DUNGEONS & DRAGONS

EPIC LEVEL HANDBOOK



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EPIC LEVEL HANDBOOK

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Introduction

The rules in the DUNGEONS & DRAGONS® core rulebooks are not enough for you. Your game promises more than what the rules can contain. Your plots run deeper and your imagination burns stronger. Twenty levels of power are too few, character options are too limited, and the monsters are too weak. Until now.

Welcome to the next level of power.

WHAT IS AN EPIC CHARACTER?

Put plainly, an epic character is one who has achieved 21st character level. Though the *Player's Handbook* describes character progression up to 20th level, legend and literature are replete with heroes and villains who have gone beyond normal limits. Now your character gets to join them and assume a role in legend.

THE *EPIC LEVEL HANDBOOK*

This book gives you everything you need to create and play epic characters, including epic items, epic spells, and even epic foes. It features the following chapters:

Characters, Skills, and Feats (Chapter 1): This chapter provides instructions for developing epic progressions for nearly any class or prestige class. It also provides specific epic progressions for the classes in the *Player's Handbook*, as well as the prestige classes found in the *DUNGEON MASTER's Guide* and the psion and psychic warrior from the *Psionics Handbook*. Chapter 1 also reveals epic tasks for many of the skills in the *Player's Handbook*, offering skill check Difficulty Classes (DCs) only an epic character could hope to make. Finally, Chapter 1 provides more than 150 new epic feats—enough feats to provide well over one hundred levels of advancement for any character.

Epic Spells (Chapter 2): Chapter 2 reveals how to leave the standard levels of magical power behind and begin to cast epic spells. A few dozen epic spells are provided as a sample, but Chapter 2 gives player characters (PCs) the ability to create their own epic spells. Sample epic spells include *damnation*, *time duplicate*, *eidolon*, and *contingent resurrection*.

Running an Epic Game (Chapter 3): This chapter discusses how epic characters and creatures can best be handled in the game. Advice ranges from specifics such as information on walls of epic strength to general tips on how to structure your campaign and handle characters who accumulate significant wealth. The Encounters and Rewards sections provide tables for constructing epic encounters and awarding experience points to characters who overcome the epic challenges you set for them.

Epic Magic Items (Chapter 4): The difference between epic magic items and artifacts is that artifacts are unique items generated by a one-of-a-kind event or forging. Many epic magic items are just as powerful as artifacts, but epic characters know how to make them, and such items have established prices in epic markets. E magic items include armor, weapons, scrolls, rods, rin staffs, and wondrous items. And because epic charact often find themselves in the presence of artifacts, Chap 4 includes more artifacts to use in your epic campai

Monsters (Chapter 5): Here you will find monst of sufficient power to challenge, awe, and perhaps ev scare epic characters. Favorites from earlier versions the D&D® game include the demilich and the wint wight. Mostly, new monsters are provided, includi many abominations (a new grouping of outsider), big dragons, stronger golems, and creatures born directly nightmare. A few templates such as the paragon are a provided so you can create epic monsters from th lesser kin in the *Monster Manual* and other sources.

An Epic Setting (Chapter 6): To help start up an e campaign, you'll find epic organizations that develop t prestige classes from Chapter 1; the city of Union, wh provides a base of operations; an adventure starting the city; and several other adventure ideas.

Appendices: If you include epic rules in your gam you'll want the nonplayer characters (NPCs) from yo campaign to be likewise enhanced. That's why we done the work for you and provided versions of su illustrious figures as Elminster (from the FORGOTT REALMS campaign setting) and Mordenkainen (from t GREYHAWK campaign setting) in all their epic level glo Finally, NPCs from all the classes in the *Player's Handb* are provided from levels 21st to 30th in the style of t NPCs in Chapter 2 of the *DUNGEON MASTER's Guide*.

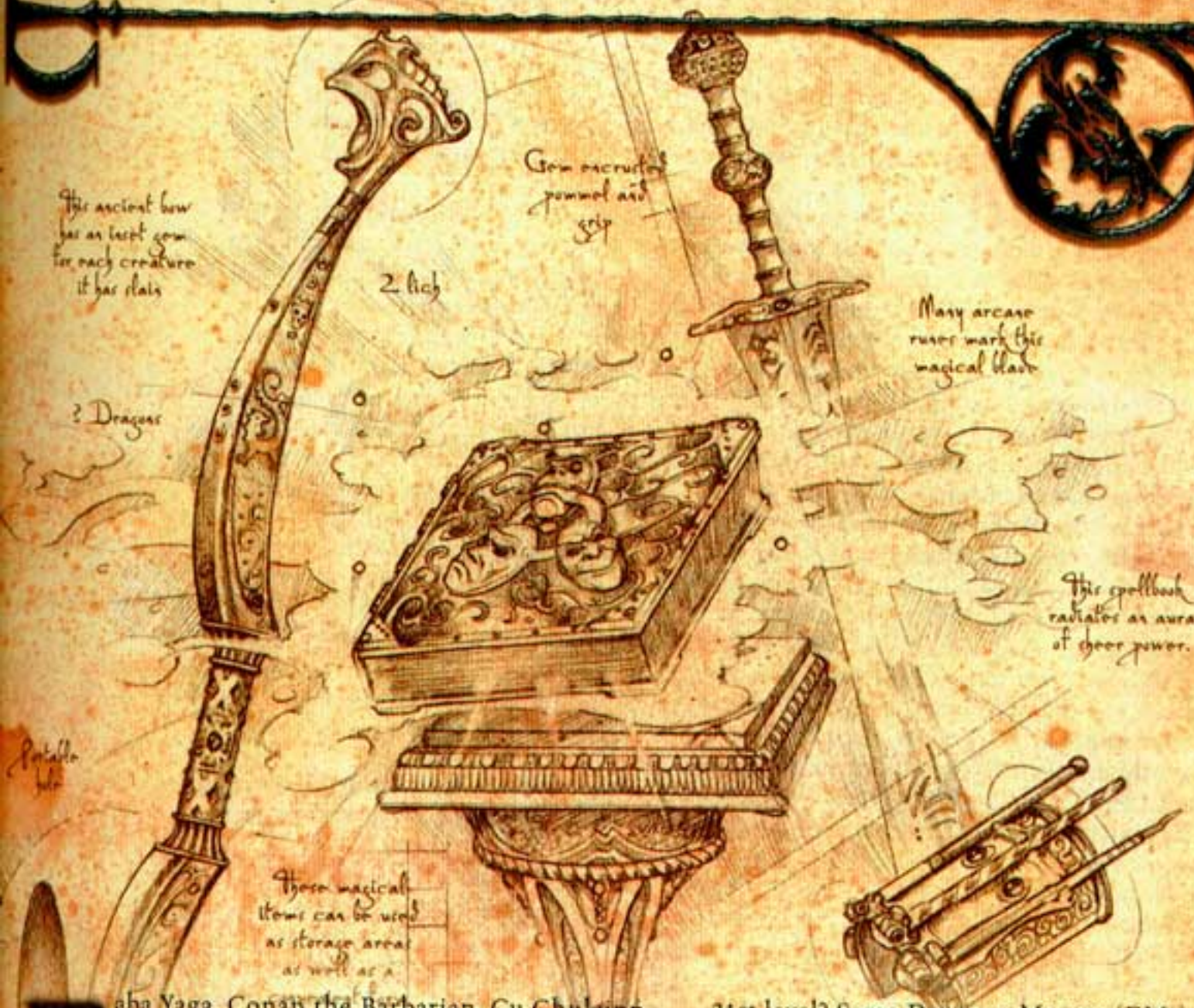
WHAT'S NEW?

There's no ceiling to the levels you can attain anymo and no limits on the power of the foes you face. You find enough feats, spells, items, and abilities to provi endless play. Now no matter how good your charact gets, there's always something more. There's somethi more for your character to strive for, and somethi more to stand in your way.

That said, you'll find a lot of the *Epic Level Handbo* familiar. Epic feats work like regular feats, and ep magic items work like their more ordinary counterpar They're just better. Likewise, the experience and treasu tables look like the ones you're already using. The bigge departure from the D&D rules you're familiar with is t Spell Seeds section in Chapter 2.

If you've played high-level rules for previous editio of the D&D game, you may notice a few elements fro previous systems. Most notably, the section on ep spells was inspired in part by true dweomers in the Hi *Level Handbook*. D&D is such a vital, resilient, and ver tile system that we discovered that we could go furth than we ever could before. The rules inherent to th D&D game provide the essential ballast for the *Epic Le Handbook*, ensuring balance no matter how wild or cra the epic abilities become.

Do not fear the *Epic Level Handbook*. Rather, embrace and all the power it offers.



Baba Yaga. Conan the Barbarian. Cu Chulainn. Elminster of Shadowdale. Elric of Melnibone. Fafhrd and the Gray Mouser. Gandalf. Gilgamesh. Hiawatha. Odysseus.

These are names of power. Names of glory. Epic names.

