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EPIC MAGIC ITEMS 2

SCROLLS

To generate an epic scroll randomly, first roll on Table: Scroll Types to determine whether the spells are arcane or divine. An epic scroll contains 1d8 spells. For each spell, roll on Table: Epic Scroll Spell Levels to determine its level and then on the appropriate section of Table: Actual Spell Levels to determine the spell's actual level and total metamagic level adjustments. To determine the specific metamagic level adjustments, roll on the appropriate section of Table: Metamagic Level Adjustment to Spells. To determine the spell, use the appropriate sections of the nonepic scroll tables.

Table: Scroll Types

d%	Type
01–70	Arcane
71–100	Divine

Table: Epic Scroll Spell Levels

d%	Spell Level	Spell's Caster Level	Market Price ¹	XP Cost
01–26	10th	21st	5,250 gp	1,210 XP
27–46	11th	22nd	6,050 gp	1,242 XP
47–61	12th	23rd	6,900 gp	1,276 XP
62–71	13th	24th	7,800 gp	1,312 XP
72–79	14th	25th	8,750 gp	1,350 XP
80–85	15th	26th	9,750 gp	1,390 XP
86–90	16th	27th	10,800 gp	1,432 XP
91–94	17th	28th	11,900 gp	1,476 XP
95–97	18th	29th	13,050 gp	1,522 XP
98–99	19th	30th	14,250 gp	1,570 XP
100	Roll again and add +10 ²	Spell level +11	Varies	Varies

¹ Market price does not include price of material components or XP costs for spell.

² This result is cumulative if rolled multiple times

Table: Actual Spell Level

10th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–03	1st-level spell plus metamagic (9)
04–08	2nd-level spell plus metamagic (8)
09–15	3rd-level spell plus metamagic (7)
16–24	4th-level spell plus metamagic (6)
25–35	5th-level spell plus metamagic (5)
36–48	6th-level spell plus metamagic (4)
49–63	7th-level spell plus metamagic (3)
64–80	8th-level spell plus metamagic (2)
81–99	9th-level spell plus metamagic (1)
100	Any

11th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–03	1st-level spell plus metamagic (10)
04–08	2nd-level spell plus metamagic (9)
09–15	3rd-level spell plus metamagic (8)
16–24	4th-level spell plus metamagic (7)
25–35	5th-level spell plus metamagic (6)
36–48	6th-level spell plus metamagic (5)

49–63	7th-level spell plus metamagic (4)
64–80	8th-level spell plus metamagic (3)
81–99	9th-level spell plus metamagic (2)
100	Any

12th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–05	2nd-level spell plus metamagic (10)
06–12	3rd-level spell plus metamagic (9)
13–21	4th-level spell plus metamagic (8)
22–32	5th-level spell plus metamagic (7)
33–45	6th-level spell plus metamagic (6)
46–60	7th-level spell plus metamagic (5)
61–77	8th-level spell plus metamagic (4)
78–99	9th-level spell plus metamagic (3)
100	Any

13th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–08	3rd-level spell plus metamagic (10)
09–18	4th-level spell plus metamagic (9)
19–30	5th-level spell plus metamagic (8)
31–44	6th-level spell plus metamagic (7)
45–60	7th-level spell plus metamagic (6)
61–78	8th-level spell plus metamagic (5)
79–99	9th-level spell plus metamagic (4)
100	Any

14th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–11	4th-level spell plus metamagic (10)
12–24	5th-level spell plus metamagic (9)
25–39	6th-level spell plus metamagic (8)
40–56	7th-level spell plus metamagic (7)
57–75	8th-level spell plus metamagic (6)
76–99	9th-level spell plus metamagic (5)
100	Any

15th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–15	5th-level spell plus metamagic (10)
16–33	6th-level spell plus metamagic (9)
34–53	7th-level spell plus metamagic (8)
54–75	8th-level spell plus metamagic (7)
76–99	9th-level spell plus metamagic (6)
100	Any

16th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–18	6th-level spell plus metamagic (10)
19–41	7th-level spell plus metamagic (9)
42–68	8th-level spell plus metamagic (8)
69–99	9th-level spell plus metamagic (7)
100	Any

17th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
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01-25	7th-level spell plus metamagic (10)
26-60	8th-level spell plus metamagic (9)
61-99	9th-level spell plus metamagic (8)
100	Any

18th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01-41	8th-level spell plus metamagic (10)
42-59	9th-level spell plus metamagic (9)
100	Any

19th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01-99	9th-level spell plus metamagic (10)
100	Any

Table: Metamagic Level Adjustment to Spells

Metamagic (1)

d%	Metamagic Effects
01-10	Enlarge Spell
21-40	Extend Spell
41-80	Heighten Spell (+1 level)
81-100	Silent Spell

Metamagic (2)

d%	Metamagic Effects
01-25	Empower Spell
26-50	Heighten Spell (+2 levels)
51-55	Roll on Metamagic (1) and add Enlarge Spell
56-65	Roll on Metamagic (1) and add Extend Spell
66-90	Roll on Metamagic (1) and add Heighten Spell (+1 level)
91-100	Roll on Metamagic (1) and add Silent Spell

Metamagic (3)

d%	Metamagic Effects
01-25	Heighten Spell (+3 levels)
26-50	Maximize Spell
51-65	Roll on Metamagic (1) and add Empower Spell
66-70	Roll on Metamagic (2) and add Enlarge Spell
71-75	Roll on Metamagic (2) and add Extend Spell
76-95	Roll on Metamagic (2) and add Heighten Spell (+1 level)
96-100	Roll on Metamagic (2) and add Silent Spell

Metamagic (4)

d%	Metamagic Effects
01-15	Enhance Spell
16-40	Heighten Spell (+4 levels)
41-55	Quickened Spell 56-65 Roll on Metamagic (1) and add Maximize Spell
66-75	Roll on Metamagic (2) and add Empower Spell
76-80	Roll on Metamagic (3) and add Enlarge Spell
81-85	Roll on Metamagic (3) and add Extend Spell
86-95	Roll on Metamagic (3) and add Heighten Spell (+1 level)
96-100	Roll on Metamagic (3) and add Silent Spell

Metamagic (5)

d%	Metamagic Effects
01-30	Heighten Spell (+5 levels)

31–40	Roll on Metamagic (1) and add Enhance Spell
41–55	Roll on Metamagic (1) and add Quicken Spell
56–65	Roll on Metamagic (2) and add Maximize Spell
66–75	Roll on Metamagic (3) and add Empower Spell
76–80	Roll on Metamagic (4) and add Enlarge Spell
81–85	Roll on Metamagic (4) and add Extend Spell
86–95	Roll on Metamagic (4) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (4) and add Silent Spell

