spell he can cast, from 1st on up. Each day, a legendary paladin can prepare one of the spells from his domain in that slot. If a domain spell is not on the paladin spell list, a legendary paladin can prepare it only in his domain spell slot. Domain spells cannot be used to cast spells spontaneously.

In addition, a legendary paladin gains the listed powers from his domain, if he is of a high enough level. Unless otherwise noted, activating a domain power is a standard action. Domains are listed in the cleric's entry in Chapter 3 of the Pathfinder Core Rulebook.

A legendary paladin uses his legendary paladin level as his effective paladin level for the purposes of determining when he gains domain spells and powers (Example: A character with 20 level of paladin and 8 levels of legendary paladin would qualify for the "unity" domain power if one of his new domains was community. Unity is gained at 8th level).

**Saving Grace (Su):** A legendary paladin of 2nd level is granted a bonus on saving throws against legendary damage attacks equal to his Charisma modifier. As a swift action, he may grant this bonus to an ally within 30 feet for 1 round per paladin level by expending a use of lay on hands. He may instead expend 3 uses of lay on hands to grant this bonus for the same duration to all allies within 30 feet.

**Wings of the Angels (Su):** At 3rd level, a legendary paladin may grow feathery angel wings from his back as a standard action, giving him a fly speed of 60 feet with average maneuverability. He can dismiss the wings as a free action.



**Truespeech (Su):** A legendary paladin of 4th level has had his mind awakened by the growing divine spark within his and they learn truespeech as a language.

**Selfless Sacrifice (Su):** A legendary paladin of 5th level can expend a use of lay on hands as an immediate reaction when an ally within 30 feet fails a saving throw against legendary damage. The legendary paladin takes the legendary damage instead, but receives a new save against the legendary damage.

**Aura of Protection (Su):** A legendary paladin of 7th level gains a protective aura not unlike those an angel might have. Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the legendary paladin. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals the legendary paladin's paladin level + legendary paladin level). The paladin may activate or deactivate this ability as a free action on his turn.

**Knight of the Angels (Su):** A legendary paladin of 9th level has gained the right to

join the choirs of the angels before his time on the mortal plane is done. He gains the angelic subtype and the following bonuses:

- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.



## LEGENDARY RANGER

**Alignment:** any

**Hit Dice:** d10

### CLASS SKILLS

The legendary ranger's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Points:** 4 + Int modifier.

### Class Features

All of the following are class features of the legendary ranger.

**Weapon and Armor Proficiency:**

A legendary ranger does not gain any additional proficiencies

### Paragon of Cunning:

Levels of legendary ranger stack with levels of ranger for the purposes of class features.

### Hunter of Legend (Ex):

A legendary ranger automatically passes saves to negate legendary damage from the abilities or effects created by his favored enemies.

### Improved Wild Empathy (Ex):

A legendary



## CHART 12-1: THE LEGENDARY RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1st	+1	+2	+0	+0	<u>Paragon of cunning, hunter of legend, longstrider, improved wild empathy</u>	+1
2nd	+2	+3	+0	+0	<u>Combat style feat</u>	+1
3rd	+3	+3	+1	+1	<u>Diehard</u>	+1
4th	+4	+4	+1	+1	6th favored enemy, improved hunters bond	+1
5th	+5	+4	+1	+1	<u>Lord of the hunt</u>	+2
6th	+6	+5	+2	+2	<u>Combat style feat</u>	+2
7th	+7	+5	+2	+2	<u>Uncanny dodge</u>	+2
8th	+8	+6	+2	+2	<u>Master tracker</u>	+2
9th	+9	+6	+3	+3	<u>Greater quarry</u>	+3
10th	+10	+7	+3	+3	7th favored enemy, <u>combat style feat</u>	+3

## CHART 12-2: THE LEGENDARY RANGER'S SPELLS PER DAY

Character Level	1st	2nd	3rd	4th
1st	5	4	3	3
2nd	5	4	3	3
3rd	5	4	4	3
4th	5	5	4	4
5th	6	5	4	4
6th	6	5	4	4
7th	6	5	5	4
8th	6	6	5	5
9th	7	6	5	5
10th	7	6	5	5

ranger is able to form an empathetic link with any creature he spends 1 minute making a wild empathy check with. This functions as an empathetic link described for the wizard's familiar. The distance on this is 100 feet and only functions during the wild empathy check.

**Longstrider (Ex):** A legendary ranger gains the ability to move over his favored terrain without so much as a faltered step. He may move through difficult terrain as if it were normal terrain for the purposes of movement. At 6th level a legendary ranger can ignore the penalty to movement that obstacles that partially obscure a square would impose.

**Combat Style Feat (Ex):** The legendary ranger's expertise manifests in the form of bonus feats at 2nd, 6th, and 10th level. He can choose feats from his

selected combat style, even if he does not have the normal prerequisites. At 2nd level a legendary ranger can select a second combat style. He may choose his combat style feat from either his original or second combat style. The following feats from this book can be taken with the corresponding combat styles.

*Archery:* Sniper shot, rain of death, improved rapid shot, total barrage

*Two Weapon Fighting:* Legendary two weapon fighting and master of two

**Diehard:** A legendary ranger gains Diehard as a bonus feat at 3rd level. If a legendary ranger already has this feat or gains it afterwards, he is not staggered while below 0 HP.

**Improved Hunter's Bond (Ex):** A legendary ranger's hunter's bond improves as his skill does. A legendary ranger of 4th level has the following improvements to his hunter's bond class feature:

- Granting allies the bonus from his hunter's bond is now a swift action that grants his full favored enemy bonus.
- The ranger's effective druid level for the purposes of his animal companion is equal to his full ranger level (No longer at a -3).

**Lord of the Hunt (Ex):** When a legendary ranger of 5th level makes an attack using his master hunter class feature his attack deals legendary damage. The save DC for this legendary damage is equal to 10 + 1/2 ranger + legendary ranger level + Wisdom modifier. A successful save against this legendary damage still means the creature must make a Fortitude save, as



described in the master hunter class feature.

**Uncanny Dodge (Ex):** Starting at 7th level, a legendary ranger can react to danger before her senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses her Dexterity bonus to AC if immobilized. A legendary ranger with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against him. If a legendary ranger already has this class feature from another class they instead gain the improved uncanny dodge class feature (Using their legendary ranger level plus their ranger level as their effective rogue level).

**Master Tracker (Ex):** At 8th level, a legendary ranger takes no penalty when moving at up to twice his normal speed while tracking.

**Greater Quarry (Ex):** When a legendary ranger of 9th defines his quarry, the bonus he is granted is increases to +8. If a ranger rolls a natural 20 on the target of his quarry with an attack roll, he can chose to deal legendary damage.



## LEGENDARY ROGUE

**Alignment:** Any

**Hit Dice:** d8

### CLASS SKILLS

The legendary rogue's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Points:** 8 + Int modifier.

### CLASS FEATURES

All of the following are class features of the legendary rogue.

**Weapon and Armor Proficiency:** A legendary rogue does not gain any additional proficiencies.

**Paragon of Stealth:** Levels of legendary rogue stack with levels of rogue for the purposes of class features.

**Legendary Sneak Attack (Ex):** When a legendary rogue of 1st level makes a sneak attack, she may forge the normal sneak attack damage and deal legendary damage instead. The save DC for this Fortitude based legendary damage is equal to 10 + ½ rogue level + legendary rogue level + Dexterity modifier. If the target saves against the legendary damage, the attack deals only normal weapon damage.

**Rogue Talents:** As a legendary rogue continues to gain experience, she improves the number of rogue talents she has mastered. Starting at 2nd level, a legendary rogue gains one rogue talent (or advanced rogue talent). She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once.

**Assassin's Knife (Ex):** The rogue has had plenty of practice identify an enemy's weak points and then slipping her knife past their defenses be they armor, spell, or favor of fate. When the rogue deals legendary damage with her legendary sneak attack class feature, the DC to resist that legendary damage is increased by the rogue's Intelligence modifier. If the rogue has the death attack class feature from the assassin prestige class or from the ninja class, she may add her Charisma modifier to the DC instead.

**Fate's Murderer (Ex):** Where the rogue walks, even the mightiest of gods and monsters seem to meet their end through dumb luck as often as through skill. Once per day, the rogue may cause a single enemy within sight of herself to reroll all successful saves against legendary damage until the start of the rogue's next turn. If the target of this ability is slain after failing a rerolled save, it means that the target has made some unlucky error or otherwise had fate work against it to cause it to fail that save. A giant might slip on the remains of its previous victims or a dragon might bang its head on the ceiling while trying to sidestep an attack, for instance. Activating this ability is a free action.

**Dead Man Walking (Ex):** The rogue can attack with such precision and steadiness of hand that her victims won't even realize they've been attacked. The first time a creature is hit by the rogue's sneak attack

## CHART 13-1: THE LEGENDARY ROGUE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, <u>paragon of stealth</u> , <u>legendary sneak attack</u>
2nd	+1	+0	+3	+0	Sneak attack +2d6, <u>rogue talent</u> , <u>Jack of all trades</u>
3rd	+2	+1	+3	+1	Sneak attack +3d6, trap sense +1
4th	+3	+1	+4	+1	Sneak attack +4d6, <u>rogue talent</u>
5th	+4	+1	+4	+1	Sneak attack +5d6, <u>master of many talents</u>
6th	+4	+2	+5	+2	Sneak attack +6d6, <u>rogue talent</u> , trap sense +2
7th	+5	+2	+5	+2	Sneak attack +7d6
8th	+6/+1	+2	+6	+2	Sneak attack +8d6, <u>rogue talent</u>
9th	+6/+1	+3	+6	+3	Sneak attack +9d6, trap sense +3
10th	+7/+2	+3	+7	+3	Sneak attack +10d6, <u>rogue talent</u>

in a day, it must make a Perception check opposed by a Stealth check from the rogue. If the creature fails the Perception check, it remains unaware of both the rogue and its own injuries.

Additionally, once per day in a round when the rogue deals sneak attack damage, she may decide to delay the damage from her attacks for up to 1 round per Dexterity modifier. The target of the damage will take said damage at the start of the rogue's turn that many rounds later.

*Retroactive Stealth (Ex):* The rogue's foes blink in confusion, only to realize that the rogue has somehow slipped away from them and already stealthily made her way to another location on the battlefield. Once per encounter, at the start of her turn, the rogue may relocate to any location within 30 feet of her current position as a swift action. This does not provoke attacks of opportunity. The new location may not be occupied by another creature or by objects larger than tiny. The rogue may not use this talent if she is entangled, immobilized, or otherwise unable to move. Additionally, any enemies adjacent to the rogue after this movement is performed are considered to be flat-footed against the rogue.

*Ghost Step (Ex):* The rogue dodges an attack with ease before reappearing behind her hapless foe and plunging a dagger into his back. Once per encounter, if an enemy attempts to hit the rogue with at least one melee attack but fails to deal any damage to the rogue, the rogue may move to any square adjacent to the attacker as an immediate reaction. The rogue may then immediately make an epic sneak attack at her highest

base attack bonus against the attacker. The new location may not be occupied by another creature or by objects larger than tiny. The rogue may not use this talent if she is entangled, immobilized, or otherwise unable to move.

*Thief of Legends (Su):* The rogue's foes have been claiming that she's impossible to see when she doesn't want to be seen. These stories have taken on a supernatural significance that allows the rogue to hide from even the eyes of the gods. Once per encounter, the rogue may turn *invisible* (as per the spell with a caster level equal to the rogue's HD). Spells and other effects that normally negate *invisibility* (such as *true seeing* or *see invisibility*) do not allow others to see the rogue unless they are created by creatures with a divinity score greater than the rogue's. Activating this ability is a move action.

*Arcane Saboteur (Su):* The rogue can tear all magical protection away from her foe, however briefly. This talent functions exactly as the Dispel Attack rogue talent except that the *greater dispel* effect targets any number of spell effects active on the target. The rogue's effective caster level for this talent is equal to 10 + the rogue's HD + the rogue's Intelligence modifier. The rogue must have taken the Dispel Attack talent before taking this talent.

*Impossible Impersonation (Sp):* The rogue's ability to disguise herself as other creatures has gone beyond being merely uncanny. When she disguises herself as a creature, reality itself seems to be fooled. Once per day, if she has 10 minutes to focus on her role, the rogue may transform herself as per the *greater polymorph*



spell (caster level equal to the rogue's HD). Because the transformation is merely a trick and not a physical change, viewers may attempt a Will save to disbelieve the transformation as though it were an illusion (DC to disbelieve equal to a Disguise check made by the rogue at the end of the transformation process) This transformation may last up to a number of rounds equal to the rogue's HD.

**Intuit Dangers (Ex):** The rogue has been sidestepping traps and other dangers for a while now. The rogue is aware of any triggers for artificial traps within 30 feet of herself at all times. She is always aware of when someone is spying on her, and she adds her Intelligence modifier to her effective rogue level for the purposes of the improved uncanny dodge class feature. Additionally, the rogue has been sneaking around long enough to know when someone else is trying to do the same. The rogue can see invisible creatures as though they were visible.

**Spending Money (Ex):** Generally speaking, rogues tend to accumulate a lot of wealth and resources if they escape death and imprisonment long enough. As a result, the rogue always seems to have just the right item on her person for the situation, no matter how marvelously expensive or powerful that item might be. This talent functions exactly like the pathfinder chronicler's deep pockets class feature (see Chapter 11 of the Pathfinder Core Rulebook) except as noted here. The value of the unspecified equipment carried can be up to 5,000 gp per HD the rogue possesses beyond 20. Additionally, the rogue receives 5,000 gp each time she gains a level after taking this talent to represent her slowly squirreling away or investing wealth over the course of the adventure. When the total remaining cost of reaches 0, the rogue can retrieve no more items until she resupplies by spending a few hours in a city and an amount of gold to bring her total up to 5,000 gp per HD beyond 20th she possesses.

**Jack of All Trades (Ex):** At 2nd level, the legendary rogue can use any skill, even if the skill normally requires her to be trained. At 5th level, the legendary rogue considers all skills to be class skills. At 9th level, the legendary rogue can take 10 on any skill check, even if it is not normally allowed.

**Trap Sense (Ex):** At 3rd level, a legendary rogue masters her intuition. Not only does her ability to

react to traps improve, but her ability to communicate the impending danger and contain the possibility of damage done also becomes relevant. A legendary rogue can voluntarily take a -5 penalty to her Reflex save to grant the bonus of her trap sense to grant half the bonus trap sense provides to her to all allies within 30 ft. The allies must be within line of sight and be able to comprehend the legendary rogue's commands.

Her trap sense bonus improves by +1 bonus at 3rd level. These bonuses rise to +2 when the legendary rogue reaches 6th level, to +3 when she reaches 9th level (Trap sense bonuses gained from multiple classes stack).

**Master of Many Talents (Ex):** A legendary rogue of 5th level gains a +3 bonus to all skills she has at least 20 ranks in.



## LEGENDARY SORCERER

**Alignment:** Any

**Hit Dice:** d6

### CLASS SKILLS

The legendary sorcerer's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int) and Use Magic Device (Cha).

**Skill Points:** 2 + Int modifier.

### CLASS FEATURES

All of the following are class features of the legendary sorcerer.

**Weapon and Armor Proficiency:** A legendary sorcerer does not gain any additional proficiencies.

**Paragon of Providence:** Levels of legendary sorcerer stack with levels of sorcerer for the purposes of class features.