These heroes are examples of epic characters: heroes who have gone beyond the normal limits of skill, battle prowess, and magical might. While still mortal beings, these individuals—and those like them—wield powers that other characters (even 20th-level ones) can only dream about.

Epic characters can cast spells that kill without a gesture or sound, wield their weapons so superbly that whole schools try to emulate their techniques, slip into and out of impenetrable fortresses, challenge a god's moral authority, and write songs that will be sung a thousand years hence. Epic characters set their feet upon the road of omnipotence. Given time, they rival the powers of gods.

This book is about those powers, and now your character can do more than dream about them.

ON BEYOND 20TH!

When a character reaches 20th level, your normal progression ends. However, this is by no means the end of the character's career. But how can a character achieve 21st level? Some Dungeon Masters (DMs) might simply allow a character to reach 21st level by gaining the 210,000 XP indicated on Table 1–2: Experience and Level-Dependent Benefits. However, this option may be too mundane for some players and DMs, who prefer that the transition to epic gaming be accompanied by a suitable event such as a holy quest, series of tests, or similar great challenge. Chapter 3: Running an Epic Game has more information on this topic.

CLASS AND LEVEL BONUSES

Regardless of the method by which you achieve 21st level, once you reach that point you are considered an epic character. Epic characters—those whose character level is 21st or higher—are handled slightly differently from nonepic characters. While you continue to gain most of the benefits of gaining levels, some benefits are replaced by alternative gains.

Despite the 20th-level limit indicated in the *Player's Handbook*, you can advance a class level beyond 20th by using the rules in this book. You can also advance the class level of a ten-level prestige class (such as those presented in the *Dungeon Master's Guide*)

beyond 10th level, but only if your character level is already 20th or higher. You cannot advance the class level of a class with fewer than ten levels beyond the maximum described for that class, regardless of your character level.

Epic Save Bonus: Your base save bonus does not increase after your character level reaches 20th. However, you do receive a cumulative +1 epic bonus on all saving throws at every even-numbered level beyond 20th, as shown on Table 1–1: Epic Save and Epic Attack Bonuses. In other words, you have a +1 epic bonus on all saving throws at 22nd level, a +2 epic bonus on all saving throws at 24th level, and so on. To qualify for any feat that requires a minimum base save bonus, use the sum of your base save bonus and epic save bonus.

Epic Attack Bonus: Similarly, your base attack bonus does not increase after your character level reaches 20th. However, you do receive a cumulative +1 epic bonus on all attacks at every odd-numbered level beyond 20th, as shown on Table 1–1: Epic Save and Epic Attack Bonuses. To qualify for any feat that requires a minimum base attack bonus, use the sum of your base attack bonus and epic attack bonus.

Experience Points: This column on Table 1–2: Experience and Level-Dependent Benefits shows the experience point total needed to achieve a given character level. For multiclass characters, experience points determine overall character level, not individual class levels.

Though Table 1–2 only shows experience point totals through 30th level, you can easily calculate the experience points needed to reach 31st level and higher. Simply add your current level times 1,000 XP to the experience points required for your current level. For instance, reaching 31st level would require an additional 30 × 1,000 XP (or 30,000 XP), taking the character's XP total from 435,000 to 465,000.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his or her character level +3.

Cross-Class Skill Max Ranks: For cross-class skills (skills neither associated with nor forbidden to the character's class), the maximum number of ranks is one-half the maximum for a class skill.

Feats: Every character gains one feat (which may be an epic or nonepic feat at the player's choice) at every level divisible by three (21st, 24th, 27th, and so on). These feats are in addition to any bonus feats granted in the class descriptions later in this chapter.

Ability Increases: Upon gaining any level divisible by four (20th, 24th, 28th, and so on), a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve.

For multiclass characters, feats and ability increases are gained according to character level, not class level. Thus, a 13th-level wizard/11th-level fighter is a 24th-level character and eligible for both a feat and an ability score increase.

Table 1–1: Epic Save and Epic Attack Bonuses

Character Level	Epic Save Bonus	Epic Attack Bonus
21st	+0	+1
22nd	+1	+1
23rd	+1	+2
24th	+2	+2
25th	+2	+3
26th	+3	+3
27th	+3	+4
28th	+4	+4
29th	+4	+5
30th	+5	+5

BEHIND THE CURTAIN: EPIC LEVELS AND PRESTIGE CLASSES

These rules allow you to go beyond the normal level limit in a prestige class, but only if it is a ten-level class. Why can't you add levels to a prestige class with fewer than ten levels?

It's Too Easy: Maxing out a ten-level prestige class takes a lot of time and effort, detracting significantly from your pursuit of the *Player's Handbook* classes. If you could gain additional levels in a prestige class with only five levels, for instance, you haven't taken more than a short detour from your main class or classes.

It's Not Significant Enough: Characters with ten levels in the blackguard prestige class undoubtedly think of themselves as blackguards, regardless of the fact that they also have ten levels in one or more other classes. If you've taken fewer than ten levels in a prestige class, those levels represent a smaller fraction of your character's identity.

It's Hard to Build an Epic Progression: With only a few levels to guide you, it's hard to determine what an appropriate progression of class features would be for the class. The rate of improvement of a special ability might be too fast to extrapolate over an infinite number of levels, or there might simply be too few class features to build a unique epic progression. Epic class progressions are described later in the chapter.

That said, if your DM wants to allow a character to gain epic levels in a prestige class with fewer than ten levels in its progression, that's okay. Work together with your DM to create an epic progression for the class (see the Behind the Curtain: Building an Epic Progression sidebar later in this chapter).

NO LIMITS

Although most of the tables in this book only show information up to a certain level (often 30th), that level is by no means the limit of a character's advancement. Because of space limitations, we generally show advancement only ten levels beyond what's given in the *Player's Handbook*. Once you've read this chapter, you should know how to calculate the proper values for levels beyond those shown on the tables. You can generally assume that any patterns on a particular table continue infinitely.

Table 1–2: Experience and Level-Dependent Benefits

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Increases
20th	190,000	23	11 1/2	—	5th
21st	210,000	24	12	8th*	—
22nd	231,000	25	12 1/2	—	—
23rd	253,000	26	13	—	—
24th	276,000	27	13 1/2	9th*	6th
25th	300,000	28	14	—	—
26th	325,000	29	14 1/2	—	—
27th	351,000	30	15	10th*	—
28th	378,000	31	15 1/2	—	7th
29th	406,000	32	16	—	—
30th	435,000	33	16 1/2	11th*	—
+1	+1,000 × current level	+1	+1/2	+1* per 3	+1 per 4

*You can choose an epic feat or a nonepic feat.

CLASS FEATURES

Because the *Player's Handbook* only contains information on advancement up to 20th level in any class, this book expands each class's progression of class features beyond 20th level. In addition, this book presents an expanded advancement for each of the prestige classes presented in the Dungeon Master's Guide.

Many, but not all, class features continue to accumulate after 20th level. The following guidelines describe how the epic class progressions in this section work.

- As noted earlier, your base save bonuses and base attack bonus don't increase after 20th level. Thus, there are no columns for base save bonuses or base attack bonuses for these classes. Instead, use Table 1–1: Epic Save and Epic Attack Bonuses to determine the character's epic bonus on saving throws and attacks.
- You continue to gain Hit Dice and skill points as normal beyond 20th level.
- Generally speaking, any class feature that uses your class level as part of a mathematical formula, such as a paladin's *lay on hands* ability, the Difficulty Class (DC) to resist a monk's stunning fist attack, or a bard's bardic knowledge check, continues to increase using your class level in the formula. A 22nd-level paladin with a Charisma of 20 (+5 bonus) can use *lay on hands* for (22 × 5) 110 hit points per day. The DC to resist a 24th-level monk's stunning attack would be 10 + 12 (half the monk's level) + Wisdom modifier. A 30th-level bard would add +30 (plus his Intelligence modifier) to bardic knowledge checks.

  Any prestige class feature that calculates a save DC using the class level (such as the assassin's death attack) should add only half the character's class levels above 10th. Thus, the death attack of a 24th-level assassin with an Intelligence of 18 (+4 bonus) would have a save DC of 31: 10 (base) + 4 (Int) + 10 (first ten class levels) + 7 (fourteen class levels beyond 10th at 1/2 per level).
- For spellcasters, your caster level continues to increase after 20th level. Thus, a 23rd-level wizard casts as a 23rd-level character, while a 24th-level paladin's caster level is 12th (one-half her class level). However, your spells per day don't increase after 20th level. The only way to gain additional spells per day (other than the bonus spells gained from a high ability score) is to select the Improved Spell Capacity epic feat.
- The powers of familiars, special mounts, and fiendish servants continue to increase as their masters gain levels.

BEHIND THE CURTAIN: A LIMIT TO ATTACKS AND SAVES

Why don't base attack bonus and base save bonus increase after 20th level? Ultimately, these are game play issues.

