



EPIC INSIGHTS

A Compilation and Revision of the
Epic Insights Column through July 2003

This file collects, corrects, and revises the material previously presented in the Epic Insights column at www.wizards.com, along with the *Epic Level Handbook* web enhancement. Where possible, the rules and guidelines presented here have been updated to match version 3.5 of the *Player's Handbook*, *DUNGEON MASTER's Guide*, and *Monster Manual*, as well as the *Revision Booklet*. In places where the column's information has been superseded by other material, references to that material have been included.

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SWORD AND FIST PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Sword and Fist*.

EPIC CAVALIER

The epic cavalier is a rider without peer, a true master of mounted combat.

Focus on feats that improve your combat prowess, such as Epic Weapon Focus or Overwhelming Critical. Armor Skin and Epic Toughness boost your defensive skills as well. And of course, no self-respecting epic cavalier passes up Epic Skill Focus (Ride).

Strength is the most important ability score for most cavaliers, although Dexterity (as the ability that affects your Ride skill modifier) is significant as well. It's hard to go wrong by adding points to Constitution from time to time.

Other Options: Command a powerful cohort or a legion of troops by selecting Epic Leadership or Legendary Commander. If you're good at mounted archery, consider some of the archery-based feats, such as Distant Shot or Swarm of Arrows.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Tall in the Saddle: The epic cavalier's bonus to Ride checks made to negate a hit against his mount increases by 1 point every odd-numbered level above 10th.

Deadly Charge: The epic cavalier may use this ability one additional time per day for every two levels above 10th.

Mounted Weapon Bonus: The epic cavalier's bonus to attack rolls when using a sword or lance while mounted do not increase after 10th level. Instead, he gains a bonus to damage rolls with these weapons, which begins at +1 at 11th level (lance) or at 12th level (sword). Each damage bonus increases every other level.

Ride Bonus: The epic cavalier's competence bonus to Ride checks increases by 2 points every odd-numbered level above 10th.

Bonus Feats: The epic cavalier gains a bonus feat (selected from the list of epic cavalier feats) every four levels after 10th.

Epic Cavalier Bonus Feat List: Armor Skin, Devastating Critical (lance or any sword), Epic Leadership, Epic Prowess, Epic Reputation, Epic Skill Focus (Ride), Epic

Toughness, Epic Weapon Focus, Legendary Commander, Legendary Rider, Overwhelming Critical (lance or any sword).

EPIC CAVALIER

Level	Special
11	Mounted weapon damage bonus lance +1, Ride bonus +10, tall in the saddle +6
12	Deadly Charge 6/day, mounted weapon damage bonus sword +1
13	Mounted weapon damage bonus lance +2, Ride bonus +12, tall in the saddle +7
14	Deadly Charge 7/day, mounted weapon damage bonus sword +2, bonus feat
15	Mounted weapon damage bonus lance +3, Ride bonus +14, tall in the saddle +8
16	Deadly Charge 8/day, mounted weapon damage bonus sword +3
17	Mounted weapon damage bonus lance +4, Ride bonus +16, tall in the saddle +9
18	Deadly Charge 9/day, mounted weapon damage bonus sword +4, bonus feat
19	Mounted weapon damage bonus lance +5, Ride bonus +18, tall in the saddle +10
20	Deadly Charge 10/day, mounted weapon damage bonus sword +5

EPIC DEVOTED DEFENDER

As far as pure defense goes, nobody can really hold a candle to the epic devoted defender. This character's charge might as well be protected by a foot of reinforced adamantine.

Your shtick is defense, so consider feats such as Armor Skin, Damage Reduction, and Energy Resistance. On the other hand, some say that the best defense is a good offense, and Epic Prowess and Epic Weapon Focus fit that bill nicely. Epic Skill Focus (Listen or Spot) helps you pick out the enemy before he makes his move. More than most other characters, your ability increases depend largely on your favored tactics—if you prefer to go toe-to-toe against enemies, pick Strength or Constitution, but more defensive-minded individuals should select Dexterity. An occasional Wisdom boost helps some of your important bodyguard skills.

Other Options: If you have the Intelligence to qualify (or can spare the ability increases to get there), Epic Combat Expertise can make you extraordinarily hard to hit. Armed Deflection allows you to protect yourself from ranged attacks.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Armor Class Bonus: The devoted defender's dodge bonus to AC improves by +1 every two levels above 9th (to +6 at 11th, +7 at 12th, and so on).

Defensive Strike (Ex): The bonus gained to attacks of opportunity against adjacent opponents who attack your charge in melee improves by +1 every two levels above 10th (+5 at 12th, +6 at 14th, and so on).

Deflect Attack (Ex): The bonus to Reflex saves to deflect melee attacks against your charge improves by +1 every two levels above 9th (+5 at 11th, +6 at 13th, and so on).

Bonus Feats: The epic devoted defender gains a bonus feat (selected from the list of epic devoted defender feats) every four levels after 10th.

Epic Devoted Defender Bonus Feat List: Armed Deflection (see New Epic Feats), Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Combat Expertise (see New Epic Feats), Epic Prowess, Epic Skill Focus (Listen), Epic Skill Focus (Spot), Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Perfect Health, Reflect Arrows.

EPIC DEVOTED DEFENDER

Level	Special
11	Dodge bonus +6, deflect attack +5
12	Defensive strike +5
13	Dodge bonus +7, deflect attack +6
14	Defensive strike +6, bonus feat
15	Dodge bonus +8, deflect attack +7
16	Defensive strike +7
17	Dodge bonus +9, deflect attack +8
18	Defensive strike +8, bonus feat
19	Dodge bonus +10, deflect attack +9
20	Defensive strike +9

EPIC DUELIST

The epic progression for the duelist prestige class is now found in the *Revision Booklet*. If using the new feats found in this compilation, add the following feats to the epic duelist's bonus feat list: Combat Insight and Epic Combat Expertise.

EPIC MASTER SAMURAI

At rest, the epic master samurai is the calm within the storm. But in battle, he becomes the storm itself.

The epic master samurai should balance pure power—symbolized by such feats as Epic Weapon Focus and Overwhelming Critical—with cunning, using such choices as Blinding Speed and Superior Initiative.

The epic master samurai values Strength above all, but Dexterity and Charisma are also important.

Other Options: To build an army, the epic master samurai is likely to need Epic Leadership and Legendary Commander. Taking Epic Reputation can't hurt, either.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Ki Strength: The epic master samurai may use this ability one additional time per day for every two levels gained above 9th.

Ki Attack: The epic master samurai may use this ability one additional time per day for every two levels gained above 10th.

Bonus Feats: The epic master samurai gains a bonus feat (selected from the list of epic master samurai feats) every three levels after 10th.

Epic Master Samurai Bonus Feat List: Armor Skin, Blinding Speed, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus (bastard sword), Legendary Commander, Mighty Sunder (see New Epic Feats), Overwhelming Critical, Superior Initiative.

EPIC MASTER SAMURAI

Level	Special
11	Ki strength 4/day
12	Ki attack 4/day
13	Ki strength 5/day, bonus feat
14	Ki attack 5/day
15	Ki strength 6/day
16	Ki attack 6/day, bonus feat
17	Ki strength 7/day
18	Ki attack 7/day
19	Ki strength 8/day, bonus feat
20	Ki attack 8/day

EPIC NINJA OF THE CRESCENT MOON

The epic ninja becomes a living shadow, flitting between pools of darkness without leaving a trace—except her victim.

While combat feats such as Epic Prowess and Improved Sneak Attack are quite useful to the epic ninja, it's often better to bypass combat altogether. Epic Skill Focus, Legendary Climber, and Self-Concealment can mean the difference between success or failure on the hardest missions.

Dexterity is the epic ninja's best friend. Charisma helps her kuji-kiri ability, and Wisdom is good for helping her pick out hidden enemies.

Other Options: If you routinely face bow-wielding guards, pick up Infinite Deflection or Reflect Arrows. If you can meet the prerequisites—usually by picking up at least ten levels of rogue—think hard about Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Sneak Attack (Ex): The epic ninja's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

AC Bonus: The epic ninja's Armor Class bonus increases by +1 for every five levels gained above 9th.

Spell-Like Abilities: The epic ninja can use kuji-kiri and invisibility one additional time per day per level gained above 10th. The duration of the epic ninja's gaseous form increases by 1 round per level gained above 10th.

Bonus Feats: The epic Ninja of the Crescent Moon gains a bonus feat (selected from the list of epic Ninja of the Crescent Moon feats) every three levels after 10th.

Epic Ninja of the Crescent Moon Bonus Feat List: Blinding Speed, Epic Dodge, Epic Prowess, Epic Skill Focus, Epic Speed, Exceptional Deflection, Improved Combat Reflexes, Improved Sneak Attack, Infinite Deflection, Legendary Climber, Lingering Damage, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity.

EPIC NINJA OF THE CRESCENT MOON

Level	Special
11	Sneak attack +6d6
12	—
13	Sneak attack +7d6, bonus feat
14	AC bonus +3
15	Sneak attack +8d6
16	Bonus feat
17	Sneak attack +9d6
18	—
19	Sneak attack +10d6, AC bonus +4, bonus feat
20	—

EPIC WEAPON MASTER

The epic weapon master is an unparalleled expert in the use of his chosen weapon, whether that weapon is the longsword, greataxe, or nunchaku.

You can improve your already prodigious combat talents by selecting Epic Prowess, Epic Weapon Focus, or Overwhelming Critical. Alternatively, enhance your defensive capabilities with Epic Combat Expertise or Epic Toughness. As a melee fighter, Strength is likely your most important ability score, so it should receive the lion's share of ability increases.

Other Options: If your chosen weapon is a reach weapon, it's tough to beat Improved Whirlwind Attack. Penetrate Damage Reduction is great if you routinely find yourself facing foes whose DR your chosen weapon can't overcome. If you go the Weapon Finesse route, then Dexterity becomes a prime target for ability increases.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Ki Damage (Ex): The epic weapon master can use his ki damage ability one additional time per day per level gained after 10th (11/day at 11th, 12/day at 12th, and so on).

Increased Multiplier (Ex): The epic weapon master can declare that he is increasing the critical multiplier of his chosen weapon one additional time per day for every two levels gained above 10th (6/day at 12th, 7/day at 14th, and so on).

Bonus Feats: The epic weapon master gains a bonus feat (selected from the list of epic weapon master feats) every three levels after 10th.

Epic Weapon Master Bonus Feat List: Blinding Speed, Devastating Critical, Epic Combat Expertise (see New Epic Feats), Epic Prowess, Epic Reflexes, Epic Toughness, Epic Weapon Focus (weapon of choice only), Extended Lifespan, Improved Combat Reflexes, Improved Whirlwind Attack, Overwhelming Critical, Penetrate Damage Reduction.

EPIC WEAPON MASTER

Level	Special
11	Ki damage 11/day
12	Increased multiplier 6/day, ki damage 12/day
13	Ki damage 13/day, bonus feat
14	Increased multiplier 7/ day, ki damage 14/day
15	Ki damage 15/day
16	Increased multiplier 8/ day, ki damage 16/day, bonus feat
17	Ki damage 17/day
18	Increased multiplier 9/ day, ki damage 18/day
19	Ki damage 19/day, bonus feat
20	Increased multiplier 10/ day, ki damage 20/day

DEFENDERS OF THE FAITH PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Defenders of the Faith*.

EPIC HOLY LIBERATOR

The epic holy liberator is an enduring symbol of liberty and freedom from tyranny.

You can boost your offensive power with Epic Prowess, Overwhelming Critical, and similar feats, but don't overlook defensive boosts such as Armor Skin and Epic Toughness. Great Smiting and Holy Strike provide extra oomph for your smite evil ability.

Charisma, Strength, and Wisdom are all critical for your success.

Other Options: Epic holy liberators who like to turn undead may want to select Planar Turning or Positive Energy Aura. With Epic Leadership, you can obtain the service of a powerful ally to your cause.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic holy liberator's caster level is equal to his class level. The epic holy liberator's number of spells per day does not increase after 10th level.

Smite Evil (Su): The bonus damage inflicted by an epic holy liberator's smite evil attack increases by 1 point per level gained.

Turn Undead (Su): The epic holy liberator turns undead as a cleric of two levels lower, as normal.

Celestial Companion: The epic holy liberator's celestial companion continues to increase in power. Every five levels after 10th, the celestial companion gains +2 bonus HD, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The celestial companion's spell resistance equals the holy liberator's character level.

Bonus Feats: The epic holy liberator gains a bonus feat (selected from the list of epic holy liberator feats) every three levels after 10th.

Epic Holy Liberator Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Combat Casting, Improved Spell Capacity, Legendary Rider, Overwhelming Critical, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

EPIC HOLY LIBERATOR

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	—
16	Bonus feat
17	—
18	—
19	Bonus feat
20	—

EPIC HOSPITALER

The epic hospitaler lives only to protect those of his faith, wherever in the world they might be.

In many cases, the epic hospitaler's sword and shield are all that stand between her charges and the

forces of evil. Epic Prowess, Armor Skin, Epic Toughness, Epic Weapon Focus, and Overwhelming Critical are all useful to you. Epic Reputation helps you get off on the right foot no matter what far-off land you visit.

The epic hospitaler depends on her Charisma and Strength above all else.

Other Options: Those epic hospitalers who find themselves facing undead with frequency should look to Positive Energy Aura or Spectral Strike. By selecting Epic Leadership, you can ensure that your quest won't be a solitary one.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic hospitaler's caster level increases by one per level gained above 10th. The epic hospitaler continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the hospitaler belonged before adding the prestige class.

Lay on Hands (Su): The amount of damage an epic hospitaler can cure by touch continues to increase as her level increases.

Turn Undead (Su): The epic hospitaler turns undead as a cleric of two levels lower, as normal.

Bonus Feats: The epic hospitaler gains a bonus feat (selected from the list of epic hospitaler feats) every two levels after 10th.

Epic Hospitaler Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

EPIC HOSPITALER

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

EPIC TEMPLAR

The epic templar is a mighty chosen protector of her deity's holy grounds.

You live and die with your combat capabilities, so focus on feats such as Epic Prowess, Armor Skin, and Damage Reduction. Epic Weapon Focus and Epic Weapon Specialization demonstrate your devotion to your deity's chosen weapon. Great Smiting and Penetrate Damage Reduction help even the odds against powerful enemies.

Your Strength and Constitution keep you alive, so boost them whenever you can.

Other Options: Templars who favor spellcasting should look to Improved Combat Casting or Improved Spell Capacity.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic templar's caster level is equal to her class level. The epic templar's number of spells per day does not increase after 10th level.

Smite (Su): The epic templar may use her smite ability one additional time per day for every five levels gained above 7th. The bonus damage is equal to her class level.

Damage Reduction (Ex): The epic templar's damage reduction increases by 1 point for every three levels above 9th.

Bonus Feats: The epic templar gains a bonus feat (selected from the list of epic templar feats) every four levels after 8th.

Epic Templar Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Devotion (see New Epic Feats), Epic Endurance, Epic Prowess, Epic Weapon Focus (deity's favored weapon), Epic Weapon Specialization (deity's favored weapon), Great Smiting, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Penetrate Damage Reduction.

EPIC TEMPLAR

Level	Special
11	—
12	Smite 3/day, DR 4/—, bonus feat
13	—
14	—
15	DR 5/—
16	Bonus feat
17	Smite 4/day
18	DR 6/—
19	—
20	Bonus feat

EPIC WARPRIEST

The epic warpriest lives for the sound of battle and often commands armies that stretch to the horizon and beyond.

For building and keeping an army, you can't beat Epic Leadership, Epic Reputation, and Legendary Commander. Armor Skin and Epic Toughness keep you alive and well in the most chaotic of battles. Feats such as Bonus Domain, Improved Spell Capacity, and Spontaneous Domain Access boost your spellcasting powers.

Your spellcasting depends on Wisdom, but you shouldn't neglect your Charisma. Strength and Constitution make reasonable options for ability boosts as well.

Other Options: Evil warpriests should consider Negative Energy Burst, Undead Mastery, and Zone of Animation to build and support armies of undead minions.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic warpriest's caster level increases by one level for every two levels gained above 10th. The epic warpriest continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the warpriest belonged before adding the prestige class.

Turn or Rebuke Undead (Su): Levels of warpriest count toward cleric or paladin levels when turning or rebuking undead.

Rally (Ex): The morale bonus this ability grants to the epic warpriest's allies increases by 1 point per level gained above 10th.

Inflame (Ex): The morale bonus this ability grants increases by +2 at each even-numbered level above 10th. The effect's duration increases by one minute per level gained.

Fear Aura (Su): The DC to resist this ability increases by 1 point every two levels gained above 10th (rather than by 1 point every level). The epic warpriest may use this ability one additional time per day for every three levels gained after 9th.

Bonus Feats: The epic warpriest gains a bonus feat (selected from the list of epic warpriest feats) every four levels after 10th.

Epic Warpriest Bonus Feat List: Armor Skin, Bonus Domain, Chosen Weapon Specialization (see New Epic Feats), Divine Spell Penetration (see New Epic Feats), Epic Leadership, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Toughness, Improved Combat Casting, Improved Spell Capacity, Negative Energy Burst, Permanent Emanation, Planar Turning,

Positive Energy Aura, Spectral Strike, Spontaneous Domain Access, Undead Mastery, Zone of Animation.

EPIC WARPRIEST

Level	Special
11	—
12	Fear aura (3/day)
13	—
14	Bonus feat
15	Fear aura (4/day)
16	—
17	—
18	Fear aura (5/day), bonus feat
19	—
20	—

TOME AND BLOOD PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Tome and Blood*.

EPIC ACOLYTE OF THE SKIN (TRANSFORMATIONAL)

By 10th level, the acolyte of the skin is permanently bonded to his fiendish epidermis, transforming his type to outsider. He has a +2 natural armor bonus, a +2 modifier to Dexterity and Constitution, cold and fire resistance 20, 120-ft. darkvision, and a variety of supernatural and spell-like abilities related to his fiendish nature. However, other than the character's spells-per-day progression and bonus feats, no clear pattern of ability gain exists.

Therefore, to continue the acolyte's "journey" into fiendishness, we must extrapolate additional class features for the character. We can do this by examining the half-fiend template, as well as the common powers possessed by demons and devils.

A half-fiend has the following ability modifiers: Str +4, Dex +4, Con +2, Int +4, and Cha +2, which substantially exceeds what the acolyte gains. Occasional ability modifiers might be a good place to start for class features.

In addition, the half-fiend has a list of a dozen potential spell-like abilities, only two of which (poison and summon fiend) the acolyte shares in any form, as well as poison immunity and acid and electricity resistance 20. Here, then, are other good options for the epic character.

Looking at demons and devils, we find that telepathic communication is a common ability. They tend to have high Strength and Constitution, and many are highly intelligent, wise, or charismatic (or all three).

From these elements we put together a reasonable epic class progression for the acolyte of the skin.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic acolyte's caster level increases by 1 every even-numbered level gained above 10th. The epic acolyte of the skin continues to gain new spells per day (and spells known, if applicable) at each new even-numbered level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the acolyte of the skin belonged before adding the prestige class.

Physical Power (Ex): At 11th level, and every ten levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Strength or Constitution (character's choice).

Poison Immunity (Ex): The epic acolyte of the skin becomes immune to poison at 11th level.

Fiendish Heritage (Sp): At 13th level, and every four levels thereafter (17th, 21st, and so on), the acolyte of the skin gains one daily use of each of the following powers: *desecrate*, *unholy blight*, and *blasphemy*. Use the character's acolyte of the skin level as the caster level.

Acid Resistant (Ex): At 14th level, the fiendish skin grants acid resistance 20.

Improved Symbiosis: At 15th level, the DR becomes 20/good and magic. At 20th level, and every five levels thereafter, the value of the DR increases by 5 points (to DR 25/good and magic at 20th level, DR 30/good and magic at 25th level, and so on).

Mental Power (Ex): At 16th level, and every ten levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Intelligence or Charisma (character's choice).

Electricity Resistant (Ex): At 18th level, the fiendish skin grants electricity resistance 20.

Telepathy (Su): A 19th-level acolyte of the skin can communicate telepathically with any creature within 100 feet that has a language.

Bonus Feats: The epic acolyte of the skin gains a bonus feat (selected from the list of epic acolyte of the skin feats) every four levels after 8th.

Epic Acolyte of the Skin Bonus Feat List: Armor Skin, Energy Resistance, Epic Spell Penetration, Epic Toughness, Extended Life Span, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Spell Knowledge.

EPIC ACOLYTE OF THE SKIN

Level	Special
11	Physical power, poison immunity
12	Bonus feat
13	Fiendish heritage (1/day)
14	Acid resistant
15	Improved symbiosis
16	Bonus feat, mental power
17	Fiendish heritage (2/day)
18	Electricity resistant
19	Telepathy
20	Bonus feat, improved symbiosis

EPIC ARCANES TRICKSTER

The epic progression for the arcane trickster prestige class is now found in the *Revision Booklet*.

EPIC BLADESINGER

The epic bladesinger melds art, swordplay, and magic into a breathtaking, deadly display of combat prowess.

Epic Weapon Focus and Epic Prowess boost your offensive skills, as does Blinding Speed. Epic Toughness helps make up for your low hit points. Improved Combat Casting and Improved Spell Capacity help your arcane magic.

Dexterity, Strength, and Intelligence are your most important ability scores, so bump those up when you can.

Other Options: Automatic Still Spell proves quite valuable to the epic bladesinger who can qualify for it.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic bladesinger's caster level is equal to her class level. The epic bladesinger's number of spells per day does not increase after 10th level.