Metamagic (6)

d%	Metamagic Effects
01–30	Heighten Spell (+6 levels)
31–40	Roll on Metamagic (2) and add Enhance Spell
41–55	Roll on Metamagic (2) and add Quicken Spell
56–65	Roll on Metamagic (3) and add Maximize Spell
66–75	Roll on Metamagic (4) and add Empower Spell
76–80	Roll on Metamagic (5) and add Enlarge Spell
81–85	Roll on Metamagic (5) and add Extend Spell
86–95	Roll on Metamagic (5) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (5) and add Silent Spell

Metamagic (7)

d%	Metamagic Effects
01–25	Heighten Spell (+7 levels)
26–45	Intensify Spell
46–55	Roll on Metamagic (3) and add Enhance Spell
56–65	Roll on Metamagic (3) and add Quicken Spell
66–75	Roll on Metamagic (4) and add Maximize Spell
76–80	Roll on Metamagic (5) and add Empower Spell
81–85	Roll on Metamagic (6) and add Enlarge Spell
86–90	Roll on Metamagic (6) and add Extend Spell
91–95	Roll on Metamagic (6) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (6) and add Silent Spell

Metamagic (8)

d%	Metamagic Effects
01–30	Heighten Spell (+8 levels)
31–45	Roll on Metamagic (1) and add Intensify Spell
46–55	Roll on Metamagic (4) and add Enhance Spell
56–65	Roll on Metamagic (4) and add Quicken Spell
66–75	Roll on Metamagic (5) and add Maximize Spell
76–80	Roll on Metamagic (6) and add Empower Spell
81–85	Roll on Metamagic (7) and add Enlarge Spell
86–90	Roll on Metamagic (7) and add Extend Spell
91–95	Roll on Metamagic (7) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (7) and add Silent Spell

Metamagic (9)

d%	Metamagic Effects
01–30	Heighten Spell (+9 levels)
31–45	Roll on Metamagic (2) and add Intensify Spell
46–55	Roll on Metamagic (5) and add Enhance Spell
56–65	Roll on Metamagic (5) and add Quicken Spell
66–75	Roll on Metamagic (6) and add Maximize Spell
76–80	Roll on Metamagic (7) and add Empower Spell
81–85	Roll on Metamagic (8) and add Enlarge Spell

86-90	Roll on Metamagic (8) and add Extend Spell
91-95	Roll on Metamagic (8) and add Heighten Spell (+1 level)
96-100	Roll on Metamagic (8) and add Silent Spell

Metamagic (10)

d%	Metamagic Effects
01-30	Heighten Spell (+10 levels)
31-45	Roll on Metamagic (3) and add Intensify Spell
46-55	Roll on Metamagic (6) and add Enhance Spell
56-65	Roll on Metamagic (6) and add Quicken Spell
66-75	Roll on Metamagic (7) and add Maximize Spell
76-80	Roll on Metamagic (8) and add Empower Spell
81-85	Roll on Metamagic (9) and add Enlarge Spell
86-90	Roll on Metamagic (9) and add Extend Spell
91-95	Roll on Metamagic (9) and add Heighten Spell (+1 level)
96-100	Roll on Metamagic (9) and add Silent Spell

STAFFS

Staffs have 50 charges when created, and they can't be recharged.

Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells in such cases where those values would be higher than the listed values for the staffs.

Table: Epic Staffs

d%	Staff	Market Price
01-09	<i>Spheres</i>	228,375 gp
10-18	<i>Mighty force</i>	265,000 gp
19-27	<i>Walls</i>	275,625 gp
28-36	<i>Winter</i>	292,500 gp
37-45	<i>Prism</i>	326,812 gp
46-54	<i>Rapid barrage</i>	417,750 gp
55-63	<i>Planar might</i>	460,000 gp
64-71	<i>Domination</i>	464,400 gp
72-79	<i>Fiery power</i>	500,000 gp
80-87	<i>Nature's fury</i>	500,000 gp
88-95	<i>Hierophants</i>	501,187 gp
96-98	<i>Cosmos</i>	683,487 gp
99-100	<i>Necromancy</i>	1,505,312 gp

Epic Staff Descriptions

Standard epic staffs are described below.

Cosmos: This staff allows use of the following spells.

- *Chain lightning* (intensified, 1 charge, DC 29)
- *Meteor swarm* (intensified, 1 charge, DC 34)
- *Sunburst* (intensified, 1 charge, DC 32)

Caster Level: 27th; *Prerequisites:* Craft Staff, Craft Epic Staff, Intensify Spell, *chain lightning*, *meteor swarm*, *sunburst*;

Market Price: 683,437 gp.

Domination: This staff allows use of the following heightened spells.

- *Dominate monster* (1 charge, DC 33)
- *Demand* (1 charge, DC 32)
- *Mass charm monster* (1 charge, DC 32)
- *Geas* (heightened, 1 charge, DC 33)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Heighten Spell, *demand*, *dominate monster*, *geas*, *mass charm monster*; *Market Price:* 464,400 gp.

Fiery Power: This +5 *flaming quarterstaff* grants its wielder fire resistance 30 whenever held. In addition, it has the following powers.

- *Wall of fire* (extended, 1 charge, DC 18)
- *Delayed blast fireball* (intensified to 240 points of damage, 2 charges, DC 22)
- *Meteor swarm* (heightened to 12th, 2 charges, DC 30)
- *Summon monster IX* (extended, 2 charges, elder fire elemental only) A *staff of fiery power* can be broken in a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30-foot-radius globe. All within 10 feet of the broken staff take points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage. Successful Reflex saving throws (DC 17) reduce the damage sustained by half. The character breaking the staff has a 50% chance of traveling to another plane of existence; if he or she does not, the explosive release of spell energy destroys him or her. After all charges are used up from the staff, it remains a +5 *quarterstaff* with no special abilities. (Once empty of charges, it cannot be broken in a retributive strike.)

Caster Level: 25th; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, Heighten Spell, Improved Heighten Spell, Intensify Spell, Spell Focus (Evocation), *continual flame*, *delayed blast fireball*, *meteor swarm*, *protection from energy*, *summon monster IX*, *wall of fire*; *Market Price:* 500,000 gp.

The Hierophants: This staff allows use of the following spells.