**Advanced Bloodlines:** Drawing from the furthest depths of their lineage, a sorcerer has become skilled enough to pull from iotas of power long lying dormant. A legendary sorcerer gains access to a second, long dormant bloodline as a second bloodline. She gains her bloodline powers using only her legendary sorcerer level as her effective sorcerer level for the purposes of

## CHART 14-1: THE LEGENDARY SORCERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1st	+0	+0	+0	+2	<u>Paragon of providence, second bloodline</u>	+1
2nd	+1	+0	+0	+3		+1
3rd	+1	+1	+1	+3	<u>Bloodline power, bloodline spell, inner strength</u>	+2
4th	+2	+1	+1	+4		+2
5th	+2	+1	+1	+4	Bloodline spell	+3
6th	+3	+2	+2	+5		+3
7th	+3	+2	+2	+5	Bloodline feat, bloodline spell	+4
8th	+4	+2	+2	+6		+4
9th	+4	+3	+3	+6	Bloodline power, bloodline spell	+5
10th	+5	+3	+3	+7		+5

determining when she gains new bloodline powers (Example: A character with 20 level of sorcerer and 3 levels of legendary sorcerer would qualify for the long limbs bloodline power if her second bloodline was the aberrant bloodline. Long limbs is gained at 3rd level). In the event that two bloodline powers would conflict, the player may elect which power to take and which to drop at the time of them gaining that ability.

**Legendary Spells:** While a legendary sorcerer continues to develop her arcane powers. She gains additional spells per day as described on the charts below.

**Inner Strength (Su):** When casting a spell modified by metamagic, a legendary sorcerer of 3rd level or higher may sacrifice a number of spell slots to pay the cost normally associated with metamagic as a swift action that does not provoke an attack of opportunity. The total combined levels of spell slots sacrificed must equal or exceed twice the level increase that the metamagic feats would apply to the spell. If the sorcerer casts a spell modified with the Quicken Spell metamagic feat using inner strength, that modified spell is cast as part of the swift action used to activate inner strength. This ability cannot be used to apply the effects of metamagic feats to true dweomers.

## CHART 14-2: THE LEGENDARY SORCERER'S SPELLS KNOWN

Character Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	10	6	6	5	5	5	4	4	4	3
2nd	10	6	6	5	5	5	4	4	4	3
3rd	11	7	7	6	6	6	5	5	5	4
4th	11	7	7	6	6	6	5	5	5	4
5th	12	8	8	7	7	7	6	6	6	5
6th	12	8	8	7	7	7	6	6	6	5
7th	13	9	9	8	8	8	7	7	7	6
8th	13	9	9	8	8	8	7	7	7	6
9th	14	10	10	9	9	9	8	8	8	7
10th	14	10	10	9	9	9	8	8	8	7

## CHART 14-3: THE LEGENDARY SORCERER'S SPELLS PER DAY

Character Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th
1st	7	6	6	6	6	6	6	6	6	6	-	-	-
2nd	7	7	6	6	6	6	6	6	6	6	3	-	-
3rd	8	7	7	6	6	6	6	6	6	6	3	-	-
4th	8	8	7	7	6	6	6	6	6	6	4	3	-
5th	9	8	8	7	7	6	6	6	6	6	4	3	-
6th	9	9	8	8	7	7	6	6	6	6	5	4	3
7th	10	9	9	8	8	7	7	6	6	6	5	4	4
8th	10	10	9	9	8	8	7	7	6	6	6	5	4
9th	11	10	10	9	9	8	8	7	7	6	6	5	5
10th	11	11	10	10	9	9	8	8	7	6	6	6	6



# LEGENDARY WIZARD

**Alignment:** Any

**Hit Dice:** d6

## CLASS SKILLS

The legendary wizard's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points:** 2 + Int

## CLASS FEATURES

All of the following are class features of the legendary wizard.

**Weapon and Armor Proficiency:** A legendary wizard does not gain any additional proficiencies.

**Paragon of Knowledge:** Level of legendary wizard stack with levels of wizard for the purposes of class features.

**Magelord:** A legendary wizard has mastered his specialized school to a degree where further study would bear fewer fruit than it would be worth. He may choose to either eliminate one of his prohibited schools or chose a second school to specialize in (other than the universalist, which is not a specialized school). If he chooses to specialize in a second school, he gains his school powers using only his legendary wizard level as his effective wizard level for the purposes of determining when he gains new school powers (Example: A character with 20 level of wizard and 6 levels of legendary wizard would qualify for the "energy absorption" school power if his second specialized school was abjuration. Energy absorption is gained at 6th level). A universalist wizard may choose to specialize in a school and select no prohibited schools or

**Legendary Arcane Bond (Ex or Sp):** At 1st level, a legendary wizard's arcane bond changes significantly. This improved bond can take one of two forms: a second familiar or the ability for his bonded object to grow in power.

Wizards who select a bonded object can cast an additional spell per day with his bound object.

These spells are treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. These spells can now be

modified by metamagic feats. He may apply a single metamagic feat to his bonded object at the beginning of each day. When he



CHART 15-1: THE LEGENDARY WIZARD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1st	+0	+0	+0	+2	<u>Magelord, Paragon of knowledge, legendary arcane bond</u>	+1
2nd	+1	+0	+0	+3	High magic	+1
3rd	+1	+1	+1	+3	<u>Arcane thesis: deconstruction</u>	+2
4th	+2	+1	+1	+4		+2
5th	+2	+1	+1	+4	Bonus feat	+3
6th	+3	+2	+2	+5		+3
7th	+3	+2	+2	+5	<u>Arcane thesis: construction</u>	+4
8th	+4	+2	+2	+6		+4
9th	+4	+3	+3	+6		+5
10th	+5	+3	+3	+7	Bonus feat	<u>+5</u>

casts his bonus spells via his bonded object that spell is cast with the metamagic feat augmenting it. The legendary wizard must have the metamagic feat and the level increase that the metamagic feat requires cannot be more than half the character’s legendary wizard level.

Wizards who already had a familiar gain a second familiar. His second familiar is the same level as his first familiar and progresses at the same rate.

CHART 15-2: FAMILIARS BEYOND 20TH LEVEL

Character Level	Natural Armor Adjustment	Intelligence	Special
21st	+11	15	Improved natural attack
22nd	+11	15	
23rd	+12	16	
24th	+12	16	
25th	+13	17	General speech
26th	+13	17	
27th	+14	18	Telepathic bond
28th	+14	18	
29th	+15	19	
30th	+15	19	

*Natural Armor Adj.:* The number noted here is in addition to the familiar’s existing natural armor bonus.

*Int:* The familiar’s Intelligence score.

*Improved Natural Attack:* The familiar gains the improved natural attack feat even if it does not qualify for it.

*Telepathic Bond:* The familiar and the wizard may communicate as if permanently under the telepathic

CHART 15-3: THE LEGENDARY WIZARD’S SPELLS PER DAY

Character Level	10th	11th	12th
1st	1	-	-
2nd	2	-	-
3rd	2	1	-
4th	3	2	-
5th	3	2	1
6th	3	3	2
7th	4	3	2
8th	4	4	3
9th	4	4	3
10th	4	4	4

\*A legendary wizard does not gain any new additional spells below 10th level.

**High Magic:** A legendary wizard of 2nd level gains High Magic (See page 48) as a bonus feat.

**Arcane Thesis: Deconstruction (Su):** When a legendary wizard of 3rd level or higher prepares his spells at the beginning of the day, he may sacrifice a 10th, 11th, or 12th level spell in order to cast a lower level spell. If he does so, he subtracts the level of the lower level of the spell from the 10th, 11th, or 12th level spell spot. He gains the remainder counts as a bonus spell (Example: A legendary wizard prepares a 8th level spell with his 12th level spell slot. He gains a bonus 4th level spell). This bonus spell may be further divided to give him additional spells (The bonus 4th level spell could be split into two bonus 2nd level spells).

**Arcane Thesis: Construction (Su):** When a



legendary wizard of 7th level or higher prepares his spells at the beginning of the day, he may combine any number of spell slots to create a higher spell slot. The spell slot created is one level lower than the sum of the spell slots expended to create the new bonus spell. This new spell must be of 9th level or lower (Example: The legendary wizard sacrifices two 5th level spell slots to gain the ability to prepare an additional 9th level spell).

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## LITTLE RED GOBLIN GAMES CORE CLASSES

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### LEGENDARY NOBLE

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**Alignment:** Any

**Hit Dice:** d8

#### CLASS SKILLS

The legendary noble's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex)

**Skill Points:** 4 + Int

#### CLASS FEATURES

All of the following are class features of the legendary noble.

**Weapon and Armor Proficiency:** A legendary noble does not gain any additional proficiencies.

**Paragon of Diplomacy:** Level of legendary noble stack with levels of noble for the purposes of class features.

**Legendary Talk Down (Ex):** The damage from talk down increases by 1d4 at every odd level after 1st. While there is a significant amount one can do with words, it become harder to improve once one has reached such a degree of rhetorical prowess. In addition, an enemy defeated by morale damage can be killed if a noble chooses to kill them as a standard action. If the noble decides this, they must make a Will

save against  $10 + \frac{1}{2} \text{ noble} + \text{legendary noble levels} + \text{Charisma modifier}$ . If the target fails the save they kill themselves. This is not considered a death effect.

**Cosmic Voice (Su):** "The laws of the universe are revealed to those who simply ask to see them." A legendary noble of 2nd level gains the supernatural ability to communicate in the language of true speech. This ability allows them to affect creatures without an Intelligence score with Diplomacy checks. A noble may only apply  $\frac{1}{4}$ th his bonus to this check. At 6th level he may apply  $\frac{1}{2}$  his bonus and at 10th level he may apply his full bonus when dealing with such creatures. In addition, this allows him to communicate with inanimate objects on a limited scale.

At 2nd level a legendary noble may use Diplomacy checks to do the following:

- A noble can simply ask a magic item to work. Once per day he may use a Diplomacy check in place of a Use Magic Device check to activate a magic item, scroll, or wand.

At 4th level a legendary noble may use Diplomacy checks to do the following:

- With a compliment and a simple request, a noble can convince a door or lock or other sealed object to open. Once per day he may use a Diplomacy check in place of a Disable Device check to open a door or lock.
- "My, what a fine material you're made out of. You must have been woven by a master! What's that Sir Rope? Oh why of course! It certainly shows!" A noble can convince even a length of rope to do his bidding. Once per day he may use a Diplomacy check to command a length of rope as per animate rope with one request once per day.

At 6th level a legendary noble may use diplomacy checks to do the following:

- A noble can convince the intimate to do his bidding. After making a Diplomacy check (DC 65) against an object or plant, he is treated as if he had cast animate objects or animate plants on the target of his Diplomacy check.

**Divine Right (Ex):** A legendary noble of 4th level has grown beyond merely being a man and has become an immortal icon. His legend becomes larger than himself and takes a life of its own. EVERYONE has heard of him and everyone knows his reputation. He gains a "reputation" score. This score functions

## CHART 16-1: THE LEGENDARY NOBLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Reputation
1st	+0	+0	+0	+2	<u>Paragon of diplomacy</u> , talk down (+1d4)	+0
2nd	+1	+0	+0	+3	<u>Cosmic voice</u> , social bonus feat	+0
3rd	+2	+1	+1	+3	Teamwork feat, talk down (+1d4)	+0
4th	+3	+1	+1	+4	<u>Divine right</u> , social bonus feat	+2
5th	+4	+1	+1	+4	<u>The crowned king</u> , teamwork feat, talk down (+1d4)	+2
6th	+4	+2	+2	+5	Social bonus feat	+3
7th	+5	+2	+2	+5	Teamwork feat, talk down (+1d4)	+3
8th	+6/+1	+2	+2	+6	Social bonus feat	+4
9th	+6/+1	+3	+3	+6	Teamwork feat, talk down (+1d4)	+4
10th	+7/+2	+3	+3	+7	Social bonus feat	+5

like a Divinity Score and grows in the same fashion (example: He can gain followers). However it does not count as a Divinity Score for the purposes of spells and feats (For example: If a cleric spell says that target's with a higher Divinity Score than the caster take half damage from the spell and targets with equal or lower take full damage and the legendary noble had a greater reputation score, he would still take full damage).

In addition, a reputation score grants a the following:

- A bonus to all Intimidate and Diplomacy checks equal to his reputation score for the legendary noble.
- A bonus to anyone trying to make Knowledge checks about the legendary noble.

**The Crowned King (Ex):** A legendary noble of 5th level can reveal his symbol of office granted to him with his "a king uncrowned" class feature to impose his regalia upon his opponents. Once per day he may choose to do one of the following:

- Increase the dice his talk down ability does from d4 to d6 for 10 minutes.
- Apply his Intimidate bonus to damage on a successful cutting words attack (Decided after the attack has hit).

- Move an opponent an additional step with a successful Diplomacy check (Choose after making the check).

- If the noble deals a creature an amount of damage equal to at least 1/4th the total HP, they are considered defeated by morale damage.







## LEGENDARY SKIRMISHER

**Alignment:** Any

**Hit Dice:** d8

### CLASS SKILLS

The skirmisher's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth, Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Points:** 4 + Int

### CLASS FEATURES

All of the following are class features of the legendary skirmisher.

**Weapon and Armor Proficiency:** A legendary skirmisher does not gain any additional proficiencies.

**Paragon of Creativity:** Level of legendary skirmisher stack with levels of skirmisher for the purposes of class features.

**Killer Creativity (Ex):** When simply killing an opponent becomes too easy, the artistic side of a skirmisher emerges. No longer does he simply KILL and opponent, he makes a unique and compelling performance out of it. On a successful critical hit, a

skirmisher can chose to deal legendary damage. The save DC for this legendary damage is equal to 20 + ½ skirmisher level & legendary skirmisher levels modifier. He must attempt a 2nd confirmation roll. If he confirms his critical a 2nd time he must describe a brutal/creative finisher move that the skirmisher uses to kill his opponent with. If he fails to describe it adequately to the GM's satisfaction, he does not deal legendary damage. You may never use the same description twice for this purpose.

**Critical Talent:** Starting at 3rd level, a legendary skirmisher gains a unique talent in relation to the way he executes critical hits. More so than any other class, the legendary skirmisher has had experience with the kind of resounding blow that he has become quite adept at executing them. His critical hits look less like accidentally perfect attacks and much more like a work of grisly art. Only one critical talent can be applied on a given turn. A legendary skirmisher gains a new critical talent every odd level after 3rd.

**Escalating Criticals (Ex):** If a skirmisher rolls a natural 20 on a roll to confirm a critical, he confirms and re-rolls the dice. The critical multiplier for this next attack is one higher than normal. Rolling multiple subsequent natural 20s allow the critical multiplier to increase. If he does not confirm the attack after rolling a natural 20 on the confirmation roll, he still confirms the attack but without the increase the last natural 20 provided.

**Perfect Storm (Ex):** If a skirmisher rolls a natural 20 on an attack, the skirmisher's next attack this turn has he has the critical threat range increased by 1.

## CHART 17-1: THE LEGENDARY SKIRMISHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	<u>Paragon of creativity, killer creativity</u>
2nd	+1	+0	+3	+0	Combat feat
3rd	+2	+1	+3	+1	<u>Critical talent</u>
4th	+3	+1	+4	+1	Combat feat
5th	+4	+1	+4	+1	<u>Critical threat +1, critical talent</u>
6th	+4	+2	+5	+2	Combat feat
7th	+5	+2	+5	+2	<u>Critical talent</u>
8th	+6/+1	+2	+6	+2	Combat feat
9th	+6/+1	+3	+6	+3	<u>Critical talent</u>
10th	+7/+2	+3	+7	+3	<u>Critical threat +1, +1 critical multiplier, combat feat</u>

**Critical Follow Up (Ex):** If a skirmisher rolls a natural 20 on an attack, the skirmisher gains additional attack immediately after the current attack is resolved. The bonus attack is made at the same attack bonus as the attack that he rolled the natural 20 on.

**Delayed Critical (Ex):** If a skirmisher rolls a natural 20 on an attack, the target of his critical suffers damage equal to 1/10th the total damage dealt at the start of its next turn.

**Critical Master:** A legendary skirmisher who possesses the critical mastery feat may select this critical talent. On a roll of a natural 20, a legendary skirmisher can apply an additional effect of a critical feat (beyond the normal limit of 2).