Bonus Feats: The epic bladesinger gains a bonus feat (selected from the list of epic bladesinger feats) every two levels after 10th.

Epic Bladesinger Bonus Feat List: Automatic Still Spell, Blinding Speed, Combat Insight (see New Epic Feats), Epic Combat Expertise (see New Epic Feats), Epic Prowess, Epic Spell Focus, Epic Toughness, Epic Weapon Focus (longsword), Improved Combat Casting, Improved Combat Reflexes, Improved Low-Light Vision, Improved Spell Capacity, Penetrate Damage Reduction, Permanent Emanation, Superior Initiative.

EPIC BLADESINGER

Level Special

11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

EPIC DRAGON DISCIPLE

The epic progression for the dragon disciple prestige class is now found in the *Revision Booklet*. If using the dragon disciple prestige class as originally presented in *Tome and Blood*, you can use the following variant epic progression originally presented in the Epic Insights column on transformational prestige classes.

Perhaps the most symbolic of the transformational prestige classes, the path of the dragon disciple allows a character to become the most iconic monster of the **D&D** game: a dragon.

Along the way to reaching dragon apotheosis, the dragon disciple gains claw and bite attacks, natural armor, wings, size, and, of course, a breath weapon. But in most cases, these are only pale reflections of the power of a true dragon. This suggests that the best route for the epic dragon disciple is to improve upon his already formidable draconic powers.

Because the dragon disciple's bonus spell progression doesn't follow an easily discernible pattern, and because the class is quite potent enough without it, the epic progression presented below does not continue the bonus spells.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Natural Armor: At 11th level, and every three levels thereafter, the dragon disciple's natural armor bonus increases by +1 (to +5 at 11th, +6 at 14th, and so on).

Wing Slam: At 12th level, the dragon disciple gains the ability to make two wing slam attacks each round (assuming he is at least Medium-size). Wing attacks deal the damage listed in the table below plus one-half the dragon disciple's Strength bonus, and they are at a –5 penalty on the attack bonus.

Breath Weapon Increase: At 13th level, and every three levels thereafter, the epic dragon disciple's breath weapon increases in power and frequency of use. The damage dealt by the breath weapon increases

by 2 dice (if it deals 6 dice of damage at 10th level) or by 1 die (if it deals 3 dice of damage at 10th level). The additional dice are of the same type normally dealt by the dragon disciple's breath weapon. In addition, the save DC for the breath weapon increases by 1 point, and the range increases as shown in the table below. Finally, the dragon disciple gains one additional daily use of his breath weapon, though he must wait 1d4 rounds before each use.

Enlargement: At 15th level, and every ten levels thereafter, the dragon disciple's size increases by one step (such as from Large to Huge), to a maximum of Colossal size. The change in size affects the dragon disciple's base natural weapon damage (see below). Apply the appropriate new size modifier to the character's attacks and AC.

If the dragon disciple is already Colossal, he instead gains a +2 bonus to Strength.

Tail Slap: At 17th level, the dragon disciple grows a serpentine tail that he can use to deliver tail slap attacks. A tail slap deals the listed damage plus 1 1/2 times the dragon disciple's Strength bonus and is at a –5 penalty on the attack bonus.

Spell Resistance (Ex): The 18th-level dragon disciple gains spell resistance equal to 20 + his class level.

Blindsight (Ex): The dragon disciple's blindsense goes up by 30 feet at 15th level, and increases by 30 feet every 5 levels thereafter.

DRAGON DISCIPLE NATURAL ATTACKS AND BREATH WEAPON RANGE

Size	Bite	Claw	Wing*	Tail Slap**	Line (Length)	Cone (Length)
Small	1d4	1d3	n/a	n/a	60 ft.	30 ft.
Medium	1d6	1d4	1d3	n/a	60 ft.	30 ft.
Large	1d8	1d6	1d4	1d6	60 ft.	30 ft.
Huge	2d6	1d8	1d6	1d8	100 ft.	50 ft.
Gargantuan	2d8	2d6	1d8	2d6	120 ft.	60 ft.
Colossal	4d6	2d8	2d6	2d8	140 ft.	70 ft.

*Gained at 12th level.

**Gained at 17th level.

Bonus Feats: The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every five levels after 10th.

Epic Dragon Disciple Bonus Feat List: Armor Skin, Damage Reduction, Epic Prowess, Epic Skill Focus (Knowledge [arcana]), Epic Toughness, Extended Life Span, Flyby Attack†, Great Charisma, Great Constitution, Great Strength, Hover†, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Improved Spell Resistance, Snatch†, Spell Knowledge, Wingover†.

†Non-epic feat. Treat the dragon disciple's age category as one-half his class level for the purpose of the Hover feat.

EPIC DRAGON DISCIPLE

Level	Special
11	Natural armor +5
12	Wing slam
13	Breath weapon increase
14	Natural armor +6
15	Bonus feat, enlargement, blindsense
16	Breath weapon increase
17	Natural armor +7, tail slap
18	Spell resistance
19	Breath weapon increase
20	Bonus feat, natural armor +8, blindsense

EPIC ELEMENTAL SAVANT

At first glance, the elemental savant seems to make for an easy epic progression. Her resistance, elemental focus, and elemental penetration all follow regular patterns of improvement over the ten levels of the class, suggesting that all one needs to do to continue into epic levels is continue the patterns.

Unfortunately, this is one of those places where the guidelines in the *Epic Level Handbook* simply don't work. Since the elemental savant gains total immunity to her chosen energy type at 10th level, continued improvement of her energy resistance serves no purpose. And if we simply grant an additional +1 to save DCs and spell penetration checks every three levels, these numbers quickly outstrip anything obtainable by other spellcasters. By the 20th level of elemental savant (minimum 30th-level character), the save DCs for her chosen energy type will be 7 points higher than those of a typical wizard or sorcerer (turning a difficult save into a near-impossible one), and a typical creature's spell resistance simply won't offer more than a speed bump.

That's not to say that these features can't continue to improve—they just have to do so more slowly than at non-epic levels. And in addition, we can peruse the elementals in the *Monster Manual* for other options. Certainly the save DC against her special elemental attacks (whirlwind, burn, or vortex) can continue to improve. The ability to transform into an elemental seems like a natural ability to grant, as is damage reduction and other powers traditionally associated with elementals.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic elemental savant's caster level increases by 1 every level gained above 10th. The epic elemental savant continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the elemental savant belonged before adding the prestige class.

Elemental Special Attacks: The save DC against the epic elemental savant's special attacks (whirlwind, burn, or vortex) is equal to 20 + 1/2 her number of class levels above 10th + Con modifier.

Elemental Transformation (Su): At 11th level, the elemental savant gains the ability to *shapechange* into a Large or smaller elemental of her chosen type (air, earth, fire, or water) once per day as a sorcerer of her class level. She also gains the elemental's supernatural special attacks and special qualities.

For every 3 additional levels gained above 11th, the savant can *shapechange* one additional time per day (twice at 14th, three times at 17th, and so on).

For every 5 additional levels gained above 11th, the elemental savant can take the form of an elemental of one size category greater (Huge at 16th, greater at 21st, and elder at 26th).

Elemental Focus (Ex): The save DC for any spell using the epic elemental savant's chosen type of energy increases to +4 at 12th level, and by another +1 every six levels thereafter.

Damage Reduction (Su): At 13th level, the epic elemental savant gains DR 5/-. This increases by 1 every 3 levels thereafter (to 6/- at 16th, 7/- at 19th, and so on).

Ability Increase: The 13th-level epic elemental savant gains a permanent +2 increase to an ability score based on her chosen element: Strength (earth), Dexterity (air or fire), or Constitution (water). Every ten levels thereafter, she gains an additional +2 increase to the same ability score.

Elemental Penetration (Ex): The competence bonus to the epic elemental savant's caster level checks to defeat spell resistance increases to +4 at 15th level, and by another +1 every six levels thereafter.

Bonus Feats: The epic elemental savant gains a bonus feat (selected from the list of epic elemental savant feats) every four levels after 10th.

Epic Elemental Savant Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Epic Counterspell (see New

Epic Feats), Epic Fortitude (earth, water only), Epic Reflexes (air, fire only), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness (earth, water only), Extended Life Span, Great Constitution (water only), Great Dexterity (air, fire only), Great Strength (earth only), Ignore Material Components, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Intensify Spell, Multispell, Penetrate Damage Reduction, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative (air, fire only).

EPIC ELEMENTAL SAVANT

Level	Special
11	Elemental transformation (Large) 1/day
12	Elemental focus +4
13	Damage reduction 10/+1, ability increase
14	Elemental transformation 2/day, bonus feat
15	Elemental penetration +4
16	Elemental transformation (Huge)
17	Elemental transformation 3/day
18	Elemental focus +5, bonus feat
19	Damage reduction 10/+2
20	Elemental transformation 4/day

EPIC SPELLSWORD

The epic spellsword weaves magic and melee together with unparalleled skill.

Since you mix combat with your spellcasting, your epic feat selection should mirror that combination. Keep up with the fighters with Epic Prowess and Epic Toughness, but make sure that the other spellcasters aren't kicking sand in your face by beefing up your spells with Epic Spell Focus, Improved Spell Capacity, or Intensify Spell. Try to resist the temptation to spread your ability increases too widely—you're probably better off focusing on Strength and either Intelligence or Charisma, depending on what controls your spellcasting.

Other Options: If you have the time and ability, consider learning Epic Spellcasting and coming up with some unique spells that fit your tactics. If you're a finesse-fighter, focus on improving your Dexterity over your Strength—if you can't hit the target, your spell channeling isn't much good.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic spellsword's caster level increases by 1 per even-numbered level gained above 10th. The epic spellsword continues to gain new spells per day (and spells known, if applicable) at each new even-numbered level, up to the maximum spells per day and spells known of the

arcane spellcasting class to which the spellsword belonged before adding the prestige class.

Channel Spell (Su): The epic spellsword's ability to channel continues to improve after 10th level. At 15th level, the maximum allowable spell level that may be channeled by the epic spellsword is 4th. This maximum level increases by 1 for every 5 additional levels gained (5th-level spell at 20th, 6th-level spell at 25th, and so on).

Ignore Spell Failure (Ex): The reduction of arcane spell failure chance increases by 5% for every two levels above 9th (to 35% at 11th, 40% at 13th, and so on). For instance, at 17th level the epic spellsword could wear full plate armor and a large shield and suffer no chance of arcane spell failure.

Bonus Feats: The epic spellsword gains a bonus feat (selected from the list of epic spellsword feats) every four levels after 8th.

Epic Spellsword Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC SPELLSWORD

Level	Special
11	Ignore spell failure 35%
12	Bonus feat
13	Ignore spell failure 40%
14	—
15	Channel spell (4th), ignore spell failure 45%
16	Bonus feat
17	Ignore spell failure 50%
18	—
19	Ignore spell failure 55%
20	Channel spell (5th), bonus feat

SONG AND SILENCE PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Song and Silence*.

EPIC DUNGEON DELVER

If you plan on venturing into trap-infested dungeon complexes, there's no one better to take along than the epic dungeon delver.

The epic dungeon delver appreciates the value of feats that keep her safe from harm, such as Epic Dodge and Epic Trapfinding. You can't go wrong with Epic Skill Focus or Legendary Climber.

Dexterity and Intelligence help most of your important skills. Depending on your other aptitudes, Strength, Constitution, and Wisdom are all reasonable choices as well.

Other Options: Epic dungeon delvers who face combat frequently should consider Superior Initiative or Fast Healing.

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Danger Sense (Ex): The epic dungeon delver's insight bonus on Reflex saves to avoid traps, dodge bonus to Armor Class against attacks by traps, and insight bonus on Spot checks made to spot creatures at the beginning of an encounter increase by +2 every five levels gained above 6th.

Blindsight (Ex): The epic dungeon delver's blindsight range improves by 20 feet for every six levels gained above 8th.

Treasure Sense (Su): The range of an epic dungeon delver's treasure sense increases by 200 feet for every level gained above 10th.

Bonus Feats: The epic dungeon delver gains a bonus feat (selected from the list of epic dungeon delver feats) every three levels after 10th.

Epic Dungeon Delver Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Epic Trapfinding, Fast Healing, Improved Darkvision, Legendary Climber, Superior Initiative.

DUNGEON DELVER

Level	Special
11	Danger sense +6/+8
12	—
13	Bonus feat
14	Blindsight (60 ft.)
15	—
16	Danger sense +8/+10, bonus feat
17	—
18	—
19	Bonus feat
20	Blindsight (80 ft.)

EPIC SPYMASTER

The epic spymaster would be legendary for her ability to assume alternate identities—that is, if anyone knew who she was.

Epic Skill Focus and Polyglot can help you maintain cover identities. Dexterous Fortitude and Dexter-

ous Mind are great at helping you avoid dangerous spell effects. And for combat situations, there's no denying the value of Improved Sneak Attack or Superior Initiative.

The epic spymaster should keep three abilities in mind when selecting her ability increases: Charisma, Charisma, and Charisma. Barring that choice, think about Wisdom, Intelligence, or Dexterity.

Other Options: If you can qualify, consider Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8.

Skill Points at Each Additional Level: 8 + Int modifier.

Cover Identity (Ex): An epic spymaster can maintain one additional cover identity for every three levels gained above 10th.

Sneak Attack (Ex): The epic spymaster's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

Required Ranks: At every spymaster level, the epic spymaster must spend at least 2 skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities.

Bonus Feats: The epic spymaster gains a bonus feat (selected from the list of epic spymaster feats) every three levels after 10th.

Epic Spymaster Bonus Feat List: Dexterous Fortitude, Dexterous Mind, Epic Skill Focus, Improved Sneak Attack, Lingering Damage, Polyglot, Sneak Attack of Opportunity, Superior Initiative.

EPIC SPYMASTER

Level	Special
11	Required ranks, sneak attack +6d6
12	Required ranks
13	Cover identity, required ranks, sneak attack +7d6, bonus feat
14	Required ranks
15	Required ranks, sneak attack +8d6
16	Bonus feat, cover identity, required ranks
17	Required ranks, sneak attack +9d6
18	Required ranks
19	Cover identity, required ranks, sneak attack +10d6, bonus feat
20	Required ranks

EPIC TEMPLE RAIDER OF OLIDAMMARA

The epic temple raider doesn't just swipe religious icons from shrines or wandering pilgrims—he's planning how to nick Boccob's own staff right out of his study!

Epic Skill Focus helps you get the job done like no other feat. Epic Trapfinding and Epic Speed help you

avoid or outrun danger. And for those times when you just can't avoid combat, try Improved Sneak Attack or Improved Combat Casting.

Improving your Dexterity and Intelligence help out your most important skills, while an increased Wisdom boosts your spellcasting prowess.

Other Options: If you meet the prerequisites, consider picking up Lingering Damage or Sneak Attack of Opportunity. Those epic temple raiders who focus on spellcasting should think about Improved Spell Capacity.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic temple raider's caster level is equal to his class level. The epic temple raider's number of spells per day does not increase after 10th level.

Sneak Attack (Ex): The epic temple raider's sneak attack damage increases by +1d6 every three levels above 8th.

Save Bonus (Ex): The epic temple raider's luck bonus to saving throws increases by 1 point for every three levels above 10th.

Bonus Feats: The epic temple raider of Olidammara gains a bonus feat (selected from the list of epic temple raider feats) every three levels after 10th.

Epic Temple Raider Bonus Feat List: Blinding Speed, Epic Skill Focus, Epic Speed, Epic Trapfinding, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Sneak Attack of Opportunity.

EPIC TEMPLE RAIDER OF OLIDAMMARA

Level	Special
11	Sneak attack +4d6
12	—
13	Save bonus +4, bonus feat
14	Sneak attack +5d6
15	—
16	Save bonus +5, bonus feat
17	Sneak attack +6d6
18	—
19	Save bonus +6, bonus feat
20	Sneak attack +7d6

EPIC THIEF-ACROBAT

Quite simply, the epic thief-acrobat can often get into (and out of) places no one else could even dream of entering.

Legendary Climber, Legendary Leaper, and Epic Skill Focus are key for boosting your primary areas of specialization. Blinding Speed, Improved Sneak

Attack, and Superior Initiative are great to have when you must fight past an obstacle.

The epic thief-acrobat should boost her Strength and Dexterity whenever possible.

Other Options: For even greater stealth, look to Self-Concealment. Those thief-acrobats who can qualify often enjoy Sneak Attack of Opportunity.

Hit Die: d6.

Skill Points at Each Additional Level: 6 + Int modifier.

Slow Fall (Ex): The falling distance that an epic thief-acrobat can ignore increases by 10 feet for every three levels gained after 9th.

Sneak Attack (Ex): The epic thief-acrobat's sneak attack damage increases by +1d6 for every five levels above 9th.

Bonus Feats: The epic thief-acrobat gains a bonus feat (selected from the list of epic thief-acrobat feats) every two levels after 10th.

Epic Thief-Acrobat Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Legendary Leaper, Self-Concealment, Sneak Attack of Opportunity, Superior Initiative.

EPIC THIEF-ACROBAT

Level	Special
11	—
12	Slow fall (50 ft.), bonus feat
13	—
14	Sneak attack +3d6, bonus feat
15	Slow fall (60 ft.)
16	Bonus feat
17	—
18	Slow fall (70 ft.), bonus feat
19	Sneak attack +4d6
20	Bonus feat

MASTERS OF THE WILD PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Masters of the Wild*.

EPIC ANIMAL LORD

The epic animal lord is a paragon of natural prowess and is almost more animal than humanoid.

Regardless of your chosen animal, feats such as Fast Healing and Perfect Health help you get along in the wild. Ignore Material Components allows you to forego the awkwardness of transferring your component pouch to animal form. Select other feats

based on your animal form and preferred mode of combat.

Your spellcasting is based on Wisdom, as are many of your skills. Your particular animal form may also direct this choice to Strength, Dexterity, or any other ability.

Other Options: Diminutive Wild Shape and Fine Wild Shape may open up additional options for your lesser wild shape ability.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic animal lord's caster level is equal to her class level. The epic animal lord's number of spells per day does not increase after 10th level.

Animal Bond: The epic animal lord's maximum Hit Dice of animal companions equals twice her animal lord level.

Animal Sense (Su): The range of the epic animal lord's animal sense ability is equal to her class level squared, in miles.

Summon Animal (Sp): The epic animal lord may use this ability one additional time per day for every six levels gained after 6th. Beginning at 12th level, she may use the ability to summon 1d3 legendary animals of her selected group.

Totem: The epic animal lord does not gain any additional totems after 8th level. Instead, she may select her bonus feats either from her class list or from a list unique to her associated animal.

Bonus Feats: The epic animal lord gains a bonus feat (selected from the list of epic animal lord feats, or from the list of bonus feats affiliated with her associated animal) every three levels after 8th.

Epic Animal Lord Bonus Feat List: Diminutive Wild Shape, Epic Weapon Focus (any natural weapon appropriate to chosen animal), Fast Healing, Fine Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Spell Capacity, Perfect Health.

Epic Apelord Bonus Feat List: Epic Toughness, Legendary Climber.

Epic Bearlord Bonus Feat List: Damage Reduction, Epic Weapon Focus (claw or bite),

Epic Birdlord Bonus Feat List: Blinding Speed, Epic Skill Focus (Spot).

Epic Catlord Bonus Feat List: Epic Skill Focus (Move Silently), Superior Initiative.

Epic Equinelord Bonus Feat List: Epic Endurance, Epic Speed.

Epic Marinelord Bonus Feat List: Armor Skin, Epic Skill Focus (Swim).

Epic Snakelord Bonus Feat List: Armor Skin, Improved Combat Reflexes.

Epic Wolflord Bonus Feat List: Epic Skill Focus (Survival), Legendary Tracker.

EPIC ANIMAL LORD

Level	Special
11	Bonus feat
12	Summon animal (legendary, 3/day)
13	—
14	Bonus feat
15	—
16	—
17	Bonus feat
18	Summon animal (4/day)
19	—
20	Bonus feat

EPIC BLOODHOUND

Once an epic bloodhound is on your trail, you might as well stop running, since nothing on the planet can keep him from tracking you down.

Legendary Tracker is a no-brainer, but Epic Skill Focus is another solid choice. Epic Endurance helps you stay on the trail, and Epic Prowess and Epic Toughness make sure you'll be able to handle your mark when you catch up.

Wisdom and Dexterity are important for a variety of reasons. Don't overlook Strength or Constitution, though.

Other Options: Epic bloodhounds often find themselves on the trail of powerful extraplanar creatures, so Penetrate Damage Reduction can be useful. And if you'd rather take out your mark from a safe distance, consider Distant Shot.

Hit Die: d10.

Skill Points at Each Additional Level: 6 + Int modifier.

Determination (Ex): The epic bloodhound's insight bonus to Gather Information, Spot, and Survival checks made to determine the whereabouts of a mark increases by +1 for each level gained.

Mark (Ex): An epic bloodhound may have one additional mark per two levels gained above 10th (round up).

Bonus Feats: The epic bloodhound gains a bonus feat (selected from the list of epic bloodhound feats) every three levels after 10th.

Epic Bloodhound Bonus Feat List: Distant Shot, Epic Endurance, Epic Prowess, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing,

Legendary Tracker, Penetrate Damage Reduction, Perfect Health.

EPIC BLOODHOUND

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	—
16	Bonus feat
17	—
18	—
19	Bonus feat
20	—

EPIC DEEPWOOD SNIPER

The epic deepwood sniper has but to aim and fire, and her target's days are almost certainly over.

Since you're all about archery, you should focus on those feats that improve that aptitude, such as Distant Shot, Epic Weapon Focus, Improved Manyshot, Swarm of Arrows, and Uncanny Accuracy.