- *Creeping doom* (enlarged, extended, 1 charge, DC 23)
- *Command plants* (enlarged, extended, 1 charge, DC 25)
- *Elemental swarm* (intensified, 2 charges, DC 34)
- *Shambler* (intensified, 2 charges, DC 34)

Caster Level: 27th; *Prerequisites:* Craft Staff, Craft Epic Staff, Enlarge Spell, Extend Spell, Intensify Spell, *creeping doom*, *command plants*, *elemental swarm*, *shambler*; *Market Price:* 501,187 gp.

Mighty Force: This staff has three powers.

- *Shield* (quicken, 1 charge, may be activated once per round)
- *Forcecage* (1 charge)
- *Crushing hand* (1 charge)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Quicken Spell, *crushing hand*, *forcecage*, *shield*; *Market Price:* 265,000 gp.

Nature's Fury: This +5 *aberration bane quarterstaff* allows use of the following spells.

- *Earthquake* (1 charge)
- *Whirlwind* (heightened to 10th level, 1 charge, DC 25)
- *Fire storm* (heightened to 10th level, 1 charge, DC 25)

After all charges are used up from a *staff of nature's fury*, it remains a +5 *quarterstaff* with no special abilities.

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Heighten Spell, Improved Heighten Spell, *earthquake*, *fire storm*, *summon monster I* (or *summon nature's ally I*), *whirlwind*; *Market Price:* 500,000 gp.

Necromancy: This staff allows use of the following spells.

- *Circle of death* (intensified, 2 charges, DC 29)
- *Create greater undead* (1 charge)
- *Finger of death* (improved heightened to 16th, 2 charges, DC 34)
- *Soul bind* (improved heightened to 16th, 2 charges, DC 34). The soul trapped through the use of the *soul bind* spell is trapped in the staff rather than a gem. Only by breaking the staff can the souls be freed.

Caster Level: 27th; *Prerequisites:* Craft Staff, Craft Epic Staff, Intensify Spell, Heighten Spell, Improved Heighten Spell, *circle of death*, *create greater undead*, *finger of death*, *soul bind*; *Market Price:* 1,505,312 gp; *Cost to Create:* 1,290,156 gp + 14,303 XP.

Planar Might: The wielder of this powerful staff is immune to the effects of any planar alignment traits, as well as the positive-dominant and negative-dominant traits of a plane. It also allows use of the following spells.

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

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

In addition to its other powers, a *staff of planar might* is a +5 *outsider bane quarterstaff* (roll 1d4 to determine what alignment of outsiders the staff's bane power works against: 1=chaotic, 2=evil, 3=good, 4=lawful). After all charges are used up from a *staff of planar might*, it remains a +5 *quarterstaff* with no special abilities.

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, *gate*, *greater planar ally*, *greater planar binding*, *protection from energy*; *Market Price:* 460,000 gp.

Prism: This staff allows use of the following spells.

- *Prismatic sphere* (extended, 1 charge, DC 25)

- *Prismatic spray* (extended, 1 charge, DC 22)

- *Prismatic wall* (extended, 1 charge, DC 23)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, *prismatic sphere*, *prismatic spray*, *prismatic wall*; *Market Price:* 326,812 gp.

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

- *Magic missile* (intensified, quickened, 1 charge, 5 missiles dealing 10 points of damage each)

- *Fireball* (heightened to 6th, enhanced, quickened, 1 charge, 20d6 damage, DC 19)

Caster Level: 25th; *Prerequisites:* Craft Staff, Craft Epic Staff, Enhance Spell, Heighten Spell, Intensify Spell, Quicken Spell, *fireball*, *magic missile*; *Market Price:* 417,750 gp.

Spheres: This staff allows use of the following spells.

- *Freezing sphere* (1 charge, DC 19)

- *Resilient sphere* (1 charge, DC 16)

- *Telekinetic sphere* (1 charge, DC 22)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, *freezing sphere*, *resilient sphere*, *telekinetic sphere*; *Market Price:* 228,375 gp.

Walls: This staff allows use of the following spells.

- *Wall of iron* (1 charge)

- *Wall of stone* (1 charge)

- *Wall of force* (1 charge)

Caster Level: 30th; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, *extended wall of force*, *wall of iron*, *wall of stone*; *Market Price:* 275,625 gp.

Winter: This staff allows the use of the following spells.

- *Cone of cold* (intensified, 2 charges, DC 28)

- *Ice storm* (intensified, 2 charges, DC 26)

- *Freezing sphere* (intensified, 2 charges, DC 29)

- *Wall of ice* (1 charge)

Caster Level: 24th; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, Intensify Spell, *cone of cold*, *ice storm*, *freezing sphere*, *wall of ice*; *Market Price:* 292,500 gp.

WONDROUS ITEMS

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

Table: Epic Wondrous Items

d%	Wondrous Item	Market Price
01–02	<i>Horseshoes of the peerless steed</i>	217,000 gp
03–04	<i>Mantle of great stealth</i>	242,000 gp
05–06	<i>Boots of swiftness</i>	256,000 gp
07–08	<i>Cabinet of feasting</i>	288,000 gp
09–10	<i>Mantle of epic spell resistance</i>	290,000 gp
11–13	<i>Cloak of epic resistance +6</i>	360,000 gp
14–15	<i>Gate key</i>	378,000 gp
16–18	<i>Cloak of epic resistance +7</i>	490,000 gp
19–21	<i>Belt of epic strength +8</i>	640,000 gp
22–24	<i>Bracers of epic health +8</i>	640,000 gp
25–27	<i>Cloak of epic charisma +8</i>	640,000 gp
28–30	<i>Cloak of epic resistance +8</i>	640,000 gp
31–33	<i>Gloves of epic dexterity +8</i>	640,000 gp
34–36	<i>Headband of epic intellect +8</i>	640,000 gp
37–39	<i>Periapt of epic wisdom +8</i>	640,000 gp
40–42	<i>Amulet of epic natural armor +6</i>	720,000 gp
43–45	<i>Cloak of epic resistance +9</i>	810,000 gp
46–48	<i>Amulet of epic natural armor +7</i>	980,000 gp
49–51	<i>Belt of epic strength +10</i>	1,000,000 gp
52–54	<i>Bracers of epic health +10</i>	1,000,000 gp
55–57	<i>Cloak of epic charisma +10</i>	1,000,000 gp