**Critical Master:** A legendary skirmisher who possesses the critical mastery feat may select this critical talent. On a roll of a natural 20, a legendary skirmisher can apply an additional effect of a critical feat (beyond the normal limit of 2).

**Critical Threat +1:** This ability lowers the threat range of all your weapons by 1. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 18–20, and a threat range of 18–20 becomes 17–20. Multiple effects that increase a weapon's threat range (such as the keen special weapon property and the Improved Critical feat) stack with this class feature. Apply this increase after any other multiplicative increases. A legendary skirmisher gains this at 5th and 10th level.

**+1 Critical Multiplier:** The critical multiplier on all your attacks is increased by 1 (A x3 multiplier is increased to a x4 multiplier). A legendary skirmisher gains this ability at 10th level.

## CLASS FEATURES

All of the following are class features of the legendary handler.

**Weapon and Armor Proficiency:** A legendary handler does not gain any additional proficiencies.

**Natural Alpha:** Level of legendary handler stack with levels of handler for the purposes of class features. In addition he may share any teamwork feats he has with his canine companions as a standard action for rounds equal to the highest HD of one of his canine companions (maximum 10). He may do this once per day at 1st level. He gains an additional use of this ability at 5th and 10th level.

**Improved Canine Companion (Ex):** A handler's effective druid level for the purposes for determining his animal companions is increased by 3 (23 at 1st level). In addition, all of his canines have the advanced creature template applied to them (see the Pathfinder Bestiary for more information on the advanced creature template).

**Orders:** A legendary handler gains a new order at 2nd level and every even level thereafter.

**Spread Out (Ex):** The legendary handler can spend part of his turn issuing orders to your dogs, sacrificing a move action. In return the legendary handler's dogs can make a move action on your turn (in place of his effectively).

**Dog Days (Su):** The legendary handler can issue this order as a standard action. His dogs gain DR 5/- and energy resistance 5 (fire, cold, acid, and lightning) for the next three turns.

**Teamwork Feat:** At 3rd level and every odd level thereafter, a legendary handler receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat.

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## LEGENDARY LEVEL PRESTIGE CLASSES

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**Alignment:** Any

**Hit Dice:** d8

### CLASS SKILLS

The handler's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Points:** 4 + Int



## GODSLAYER

*"When the gods grew prideful, it is I who showed them humility,*



## LEGENDARY HANDLER

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## CHART 18-1: THE LEGENDARY HANDLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	<u>Natural alpha, improved canine companion</u>
2nd	+1	+3	+3	+0	<u>Order (11)</u>
3rd	+2	+3	+3	+1	<u>Teamwork feat</u>
4th	+3	+4	+4	+1	<u>Order (12)</u>
5th	+4	+4	+4	+1	Wolf pack tactics (+4), <u>Teamwork feat</u>
6th	+4	+5	+5	+2	<u>Order (13)</u>
7th	+5	+5	+5	+2	<u>Teamwork feat</u>
8th	+6/+1	+6	+6	+2	<u>Order (14)</u>
9th	+6/+1	+6	+6	+3	<u>Teamwork feat</u>
10th	+7/+2	+7	+7	+3	Wolf pack tactics (+5)

*When the gods became indolent, it is I who roused them to carry out their tasks,*

*When the gods become wicked and corrupt, it was I who punished them,*

*When the gods turned on those they promised to protect, it was I who avenged those whom they betrayed,*

*When all hope seems lost, it will be I who shall pierce the darkness and drive out the mad kings of heaven!*

*I swear by this sword and to all those who put faith in my cause that I will punish the corrupt gods!*

*May the white Goddess protect us all."*

--Promise of Istar Moonsliver

Godslayer and Protector of Avalonis

The Once and Eternal Servant of the White Goddess

A godslayer is a mortal who dares to challenge the gods themselves. They come from all walks of life but ultimately they all have some experience combating deities. Many see this as a suicidal path to take, but against the odds many godslayers have become powerful and feared among the cosmos. What greater honor could one ask for than to have the very gods themselves quake in their boots at the mention of your name?

In a mythological/literary sense there have been many examples of godslayers. Odysseus is a prime example of a literary character who challenged the gods (though not in direct combat). Saint Longinus, the roman soldier who pierced Jesus's side, might be seen as a godslayer in some lights. Hoder in Norse mythology kills Baldr (though he is tricked into doing so). Many

times a character does not kill a LITERAL deity, but a metaphorical one (overcoming a person with immense influence, a person or concept with a lot of support, a daunting task, a father/mother figure, a corrupted mentor or an otherwise invincible antagonist).

### REQUIREMENTS

**Character Level:** To become a godslayer, a character must be at least 20th level.

**Special:** A godslayer must have fought against deity type creature (or a creature with a divinity score of 3 or higher). The character does not have to have won the fight.

**BAB:** 15

**Alignment:** Any. Godslayers are normally at the extremes of their alignments. They tend to have very strong convictions. Some good godslayers are cosmic hunters of evil gods. Evil godslayers tend to be the most powerful and terrifying servants of the dark gods, feared by the celestial hosts above all others. Chaotic godslayers are normally tragic figures, possibly betrayed by a god they once served. Lawful godslayers tend to find themselves attending a higher cosmic order, and they do not see the fickle creatures of heaven and hell fitting into it. Some godslayers might even be arrogant characters who just became aware of their divinity and want to prove they are the toughest bloke on the block.

**Hit Dice:** d10

## CHART 19-1: THE GODSLAYER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divinity Score
1st	+1	+2	+0	+2	<u>Slay the gods 1/day, spark slayer</u>	+1
2nd	+2	+3	+0	+3	<u>Divine veil</u>	+1
3rd	+3	+3	+1	+3		+1
4th	+4	+4	+1	+4	<u>Slay the gods 2/day</u>	+1
5th	+5	+4	+1	+4		+1
6th	+6	+5	+2	+5		+2
7th	+7	+5	+2	+5	<u>Slay the gods 3/day</u>	+2
8th	+8	+6	+2	+6		+2
9th	+9	+6	+3	+6		+2
10th	+10	+7	+3	+7	<u>Slay the gods 4/day</u>	+2

### CLASS SKILLS

The godslayer's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points:** 2 + Int modifier each level

### CLASS FEATURES

All of the following are class features of the godslayer.

**Weapon and Armor Proficiency:** A godslayer does not gain any additional proficiencies.

**Slay the Gods (Su):** Once per day, a godslayer can call upon his own divine spark to extinguish the light of another spark. As a swift action, the godslayer chooses one target within sight to slay. If this target has a divinity score, the godslayer adds half his godslayer level score (if any) to his attack rolls and adds the divinity score of the target to all damage rolls made against the target of his slay the gods attempt. If the target of this class feature is of the deity type, the attack deals legendary damage. The save for this legendary damage is equal to 10 + BAB + Strength modifier. Deities are not immune to legendary damage from this source. Regardless of the target, the godslayer automatically ignores any bonus provided by a divinity score the creature might possess.

In addition, while this is in effect, the godslayer gains Spell Resistance equal to her Charisma score + her godslayer level against

spells cast by the target of her slay. If the godslayer targets a creature that does not have a divinity score above zero, the use of slay the gods is wasted with no effect.

The effects of slay the gods remain until the target of the slay is dead or the next time the godslayer rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the godslayer may slay





one additional time per day, as indicated on Table: Godslayer, to a maximum of four times per day at 10th level.

**Spark Slayer (Su):** A godslayer always counts as having a divinity score 1 higher than the target he is attacking for the purposes of overcoming benefits from a divinity score (such as damage reduction).

**Divine Veil (Su):** A godslayer is a very disruptive element in the cosmos. A godslayer cannot be scryed upon. If a character or deity attempts to scry on them, the attempt fails. If the godslayer would appear in a scrying attempt on something else (example: He is in the vicinity of another character being scryed upon) then he is not included in the scrying attempt. He appears as a distorted amorphous mass that plays havoc with the rest of the scrying. At DC 30 Perception check is required to discern anything from a scrying attempt that includes a godslayer. If they fail the check, they cannot discern any useful information from the scrying attempt. Even if they succeed, they cannot make out the godslayer through his veil.



## AVATAR

### REQUIREMENTS

**Character Level:** To become an avatar a character must be at least 21st level.

**Divinity Score:** 1

**Deity:** Must worship a deity devoutly.

**Hit Dice:** d8

### CLASS SKILLS

An avatar does not gain any new class skills other than those granted by her domains.

**Skill Points:** 2 + Int modifier each level

### CLASS FEATURES

#### FEATURES

All of the following are class features of the avatar.

**Weapon and Armor**

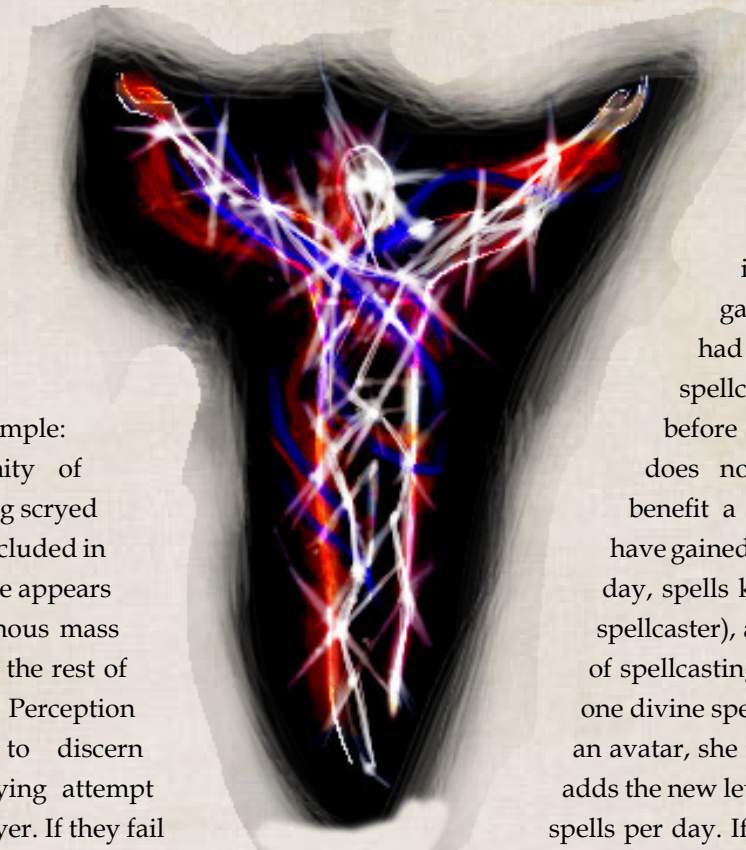
**Proficiency:** An avatar is proficient with the favored weapon of her deity.

**Spells per Day:** At the

indicated levels, an avatar gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming an avatar, she must decide to which class she adds the new level for purposes of determining spells per day. If a character gains beyond 20th level in a class, please consult the appropriate table for the legendary version of that class to see about spellcasting above 20th level. If a character does not have the ability to cast divine spells, they may cast spells as a cleric of a level equal to their avatar level.

**Wrath (Su):** At 1st level, an avatar starts to gain a bonus when wielding the favored weapon of her deity. This bonus is a sacred bonus if your deity is good aligned or a profane bonus if your deity is evil aligned. At 1st level she gains a +1 bonus to attack and damage rolls. Every other level this bonus increases by 1, to a maximum of +5 at 9th level.

**Divine Pittance (Sp):** Avatars can cast a number of orisons, or 0-level spells, as spell-like abilities each



## CHART 20-1: THE AVATAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day	Divinity Score
1st	+0	+2	+0	+2	<u>Wrath +1, orisons, domain powers</u>	-	+1
2nd	+1	+3	+0	+3	<u>divine visage (1/day)</u>	+1 level of existing divine spellcasting class	+2
3rd	+2	+3	+1	+3	<u>Wrath +2</u>	+1 level of existing divine spellcasting class	+3
4th	+3	+4	+1	+4	<u>divine visage (2/day)</u>	+1 level of existing divine spellcasting class	+4
5th	+4	+4	+1	+4	<u>Wrath +3, wings</u>	+1 level of existing divine spellcasting class	+5
6th	+4	+5	+2	+5	<u>divine visage (3/day)</u>	+1 level of existing divine spellcasting class	+6
7th	+5	+5	+2	+5	<u>Wrath +4, brilliant soul</u>	+1 level of existing divine spellcasting class	+7
8th	+6/+1	+6	+2	+6	<u>divine visage (4/day)</u>	+1 level of existing divine spellcasting class	+8
9th	+6/+1	+6	+3	+6	<u>Wrath +5</u>	+1 level of existing divine spellcasting class	+9
10th	+7/+2	+7	+3	+7	<u>divine visage (5/day)</u>	+1 level of existing divine spellcasting class	+10

day. She may cast 4 orisons from the Cleric spell lists at will of her choice.

### DOMAIN POWERS

An avatar is an extension of her deities will. An avatar chooses two domains from among those belonging to her deity. If she already has domains from a previous class, she selects two new ones. Each domain grants a number of domain powers, dependent upon the level of the avatar, but not a number of bonus spells (as is the case with the cleric). An avatar gains the listed powers from both of her domains, if she is of a high enough level. Her level from classes that are also granted domains stack with her avatar level for the purposes of determining what domain powers she is granted. Unless otherwise noted, activating a domain power is a standard action. Domains are listed in Chapter 3 of the Pathfinder Core Rulebook.

**Divine Visage (Su):** To better serve as a representative of her deity, an avatar of 4th level or higher can take on a visage of her deity. She takes on the form of her deity in physical & aesthetic likeness. The changes are superficial and she does not change gender, size category, or race. Her equipment may take on superficial changes as well to incorporate into the new form but still function as normal. A Knowledge (religion) or Spellcraft check (DC 40) will reveal that she is an avatar and not the actual deity (The Knowledge check will reveal what an avatar is). Activating this ability is a full round action that does not provoke an

attack of opportunity. The transformation is generally a lavish display of divine power. At 4th level an avatar can do this once per day. Every three levels thereafter she gains the ability to transform an additional time per day. This ability lasts for rounds equal to 5 + the avatar's Charisma or Wisdom modifier (Once this is select it cannot be changed).

While under the effects of a divine visage an avatar gains the following bonuses:

- An aura of the alignment of the avatar's deity. The power of an avatar's aura (see the detect good spell in the Pathfinder Core Rulebook) is equal to her character level.
  - A divine bonus on all saves equal to the avatar's Charisma or Wisdom modifier (Once this is selected, it cannot be changed). This bonus stacks with the saving grace class feature.
- In addition an avatar may select one of the following special benefits each time they activate divine visage.
- A bonus on attack rolls equal to her divinity score.
  - A bonus to one skill equal to her divinity score.
  - Damage rolls made by the avatar ignore an amount of DR equal to her divinity score.
  - An inherent bonus to AC equal to her divinity score.
  - A bonus to her caster level equal to half her divinity score.
  - Immunity to legendary damage.

At 4th level an avatar with her divine visage active automatically passes legendary damage checks and adds the following benefits to the list of those she may



select:

- A bonus on one type on all skill and knowledge checks equal to her divinity score. To gain this benefit, the character must have at least 1 rank in the skill.
- A bonus to damage rolls equal to the avatar's divinity score.
- Her base speed increases by 5 feet for every point of divinity score she possesses.

At 8th level, an avatar adds the following benefits to the list of those she may select:

- She deals legendary damage with the first melee attack of each turn against creatures whose alignment is more than one step away from her deity on both axes.

Each time she activates divine visage, the avatar decides what benefit she gains. To change what the bonus applies to, the avatar must deactivate and reactivate her divine visage.

**Wings (Su):** At 5th level, an avatar gains wings of pure energy, that allow her to fly as the fly spell at a caster level equal to her character level for a number of minutes per day equal to her character level x10. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. At 9th level her wings develop further and she gains a fly speed equal to twice her land speed.