Dexterity is the bread and butter of the epic deepwood sniper. Wisdom is an acceptable second choice.

Other Options: For those unpleasant situations when you find yourself closer to a target than you'd prefer, pick up Combat Archery. Crossbow wielders should look to Instant Reload.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Concealment Reduction (Ex): An epic deepwood sniper's miss chance against opponents with concealment drops by 10% for every four levels gained after 10th, to a maximum of 50% reduction at 18th level. This can't reduce the miss chance to less than 0%.

Consistent Aim (Su): The epic deepwood sniper may use this ability one additional time per day for every three levels gained after 9th.

Projectile Improved Critical (Ex): The critical damage multiplier of the epic deepwood sniper's projectile weapons increases by 1 for every five levels gained after 7th.

Bonus Feats: The epic deepwood sniper gains a bonus feat (selected from the list of epic deepwood sniper feats) every four levels after 10th.

Epic Deepwood Sniper Bonus Feat List: Combat Archery, Distant Shot, Epic Prowess, Epic Weapon Focus (any bow or crossbow), Improved Manyshot, Instant Reload, Penetrate Damage Reduction, Swarm of Arrows, Uncanny Accuracy.

EPIC DEEPWOOD SNIPER

Level	Special
11	—
12	Consistent aim 4/day, projectile improved critical +3
13	—
14	Concealment reduction 40%, bonus feat
15	Consistent aim 5/day
16	—
17	Projectile improved critical +4
18	Consistent aim 6/day, concealment reduction 50%, bonus feat
19	—
20	—

EPIC FRENZIED BERSERKER

Few mortal beings can surpass the destructive capabilities of the epic frenzied berserker.

Feats that augment your frenzy ability are obvious choices, but don't overlook more utilitarian options such as Epic Prowess and Fast Healing.

Your Strength and Constitution scores should benefit from ability boosts most often. Dexterity is a good third option.

Other Options: Those few frenzied berserkers who care about boosting their defenses can pick up Damage Reduction or Epic Toughness.

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Frenzy (Ex): The epic frenzied berserker may enter a frenzy one additional time per day for every two levels gained after 9th. In addition, at the DM's option, any epic feat that affects rage (such as Chaotic Rage) has the same effect on the frenzied berserker's frenzy ability.

Inspire Frenzy (Su): The epic frenzied berserker may use this ability one additional time per day for every two levels gained after 10th.

Bonus Feats: The epic frenzied berserker gains a bonus feat (selected from the list of epic frenzied berserker feats) every three levels after 10th.

Epic Frenzied Berserker Bonus Feat List: Chaotic Rage, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Fast Healing, Mighty Sunder (see New Epic Feats), Overwhelming Critical, Penetrate Damage Reduction, Ruinous Rage, Terrifying Rage, Thundering Rage.

EPIC FRENZIED BERSERKER

Level	Special
11	Frenzy 6/day
12	Inspire frenzy 4/day
13	Frenzy 7/day, bonus feat
14	Inspire frenzy 5/day
15	Frenzy 8/day
16	Inspire frenzy 6/day, bonus feat
17	Frenzy 9/day
18	Inspire frenzy 7/day
19	Frenzy 10/day, bonus feat
20	Inspire frenzy 8/day

EPIC TEMPEST

The epic tempest is barely visible behind the incessant, whirling blur of her twin weapons.

Perfect Two-Weapon Fighting is usually an early choice on the epic tempest's wish list, but don't overlook other feats that allow you to dish out additional pain and suffering to your enemies, including Devastating Critical, Epic Prowess, and Penetrate Damage Reduction. Superior Initiative lets you strike first in a combat, but Epic Toughness may let you strike last, which is often more important. Depending on whether you wield one-handed or light weapons, Strength or Dexterity is probably your first choice for ability increases.

Other Options: An epic tempest who learns to deflect ranged attacks by means of the Armed Deflection feat opens up an entire new world of options, including Exceptional Deflection and Reflect Arrows. You'll probably need to send some ability increases toward your Wisdom to best follow this path.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Bonus Feats: The epic tempest gains a bonus feat (selected from the list of epic tempest feats) every two levels after 10th.

Epic Tempest Bonus Feat List: Armed Deflection (see New Epic Feats), Blinding Speed, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Superior Initiative, Two-Weapon Rend.

EPIC TEMPEST

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

MANUAL OF THE PLANES PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Manual of the Planes*.

EPIC DIVINE AGENT

The epic divine agent may well be her deity's most powerful mortal servant.

Since most divine agents are formidable spellcasters, look to the various feats that improve that ability, such as Epic Spell Penetration (particularly useful against the many outsiders you're likely to face), Improved Spell Capacity, and Epic Spellcasting. To help ensure your survival in dire circumstances, pick up Epic Toughness.

As a divine spellcaster, Wisdom is your most important ability score. Charisma is often a good option as well. Other choices may depend on your career before becoming a divine agent.

Other Options: Extremely powerful spellcasters can look to feats such as Automatic Quicken Spell and Intensify Spell. Planar Turning is a great choice for epic divine agents who began their career as clerics or paladins.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic divine agent's caster level increases by one level for every two levels gained above 10th. The epic divine agent continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the divine agent belonged before adding the prestige class.

Godly Gift: Every three levels after 9th, the epic divine agent gains another godly gift. This is usually the ability to use a spell from one of the epic divine

agent's domains (up to 9th level) as a spell-like ability. Alternatively, the epic divine agent may gain one additional use per day of a godly gift she already possesses.

Bonus Feats: The epic divine agent gains a bonus feat (selected from the list of epic divine agent feats) every three levels after 10th.

Epic Divine Agent Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Chosen Weapon Specialization (see New Epic Feats), Divine Spell Penetration (see New Epic Feats), Enhance Spell, Epic Devotion (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Extended Lifespan, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Planar Turning, Spell Opportunity, Spell Stow-away, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

EPIC DIVINE AGENT

Level	Special
11	—
12	Godly gift
13	Bonus feat
14	—
15	Godly gift
16	Bonus feat
17	—
18	Godly gift
19	Bonus feat
20	—

EPIC GATECRASHER

The epic gatecrasher is, quite honestly, a headache of cosmic proportions to those who seek to maintain order on the planes.

Since the epic gatecrasher can't help but get into trouble, he should look for feats useful in such situations, including Blinding Speed, Epic Toughness, and Superior Initiative. Energy Resistance, Epic Spell Penetration, and Penetrate Damage Reduction help him deal with the denizens of the planes he visits.

Intelligence, Charisma, and Dexterity all help the epic gatecrasher keep his wits about him and his feet under him.

Other Options: Few gatecrashers would mind having an Epic Reputation, and once you've established that why not stick around with Extended Lifespan?

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Analyze Portal (Sp): The epic gatecrasher gains one additional daily use of this ability per level gained above 10th.

Bonus Language: The epic gatecrasher gains a free language every three levels after 10th, chosen from those commonly spoken on other planes.

Bonus Feats: The epic gatecrasher gains a bonus feat (selected from the list of epic gatecrasher feats) every two levels after 10th.

Epic Gatecrasher Bonus Feat List: Blinding Speed, Damage Reduction, Energy Resistance, Epic Reputation, Epic Skill Focus, Epic Spell Penetration, Epic Toughness, Extended Lifespan, Penetrate Damage Reduction, Polyglot, Superior Initiative.

EPIC GATECRASHER

Level	Special
11	—
12	Bonus feat
13	Bonus language
14	Bonus feat
15	—
16	Bonus language, bonus feat
17	—
18	Bonus feat
19	Bonus language
20	Bonus feat

EPIC PLANAR CHAMPION

The epic planar champion's victories don't just span worlds, they span entire universes.

A smart epic planar champion balances offense with defense, alternating choices such as Epic Weapon Focus, Epic Prowess, and Penetrate Damage Reduction with Armor Skin, Damage Reduction, and Energy Resistance. Of course, it's a poor epic planar champion who doesn't take the time along the way to build an Epic Reputation for herself.

Depending on the epic planar champion's combat style, either Strength or Dexterity should be her first choice for ability increases. Her specific background may dictate other options as well.

Other Options: Once the epic planar champion has carved out her domain, Legendary Commander helps attract an appropriate army and Epic Leadership ensures she'll have a powerful lieutenant at her side. Epic Spell Penetration or Planar Turning might also be good choices, if she has the right background.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Favored Plane: The epic planar champion may select one additional favored plane for every five levels

gained above 10th. Bonuses for previous favored planes increase by +1.

Bonus Feats: The epic planar champion gains a bonus feat (selected from the list of epic planar champion feats) every three levels after 10th.

Epic Planar Champion Bonus Feat List: Armor Skin, Damage Reduction, Energy Resistance, Epic Leadership, Epic Prowess, Epic Reputation, Epic Spell Penetration, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Extended Lifespan, Improved Favored Enemy*, Legendary Commander, Penetrate Damage Reduction, Perfect Health, Planar Turning.

*May instead apply to natives of one of the epic planar champion's favored planes.

EPIC PLANAR CHAMPION

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	Favored plane
16	Bonus feat
17	—
18	—
19	Bonus feat
20	Favored plane

EPIC PLANESHIFTER

If the epic planesifter hasn't visited it, it's probably not worth calling a plane.

The epic planesifter is best off picking feats that boost his spellcasting prowess, such as Enhance Spell, Epic Spell Focus, and Epic Spellcasting. Energy Resistance and Epic Spell Penetration helps him deal with the inhabitants and hazards of the planes he visits.

Focus on improving the ability score (Intelligence or Charisma) that affects your arcane spellcasting ability. Anything else is a distant second.

Other Options: Extended Lifespan lets the epic planesifter enjoy his demiplane for even longer than normal.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic planesifter's caster level increases by one level every time he gains a class level ending in 2, 3, 4, 6, 7, 8, and 0. At each of these levels, the epic planesifter gains new spells per day (and spells known, if applicable), up to the maximum spells per day and spells known of the spellcasting class to which the planesifter belonged before adding the prestige class.

Analyze Portal (Sp): The epic planesifter gains one additional daily use of this ability per level gained above 10th.

Morphic Stability (Ex): The range of this ability increases by 30 feet per level gained above 10th.

Grant Planar Survival (Su): The epic planesifter can extend his planar survival ability to one additional person per level gained above 10th.

Planar Area Swap (Sp): The radius of this effect increases by 100 feet per level gained above 10th.

Bonus Feats: The epic planesifter gains a bonus feat (selected from the list of epic planesifter feats) every three levels after 10th.

Epic Planesifter Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Wondrous Item, Efficient Item Creation (wondrous item), Energy Resistance, Enhance Spell, Epic Counterspell (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Extended Lifespan, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC PLANESHIFTER

Level	Special
11	—
12	—
13	Bonus feat
14	—
15	—
16	Bonus feat
17	—
18	—
19	Bonus feat
20	—

FORGOTTEN REALMS CAMPAIGN SETTING PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from the *Forgotten Realms* campaign setting.

EPIC HATHRAN

As far as outsiders believe, no hathrans are above the rank of othlor among the Witches of Rashemen. That is because those few hathrans who exceed this level of power keep their identities secret and often disappear

from public view. They may continue to work from behind the scenes, but more likely they travel incognito to distant lands or planes of existence in search of greater knowledge.

The epic hathran has perhaps the widest array of bonus feats available to any class. Your choice of feats largely depends on your spellcasting preference (arcane or divine). Former clerics might select Bonus Domain or Improved Alignment-Based Casting, while arcane hathrans probably lean toward improving their metamagic capabilities. Regardless of your background, general feats such as Epic Spell Focus and Epic Spell Penetration come in very handy, and you can't go wrong with Improved Spell Capacity.

Focus on increasing the ability score that controls your spellcasting, whether that is Intelligence, Wisdom, or Charisma, as your primary option. An occasional bump to your secondary spellcasting ability score (since hathran are multiclassed spellcasters) is a reasonable second choice.

Other Options: An epic hathran who seeks to become a ruler among her people might consider Epic Leadership or even Legendary Commander.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic hathran's caster level increases by 1 per level gained above 10th. The epic hathran continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the hathran belonged before adding the prestige class.

Fear: The epic hathran may use this ability one additional time per day for every three levels gained above 9th.

Bonus Feats: The epic hathran gains a bonus feat (selected from the list of epic hathran feats) every three levels after 10th.

Epic Hathran Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Devotion, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

EPIC HATHRAN

Level	Special
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11	—
12	Fear (4/day)
13	Bonus feat
14	—
15	Fear (5/day)
16	Bonus feat
17	—
18	Fear (6/day)
19	Bonus feat
20	—

EPIC RED WIZARD

The epic progression for the Red Wizard prestige class is now found in the *Revision Booklet*.

EPIC RUNECASTER

Epic runecasters are particularly common among the dwarves and giants, who originated this form of magic. A runecaster of this level is likely a legend among his people, and the power of his runes is beyond comparison.

The epic runecaster should pick up Inscribe Epic Rune (a new feat described below) as soon as possible. Beyond that, any feat that helps your spellcasting become more powerful is a good choice, from Enhance Spell to Improved Metamagic to Spell Stowaway.

If your divine spellcasting relies on Wisdom, that's the best place for your ability increases. Constitution is a solid second choice, since many runecasters take pride in their physical toughness.

Other Options: Epic Toughness is a good choice for epic runecasters looking to emulate their dwarf or giant teachers. You might also work with your DM to create other rune-based epic feats, such as ones that mimic metamagic feats.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic runecaster's divine caster level increases by 1 per level gained above 10th. The epic runecaster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the runecaster belonged before adding the prestige class.

Rune Craft: The epic runecaster's bonus to Craft checks made to inscribe runes increases by +1 for every three levels after 10th.

Rune Power: For runes created by the runecaster, add an additional +1 to the DC of all saves and attempts

to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a target, for every three levels after 9th.

Crafting Epic Runes: As with scrolls, you can't create a rune with a spell level above 10th or an effective caster level above 20th without using the Inscribe Epic Rune feat (see Feats section).

Bonus Feats: The epic runecaster gains a bonus feat (selected from the list of epic runecaster feats) every three levels after 10th.

Epic Runecaster Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Efficient Item Creation, Enhance Spell, Epic Skill Focus (Craft [any]), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Inscribe Epic Rune (see New Epic Feats), Intensify Spell, Multispell, Permanent Emanation, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

RUNECASTER

Level	Special
11	—
12	Rune power +4
13	Rune craft +4, bonus feat
14	—
15	Rune power +5
16	Rune craft +5, bonus feat
17	—
18	Rune power +6
19	Rune craft +6, bonus feat
20	—

EPIC SHADOW ADEPT

The benefits of the Shadow Weave are as potent as they are tempting. A rare few who follow this path make it to epic levels, and those who know their names dare mention them only in whispers, and even then only in bright daylight.

As a spellcaster, you should focus on picking up feats that bolster your spellcasting power, such as the ever-popular Improved Spell Capacity. Epic Spell Focus, particularly in Enchantment, Illusion, or Necromancy, serves you well. Improved Low-Light Vision boosts your visual acuity in the shadowy conditions you love.

As with any epic spellcaster, you should improve the ability score that controls your spellcasting. Other than that, Dexterity is a good choice, particularly if you typically go without armor.

Other Options: If you're satisfied with your spellcasting prowess, consider picking up feats that accentuate your other abilities. If you have the prerequisites, Self-Concealment fits well with the shadow adept's motif. Spectral Strike is another interesting choice for shadow adepts who were clerics before embracing the Shadow Weave.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic shadow adept's caster level increases by 1 per level gained above 10th. The epic shadow adept continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the shadow adept belonged before adding the prestige class.

Shadow Defense: The epic shadow adept's bonus to saves against Enchantment, Illusion, Necromancy, and darkness spells increases by +1 for every three levels gained after 8th.

Spell Power: For every three levels gained above 9th, add an additional +1 to the DC for saving throws against Enchantment, Illusion, Necromancy, and darkness spells cast by the epic shadow adept, and a like amount to his caster level checks to overcome spell resistance using the spells from this school.

Bonus Feats: The epic shadow adept gains a bonus feat (selected from the list of epic shadow adept feats) every four levels after 10th.

Epic Shadow Adept Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Low-Light Vision, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spectral Strike, Spell Knowledge, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

EPIC SHADOW ADEPT

Level	Special
11	Shadow defense +4
12	Spell power +4
13	—
14	Shadow defense +5, bonus feat
15	Spell power +5
16	—
17	Shadow defense +6
18	Spell power +6, bonus feat
19	—
20	—

MAGIC OF FAERÛN PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Magic of Faerûn*.

EPIC GUILD WIZARD OF WATERDEEP

As one of the most prestigious and powerful organizations of wizards in all of Faerûn, the Watchful Order of Magists and Protectors count a number of epic-level characters among its membership. Most don't involve themselves in the day-to-day politics of the guild, but their devotion to the cause is second to none.

The epic guild wizard selects feats much like a typical wizard, since she often focuses on metamagic and/or epic magic item crafting feats such as Enhance Spell or Craft Epic Wondrous Item. Epic Spell Focus and Epic Spell Penetration are wise choices, as well. Improved Spell Pool Access, a new feat described below, is a very worthy feat for this prestige class.

As a wizard, Intelligence is your single most important ability score. Constitution is a good choice to boost your hit points and Concentration checks, and you can't argue with the positive effects of a Dexterity increase.

Other Options: Make your spellcasting more versatile with Spell Opportunity or Spell Stowaway. Pick up defensive feats, such as Epic Toughness or Energy Resistance, to bolster your fortitude in combat. Epic Spellcasting is useful, though you can't share the results with the rest of the guild.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic guild wizard's caster level increases by 1 per level gained above 10th. The epic guild wizard continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the guild wizard belonged before adding the prestige class.

Membership: The epic guild wizard of Waterdeep must continue to carry out the duties and responsibilities of membership, including dues, obedience to rulings, aid to other members, defense of the city, and devotion of personal time and energy.

Improved Spell Acquisition: At each level of advancement in the guild wizard prestige class, a character gains three spells of her choice of any level she can cast to add to her spellbook.

Bonus Language: At 12th level, and every four levels thereafter, the guild wizard can add one additional language to the list of those she already knows. She can include ancient languages (see the section on Language in Chapter 3: Life in Faerûn in the *FORGOTTEN REALMS Campaign Setting*).

Spellpool: Beginning at 12th level, an epic guild wizard of Waterdeep can call spells of up to 10th level from the spellpool. For every two additional levels of guild wizard gained, the upper limit of the spell level called from the spellpool increases by +1 (11th-level spells at 14th level, 12th-level spells at 16th level, and so on). The spellpool can't provide epic spells (those created from the epic spellseeds described in Chapter 2 of the *Epic Level Handbook*).

The percentage chance that a desired spell is available in any 24-hour period is equal to 65% minus 5% per level of the spell, to a minimum of 5% for spells of 12th level or higher. The spellpool otherwise functions just as described in Chapter 1: Magic Variants in *Magic of Faerûn*.

Bonus Feats: The epic guild wizard of Waterdeep gains a bonus feat (selected from the list of epic guild wizard feats) every four levels after 9th.

Epic Guild Wizard Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell, Epic Counterspell (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Improved Spellpool Access (see New Epic Feats), Intensify Spell, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

EPIC GUILD WIZARD OF WATERDEEP

Level	Special
11	—
12	Bonus language, spellpool (10th)
13	Bonus feat
14	Spellpool (11th)
15	—
16	Bonus language, spellpool (12th)
17	Bonus feat
18	Spellpool (13th)
19	—
20	Bonus language, spellpool (14th)

EPIC INCANTATRIX

The epic incantatrix is even more solitary than the typical representative of the class.

Epic Spell Penetration is tailor-made for dealing with extraplanar creatures (who often have substantial spell resistance). Improved Metamagic helps your prodigious metamagic abilities, and any of the epic metamagic feats (such as Improved Heighten Spell) are likely to come in handy.

Focus your ability increases on the ability that controls your spellcasting (typically Intelligence or Charisma). Beyond that, either Dexterity or Constitution are fine choices.

Other Options: With Master Staff or Master Wand, the incantatrix can conserve the power of charged items until she needs a big boost.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic incantatrix's caster level increases by 1 per level gained above 10th. The epic incantatrix continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the incantatrix belonged before adding the prestige class.

Instant Metamagic (Su): The incantatrix can use her instant metamagic ability one additional time per day for every two levels gained after 9th (11th, 13th, and so on).

Bonus Feats: The epic incantatrix gains a bonus feat (selected from the list of epic incantatrix feats) every three levels after 10th.

Epic Incantatrix Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Counterspell (see New Epic Feats), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC INCANTATRIX

Level	Special
11	Instant metamagic 3/day
12	—
13	Instant metamagic 4/day, bonus feat
14	—
15	Instant metamagic 5/day
16	Bonus feat
17	Instant metamagic 6/day
18	—
19	Instant metamagic 7/day, bonus feat
20	—

EPIC MAGE-KILLER

The epic mage-killer is a terrifying opponent and is legendary in her ability to bring enemy spellcasters to their knees. Though any given order might count only a tiny number of these characters among them, even the rumor of a single hunter of this power is enough to guard against the abuse of magic.

Spell Stowaway is a great way to take advantage of your opponents' powers. Energy Resistance helps bolster your ability to weather potent attacks. Epic Spell Focus goes well with your many Spell Focus feats, and you can't beat Epic Counterspell for its sheer utility against enemy spellcasters.

As with any spellcaster, your ability increases should boost your spellcasting power (Intelligence, Charisma, or Wisdom). Dexterity helps avoid damage, while Constitution increases your ability to weather it.