If base attack bonuses continued to increase, every character would eventually have so many attacks per round that the game would slow to a crawl. What's worse, only the first few attacks would be significant, because the drop-off in attack bonuses means that later attacks have almost no chance to hit. For this reason, the rules establish a cap on a character's base attack bonus, because the base attack bonus determines the number of attacks per round a character can make. After 20th level, your base attack bonus never improves. You gain epic and other bonuses to your attack roll, but these don't ever increase your base attack bonus and thus never grant you additional attacks.

This limit doesn't apply to the base attack bonus derived strictly from a monster's Hit Dice. For instance, a titan with 21 HD using the monster advancement rules in the *Monster Manual* has a base attack bonus of +21. Thus, another cap exists: A high base attack bonus never grants a creature more than four attacks with any given weapon using the full attack option. Other effects (such as *haste*, certain feats, and class abilities such as the monk's special unarmed attack progression) may grant additional actions or attacks that exceed this limit. But regardless of how high a creature's base attack bonus gets, it can never make more than four attacks with that weapon using a full attack action.

The limit to the base saving throw bonuses is also a game play issue. Because saving throw bonuses progress at different rates ("higher" versus "lower" saves), the difference between a character's base save bonuses will eventually grow so great that two different situations with the same save DC would present two threats of wildly differing magnitude. The difference between the higher and lower saving throw bonuses for a 60th-level character, for example, is 12 points (+32 versus +20). Add in the bonuses from high ability scores and magic items that a character probably has, and you can expect the gap to widen further. This leads to situations where a character might succeed at a given Fortitude save with a die roll of 2 or higher, but might require a roll of 20 to succeed at a Reflex save against the same DC. For this reason, base save bonuses don't increase after 20th level, although the epic save bonus increases at a fixed rate for all epic characters.

- Any class features that increase or accumulate as part of a repeated pattern (such as a rogue's sneak attack or the number of times per day a barbarian can rage) also continue to increase or accumulate after 20th level at the same rate. A 27th-level rogue adds +14d6 damage to her sneak attacks. A 32nd-level barbarian can rage nine times per day. An exception to this rule is any bonus feat granted as a class feature. If you get bonus feats as part of a class feature (such as the feats gained by fighters and wizards), these do not increase with epic levels. Instead, these classes get bonus feats at a different rate (described in each class below).
- In addition to the class features retained from nonepic levels, each class gains a bonus feat every two, three, four, or five levels after 20th. This augments each class's progression of class features, because not all classes otherwise improve class features after 20th level. You must select these feats from the list of bonus feats for that class, much like the nonepic fighter selects his bonus feats from the specific list in the *Player's Handbook*. These bonus feats are in addition to the feat that every character gets every three levels (as per Table 1–2: Experience and Level-Dependent Benefits). You aren't limited to selecting from your class list when you select feats from Table 1–2.
- You don't gain any new class features, because there aren't any new class features described for these levels. Class features with a progression that slows or stops before 20th level (such as the monk's unarmed damage) and features that have a limited list of options (such as the rogue's special abilities) do not improve as you gain epic levels. Likewise, class features that are gained only at a single level (such as a barbarian's fast movement) do not improve.



Adding a Second Class

When your single-class epic character gains a level, you may choose to increase the level of your current class or pick up a new class at 1st level. The standard rules for multiclass characters in the *Player's Handbook* still apply, but epic characters must keep in mind the rules for epic advancement.

The epic character gains all the 1st-level class skills, weapon proficiency, armor proficiency, spells, and other class features of the new class, as well as a Hit Die of the appropriate type. In addition, the character gets the usual skill points from the new class. Just as with standard multiclassing, adding the second class does not confer some of the benefits for a 1st-level character, including maximum hit points from the first Hit Die, quadruple the per-level skill points, starting equipment, starting gold, or an animal companion.

An epic character does not gain the base attack bonuses and base save bonuses normally gained when adding a second class. Instead, an epic character uses the epic attack bonus and epic save bonus progression shown on Table 1–1: Epic Save and Epic Attack Bonus. Whenever an epic character is allowed to pick up a feat as part of character level advancement, he can choose either a nonepic feat or an epic feat (see Table 1–2: Experience and Level-Dependent Benefits). All class descriptions provide a list of bonus feats that characters must choose from. When you have to choose from a list of bonus feats in your second class, you can also choose from the bonus epic feats described for each specific class below.

EPIC BARBARIAN

The epic barbarian is a terror to behold. The very incarnation of rage, this furious warrior can cut his opponents to ribbons with awe-inspiring ease.

Focus on increasing the power of your rage while picking up other feats that boost your overall damage-dealing (and damage-resisting) power. Chaotic Rage, Thundering Rage, and other rage-boosting feats are tailor-made for the epic barbarian. Epic Toughness, Damage Reduction, and Fast Healing allow you to continue fighting long after others have dropped dead, while the leaps of a barbarian with Legendary Leaper are truly stupendous.

Ability increases should go into Strength and Constitution, unless you need ability boosts to qualify for other feats.

Other Options: Consider selecting feats from the Power Attack feat path, eventually taking Devastating Strike. If your saves are poor, think about Epic Resistance, Spell Resistance, or Energy Resistance. And if you really want a frightening barbarian, Blinding Speed is the way to go.

Hit Die: d12.

Table 1–3: The Epic Barbarian

Barbarian Level	Special
21st	—
22nd	Uncanny dodge (+5 against traps)
23rd	Damage reduction 5/–
24th	Rage 7/day, bonus feat
25th	Uncanny dodge (+6 against traps)
26th	Damage reduction 6/–
27th	—
28th	Uncanny dodge (+7 against traps), bonus feat
29th	Damage reduction 7/–
30th	—

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

Barbarian Rage: The epic barbarian gains one use of rage per day every four levels after 20th (24th, 28th, 32nd, and so on).

Uncanny Dodge: The bonus on the barbarian's saving throws against traps increases by +1 every three levels above 19th (22nd, 25th, and so on).

Damage Reduction: The epic barbarian's damage reduction increases by 1 point every three levels above 20th (23rd, 26th, 29th, and so on).

Bonus Feats: The epic barbarian gains a bonus feat (selected from the list of epic barbarian bonus feats) every four levels after 20th (24th, 28th, 32nd, and so on).

Epic Barbarian Bonus Feat List: Armor Skin, Chaotic Rage, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Incite Rage, Legendary Climber, Legendary Leaper, Legendary Rider, Legendary Tracker, Legendary Wrestler, Mighty Rage, Overwhelming Critical, Ruinous Rage, Terrifying Rage, Thundering Rage.



EPIC BARD

The epic bard's music can move even the cruelest, most soulless creature, or inspire his allies to the heights of power and bravery.

First and foremost, you must focus on improving your epic bard's ability to perform his bardic music. Epic Skill Focus (Perform) is the obvious choice, but Lasting Inspiration and Inspire Excellence are crucial as well. Gaining additional spellcasting ability is useful. Don't forget that you'll still be in combat from time to time, so Epic Prowess is a good selection.

Put most if not all your ability increases in Charisma, because that's the key to most of your powers. Of course, an occasional boost to Dexterity or Intelligence is never a bad idea.

Other Options: If you already have combat-related feats such as Weapon Focus or Point Blank Shot, consider picking up the epic feats that use them as prerequisites. Improved Spell Capacity lets you work your way toward 9th-level spells (and that in turn allows access to the automatic metamagic feats).

Hit Die: d6.

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

Spells: The bard's caster level is equal to his class level. The bard's number of spells per day does not increase after 20th level. The bard does not learn additional spells unless he selects the Spell Knowledge feat (see the Feats section below).

Bardic Music: The bard gains no new bardic music effects from his Perform ranks. However, he may select epic feats that grant new bardic music effects (see the Bonus Feats section below).

Bardic Knowledge: Add the bard's class level + Intelligence modifier to all bardic knowledge checks, as normal.

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

Epic Bard Bonus Feat List: Augmented Alchemy, Deafening Song, Epic Inspiration, Epic Leadership, Epic Reputation, Epic Skill Focus, Group Inspiration, Hindering Song, Improved Combat Casting, Improved Metamagic, Improved Spell Capacity, Inspire Excellence, Lasting Inspiration, Master Staff, Master Wand, Music of the Gods, Permanent Emanation, Polyglot, Ranged Inspiration, Rapid Inspiration, Reactive Countersong, Spell Knowledge, Spell Stowaway, Spell Opportunity, Tenacious Magic.

Table 1–4: The Epic Bard

Bard Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

EPIC CLERIC

In a typical world, the epic cleric stands as one of his deity's most elite servants. In an adventuring party, he must also stand as the solid center of the group, providing power and assistance to his companions.

Like most spellcasters, you should consider improving your spellcasting ability at regular intervals. Epic Spellcasting is a must, and metamagic feats help fill your higher-level spell slots. Think strongly about increasing your turning ability as well, such as with Planar Turning. Epic Skill Focus (Diplomacy) can help you change enemies into allies.

Your Wisdom controls your spellcasting power, so that's where you should put your ability increases. Charisma is a reasonable second option, particularly if you use your turning or rebuking powers frequently.