58–59	<i>Cloak of epic resistance +10</i>	1,000,000 gp
60–62	<i>Gloves of epic dexterity +10</i>	1,000,000 gp
63–65	<i>Headband of epic intellect +10</i>	1,000,000 gp
66–68	<i>Periapt of epic wisdom +10</i>	1,000,000 gp
69–71	<i>Bracers of epic armor +11</i>	1,210,000 gp
72–74	<i>Amulet of epic natural armor +8</i>	1,280,000 gp
75–76	<i>Belt of epic strength +12</i>	1,440,000 gp
77–78	<i>Bracers of epic armor +12</i>	1,440,000 gp
79–80	<i>Bracers of epic health +12</i>	1,440,000 gp
81–82	<i>Cloak of epic charisma +12</i>	1,440,000 gp
83–84	<i>Gloves of epic dexterity +12</i>	1,440,000 gp
85–86	<i>Headband of epic intellect +12</i>	1,440,000 gp
87–88	<i>Periapt of epic wisdom +12</i>	1,440,000 gp
89–90	<i>Amulet of epic natural armor +9</i>	1,620,000 gp
91–92	<i>Bracers of epic armor +13</i>	1,690,000 gp
93–94	<i>Bracers of epic armor +14</i>	1,960,000 gp
95–96	<i>Amulet of epic natural armor +10</i>	2,000,000 gp
97–98	<i>Bracers of epic armor +15</i>	2,250,000 gp
99–100	<i>Bracers of relentless might</i>	4,384,000 gp

Epic Wondrous Item Descriptions

Standard epic wondrous items are described below.

Amulet of Epic Natural Armor: This amulet toughens the wearer’s body and flesh, giving him or her an enhancement bonus to his or her natural armor of +6 or higher, depending on the type of amulet.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *barkskin*, creator’s caster level must be three times the amulet’s bonus; *Market Price:* 720,000 gp (+6), 980,000 gp (+7), 1,280,000 gp (+8), 1,620,000 gp (+9), 2,000,000 gp (+10); *Weight:* —.

Belt of Epic Strength: This belt adds an enhancement bonus of +8 or higher to the wearer’s Strength score.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *bull’s strength*; *Market Price:* 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight:* 1 lb.

Boots of Swiftmess: These shoes grant their wearer a +6 enhancement bonus to Dexterity. The wearer’s speed doubles (this does not stack with any magical or supernatural enhancement to speed), he or she gains the evasion ability (as the rogue class feature), and the wearer’s jumping distance is not limited by his or her height. The wearer gains a +20 competence bonus on Balance, Climb, Jump, and Tumble checks. Three times per day, the wearer can utter a command word to activate the boots’ *haste* power (as the *haste* spell, lasts 20 rounds).

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *cat’s grace*, *expeditious retreat*, *haste*, *jump*; *Market Price:* 256,000 gp; *Weight:* 1 lb.

Bracers of Epic Armor: These items surround the wearer with an invisible but tangible field of force, granting him or her an armor bonus of +11 or higher, just as though he or she were wearing armor. Both bracers must be worn for the magic to be effective.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *mage armor*, creator’s caster level must be twice the bracers’ bonus; *Market Price:* 1,210,000 (+11), 1,440,000 (+12), 1,690,000 gp (+13), 1,960,000 (+14), 2,250,000 gp (+15); *Weight:* 1 lb.

Bracers of Epic Health: These grant the wearer an enhancement bonus of +8 or higher to Constitution.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *endurance*; *Market Price:* 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight:* 1 lb.

Bracers of Relentless Might: These bracers grant a +12 enhancement bonus to the wearer’s Strength and Constitution. The wearer is treated as two size categories larger than normal (to a maximum of Colossal) for purposes of combat-related opposed checks that apply a modifier based on size, such as bull rush, grapple, and trip.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *bull’s strength*, *endurance*, *enlarge*; *Market Price:* 4,384,000 gp; *Weight:* 1 lb.

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

Caster Level: 40th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *heroes’ feast*; *Market Price:* 288,000

gp; *Weight*: 20 lb.

Cloak of Epic Charisma: When worn, this cloak grants a +8 or higher enhancement bonus to a character's Charisma score. *Caster Level*: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *charm monster*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: 1 lb.

Cloak of Epic Resistance: These garments offer magic protection in the form of a +6 or higher resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *resistance*, creator's caster level must be three times the cloak's bonus; *Market Price*: 360,000 (+6), 490,000 (+7), 640,000 gp (+8), 810,000 (+9), 1,000,000 gp (+10); *Weight*: 1 lb.

Gate Key: When properly operated, the gate key can be used to attune any bounded space, such as a doorway or a cave opening, to another bounded space on another plane of existence previously visited by the wielder. When two bounded spaces are attuned, an interdimensional portal springs up at each location, and the two portals are connected. When the wielder creates a pair of portals, he or she also establishes the necessary key that travelers must have to access the portal. Possible keys include nothing, a pearl, a particular hair color, or even the *gate key* itself. Up to sixty different pairs of portals can be attuned in this manner. Once all sixty pairs of portals are created, the key cannot create additional gates, though it may still be the necessary key to access some or all of the portals. To any creature without the proper key, the interdimensional portals are not visible (through *true seeing* or similar magic reveals their presence).

Caster Level: 21st; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *gate*; *Market Price*: 378,000 gp; *Weight*: 1 lb.

Gloves of Epic Dexterity: These gloves add an enhancement bonus of +8 or higher to the wearer's Dexterity score.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *cat's grace*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

Headband of Epic Intellect: This headband adds an enhancement bonus of +8 or higher to the wearer's Intelligence score.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *commune* or *legend lore*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

Horseshoes of the Peerless Steed: These horseshoes magically adhere to the feet of any hooved creature. Anyone riding the creature gains a +10 competence bonus on Ride checks and is treated as having ranks in the appropriate Ride skill (and thus does not take the –5 penalty for riding an unfamiliar mount). The horseshoes grant the creature (or its rider, as appropriate) the effects of the Trample, Ride-By Attack, and Spirited Charge feats. The wearer of the horseshoes gains spell resistance 32 against enchantment effects. In addition, the ground speed of the creature wearing the horseshoes doubles.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, Ride skill, *haste*, *spell resistance*; *Market Price*: 217,000 gp; *Weight*: 1 lb. each.

Mantle of Epic Spell Resistance: This garment is worn over normal clothing or armor. It grants the wearer spell resistance 40.

Caster Level: 29th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *spell resistance*; *Market Price*: 290,000 gp. *Weight*: 1 lb.

Mantle of Great Stealth: The wearer of this cloak gains a +30 bonus on Hide and Move Silently checks. The wearer's outline is blurry and indistinct, granting concealment (20% miss chance) at all times (as the *blur* spell). The mantle also grants nondetection to its wearer (as the spell).