Other Options: Boost your combat effectiveness with Epic Prowess. If you're worried about your saves, pick up Epic Fortitude or Epic Reflexes.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic mage-killer's caster level increases by 1 per level gained above 10th. The epic mage-killer continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the mage-killer belonged before adding the prestige class.

Improved Saves (Ex): At every odd-numbered level, the mage-killer gains a +1 bonus on either his Fortitude or his Reflex save. These bonuses stack.

Bonus Feats: The epic mage-killer gains a bonus feat (selected from the list of epic mage-killer feats) every three levels after 10th.

Epic Mage-Killer Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Counterspell

(see New Epic Feats), Epic Fortitude, Epic Prowess, Epic Reflexes, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

EPIC MAGE-KILLER

Level	Special
11	Improved saves
12	—
13	Improved saves, bonus feat
14	—
15	Improved saves
16	Bonus feat
17	Improved saves
18	—
19	Improved saves, bonus feat
20	—

FAITHS AND PANTHEONS PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from *Faiths and Pantheons*.

EPIC DREADMASTER

The epic dreadmaster rules (or seeks to rule) all he can survey and he keeps his subjects in a constant state of terror. The ultimate tyrant, the dreadmaster satisfies himself with nothing less than total control of his domain.

The typical epic dreadmaster focuses feat selection on those that boost his ability to rule the wills, minds, and souls of others, such as Epic Spell Focus (Enchantment), Epic Reputation, Epic Leadership, and Legendary Commander. Craft Epic Rod allows the dreadmaster to strengthen the symbolic representation of Bane, while Epic Spell Penetration ensures that even powerful outsiders and the like can't escape his dominion.

After Wisdom, which controls the dreadmaster's divine spellcasting capability, Charisma is the character's most appropriate choice for ability increases.

Other Options: Dreadmasters can augment their undead-rebuking powers with Negative Energy Burst, Planar Turning, or Undead Mastery.

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic dreadmaster's caster level increases by 1 per level gained above 10th. The epic dreadmaster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the dreadmaster belonged before adding the prestige class.

Dominating Aura (Su): The radius of this aura increases by 20 feet every two levels beyond 9th (11th, 13th, 15th, and so on).

Enhanced Leadership (Ex): The bonus to the epic dreadmaster's Leadership score increases by +2 for every two levels after 10th (+8 at 12th, +10 at 14th, and so on). This bonus also applies to the epic dreadmaster's Leadership score if he takes the Epic Leadership feat.

Bonus Feats: The epic dreadmaster gains a bonus feat (selected from the list of epic dreadmaster feats) every three levels after 10th.

Epic Dreadmaster Bonus Feat List: Bonus Domain, Craft Epic Rod, Divine Spell Penetration (see New Epic Feats), Enhance Spell, Epic Devotion (see New Epic Feats), Epic Leadership, Epic Reputation, Epic Skill Focus (Intimidate), Epic Spell Focus (Enchantment), Epic Spell Penetration, Epic Spellcasting, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Legendary Commander, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

EPIC DREADMASTER

Level	Special
11	Dominating aura 80 feet
12	Enhanced leadership +8
13	Dominating aura 100 feet, bonus feat
14	Enhanced leadership +10
15	Dominating aura 120 feet
16	Enhanced leadership +12, bonus feat
17	Dominating aura 140 feet
18	Enhanced leadership +14
19	Dominating aura 160 feet, bonus feat
20	Enhanced leadership +16

EPIC DWEOMERKEEPER

The epic dweomerkeeper serves as one of Mystra's most trusted and powerful safeguards of the Weave. Few living creatures exceed the epic dweomerkeeper's knowledge of arcane mysteries.

Most epic dweomerkeepers continue their training in metamagic and/or item creation with such feats as

Improved Metamagic, Improved Heighten Spell, Craft Epic Staff, or Craft Epic Wondrous Item.

As with most epic spellcasters, ability increases should go to improving the character's spellcasting capability. Regardless, Intelligence is a good second choice since it boosts many of the dweomerkeeper's signature skills.

Other Options: Though most dweomerkeepers focus on spellcasting pursuits over more mundane clerical capabilities, feats such as Positive Energy Aura or Negative Energy Burst can come in handy.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic dweomerkeeper's caster level increases by 1 per level gained above 10th. The epic dweomerkeeper continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the dweomerkeeper belonged before adding the prestige class.

Mantle of Spells (Su): At 12th level, and every two levels thereafter (14th, 16th, and so on), the epic dweomerkeeper adds one arcane or divine spell to the list of spells which he can spontaneously convert from other spells. The number in parentheses indicates the total number of spells into which the epic dweomerkeeper can spontaneously convert from other spells.

Bonus Feats: The epic dweomerkeeper gains a bonus feat (selected from the list of epic dweomerkeeper feats) every four levels after 9th.

Epic Dweomerkeeper Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Divine Spell Penetration (see New Epic Feats), Efficient Item Creation, Enhance Spell, Epic Devotion (see New Epic Feats), Epic Skill Focus (Knowledge [arcana] or Spellcraft), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Weapon Focus (ray, energy missile, or touch spell), Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Darkvision, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

EPIC DWEOMERKEEPER

Level	Special
11	—
12	Mantle of spells (4)
13	Bonus feat
14	Mantle of spells (5)
15	—
16	Mantle of spells (6)
17	Bonus feat
18	Mantle of spells (7)
19	—
20	Mantle of spells (8)

EPIC STORMLORD

The epic stormlord is a barely contained frenzy of destructive energy—almost more a force of nature than a mortal being. He does what he wants, when he wants, and he answers to no one but Talos the Destroyer himself.

Maximize your destructive power with feats such as Automatic Quicken Spell, Blinding Speed, and Multispell. Crush your enemies with Epic Spell Focus, Epic Spell Penetration, and Intensify Spell. Broaden your power base with Bonus Domain, Improved Spell Capacity, or Spectral Strike.

As a divine caster, Wisdom is your best bet for ability increases. Constitution is a good second option, since you pride yourself on being tough.

Other Options: On the off chance that you decide that the best defense isn't a good offense, protect yourself with Energy Resistance, Epic Fortitude, or Epic Toughness.

Hit Die: d8.

Skill Points at Each Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic stormlord's caster level increases by 1 per level gained above 10th. The epic stormlord continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the divine spellcasting class to which the stormlord belonged before adding the prestige class.

Electricity Resistance: The epic stormlord's electricity resistance increases by 5 points for every three levels gained after 9th (35 at 12th, 40 at 15th, and so on).

Bonus Feats: The epic stormlord gains a bonus feat (selected from the list of epic stormlord feats) every three levels after 10th.

Epic Stormlord Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Bonus Domain, Divine Spell Penetration (see New Epic Feats), Energy Resistance, Enhance

Spell, Epic Devotion (see New Epic Feats), Epic Endurance, Epic Fortitude, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus (any spear or javelin), Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

EPIC STORMLORD

Level	Special
11	—
12	Electricity resistance 35
13	Bonus feat
14	—
15	Electricity resistance 40
16	Bonus feat
17	—
18	Electricity resistance 45
19	Bonus feat
20	—

ORIENTAL ADVENTURES BASE CLASSES

By Andy Collins

The following epic progressions are for the base classes from *Oriental Adventures*.

EPIC SAMURAI

The epic samurai is a peerless paragon of *bushido*, vowing to uphold the honor of his lord and himself above all else. The only thing greater than his skill in battle is his reputation of nobility and principle.

The epic samurai should focus on improving his combat prowess by selecting feats such as Armor Skin, Epic Prowess, and Epic Weapon Focus (katana).

The samurai depends on Strength and Constitution above all else. Those who favor archery or riding (such as samurai belonging to the Unicorn clan) also favor Dexterity. At higher levels, Epic Ancestral Daisho expands the power that the samurai can imbue into his weapons.

Other Options: The epic samurai makes a fine leader, and feats such as Epic Leadership and Legendary Commander are right up his alley. Depending on his clan, other feat choices may be appropriate as well.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Ancestral Daisho: The epic samurai's ancestral daisho can't be improved beyond the values shown in Table 2-2: Ancestral Daisho unless the character selects the Epic Ancestral Daisho feat (see Feats below).

Bonus Feats: The epic samurai gains a bonus feat (selected from the list of epic samurai feats) every two levels after 19th.

Epic Samurai Bonus Feat List: Armor Skin, Damage Reduction, Epic Ancestral Daisho (see New Epic Feats), Epic Leadership, Epic Prowess, Epic Reputation, Epic Weapon Focus (katana), Legendary Commander. In addition to these feats, an epic samurai may select an epic feat appropriate to his clan:

Crab: Devastating Critical, Epic Endurance, Epic Weapon Focus (battleaxe, greatclub, or warhammer), Overwhelming Critical.

Crane: Blinding Speed, Epic Skill Focus (Iaijutsu Focus), Epic Speed, Improved Whirlwind Attack, Superior Initiative.

Dragon: Exceptional Deflection, Infinite Deflection, Legendary Wrestler, Penetrate Damage Reduction, Righteous Strike.

Lion: Epic Endurance, Epic Fortitude, Epic Toughness, Epic Will, Superior Initiative.

Phoenix: Epic Fortitude, Epic Will, Fast Healing, Improved Combat Reflexes, Improved Whirlwind Attack.

Scorpion: Blinding Speed, Dire Charge, Epic Reflexes, Improved Whirlwind Attack, Superior Initiative.

Unicorn: Distant Shot, Epic Weapon Focus (spear, lance, or any bow), Legendary Rider, Swarm of Arrows, Uncanny Accuracy.

EPIC SAMURAI

Level	Special
21	Bonus feat
22	—
23	Bonus feat
24	—
25	Bonus feat
26	—
27	Bonus feat
28	—
29	Bonus feat
30	—

EPIC SHAMAN

The epic shaman's connection with the spirit world continues to grow as he gains power and wisdom. He is the spirit world's mightiest representative among mortals.

Most epic shamans favor epic feats that improve their spellcasting ability, such as Epic Spell Focus and Improved Spell Capacity. Spontaneous Domain Access can be a powerful feat for the shaman. Since many epic shamans face extraplanar creatures, Planar Turning and Epic Spell Penetration can come in very useful.

Since Wisdom affects the epic shaman's spellcasting, most ability increases should go there. An occasional Charisma increase helps the shaman's ability to turn or rebuke undead.

Other Options: Pick up feats such as Automatic Silent Spell or Spell Opportunity to increase your spellcasting versatility. Evil shamans should look to feats such as Negative Energy Burst, Undead Mastery, and Zone of Animation to bolster their link with the world of the undead. Don't forget the bonus feats listed in your class description in *Oriental Adventures*, as well.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic shaman's caster level is equal to his class level. The shaman's number of spells per day does not increase after 20th level.

Turn or Rebuke Undead: Use the shaman's class level minus 2 to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic shaman gains a bonus feat (selected from the list of epic shaman feats) every four levels after 20th.

Epic Shaman Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation. Alternatively, the shaman can select any of the feats listed under the class's bonus feat list found in *Oriental Adventures*.

EPIC SHAMAN

Level	Special
21	—
22	—
23	—
24	Bonus feat
25	—
26	—
27	—
28	Bonus feat
29	—
30	—

EPIC SHUGENJA

The epic shugenja combines nobility and piety with great divine power, often becoming the most respected supporters of the faith of Rokugan.

As with any epic spellcaster, the shugenja favors epic feats that strengthen her spellcasting. Enhance Spell can increase the punch of her damage-dealing spells, and Spell Knowledge lets her add more spells to her repertoire. Improved Element Focus is another solid option for the shugenja.

Charisma is the epic shugenja's first priority among her ability scores. Improving Dexterity or Constitution can allow her to hold up better in combat situations.

Other Options: Shugenja who specialize in metamagic can pick up feats such as Automatic Silent Spell or Improved Heighten Spell to further bolster that capacity.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic shugenja's caster level is equal to her class level. The shugenja's number of spells per day does not increase after 20th level. The shugenja does not learn additional spells unless she selects the Spell Knowledge feat.

Bonus Feats: The epic shugenja gains a bonus feat (selected from the list of epic shugenja feats) every three levels after 20th.

Epic Shugenja Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Element Focus (see New Epic Feats), Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Tenacious Magic.

EPIC SHUGENJA

Level	Special
21	—
22	—
23	Bonus feat
24	—
25	—
26	Bonus feat
27	—
28	—
29	Bonus feat
30	—

EPIC SOHEI

The epic sohei defends the faithful from those who would terrorize the innocent, and she works tirelessly to further her monastery's goals in the world.

When selecting epic feats, the sohei traditionally balances offense, with feats such as Devastating Critical and Dire Charge, with defense, including such feats as Armor Skin and Reflect Arrows. Epic Ki Frenzy is a new feat that is appropriate to all epic sohei.

The sohei should distribute her ability increases between Strength, Constitution, and Wisdom, since all of these are important to her well-being.

Other Options: Sohei who rely on their spells should consider Improved Combat Casting and Improved Spell Capacity.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic sohei's caster level is equal to one-half her class level, as normal. The sohei's number of spells per day does not increase after 20th level.

Ki Frenzy (Ex): The epic sohei may use this ability one additional time per day for every four levels gained after 19th (23rd, 27th, and so on).

Damage Reduction (Ex): The epic sohei's damage reduction improves by 1 point for every three levels gained after 20th (5/- at 23rd, 6/- at 26th, and so on).

Bonus Feats: The epic sohei gains a bonus feat (selected from the list of epic sohei feats) every three levels after 20th.

Epic Sohei Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Ki Frenzy (see New Epic Feats), Epic Prowess, Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Perfect Health, Reflect Arrows.

EPIC SOHEI

Level	Special
21	—
22	—
23	Damage reduction 5/-, ki frenzy 7/day, bonus feat
24	—
25	—
26	Damage reduction 6/-, bonus feat
27	Ki frenzy 8/day
28	—
29	Damage reduction 7/-, bonus feat
30	—

EPIC WU JEN

The epic wu jen continues to grow apart from society, since her mighty powers and strange ways often frighten those uninitiated into the mysteries of arcane magic.

The epic wu jen lives and dies by her spellcasting, and her epic feat selection, including such choices as Multispell, Intensify Spell, and Epic Spell Focus, reflects that reality. For higher-level wu jen, Epic Spell Secret is a powerful option.

Since the wu jen's spells are affected by her Intelligence, most ability increases should go there. Dexterity and Constitution are reasonable second options since they improve her defensive capabilities.

Other Options: Superior Initiative makes a fine choice for the wu jen, who believes in striking first. Improved Metamagic is good for the wu jen who employs many such feats.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells per Day/Spells Known: The epic wu jen's caster level is equal to her class level. The wu jen's number of spells per day does not increase after 20th level. Each time the wu jen achieves a new level, she learns two new spells of any spell level that she can cast (according to her new level).

Spell Secret: Every three levels after 18th, the epic wu jen may select one additional spell known to her to become modified as listed for this ability. She must choose an additional taboo each time she learns a spell secret.

Bonus Feats: The epic wu jen gains a bonus feat (selected from the list of epic wu jen feats) every three levels after 20th.

Epic Wu Jen Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spell Secret (see New Epic

Feats), Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative, Tenacious Magic.

EPIC WU JEN

Level	Special
21	Spell secret
22	—
23	Bonus feat
24	Spell secret
25	—
26	Bonus feat
27	Spell secret
28	—
29	Bonus feat
30	Spell secret

OTHER PRESTIGE CLASSES

By Andy Collins

The following epic progressions are for prestige classes from other D&D products.

EPIC BERSERK (FROM *DEITIES AND DEMIGODS*)

The epic berserk is a paragon of battle frenzy who lays waste to all those who would stand in their way.

You can take advantage of your battle fury's similarity to rage by picking up feats such as Chaotic Rage or Thundering Rage. Alternatively, improve your defensive capabilities with Armor Skin, Damage Reduction, or Epic Toughness. Strength is your best friend, so you should put most of your ability increases there, but improving your Dexterity and/or Constitution every now and then is a good idea, too.

Other Options: To put an extra dose of terror in your opponents, pick up Wield Oversized Weapon, Terrifying Rage, and Overwhelming Critical, then watch your foes flee with their tails tucked between their legs!

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Battle Fury (Ex): The berserk can enter a battle fury one additional time per day for every four levels gained after 8th (4/day at 12th, 5/day at 16th, and so on). For the purpose of qualifying for or using epic feats, treat the berserk's battle fury as interchangeable with rage.

Beast Shape (Su): The berserk can change to his beast shape one additional time per day for every

three levels above 9th (4/day at 12th, 5/day at 15th, and so on).

Bonus Feats: The epic berserk gains a bonus feat (selected from the list of epic berserk feats) every three levels after 10th.

Epic Berserk Bonus Feat List: Armor Skin, Chaotic Rage*, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Mighty Rage*, Overwhelming Critical, Ruinous Rage*, Terrifying Rage*, Thundering Rage*, Wield Oversized Weapon (see New Epic Feats).

*For the purpose of these feats, the berserk's battle fury is treated as rage.

EPIC BERSERK

Level	Special
11	—
12	Beast shape 4/day, battle fury 4/day
13	Bonus feat
14	—
15	Beast shape 5/day
16	Battle fury 5/day, bonus feat
17	—
18	Beast shape 6/day
19	Bonus feat
20	Battle fury 6/day

EPIC DIABOLIST (BOOK OF VILE DARKNESS)

The epic diabolist seeks to build her power base and prepare for that inevitable day when she takes her rightful place as one of the rulers of hell itself. Though she may bargain with archdevils, she does so from a position of equality.

The epic diabolist should look to feats that strengthen her greatest power: her spellcasting ability. Epic Spell Focus and Epic Spell Penetration are excellent choices, as are Improved Spell Capacity and Improved Metamagic. Epic Evil Brand displays her allegiance (and power) for all to see. And, of course, vile feats are always attractive.

The epic diabolist's ability increases usually go toward the ability that controls her spellcasting (Intelligence, Wisdom, or Charisma). If she enjoys casting corrupt spells, she should also consider boosting any ability commonly drawn upon by such spells.

Other Options: Epic diabolists with divine spellcasting abilities can pick up Improved Alignment-Based Casting. Those looking to build an army should try Epic Leadership and Legendary Commander.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic diabolist's caster level increases by 1 per level gained above 10th. The epic diabolist continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the diabolist belonged before adding the prestige class.

Diabolism: At 13th level, and every three levels thereafter, the diabolist can choose to grant one of her spells greater magical power one additional time per day.

At 15th level, and every five levels thereafter, the unholy damage dealt by one of these spells increases by +1d6 (+4d6 at 15th, +5d6 at 20th, and so forth).

Bonus Feats: The epic diabolist gains a bonus feat (selected from the list of epic diabolist feats) every four levels after 10th.

Epic Diabolist Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Automatic Violate Spell (see New Epic Feats), Enhance Spell, Epic Evil Brand (see New Epic Feats), Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition, the epic diabolist can select any vile feat (see the *Book of Vile Darkness*) as a bonus feat.

EPIC DIABOLIST

Level	Special
11	—
12	—
13	Diabolism 5/day
14	Bonus feat
15	Diabolism +4d6
16	Diabolism 6/day
17	—
18	Bonus feat
19	Diabolism 7/day
20	Diabolism +5d6

EPIC ILLITHID SAVANT (SAVAGE SPECIES)

The epic illithid savant believes itself to be a scholar—a scientist involved in the research of knowledge. It is also among the deadliest, most unpredictable foes in the world.

The epic illithid savant's feat and ability score choices depend largely on its choice of victims. Since most savants dabble in arcane lore, it's likely that feats

contributing toward improved spellcasting, such as Spell Knowledge, Epic Spell Focus, or Improved Spell Capacity, will prove useful. Regardless of its acquired abilities, feats that contribute toward defense help the savant survive encounters with pesky meals, so consider Energy Resistance or Epic Toughness. Boosting your Charisma is always a good choice, since it enhances your innate powers.

Other Options: If the illithid savant has pursued a more unorthodox selection of victims, just about any feat in the book can come in handy, from Combat Archery to Epic Weapon Focus to Unholy Strike.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Lore (Ex): Beginning at 11th level, the illithid savant may use its lore ability at will.

Acquire Skill (Ex): The epic illithid savant can acquire and use one additional skill from a consumed brain at every even-numbered level above 10th.

Acquire Feat (Ex): The epic illithid savant can acquire and use one additional feat from a consumed brain at every even-numbered level above 10th.

Since an illithid savant may acquire a feat from a devoured brain only if he meets the feat's prerequisites, an illithid savant cannot acquire an epic feat before character level 21.

Acquire Class Feature (Ex): The epic illithid savant can gain one additional class feature from a consumed brain for every three levels gained after 10th.

An illithid savant below 13th level cannot gain the ability to cast spells higher than 9th level. Beginning at 13th level (the first level at which an epic illithid savant can acquire a class feature), it can gain the ability to cast spells higher than 9th level if it consumes the brain of a creature who has the ability to cast such spells.

An illithid savant cannot gain the ability to cast epic spells unless he has selected (or acquired) the Epic Spellcasting feat. If an illithid savant with the Epic Spellcasting feat devours the brain of a creature who knows one or more epic spells, the illithid savant gains the ability to cast one of those spells, chosen by the illithid savant.

Acquire Special Attack or Special Quality (Ex): The epic illithid savant can gain another special attack or special quality from a consumed brain for every four levels gained after 9th.

Bonus Feats: The epic illithid savant does not gain any bonus feats for its illithid savant class levels. It still gains bonus feats for other class levels as appropriate, as well as the normal feat gained every three levels.