Other Options: A combat-oriented cleric can look to Epic Weapon Focus, Epic Toughness, and Armor Skin to enhance his fighting capability. Efficient Item Creation can help you pump out powerful magic items at an increased rate. If your cleric rebukes undead rather than turning them, he should consider Undead Mastery and Zone of Animation.

Hit Die: d8.

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

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

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

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

Epic Cleric Bonus Feat List: Armor Skin, 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, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

TABLE 1–5: THE EPIC CLERIC

Cleric Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—



EPIC DRUID

The epic druid is a mighty symbol of the power of the natural world, able to focus the primal forces of the elements to do her bidding.

Take Improved Spell Capacity to gain higher-level spell slots. Broaden your wild shape horizons by picking up Beast Shape, Improved Elemental *Wild Shape*, and other wild feats. To improve your ability to cast spells while in another form, focus on the Automatic Still Spell and Ignore Material Components feats (or pick up Improved Metamagic).

Boost your Wisdom to improve your spellcasting power. Most other abilities are reasonable second choices, but they all pale beside Wisdom.

Other Options: If you don't care about spellcasting while in wild shape, consider picking up different metamagic feats, such as Automatic Quicken Spell. Weapon Focus (claw) and Epic Weapon Focus (claw) can apply to the natural attacks of a wide variety of wild shapes.

Hit Die: d8.

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

TABLE 1–6: THE EPIC DRUID

Druid Level	Special
21st	—
22nd	*Wild shape* 7/day
23rd	—
24th	Bonus feat
25th	—
26th	*Wild shape* 8/day
27th	—
28th	Bonus feat
29th	—
30th	*Wild shape* 9/day

Spells: The druid's caster level is equal to her class level. The druid's number of spells per day does not increase after 20th level.

Animal Companion: The druid may have a maximum number of animal companions equal to twice her class level, as normal.

Wild Shape: The epic druid can use this ability to take the form of an animal one additional time per day every four levels after 18th (22nd, 26th, and so on). Note that an epic druid gains the extraordinary abilities of whatever creature she becomes.

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

Epic Druid Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Beast Companion, Beast Shape, Colossal *Wild Shape*, Diminutive *Wild Shape*, Dragon Shape, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fast Healing, Fine *Wild Shape*, Gargantuan *Wild Shape*, Ignore Material Components, Improved Combat Casting, Improved Elemental *Wild Shape*, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Magical Beast Shape, Multispell, Perfect Health, Permanent Emanation, Plant Shape, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic, Vermin Shape.



EPIC FIGHTER

The epic fighter is a combat machine, a master of more battle maneuvers than any other character in the game. More than a mere sword-swinger, the epic fighter knows how to best his opponents in any arena.

Like the class name says, you're all about fighting, so there's no point in ignoring Epic Weapon Focus and Epic Weapon Specialization. However, the epic fighter who forgets to pick up defensive abilities may not live to regret it. Think about Epic Toughness and Armor Skin (or Damage Reduction and Fast Healing if you meet the prerequisites). Because your saving throws, particularly against most spells, are your weak point, consider Spell Resistance and Epic Resistance.

Strength is the ability score you should increase, though you should boost Dexterity if you favor ranged combat. Extra hit points always help, so Constitution is a good occasional choice as well.

Other Options: The fighter who focuses on ranged weapons can ignore a little defense in favor of offensive feats such as Uncanny Accuracy and Hail of Arrows. You might also consider pursuing the Dodge and Expertise feat progressions if you've previously disdained them. Eventually you can gain Improved Whirlwind Attack.

Hit Die: d10.

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

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

Epic Fighter Bonus Feat List: Armor Skin, Combat Archery,



Table 1–7: The Epic Fighter

Fighter Level	Special
21st	—
22nd	Bonus feat
23rd	—
24th	Bonus feat
25th	—
26th	Bonus feat
27th	—
28th	Bonus feat
29th	—
30th	Bonus feat

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 Manyshot, 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 fighter may treat any feat designated as a fighter bonus feat, but not listed here, as being on his bonus feat list.



EPIC MONK

The epic monk has achieved an inner tranquility that lesser characters can't even dream of. Her speed, power, grace, and force of will are unmatched by mortal beings.

Your epic monk has a wide variety of options available to her, so it's best for you to focus on a few areas of improvement, at least early in your epic career. Improved Ki Strike means you don't have to rely on anything other than your fists and feet to damage creatures, while defensive feats such as Exceptional Deflection, Armor Skin, Damage Reduction, and Fast Healing allow you to stick around longer in a fight. Improved Stunning Fist and Keen Strike make your unarmed attacks truly epic in nature, and the maneuverability provided by Blinding Speed is pretty awesome.

The only ability scores you shouldn't worry about boosting are Intelligence and Charisma, unless you're playing a very atypical monk. Wisdom, Dexterity, Strength, and Constitution are all viable places to put your ability increases.

Other Options: Beef up your staying power with Epic Toughness, Damage Reduction, and Fast Healing. Epic Prowess and Epic Weapon Focus (unarmed strike) let you keep up with the fighters. Shattering Strike is great at kicking through doors and walls, as well as destroying your opponents' weapons and shields. Speed Climbing lets you scamper up a wall faster than most characters can run.

Hit Die: d8.

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

Armor Class Bonus: The monk's bonus to Armor Class when unarmored increases by +1 every five levels after 20th (25th, 30th, and so on).

Unarmed Strike: The damage for a monk's unarmed strike does not increase after 16th level.

Stunning Attack: Use the monk's class level when determining the DC to resist this attack, as normal.

Fast Movement: The epic monk's speed when wearing no armor increases by 10 feet every three levels after 20th (23rd, 26th, 29th, and so on). The unarmored speed of Small and dwarven monks increases by 5 feet every three levels after 20th.

Wholeness of Body: The epic monk can cure up to twice her class level in hit points each day, as normal.

***Ki* Strike:** The monk's *ki* strike ability does not automatically increase with class level after 16th level. However, the monk can select the epic feat Improved Ki Strike to increase the effective enhancement bonus of her unarmed strikes.

Abundant Step: Use the monk's class level when determining the effective caster level of this ability, as normal.

Diamond Soul: The epic monk's spell resistance is equal to her class level +10, as normal.

Quivering Palm: Use the monk's class level when determining the DC to resist this attack, as normal.

Empty Body: Use the monk's class level when determining the duration of this effect, as normal.

Table 1–8: The Epic Monk

Monk Level	AC Bonus*	Unarmored Speed**	Special
21st	+4	100 ft. (65 ft.)	
22nd	+4	100 ft. (65 ft.)	
23rd	+4	100 ft. (65 ft.)	
24th	+4	110 ft. (70 ft.)	
25th	+5	110 ft. (70 ft.)	Bonus feat
26th	+5	110 ft. (70 ft.)	
27th	+5	120 ft. (75 ft.)	
28th	+5	120 ft. (75 ft.)	
29th	+5	120 ft. (75 ft.)	
30th	+6	130 ft. (80 ft.)	Bonus feat

*This figure plus the monk's Wisdom modifier is added to the monk's Armor Class (if this figure plus the monk's Wisdom modifier is not a positive number, do not add it). The Armor Class bonus is 1/5 the monk's level.

**The number in parentheses indicates the speed of Small and dwarven monks.

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

Epic Monk Bonus Feat List: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Prowess, Epic Speed, Epic Toughness, Exceptional Deflection, Fast Healing, Improved Combat Reflexes, Improved Ki Strike, Improved Spell Resistance, Improved Stunning Fist, Infinite Deflection, Keen Strike, Legendary Climber, Legendary Wrestler, Reflect Arrows, Righteous Strike, Self-Concealment, Shattering Strike, Vorpal Strike.



EPIC PALADIN

The epic paladin stands at the forefront of the battle against chaos and evil in the world, shining as a beacon of hope to all who fight the good fight.

As an epic paladin, you'll want to improve your combat ability (Epic Weapon Focus and Holy Strike) while not forgetting about defense (Epic Toughness, Armor Skin, Energy Resistance, and Spell Resistance). Planar Turning lets you deal with those pesky fiends that keep getting in your way.

Charisma, Strength, and Wisdom are all good choices for ability increases.

Other Options: If you enjoy spellcasting, consider Improved Spell Capacity and metamagic feats. Epic Leadership can get you a pretty big dragon to ride, and that's something few paladins refuse. If you have a high Constitution score, consider Fast Healing and Damage Reduction. Epic Skill Focus (Diplomacy) can turn would-be enemies into allies to the cause.

Hit Die: d10.

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

Lay on Hands: Each day a paladin can cure a total number of hit points equal to her Charisma bonus (if any) times her class level, as normal.

Smite Evil: The epic paladin adds her class level to damage with any smite evil attack, as normal.

Remove Disease: The epic paladin can use *remove disease* one additional time per week for every three levels above 18th (21st, 24th, 27th, and so on).

Turn Undead: The paladin turns undead as a cleric of two levels lower, as normal.