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *blur*, *invisibility*, *nondetection*, *silence*; *Market Price*: 242,000 gp; *Weight*: 1 lb.

Periap of Epic Wisdom: This large pearl set on a chain grants an enhancement bonus of +8 or higher to the wearer's Wisdom score.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *commune* or *legend lore*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

INTELLIGENT ITEMS

Just like nonepic magic items, epic magic items sometimes possess intelligence of their own. Such items are fully sentient and should be treated as NPCs. The Random Epic Magic Items section details the chances that epic armor, shields, rings, rods, staves, wondrous items, and weapons might be intelligent. In short, a ring, rod, staff, wondrous item, armor, or shield has a 1% chance to be intelligent, a ranged weapon has a 5% chance to be intelligent, and a melee weapon has a 15% chance to be intelligent. Rather than using the tables for nonepic items, use the tables below to determine the properties of an intelligent item: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Of the three mental ability scores, two scores are favored (2d6 + some number) and one is completely random (3d6). Choose which scores get assigned which number, or roll 1d4 and determine randomly according to the following table.

Table: Mental Ability Scores for Intelligent Items

1d4	High Score	Medium Score	Low Score
1	Intelligence	Charisma	Wisdom
2	Intelligence	Wisdom	Charisma
3	Wisdom	Intelligence	Charisma
4	Charisma	Intelligence	Wisdom

The first step in determining the properties of a random intelligent epic magic item is to determine its general capabilities. These are found by rolling d% and consulting Table: Epic Items Intelligence, Wisdom, Charisma, and Capabilities.

Table: Epic Item Intelligence, Wisdom, Charisma, and Capabilities

d%	Ability Scores	Capabilities
01–22	Two 2d6+10, one 3d6	Three primary abilities, one extraordinary power
23–40	Two 2d6+11, one 3d6	Three primary abilities, two extraordinary powers
41–54	Two 2d6+12, one 3d6	Four primary abilities, two extraordinary powers
55–64	Two 2d6+14, one 3d6	Four primary abilities, three extraordinary powers
65–71	Two 2d6+16, one 3d6	Four primary abilities, three extraordinary powers, one awesome power
72–73	Two 2d6+18, one 3d6	Four primary abilities, three extraordinary powers, two awesome powers
74	Roll again, but add 1d6 to each ability score ¹	
75–100	Use nonepic magic item Table: Item Intelligence, Wisdom, Charisma, and Capabilities	

¹ Cumulative if rolled multiple times.

MARKET PRICE MODIFIER

To find the market price for an epic magic item, use these expanded guidelines, adjusting as necessary to find an appropriate final price. Each point of Intelligence bonus, Wisdom bonus, or Charisma bonus increases the item's market price by 400 gp. Any form of communication possessed by the item increases its market price by the number shown on Table: Epic Item Communication. Each primary ability possessed by the item increases its market price by 2,000 to 10,000 gp (average 6,000 gp). Each extraordinary ability possessed by the item increases its market price by 15,000 to 35,000 gp (average 25,000 gp). A special purpose increases the item's market price by 50,000 gp. An awesome power increases the item's market price by 100,000 gp.

INTELLIGENT ITEM ALIGNMENT

Any item with Intelligence has an alignment. Make sure that the alignment chosen or determine randomly (using Table: Item Alignment) matches any alignment-oriented special abilities of the item. Any character whose alignment is not compatible with that of the item gains one negative level for every 10 points of the weapon's Ego (see Item Ego, below) if he or she so much as picks up the item. Although this never results in actual level loss, the negative levels remain as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). These negative levels are cumulative with any other penalties the item might already place on inappropriate wielders.

Table: Item Alignment

d%	Alignment of Item
01–05	Chaotic good
06–15	Chaotic neutral ¹
16–20	Chaotic evil
21–25	Neutral evil ¹
26–30	Lawful evil
31–55	Lawful good
56–60	Lawful neutral ¹
61–80	Neutral good ¹
81–100	Neutral

¹ The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment (in other words, chaotic, evil, good, or lawful). Thus, any chaotic character (CG, CN, CE) can use an item with chaotic neutral alignment.

ITEM COMMUNICATION

Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes. An item with multiple modes of communication can use any of

its modes at will.

Table: Epic Item Communication

d%	Communication Mode	Market Price Modifier
01–10	Semiempathy ¹	+1,000 gp
11–35	Empathy ²	+2,000 gp
36–75	Speech ³	+3,000 gp
76–85	Telepathy ⁴	+5,000 gp
86–100	Speech ³ and telepathy ⁴	+8,000 gp

1 The possessor receives some signal (a throb or tingle, for example) when the item's ability functions.

2 The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

3 Speaks Common plus one language per point of Intelligence bonus. Roll d%: 01–05, the item cannot read any languages; 06–75, the item can read any language it can speak (+1,000 gp to market price); 76–90, it can read all languages (+2,000 gp to market price); 91–100, it can read all languages as well as *read magic* (+3,000 gp to market price).

4 The item can communicate silently with any wielder who has an Intelligence of 1 or higher, regardless of any language barrier.

INTELLIGENT ITEM ABILITIES

Using the number of capabilities determined above, find the item's specific abilities by rolling on the appropriate tables below.

Table: Intelligent Item Primary Abilities

d%	Primary Ability
01–04	Item has 10 ranks in Intuit Direction
05–08	Item has 10 ranks in Sense Motive
09–12	Wielder has free use of Combat Reflexes
13–16	Wielder has free use of Blind-Fight
17–20	Wielder has free use of Improved Initiative
21–24	Wielder has free use of Mobility
25–28	Wielder has free use of Sunder
29–32	Wielder has free use of Expertise
33–39	<i>Detect</i> [opposing alignment] at will
40–42	<i>Find traps</i> at will
43–47	<i>Detect secret doors</i> at will
48–54	<i>Detect magic</i> at will
55–57	Wielder has free use of uncanny dodge (as a 5th-level barbarian)
58–60	Wielder has free use of evasion
61–65	Wielder can use <i>see invisibility</i> at will
66–70	<i>Cure light wounds</i> (1d8+5) on wielder 1/day
71–75	<i>Feather fall</i> on wielder 1/day
76	<i>Locate object</i> in a 120-ft. radius
77	Wielder does not need to sleep
78	Wielder does not need to breathe
79	<i>Jump</i> for 20 minutes on wielder 1/day
80	<i>Spider climb</i> for 20 minutes on wielder 1/day
81–90	Roll twice again on this table
91–100	Roll on Table: Intelligent Item Extraordinary Powers instead

If the same ability is rolled twice or more, the range, frequency, or effectiveness of the power is doubled, tripled, and so on. All abilities function only when the item is held, drawn, or otherwise brandished and the possessor is concentrating on the desired result. Activating a power is a standard action, but using a free feat is not. Feats may be used regardless of prerequisites, but the item still must be held and drawn (or worn, in the case of such items). An intelligent item might activate a power on its own.