**Brilliant Soul (Su):** At 7th level an avatar may absorb her wings into her body. The wings of pure energy she possessed now create an aura of brilliant energy. All her attacks (even natural attacks) are treated as if they were enchanted with the brilliant

energy enchantment. A target that uses a weapon with the brilliant energy weapon on an avatar in this state does not benefit from the enchantment. An avatar loses all abilities her wings grant her in this state.



## ARCHMAGE

*This class is the coverall for magic users not covered in this book.*

### REQUIREMENTS

**Character Level:** To become an archmage a character must be at least 20th level.

**Spellcasting:** Able to cast 9th level arcane spells at least 4 times per day.

**Hit Dice:** d6

### CLASS SKILLS

The archmage's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points:** 2 + Int modifier each level

### CLASS FEATURES

All of the following are class features of the archmage.

**Weapon and Armor Proficiency:** An archmage does not gain any additional proficiencies.

**Spells per Day:** When a new archmage level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting

## CHART 20-1: THE ARCHMAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+1	+0	+0	+2	<u>Arcane thesis: synthesis (1/day)</u>	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	<u>Bonus feat</u>	+1 level of existing arcane spellcasting class
3rd	+2	+1	+1	+3	<u>Arcane thesis: synthesis (2/day)</u>	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	<u>Bonus feat, arcane thesis: harmony</u>	+1 level of existing arcane spellcasting class
5th	+3	+1	+1	+4	<u>Arcane thesis: synthesis (3/day)</u>	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	<u>Bonus feat</u>	+1 level of existing arcane spellcasting class
7th	+4	+2	+2	+5	<u>Arcane thesis: synthesis (4/day)</u>	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	<u>Bonus feat</u>	+1 level of existing arcane spellcasting class
9th	+5	+3	+3	+6	<u>Arcane thesis: synthesis (5/day)</u>	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	<u>Bonus feat</u>	+1 level of existing arcane spellcasting class

class he belonged to before he added the prestige. He does not, however, gain other benefits a character of that class would have gained. This essentially means that he adds the level of archmage to the level of whatever other arcane spellcasting class, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day. If a character gains more than 20 levels in a class, please consult the appropriate table for the legendary version of that class to see about spellcasting above 20th level. While an archmage continues to make arcane discoveries, few spells draw on the power granted

### CHART 20-2: THE ARCHMAGE'S SPELLS PER DAY

Character Level	10th	11th	12th
1st	1	-	-
2nd	2	-	-
3rd	2	1	-
4th	3	2	-
5th	3	2	1
6th	3	3	2
7th	4	3	2
8th	4	4	3
9th	4	4	3
10th	4	4	4

by 10th, 11th, and 12th spell slots. These spell slots are normally used to cast spells of lower levels, or to augment already high level spells with metamagic feats. Spells of 10th level or higher are not learned by progressing in level. They may only be learned in game or by taking a feat that allows your character to discover the spell.

**Arcane Thesis: Synthesis (Su):** At 1st level, an archmage can cast two spells using one action. Both of the spells must have the same casting time. The archmage can make any decisions concerning the spells independently. Any target affected by both of the spells takes a -2 penalty on saves made against each

spell. The archmage receives a +2 bonus on caster level checks made to overcome spell resistance with these two spells. An archmage may use this ability once per day at 1st level. He may use it one additional time per day at every odd level after 1st to a maximum of 5 at 9th level.

**Bonus Feat:** At 2nd level and every even level thereafter, an archmage gains a bonus feat. At each such opportunity, he can choose a metamagic feat. The archmage must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The archmage is not limited to the categories of Metamagic Feats, or Spell Mastery when choosing those feats.

**Arcane thesis: Harmony (Su):** An archmage of 4th level can chose to prepare one of the spells he knows as a spell-like ability. In order to do this, he must sacrifice a spell slot of the spell's level for the day(expending the regents if necessary) when he prepares his spells per day. He may use this spell a number of times per day equal to (10 - the level of the spell). This spell may not be above 6th level and may not be a 0th level spell. At 7th and 10th level an archmage may do this to a second and third spell each day.



# JUGGERNAUT

## REQUIREMENTS

**Character Level:** To become a juggernaut, a character must be at least 20th level.

**Ability Score:** 20 Constitution

**Proficiency:** Heavy Armor

## CLASS SKILLS

The juggernaut's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), and Sense Motive (Wis).

**Skill Points:** 2 + Int modifier each level

## CLASS FEATURES

All of the following are class features of the juggernaut.

**Weapon and Armor Proficiency:** A juggernaut does not gain any additional proficiency.

**Invincibility (Ex):** Some men are just made of tougher stuff than the rest of us. Such impressive men fall short when measured up to a juggernaut. A juggernaut is a legendary figure, insurmountable by his peers and without equal on the field of combat. Once per day the juggernaut is able to reduce any amount of damage he takes to zero. This negates legendary damage. This reduction of damage only reduces damage from one source. You may activate

this ability as an immediate reaction to taking damage. A juggernaut can use this ability once per day at 1st level. At 4th level and every three levels thereafter the juggernaut can use this ability an additional time per day.

**AC Bonus (Ex):** A juggernaut wearing heavy armor gains a bonus to his AC as described on table 18-1.

**DR (Ex):** A juggernaut gains +1 DR to an existing source of DR. Each time he gains additional DR (as described on table 18-1) he must decide to what source of DR improves from this class feature.

**Spell Resistance (Ex):** A juggernaut gains +2 SR per level for every level of juggernaut he possesses.

**Energy Resistance (Ex):** A juggernaut gains fire, electricity, cold, and acid resistance equal to twice his juggernaut level.

**Hulking Figure (Ex):** A juggernaut's speed is never modified by armor or encumbrance. If he already has this ability (for example: the character is a dwarf) they gain a +10 feet of bonus movement when they wear heavy armor.

**Bonus Feat (Ex):** At 2nd level, a juggernaut may choose a bonus combat feat. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats. A juggernaut gains an additional combat feat at every odd level.

## CHART 20-1: THE JUGGERNAUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	DR Bonus	Energy Resistance	Spell Resistance	Special
1st	+1	+2	+0	+2	+1	+1	2	2	<u>Invincibility (1/day), AC bonus, DR bonus, energy resistance, SR bonus</u>
2nd	+2	+3	+0	+3	+1	+1	4	4	<u>Bonus feat</u>
3rd	+3	+3	+1	+3	+1	+2	6	6	
4th	+4	+4	+1	+4	+2	+2	8	8	<u>Bonus feat, invincibility (2/day)</u>
5th	+5	+4	+1	+4	+2	+3	10	10	<u>Hulking figure</u>
6th	+6	+5	+2	+5	+2	+3	12	12	<u>Bonus feat</u>
7th	+7	+5	+2	+5	+3	+4	14	14	<u>Invincibility (3/day)</u>
8th	+8	+6	+2	+6	+3	+4	16	16	<u>Bonus feat</u>
9th	+9	+6	+3	+6	+3	+5	18	18	
10th	+10	+7	+3	+7	+4	+5	20	20	<u>Bonus feat, invincibility (4/day)</u>



## LORD OF WAR

### REQUIREMENTS

**Character Level:** To become a lord of war a character must be at least 21st level.

**BAB:** 15

**Ability Score:** 20 Strength or Dexterity

**Hit Dice:** d12

### CLASS SKILLS

A lord of war does not gain any new class skills.

Skill Points: 2 + Int modifier each level

### CLASS FEATURES

All of the following are class features of the lord of war.  
Weapon and Armor Proficiency:

A lord of war is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Warrior King (Ex):** At 1st level, the moment a lord of war arrives on the battlefield the weight of his experience can be felt by those around him. Those foolish enough to approach him are humbled in his presence. So striking is the form of a lord of war in combat that when an enemy within 10 feet of the lord of war attempts to attack him for the first time in a combat, they must succeed a Will

save or be staggered until the end of their next turn. This is a mind-affecting fear effect. The DC for this check is 10 + lord of war levels + his Charisma modifier. This ability functions only while the lord of war is conscious, not if he is

unconscious or dead.

**Battlefield Experience (Ex):** At 1st level, and at every odd level thereafter, a lord of war finds a new way to apply his vast experience from the countless battles he's been in. At first level his bonuses are +1 and they increase by +1 at every odd level thereafter.

- Applies his battlefield experience bonus to hit for melee or ranged attacks.
- Applies his battlefield experience bonus to damage rolls for melee or ranged attacks.
- Applies his battlefield experience bonus to non-legendary damage saving throws.
- Applies his battlefield experience bonus to legendary damage saves.

**Bonus Feat (Ex):** At 2nd level, and at every even level thereafter, a lord of war gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Combat Feats.

**Death Strike (Ex):** At 2nd level a lord of war gains the death strike class feature as described in the Legendary Fighter's entry. The Fortitude save for this legendary damage check is equal to 20 + lord of war levels + Strength or Dexterity modifier (whatever is higher). A lord of war gains an additional use of this class feature at every even level after 2nd.

**War Council (Ex):** At 5th level a lord of war can grant his allies the benefit of his Battlefield Experience class feature as a standard action. His allies must be able to hear and see him to gain the benefits. He may select one type of bonus from the

ways he knows how to apply his Battlefield Experience (for example: he could grant all his allies a bonus to hit or on legendary damage saves). He can maintain his war council ability as a swift action. He can switch the type of bonus he grants his allies as a swift





## CHART 23-1: THE LORD OF WAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Reputation Score
1st	+1	+2	+0	+0	<u>Warrior king, battlefield experience +1</u>	+0
2nd	+2	+3	+0	+0	<u>Bonus feat, death strike 1/day</u>	+0
3rd	+3	+3	+1	+1	<u>Battlefield experience +2</u>	+0
4th	+4	+4	+1	+1	<u>Bonus feat, death strike 2/day</u>	+0
5th	+5	+4	+1	+1	<u>Battlefield experience +3, war council</u>	+0
6th	+6	+5	+2	+2	<u>Bonus feat, death strike 3/day, gruesome reputation</u>	+1
7th	+7	+5	+2	+2	<u>Battlefield experience +4</u>	+2
8th	+8	+6	+2	+2	<u>Bonus feat, death strike 4/day</u>	+2
9th	+9	+6	+3	+3	<u>battlefield experience +5</u>	+3
10th	+10	+7	+3	+3	<u>Bonus feat, death strike 5/day, die another day</u>	+3

action. At 10th level he can maintain this ability as a free action.

**Gruesome Reputation (Ex):** By 6th level a lord of war has made a name for himself. Those who face him die. Those who cross him suffer worse. At 6th level he gains a “reputation” score. This score functions like a Divinity Score and grows in the same fashion (example: He can gain followers). However it does not count as a Divinity Score for the purposes of spells and feats (For example: If a cleric spell says that target’s with a higher Divinity Score than the caster take half damage from the spell and targets with equal or lower take full damage and the lord of war had a greater reputation score, he would still take full damage).

In addition, the reputation score grants the following:

- A bonus to all Intimidate and Diplomacy checks equal to his reputation score for the lord of war.
- A bonus to anyone trying to make Knowledge checks about the lord of war.

**Die Another Day (Ex):** At 10th level killing a lord of war is as difficult as killing the concept of conflict itself. After surviving more battles than most read about, a lord of war has mastered survival. A lord of war rolls twice when he is forced to take a legendary check and takes the better result. In addition an enemy attempting to confirm a critical hit against a lord of war must roll twice and take the lower result.

## NEW FEATS

### ADAMANTINE FOCUS (COMBAT)

**Prerequisite:** 21st level

**Benefit:** You gain an amount of DR equal to your armor’s base armor bonus plus the normal bonus for adamantine when wearing adamantine armor. This does not include modifications from things like class features, enchantment bonuses, or other temporary effects.

### APOLLO’S SCION

**Prerequisite:** 10th Level Bard, 22nd level character

**Benefit:** You can utilize the legendary bard’s devil’s fiddle class feature 3 times per day.

*Design Note: You will see some feats listed in this section that give a limited version of the primary class feature of a legendary class to any character with at least 10 levels in that class. This is so multiclassed characters can utilize the legendary damage mechanics and are not left in the dust! If you have a multiclassed character you should talk with your GM about using these feats.*

### ARTEMIS’ SCION

**Prerequisite:** 10th Level Ranger, 25th level character

**Benefit:** You can utilize the legendary ranger’s lord of the hunt class feature 3 times per day.

## AWAKENED LINEAGE

**Prerequisite:** 21st level sorcerer

**Benefit:** Choose a race or monster. You count as having both your own type plus the type and any subtypes of the selected race or monster for any effects related to race. For example, if you choose the dragon type, you are considered both a human and a dragon for the purpose of taking traits, feats, how spells and magic items affect you, and so on. The chart bellows shows the type you may take depending

### CHART 24-1: AWAKENED LINEAGE

Bloodline	Type	Subtype
Aberrant	Aberration	--
Abyssal	Outsider	Demon
Arcane*	Outsider	Native
Celestial	Outsider	Angel, Archon, Azata
Destined*	Outsider	Native
Draconic	Dragon	--
Elemental	Outsider	Elemental
Fey	Fey	--
Infernal	Outsider	Devil
Undead	Undead	--

## BALEFUL CHANNELING

**Prerequisite:** 21st level, Selective Channeling

**Benefit:** You can now choose to both heal and harm creatures with the use of your channel energy class feature.

**Normal:** Normally you must choose to either heal or damage creatures with your channel energy class feature.

## BATTLE BROTHER OF ARES

**Prerequisite:** 10th Level Barbarian, 23rd level character

**Benefit:** You can utilize the legendary barbarian's furious strike class feature 3 times per day while raging.

## BEYOND DEATH

**Prerequisite:** 21st level, Con 21, Diehard

**Benefit:** You die when your hit points are a

number of points below zero equal to twice your Constitution score.

**Normal:** Characters normally die when their hit points are a number of points below zero equal to their Constitution score.

## COMBAT MAGE

**Prerequisite:** 21st level, Arcane Armor Mastery, Combat Casting, caster level 15th

**Benefit:** As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 30% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Mastery.

You get a +8 bonus on Concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled. This bonus replaces, and does not stack with, the bonus granted by Combat Casting.

## COUNTER-CASTER MASTER

**Prerequisite:** Improved Counterspell, Caster level 21

**Benefit:** When counterspelling, you may use any spell that is two or more levels higher than the target spell to counterspell.

**Normal:** You must counterspell using the spell being cast or a spell that specifically counters the spell being cast.

## DEMETER'S DARK SIDE

**Prerequisite:** 10th Level Druid, 22nd level character

**Benefit:** You can utilize the legendary druid's sacrifice of nature class feature 3 times per day.

## DIVINE CHALLENGER

**Prerequisite:** Divinity Score 3

**Benefit:** If a spell you cast requires you to have a higher DS than your target and you are within 2 DS of your target, you can make an opposed caster level check to treat them as if they were of a DS equal to your own.

## DIVINE REBEL

**Prerequisite:** Divine Challenger, Divinity Score 5



**Benefit:** If a spell you cast requires you to have a higher DS score than your target and you are within 2 DS of your target, you can make an opposed caster level check to treat them as if they were of a DS score 1 lower than your own for the purposes of this spell's effect.

## DIVINE SPARK

**Prerequisite:** Divinity Score 0 or higher

**Benefit:** You gain +1 to your divinity score. This feat may only be taken once.

## DOLUS' SHADOW

**Prerequisite:** 10th Level Rogue, 22nd level character

**Benefit:** You can utilize the legendary rogue's epic sneak attack class feature 3 times per day when you use your sneak attack.

## DOUBLE CAST (METAMAGIC)

**Prerequisite:** 21st level

**Benefit:** A spell cast with this metamagic feat is cast twice with one casting. The new spell has the same targets as the first, but is a new effect occurring immediately after the first. It only consumes one spell slot of twice the spell's level. It only consumes the regents for one spell.