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

Special Mount: The epic paladin's special mount continues to increase in power. Every five levels after 20th (25th, 30th, 35th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the paladin's class level + 5.

Bonus Feats: The epic paladin gains a bonus feat (selected from the list of epic paladin feats) every three levels after 20th (23rd, 26th, 29th, and so on).

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

Table 1–9: The Epic Paladin

Paladin Level	Special
21st	*Remove disease* 7/week
22nd	—
23rd	Bonus feat
24th	*Remove disease* 8/week
25th	—
26th	Bonus feat
27th	*Remove disease* 9/week
28th	—
29th	Bonus feat
30th	*Remove disease* 10/week



EPIC RANGER

Whether cunning protector of the wild or cold-blooded hunter of the weak, the epic ranger is one with the wilderness, moving with deadly grace and keen mind through the natural world.

Like the epic paladin, you should divide your efforts between improving your offensive prowess (Epic Weapon Focus, Bane of Enemies, and Death of Enemies) while remembering the value of defense (Epic Toughness and Fast Healing). Epic Skill Focus (Wilderness Lore) is a must for any serious tracker.

Improve your Dexterity and Wisdom with most ability increases, while throwing an occasional boost to Strength or Constitution.

Other Options: If you like to cast spells, think about picking up Epic Spellcasting and one or more metamagic feats. Epic Skill Focus (particularly for Spot, Listen, and other scouting skills) can be quite useful as well. If you prefer thrown weapons to archery, try Storm of Throws, and Distant Shot works equally well with any ranged weapon.

Hit Die: d10.

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

Spells: The ranger's caster level is equal to one-half his class level, as normal. The ranger's number of spells per day does not increase after 20th level.

Favored Enemy: The epic ranger gains one additional favored enemy (and his bonuses against all existing favored enemies go up by +1) every three levels after 20th (23rd, 26th, 29th, and so on).

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

Epic Ranger Bonus Feat List: Bane of Enemies, Blinding Speed, Combat Archery, Death of Enemies, Distant Shot, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Favored Enemy, Improved Manyshot, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Perfect Two-Weapon Fighting, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy.

TABLE 1–10: THE EPIC RANGER

Ranger Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	6th favored enemy
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	7th favored enemy

EPIC ROGUE

The epic rogue is a trickster and a thief, a trap-detector and a tale-spinner. Her skills are legendary, and her tales of derring-do even more so. If you listen to the stories, there's nothing she can't do.

Your epic rogue must split her attention among three goals: offense, defense, and skills. Improved Sneak Attack, Lingering Damage, and Sneak Attack of Opportunity are all great feats for the battle-minded rogue. Legendary Dodge and Self-Concealment help protect you from danger. Epic Skill Focus is useful in any number of skills (particularly Hide), while other skill-based feats such as Trap Sense and Speed Climbing come in very handy.

TABLE 1–11: THE EPIC ROGUE

Rogue Level	Special
21st	Sneak attack +11d6
22nd	—
23rd	Sneak attack +12d6, uncanny dodge (+5 against traps)
24th	Bonus feat
25th	Sneak attack +13d6
26th	Uncanny dodge (+6 against traps)
27th	Sneak attack +14d6
28th	Bonus feat
29th	Sneak attack +15d6, uncanny dodge (+7 against traps)
30th	—

For most rogues, it's all about the Dexterity score. However, don't neglect Intelligence and Wisdom, because many key rogue skills use those abilities. Fast-talking rogues should improve Charisma as well.

Other Options: Trap-minded rogues should pick up Epic Skill Focus (Search) and Epic Skill Focus (Disable Device). If you find yourself in combat frequently, think about Epic Prowess and Epic Toughness. Consider completing the Dodge and Expertise feat progressions if you haven't already, eventually reaching Improved Whirlwind Attack. The various ranged attack feats (Distant Shot, Uncanny Accuracy, and so on) are useful for rogues who prefer to fight from a distance.

Hit Die: d6.

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

Sneak Attack: The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level (21st, 23rd, and so on).

Uncanny Dodge: The bonus on the rogue's saving throws against traps increases by +1 every three levels above 20th (23rd, 26th, and so on).

Special Abilities: The rogue does not gain additional rogue special abilities after 19th level, but can choose a rogue special ability from the *Player's Handbook* (crippling strike, defensive roll, improved evasion, opportunist, skill mastery, or slippery mind) instead of a bonus feat.

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

Epic Rogue Bonus Feat List: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Trap Sense, Uncanny Accuracy.

The rogue may choose a special rogue ability from the *Player's Handbook* instead of a bonus feat.

EPIC SORCERER

The epic sorcerer has honed his natural arcane ability to mythical levels, but the need for ever greater power never ceases.

At first glance, your epic sorcerer's path is clear: improve your spellcasting ability through Epic Spell Focus, Epic Spellcasting, Spell Knowledge, and metamagic feats. But you must also give at least a passing nod to defensive feats

FAMILIARS AT EPIC LEVEL

Special abilities granted to a familiar continue to grow as the level of its master increases beyond 20th, as shown on Table 1–13: Epic Familiar Special Abilities. Even though the table shows advancement only to 42nd level, that is not the limit. The patterns in the table continue infinitely. Familiar special abilities gained at less than 20th level also continue to improve. For instance, the familiar's spell resistance is 26 if her master is 21st level.

Familiar Spell: The familiar gains the benefit of the Familiar Spell epic feat for the spell you choose.

Table 1–13: Epic Familiar Special Abilities*

Master Class Level	Natural Armor	Int	Special
21st–22nd	+11	16	Familiar Spell
23rd–24th	+12	17	
25th–26th	+13	18	
27th–28th	+14	19	
29th–30th	+15	20	
31st–32nd	+16	21	Familiar Spell
33rd–34th	+17	22	
35th–36th	+18	23	
37th–38th	+19	24	
39th–40th	+20	25	
41st–42nd	+21	26	Familiar Spell

*A psion's psicrystal uses part of this table. Natural armor does not increase, but the psicrystal's hardness increases by 1 point at 21st level and every additional two levels thereafter (23rd, 25th, 27th, and so on). The psicrystal's Intelligence improves as indicated. Familiar Spell is gained in its "psionically flavored" version: Psicrystal Power.

Table 1–12: The Epic Sorcerer

Sorcerer Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

such as Spell Resistance and Epic Toughness. Finally, Epic Skill Focus (Spellcraft) isn't a bad choice.

A sorcerer's success begins and ends with his Charisma score, though an occasional boost to Dexterity and Constitution can help long-term survival.

Other Options: If you favor spells that require ranged attacks, think about Epic Weapon Focus (Ray). Armor Skin works just as well for a sorcerer as for a fighter, and Energy Resistance can help protect against those pesky meteor swarms. If you ever want to pick up Multispell, you'll have to "waste" a feat slot on Quicken Spell first.

Hit Die: d4.

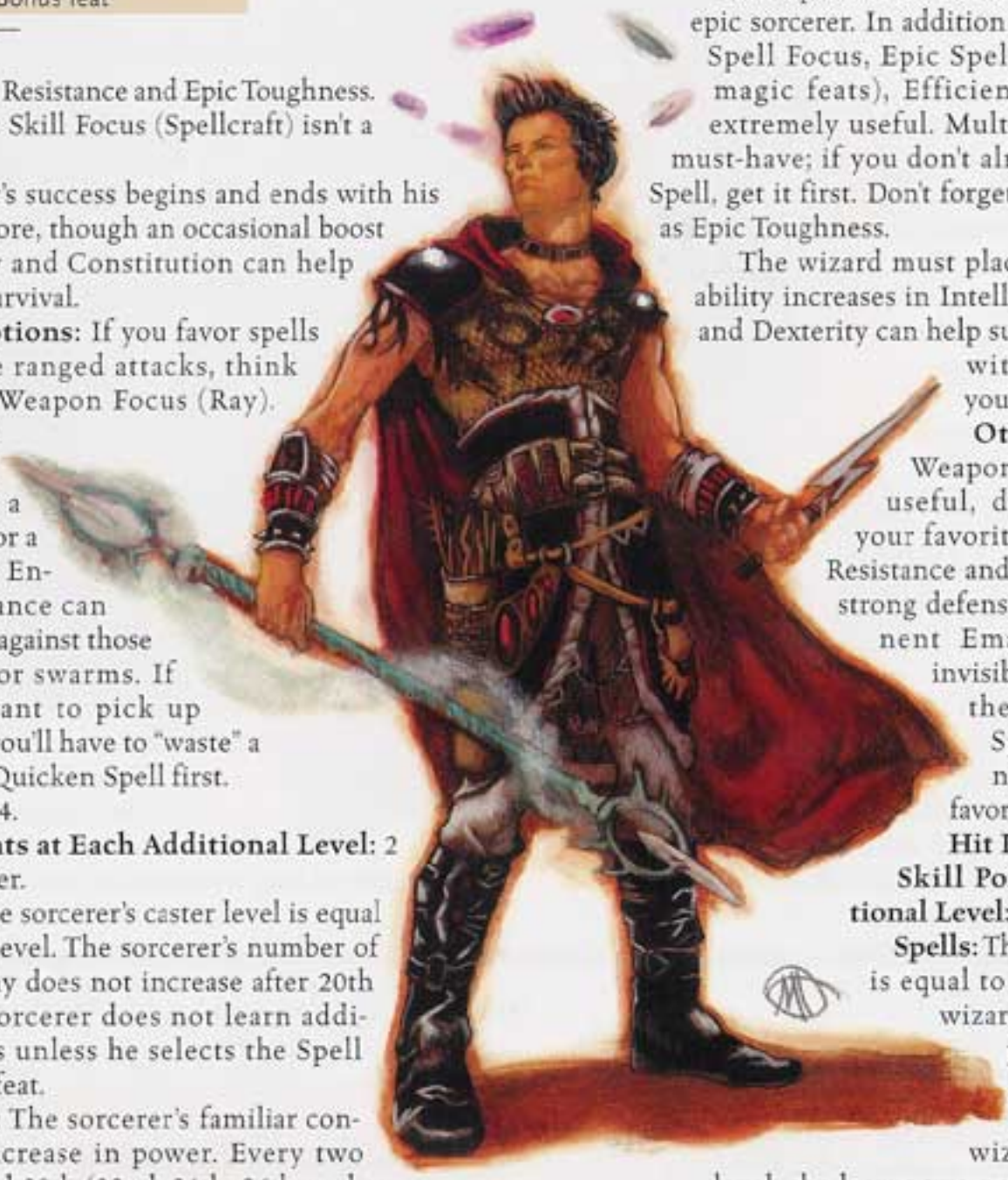
Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The sorcerer's caster level is equal to his class level. The sorcerer's number of spells per day does not increase after 20th level. The sorcerer does not learn additional spells unless he selects the Spell Knowledge feat.