Table: Intelligent Item Extraordinary Powers

d%	Extraordinary Power	Uses
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01–05	<i>Charm person</i> (DC 11 ¹) on contact	3/day
06–10	<i>Clairaudience/clairvoyance</i> (100-ft. range, 1 minute per use)	3/day
11–15	<i>Magic missile</i> (200-ft. range, 3 missiles)	3/day
16–20	<i>Shield</i> on wielder	3/day
21–25	<i>Detect thoughts</i> (100-ft. range, 1 minute per use)	3/day
26–30	<i>Levitation</i> (wielder only, 10 minute duration)	3/day
31–35	<i>Invisibility</i> (wielder only, up to 30 minutes per use)	3/day
36–40	<i>Fly</i> (30 minutes per use)	2/day
41–45	<i>Lightning bolt</i> (8d6 points of damage, 200-ft. range, DC 13 ¹)	1/day
46–50	<i>Summon monster III</i>	1/day
51–55	<i>Telepathy</i> (100 ft. range)	2/day
56–60	<i>Cat's grace</i> (wielder only)	1/day
61–65	<i>Bull's strength</i> (wielder only)	1/day
66–70	<i>Haste</i> (wielder only, 10 rounds)	1/day
71–73	<i>Telekinesis</i> (250 lb. maximum, 1 minute each use)	2/day
74–76	<i>Heal</i>	1/day
77	<i>Teleport</i> , 600 lb. maximum	1/day
78	<i>Globe of invulnerability</i>	1/day
79	<i>Stoneskin</i> (wielder only, 10 minutes per use)	2/day
80	<i>Feeblemind</i> by touch	2/day
81	<i>True seeing</i>	At will
82	<i>Wall of force</i>	1/day
83	<i>Summon monster VI</i>	1/day
84	<i>Finger of death</i> (100 ft. range, DC 17 ¹)	1/day
85	<i>Passwall</i>	At will
86–90	Roll twice again on this table	—
91–100	Roll again on this table, and then roll for a special purpose on Table: Intelligent Item Purpose	—

¹ Choose an ability score of the item (usually the highest) at the time the item is created or randomly generated. Add that ability's bonus to the given DC.

If the same power is rolled twice, the uses per day are doubled. (If *true seeing* or *passwall* is rolled twice, roll again.) Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. An intelligent item might activate a power on its own.

Table: Intelligent Item Awesome Powers

d%	Awesome Power	Uses
01–04	<i>Astral projection</i>	1/day
05–08	<i>Bull's strength</i> (wielder only; intensified; +10 enhancement bonus to Strength)	1/day
09–12	<i>Cat's grace</i> (wielder only; intensified; +10 enhancement bonus to Dexterity)	1/day
13–16	<i>Chain lightning</i> (enhanced; 20d6 damage; DC 16 ¹)	1/day
17–20	<i>Dominate monster</i> (DC 19 ¹) on contact	1/day
21–24	<i>Endurance</i> (wielder only; intensified; +10 enhancement bonus to Constitution)	1/day
25–28	<i>Energy drain</i> (DC 19 ¹) on contact	1/day
29–32	<i>Finger of death</i> (heightened to 9th level; DC 19 ¹)	1/day
33–36	<i>Foresight</i> (wielder only)	1/day
37–40	<i>Gate</i>	1/day
41–44	<i>Haste</i> (wielder only; extended; 40-round duration)	3/day
45–48	<i>Improved invisibility</i> (wielder only; extended; 40-minute duration)	2/day
49–52	<i>Mass heal</i> 1/day 53–56 <i>Meteor swarm</i> (DC 19 ¹)	1/day
57–60	<i>Phase door</i> 2/day 61–64 <i>Prismatic sphere</i> (DC 19 ¹)	1/day
65–68	<i>Stoneskin</i> (wielder only; extended; 400-minute duration)	3/day
69–72	<i>Summon monster IX</i> 2 (extended; 40-round duration)	1/day
73–76	<i>Sunburst</i> (heightened to 9th level; DC 19 ¹)	2/day
77–80	<i>Teleport without error</i>	2/day
81–90	Roll twice again on this table	—

91–100	Roll again on this table, and then roll for a special purpose on nonepic magic item Table: Intelligent Item Purpose.	—
1	Choose an ability score of the item (usually the highest) at the time the item is created or randomly generated. Add that ability's bonus to the listed DC.	
2	The weapon can only summon monsters whose alignment has no components that oppose the item's alignment.	

Unless otherwise stated, all awesome powers function at 20th caster level. If a power is rolled twice, the uses per day are doubled. Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. An intelligent item might activate a power on its own.

SPECIAL PURPOSE ITEMS

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably.

Table: Intelligent Item Purpose

d%	Purpose
01–20	Defeat/slay diametrically opposed alignment ¹
21–30	Defeat/slay arcane spellcasters (including magic-using monsters)
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)
41–50	Defeat/slay nonspellcasters
51–55	Defeat/slay a particular creature type
56–60	Defeat/slay a particular race or kind of creature
61–70	Defend a particular race or kind of creature
71–80	Defeat/slay the servants of a specific deity
81–90	Defend the servants and interests of a specific deity
91–95	Defeat/slay all (other than the item and the wielder)
96–100	Other

1 The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

SPECIAL PURPOSE POWER

A special purpose power operates only when the item is in pursuit of its special purpose. This is always up to the purview of the item. It should always be easy and straightforward to see how the ends justify the means. That is to say that if the player's reasoning for how a particular action serves the item's purpose is not completely believable, the item won't allow it.

Table: Intelligent Item Special Purpose Powers

d%	Special Purpose Power
01–10	<i>Blindness</i> ¹ (DC 17 ²) for 2d6 rounds
11–20	<i>Confusion</i> ¹ (DC 19 ²) for 2d6 rounds
21–25	<i>Fear</i> ¹ (DC 19 ²) for 1d4 rounds
26–55	<i>Hold monster</i> ¹ (DC 19 ²) for 1d4 rounds
56–65	<i>Slay living</i> ¹ (DC 20 ²)
66–75	<i>Disintegrate</i> ¹ (DC 21 ²)
76–80	<i>True resurrection</i> on wielder, one time only
81–100	+4 luck bonus on all saving throws, +4 deflection AC bonus, spell resistance 30

1 This power affects the opponent of the item's wielder on a successful hit unless the opponent makes a Will save at the listed DC.