**Level Increase:** A value equal to the spell level of the original spell.

## EGG CATCHER

**Prerequisite:** 23rd level, Throw Anything

**Benefit:** You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a splash weapon delivered via a breakable container (potions, bombs, etc.), you may catch it so that it does not break and you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to catch a ranged splash attack doesn't count as an action. Spell effects can't be caught (as they are delivered in a form that could not be "caught").

## FINAL ACT

**Prerequisite:** 21st level, Con 23, Legendary

Diehard

**Benefit:** Any time you would be reduced beyond your negative constitution modifier (and die) you remain conscious and can act normally until the end of your next turn. Any additional damage you take before your next turn will cause you to die. During this special turn, you receive a +5 bonus to all attack and damage rolls, and the last attack you make in the round deals legendary damage. The Fortitude save against this attack has a DC equal to 10 + your character level + your Constitution modifier. If you are healed above zero before your turn, you do not gain the benefits of this feat.

## HIGH MAGIC

**Prerequisite:** Ability to cast 9th level spells, 22nd level

**Benefit:** All spells of 5th level or lower that you cast are treated as if they were cast with the Intensified Spell metamagic feat, though the spell level remains unaffected.

*Design Note: Lower level spells no longer proving useful? This feat is a great way for characters who have a lot of low level spells and still want to get a good bang for their buck!*

## IMPROVED COMBAT CASTING

**Prerequisite:** 21st level, Combat Casting

**Benefit:** You get a +8 bonus on Concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled. This improves the bonus from Combat Casting.

## IMPROVED DIVINE SPARK

**Prerequisite:** Divinity Score 5 or higher, Divine Spark feat

**Benefit:** You gain +1 to your divinity score. This feat may only be taken once.

## IMPROVED RAPID SHOT

**Prerequisite:** 21st level, Dex 17, Rapid Shot

**Benefit:** You no longer suffer the -2 penalty when using Rapid Shot.

## IMPROVED SELECTIVE CHANNELING

**Prerequisite:** 21st level, Selective Channeling

**Benefit:** When you channel energy, you can choose any number of targets in the affected area. These targets are not affected by your channeled energy ability.

### LEGENDARY SELECTIVE CHANNELING

**Prerequisite:** 23rd level, Improved Selective Channeling

**Benefit:** When you channel energy, you can choose one target in the affected area, plus 1 for every 3 dice you channel beyond 10. Those targets are dealt double the normal points of healing or damage.

### LEGENDARY COMBAT REFLEXES (COMBAT)

**Prerequisite:** 21st level, ability to make at least 5 attacks of opportunity per round, Combat Reflexes

**Benefit:** When you have the opportunity to make an attack of opportunity, you may expend 5 attacks of opportunity to make a full round attack against the target that provoked.

### LEGENDARY CRITICAL FOCUS

**Prerequisite:** Critical Focus, +21 BAB

**Benefit:** The bonus to confirm critical hits granted by Critical Focus is raised from a +4 to a +8.

### LEGENDARY DIEHARD

**Prerequisite:** 21st level, Diehard

**Benefit:** The first time in a day that you would be reduced to zero hit points as a result of legendary damage or other death effect you instead are reduced to 1 hp.

### LEGENDARY CRITICAL FOCUS

**Prerequisite:** Critical Focus, +21 BAB

**Benefit:** The bonus to confirm critical hits granted by Critical Focus is raised from a +4 to a +8.

### LEGENDARY DIEHARD

**Prerequisite:** 21st level, Diehard

**Benefit:** The first time in a day that you would be reduced to zero hit points as a result of legendary damage or other death effect you instead are reduced to 1 hp.

### LEGENDARY ENDURANCE

**Prerequisite:** 21st level, Con 20, Endurance

**Benefit:** The bonus you gain from the Endurance feat increases from a +4 to a +8. In addition, you may sleep in heavy armor without becoming fatigued.

### LEGENDARY EVOCATION (METAMAGIC)

**Prerequisite:** 21st level

**Benefit:** Your spells ignore all energy immunities and resistances. If the level of the spell after being modified by metamagic feats is below 10th, then the spell only ignores energy resistances.

**Level Increase:** +4

### LEGENDARY FAMILIAR

**Prerequisite:** 21st level, Improved Familiar, compatible alignment, sufficiently high level (see below).

**Benefit:** When choosing a familiar, the creatures listed here are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil). Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

## CHART 24-2: LEGENDARY FAMILIARS

Familiar	Alignment <sup>a</sup>	Arcane Spellcaster Level
Achaierai	LE	20
Ahuizotl	NE	24
Babau	CE	24
Basilisk	TN	24
Belker	NE	24
Bralani Azata	CG	23
Dire Lion	TN	20
Djinni (non-noble)	CG	25
Emperor Cobra	TN	20
Giant Crab	TN	20
Giant Crawling Hand	NE	20
Giant Frilled Lizard	TN	20



Giant Gar	TN	22
Giant Lacewing	TN	22
Giant Moray Eel	TN	20
Gibbering Mouther	TN	24
Hippopotamus	TN	20
Hodag	TN	20
Kyton	LE	25
Leucrotta	CE	22
Manticore	CE	20
Orca	TN	20
Redcap	NE	24
Rorkoun	NE	24
Sea Drake	NE	25
Theletos Aeon	TN	25
Tojanida	TN	20
Winter Wolf	TN	20
Wooly Rhinoceros	TN	24
Wyvern	TN	25
Xorn	TN	24

## LEGENDARY FURIOUS FOCUS

**Prerequisite:** Furious Focus, +21 BAB

**Benefit:** Your second attack during a full attack action benefits from the Furious Focus feat as well.

## LEGENDARY INITIATIVE

**Prerequisite:** 21st level, Improved Initiative

**Benefit:** The bonus you receive from Improved Initiative increases to a +8 bonus on initiative checks.

## LEGENDARY TWO WEAPON FIGHTING

**Prerequisite:** Dex 23, Greater Two-Weapon Fighting, Master of Two, BAB +21

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

## LEGENDARY VITAL STRIKE

**Prerequisite:** Vital Strike, BAB +21

**Benefit:** You may choose to make a single attack using a standard action. You may roll the weapon's damage dice for this attack one additional time for every 5 points of BAB you possess beyond 1. Add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical

hit, but are instead added to the total.

**Special:** For every feat you possess that has Vital Strike as a prerequisite aside from this one, you roll the weapon damage dice one additional time when you use this feat.

## CHART 24-3: LEGENDARY VITAL STRIKE

BAB	Number of Times you Roll Weapon Damage
1-5	2
6-10	3
11-15	4
16-20	5
21-25	6
26-30	7
31-35	8

## LIGHT OF HELIOS

**Prerequisite:** 10th Level Paladin, 20th level character

**Benefit:** You can utilize the legendary paladin's destroy evil class feature 3 times per day when you use your smite evil class feature.

## MAN OF TWO WORLDS

**Prerequisite:** Caster level 1st in at least two different classes

**Benefit:** Your effective caster level for any spells you cast is equal to your character level.

## MASTER OF TWO

**Prerequisite:** 21st level, Dex 20, Two-Weapon Fighting

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary and offhand attacks lessens by an extra 2 (beyond the reduction provided by the Two-Weapon Fighting feat).

## CHART 24-4: MASTER OF TWO

Circumstances	Primary Hand	Off Hand
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2
Master of Two feat	-2	-2
Off-hand weapon is light and Master of Two feat	-0	-0

## MITHRAL FOCUS (COMBAT)

**Prerequisite:** 21st level

**Benefit:** Heavy mithral armor counts as light armor. Armor check penalty is reduced by -3. Arcane Spell Failure chance is reduced by an additional 15%. If this would reduce the spell failure chance to zero or below it does not impose a spell failure chance.

## OVERCHARGE SPELL (METAMAGIC)

**Prerequisite:** 21st level, Maximize Spell

**Benefit:** When you cast this spell its effect does not immediately occur. Instead, it remains ready to cast as a standard action. You or an ally (who can cast spells) can expend the spell energy of additional spell slots as a standard action that provokes attacks of opportunity while adjacent to the spellcaster who is overcharging the spell to increase the effectiveness of this spell. For each spell level you or an ally cast into the overcharged spell treat your caster level as if it were two higher per level of the spell (A 9th level spell expended provides +18). A spell can only remain ready to cast for a number of rounds equal to its unmodified spell level.

**Level Increase:** +3

## PERFECTED DEFENSE (COMBAT)

**Prerequisite:** 21st level

**Benefit:** When wearing armor, you know how to take the blows perfectly. When wearing different types of armor, you gain different bonuses from this feat. You only gain the benefits of this feat if you are proficient with the armor you are wearing.

- Light Artmor (+1 AC)
- Medium Armor (+2 AC)
- Heavy Armor (+3 AC)

## PRECAST (METAMAGIC)

**Prerequisite:** 21st level, ability to cast arcane spells

**Benefit:** You can prepare a spell to be triggered as though by contingency. Spells cast in this fashion take four times as long to cast. You can have one spell precast and one spell prepared by contingency at one time.

**Level Increase:** +4

## PURGE THE WICKED

**Prerequisite:** Baleful Channeling, paladin

**Benefit:** A number of times per day equal to your Charisma modifier, you can use your channel positive energy class feature to deal damage to evil aligned creatures as if they were undead. When used in conjunction with the Baleful Channeling feat, you can heal your allies and damage both undead and evil-aligned creatures.

**Normal:** Normally you must choose to either heal your allies or damage undead with your channel positive energy class feature.

## RAIN OF DEATH

**Prerequisite:** 21st level, Dex 17, Pinpoint Targeting

**Benefit:** As a standard action, you can set up a barrage of death that will rain down on your target. Your target does not gain any armor, natural armor, or shield bonuses to its Armor Class against ranged attacks you make next round as part of a full attack action.

## SNIPER SHOT

**Prerequisite:** 25th level, Far Shot

**Benefit:** You ignore all range increment penalties when making ranged attacks.

## SPEAKER OF THE GODS

**Prerequisite:** 21st level, Noble

**Benefit:** You can affect deities with your mind-affecting Charisma based abilities.

## SPELL SPIKE (TEAMWORK)

**Prerequisite:** 21st level

**Benefit:** A spell caster with this feat can cast a spell. This spell (not the caster) provokes an attack of opportunity from an adjacent character with this feat who is an ally of the spellcaster. If they take the attack of opportunity on the spell, it automatically hit. A spell hit in this fashion gains a bonus to damage equal to the character who struck it's Strength modifier + weapon damage. The bonus from Power Attack also applies. The character who strikes the spell determines its target. This teamwork feat can only be used on spell that deals damage. If the struck spell deals



damage from multiple sources (such as magic missile or scorching ray) the bonus damage from the spell being struck does not apply individually to each of the damage sources. It instead applies only to one source of damage.

## SUNDER SPELL

**Prerequisite:** 21st level, Arcane Strike

**Benefit:** Whenever you take a full attack action to attack with a weapon with your Arcane Strike is active, you can elect not to take one of your attacks. At any time before your next turn, you can attempt to slice a spell in half aimed at you as an immediate action. The spell must be a cone or line or ray. To slice the spell, you must make an attack roll, using the same bonuses as the attack you chose to forego during your previous action. For the purposes of that spell, you have spell resistance equal to your attack roll. The character must declare the use of this ability after the attack is announced, but before the roll is made.

## SWORD OF HEPHAESTUS

**Prerequisite:** 10th Level Fighter, 25th level character

**Benefit:** You can utilize the legendary fighter's king of arms class feature 3 times per day.

## THE ETERNAL WILL TO LIVE

**Prerequisite:** 21st level, Con 23, Beyond Death

**Benefit:** Instead of dying when you hit twice your negative Constitution score, you can attempt a Will save to stay alive. The DC for the save is equal to 10 + the negative values of your HP. Each save after the first increases the DC by 5.

## TOTAL BARRAGE

**Prerequisite:** 21st level, Dex 17, Improved Rapid Shot

**Benefit:** In lieu of his regular attacks, a character with this feat can fire an arrow at each and every target within range, to a maximum number of targets equal to his Dexterity modifier. Each attack uses the archer's primary attack bonus at a -4 penalty, and each enemy may only be targeted by a single arrow.

## VICIOUS FLANKING (TEAMWORK)

**Prerequisite:** 21st level

**Benefit:** This feat only applies when you and another ally with this teamwork feat are flanking a target. Whenever your counterpart makes an attack action against a target you are flanking with, you may make a free combat maneuver as an attack of opportunity.



## CHARTS RELEVANT TO FEATS

### CHART 24-5: POWER ATTACK

BAB	Penalty to Hit	Bonus to Damage
+1	-1	+2
+4	-2	+4
+8	-3	+6
+12	-4	+8
+16	-5	+10
+20	-6	+12
+24	-7	+14
+28	-8	+16
+32	-9	+18
+36	-10	+20

### CHART 24-6: COMBAT EXPERTISE

BAB	Penalty to Attack Rolls	Dodge Bonus to AC
+1	-1	+1
+4	-2	+2
+8	-3	+3
+12	-4	+4
+16	-5	+5
+20	-6	+6
+24	-7	+7
+28	-8	+8
+32	-9	+9
+36	-10	+10

### CHART 24-7: DEADLY AIM

BAB	Penalty to Ranged Attack Rolls	Bonus to Ranged Damage
+1	-1	+2
+4	-2	+4
+8	-3	+6
+12	-4	+8
+16	-5	+10
+20	-6	+12
+24	-7	+14
+28	-8	+16
+32	-9	+18
+36	-10	+20

## TRUE DWEOMERS FEATS AND SPELLS

### CIRCLE MAGE

**Prerequisite:** Able to cast 11th level spells

**Benefit:** You learn the true dweomer "Circle of Life".

### CIRCLE OF LIFE

**School** transmutation

**Level** 11

**Casting Time** 10 minutes

**Components** V, S, M (oils worth 1,000,000 gp)

**Range** long (400 ft. + 40 ft./level)

**Area** several dead creatures within a 1 mile radius burst

**Saving Throw** none, see text **Spell Resistance** yes (harmless)

With a circle of life a magic user can reincarnate a massive amount of creatures. Creatures killed within 1 week are raised as if by *reincarnation*. The spell resurrects 1d10 HD worth of dead creatures per caster level (no maximum). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first.

### EVERYWHERE AND NOWHERE

**Prerequisite** Able to cast 10th level spells

**Benefit** You learn the true dweomer "Translocation".

### TRANSLOCATION

**School** conjuration [teleportation]

**Level** 11

**Casting Time** 1 Standard action

**Components** V

**Range** personal and touch

**Duration** instantaneous

**Saving Throw** Will none and Will negates (object);

**Spell Resistance** no and yes (object)

As *greater teleport*, but interplanar travel is possible (as per plane shift). You may travel with up to 10 willing creatures per caster level, which must all

join hands in a circle.

### GRANDIOSE FORECAST

**Prerequisite** Able to cast 10th level spells

**Benefit** You learn the true dweomer "Global Weather Control".

### GLOBAL WEATHER CONTROL

**School** transmutation

**Level** 10

**Casting Time** 1 day

**Components** V, S

**Area** Planet wide

**Duration** 1 year

**Saving Throw** none; **Spell Resistance** no

You change, at will, the global weather patterns of the planet you are currently on. This functions like control weather, although you may affect any area on the planet. It takes 1 minute to issue a change and an additional 10 minutes for the effects of your commands to manifest.

A druid casting this spell does not double the duration or affect a wider area.

### LIFE LIGHT

**Prerequisite** Able to cast 11th level spells

**Benefit** You learn the true dweomer "Light of the World".

### LIGHT OF THE WORLD

**School** conjuration [healing]

**Level** 11

**Casting Time** 10 minutes

**Components** V, S, M (a single diamond worth 1,000,000 gp)

**Range** long (400 ft. + 40 ft./level)

**Area** within a 1 mile radius burst

**Target** several dead creatures

**Duration** instantaneous

Light of the World creates a massive circle of pure healing energy that bathes the world in the form of light rays from the sky. Creatures killed within 1 week are raised as if by *true resurrection*. The spell resurrects 1d10 HD worth of dead creatures per caster level (no maximum). Creatures with the fewest HD are affected



first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first.