EPIC ILLITHID SAVANT

Level	Special
11	Lore at will
12	Acquire feat 5, acquire skill 5
13	Acquire class feature 4, acquire special 3
14	Acquire feat 6, acquire skill 6
15	—
16	Acquire class feature 5, acquire feat 7, acquire skill 7
17	Acquire special 4
18	Acquire feat 8, acquire skill 8
19	Acquire class feature 6
20	Acquire feat 9, acquire skill 9

NEW EPIC PRESTIGE CLASSES

By Andy Collins

CELESTIAL PARAGON

The celestial paragon embodies the divine power of good and righteousness. She channels the holy power of the Upper Planes in her battles against the forces of evil. Eventually, a celestial paragon transcends her normal form and becomes a celestial being.

Most celestial paragons are paladins or good clerics, though an occasional druid or ranger aligned with the forces of good follows the path. Multiclass fighter/clerics or monk/clerics make excellent celestial paragons. Other classes either lack the divine connection to the holy powers or aren't interested in such pursuits.

NPC celestial paragons are champions of good. At lower levels, they may work with other similarly minded individuals, but by higher levels they often serve at the right hand of their deities.

Hit Die: d8.

Requirements

To qualify to become a celestial paragon, a character must fulfill all the following criteria.

Alignment: Any good.

Skills: Knowledge (the planes) 10 ranks, Knowledge (religion) 25 ranks.

Feats: Extended Lifespan.

Spells per Day/Spells Known: Able to cast 4th-level divine spells.

Special: Must pledge to serve the greater cause of good.

Class Skills

The celestial paragon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (the planes) (Int),

Knowledge (religion) (Int), Profession (any) (Wis), Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the celestial paragon prestige class.

Weapon and Armor Proficiency: The celestial paragon gains no proficiency in armor or weapons.

Spells per Day/Spells Known: At every odd-numbered level, the celestial paragon gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level, up to the maximum spells per day and spells known of that class. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (such as improved turning or *lay on hands* ability). If the character had more than one divine spellcasting class before becoming a celestial paragon, the player must decide to which class to add the new level for the purpose of determining spells per day (though she must choose a class in which she can cast at least 5th-level divine spells).

Planar Diplomacy (Ex): The celestial paragon may add her class level to any Diplomacy checks made to adjust the attitude of an intelligent creature native to the Upper Planes.

Radiant Aura (Su): A celestial paragon radiates bright light (equivalent in effect to the *daylight* spell cast by a character whose level equals the celestial paragon's divine caster level) at all times. The radius of this radiant aura is equal to 10 feet per class level. The celestial paragon can douse or relight this aura as a standard action.

Aura of Menace (Su): Beginning at 2nd level, a righteous aura surrounds a celestial paragon when she fights or gets angry. Any hostile creature within a 20-foot radius of her must succeed at a Will save (DC 20 + celestial paragon level + Charisma modifier) or be shaken for one day or until it successfully hits the celestial paragon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that celestial paragon's aura for one day.

Celestial Metamagic (Su): Once per day, a celestial paragon of 3rd or higher level can treat any good spell she casts as if it were maximized. This has no effect on the spell's spell level or casting time. She can use this ability one additional time per day for every three levels gained above 3rd.

Holy Strike (Su): Beginning at 4th level, the celestial paragon deals +1d6 points of damage whenever she strikes an evil creature with a melee attack. This bonus damage increases by an additional +1d6 for every four levels gained above 4th.

Healing Touch (Su): A 5th-level celestial paragon can heal injuries and other afflictions with her touch. Treat this as a *heal* spell, except that it cures 100 + 10 per class level hit points of damage instead of restoring all hit point damage. The celestial paragon may use her healing touch one additional time per day for every five levels gained above 5th.

Timeless Body (Ex): After achieving 7th level, the celestial paragon no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the celestial paragon still dies of old age when her time is up.

Divine Transformation: At 10th level, the divine paragon becomes a native outsider. Her type changes to outsider, though she may still be raised or resurrected as normal. She also gains the good subtype. Thanks to this transformation, the celestial paragon gains SR equal to 31 + her class level.

Ex-Celestial Paragons

A celestial paragon who becomes nongood or who willingly commits an evil act loses all features of the celestial paragon class and cannot progress in levels as a celestial paragon. She regains her abilities and may continue to advance in the class if she atones for her violations in the presence of a good deity.

THE CELESTIAL PARAGON

Level	Special	Spellcasting
1	Planar diplomacy, radiant aura	+1 level of existing divine spellcasting class
2	Aura of menace	—
3	Celestial metamagic 1/day	+1 level of existing divine spellcasting class
4	Holy strike +1d6	—
5	Healing touch 1/day	+1 level of existing divine spellcasting class
6	Celestial metamagic 2/day	—
7	Timeless body	+1 level of existing divine spellcasting class
8	Holy strike +2d6	—
9	Celestial metamagic 3/day	+1 level of existing divine spellcasting class
10	Divine transformation, healing touch 2/day	—

MASTER ARCANES ARTISAN

Some arcane spellcasters aspire only to perfect their own spellcasting powers. The master arcane artisan

instead focuses her efforts outward, creating vessels of great power to wield against her enemies.

Most master arcane artisans are wizards, since few other classes have the ability to learn the wide range of item creation feats required for the class. However, bards and sorcerers who focus their attentions can qualify for this class as well. A variety of prestige classes also offer good preparation for this class, including the gnome artificer and the master alchemist.

Master arcane artisans tend to have many acquaintances—everyone seems to like the wizard with all the toys—but few true friends. Many arcane spellcasters, particularly sorcerers, disdain the artisan's reliance on trinkets, but it's hard to argue with the result.

Hit Die: d4.

Requirements

To qualify to become a master arcane artisan, a character must fulfill all the following criteria:

Skills: Craft (any) 12 ranks, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Feats: Efficient Item Creation, Skill Focus (Knowledge [arcana]), any four item creation feats.

Spellcasting: Able to cast 6th-level arcane spells.

Class Skills

The master arcane artisan's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the master arcane artisan prestige class.

Weapon and Armor Proficiency: The master arcane artisan gains no proficiency with weapons or armor.

Spells per Day/Spells Known: The epic master arcane artisan's caster level increases by 1 per even-numbered level gained above 10th. The epic master arcane artisan continues to gain new spells per day (and spells known, if applicable) at each new even-numbered level, up to the maximum spells per day and spells known of the spellcasting class to which the master arcane artisan belonged before adding the prestige class.

Rapid Item Creation (Ex): When crafting any magic item for which she has selected the Efficient Item Creation feat, a master arcane artisan can craft magic

items at an even more accelerated rate. At 1st level, she can craft such items at a rate of 20,000 gp per day. This increases by 10,000 gp per day for every two levels gained after 1st (30,000 gp per day at 3rd level, 40,000 gp per day at 5th, and so on). This ability has no effect on creation times for items that require feats for which she has not selected the Efficient Item Creation feat.

Item Creation XP Pool (Ex): A 2nd-level master arcane artisan has a source of magical energy from which she can draw the equivalent of XP to contribute toward the creation of magic items. At 2nd level, the pool has the equivalent of 3,000 XP in it. Every level thereafter, the pool gains a number of points equal to the level gained times 1,000 (+3,000 at 3rd level, +4,000 at 4th, and so on). These points can be spent only to create magic items, and once spent, the points are gone.

Bonus Item: At 4th level the master arcane artisan gains a single magic item of her choice (whose market price can't exceed 100,000 gp) that she could craft herself. She need not spend any time working on the item, and she need not expend any gp or XP. She is assumed to have been working on the item during her studies and spare time, and she completes it for free as part of gaining the new level. The master arcane artisan must meet all the item's prerequisites herself.

Every four levels after 4th, the master arcane artisan gains an additional free magic item, and the maximum market price of the item gained increases by 100,000 gp (to 200,000 gp at 8th, 300,000 gp at 12th, and so on).

Cannibalize Magic Items (Ex): A 10th-level master arcane artisan gains the ability to cannibalize magic items to harvest the power held within. The process requires 1 day per 100,000 gp of the item (or fraction thereof), at the end of which the artisan can add a number of points to her item creation XP pool (see above) equal to one-half the XP required to create the item. For instance, if a master arcane artisan cannibalized a +5 *longsword* (which costs 2,000 XP to create) she would add 1,000 points to her pool. A charged item that isn't fully charged only contributes a proportional amount of XP. For instance, a wand with only 25 charges would contribute half the normal points of a fully charged wand. The power harvested from such activity contributes only to the character's item creation XP pool, not to her normal XP total.

Bonus Feats: The master arcane artisan gains a bonus feat (selected from the list of epic master arcane artisan feats) at 3rd level, and every three levels thereafter.

Epic Master Arcane Artisan Bonus Feat List: Additional Magic Item Space, Augmented Alchemy, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Forge Epic Ring, Improved Spell Capacity, Master Staff, Master Wand, Scribe Epic Scroll, Spell Knowledge.

THE MASTER ARCANES ARTISAN

Level	Special	Spellcasting
1	Rapid item creation (20,000 gp/day)	—
2	Item creation XP pool	+1 level of existing arcane spellcasting class
3	Bonus feat, rapid item creation (30,000 gp/day)	—
4	Bonus item	+1 level of existing arcane spellcasting class
5	Rapid item creation (40,000 gp/day)	—
6	Bonus feat	+1 level of existing arcane spellcasting class
7	Rapid item creation (50,000 gp/day)	—
8	Bonus item	+1 level of existing arcane spellcasting class
9	Bonus feat, rapid item creation (60,000 gp/day)	—
10	Cannibalize magic items	+1 level of existing arcane spellcasting class

SPELLFIRE HIEROPHANT

While many characters may call themselves master of spellfire—the raw energy of the weave—such individuals are mere students compared to you. The spellfire hierophant learns new methods of controlling and shaping spellfire that lesser mortals barely comprehend.

A spellfire hierophant can come from almost any background, though most have some previous training in the use of spellfire (such as the spellfire channeler prestige class). Other than that class, spellcasters have the easiest time qualifying.

With the generally solitary nature of spellfire wielders, it's no surprise that spellfire hierophants tend to exist outside of normal society. Those few who venture from their hidden lairs in the wilderness or on the planes rely on disguises and subterfuge to accomplish their goals.

Hit Die: d4.

Requirements

To qualify to become a spellfire hierophant, a character must fulfill all the following criteria.

Skills: Concentration 24 ranks, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

Feats: Endurance, Epic Spellfire Wielder, Spellfire Wielder, Weapon Focus (spellfire).

Class Skills

The spellfire hierophant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the spellfire hierophant prestige class.

Weapon and Armor Proficiency: Spellfire hierophants gain no proficiency with any weapons, armor, or shields.

Greater Charged Item Drain (Sp): A spellfire hierophant can drain a number of charges from a touched charged item (including single-use items such as potions or scrolls), converting the energy into stored spellfire energy levels. The limit to the number of charges she can drain is equal to her Charisma bonus (minimum 1), but she can't drain more charges than the item has remaining (each spell on a scroll counts as one charge). A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper.) A creature gets to make a Will save (DC = 20 + one-half class level + Charisma modifier) to prevent one of its held or carried items from being drained.

Ranged Healing (Su): At 2nd level, the spellfire hierophant gains the ability to release stored spellfire energy levels to heal at a range of up to 25 feet (plus 5 feet/2 levels). This requires a ranged touch attack. The amount of healing is normal for the character (either 2 points per level expended or 1d4+1 points per level expended if the character has the spellfire wielder class feature improved healing).

Haste (Su): Once per day, the spellfire hierophant can expend spellfire energy levels to accelerate her actions, just as if she had cast *haste* on herself. Each spellfire energy level expended when the ability is activated allows the hierophant to act as *hasted* for 1 round. The *hasted* hierophant sparkles with light while so affected. For every three levels gained after 3rd, the spellfire hierophant can use this ability one additional time per day (twice at 6th level, three times per day at 9th level, and so on).

Greater Permanent Item Drain (Sp): At 5th level, a spellfire hierophant can drain power from permanent magic items by touch as a standard action. An item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the spellfire hierophant gains spellfire energy levels equal to the caster level of the item. A creature gets to make a Will save (DC = 20 + 1/2 class level + Charisma modifier) to prevent one of its held or carried items from being drained. An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

Spellfire Reserve (Ex): At 7th level, the spellfire hierophant learns how to store spellfire energy levels in deep reserve. These energy levels don't count as part of the character's normal storage capacity, but they also can't be used to power spellfire effects without first calling them from reserve. Spellfire energy levels in reserve also don't detect as magical (allowing a spellfire hierophant to disguise her nature). Placing any number of stored spellfire energy levels in reserve, or calling any number of levels from reserve into normal storage capacity, requires a full-round action. The spellfire hierophant can store a number of energy levels in reserve equal to her class level plus her Constitution bonus (if any).

Spellfire Burst (Su): At 10th level, the spellfire hierophant can substitute a spellfire burst for a normal spellfire blast. The range remains the same, but instead of requiring a touch attack, the spellfire energy explodes in a 5-foot radius burst at the target point, dealing appropriate damage to all creatures in the area (Reflex halves; DC 20 + 1/2 class level + Charisma modifier). This can affect as many bursts as the character would normally fire blasts in the round, but it can be used only for 1 round per day. For every five levels gained thereafter, the spellfire hierophant can use this ability 1 additional round per day (2 rounds at 15th, 3 rounds at 20th, and so on).

If the character also has the spellfire channeler class feature maelstrom of fire, the area of the burst is a 10-foot radius instead.

Bonus Feats: The spellfire hierophant gains a bonus feat at 4th level and an additional bonus feat every four levels thereafter (8th, 12th, 16th, and so on). These bonus feats must be selected from the following list: Energy Resistance, Epic Skill Focus (Concentration), Epic Spellfire Wielder (see New Epic Feats), Epic Toughness, Epic Weapon Focus (spellfire), Exceptional Deflection*, Fast Healing, Infinite Deflection*, Reflect Arrows*.

*The spellfire hierophant can ignore the prerequisite of Improved Unarmed Strike for these feats.

THE SPELLFIRE HIEROPHANT

Level	Special
1	<i>Greater charged item drain</i>
2	Ranged healing
3	Haste 1/day
4	Bonus feat
5	<i>Greater permanent item drain</i>
6	Haste 2/day
7	Spellfire reserve
8	Bonus feat
9	Haste 3/day
10	Spellfire burst 1/day

VOID INCARNATE

The void incarnate specializes in “not being.” He trains himself in the art of avoiding detection and escaping danger, and he steels his body and mind to resist harm. Eventually, the void incarnate extends this ability to the point where he can simply ignore a wide variety of physical and mental effects—much as if he weren’t there at all. Void incarnates are sometimes referred to as “blanks” or “untouchables.”

Rogues and shadowdancers make the most common void incarnates. Few other characters have the talent to become a blank, though ex-monks who meet the prerequisites often find this class to their liking.

NPC void incarnates might as well not exist, for all that anyone can remember about them. You could live right next door to a void incarnate and not only would you be unaware of his talents, but you also might not even know you had a neighbor at all.

Hit Die: d6.

Requirements

To qualify to become a void incarnate, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Skills: Bluff 24 ranks, Escape Artist 24 ranks, Hide 24 ranks.

Feats: Great Fortitude or Iron Will or Lightning Reflexes.

Epic Feats: Dexterous Fortitude or Dexterous Will.

Special: Evasion class feature, slippery mind class feature.

Class Skills

The void incarnate’s class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the void incarnate prestige class.

Weapon and Armor Proficiency: The void incarnate gains no proficiency in armor or weapons.

Blank Aura (Ex): The void incarnate (and any equipment he wears or carries) radiates no aura of any kind. *Detect chaos*, *detect magic*, and similar spells simply register him as a blank. The void incarnate cannot lower this aura.

For every four levels gained above 1st, the void incarnate can share this aura with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the blank aura to one or more creatures within range is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action. A creature sharing the aura must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect. If a creature sharing the aura leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the aura’s benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Improved Evasion (Ex): At 2nd level and higher, when subjected to an effect that allows a Reflex save for half damage, the void incarnate takes only half damage on a failed save (and no damage on a successful save, just as with evasion). Improved evasion can be used only if the void incarnate is wearing light armor or no armor.

Void Presence (Ex): Opponents of a void incarnate unconsciously ignore the void incarnate’s presence starting at 3rd level. They are always treated as flat-footed to the void incarnate (and thus may not apply their Dexterity modifier to AC). This lasts until the void incarnate attacks the opponent, but resumes again at the start of the void incarnate’s next turn. This is a mind-affecting effect.

You can also use Bluff to create a diversion to hide as a move-equivalent action, rather than as a standard action.

This ability has an interesting side effect. Anyone attempting to use Gather Information or similar methods to learn about a void incarnate finds the task very difficult. Increase the DC of such tasks by 20 plus the target’s void incarnate class level.

Mettle of Fortitude (Ex): Beginning at 4th level, if exposed to any effect that normally allows a character to attempt a Fortitude save for a partial or half

effect (such as *slay living*), the void incarnate suffers no effect with a successful saving throw.

Blank Mind (Ex): At 5th level, the void incarnate is protected by a *mind blank* effect at all times. The void incarnate cannot lower this aura, even to accept a harmless mind-affecting spell.

For every four levels gained above 5th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the blank mind to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action. A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect. If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Mettle of Will (Ex): If exposed to any effect that normally allows a character to attempt a Will save for a partial or half effect (such as an *inflict wounds* spell), the 6th-level void incarnate suffers no effect with a successful saving throw.

Null Strike (Ex): Once per day, a 7th-level void incarnate can declare any melee or ranged attack he makes to be a touch attack. He may use this ability one additional time per day for every four levels gained above 7th.

Improved Mettle of Fortitude (Ex): By 8th level, if subjected to an effect that allows a Fortitude save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of fortitude).

Empty Form (Ex): A 9th-level void incarnate has a permanent *freedom of movement* effect (as the spell) on him at all times. The character also becomes immune to force effects. Such effects either deal no damage (such as *magic missile*), don't exist for the void incarnate (such as *wall of force*, which the void incarnate can simply walk through), or otherwise fail to affect the void incarnate (such as *mage armor*).

For every four levels gained above 9th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the empty form to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free

action. A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect. If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

Improved Mettle of Will (Ex): Beginning at 10th level, if subjected to an effect that allows a Will save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of will).

Ex-Void Incarnates

A void incarnate who becomes lawful may not progress in levels as a void incarnate. He retains all class abilities.

THE VOID INCARNATE

Level	Special
1	Blank aura
2	Improved evasion
3	Void presence
4	Mettle of fortitude
5	Blank mind
6	Mettle of will
7	Null strike
8	Improved mettle of fortitude
9	Empty form
10	Improved mettle of will

WARLORD OF UTTERDARK

The warlord of utterdark is the personification of evil. He may be cold and calculating or savage and brutal, but one fact remains crystal clear: He is evil incarnate and the sworn foe of all who hold good and mercy dear to their hearts.

The path of utterdark attracts fighters, barbarians, rangers, monks, and even fallen paladins. However, most warlords of utterdark come from the ranks of blackguards or warriors of darkness (see the *Book of Vile Darkness*).

A warlord of utterdark can rule an army of like-minded individuals, or he may serve an even more powerful master of evil, whether mortal or divine. They care nothing for rank or personal honor—only the performance of vile deeds upon innocents interests them.

Hit Die: d10.

Requirements

To qualify to become a warlord of utterdark, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +21.

Skills: Craft (alchemy) 12 ranks, Hide 15 ranks, Knowledge (arcana) 9 ranks, Knowledge (religion) 9 ranks, Speak Language (Abyssal and Infernal), Spellcraft 6 ranks.

Feats: Cleave, Evil Brand, Great Cleave, Improved Sunder, Iron Will, Power Attack, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Special: The character must endure a month-long ritual of black magic performed by an evil spellcaster of at least 21st level or an evil outsider of at least 21 HD.

Class Skills

The warlord of utterdark's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the warlord of utterdark prestige class.

Weapon and Armor Proficiency: A warlord of utterdark gains proficiency with all simple and martial weapons, with all types of armor, and with shields.

Darkvision (Ex): At 1st level, the warlord of utterdark gains darkvision 120 feet. This overlaps (but does not stack with) any darkvision the character may already possess.

Bulwark of Evil (Su): The warlord of utterdark gains a +1 profane bonus to saves against good spells. All evil allies within 30 feet of the warlord share this save bonus. The profane bonus increases by +1 every four levels thereafter (+2 at 5th level, +3 at 9th level, and so on).

The warlord of utterdark radiates evil as if he were an evil outsider.

Vile Strike (Ex): Beginning at 2nd level, the warlord of utterdark deals 1 additional point of vile damage with any weapon or natural weapon attack. This additional vile damage increases by 1 additional point for every four levels gained thereafter (6th, 10th, and so on).

Dark God's Blessing (Su): At 3rd level, the warlord of utterdark can apply a +5 luck bonus to a single attack roll, skill check, ability check, or saving throw

once per day. Using this ability is a free action but must be declared before the roll is made.

At 7th level, and every four levels thereafter, the warlord of utterdark can call upon this blessing one additional time per day (twice at 7th level, three times at 11th, four times at 15th, and so on).

Bonus Feats: The warlord of utterdark gains a bonus feat at 4th level and an additional bonus feat every four levels thereafter (8th, 12th, 16th, and so on). These bonus feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Epic Leadership, Epic Poison Crafter (see New Epic Feats), Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Epic Will, Improved Darkvision, Legendary Commander, Overwhelming Critical, Perfect Health.