Familiar: The sorcerer's familiar continues to increase in power. Every two levels beyond 20th (22nd, 24th, 26th, and so on), the familiar's natural armor and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's class level + 5.

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

Epic Sorcerer Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, 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, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity.



EPIC WIZARD

To the epic wizard, knowledge is power, and the quest for knowledge is never-ending. The secrets of greater magic and the creation of artifacts tempt the epic wizard, who pursues these secrets across the planes.

Your epic wizard has more options than an epic sorcerer. In addition to the obvious (Epic Spell Focus, Epic Spellcasting, and metamagic feats), Efficient Item Creation is extremely useful. Multispell is an absolute must-have; if you don't already have Quicken Spell, get it first. Don't forget some defense, such as Epic Toughness.

The wizard must place most or all of her ability increases in Intelligence. Constitution and Dexterity can help survival prospects, but without spellcasting, you're useless.

Other Options: Epic Weapon Focus (ray) can be useful, depending on what your favorite spells are. Energy Resistance and Spell Resistance are strong defensive feats, and Permanent Emanation can make invisible dangers a thing of the past. Spontaneous Spell means you're never without your favorite spell.

Hit Die: d4.

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

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

Table 1–14: The Epic Wizard

Wizard Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

Familiar: The wizard's familiar continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on) the familiar's natural armor and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's level + 5.

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

Epic Wizard Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, 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, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the wizard may select any item creation feat or metamagic feat not listed here.



EPIC ARCANE ARCHER

The epic arcane archer is a living extension of the bow, capable of achieving wonders of archery that cause lesser beings to gape in awe.

As an epic arcane archer, the path you pursue depends greatly on the path you took to qualify for the class. This example assumes that you focused on combat abilities, picking up spellcasting only as an afterthought. In this case, Epic Weapon Focus is your first stop, with Distant Shot and Uncanny Accuracy coming soon after. While any archer hopes to never need defense, you don't have the luxury of ignoring feats such as Epic Toughness and Energy Resistance.

For ability increases, the arcane archer has three good choices—and all of them are Dexterity. If you're determined to look elsewhere, a Constitution boost can give much-needed hit points.

Other Options: If your spellcasting powers are more than a mere afterthought, look to additional Improved Spell Capacity and metamagic feats. You might also need to improve your defensive capabilities more than noted here, in which case you should consider Armor Skin. Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d8.

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

Enchant Arrow: For every two levels beyond 9th, the potency of the arrows fired by the arcane archer increases by +1 (+6 at 11th, +7 at 13th, and so on).

Hail of Arrows: In lieu of her regular attacks, once per day the arcane archer can fire an arrow at each and every target within range, with a maximum number of targets equal to her arcane archer class level, as normal.

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

Epic Arcane Archer Bonus Feat List: Blinding Speed, Combat Archery, Distant Shot, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus (any bow other than a crossbow), Improved Arrow of Death,



Improved Combat Casting, Improved Low-Light Vision, Improved Manyshot, Swarm of Arrows, Uncanny Accuracy.

Table 1–15: The Epic Arcane Archer

Arcane Archer Level	Special
11th	Enchant arrow +6
12th	—
13th	Enchant arrow +7
14th	Bonus feat
15th	Enchant arrow +8
16th	—
17th	Enchant arrow +9
18th	Bonus feat
19th	Enchant arrow +10
20th	—

EPIC ASSASSIN

The epic assassin flits from shadow to shadow, lying in wait until his target is vulnerable, then striking like a cobra and leaving only a cold corpse behind.

Like the epic rogue, the epic assassin must pay attention to offense, defense, and skill improvement as he plots his path to power. It's easy to see the power of Improved Death Attack and Improved Sneak Attack, but don't forget the usefulness of Lingering Damage and Blinding Speed as well. Epic Toughness gives you some staying power in a fight (at least enough to get away from your foes), while Epic Skill Focus (Disguise, Hide, and Move Silently) can ensure that you don't get into a fight until you choose to.

The assassin can use ability increases in a variety of scores, including Dexterity, Intelligence, Wisdom, and Charisma.

Other Options: An epic assassin who finds himself in the midst of combat with frequency should consider giving up some sneak attack capability in favor of Armor Skin, Self-Concealment, and other defensive feats. Improved Spell Capacity and one or more metamagic feats



Table 1–16: The Epic Assassin

Assassin Level	Special
11th	Sneak attack +6d6
12th	+6 save against poison
13th	Sneak attack +7d6
14th	+7 save against poison, bonus feat
15th	Sneak attack +8d6
16th	+8 save against poison
17th	Sneak attack +9d6
18th	+9 save against poison, bonus feat
19th	Sneak attack +10d6
20th	+10 save against poison

can greatly improve your spellcasting capability. Depending on which other skills you favor, additional Epic Skill Focus feats can greatly improve your aptitudes.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d6.

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

Sneak Attack: The epic assassin's sneak attack damage increases by +1d6 every two levels after 9th (11th, 13th, and so on).

Death Attack: The assassin counts only half his class levels beyond 10th when determining the DC to resist this attack.

Spells: The assassin's caster level is equal to his class level. The assassin's number of spells per day does not increase after 10th level. Each time the assassin achieves a new level, he learns two new spells of any spell levels that he can cast (according to his new level).

Uncanny Dodge: The assassin's uncanny dodge bonus on saves against traps doesn't increase after 10th level, because it shows no pattern during the normal ten-level progression.

Saving Throw Bonus against Poison: The assassin's bonus on saves against poison increases by +1 every two levels after 10th (12th, 14th, and so on).

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

Epic Assassin Bonus Feat List: Dexterous Fortitude, Dexterous Will, Improved Combat Casting, Improved Death Attack, Improved Sneak Attack, Improved Spell Capacity, Legendary Tracker, Lingering

Damage, Sneak Attack of Opportunity, Spell Knowledge, Spontaneous Spell, Superior Initiative, Tenacious Magic, Uncanny Accuracy.

EPIC BLACKGUARD

The epic blackguard is a twisted reflection of the epic paladin, radiating evil power from every pore of his body.



The epic blackguard should focus on his combat prowess, including such feats as Epic Weapon Focus, Unholy Strike, and Improved Sneak Attack. He can boost his ability to command undead by picking up Undead Mastery and Planar Turning, allowing him to lead an army of undead and fiends. Finally, defensive feats such as Epic Toughness and Armor Skin ensure that he'll survive the battle and plague the forces of good on yet another day.

The blackguard needs a high Charisma score, but Strength and Wisdom can also use ability increases from time to time.

Other Options: An epic blackguard interested in commanding more mundane armies should look to Epic Leadership. Improved Spell Capacity expands the blackguard's meager spell ability, while Spell Resistance allows him to withstand his foes' magical powers.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d10.

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

Spells: The blackguard's caster level is equal to his class level. The blackguard's number of spells per day does not increase after 10th level.

Smite Good: The epic blackguard adds his class level to damage with any smite good attack, as normal.

Command Undead: The blackguard commands undead as a cleric of two levels lower, as normal.

Sneak Attack: The epic blackguard's sneak attack damage increases by +1d6 every three levels after 10th (13th, 16th, 19th, and so on).