2 Choose an ability score of the item (usually the highest) at the time the item is created or randomly generated. Add that ability's bonus to the listed DC.

ITEM EGO

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated and recorded can its Ego score be determined. Ego is a factor with regard to the dominance of item over character, as detailed below.

Table: Item Ego

Attribute of Item	Ego Points
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Each +1 enhancement of item up to +5	1
Each +1 enhancement of item above +5	2
Each +1 bonus of special abilities	1
Each primary ability ¹	1
Each extraordinary power ¹	2
Each awesome power ¹	6
Special purpose	4
Telepathic ability	1
Read languages ability	1
<i>Read magic</i> ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

¹ If uses per day are doubled, Ego points are doubled as well.

ITEMS AGAINST CHARACTERS

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item. When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, he or she is dominant. If he or she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either item or character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting him or herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with him or her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures.

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or his or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily command him or her, or a higher-level possessor so as to better accomplish its goals. All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that he or she ignores or destroys the rival. Of course, alignment might change this sort of behavior. Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessor. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

ARTIFACTS

MINOR ARTIFACTS

Minor artifacts are not necessarily unique items, but rather magic items that no longer can be made by common mortal means—even by the hands of epic creators. Such items have no established market price. Below is a selection of known minor artifacts.

Everfull Purse: This leather belt pouch has the power to turn a single gold coin into many overnight. If a single gold piece is placed in the *everfull purse* at sunset, it will be replaced at sunrise by 25 gold pieces. The *purse* has no effect if more than one gold piece is left within, or if anything other than gold is placed within.

Caster Level: 20th; *Weight:* 1/2 lb.

Libram of Gainful Conjunction: This mystic book is of great value to arcane spellcasters of good alignment (LG, NG, CG). Study of the work requires one week. Upon completion, the good arcane caster gains a +1 inherent bonus to the ability score controlling his or her arcane spellcasting ability and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he or she must choose one of the classes to be affected.) Nongood arcane spellcasters (LN, N, CN, LE, NE, or CE) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience. Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell). Except as indicated above, the writing in a *libram of gainful conjunction* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Libram of Ineffable Damnation: This mystic book is of great value to arcane spellcasters of evil alignment (LE, NE, CE). Study of the work requires one week. Upon completion, the evil arcane caster gains a +1 inherent bonus to the ability score controlling his or her arcane spell-casting ability and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he or she must choose one of the classes to be affected.) Nonevil arcane spellcasters (LN, N, CN, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience. Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell). Except as indicated above, the writing in a *libram of ineffable damnation* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Libram of Silver Magic: This mystic book is of great value to arcane spellcasters of neutral alignment (LN, N, CN). Study of the work requires one week. Upon completion, the neutral arcane caster gains a +1 inherent bonus to the ability score controlling his or her arcane spellcasting ability and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he or she must choose one of the classes to be affected.) Evil or good arcane spellcasters (LE, NE, CE, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience. Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell). Except as indicated above, the writing in a *libram of silver magic* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Manual of Puissant Skill at Arms: This treatise contains expert advice and instruction in the arts of combat. Any barbarian, fighter, monk, paladin, or ranger who spends one week studying the manual gains a +1 inherent bonus to Strength and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one of the classes listed, he or she must choose one of the classes to be affected.) A character without any levels in one of the classes listed gains no bonus from the work, but if an arcane spellcaster without levels in one of the classes listed scans even a single word he or she will lose 2dx1,000 XP and must make a Will save (DC 20) or have 1 point of Intelligence permanently drained. Except as indicated above, the writing in a *manual of puissant skill at arms* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Manual of Stealthy Pilfering: This guide to thievery grants any rogue who spends a week studying its lessons a +1 inherent bonus to Dexterity and experience points sufficient to place him or her halfway into the next level of experience. A character without any rogue levels gains no bonus from the work, but if a divine spellcaster without rogue levels scans even a single word she will lose 2dx1,000 XP and must make a Will save (DC 20) or have 1 point of Wisdom permanently drained. Except as indicated above, the writing in a *manual of stealthy pilfering* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Rogue's Dice: This pair of cubes appears much like any other pair of typical (6-sided) dice. A character with a pair of *rogue's dice* who wishes to roll them must announce that he or she is rolling the dice (accidental rolls have no effect). Rolling the dice is a standard action, and both dice must be rolled simultaneously to have any effect. The player should roll 2d6 and consult the table below to determine the *dice's* affects.

2d Effect**6**

2	Lose 10,000 XP and dice roll again next round
3	Permanently lose 1d4+1 Dex
4	Gain 1d4 negative levels (Fortitude DC 20 to remove)
5	–1 penalty on all attacks, saves, and checks for 1 hour
6	–4 penalty to AC for 10 minutes
7	+1 morale bonus on attacks and on saves against fear for 10 minutes
8	Gain effects of <i>blur</i> for 10 minutes
9	+1 insight bonus on all attacks, saves, and checks for 1 hour
10	Gain effects of <i>freedom of movement</i> for 1 hour
11	Gain one <i>limited wish</i> (must be used within 1 minute)
12	Gain 10,000 XP and may roll again next round

No character can gain any effect from an additional roll of the dice within 24 hours, with two exceptions. If a 2 is rolled, the dice automatically roll themselves at the beginning of the character's next turn and he or she must accept the additional result. If a 12 is rolled, the character may choose to roll again in the next round (if more than 1 full round elapses between the roll of 12 and this bonus roll, the character loses the bonus roll). There is no method (mundane or magical) to predict or influence the result of a roll of *Rogue's dice*. Even powerful divination magic can't predict the outcome of a roll before it is made.

Caster Level: 20th; Weight: —.

MAJOR ARTIFACTS

Axe of the Dwarvish Lords: This is a +6 *keen throwing goblinoid bane dwarven waraxe*. Any dwarf who holds it doubles the range of his or her darkvision. Any nondwarf who grasps the *Axe* takes 2 points of temporary Charisma damage; these points cannot be healed or restored in any way while the *Axe* is held. The current owner of the *Axe* gains a +10 bonus on Craft (armorsmithing, blacksmithing, gemcutting, stonemasonry, and weaponsmithing) checks. The wielder of the *Axe* can summon an elder earth elemental (as *summon monster IX*; duration 20 rounds) once per week.