## LONGEST NIGHT

**Prerequisite** Able to cast 10th level spells

**Benefit** You learn the true dweomer "*Eternal Night*".

## ETERNAL NIGHT

**School** evocation [darkness]

**Level** 10

**Casting Time** 1 day

**Components** V, S

**Area** Planet wide

**Duration** 1 year

**Saving Throw** none; **Spell Resistance** no

With the power of this true dweomer mastered, you command the ability to cast the world into darkness. Light from the sun is lowered by two steps. The world's default light value becomes dim light. (Effectively this surrounds the planet with a magical barrier that dims any incoming light). You may allow any area within 20 feet of yourself to return to standard lighting conditions. It takes 10 minutes to issue a command and your command takes effect 10 minutes later.

## SELF-PERFECTIONIST

**Prerequisite** Able to cast 10th level spells

**Benefit** You learn the true dweomer "*Perfection*".

## PERFECTION

**School** transmutation

**Level** 10

**Casting Time** 1 day

**Components** V, S

**Range** touch

**Duration** 1 day/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

They say perfection is a state one strives towards, not one can achieve. This allows you to come so close to it that your lips can almost brush against Lady Arete's. All your base ability scores below 20 are raised to 20 for 1 day per caster level. If the target score is above 20,

this spell grants you a +4 enchantment bonus to it.

## THE ALL CONSUMER

**Prerequisite** Able to cast 11th level spells

**Benefit** You learn the true dweomer "*Genocide*".

## GENOCIDE

**School** necromancy [death]

**Level** 11

**Casting Time** 10 minutes

**Components** V, S, M (the contained soul of one of your loved ones)

**Range** long (400 ft. + 40 ft./level)

**Area** several living creatures within a 1 mile radius burst

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

*Genocide* creates a massive circle of pure necrotic energy that consumes creatures, body and soul, killing them instantly. The spell slays 1d10 X 1,000 HD worth of living creatures per caster level (no maximum). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. You are excluded from the effects of this spell but other creatures cannot be excluded.

## WISHMASTER

**Prerequisite** Able to cast 12th level spells

**Benefit** You learn the true dweomer "*Unlimited Wish*".

## UNLIMITED WISH

**School** universal

**Level** 12

**Casting Time** 1 hour

**Components** V, S, M (the contained soul of a deity with a DS of at least 10)

**Range** see text

**Target, Effect, Area** see text

**Duration** see text

**Saving Throw** none, see text; **Spell Resistance** yes

Beyond the reality reshaping power of wish lays the zenith of magic's rawest and most basic power—the complete redesign of reality. *Unlimited wish* has

no limits, but it can be perverted with the simplest misspoken word. Mages labor for days or weeks on the exact phrasing of the wish so that it might be protected from every form of literal or figurative corruption. A wish can produce any effect.

An *unlimited wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment, at the GM's discretion.

## SAMPLE SCARED SPELLS

Presented here are a few sample sacred spells for divine casters. Many of the spells are simply improved versions of existing divine spells with the inclusion of some divinity score related effect. The list is far from all-encompassing and GMs are encouraged to use their creativity when making new sacred spells. These spells will be explored in greater detail in a future release.

### ENERGY DRAIN, GREATER

**School** necromancy

**Level** cleric/oracle 11

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one ray of negative energy

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

This spell functions like *enervation*, except that the creature struck gains 5d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = greater energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent. This spell cannot affect creatures with a divinity score higher than the caster.

An undead creature struck by the ray gains 5d4 x 5 temporary hit points for 1 hour.

### HEAL, GREATER

**School** conjuration [healing]

**Level** Cleric/oracle 10

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); see text for heal **Spell Resistance** yes (harmless)

This spell functions like *heal*, except that the creature touched gains 20 hit points per level of the caster, to a maximum of 500 at 25th level.

### HARM, GREATER

**School** necromancy

**Level** Cleric/oracle 10

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will half; see text for harm

**Spell Resistance** yes

This spell functions like *harm*, except that the creature touched is dealt 20 hit points of damage per level of the caster, to a maximum of 500 at 25th level. Greater harm cannot reduce the target's hitpoints to less than 1. This spell cannot affect creatures with a divinity score higher than the caster.

### DEICIDE

**School** necromancy

**Level** Cleric/oracle 12

**Casting Time** 1 standard action

**Components** V, S, M (An object of the god's disdain)

**Range** touch

**Target** deity type creature touched

**Duration** instantaneous

**Saving Throw** Will for partial and Fortitude; see text

**Spell Resistance** no

Deicide is a spell that was designed to destroy gods. A successful touch attack strikes at the very divinity of the target, dealing 25 x the divinity score of the target in negative energy damage. There is no maximum amount of damage this spell can deal. A deity with less than half of its maximum hit points remaining affected by this spell must make a Fortitude save or else they die and cannot be resurrected for 1d10 years (if resurrection is possible at all). A deity



destroyed in this fashion leaves no remains. If the deity succeeds on the Will save they suffer no damage but return to their native plane (as if by the banishment spell).

## TOUCH OF DEATH

**School** necromancy [death]

**Level** Cleric/oracle 10

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates (see text)

**Spell Resistance** yes

This spell requires the target to make a legendary damage check (DC = 10 + caster level + Wisdom modifier). Failure reduces the character to exactly 0 hit points. This spell cannot affect creatures with a divinity score higher than the caster.

## LEGENDARY ENCOUNTERS

Finding encounters for legendary leveled games can be challenging. When your players can destroy armies and kill gods what can you possibly pit them up against? Mythology can be a great source of inspiration. In case your imagination runs dry, presented below are several templates that allow for the conversion of existing creatures.

### LEGENDARY CREATURE (TEMPLATE) (+20 CR) [FAST-PLAY]

History and lore is rife with examples of legendary creatures. These creatures can make compelling solo encounters for higher level players and can be rebuilt on the fly using the quick rules for rebuilding a creature.

**Size Category** +2. Legendary creatures are larger than life. They appear majestic and imposing, taking every feature that the base creature has, but the features

accentuated to the point of exaggeration. The bonus from the size category increase is incorporated into their stat block already.

**Quick Rules** +20 on all rolls (including damage rolls) and special ability DCs; +20 to AC and CMD; +4 hp/HD, +10 on all saves, DR 10/-

**Rebuild Rules** AC Increase natural armor by +16; Ability Scores +10 Strength, +6 Dexterity, +10 Constitution, +8 Intelligence, +8 Wisdom, +8 Charisma; +16 legendary bonus to hit and damage, Saves: +6 legendary bonus to all saves, +2 CMD & +2 CMD

## DEITY (TEMPLATE)

**Creature Type** A creature with the deity template changes its creature type to Deity.

**HD** changes to maximized d10 Hit Dice.

Divinity Score of at least 10. This varies but is generally equal to HD -20.

Immunity to death effects (including legendary damage), energy (all), all mind effecting effects, ability damage/drain, and poisons.

**Truespeech** All deities can speak with any creature that has a language, as though using a tongues spell (caster level equal to the deities' Hit Dice). This ability is always active.

**Summon (Sp)** A number of times per day equal to the deities' divinity score, a deity can summon any creature or combination of creatures whose total combined CR is 30 or lower. This ability always works, and is equivalent to a 9th-level spell. The creatures summoned must be loyal to the deity. (This generally is used to summon angels, demon, devils, or any other subservient extraplanar creatures.)

**Telepathy** Unlimited range (Even inter-planar)

**True Seeing** All deities can see as though using a true seeing spell (caster level equal to the deities' Hit Dice). This ability is always active. This does not function against creatures with a higher DS. In addition, deities have the blindsight extraordinary ability to a range of 500 feet.

**Aligned Strike** A deity's natural weapons, as well as any weapon it wields, are treated as being aligned to both sides of their alignment and epic for the purpose of resolving damage reduction.

**Unlimited Wish** 1/day per 10 HD as a spell like ability (using their HD as their caster level). A deity can use this spell like ability without the normal material component. In addition, a deity may use this ability more than once per day (dispite it being a true dweomer).

## GODSPAWN (TEMPLATE)

**Creature Type** A creature with the deity template changes its creature type to Deity (Godspawn).

Divinity Score of at least 5. This varies but is generally equal to HD -25.

Immunity to death effects (including legendary damage), electricity, all mind effecting effects, ability damage/drain, and poison.

**Truespeech** All godspawn can speak with any creature that has a language, as though using a **tongues** spell (caster level equal to the deities' Hit Dice). This ability is always active.

**Resistance to energy** (all) 40.

**Summon (Sp)** Once per day, a godspawns can summon any creature or combination of creatures whose total combined CR is 20 or lower. This ability always works, and is equivalent to a 9th-level spell. The creatures summoned must be loyal to the godspawn. (This generally is used to summon angels, demon, devils, or any other subservient extraplanar creatures.)

**Telepathy** 300 ft.

**True Seeing** All godspawn can see as though using a true seeing spell (caster level equal to the deities' Hit Dice). This ability is always active. This does not function against creatures with a higher DS. In addition, deities have the blindsight extraordinary ability to a range of 500 feet.

**Aligned Strike** A godspawn's natural weapons, as well as any weapon it wields, are treated as being aligned to both sides of their alignment and epic for the purpose of resolving damage reduction.

**Grant Spells** A godspawn can grant spells to their worshipers. Granting spells does not require any specific action on the godspawn's behalf. All godspawns grant access to the domains of their alignments (example: law and good for a lawful good godspawn)—in addition, they grant access to two other domains and a favored weapon that vary according to the godspawn's themes and interests.

**Wish** 1/day per 10 HD as a spell like ability (using their HD as their caster level).

## COLOSSUS (CREATURE SUBTYPE)

A colossus is a special subtype of construct. Colossus are aeon old constructs who have grown beyond their artificially imposed limits and amassed near limitless power. Sometimes they assume the role of a deity-figure amongst planes of law/constructs.

- d12 Hit Die.
- Base attack bonus equal to total Hit Dice (fast progression).
- No good saving throws.
- Skill points equal to 2 + Int modifier (minimum 1) per Hit Die. However, colossus are mindless and gain no skill points or feats. Constructs do not have any class skills, regardless of their Intelligence scores.
- Divinity Score: Varies, but generally colossus are not divine in nature and only have a divinity score of 1.

## CHART 25-1: COLOSSUS PROGRESSION

Size	Str	Dex	Con	# of HD	Slam
Huge	60–61	14–15	60–61	47d12– 58d12+	4d6
Gargantuan	68–69	12–13	68–69	56d12– 70d12+	6d6
Colossal	76–77	10–11	76–77	68d12– 74d12+	8d6
Colossal +	81–86	10–9	81–86	72d12– 81d12+	12d6

## CHART 25-2: COLOSSUS SIZE AND BONUS HIT POINTS

Construct Size	Bonus Hit Points
Huge	100
Gargantuan	200
Colossal	300
Colossal +	400

**Traits** Colossus have construct traits. Colossus is a subtype of construct.

- Deities are not subject to death from massive damage, and they have maximum hit points per Hit Die.
- **Antimagic Field (Ex):** A colossus constantly



generates an antimagic field in a 100-foot-radius. The field is an invisible barrier that is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines, except for the colossus's own supernatural abilities. This effect is otherwise as an antimagic field cast by a 25th-level caster.

- A colossus's natural weapons are treated as epic for the purpose of overcoming damage reduction.
- **Size (Ex):** A construct must be at least huge size, though most are colossal in size. Many are even larger, even surpassing colossal size.
- **Stomp (Ex):** As a full-round action, a colossus may stomp upon any adjacent foe (that is, any within the area it threatens). If the attack is successful, the stomp deals its slam damage and twice its Strength modifier. If it successfully hits, the colossus also makes a grapple check and if successful it pins the victim.

*Design Note: "Colossal+" size is a special size category that describes creatures beyond the colossal size category. For each size category above Colossal the creature gets a -1 size penalty. Consult the table below for the size and reach of each size category.*

## CHART 25-3: COLOSSAL+ SIZE

Size Category	Space	Natural Reach	Size Penalty
Colossal+ (tall)	60x60	60ft	-9
Colossal+ (long)	60x40	50ft	-9
Colossal++ (tall)	70x70	70ft	-10
Colossal++ (long)	70x50	60ft	-10
Colossal+++ (tall)	80x80	80ft	-11
Colossal+++ (long)	80x40	70ft	-11

## LEGENDARY MAGIC ITEMS



### CRAFTING LEGENDARY MAGIC ITEMS

Legendary magic items can only be crafted by characters of 20th level or higher. The DC to craft such an item is equal to 20+ the item's caster level. Crafting the item takes 1 day for every 100,000 gp in its base price. Otherwise, follow the normal rules for crafting a magic item.

### PLACING LEGENDARY MAGIC ITEMS

Legendary magic items are powerful things and often approach the level of artifacts in power. As such, having them as treasure from a random encounter begs the question of why such powerful creatures weren't using the items. In addition, if a party crafts a lot of items, the amount of gold that they save only multiplies as the prices for items gets larger and larger. Instead, the GM can consider giving players components to an item that they may use to craft the item themselves. A component can count as any amount of gp towards the price to craft the item. A solid value for a component is ¼ of the gold needed to craft the item (1/8 the market price of the item). This way, the GM can give the players an item in multiple chunks or simply a bit of gold towards crafting that item and have a good reason for the creatures in the encounters to not utilize the treasure that would be going towards the players.

### MUNDANE LEGENDARY WEAPONS

Sometimes, a weapon is so well made that it can strike just as well as a legendary weapon. These weapons can be made by using the DC outlined in the skill section of this book. These weapons are always masterwork, and can bypass DR/epic as though it were a +6 weapon. If such a weapon is enchanted with at least a +1 bonus, it can accept legendary enhancements as though it were a +6 weapon or higher. Weapons of such quality are the stuff of legend, and are quite rare even for a legendary blacksmith to make due to the length of time needed to create one.

## LEGENDARY MAGIC ITEMS AND ARTIFACTS

Legendary magic items deal with a level of power normally only attributed to artifacts. However, there are a few differences between the two. Firstly, an artifact may still work inside of an anti-magic field, and a legendary magic item will not. Secondly, an artifact is unaffected by the dispel magic spell, and a legendary magic item still is. Finally, using mage's disjunction on a legendary magic item carries no chance of eliminating the caster's spellcasting abilities.

## LEGENDARY ITEMS WITH MULTIPLE SLOTS

Some of the following items may have more than one slot listed, and some future ones may have "none" listed in addition to slots. This signifies an item that can be equipped in multiple slots, though still only one slot at once.

## LEGENDARY ARMORS

Legendary armor is made to stand up to phenomenal punishment, protecting the one who wears it like a second skin. A piece of armor must possess a total of +10 in enhancements, including a +5 enchantment bonus, to be turned into a piece of +6 legendary armor by a character of 20th level or higher. Alternatively, the armor may possess enhancements on it with a price equal to the amount of gold that would have been spent to increase the item from its current enhancement value to a +10 enhancement. Magic shields may be made legendary in exactly the same way as magic armor. Price armor according to the table below:

### CHART 26-1: ARMOR PRICING

Bonus	Price
+11 (+6)	200,000 gp
+12 (+7)	400,000 gp
+13 (+8)	800,000 gp
+14 (+9)	1,500,000 gp
+15 (+10)	2,500,000 gp
+16	4,500,000 gp
+17	7,500,000 gp
+18	11,500,000 gp
+19	16,500,000 gp
+20	25,000,000 gp

## LEGENDARY ARMOR ENCHANTMENTS

Legendary armor enchantments may only be applied to armor of +6 or higher enhancement bonus. Older enchantments may be replaced by these new ones or upgraded to new bonuses

**Arcanist:** This armor is crafted to allow for more finite maneuverability and overall proficiency when casting spells. The armor has 10% lower arcane spell failure chance.