Fiendish Servant: Up to 20th character level, a fiendish servant's powers depend on its master's character level, not his blackguard class level. After that, they depend on his blackguard level. For every five blackguard levels above 10th (15th, 20th, and so on), the fiendish servant gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength and Intelligence each increase by +1.

Fallen Paladins: A blackguard who trades in more than ten levels of paladin can gain more than ten levels of blackguard, but only if his character level is 21st or higher.

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

Epic Blackguard Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Improved Aura of Despair, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Legendary Commander, Legendary Rider, Lingering Damage, Negative Energy Burst, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Spontaneous Spell, Undead Mastery, Unholy Strike, Widen Aura of Despair, Zone of Animation.

TABLE 1–17: THE EPIC BLACKGUARD

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

EPIC DWARVEN DEFENDER

The epic dwarven defender becomes the very definition of immovable object. This stalwart warrior can stand his ground against virtually any foe imaginable.

Your epic dwarven defender's first priority is improving his already impressive defensive capabilities with feats such as Epic Toughness, Fast Healing, and Damage Reduction. Boost the power of your defensive stance with Bulwark of Defense and Mobile Defense (you'll probably have to spend a feat slot on Spring Attack as well). Don't forget to increase your offensive ability with Epic Weapon Focus as well.



While Constitution seems the default choice for the dwarven defender, chances are good that you've already got more hit points than anybody else in the group. Consider Strength or even Wisdom (the better to spot or hear your foes).

Other Options: Take a close look at other defensive feats, such as Energy Resistance and Spell Resistance. If you have Weapon Specialization, pick up Epic Weapon Specialization as well.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d12.

Table 1–18: The Epic Dwarven Defender

Dwarven Defender Level	Special
11th	Defensive stance 6/day
12th	—
13th	Defensive stance 7/day, bonus feat
14th	Damage reduction 9/–
15th	Defensive stance 8/day
16th	Bonus feat
17th	Defensive stance 9/day
18th	Damage reduction 12/–
19th	Defensive stance 10/day, bonus feat
20th	—

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

Defensive Stance: The epic dwarven defender gains one additional defensive stance per day every two levels above 9th (11th, 13th, and so on).

Defensive Awareness: The dwarven defender's defensive awareness bonus on saves against traps doesn't increase after 10th level, because it shows no pattern during his normal ten-level progression.

Damage Reduction: The epic dwarven defender's damage reduction increases by 3 points every four levels above 10th (14th, 18th, and so on).

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

Epic Dwarven Defender Bonus Feat List: Armor Skin, Bulwark of Defense, Damage Reduction, Devastating Critical, Energy Resistance, Epic Endurance, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Reflexes, Improved Darkvision, Instant Reload, Mobile Defense, Overwhelming Critical, Perfect Health, Spellcasting Harrier.

EPIC LOREMASTER

If the epic loremaster doesn't know something, it probably isn't worth knowing. This champion of secret tales stores the teachings of the ancients in her mind.



You need to balance the need for more spell power (with Epic Spellcasting and metamagic feats) with the improvement of your skills (with Epic Skill Focus). Other feats that expand your powers include Permanent Emanation (for your wide variety of divination spells), Spontaneous Spell (so you're never caught without a *scrying* or *legend lore*), and Polyglot (to help decipher that strange map you just found).

The loremaster's choice for ability increases depends wholly on which ability score controls her spellcasting: Intelligence, Wisdom, or Charisma.

Other Options: Loremasters who focus on combat may want to sacrifice some knowledge for offensive and defensive capabilities (such as additional metamagic feats or Epic Toughness). Those who like to create magic items should consider Efficient Item Creation and the various epic magic item feats.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d4.

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

Spells: The loremaster's caster level is equal to the sum of her class levels of loremaster and whatever other class her spellcasting is derived from. The loremaster does not learn additional spells unless she selects the Spell Knowledge feat.

Secret: The loremaster doesn't gain additional secrets after 10th level, because there is a built-in limit to the number of secrets that can be gained, but you can choose a loremaster secret instead of a bonus feat. Remember that you can't select the same secret twice.

Lore: Add the loremaster's class level + Intelligence modifier to all lore checks, as normal.

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

Epic Loremaster 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, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the loremaster can select a loremaster secret instead of a bonus feat.

Table 1–19: The Epic Loremaster

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

EPIC SHADOWDANCER

While the epic assassin uses the shadows, the epic shadowdancer becomes the shadows, indistinguishable from the darkness cloaking her.

Your best bet is to focus on stealth and defense with feats such as Legendary Dodge, Spell Resistance, Self-Concealment, and Epic Skill Focus, leaving combat for the less subtle. However, Blinding Speed and Improved Combat Reflexes make you a formidable opponent for anyone.

Dexterity is a shadowdancer's best choice for ability increases, though Strength and Constitution can be useful, too.

Other Options: Other Epic Skill Focus feats might be appropriate, based on your skill selection. Epic Prowess can help in combat, and if you started out as a rogue, Improved Sneak Attack makes an attractive choice.

Also, consult the epic paths for your other class or classes for alternative options.

Hit Die: d8.

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

Uncanny Dodge: The shadowdancer's uncanny dodge bonus on saves against traps doesn't increase after 10th level, because it shows no pattern during her normal ten-level progression.

Summon Shadow: Every three levels after 9th (12th, 15th, and so on), the shadowdancer may summon an additional shadow and adds +2 Hit Dice (and the requisite base attack and base save bonus increases) to all her shadow companions.

Shadow Jump: The total distance of a shadowdancer's shadow jump doubles every two levels after 10th (12th, 14th, and so on).

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

Table 1–20: The Epic Shadowdancer

Shadowdancer Level	Special
11th	—
12th	Summon shadow (four of 8 HD each), shadow jump (320 ft.)
13th	Bonus feat
14th	Shadow jump (640 ft.)
15th	Summon shadow (five of 10 HD each)
16th	Shadow jump (1,280 ft.), bonus feat
17th	—
18th	Summon shadow (six of 12 HD each), shadow jump (2,560 ft.)
19	Bonus feat
20	Shadow jump (5,120 ft.)

Epic Shadowdancer Bonus Feat List: Blinding Speed, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Skill Focus, Epic Speed, Exceptional Deflection, Improved Combat Reflexes, Improved Darkvision, Improved Whirlwind Attack, Infinite Deflection, Legendary Leaper, Reflect Arrows, Self-Concealment, Spellcasting Harrier, Superior Initiative.



EPIC PSIONICS

The *Psionics Handbook* has information on creating and playing psionic characters. If you have the *Psionics Handbook*, use the following epic progressions for the psion and psychic warrior.

Epic Psion

The epic psion has evolved his inborn mental abilities, achieving mental mastery of lesser mentalities. But the path of the mind beckons still.

As a psion, you are a specialist in one of six disciplines, but no matter which discipline you follow, you'll want to enhance your manifesting ability through Improved Manifestation, as well as psionic versions of Epic Spellcasting, Spell Knowledge, and metamagic feats.

Don't forget to continue to improve your key ability score, which provides power points, increased DCs to avoid your psionic powers, and all the usual benefits of a high score.

Other Options: If you favor powers that require ranged attacks, think about Epic Weapon Focus (ray). Energy Resistance is also likely to be useful.

Hit Die: d4.

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

Powers: The psion's manifester level is equal to his class level. The psion's number of power points per day does not increase after 20th level. Instead, each time the psion achieves a new level, he gains 34 power points.

Psicrystal: The psion'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.

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

Epic Psion Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, 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, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Manifestation, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

In addition to the feats on this list, the psion may select any item creation feat or metapsionic feat not listed here. For example, a feat called Craft Epic Crystal Capacitor, which does not appear in this book but which might eventually be published or developed by the DM, could conceivably allow a psion to create a crystal capacitor with higher power point storage limits.

As noted in the Epic Feats section later in this chapter, psions learn "psionically flavored" versions of feats, as appropriate.

Table 1–21: The Epic Psion

Psion Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

Epic Psychic Warrior

You are a meld of mental and martial prowess. All fear your psionically enhanced blade.

As a warrior, you should divide your efforts between improving your offensive potency (Epic Weapon Focus, Overwhelming Critical, and Devastating Critical) and defensive prowess (Epic Toughness and Fast Healing).

Improve your Strength with most ability increases, but occasionally boost Dexterity and Constitution.

Other Options: So your psionic skills do not languish, consider taking a few more Inner Strength feats (from the *Psionics Handbook*) to really pump up your power point reserve. If you prefer thrown weapons to archery, try Storm of Throws. Distant Shot works equally well with any ranged weapon.

Hit Die: d8.

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

Table 1–22: The Epic Psychic Warrior

Psychic Warrior Level	Special
21st	Bonus feat
22nd	—
23rd	—
24th	Bonus feat
25th	—
26th	—
27th	Bonus feat
28th	—
29th	—
30th	Bonus feat



Spells: The psychic warrior's caster level is equal to her class level. The psychic warrior's number of power points per day does not increase after 20th level. The psychic warrior does not learn additional powers unless she selects the Spell Knowledge feat, though in psionic parlance, the feat would be called Power Knowledge.