THE WARLORD OF UTTERDARK

Level	Special
1	Darkvision, bulwark of evil +1
2	Vile strike +1
3	Dark god's blessing 1/day
4	Bonus feat
5	Bulwark of evil +2
6	Vile strike +2
7	Dark god's blessing 2/day
8	Bonus feat
9	Bulwark of evil +3
10	Vile strike +3

TWEAKING YOUR EPIC-LEVEL GAME

By Andy Collins

While the *Epic Level Handbook* contains plenty of guidelines and advice for running an epic-level game, certain issues may arise that force the DM into the unwanted role of discouraging or limiting certain effects, both on his side and the players' side. While that can be a reasonable solution for groups willing to look past the letter of the rules in favor of the spirit of an enjoyable game, it's not always enough simply to say, "Hey, stop casting *harm* on every dragon you meet!"

That's where the variants presented in this column come in handy. Each one tackles a different potentially problematic issue in epic-level spellcasting. In most cases, these issues crop up simply because of the "no limits" approach to epic-level play. There's really nothing wrong with any of the spells or feats listed below in a non-epic game, though at higher levels you may see hints as to larger problems looming.

If you've been frustrated by any of these situations, discuss the variant rule presented with the rest of the

gaming group and consider trying it out for a session or two to see if it lets you get back to a more enjoyable experience.

EPIC VARIANT: NO “SAVE OR DIE” SPELLS

By the time characters reach epic levels, spells that kill the target on a failed save (“save or die” spells) can swing an encounter significantly on the basis of a single roll. These spells have an effect that dramatically outweighs that of other spells of similar level, because death effects generally don’t care about your level or hit points. Effectively, these spells get more powerful as their targets become more powerful. (Some spells, such as *circle of death* or *power word, kill* affect creatures up to a maximum HD or hit point value only, which means that they have a built-in upper limit of destructive power.)

If you want to downplay the swing factor of save or die spells, consider altering the spells listed below as described. In each case, the “death” effect is replaced by dice of damage, allowing extraordinarily powerful targets to withstand such spells even on a failed save. This means that you’re better off wearing down a tough foe for a few rounds before hitting it with a save or die spell.

Destruction: Instead of simply destroying the target on a failed save, this spell deals 20d6 points of damage plus 1d6 points of damage per caster level, with no upper limit to its damage. If this damage reduces the target to 0 or fewer hit points, the target is destroyed utterly, as described in the spell.

Finger of Death: On a failed save, this spell deals 20d6 points of damage plus 1d6 points of damage per caster level, with no upper limit to its damage. If this damage reduces the target to 0 or fewer hit points, the target is slain.

Implosion: Each target that fails its save against this spell takes 20d6 points of damage plus 1d6 points of damage per caster level, with no upper limit to its damage. If this damage reduces the target to 0 or fewer hit points, the target is killed, as described in the spell.

Slay Living: See *finger of death*.

Wail of the Banshee: See *implosion*.

MAXIMUM SPELL EFFECTS

Some spells in the *Player’s Handbook* have effects based on caster level but don’t list a “cap” to these effects. Consider adding the following maximum spell effect caps to your game to keep these spells in line with their appropriate power level. (Note: Most

spells without caster level caps in D&D version 3.0 gained caps in 3.5, and thus have been eliminated from this list.)

Bigby’s Clenched Fist/Bigby’s Grasping Hand: The attack bonus of either spell is equal to your level up to 20th, then +1 per 2 levels thereafter. (Effectively, the attack bonus is equal to the base attack bonus of a fighter of your caster level.)

Spell Resistance: The maximum spell resistance granted by this spell should be 37 at 25th level.

Tenser’s Transformation: Your base attack bonus equals your character level (maximum +20 at 20th level). Above 20th level, you also gain an epic attack bonus of +1 at 21st level, and increasing by +1 every odd-numbered level thereafter. (Effectively, the spell gives you the base attack bonus and epic attack bonus of a fighter of your character level.)

Wall of Ice: Just as for *wall of fire*, a creature passing through a *wall of ice* effect should suffer a maximum of 1d6+20 points of damage.

NEW EPIC SPELLS

GLORIOUS LIGHT OF RENEWAL

Conjuration (Healing)

Spellcraft DC: 80

Components: V, S, DF

Casting Time: 1 minute

Range: 100 ft.

Target: Up to 5 dead creatures

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

To Develop: 720,000 gp; 15 days; 28,800 XP. Seed: *life* (DC 27). Factors: change from touch to target (+4 DC), change from target to area (+10 DC), increase range by 400% (+8 DC), add 4 extra targets (+40 DC). Mitigating Factor: backlash 9d6 (-9 DC).

Up to five dead creatures are restored to life and complete vigor so long as any portion of the creatures’ bodies remain. The creature can have been dead for no longer than two hundred years.

The vast amount of positive energy channeled by this spell deals 9d6 points of damage in backlash to the caster.

HORRIBLE ARMY OF THE DEAD

Necromancy [Death, Evil]

Spellcraft DC: 112

Components: V, S

Casting Time: 1 full round
Range: 300 ft.
Area: 300-ft. radius
Target: One or more living creatures
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

To Develop: 1,008,000 gp; 21 days; 40,320 XP. Seeds: *animate dead* (DC 23), *slay* (DC 25). Factors: reduce casting time by 9 rounds (+18 DC), create additional 60 HD of undead (+60 DC), create skeletons (-12 DC). Mitigating factor: burn 1,000 XP (-10 DC).

All living creatures within the area (to a maximum of 80 HD, no creature with more than 10 HD is affected) wither and die, their flesh falling to dust in seconds. The next round, these creatures rise as skeletons. You can naturally control 1 HD of undead per caster level; any undead beyond this number are uncontrolled (but since you're probably creating them out of the middle of your enemy's army, they'll cause plenty of chaos on their own).

XP Cost: 1,000 XP.

NEW EPIC FEATS

ARMED DEFLECTION [EPIC]

You can deflect arrows or other ranged weapons with your melee weapon.

Prerequisites: Dex 21, Int 13, Wis 15, Combat Expertise, Epic Weapon Focus, Weapon Focus.

Benefit: When wielding a weapon with which you have selected the Epic Weapon Focus feat, once per round when you normally would be hit with a ranged weapon, you can make a Reflex saving throw (DC 20; if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as spell effects or boulders hurled by giants, can't be deflected.

Special: This feat can be substituted for the Improved Unarmed Strike and Deflect Arrows feats for the purpose of qualifying for another feat, such as Exceptional Deflection. To employ other feats that have such prerequisites, you must be wielding a weapon with which you have selected the Epic Weapon Focus feat.

Feat Name	Prerequisites
Armed Deflection	Dex 21, Int 13, Wis 15, Combat Expertise, Epic Weapon Focus, Weapon Focus
Automatic Vile Spell [Metamagic]	Violate Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells, any evil alignment
Combat Insight	Int 19, Combat Expertise, Epic Prowess, base attack bonus +15
Chosen Weapon Specialization	War domain, Epic Prowess, Weapon Focus with deity's chosen weapon
Divine Spell Penetration	Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, ability to cast 9th-level divine spells
Epic Ancestral Daisho	Samurai level 21, Wis 19
Epic Combat Expertise	Int 19, Combat Expertise, Epic Prowess, base attack bonus +21
Epic Counterspell	Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counterspell, Spellcraft 30 ranks
Epic Devotion	Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics who have the chosen component
Epic Evil Brand [Vile]	Cha 19, Epic Reputation, Evil Brand
Epic Ki Frenzy	Ki frenzy 6/day, Wis 21
Epic Poison Crafter	Craft (alchemy or poisonmaking) 30 ranks
Epic Spell Secret	Wu jen level 21, Spellcraft 27 ranks, three or more metamagic feats
Epic Spell Specialization	Spellcraft 24 ranks, ability to cast 9th-level spells
Epic Spellfire Wielder	Concentration 20 ranks, Endurance, Spellfire Wielder
Focused Spell Penetration	Epic Spell Focus (chosen school), Spell Focus (chosen school), Spell Penetration, ability to cast 9th-level spells
Improved Element Focus	Shugenja level 21, Spellcraft 24 ranks, Cha 25
Improved Spellpool Access	Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, ability to call spells from a spellpool.
Inscribe Epic Rune	Int 19, Inscribe Rune, Craft (appropriate skill) 24 ranks
Mighty Sunder	Str 25, Epic Prowess, Improved Sunder, Power Attack
Staff Expertise	Craft Staff, Master Staff, Quicken Spell, Spellcraft 30 ranks
Vile Deathstrike [Vile]	Evil alignment, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack)
Vile Smite [Vile]	Cha 25, evil alignment, smite ability (from class feature or domain granted power), Power Attack, Unholy Strike, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack)
Wand Expertise	Craft Wand, Master Wand, Quicken Spell, Spellcraft 25 ranks.
Wield Oversized Weapon	Str 25, Epic Prowess, base attack bonus +21

AUTOMATIC VILE SPELL [EPIC, METAMAGIC]

The character's lesser spells inflict wounds tainted with foul evil.

Prerequisites: Violate Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells, any evil alignment.

Benefit: The character can cast all 0-, 1st-, 2nd-, and 3rd-level spells as violated spells without using higher-level slots (see the Violate Spell metamagic feat in the *Book of Vile Darkness*).

The character can choose not to apply this effect to any spell as a free action as the spell is being cast (for instance, if her target is resistant to evil spells).

Special: The character can gain this feat multiple times. Each time the character takes the feat, the spells of the character's next three lowest spell levels can be violated with no adjustment to their spell slots. Thus, a wizard who took this feat twice could cast her 0-through 6th-level spells as violated spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells, such as an evil cleric's *inflict* spells).

COMBAT INSIGHT [EPIC]

Your keen intellect allows you to place melee attacks where they will inflict the most damage.

Prerequisites: Int 19, Combat Expertise, Epic Prowess, base attack bonus +15.

Benefit: When wielding a melee weapon, add your Intelligence modifier rather than your Strength modifier to the weapon's damage rolls.

CHOSEN WEAPON SPECIALIZATION [EPIC]

You deal more damage when wielding your deity's chosen weapon.

Prerequisites: War domain, Epic Prowess, Weapon Focus with deity's chosen weapon.

Benefits: You gain a +2 bonus on weapon damage when wielding your deity's chosen weapon.

DIVINE SPELL PENETRATION [EPIC]

Choose a component of your alignment. Your divine spells of that alignment are more capable of defeating spell resistance.

Prerequisites: Wis 21, Improved Alignment-Based Casting, domain of chosen alignment, alignment matching chosen component, ability to cast 9th-level divine spells.

Benefits: When casting spells of the chosen alignment, you gain a +4 bonus on caster level checks to defeat spell resistance.

EPIC ANCESTRAL DAISHO [EPIC]

Your ancestral weapon gains the capacity for even greater power.

Prerequisites: Samurai level 21, Wis 19.

Benefit: The maximum weapon bonus that you can awaken in your ancestral daisho increases by +1 (such as from +10 to +11). Also, your ancestral daisho's maximum enhancement bonus increases by +1 (such as from +5 to +6).

You must still make an appropriate sacrifice to awaken this bonus, as shown on the table below. For instance, to increase a +5 *flaming katana of dancing* to a +6 *flaming katana of dancing*, the samurai must sacrifice 2,220,000 gp.

The samurai must spend one day per 10,000 gp sacrificed in the shrine or temple. He must spend at least 8 hours each of these days kneeling before his ancestors and his weapons, not stopping to eat or rest.

EPIC ANCESTRAL DAISHO

Weapon Bonus	Total Sacrifice Required
+11	2,420,000 gp
+12	2,880,000 gp
+13	3,380,000 gp
+14	3,920,000 gp
+15	4,500,000 gp
+16	5,120,000 gp
+17	5,780,000 gp
+18	6,480,000 gp
+19	7,220,000 gp
+20	8,000,000 gp

EPIC COMBAT EXPERTISE [EPIC]

You have extraordinary talent at using your combat skill for defense.

Prerequisites: Int 19, Combat Expertise, Epic Prowess, base attack bonus +21.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty equal to or less than one-half your base attack bonus (rounded down) on your attack and add the same number as a dodge bonus to your AC. The modifiers to attack rolls and AC last until your next turn.

EPIC COUNTERSPELL [EPIC]

You can counterspell any number of spells each round.

Prerequisites: Combat Reflexes, Improved Counterspell, Improved Initiative, Quicken Spell, Reactive Counterspell, Spellcraft 30 ranks.

Benefit: Any number of times per round, you can counterspell an opponent's spell even if you have not readied an action to do so. This counterspell doesn't count against your later actions. You can even use this feat when flat-footed.

Normal: Without this feat, you must ready an action each round you wish to use a counterspell. If you have the Reactive Counterspell feat, you can counterspell an opponent's spell if you haven't readied an action, but only once per turn and not when flat-footed.

Special: This feat should be considered part of the epic bonus feat list for any class that grants access to spells of at least 6th level as part of normal (non-epic) class progression (for example, bards, clerics, druids, sorcerers, and wizards), as well as for any prestige class that grants "+1 level of existing class" spell progression at all levels.

EPIC DEVOTION [EPIC]

Choose an alignment component (chaos, evil, good, or law) different from your own alignment. You are particularly resistant to spells of that alignment.

Prerequisites: Wis 21, Iron Will, alignment different from the chosen component, patron deity who does not accept clerics who have the chosen component.

Benefit: You gain a +4 divine bonus on saves against spells of the chosen alignment component. For instance, a lawful good paladin of Helm who selected "chaos" would gain a +4 divine bonus on saves against chaotic spells. That paladin could not select "good" or "law" because they are part of her own alignment, and she could not select "evil" because Helm accepts evil clerics.

Special: You can take this feat more than once. Each time you select the feat, select a new alignment component.

EPIC EVIL BRAND [EPIC, VILE]

The character is physically marked forever as a mighty servant of evil.

Prerequisites: Cha 19, Epic Reputation, Evil Brand.

Benefit: Evil creatures automatically recognize the symbol now emblazoned on the character as a sign

of her incredible dark power and reputation for evil. She gains a +6 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures (this stacks with the bonus from the Evil Brand feat).

Furthermore, all evil creatures within 30 feet of her gain a +2 profane bonus on saves.

EPIC KI FRENZY [EPIC]

Your *ki* frenzy grants you even greater power and agility.

Prerequisite: *Ki* frenzy 6/day, Wis 21.

Benefits: Your *ki* frenzy grants you a +4 bonus to Strength and Dexterity and increases your speed by 20 feet.

Normal: Without this feat, *ki* frenzy grants only a +2 bonus to Strength and Dexterity and a speed increase of 10 feet.

EPIC POISON CRAFTER [EPIC]

The character knows secrets of poison crafting best left forgotten by mortals.

Prerequisites: Craft (alchemy or poisonmaking) 30 ranks.

Benefit: The character can craft the epic poisons described under Epic Poisons, below.

In addition, the character gains a +10 bonus on skill checks made to craft poisons.

Normal: Without this feat, a character cannot craft the epic poisons described in this supplement.

Special: This feat is available as an epic bonus feat for the assassin class.

EPIC SPELL SECRET [EPIC]

Choose a single spell that you know. You can apply one of your metamagic feats to that spell without altering the spell's level.

Prerequisite: Wu jen level 21, Spellcraft 27 ranks, three or more metamagic feats.

Benefits: You choose a spell that you know, which becomes permanently modified as though affected by any one of your metamagic feats. The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. You can apply this feat's effect to a spell already modified by a spell secret, but you can't apply Epic Spell Secret to the same spell more than once.

EPIC SPELL SPECIALIZATION [EPIC]

Choose a spell that you can cast. That spell is more powerful when you cast it.

Prerequisites: Spellcraft 24 ranks, ability to cast 9th-level spells.

Benefits: When casting the chosen spell, treat your caster level as 2 higher for all purposes, including range, duration, resistance to dispel checks, and overcoming spell resistance.

EPIC SPELLFIRE WIELDER [EPIC]

Your ability to store spellfire energy levels is greater than normal.

Prerequisites: Concentration 20 ranks, Endurance, Spellfire Wielder.

Benefit: For purposes of determining your limit of stored spellfire energy levels, treat your Constitution as if it were 4 points higher than normal.

Normal: Without this feat, a spellfire wielder's limit of stored spellfire energy levels is equal to her Constitution score.

Special: You can select this feat multiple times. Each time you gain this feat, your limit of stored spellfire energy levels increases by 4.

FOCUSED SPELL PENETRATION [EPIC]

Choose a school of magic for which you have selected the Epic Spell Focus feat. Your spells of that school are more capable of overcoming spell resistance.

Prerequisites: Epic Spell Focus (chosen school), Spell Focus (chosen school), Spell Penetration, ability to cast 9th-level spells.

Benefits: When casting spells of the chosen school, you gain a +4 bonus to caster level checks to defeat spell resistance. This stacks with all other bonuses to overcome spell resistance; however, having this feat does not make such bonuses stack with each other if they normally don't.

Special: You may select this feat multiple times. Each time you select this feat, it applies to a different school of magic for which you have selected Epic Spell Focus.

IMPROVED ELEMENT FOCUS [EPIC]

The spells of your specialized element are even more powerful than normal.

Prerequisite: Shugenja level 21, Spellcraft 24 ranks, Cha 25.

Benefits: The spells of your chosen element focus are treated as if you had the Greater Spell Focus feat; that is, their save DC is increased by a total of +2 (including the benefit from Spell Focus).

IMPROVED SPELLPOOL ACCESS [EPIC]

You can use your spellpool access to call spells of greater than normal power.

Prerequisites: Knowledge (arcana) 30 ranks, Spellcraft 30 ranks, ability to call spells from a spellpool.

Benefit: The chance of a desired spell being available in the spellpool in any given 24-hour period is equal to 90% minus 5% per level of the spell, to a minimum of 5% for spells of 17th level or higher.

Normal: The chance of a spell being available is equal to 65% minus 5% per level of the spell, to a minimum of 5% for spells of 12th level or higher.

Special: This feat should be considered part of the epic bonus feat list for any class that grants its members spellpool access.

INSCRIBE EPIC RUNE [EPIC]

You can inscribe runes of epic power.

Prerequisite: Int 19, Inscribe Rune, Craft (appropriate skill) 24 ranks

Benefit: You can inscribe runes that exceed the normal limit for such items (as described above in the Epic Runecaster). For instance, you could inscribe a rune with a spell of greater than 9th level, or a rune with a caster level greater than 20th.

Even this feat does not allow you to inscribe a rune with an epic spell (see Chapter 2: Epic Spells in the *Epic Level Handbook*). Such magic defies the power of the written word and thus cannot be scribed into runic form.

MIGHTY SUNDER [EPIC]

You deal extra damage when attacking objects.

Prerequisites: Str 25, Epic Prowess, Improved Sunder, Power Attack.

Benefit: When attacking an object, you can double any bonus damage derived from Strength. When attempting to break an object with sudden force rather than dealing regular damage, you gain a +4 bonus on your Strength check.

STAFF EXPERTISE [EPIC]

You can activate staves with the speed that an archer fires arrows.

Prerequisites: Craft Staff, Master Staff, Quicken Spell, Spellcraft 30 ranks.

Benefits: You may activate a staff in place of an attack instead of as a standard action. As a full-round

action, you could thus make as many staff activations as you could normally make ranged attacks. For instance, if your base attack bonus is +11, you could activate a staff three times as a full-round action. If you also had the Rapid Shot feat, you could activate the staff four times as a full-round action.

Each activation after the first costs one additional charge from the staff, cumulative. Thus, the second activation in a round costs 2 extra charges, the third activation 3 extra charges, and so forth.

VILE DEATHSTRIKE [EPIC, VILE]

Creatures slain by the character's attack can be raised only on holy ground.

Prerequisites: Evil alignment, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Benefit: Any creature that dies as a result of the character's weapon or natural weapon attack can be raised or otherwise returned to life by magic cast only within the area of a *consecrate* or *hallow* spell.

VILE SMITE [EPIC, VILE]

Your smite attack channels especially potent evil power.

Prerequisites: Cha 25, evil alignment, smite ability (from class feature or domain granted power), Power Attack, Unholy Strike, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

Benefit: All extra damage inflicted by your smite attack is considered vile damage (see the *Book of Vile Darkness*).

WAND EXPERTISE [EPIC]

You can activate wands with the speed that an archer fires arrows.

Prerequisites: Craft Wand, Master Wand, Quicken Spell, Spellcraft 25 ranks.

Benefits: You may activate a wand in place of an attack instead of as a standard action. As a full-round action, you could thus make as many wand activations as you could normally make ranged attacks. For instance, if your base attack bonus is +11, you could activate a wand three times as a full-round action. If

you also had the Rapid Shot feat, you could activate the wand four times as a full-round action.

Each activation after the first costs one additional charge from the wand, cumulative. Thus, the second activation in a round costs 2 extra charges, the third activation 3 extra charges, and so forth.

WIELD OVERSIZED WEAPON [EPIC]

You can use larger than normal weapons with ease.

Prerequisites: Str 25, Epic Prowess, base attack bonus +21.

Benefit: You can treat any weapon as if it were one size category smaller than normal for the purpose of wielding it in combat. For instance, a halfling with this feat could wield a longsword as a one-handed weapon, or a human could wield an ogre's Huge greatclub as a two-handed weapon.

Normal: You can wield weapons of your size or smaller only.

Special: You can't use this feat in conjunction with Weapon Finesse. For instance, a halfling with this feat couldn't apply the effects of Weapon Finesse while wielding a short sword, even though this feat enables him to otherwise treat it as a light weapon.