Overwhelming abjuration; CL 30th; Arcane Armor Training, Craft Magic Arms and Armor, *freedom of movement*; Price +2 bonus

**Arrow Reflecting:** This enchantment may only be applied to a shield. The wearer of the shield may choose to reflect an incoming ranged missile attack back at the attacker once per round as a free action. The attack resolves targeting the original attacker. Exceptional ranged weapons, such as ballista bolts or scorching ray, can't be reflected.

Overwhelming abjuration; CL 30th; Craft Magic Arms and Armor, *spell turning*; Price +3 bonus

**Force:** The armor is reinforced by pure force, granting it a hardness of 30 and doubling the number of hit points it possesses. In addition, it gains all the benefits of ghost touch armor.

Overwhelming abjuration; CL 35th; Craft Magic Arms and Armor, *wall of force*; Price +4 bonus

**Impenetrable:** The wearer of this armor cannot be critically hit or sneak attacked. This enchantment may only be applied to a suit of heavy armor.

Overwhelming abjuration; CL 39th; Craft Magic Arms and Armor, *Wishmaster, wish, unlimited wish*; Price +8 bonus

**Light-Forged:** Brilliant and weightless, light-forged armor is formed from magically solidified sunlight. The armor constantly sheds bright light in a 60 foot radius, and increases the level of light by one step in a 60 foot radius beyond that. This light is very difficult to conceal, as every surface of the armor emanates it. A *brilliant energy* weapon cannot penetrate light-forged armor as easily as it might armor made of metal. The



wearer of light-forged armor counts that armor's bonus to his AC against *brilliant energy* weapons.

Overwhelming abjuration; CL 35th; Craft Magic Arms and Armor, *sunbeam, polymorph any object, wish*; Price +5 bonus

**Living:** Living armor is magically enchanted to repair itself. It heals 1 hp of damage every hour. Even if it is destroyed by a *disintegrate* spell, the armor will gradually reform itself, taking one full day.

Overwhelming transmutation; CL 24th; Craft Magic Arms and Armor, *make whole, permanency*; Price +2 bonus

**Spell Resistance:** This armor grants the wearer spell resistance as long as it is worn. The value depends on the armor.

Overwhelming abjuration; CL 35th; Craft Magic Arms and Armor, *spell resistance*; Price (SR 25) +6 bonus; (SR 29): +7 bonus; (SR 33): +8 bonus; (SR 37): +9 bonus; (SR 41): +10 bonus

LEGENDARY WEAPONS

Legendary weaponry is the death-dealing stuff that causes even gods to give pause to their actions. A weapon must possess a total of +10 in enhancements, including a +5 enchantment bonus, to be turned into a +6 legendary weapon by a character of 20th level or higher. Price weapons according to the table below:

CHART 26-2: WEAPON PRICING

Bonus	Price
+11 (+6)	400,000 gp
+12 (+7)	800,000 gp
+13 (+8)	1,600,000 gp
+14 (+9)	3,000,000 gp
+15 (+10)	5,000,000 gp
+16	9,000,000 gp
+17	15,000,000 gp
+18	23,000,000 gp
+19	33,000,000 gp
+20	50,000,000 gp



WEAPON ENHANCEMENTS

**Anarcanic:** This weapon is treated as a bane weapon against any creature capable of casting spells. In addition, creatures who cast defensively provoke an attack of opportunity from the weapon's wielder.

Overwhelming conjuration; CL 30th; Craft Magic Arms and Armor, creator must be unable to cast spells; Price +2 bonus

**Caustic:** As corrosive burst, but the weapon may deal all its damage as acid damage. In addition, the weapon deals 1d10 acid damage instead of 1d6. On a critical hit, the target is covered in acid, taking 5d10 points of acid damage. At the end of his next turn, the target takes the same amount of acid damage an additional time, though the damage is rolled separately. A weapon with a x3 critical multiplier deals 10d10 points of acid damage on a critical hit, and a weapon with a x4 critical multiplier or higher deals 15d10 points of acid damage.

Overwhelming evocation; CL 32nd; Craft Magic Arms and Armor, *acid arrow, acid fog*; Price +4 bonus

**Crushing:** This enchantment can only be placed on a bludgeoning weapon. This enchantment increases the weapon's damage by its base weapon damage, including on a critical hit (example: A bludgeoning weapon that deals 1d6 damage instead deals 2d6 damage). On a critical hit, the target takes a -2 penalty on attack and damage rolls until the end of their next turn.

Overwhelming evocation; CL 28th; Craft Magic Arms and Armor, *crushing fist or divine might*; Price +2 bonus

**Exsanguinating:** This weapon sucks the blood from a creature's veins, leaving huge bleeding wounds with each strike. With each hit, the target takes an additional 1d6 points of bleed damage. Multiple hits from this weapon increase the bleed damage. On a critical hit, the target's current (already existing) bleed damage is doubled after adding in the 1d6 points of bleed damage from the attack.

Overwhelming evocation; CL 35th; Craft Magic Arms and Armor, *bleed, permanency*; Price +4 bonus.

**Extending:** This weapon seems to bend in unnatural ways, and when used to attack it snakes out beyond the wielder's normal range. The weapon increases the character's reach by 5 feet, but only during his turn. If this is a +3 enchantment instead of a +2 enchantment, the extra reach is on all the time.

Overwhelming transmutation; CL 24th; Craft Magic Arms and Armor, *transmute rock to mud*; Price +2 bonus or +3 bonus (see text)

**Fracturing:** Each part of this weapon seems to have a crack, split, or other such mark of wear and tear, though the weapon feels quite solid. When this weapon is broken, it gains a +2 bonus to hit and damage instead of a -2 penalty. This weapon heals 1 hp each hour, and will rebuild itself even if destroyed. If it is destroyed, it takes one full day for it to rebuild itself.

Overwhelming transmutation; CL 26th; Craft Magic Arms and Armor, *make whole, permanency*; Price +1 bonus

**Glacial:** As freezing burst, but the weapon may deal all its damage as cold damage. In addition, the weapon deals 1d10 cold damage instead of 1d6. On a critical hit, the weapon crackles as it emanates a massive iceberg. The target is driven back by a wave of ice, taking 5d10 points of cold damage and halving his speed on his next turn. A weapon with a x3 critical multiplier deals 10d10 points of cold damage on a critical hit, and a weapon with a x4 critical multiplier or higher deals 15d10 points of cold damage.

Overwhelming evocation; CL 32nd; Craft Magic Arms and Armor, *ice storm, wall of ice*; Price +4 bonus

**Impaling:** This enchantment can only be placed on a piercing weapon. This enchantment increases the weapon's damage by its base weapon damage, including on a critical hit. On a critical hit, a copy of the weapon impales the target, dealing the weapon's base damage to them each round plus its enhancement bonus until it is removed as a standard action.

Overwhelming evocation; CL 28th; Craft Magic Arms and Armor, *spiritual weapon* or *unseen servant*; Price +2 bonus

**Lacerating:** This enchantment can only be placed on a slashing weapon. This enchantment increases the weapon's damage by its base weapon damage, including on a critical hit. On a critical hit, the weapon cuts hundreds of times across the target's skin, giving them a -2 penalty to AC until the end of their next turn.

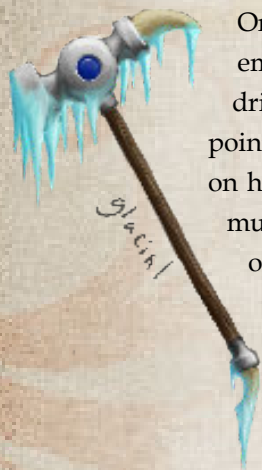
Overwhelming evocation; CL 28th; Craft Magic Arms and Armor, *blade barrier* or *mage's sword*; Price +2 bonus

**Legendary Tether:** This weapon gains a tether of force to aid the wielder in keeping grasp of his weapon while he normally could not, such as when he is unconscious or disarmed. The wielder may bring his weapon back into his hand no matter where it is as a move action that does not provoke attacks of opportunity. The weapon will not travel over 100 feet away from its wielder while this tether exists. A legendary tether can only be cut by a weapon of the same enhancement bonus or higher as the weapon, as it is part of the weapon. It has a base hardness of 30 and 5 hit points, plus 5 hit points per point of enhancement bonus of the weapon. If the legendary tether is destroyed, the weapon creates a new one after 24 hours.

Overwhelming transmutation; CL 30th; Craft Magic Arms and Armor, *telekinesis, wall of force*; Price +1 bonus

**Lightning:** As shocking burst, but the weapon may deal all its damage as electricity damage. In addition, the weapon deals 1d10 electricity damage instead of 1d6. On a critical hit, the weapon discharges a bolt of lightning into the target, and the target emanates a 120 ft line of lightning in a direction of your choice, taking 5d10 points of electricity damage. Creatures who are hit by this line take half the damage that the target of the attack took. A weapon with a x3 critical multiplier deals 10d10 points of electricity damage on a critical hit, and a weapon with a x4 critical multiplier or higher deals 15d10 points of electricity damage.

Overwhelming evocation; CL 32nd; Craft Magic Arms and Armor, *chain lightning, storm of vengeance*; Price +4 bonus





**Precognitive:** While in most cases this weapon is unremarkable, it truly shines when its wielder needs it most. This weapon can either be used as a free action to grant the wielder a +20 bonus to hit on his next attack once per day or cause an attack to automatically miss the wielder once per day after the dice have been rolled to hit.

Overwhelming evocation; CL 30th; Craft Magic Arms and Armor, *foresight*; *true strike*; Price +2 bonus

**Supersonic:** As thundering, but the weapon may deal all of its damage as sonic damage. On a critical hit, the target is automatically deafened for 1 round, and one item on their person takes 5d10 points of sonic damage. The attacker may choose an item he can see to damage, or may choose to determine randomly as though the target had rolled a natural 1 on a saving throw against a damaging effect (See chapter 15 of the

Pathfinder Core Rulebook). A weapon with a x3 critical multiplier deals 10d10 points of sonic damage on a critical hit, and a weapon with a x4 critical multiplier or higher deals 15d10 points of sonic damage.

Overwhelming evocation; CL 32nd; Craft Magic Arms and Armor, *shout*, *sound burst*; Price +4 bonus

**Void:** This weapon is as black as the night sky, formed of the blackest energies found between the stars. Any creature struck with such a weapon suffers legendary damage, the save DC equal to (10 + wielder's BAB). It otherwise replicates the brilliant energy property, except that it sheds no light and affects objects and unliving creatures normally.

Overwhelming transmutation; CL 41st; Craft Magic Arms and Armor, *mage's sword*, *plane shift*; Price +8 bonus

**Volcanic:** As flaming burst, but the weapon may deal all its damage as fire damage. In addition, the weapon deals 1d10 fire damage instead of 1d6. On a critical hit,

the weapon sprays forth a blast of molten rock. The target of the attack is covered in red-hot magma that deals 5d10 points of fire damage, then that same amount again the next round at the beginning of his turn. A weapon with a x3 critical multiplier deals 10d10 points of fire damage on a critical hit, and a weapon with a x4 critical multiplier or higher deals 15d10 points of fire damage.

Overwhelming evocation; CL 32nd; Craft Magic Arms and Armor, *delayed blast fireball*, *transmute rock to lava*; Price +4 bonus



## RINGS

### RING OF ARCANES SHIELDING

**Aura** overwhelming abjuration CL 26th

**Slot** -; **Price** 500,000 gp; **Weight** - lbs.

#### DESCRIPTION

A small ring of cinnabar, this ring can grant a wearer with the ability to cast arcane spells the ability to sacrifice his own spells to gain an innate bonus on saving throws and AC. He may sacrifice any prepared arcane spell or any arcane spell slot to gain an innate bonus on his saving throws and AC until the beginning of his next turn. If the wearer has a familiar, they may gain this bonus as well. Activating the ring is a free action.

#### CONSTRUCTION

**Requirements** Forge Ring, *magic vestment*, *resistance*;  
**Cost** 250,000 gp

### RING OF IMMORTALITY

**Aura** overwhelming abjuration CL 50th

**Slot** -; **Price** 5,000,000 gp; **Weight** - lbs.

#### DESCRIPTION

This small blue lapis lazuli ring fits snugly around the wearer's finger. It protects the wearer against death effects, including that of poisons or of L-damage, and aging effects. If the wearer keeps the ring on for 1 year, he will cease aging until he removes it.

#### CONSTRUCTION

**Requirements** Forge Ring, Circle Mage, *circle of life*;  
**Cost** 2,500,000 gp

## RING OF SAVAGERY

**Aura** overwhelming transmutation; **CL** 30th

**Slot -; Price** 2,500,000 gp; **Weight** - lbs.

### DESCRIPTION

A ring of savagery appears to be a simple banded adamantine ring with small diamonds engraved in the six bars around its exterior. The ring has up to 6 charges each day. The user of the ring may activate one of the ring's effects once per round as part of an attack or full-attack action. Each effect lasts until the end of the attack or full attack action. Activating the ring for a round uses a charge. You may:

- Make 1 additional attack as part of your attack or full attack at your highest base attack bonus. This does stack with the effects of haste or similar effects.
- Add +10 to your damage rolls until the beginning of your next turn.
- You may make a bull rush attempt after making all of your attacks against any creatures you struck with a melee attack. The attempt is made using one CMB check against every target's CMD. The attempt gains a +5 bonus for every attack that hit after the first.

The ring goes back up to a full complement of charges at the start of each day. Each time a charge is used all of the diamonds on one of the bars turn red. They regain their normal appearance when recharged.

### CONSTRUCTION

**Requirements** Forge Ring, *divine favor*, *divine power*; **Cost** 1,250,000 gp

## RING OF STOLEN LIFE

**Aura** overwhelming necromancy **CL** 24th

**Slot -; Price** 500,000 gp; **Weight** - lbs.

### DESCRIPTION

This small glass ring is filled with a bluish liquid that seems to almost move on its own. If the wearer of the ring spends 1 hour with a gem that has been used as a vessel for trap the soul, he may draw the life force out of the gem and into the ring. The ring may hold any number of creatures in this way. The wearer may expend a soul stored in the ring as a free action when making a save against legendary damage, gaining a bonus on that saving throw equal to the HD of the soul sacrificed. Doing so kills the creature sacrificed. Afterwards, that soul may be brought back from the

dead normally. If the ring is destroyed, all of the souls within are released into the immediate vicinity, as though they had been released from trap the soul.

### CONSTRUCTION

**Requirements** Forge Ring, *trap the soul*; **Cost** 250,000 gp

## RING OF WHISPERED SHADOWS

**Aura** strong evocation **CL** 26th

**Slot -; Price** 250,000 gp; **Weight** - lbs.

### DESCRIPTION

This dark ebony ring with a large, false ruby in the center seems oddly entrancing. Someone wearing this ring can send a message of 25 words or less to anyone else wearing a ring of whispered shadows at will as a move action. This message may even cross planes, and arrives instantly.

### CONSTRUCTION

**Requirements** Forge Ring, *sending*; **Cost** 125,000 gp

## RODS

### ROD OF SPELL-TRAPPING

**Aura** overwhelming abjuration; **CL** 30th

**Slot -; Price** 1,000,000 gp; **Weight** 2 lbs.

### DESCRIPTION

If pointed at an ongoing spell effect within 100 ft as a standard action, the wielder may make a caster level check (1d20 + caster level) against a DC = 11 + the spell's caster level to absorb that spell, ending it immediately. The spell may be cast at a later time out of the rod using the same caster level as the previous caster. The rod may store up to 10 spells of up to 9th level, and can release them if the rod's wielder spends a standard action to activate the item. The rod may release a stored spell up to 3/day.