Codex of the Infinite Planes: The *Codex* is enormous—supposedly, it requires two strong men to lift it. No matter how many pages are turned, another always remains. Anyone opening the *Codex* for the first time is utterly annihilated, as with a *destruction* spell (Fortitude DC 30 for only 10d6 damage). Those who survive can peruse its pages and learn its powers, though not without risk. Each day spent studying the *Codex* allows the reader to make a Spellcraft check (DC 50) to learn one of its powers (choose the power learned randomly; add a +1 circumstance bonus on the check per additional day spent reading until a power is learned). However, each day of study also forces the reader to make a Will save (DC 30 + 1 per day of study) to avoid being driven insane (as the *insanity* spell). The powers of the *Codex of the Infinite Planes* are as follows: *astral projection*, *banishment*, *elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *plane shift*, and *soul bind*. Each is usable at will by the owner of the *Codex* (assuming that he or she has learned how to access the power). The *Codex of the Infinite Planes* has a caster level of 30th for the purposes of all powers and catastrophes, and all saving throw DCs are 20 + spell level. Activating any power requires both a Concentration check and a Spellcraft check (DC 40 + twice the spell level of the power; the character can't take 10 on this check). Any failure on either check indicates a catastrophe befalls the user (roll on the table below for the effect). A character can only incur one catastrophe per power use, even if he or she fails both checks.

d%	Catastrophe
01–25	Natural Fury: An <i>earthquake</i> spell centered on the reader strikes every round for 1 minute, and an intensified <i>storm of vengeance</i> spell is centered and targeted on the reader.
26–50	Fiendish Vengeance: A <i>gate</i> opens and 1d3+1 balor demons, pit fiends, or similar evil outsiders immediately step through and attempt to destroy the owner of the <i>Codex</i> .
51–75	Ultimate Imprisonment: Reader's soul is captured (as <i>trap the soul</i> ; no save allowed) in a random gem somewhere on the plane while his or her body is entombed beneath the earth (as <i>imprisonment</i>).
76–100	Death: The reader utters a <i>wail of the banshee</i> and then is subject to a <i>destruction</i> spell. This repeats every round for 10 rounds until the reader is dead.

Cup and Talisman of the Demigod: The *Cup* is a large gem-set golden chalice requiring two hands to lift. It emits light (as the *daylight* spell) at all times and automatically dispels any darkness-based spells whose area it enters. If the cup is filled with holy water (requiring a full gallon), that substance will act as a *potion of cure critical wounds* or a *potion of neutralize poison* (owner's choice) if drunk. This liquid can't be saved or stored in any way. The *Talisman* is a small eight-pointed platinum star hanging from a chain of gold and pearls. The wearer gains a +6 enhancement bonus to Charisma and may cast

remove blindness/deafness, remove curse, and remove disease at will. Furthermore, if the *Talisman* is placed within the *Cup* and the *Cup* filled with holy water, that liquid acts as a special elixir of *resurrection* (as the spell). This effect will function only once per month. Any evil or chaotic creature that touches the *Cup* or *Talisman* is struck with a *holy word* (if evil) or *dictum* (if chaotic) spell (or both if the creature is chaotic evil).

Eye of the Orc: This lump of rock has a marquis-cut black sapphire set in its center, making it appear similar to a large eye. If possessed by an orc, it grants a +6 enhancement bonus to Strength and Charisma, and the orc's darkvision range is doubled. Nonorcs who possess the *Eye* gain a +2 enhancement bonus to Strength but take a –2 penalty to Intelligence and Charisma. Regardless of the owner's race, any weapon wielded by the owner of the *Eye* is considered an *elfbane weapon*. Furthermore, by holding the *Eye* before the character, he or she can perceive things as if he or she had *true seeing* cast upon him or her. This can be activated only once per day but lasts as long as the character concentrates on it (requiring a standard action each round).

Golem Armor: This enormous suit of black iron +10 *full plate armor* increases the wearer's size by one category (to a maximum of Colossal). The wearer gains a +10 enhancement bonus to Strength and is rendered immune to mind-affecting effects, poison, disease, and similar effects. He or she is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Golem Armor* is immune to rust attacks. The wearer of *Golem Armor* gains damage reduction 15/adamantine. He or she also cannot regain hit points by any means (mundane or magical) while the armor is worn. It requires 1 hour to don or extract oneself from *Golem Armor*.

Invulnerable Coat: The *Invulnerable Coat* +5 *chain shirt of heavy fortification*. It grants its wearer damage reduction 10/epic and resistance 20 against acid, cold, electricity, fire, and sonic energy. If the wearer can turn undead, treat the wearer as having +4 class levels for purposes of caster level, turning undead, smiting evil, and laying on hands.

Iron Gauntlet of War: The *Gauntlet* grants a +8 enhancement bonus to Strength. The wearer doubles the damage bonus on any smite attacks he or she makes. If the wearer has the Leadership feat, the wearer's Leadership score increases by +4, but the wearer can never attract or keep followers or cohorts who are good or chaotic. Once per day, the wielder can use *implosion* as a 20th-level caster (DC 23). The *Iron Gauntlet of War* is intelligent (Int 13, Wis 18, Cha 24, Ego 26) and lawful evil. It can communicate telepathically with its wearer, though it cannot speak. It will always seek to dominate any wearer who isn't lawful evil, forcing such an owner to commit lawful evil deeds (or else find a more suitable wearer).

Ring of Nine Facets: This ring is set with a gem of nine facets, each one in-scribed with a different incomprehensible rune. Each day at sunrise, the gem turns to display a different facet. The active facet determines the *Ring's* power for that day. Each day, roll 1d10 to determine which facet (and thus which power) is active.

1d10 Active Facet Power

1	Wearer is immune to disease
2	Wearer needs no air to survive
3	Wearer gains +5 natural armor bonus
4	Wearer gains low-light vision
5	Wearer gains fast healing 1
6	Wearer can <i>fly</i> at will
7	Wearer gains cold resistance 30
8	Wearer gains <i>freedom of movement</i>
9	Wearer gains +5 resistance bonus on saving throws
10	Wearer may select which facet is active

The wearer of the *Ring* can, with a great deal of mental exertion, attempt to change the active facet away from one he or she does not desire. This requires a full-round action and a Concentration check (DC 50), and deals 2d6 points of nonlethal damage regardless of success. If the save is successful, the new facet is determined randomly. If the *Ring* is removed, the former wearer takes 2d6 points of nonlethal damage each minute until it is replaced or until his or her nonlethal damage exceeds his or her current hit points (though the nonlethal damage resumes again immediately when the former wearer regains consciousness).