EPIC POISONS


While most high-level characters largely ignore the threat of deadly toxins, some particularly devious villains have devised variant poisons that bypass common defenses. These poisons, often referred to as antimagic poisons, are effectively an *antimagic field* in toxic liquid (or gel) form. As such, they are totally unaffected by any magical effects that might protect against their effects, including spells such as *delay poison* or *neutralize poison*, supernatural resistances or immunities to poison, or even magical bonuses on saves against poison (such as from a *cloak of resistance* or *peripart of proof against poison*). Even nonpermanent enhancements to the victim's ability scores do not apply to saves to resist antimagic poisons.

Furthermore, magical means are useless in restoring ability damage inflicted by these toxins. Only rest can restore such losses.

ANTIMAGIC POISONS

Poison	Type	Initial Damage	Secondary Damage	Price	DC to Create
Chaos ichor	Contact DC 22	1d4 Str, 1d4 Dex*	2d6 Str, 2d6 Dex	330,000 gp	53
Lyzeum	Injury DC 25	1d6 Dex	3d6 Dex	390,000 gp	59
Illis thyr	Injury DC 28	2d4 Con	4d4 Con	450,000 gp	65
Milk of Atropos	Injury DC 32	2d8 Str	4d8 Str	590,000 gp	79
Godsblood	Injury DC 40	1d6 Int, Wis, Cha	3d6 Int, Wis, Cha	820,000 gp	102

*There is a 25% chance that the initial damage is permanent ability drain.



Heal checks made to tend wounds poisoned by such toxins work normally, and antitoxin's alchemical bonus to saves still applies.

Perhaps thankfully, only a few such toxins exist, and the secret of their making—indeed, of their very existence—is not widely known. Only those who have selected the Epic Poison Crafter feat (see New Epic Feats) can attempt to create such poisons. Characters without this feat cannot even assist in the creation of epic poisons. Below is a list of these poisons.

Much like epic magic items, crafting epic poisons uses slightly altered rules from crafting standard poisons. First, the character must spend one-third of the market price in raw materials. If the Craft (alchemy or poisonmaking) check is successful, multiply the check result by the DC for the check. That result indicates how many tens of gold pieces' worth of poison are created that week. For example, an assassin crafting lyzeum begins by spending 110,000 gp in raw materials. On his first Craft (poisonmaking) skill check, he rolls a 71. Multiplying this result by the DC of 59 results in a total of 4,189, which means that he has created 41,890 gp worth of poison—roughly 1/8 of a dose. Assuming similar success, the task will be complete in another seven weeks or so.

EPIC NPCs

Here are two epic-level NPCs to add spice to your campaign.

MURMUR, EPIC INFILTRATOR

Murmur is a master spy. Sometimes called “The Unrepentant” for his cold, callous nature, Murmur is a professional in every sense of the word. Murmur isn't the name he was born with, but his birth moniker is lost to the past. In fact, very little is known about the man beyond a few rumors—some claim that he's the bastard child of a minor lord or even royalty, others that he grew up among elves, and a few whisper that he gained some of his power due to a bargain with a demon prince. Depending on your campaign, some, all, or none of these stories might be true.

As his name suggests, Murmur tends to speak in low tones when not “in character.” He hides his true face behind a silk veil when meeting with potential employers, and he also uses a variety of other mundane or magical disguises. Even those who believe they've seen his true visage are almost certainly mistaken, for he guards his appearance as much as any other part of his identity.

Murmur rarely carries a weapon larger than a

dagger since he prefers to rely on his spellcasting ability to deliver deadly touch attacks to his chosen victim. If confronted, he always prefers escape over defense, and if escape is impossible, he quickly surrenders if outmatched. After all, being alive makes it easier to escape later.

Murmur knows a lot of secrets about a lot of people. Those who have crossed his path know that he is not to be trifled with, since he has no compunction against destroying someone's reputation and social and political standing for even the slightest offense. He has absolutely no conscience and respects nothing but gold.

Murmur has a variety of often-used disguises, but he has three favorite cover identities (see Improved Cover Identity, below). The first is Ithkan, a low-level human male sorcerer who specializes in buying and selling magic items and other special trinkets. Ithkan knows all the movers and shakers in the world of magic, and he is a great contact for PCs looking to track down a rare item or spell. The second identity is Meleanna, a female elven bard who plays in all the finest theaters and in various royal courts. More than a few dukes and barons have lusted after the enigmatic performer, without ever suspecting her true identity. The third cover identity is purposefully left to the DM to decide—it might be a minor functionary in the royal bureaucracy, a lieutenant in the local thieves' guild, the consort of an elven princess, or anything else appropriate to the campaign.

Using Murmur

In your campaign, Murmur could serve any of a variety of roles. If your PCs have been causing too much trouble for a powerful individual or organization (and really, doesn't that describe just about every group of PCs?), Murmur can be sent to assassinate one of them, steal a valuable item, or even just learn the characters' deepest secrets, enabling a more potent strike to be made at a later point. Perhaps the PCs are charged with the task of intercepting the infiltrator before he completes a task or even stealing something back from him after the job is done. Alternatively, the PCs might find themselves in the need of an expert information gatherer and hire Murmur for a job.

Customizing Murmur

Replace one or more levels of sorcerer with rogue or assassin levels to make Murmur a more accomplished sneak thanks to the extra skill points. To change Murmur to a less cold-blooded professional, replace his

assassin levels with additional rogue levels and the Improved Death Attack epic feat with Improved Sneak Attack.

If you need to increase Murmur's CR, add levels in one or more classes. Additional rogue levels can give him access to one or more rogue special abilities, such as improved evasion or slippery mind. More sorcerer levels open up the possibility of higher-level spells, such as *teleport*. Adding to Murmur's assassin level focuses his talents in a particularly deadly manner, while increasing his epic infiltrator level gives him additional uses of some of his special abilities.

◆ **Murmur:** Male half-elf Rogue 7/Sorcerer 8/Assassin 6/Epic Infiltrator 4; CR 25; Medium-size humanoid; HD 7d6+7 plus 8d4+8 plus 6d6+6 plus 4d6+4; hp 104; Init +10; Spd 30 ft.; AC 25, touch 19, flat-footed 25; Base Atk +16; Grp +18; Atk +18 melee touch (by spell) or +22 ranged touch (by spell) or +22 melee (1d4+6/19-20, +4 dagger) or +22 melee (1d3+2, unarmed strike); Full Atk +18 melee touch (by spell), or +22 ranged touch (by spell), or +22/+17/+12 melee (1d4+6/19-20, +4 dagger) or +22/+17/+12 melee (1d3+2, unarmed strike); SA death attack, sneak attack +9d6; SQ +3 bonus on saves against poison, evasion, far senses 1/day, half-elf traits, improved cover identity, low-light vision, *mind blank* 1/day, poison use, read thoughts 1/day, specialist training (Diplomacy, Gather Information, Intimidate, Sense Motive), traps, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps); AL NE; SV Fort +15, Ref +24, Will +17; Str 14, Dex 22, Con 13, Int 25, Wis 12, Cha 24.

Skills and Feats: Bluff +37, Diplomacy +25, Disable Device +24, Disguise +37, Forgery +17, Gather Information +29, Hide +22, Intimidate +16, Knowledge (arcana) +13, Knowledge (history) +9, Knowledge (local) +12, Listen +16, Move Silently +22, Open Lock +18, Perform (lute) +17, Search +22, Sense Motive +14, Spot +22; Alertness, Dodge, Great Fortitude, Improved Death Attack, Improved Initiative, Polyglot, Scribe Scroll, Silent Spell, Skill Focus (Bluff), Weapon Finesse (unarmed strike).

Death Attack (Ex): Murmur can study a victim for 3 rounds then make successful melee sneak attack to kill or paralyze target. A successful Fortitude save (DC 25) negates the effect.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Murmur takes no damage with a successful saving throw.

Far Senses (Su): Murmur can extend his vision or hearing into an area beyond his normal range, once

per day, to a distance of 100 feet. He must have visited the location earlier. This effect is otherwise similar to *clairaudience/clairvoyance* (caster level 15th).

Half-Elf Traits: Murmur is immune to magic sleep spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects and a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Improved Cover Identity (Ex/Su): Murmur has three favored cover identities, as described above. While operating in one of these cover identities, Murmur gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. Murmur can switch between cover identities or don a disguise in 1d3 minutes. He can also put on or take off armor in half the normal time. Murmur has an ongoing *undetectable alignment* effect protecting him. This last effect is a supernatural ability.

Mind Blank (Sp): Once per day Murmur can use *mind blank* on himself (caster level 15th).

Poison Use: Murmur never risks accidentally poisoning himself when applying poison to a blade.

Read Thoughts (Su): Murmur can "hear" the surface thoughts of a single target once per day, as though using a *detect thoughts* spell.

Specialist Training (Ex): Murmur has focused his craft on interaction and thus gains a +3 bonus to Diplomacy, Gather Information, Intimidate, and Sense Motive checks (included above).

Sorcerer Spells Known (6/8/8/7/4; save DC 17 + spell level): 0—*detect magic, detect poison, ghost sound, light, mage hand, mending, open/close, ray of frost*; 1st—*chill touch, mage armor, Nystul's magic aura, shocking grasp, true strike*; 2nd—*obscure object, see invisibility, spectral hand*; 3rd—*gaseous form, haste*; 4th—*greater invisibility*.

Assassin Spells Known (5/5/3; save DC 17 + spell level): 1st—*change self, ghost sound, obscuring mist, spider climb*; 2nd—*alter self, darkness, pass without trace, undetectable alignment*; 3rd—*invisibility, misdirection, nondetection*.

Possessions: Bracers of armor +6, ring of protection +3, +4 dagger, gloves of Dexterity +6, circlet of Charisma +6, cloak of resistance +4, goggles of night, amulet of proof against detection and location, tome of clear thought +5 (read), 2 arcane scrolls of *dimension door*, masterwork thieves' tools, disguise kit, spell component pouch, 1d4 doses each of deathblade poison, dragon bile, and dark reaver powder, several changes of clothes, various props and tools.

S'RURRUS, EPIC ILLITHID SAVANT

In the game of **Dungeons & Dragons**, there is perhaps no creature more alien and evil than the dreaded mind flayer. Its very name is violent in that it describes its horrible practice of eviscerating the very center of reason and intellect. What could be fouler than a creature that feeds on the very brains of its victims? An epic-level creature that feeds on brains, of course.

Meet S'rurru, the epic illithid savant.

☛ **S'rurru:** Female mind flayer Enchanter 2/Illithid Savant 14; CR 24; Medium-size aberration; HD 8d8+8 plus 2d4+2 plus 14d4+14; hp 100; Init +6; Spd 30 ft.; AC 22, touch 17, flat-footed 20; Base Atk +15; Grp +19; Atk +19 melee (1d4+4, tentacle); Full Atk +19 melee (1d4+4, 4 tentacles); SA extract, improved grab, *mind blast*, psionics; SQ darkvision 60 ft., frightful presence, lore +24, regeneration 5, SR 25, telepathy, true seeing; AL LE; SV Fort +17, Ref +13, Will +27; Str 18, Dex 14, Con 12, Int 30, Wis 17, Cha 24.

Skills and Feats: Bluff +26, Concentration +21, Diplomacy +11, Hide +22, Intimidate +22, Knowledge (arcana) +37, Knowledge (religion) +26, Knowledge (the planes) +44, Listen +24, Move Silently +21, Search +17, Sense Motive +10, Spellcraft +37, Spot +24, Use Magic Device +26; Ability Focus (*mind blast*), Alertness, Combat Casting, Combat Expertise**, Dodge, Heighten Spell, Improved Initiative, Improved Trip**, Iron Will, Mobility, Quicken Spell-Like Ability (*mind blast*), Scribe Scroll, Spell Focus** (Enchantment), Weapon Finesse (tentacle), Weapon Focus (tentacle).

Epic Feats: Epic Fortitude, Great Intelligence**, Improved Heighten Spell, Improved Spellcasting Capacity**.

*These skill modifiers include the following ranks stolen from victims: 11 ranks of Knowledge (arcana), 10 ranks of Knowledge (religion), 24 ranks of Knowledge (the planes), 25 ranks of Spellcraft, 16 ranks of Tumble, and 14 ranks of Use Magic Device.

**feat gained from victim.

Extract (Ex): If S'rurru begins her turn with all four tentacles attached and successfully maintains her hold, she automatically extracts the opponent's brain, instantly killing that creature.

Frightful Presence (Ex): This ability takes effect automatically whenever S'rurru attacks or charges. Each creature within a radius of 360 feet that has 37 or fewer Hit Dice must make a successful Will save (DC 36) or become panicked for 4d6 rounds (if it has 4 or fewer HD) or shaken for 4d6 rounds (if it has 5 or more HD). A potentially affected creature that

makes its saving throw is immune to S'rurru's frightful presence for 24 hours.

Improved Grab (Ex): To use this ability, S'rurru must hit a Small to Large creature with tentacle attack. After a successful grab, she can try to attach her remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check, but S'rurru gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp): At will, S'rurru can produce a 60-foot-long cone. Anyone caught in this area must make a successful Will save (DC 23) or be stunned for 3d4 rounds. S'rurru can quicken this ability three times per day.

Psionics (Sp): At will—*astral projection, charm monster, detect thoughts, levitate, plane shift, suggestion*. Caster level 8th; save DC 17 + spell level. The save DCs are Charisma-based.

Lore (Ex): At will, S'rurru can make a special lore check to recall esoteric information from the brains of those she has consumed.

Regeneration (Ex): Damage dealt to S'rurru is treated as subdual damage, which automatically heals at a rate of 5 hit points per round. Fire and acid deal normal damage to her, which doesn't go away. Attack forms that don't deal hit point damage ignore regeneration, and she does not regain hit points lost from starvation, thirst, or suffocation.

Telepathy (Su): S'rurru can communicate telepathically with any creature within 100 feet that has a language.

True Seeing (Su): S'rurru continuously uses *true seeing* as the spell cast by a 12th-level cleric.

Cleric Spells Prepared (1/2/2/2/1/1/1/1/1/1; save DC 13 + spell level, or 15 + spell level for Enchantment spells; caster level 17th): 0—*cure minor wounds*; 1st—*cure light wounds, divine favor*; 2nd—*cure moderate wounds, silence*; 3rd—*protection from energy, speak with dead*; 4th—*divine power*; 5th—*spell resistance*; 6th—*heal*; 7th—*greater restoration*; 8th—*heightened harm*; 9th—*heightened blasphemy*.

Wizard Spells Prepared (8/9/6/5/5/5/5/4/3/3/3; save DC 20 + spell level, or 21 + spell level for Enchantment spells; prohibited school: Evocation): 0—*arcane mark*¹, *daze*¹, *ghost sound*³, *mage hand*², *mending*¹, *open/close*¹, *ray of frost*⁴, *read magic*¹; 1st—*alarm*², *expeditions retreat*³, *identify*⁴, *mage armor*⁴, *obscuring mist*¹, *shield*⁴, *shocking grasp*⁴, *sleep*¹, *true strike*⁴; 2nd—*bear's endurance*⁴, *blur*³, *cat's grace*⁴, *invisibility*⁴, *mirror image*², *Tasha's hideous laughter*⁴; 3rd—*dispel magic*², *fly*⁴, *haste*⁴, *hold*

person⁴, vampiric touch³; 4th—charm monster⁴, confusion², enervation⁴, greater invisibility⁴, stoneskin³; 5th—dominate person³, feeblemind⁴, hold monster⁴, mind fog⁴, wall of stone²; 6th—disintegrate⁴, eyebite⁴, greater dispel magic³, mass suggestion⁴, mislead²; 7th—insanity⁴, power word blind³, spell turning⁴, greater teleport²; 8th—horrid wilting⁴, mind blank³, Otto's irresistible dance⁴; 9th—dominate monster⁴, energy drain⁴, time stop³; 10th—heightened disintegrate⁴, heightened feeblemind⁴, heightened mind fog⁴.

Spellbook: 0—arcane mark, daze, detect magic, detect poison, disrupt undead, ghost sound, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st—alarm, burning hands, expeditious retreat, identify, mage armor, obscuring mist, shield, shocking grasp, sleep, true strike, unseen servant; 2nd—alter self, bear's endurance, blur, cat's grace, invisibility, mirror image, resist energy, Tasha's hideous laughter, web; 3rd—dispel magic, displacement, fly, haste, hold person, nondetection, vampiric touch; 4th—charm monster, confusion, enervation, greater invisibility, lesser geas, polymorph, stoneskin; 5th—dominate person, feeblemind, hold monster, mind fog, teleport, wall of stone; 6th—disintegrate, eyebite, greater dispel magic, mass suggestion, mislead, Tenser's transformation; 7th—finger of death, insanity, power word blind, reverse gravity, spell turning, greater teleport; 8th—horrid wilting, maze, mind blank, Otto's irresistible dance, prismatic wall; 9th—dominate monster, energy drain, imprisonment, time stop.

¹prepared and casts as Wiz2

²prepared and casts as Wiz13

³prepared and casts as Wiz20

⁴prepared and casts as Wiz23

Spells Active: Cat's grace, endurance, mage armor (all included in stat block below).

Possessions: Ring of protection +5, wand of cure critical wounds (30 charges), amulet of natural armor +5, belt of giant Strength +6, cloak of Charisma +6, vest of resistance +4 (as cloak), headband of intellect +6, pearl of power (9th-level spell).

☛ **S'rurrus (Enhanced by Spells):** Female mind flayer Enchanter 2/Illithid Savant 14; CR 24; Medium-size aberration; HD 8d8+24 plus 2d4+6 plus 14d4+42; hp 148; Init +8; Spd 30 ft.; AC 26, touch 19, flat-footed 22; Atk +19 melee (1d4+4, 4 tentacles); SA extract, improved grab, *mind blast*, psionics; SQ dark-vision 60 ft., frightful presence, lore +24, regeneration 5, SR 25, telepathy, true seeing; AL LE; SV Fort +19, Ref +15, Will +27; Str 18, Dex 18, Con 16, Int 30, Wis 17, Cha 24.

Skills and Feats: Bluff +26, Concentration +23, Diplomacy +11, Hide +24, Intimidate +22, Knowledge (arcana) +37, Knowledge (religion) +26, Knowledge

(the planes) +44, Listen +24, Move Silently +23, Search +17, Sense Motive +10, Spellcraft +37, Spot +24, Use Magic Device +26; Ability Focus (*mind blast*), Alertness, Combat Casting, Combat Expertise**, Dodge, Heighten Spell, Improved Initiative, Improved Trip**, Iron Will, Mobility, Quicken Spell-Like Ability (*mind blast*), Scribe Scroll, Spell Focus** (Enchantment), Weapon Finesse (tentacle), Weapon Focus (tentacle).

Epic Feats: Epic Fortitude, Great Intelligence**, Improved Heighten Spell, Improved Spellcasting Capacity**.

PSIONIC PRESTIGE CLASSES

By Mark A. Jindra

EPIC METAMIND (*PSIONICS HANDBOOK*)

The metamind knows that accumulating the most power in the shortest time is key to psionic superiority. Their single-minded pursuit of this power leads many to believe that continued focus into the realm of epic psionics will bring them the ultimate psionic power they seek.

Other Options: The epic metamind's ability to utilize Trigger Power and Epic Trigger Power to manifest many of his lower level powers helps him reach his goal of ultimate psionic power.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic metamind does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic metamind's manifester level increases by 1 per level of epic metamind gained above 10th. The epic metamind's number of power points per day does not increase after 10th level.

Psicrystals: The epic metamind's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Trigger Power: Every other level starting at 11th, the epic metamind gains a bonus Trigger Power feat. Each time he takes this feat, he chooses a power of level 0 to 3 that he can attempt to manifest for free.

Bonus Feats: The epic metamind gains a bonus feat (selected from the list of epic metamind bonus feats) every three levels after 10th.

Epic Metamind Bonus Feat List: Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Trigger Power (see Epic Psionic Feats), Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, metaminds learn “psionically flavored” versions of feats, as appropriate.

EPIC METAMIND

Level	Special
11	Trigger Power
12	—
13	Trigger Power, bonus feat
14	—
15	Trigger Power
16	Bonus feat
17	Trigger Power
18	—
19	Trigger Power, bonus feat
20	—

EPIC PYROKINETICIST (PSIONICS HANDBOOK)

While few pyrokineticists venture into the realm of epic psionics, those that do find the experience brings them closer to becoming one with the flame. Pyros are generally shunned by society, and the epic pyro is even more so. Often pyros seek out one another and form small communities in barren wastelands on the fringes of society where they can study their art among those who truly appreciate it.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The epic pyrokineticist does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic pyrokineticist's manifester level increases by 1 per level of epic pyrokineticist gained above 10th. The epic pyrokineticist's number of power points per day does not increase after 10th level.

Psicrystals: The epic pyrokineticist's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Bonus Feats: The epic pyrokineticist gains a bonus feat (selected from the list of epic pyrokineticist bonus feats) every 2 levels after 10th.

Epic Pyrokineticist Bonus Feat List: Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic pyrokineticists learn “psionically flavored” versions of feats, as appropriate.

EPIC METAMIND

Level	Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

EPIC SLAYER (PSIONICS HANDBOOK)

Seeking to rid the land of illithids forever, slayers embrace epic psionics. It is this continued pursuit of the illithids that makes them the nemesis of illithids everywhere.

Other Options: The epic slayer finds the Epic Prowess, Epic Weapon Focus, Epic Weapon Specialization, and Epic Skill Focus feats quite useful in their war on the illithids.

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic slayer does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic slayer's manifester level increases by 1 per level of epic slayer gained above 10th. The epic slayer's number of power points per day does not increase after 10th level.

Bonus Feats: The epic slayer gains a bonus feat (selected from the list of epic slayer bonus feats) every 2 levels after 9th.