### CONSTRUCTION

**Requirements** Craft Rod, *mage's disjunction*, *imbue with spell ability*; **Cost** 500,000 gp

### TRIDENT OF PRESSURE

**Aura** overwhelming abjuration; **CL** 25th

**Slot -; Price** 250,000 gp; **Weight** 4 lbs.

### DESCRIPTION

This slim brass +1 trident has a few small crystal



vials in the tines branching from the main shaft of the item. The left tine has a measure for air pressure built into it, and the right a measure for water pressure. Looking at these readings and making a Knowledge (geography) or Knowledge (planes) check with a DC of 25 or higher, depending on the area. You may point the trident at a liquid or gas within 60 ft to see the pressure it contains displayed on the tines of the trident. This rod functions as a +1 trident, and the wielder is at no penalty to acting under water, and may cast spells and attack as normal. A simple wooden knob on the handle can be turned as a standard action to have the trident project an area of normal pressure in 30 feet for up to 25 minutes every day. Creatures in the area do not take damage or penalties from high or low pressure while it persists. The trident's use in this way can be split up in 1 minute increments. The field thins fog and clouds out to become much less dense preventing any concealment in the area from such sources. Solid fog is cleared by this effect. Other effects of fog or clouds, such as the nauseating vapors of stinking cloud or the acidic fumes of acid fog, still affect anyone in the area normally.

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#### CONSTRUCTION

**Requirements** Craft Rod, *control weather, life bubble*;  
**Cost** 125,000 gp

## WONDROUS ITEMS

### DRAGON'S TEETH

**Aura** overwhelming conjuration **CL** 21st

**Slot -; Price** 75,000 gp ; **Weight** - lbs.

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#### DESCRIPTION

Dragon's teeth are the specially treated teeth, claws, or bones of a powerful creature that can be used to summon powerful warriors to fight for you. Up to 4 of the dragon's teeth may be cast to the ground to any free squares within 10 feet of you as a standard action. That many myrmidon warriors rise up from the ground, strange half-man half-insect creatures covered in thick chitinous plate. Each one has an AC of 35, 200 hp, a 30 ft movement speed, and makes three attacks during a full attack at a +30 bonus to hit, dealing 1d8+30 points of piercing damage with each attack. Myrmidons are immune to ability score damage and drain, penalties of any sort, and mind-affecting effects. They make any

saving throw with a +15 bonus. You may order these Myrmidons as a move action. After exactly 8 hours of life, the Myrmidons suddenly die.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *summon monster IX, transformation*; **Cost** 37,500 gp

### ESSENCE OF LIFE

**Aura** strong conjuration; **CL** 20th

**Slot -; Price** 200,000 gp; **Weight** - lbs.

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#### DESCRIPTION

This seemingly innocuous vial of clear liquid can cure any of a creature's ills. Drinking this essence heals the creature's hp as though they had been subject to a heal spell cast by a 15th level cleric, along with the spell's other effects. If the essence is poured on a creature who has died within the last round, it instead has the effect of a breath of life spell.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *breath of life, heal*;  
**Cost** 100,000 gp

### ESSENCE OF DEATH

**Aura** strong conjuration; **CL** 20th

**Slot -; Price** 200,000 gp; **Weight** - lbs.

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#### DESCRIPTION

This vial of dark green liquid is odorless and tasteless in food. Any creature that drinks this essence must make an immediate Fortitude save (DC 30) or die. This does not detect as poison, but it does detect as a death effect. Undead creatures that drink this essence are healed hp as though by a harm spell cast by a 15th level cleric.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *finger of death, harm*; **Cost** 100,000 gp

### FORCE GUARD

**Aura** overwhelming abjuration; **CL** 30th

**Slot -; Price** 2,400,000 gp; **Weight** 2 lbs.

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#### DESCRIPTION

This small greenish amulet has a flat black backing and a small triangular metal button near the center. If the force guard is pressed up to something or someone and the button is pressed, the force guard attaches

to it firmly. That person or an object of less than 100 cubic feet is rendered impregnable to teleportation, incorporeal creatures, and brilliant energy weapons. The object or person so affected cannot be teleported. Attempts to teleport through the surface of the object, to teleport the person to whom the force guard is fixed, or to strike the object or creature with a brilliant energy weapon automatically fail. The force guard has a hardness of 30, 50 hp, and is unaffected by incorporeal attacks. It can only be removed when affixed by either pressing the switch a second time, or by making a DC 30 Strength check to pry it off of a surface, ending the effect upon removal.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *wall of force*;  
**Cost** 1,200,000 gp

### GODLY VESSEL

**Aura** overwhelming abjuration CL 30th  
**Slot -; Price** 1,000,000 gp (empty); **Weight** 5 lbs.

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#### DESCRIPTION

This perfectly cut, refined, fist-sized diamond is clear of flaws. Each facet of the gem seeming to reflect the interior of the crystal and whatever else may be stored inside. The godly vessel may be used to store the soul of a dead deity, usually by pressing it firmly against the deity's remains or the resting place of their soul for 1 day. A creature carrying a godly vessel may treat themselves as that god when the god's worshippers pray to him. Anyone who prepares spells from that deity is unaffected by this. Carrying the soul of a deity with you allows you to tap into some of their power as well. You gain +1 to your divinity score for possessing a godly vessel. The godly vessel of some particularly powerful deities may have additional effects, at the GM's discretion.

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#### CONSTRUCTION

**Requirements** Forge Ring, *magic vestment*, *resistance*;  
**Cost** 500,000 gp

### HAT OF HABERDASHERY

**Aura** overwhelming conjuration CL 25th  
**Slot -; Price** 320,000 gp ; **Weight** - lbs.

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#### DESCRIPTION

This handsome hat may be used at will to cast fabricate,

except that it may only be used to create clothing. However, the hat is capable of generating up to 100 gp worth of its own material each day. The hat may be used to store a nearly infinite amount of cloth, which can be retrieved and placed on the user's body as a free action. This hat grants a +30 bonus on Disguise checks, and can be used to make a Disguise check as a free action.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *disguise self*, *fabricate*, *prestidigitation*; **Cost** 160,000 gp

### SKULL OF THE BANDIT KING

**Aura** strong transmutation; CL 26th  
**Slot -; Price** 650,000 gp; **Weight** 2 lbs.

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#### DESCRIPTION

This upper half of a hobgoblin skull is covered in numerous battle scars. It is said just looking at this skull makes a creature instantly more greedy. After killing or reducing an adjacent creature below 0 hit points while raging, you may take one item that that creature was holding in its hands and take it into one or more of your free hands as a free action. You may drop items to free up your hands as a free action, if desired. You may take this action even if it is not your turn.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *telekinesis*;  
**Cost** 325,000 gp

### SKULL OF THE HELMSPLITTER

**Aura** overwhelming evocation; CL 26th  
**Slot -; Price** 3,240,000 gp; **Weight** 30 lbs.

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#### DESCRIPTION

This heavy dome of metal glowers with two empty holes for eyes. If you score a critical threat while raging, you gain a +2 bonus on confirming the critical hit. If it confirms, you may spend 5 rounds of rage to increase the critical multiplier by +1. You increase the critical multiplier by an additional +1 if you have greater rage, and increase it by an additional +1 if you have mighty rage or all-consuming rage. This can stack up to a maximum of a +4 to the critical multiplier.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *keen edge*, *transformation*; **Cost** 1,620,000 gp



## SKULL OF THE HYDRA

**Aura** overwhelming abjuration; **CL** 26th

**Slot** torso or face; **Price** 4,000,000 gp (5 skulls) + 500,000 per skull after the 5th; **Weight** 5 lbs. (Per skull)

### DESCRIPTION

This is a cone-toothed skull from many-headed hydra. The wearer gains regeneration 5 while he is raging. If he is hit by a critical hit, one hydra skull appears next to the original the following turn. When the wearer drops below 0 hp while raging from an attack or damaging effect, the wearer may choose to spend 2 rounds of rage to shatter a skull he has accumulated beyond the first. He may do this any number of times as long as he has rounds of rage or additional skulls, and each time reduces the damage by half again. Any duplicated skulls shatter after 24 hours. The minimum damage required to be dealt to the skull's wearer to gain a skull from a critical hit is at least 20. Most of these skulls can generate up to 4 more skulls, giving it 5 skulls total when it has a full compliment. The highest known number of skulls that can be made by such an item is 12, giving that particular item 13 at a full compliment. If you wear this item on your torso, you gain +4 natural armor while raging. If you wear this item on your face, you gain a primary bite attack while raging that deals 1d6 points of damage, +1 per skull beyond the first.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *regeneration*, *stoneskin*; **Cost** 2,000,000 gp + 250,000 gp per skull after the 5th.

## SONG OF SILENCE

**Aura** overwhelming illusion; **CL** 22nd

**Slot** -; **Price** 1,200,000 gp; **Weight** -

### DESCRIPTION

This is a song that can be learned from a special manual by a bard of at least 20th level. After taking one week of work (each day being 8 hours of work) to learn the song, the bard may perform the song even without the manual. By plucking strings softly, and humming gently, the performer of this song can remove all sound from a 30 foot radius around herself. The performer must spend ten uses of her bardic music ability to activate this song. She may maintain

it for two uses each round thereafter. This song slowly fades all sound in the area until none can be heard. No sound can be made in the area, nor travel through it. Attempts to detect creatures in the area using hearing automatically fail. Anyone who is in the area is effectively deafened. Anyone who leaves the area instantly ceases being deafened. Anyone in the area can still benefit from bardic music used by the bard who is performing the song. The performer of this song takes no penalty for casting spells or performing while the ability is in effect.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *silence*, creator must be a bard; **Cost** 600,000 gp

## SONG OF SUFFERING

**Aura** overwhelming necromancy; **CL** 22nd

**Slot** -; **Price** 800,000 gp; **Weight** -

### DESCRIPTION

This is a song that can be learned from a special manual by a bard of at least 20th level. After taking one week of work (each day being 8 hours of work) to learn the song, the bard may perform the song even without the manual. The bard performing this song evokes pain and torment with each careful pluck of a string. When this song is performed, all enemy creatures in a 100 ft radius around the performer take a -2 penalty on attack rolls for as long as the song is played. Playing this song costs 1 round of bardic music each round.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *crushing despair*, creator must be a bard; **Cost** 400,000 gp

## TALISMAN OF SHADOWS

**Aura** overwhelming illusion; **CL** 24th

**Slot** -; **Price** 3,500,000 gp; **Weight** 2 lbs

### DESCRIPTION

This is a small metal sphere, made from a large number of partially melted sets of thieves' tools that are arranged to spell out a few key phrases and numbers. If someone handling the object makes a DC 20 Perception check, they will notice the phrases, which explain the functions of the item simply, as "HIDE", "CLOUD", "SPEAK", and "SMITE". The possessor of the talisman is affected as though wearing a ring of mind shielding. He may spend 3 uses of channel energy to gain the

ability to hide in plain sight for 1 minute. He may spend 1 additional use of channel energy when he channels energy with the talisman in hand to cloud the eyes of his enemies within 30 ft for 1 round. They treat all other creatures as having concealment against them until the beginning of your next turn. He may spend 2 uses of channel energy and a swift action to project his voice as though using ventriloquism, using his caster level. If he has sneak attack, he can spend 1 use of channel energy to add his channel energy damage to any sneak attack he makes after making the attack. This is always using the harming effect of the channel attempt. This may be used with channel smite. The user may not spend more than his Charisma modifier (min 1) in uses of channel energy using this item each round.

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#### CONSTRUCTION

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**Requirements** Craft Wondrous Item, *freedom of movement*, *greater teleport*; **Cost** 1,750,000 gp

### TALISMAN OF TIME

**Aura** overwhelming transmutation; **CL** 22nd

**Slot -; Price** 3,788,000 gp; **Weight** 2 lbs

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#### DESCRIPTION

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This iron loop has numerous spiky metal points coming from its outer ring. There is a handle to grip it at the bottom. By using 5 uses of channel energy with it in hand, the wielder of the talisman can cast haste using his caster level as a swift action. The duration is always one minute for all targets, regardless of the character's true caster level. The talisman will reveal what time it is in the nearest city when it is grasped and commanded to as a standard action. Once per day, the wielder of the talisman can stop time for 1 round as a swift action, treating the effect for all other purposes as the time stop spell. Time resumes at the beginning of the wielder's next turn. Finally, the owner of this item cannot be magically aged.

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#### CONSTRUCTION

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**Requirements** Craft Wondrous Item, *haste*, *time stop*; **Cost** 1,894,000 gp

### TALISMAN OF UNENDING JOURNEYS

**Aura** overwhelming transmutation; **CL** 22nd

**Slot -; Price** 2,674,000 gp; **Weight** 2 lbs

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#### DESCRIPTION

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This simple rectangular wooden token has numerous small, meaningless markings on it as though it was chipped away bit by bit in a traveler's pocket. If the wielder spends 10 uses of channel energy with it in hand as a standard action the wielder may cast a greater teleport effect targeting himself and may bring along up to eight other willing creatures touching him. He casts this spell using his caster level or ½ his character level, whichever is higher. The possessor of this talisman may treat any speed he possesses as if it were 30 ft higher. If a creature has this talisman in hand while they are paralyzed, slowed, immobilized, grappled, or entangled, they may spend 5 uses of channel energy as an immediate action to end the effect. They may take this action even if otherwise unable to take actions.

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#### CONSTRUCTION

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**Requirements** Craft Wondrous Item, *freedom of movement*, *greater teleport*; **Cost** 1,337,000 gp

### WARD

**Aura** overwhelming abjuration **CL** 21st

**Slot -; Price** 250,000 (+1), 500,000 (+2), 1,000,000 (+3), 2,000,000 (+4), 4,000,000 (+5) gp ; **Weight** - lbs.

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#### DESCRIPTION

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A ward is a small and colorful mark on the wearer's body similar in appearance to a tattoo or body paint. The ward grants a character an innate bonus to AC ranging from +1 to +5.

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#### CONSTRUCTION

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**Requirements** Craft Wondrous Item, *guards and wards*; **Cost** 125,000 (+1), 250,000 (+2) 500,000 (+3), 1,000,000 (+4), 2,000,000 (+5) gp

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## LEGENDARY VERSIONS OF EXISTING MAGIC ITEMS

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The following items perform the same functions they did in the core rulebook, but may provide a higher bonus when doing so. They are priced as a new item with a similar range of power when compared to the old item. If an item gains new functionality from becoming legendary, it will be noted in the item's



listing. If play continues beyond 30th level, the GM should consider allowing these bonuses to increase by the amount they have been increased here again, and use a similar multiplier for the item when determining its cost, in addition to the increases in value here.

**Ring of protection:** CL 21st. 100,000 gp (+6), 200,000 gp (+7), 400,000 gp (+8), 800,000 gp (+9), 1,600,000 gp (+10)

**Amulet of mighty fists:** CL 26th. 600,000 gp (+6), 1,200,000 gp (+7), 2,400,000 gp (+8), 4,500,000 (+9) 7,500,000 gp (+10), 13,500,000 gp (+11), 22,500,000 (+12), 34,500,000 gp (+13), 49,500,000 gp (+14), 75,000,000 gp (+15).

A creature wearing a legendary amulet of mighty fists that provides his natural attacks or unarmed strikes with at least a +6 enhancement bonus may treat those weapons as epic weapons.

**Bracers of armor:** CL 23rd. 100,000 gp (+9), 200,000 gp (+10), 400,000 gp (+11), 800,000 gp (+12), 1,500,000 gp (+13), 2,500,000 gp (+14), 4,500,000 gp (+15), 7,500,000 gp (+16)

**Belt/headband of (statistical increase):** CL 28th. 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12)  
One of these items that increases two ability scores costs 2.5 times the base price of the item, and one that increases three ability scores costs 4 times the base price. Increase the CL of the item by 4 for each ability score it increases beyond the first.

**Cloak/vest of resistance:** CL 23rd. 360,000 gp (+6), 490,000 gp (+7), 640,000 gp (+8), 810,000 gp (+9), 1,000,000 gp (+10)

Items that provide a similar benefit that are not on this list can be priced using the prices available here as a model.

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