Epic Slayer Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic

Leadership, Epic Prowess, Epic Skill Focus, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the slayer can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic slayers learn “psionically flavored” versions of feats, as appropriate.

EPIC SLAYER

Level	Special
11	Bonus feat
12	—
13	Bonus feat
14	—
15	Bonus feat
16	—
17	Bonus feat
18	—
19	Bonus feat
20	—

EPIC SOULKNIFE (PSIONICS HANDBOOK)

Most soulknives embrace epic psionics. They advance their mind-blades to powers unheard of in the world of normal psionics. The amount of violence they employ in their combat style increases along with their power, causing them to be shunned by society. They often seek out the societies of epic pyros to find acceptance.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic soulknife does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic soulknife’s manifester level increases by 1 per level of epic soulknife gained above 10th. The epic soulknife’s number of power points per day does not increase after 10th level.

Sneak Attack (Ex): The epic soulknife’s extra damage from this ability increases by +1d6 at 11th-level and every other level gained thereafter (13th, 15th, and so on).

Mind-Blade (Su): When the epic soulknife reaches 12th level, his mind-blade gains a +6 enhancement

bonus; this bonus increases by +1 at every other level gained thereafter (14th, 16th, and so on).

Bonus Feats: The epic soulknife gains a bonus feat (selected from the list of epic soulknife bonus feats) every four levels after 10th.

Epic Soulknife Bonus Feat List: Armor Skin, Brilliant Mind-Blade (see Epic Psionic Feats), Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the soulknife can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, each epic soulknife learns “psionically flavored” versions of feats, as appropriate.

EPIC SOULKNIFE

Level	Special
11	Sneak attack +6d6
12	Mind-blade +6
13	Sneak attack +7d6
14	Mind-blade +7, bonus feat
15	Sneak attack +8d6
16	Mind-blade +8
17	Sneak attack +9d6
18	Mind-blade +9, bonus feat
19	Sneak attack +10d6
20	Mind-blade +10

EPIC CONSTRUCTOR (MIND’S EYE WEB FEATURE)

The constructor finds it easy to make the leap into epic psionics, where he continues to create more powerful constructs with greater ease. Epic constructors are often sought out by armies looking to add additional firepower to their arsenal.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic constructor does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic constructor’s manifester level increases by 1 per level of epic constructor gained above 10th. The epic constructor’s number of power points per day does not increase after 10th level.

Psicrystals: The epic constructor's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Efficient Construction: At 12th-level, and every three levels gained thereafter (15th, 18th, and so on), the epic constructor can manifest *astral construct* and *astral tasker* powers (including *ecto puppet*) at a decreased cost. The number changes by 1 point each time the epic constructor gains this ability. For example, at 12th-level, the cost is decreased by 4 power points, at 15th-level, the cost is decreased by 5 power points, and so on. The minimum cost of manifesting is always 1 power point.

Infused Construction: The constructor gains Infused Construction as a bonus feat at 12th-level and every three levels gained thereafter (15th, 18th, and so on).

Bonus Feats: The epic constructor gains a bonus feat (selected from the list of epic constructor feats) every five levels after 10th.

Epic Constructor Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic constructors learn "psionically flavored" versions of feats, as appropriate.

EPIC CONSTRUCTOR

Level	Special
11	—
12	Efficient construction 4, Infused Construction
13	—
14	—
15	Efficient construction 5, Infused Construction, bonus feat
16	—
17	—
18	Efficient construction 6, Infused Construction
19	—
20	Bonus feat

EPIC CRYSTAL MASTER (MIND'S EYE WEB FEATURE)

Advancing into the world of epic psionics, the epic crystal master has discovered that she can embed additional gems in her hands, feet, and even head. The process is even more painful than embedding her original five

gems. When the procedure is complete, the gem has fused with the epic crystal master's circulatory system in the area of the body in which the gem is placed, and it shows through the skin as a faint shimmer. Because of this, the epic crystal master is usually easily recognizable.

The Epic Embed Gem feat is probably the most useful of the bonus feats available to the epic crystal master.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic crystal master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystal master's effective manifester level increases by 1 per level of epic crystal master gained above 10th. The epic crystal master's number of power points per day does not increase after 10th level.

Psicrystals: The epic crystal master's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Epic Embed Gem: The epic crystal master gains the Epic Embed Gem feat at 12th, 16th, and 20th levels.

Bonus Feats: The epic crystal master gains a bonus feat (selected from the list of epic crystal master bonus feats) every four levels after 10th.

Epic Crystal Master Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Embed Gem, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystal masters learn "psionically flavored" versions of feats, as appropriate.

EPIC CRYSTAL MASTER

Level	Special
11	—
12	Epic Embed Gem
13	—
14	Bonus feat
15	—
16	Epic Embed Gem
17	—
18	Bonus feat
19	—
20	Epic Embed Gem

EPIC CRYSTALSINGER (MIND'S EYE WEB FEATURE)

Many crystalsingers continue their advancement into epic psionics so that they can create more powerful psionic items. They learn as much as they can about psionic item creation in the hope that someday they will learn the secrets of artifact creation.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic crystalsinger does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystalsinger's manifester level increases by 1 per level of epic crystalsinger gained above 10th. The epic crystalsinger's number of power points per day does not increase after 10th level.

Psicrystals: The epic crystalsinger's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Metacreative Creation: At 11th level, the crystalsinger can apply the effects of the Metacreative feat to any items she creates, lowering the level for creation purposes by six levels (minimum 1st level). She gains the ability to further lower this at every other level gained thereafter (13th, 15th, and so on). (The Metacreative Creation ability is based on the latest version of the Metacreative feat found in the *Psionics Handbook* errata. You can download the PDF version at <<http://www.wizards.com/dnd/article.asp?x=dnd/er/er20010819a>>.)

Bonus Feats: The epic crystalsinger gains a bonus feat (selected from the list of epic crystalsinger bonus feats) every three levels after 10th.

Epic Crystalsinger Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Improved Heighten

Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the epic crystalsinger may select any item creation feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystalsingers learn "psionically flavored" versions of feats, as appropriate.

EPIC CRYSTALSINGER(H3)

Level	Special
11	Metacreative creation 6
12	—
13	Metacreative creation 7, bonus feat
14	—
15	Metacreative creation 8
16	Bonus feat
17	Metacreative creation 9
18	—
19	Metacreative creation 10, bonus feat
20	—

EPIC DIAMOND WARRIOR (MIND'S EYE WEB FEATURE)

Although it is uncertain what percentage of the diamond order is comprised of epic diamond warriors, some speculate that achieving epic status is reserved for only the greatest warriors.

Those diamond warriors that reach epic levels are assigned a solo mission by the order. The mission varies for each individual, but it is designed to test the warrior's wits, courage, and martial prowess. Upon successful completion of the mission, they are awarded the *crystal mask of shadows*. These masks are rare within the order, and if one is ever lost, the order makes every effort to retrieve it.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic diamond warrior does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic diamond warrior's manifester level increases by 1 three levels in a row after 9th before skipping a level in a continuing

Crystal Mask of Shadows: This smooth crystal mask distorts the wearer's features by using an ever-shifting, swirling pattern of smoke within the crystal. On command, the *crystal mask of shadows* allows the character to use the *shadow body* power for up to 1

hour per day. The duration of the *shadow body* need not be consecutive minutes.

Manifester Level: 16th; **Prerequisites:** Craft Universal Item, *shadow body*; **Market Price:** 185,000 gp; **Weight:** 1 lb.

progression. The epic diamond warrior's number of power points per day does not increase after 10th level.

Bonus Feats: The epic diamond warrior gains a bonus feat (selected from the list of epic diamond warrior bonus feats) every three levels after 8th.

Epic Diamond Warrior Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Uncanny Accuracy. In addition to the feats on this list, the epic diamond warrior may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic diamond warriors learn "psionically flavored" versions of feats, as appropriate.

EPIC DIAMOND WARRIOR

Level	Special	Manifester Level
11	Bonus feat	+1
12	—	+1
13	—	+1
14	Bonus feat	+1
15	—	+1
16	—	+1
17	Bonus feat	+1
18	—	+1
19	—	+1
20	Bonus feat	+1

EPIC MEDITANT (MIND'S EYE WEB FEATURE)

The meditant is always looking for new ways to achieve inner peace and harmony. Advancement into the realm of epic psionics brings the epic meditant closer to that goal.

Other Options: The epic meditant often selects the Epic Inner Harmony and Epic Psychic Meditation feats to help her toward her goals.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic meditant does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic meditant's effective manifestor level increases by 1 per level of epic meditant gained above 10th. The epic meditant's number of power points per day does not increase after 10th level.

Psicrystals: The epic meditant's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Epic Psychic Meditation: The epic meditant gains the Epic Psychic Meditation feat at 11th, 14th, 17th, and 20th levels.

Ethereal Form (Su): The epic meditant gains additional uses of her ethereal form ability. The number of uses per day is 4 at 13th level, increasing by 1 every three levels thereafter (16th, 19th, and so on).

Bonus Feats: The epic meditant gains a bonus feat (selected from the list of epic meditant bonus feats) every three levels after 9th.

Epic Meditant Bonus Feat List: Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Inner Harmony, Epic Psychic Meditation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic meditants learn "psionically flavored" versions of feats, as appropriate.

EPIC MEDITANT

Level	Special
11	Epic Psychic Meditation
12	Bonus feat
13	Ethereal form 4/day
14	Epic Psychic Meditation
15	Bonus feat
16	Ethereal form 5/day
17	Epic Psychic Meditation
18	Bonus feat
19	Ethereal form 6/day
20	Epic Psychic Meditation

EPIC MINDKNIGHT (RANDOM ENCOUNTERS WEB FEATURE)

While it is not known whether any mindknights ever reached epic levels, it is certain that they would have embraced epic psionics to help aid them in their war against the illithids.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic mindknight does not discover any additional powers after 10th level unless she selects

the Spell Knowledge feat. The epic mindknight's effective manifester level increases by 1 every other level of epic mindknight gained above 10th (12th, 14th, and so on). The epic mindknight's number of power points per day does not increase after 10th level.

Bonus Feats: The epic mindknight gains a bonus feat (selected from the list of epic mindknight feats) every two levels after 10th.

Epic Mindknight Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Uncanny Accuracy. In addition to the feats on this list, the epic mindknight may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic mindknights learn "psionically flavored" versions of feats, as appropriate.

EPIC MINDKNIGHT

Level	Special	Manifester Level
11	—	—
12	Bonus feat	+1
13	—	—
14	Bonus feat	+1
15	—	—
16	Bonus feat	+1
17	—	—
18	Bonus feat	+1
19	—	—
20	Bonus feat	+1

EPIC PSYCHIC WEAPON MASTER (MIND'S EYE WEB FEATURE)

The psychic weapon master strives to achieve epic levels. This quest allows them to become more in touch with their bonded weapon and helps them to awaken its full potential. Some psychic weapon masters have forsaken all other things and aspirations, including family and career, in pursuit of this goal.

Other Options: Epic psychic weapon masters who choose to awaken the full potential of their bonded weapons often select the Superior Bonded Weapon feat, as well as concentrate on feats that advance existing abilities such as Improved Whirlwind Attack.

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic psychic weapon master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic psychic weapon master's manifester level increases by 1 three levels in a row after 9th before skipping a level in a continuing progression. The epic psychic weapon master's number of power points per day does not increase after 10th level.

Increased Multiplier: The epic psychic weapon master may use her Increased Multiplier ability 6 times per day at 12th level. She gains an additional use per day every other level beyond 12th (14th, 16th, and so on) of this prestige class. You must maintain a reserve of power points equal to the number of uses you are granted per day. These reserve points are not used up when the ability is used.

Bonus Feats: The epic psychic weapon master gains a bonus feat (selected from the list of epic psychic weapon master bonus feats) every three levels after 9th.

Epic Psychic Weapon Master Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Bonded Weapon, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the epic psychic weapon master may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic psychic weapon masters learn "psionically flavored" versions of feats, as appropriate.

EPIC PSYCHIC WEAPON MASTER

Level	Special	Manifester Level
11	—	+1
12	Increased multiplier 6/day, bonus feat	+1
13	—	—
14	Increased multiplier 7/day	+1
15	Bonus feat	+1
16	Increased multiplier 8/day	+1
17	—	—
18	Increased multiplier 9/day, bonus feat	+1
19	—	+1
20	Increased multiplier 10/day	+1

EPIC SANGEHIRN (MIND'S EYE WEB FEATURE)

Sometimes referred to as “blood brains,” epic sangehirns have continued to advance their healing skills beyond that of the normal sangehirn. Many work alongside priests during times of war. Because of their selfless nature, the epic sangehirn is a sought-after commodity for epic adventuring parties.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic sangehirn does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic sangehirn's manifester level increases by 1 per level of epic sangehirn gained above 10th. The epic sangehirn's number of power points per day does not increase after 10th level.

Psicrystals: The epic sangehirn's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Stabilize Self: This bonus is added any time a sangehirn needs to make a Stabilize Self check. The enhancement bonus starts at +6 at 11th level, and it increases by one every other level thereafter (13th, 15th, and so on).

Damage Reduction (Su): For every four levels above 10th (14th, 18th, and so on), the epic sangehirn's damage reduction is increased by +1.

Bonus Feats: The epic sangehirn gains a bonus feat (selected from the list of epic sangehirn bonus feats) every five levels after 10th.

Epic Sangehirn Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic sangehirns learn “psionically flavored” versions of feats, as appropriate.

EPIC SANGEHIRN

Level Special

11	Stabilize self +6
12	—
13	Stabilize self +7
14	Damage reduction 4/—
15	Stabilize self +8, bonus feat
16	—
17	Stabilize self +9
18	Damage reduction 5/—
19	Stabilize self +10
20	Bonus feat

EPIC SHADOW MIND (MIND'S EYE WEB FEATURE)

Epic shadow minds have chosen a darker path and are reluctant to discontinue their study of the subconscious mind. They quite often advance their studies into the realm of epic psionics.

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic shadow mind does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic shadow mind's effective manifester level increases by 1 per level of epic shadow mind gained above 10th. The epic shadow mind's number of power points per day does not increase after 10th level.

Psicrystals: The epic shadow mind's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

Subsionic Defense (Ex): The epic shadow mind's bonuses to saves against powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines increases by +1 for every three levels gained after 8th.

Subsionic Power (Ex): For every three levels gained above 9th, the epic shadow mind gains another point of subsionic power. Add the subsionic power value to the DC for saving throws and manifester level checks to overcome power resistance for powers the epic shadow mind manifests from the Metacreativity, Clairsentience, and Telepathy disciplines. This stacks with all other bonuses to overcome power resistance; however, having this feat does not make such bonuses stack with each other if they normally don't.

Bonus Feats: The epic shadow mind gains a bonus feat (selected from the list of epic shadow mind bonus feats) every four levels after 10th.

Epic Shadow Mind Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic shadow minds learn “psionically flavored” versions of feats, as appropriate.

EPIC SHADOW MIND

Level	Special
11	Subpsionic defense +4
12	Subpsionic power +4
13	—
14	Subpsionic defense +5, bonus feat
15	Subpsionic power +5
16	—
17	Subpsionic defense +6
18	Subpsionic power +6, bonus feat
19	—
20	Subpsionic defense +7

EPIC PSIONIC FEATS

BRILLIANT MIND-BLADE [EPIC] [PSIONIC]

Your mind-blade is a brilliant energy weapon.

Prerequisites: Mind-blade enhancement bonus of +6, reserve power points (see below).

Benefit: Your mind-blades have the brilliant energy weapon quality. You can choose to turn this ability on or off as a free action.

Special: This feat increases your prerequisite of reserve power points for your mind-blades by 10. This feat can be taken as a bonus feat by the epic soulknife.

EPIC EMBED GEM [EPIC] [PSIONIC]

Your body can handle the stress of embedding additional gems.

Prerequisites: Crystal master level 11+, at least five embedded gems.

Benefit: You embed one new gem. The gem must come from the list of gems available to the crystal master. Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body. The powers and restrictions on each gem are found with the crystal master prestige class (see the crystal master prestige class above). The level restriction is the minimum level of crystal master

needed to take this gem. Each type of gem can be embedded only once.

Special: This feat may be taken up to five times. Each time this feat is taken, you can embed an additional gem—one each in hands, feet, or head. This feat can be taken as a bonus feat by the epic crystal master.

EPIC INNER HARMONY [EPIC] [PSIONIC]

You achieve an inner harmony that allows psychic meditation effects to last longer.

Prerequisite: Meditant 11+ levels.

Benefit: The duration for the bonuses gained through psychic meditation is increased to 1 hour per character level.

Special: Psychic meditation bonuses are always considered temporary bonuses regardless of how long they last and statistic increases do not affect bonus power points or any other ability that relies on a permanent statistic or value. This feat can be taken as a bonus feat by the epic meditant.

EPIC PSYCHIC MEDITATION [EPIC] [PSIONIC]

You further your study and understanding of psychic energy centers, which allows you to enter the deepest levels of meditation.

Prerequisite: 21+ levels, Intense Psychic Meditation (seven times), Psychic Meditation (seven times).

Benefit: When you take this feat, you are granted additional psychic energy center bonuses. You can select a given psychic energy center only once. You can take this feat multiple times and must select a psychic energy center that you have not already previously selected. Bonuses from this feat stack with bonuses received from the Psychic Meditation and Intense Psychic Meditation feats. Meditation time is increased to 40 minutes. The duration of the benefits increase to 4 hours. You can activate this feat only once per day. This feat can be taken as a bonus feat by the epic meditant.

Energy Center	Associated Bonus
Crown	+3 natural armor bonus to AC
Third Eye	2 temporary power points per manifester level
Throat	+2 enhancement bonus to Int, Wis, and Cha
Heart	Fast healing 3
Solar Plexus	+2 on saving throw of choice, +1 on remaining two
Base	+2 enhancement bonus to Str, Dex, and Con
Sacral	+3 to DC for powers in primary discipline; +1 to all other powers

EPIC TRIGGER POWER [EPIC] [PSIONIC]

You choose one power that you can manifest for free.

Prerequisite: Inner Strength, Talented, Trigger Power, reserve power points (see below).

Benefit: Choose any 4th-, 5th-, or 6th-level power you know. From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power. Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for *charm person*). If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. You can't use Epic Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: 4th level, 19; 5th level, 21; and 6th level, 23.

Special: You can take this feat multiple times, each time using it for a new triggered power. This feat can be taken as a bonus feat by the epic metamind.

SUPERIOR BONDED WEAPON [EPIC] [PSIONIC]

Your bonded weapon gains the capacity for greater power.

Prerequisites: Psychic Weapon Master 11+, bonded weapon bonus +10.

Benefit: The maximum weapon bonus that your superior bonded weapon can have is equal to your total levels of psychic weapon master*. Also your bonded weapon's maximum enhancement bonus increases by +1 per level of epic psychic weapon master. You must still make an appropriate sacrifice to awaken this bonus, as shown on the table below. For instance, to increase a +5 psychic longsword to a +6 psychic

longsword, the psychic weapon master must sacrifice a total of 12,100 XP. The psychic weapon master must meditate to increase the new ability as usual. This feat can be taken as a bonus feat by the epic psychic weapon master.

EPIC LEVEL HANDBOOK PLAYTESTERS

Many thanks are due to the fine folk who playtested the *Epic Level Handbook*. Playtesting is all about experimentation and trying to fix any potential mistakes and oversights. Regretfully, we committed an oversight by leaving off the list of people who playtested the document. Here are our unsung epic heroes:

Christopher Adomaitis, Dave Anderson, Jeffrey Ball, Robert Ball, Marty Bartoy, Derek Belanger, James Black, John Black, Gwendolyn Black, Carl Bobo, William Braun, Craig Bucheli, Barbara Chandler, Scott Chandler, Donald Dodge, Jocelyn Eisenhour, Sarah Faigh, Matthew Farr, Kelmar Firesun, David Fulker-son, Carlos Garcia, Chris Garcia, Corey Garrett, Chris Garrison, Omar Ghannoum, Matt Glavich, Catherine Good, Andrew Gristina, August Hahn, Cynthia Hahn, Arthur Harris, Nick Hidalgo, Quentin Hidalgo, William Holder, Kurt Johnson, George Kalauokalani, Charles Keene, Brian Klement, Robert Krempa, Gary Labrecque, Rocky Lange, Kevin Leistico, Eric Lopez, Anthony Ludlam, Jon Lundeen, Jeremy Lutz, Ralph Mack, Greg Marone, Thomas Martin, Frank Mathenia, Joseph Meeks, Kevin Meyer, Scott Morgan, Nicholas Morgan, David Nowell, Kevin Odom, Brock Ormond, Damian Osisek, Jon Otaeuro, Scott Parks, Goon Pattanumotana, Gavin Pattanumotana, Tom Pearce, Brian Perry, Russell Richardson, Dan Robbins, Andrew Rothstein, Richard Sakoda, Jeff Showiak, Ray Stakenas, Maryrita Steinhour, Curtis Steinhour, Jeff Stolt, John Sussenberger, Lisa Sussenberger, Zachary Tom, Robert Trottier, Thomas Vail, Jason White, Matthew Woodard.

SUPERIOR BONDED WEAPONS

Weapon Bonus	Total Sacrifice Required	Minimum Psychic Weapon Master Level	Meditation
11	12,100	11	21 days
12	14,400	12	23 days
13	16,900	13	25 days
14	19,600	14	27 days
15	22,500	15	29 days
16	25,600	16	31 days
17	28,900	17	33 days
18	32,400	18	35 days
19	36,100	19	37 days
+20*	40,000	20	39 days

* Total weapon bonus many not exceed +20 regardless of level.