Bonus Feats: The epic psychic warrior gains a bonus feat (selected from the list of epic psychic warrior bonus feats) at 21st level and every three levels thereafter.

Epic Psychic Warrior 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 Stunning Fist, Improved Manifestation, 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 psychic warrior may select any feat designated as a fighter or psychic warrior bonus feat but not listed here.

As noted in the Epic Feats section later in this chapter, psychic warriors learn "psionically flavored" versions of feats, as appropriate.

CREATING CHARACTERS ABOVE 20TH LEVEL

When creating a character above 20th level, use Table 1–23: Starting Equipment for PCs above 20th Level to assign a value for the character's starting gear.

For game play purposes, your DM might wish to rule that no newly created character can select any single item that represents more than 25% of that character's starting wealth, and no more than three items worth more than 10% of his starting wealth. Thus, a newly created 22nd-level character couldn't have any single item worth more than 400,000 gp and could have no more than three items worth more than 120,000 gp. This prevents characters from loading up with a few ultra-powerful items (which probably isn't a very realistic picture of the average character). Of course, this doesn't apply to characters who reach that level through normal play.

Table 1–23: Starting Equipment for PCs above 20th Level

Character Level	Wealth	Character Level	Wealth
21st	975,000 gp	31st	4,900,000 gp
22nd	1,200,000 gp	32nd	5,600,000 gp
23rd	1,500,000 gp	33rd	6,300,000 gp
24th	1,800,000 gp	34th	7,000,000 gp
25th	2,100,000 gp	35th	7,900,000 gp
26th	2,500,000 gp	36th	8,800,000 gp
27th	2,900,000 gp	37th	9,900,000 gp
28th	3,300,000 gp	38th	11,000,000 gp
29th	3,800,000 gp	39th	12,300,000 gp
30th	4,300,000 gp	40th	13,600,000 gp

NEW EPIC PRESTIGE CLASSES

There are prestige classes, and then there are truly prestigious classes—epic prestige classes, to be exact. These are classes that characters cannot pursue until they have already become epic characters in some other fashion. Characters add levels of epic prestige classes using the same rules as when multiclassing into a new character class at epic levels. In other words, base save and attack bonus progressions are replaced by epic save and attack bonus progressions. As with other epic classes, you can take as many levels in an epic prestige class as you desire.

AGENT RETRIEVER

Finding items, especially long-lost ones, is an agent retriever's specialty. A member of this class has a knack for hunting down unique and valuable items, unrelentingly following every clue, every whispered rumor, and every trail, no matter how cold, until the object (or person) is in hand. He is the ultimate bounty hunter, able to move among the planes in his quest.

Although a focused set of skills paves the way to becoming an agent retriever, several classes exhibit the talents needed to excel at this endeavor. Rangers, bards, and rogues most commonly take this epic prestige class, but spellcasters, especially those with scrying capabilities, also make good agent retrievers. Other classes rarely become agent retrievers.

While many agent retrievers function independently, working for hire on a freelance basis, most work with the Gleaners (see Chapter 6), an organization that trains them in their unique abilities.

Hit Die: d6.

Requirements

To qualify to become an agent retriever, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Gather Information 24 ranks, Knowledge (the planes) 15 ranks.

Feats: Track.

Class Skills

The agent retriever's class skills (and the key ability for each skill) are Appraise (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Listen (Wis), Search (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the agent retriever prestige class.

Weapon and Armor Proficiency: An agent retriever gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At each agent retriever level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming an agent retriever, the player must decide to which class to add the new level for the purpose of determining spells per day.

Uncanny Location **(Sp):** When a agent retriever spends one day attuning himself to a person or object he is seeking

BEHIND THE CURTAIN: BUILDING AN EPIC PROGRESSION

Even though the classes are relatively balanced at levels 1st through 20th, simply continuing normal progression after 20th level would severely unbalance the classes. That's because not all class features continue to accumulate after 20th level. For example, many of the monk's special abilities are gained only at a certain level and never improve after that point.

That's why every class gets a bonus feat progression in addition to the class features that accumulate. For some classes, such as the fighter, this bonus feat progression is essentially the only class feature available at epic levels, so it is very rapid at one feat every other level. For other classes, such as the monk or rogue, this feat progression is only one of several class features, so it is much slower at only one feat every four levels.

If you're creating an epic progression for a class other than the ones described in this book, you'll need to compare it to the classes here to assign an appropriate bonus feat progression. For example, if your class has essentially no class features (or a few very weak features) after 20th level, it's probably similar to the fighter. Thus, you might assign it a bonus feat progression of one feat per two levels. A class with plenty of features (or extremely powerful features) after 20th level might have a bonus feat progression of one feat per four or even five levels.

The size of the bonus epic feats list is also significant, but not nearly as important as the rate a class gains bonus feats. A larger list (such as the druid's) is worth more than a smaller list (such as the arcane archer's).

(speaking with others who knew the person or object, examining items that belonged to that person or written descriptions of the object, researching histories, or the like), he automatically determines that person's or item's location as the *discern location* spell. Once he has established a sense of the location, the agent retriever can maintain this uncanny link even if the target moves, but only so long as he hunts down this person or item to the exclusion of all other pursuits. If he ever turns aside to undertake a second pursuit, the *uncanny location* ends, and the agent retriever must spend another day to reattune himself to the target.

Tracking Bonus (Ex): The agent retriever develops a keen sense of the path his quarry is likely to take and a better understanding of how that quarry will attempt to shake pursuit. This keen sense gives the agent retriever a +10 insight bonus on Wilderness Lore checks to track the quarry. This bonus increases by +10 every five levels thereafter (+20 at 6th level, +30 at 11th level, +40 at 16th level, and so on).

Plane Shift **(Sp):** The agent retriever can use *plane shift* as a 14th-level caster once per day starting at 2nd level, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on).

Force Sphere **(Sp):** Without the ability to capture a target, finding it does no good. Gleaner training allows the agent retriever to call forth a *force sphere*. The agent retriever can attempt to enclose any creature or object he can see within 30 feet. The target is allowed a Reflex saving throw (DC 20 + 1/2 the class level of the agent retriever + the agent retriever's Dexterity modifier). Those who fail are then encapsulated in a sphere of force with a radius of up to 50 feet (the sphere is only as large as it needs to be, up to its maximum radius). Those trapped inside cannot escape except with methods that can bypass or destroy a *wall of force*. The sphere persists as long as the agent retriever desires, up to a maximum of seven days. A captured target does not count toward the capacity of the agent retriever's *plane shift* ability, and the agent retriever can plane shift with the target despite the presence of the *force sphere*.

The agent retriever can use this power once per day at 3rd level, plus one additional time per day every five levels thereafter (8th, 13th, and so on).

Ethereal Jaunt **(Sp):** The agent retriever can use *ethereal jaunt* as a 14th-level caster once per day at 4th level, plus one additional time per day every five levels thereafter (9th, 14th, 19th, and so on).

Bonus Feats: The agent retriever gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, and Uncanny Accuracy.

Table 1–24: The Agent Retriever

Agent Retriever Level	Special	Spells per Day
1st	*Uncanny location*, tracking bonus +10	+1 level of existing class
2nd	*Plane shift* 1/day	+1 level of existing class
3rd	*Force sphere* 1/day	+1 level of existing class
4th	*Ethereal jaunt* 1/day	+1 level of existing class
5th	Bonus feat	+1 level of existing class
6th	Tracking bonus +20	+1 level of existing class
7th	*Plane shift* 2/day	+1 level of existing class
8th	*Force sphere* 2/day	+1 level of existing class
9th	*Ethereal jaunt* 2/day	+1 level of existing class
10th	Bonus feat	+1 level of existing class

EPIC CHARACTERS IN THE *FORGOTTEN REALMS CAMPAIGN SETTING*

The *Forgotten Realms Campaign Setting* presents basic rules for characters above 20th level. While those basic rules formed a starting point for the rules in this book, characters created using the material in that book won't match characters created with the *Epic Level Handbook*. If you are using such Forgotten Realms characters in your campaign, feel free to change their abilities to take full advantage of the new rules presented here (particularly the epic feats).

If you don't want to change the characters, that's fine too. The characters adhere closely enough to these rules that you shouldn't have problems. If they're only interacting with other characters of 21st level or higher who were also created using those basic rules, they'll be relatively balanced against one another.

Updated versions of the epic characters in the *Forgotten Realms Campaign Setting* are presented in Appendix 1 of this book. You'll also find bonus Greyhawk campaign setting NPCs of renown in Appendix 2 of this book.

MONSTERS AS EPIC CHARACTERS

As first introduced in the *Forgotten Realms Campaign Setting* (and discussed in detail in *Savage Species*), the effective character level (ECL) of any creature more powerful than the standard races in the *Player's Handbook* is equal to the creature's Hit Dice and class levels (if any) plus its level adjustment. This replaces the rule in the *Monster Manual* that states that a creature's "monster level" is equal to its Hit Dice.

Regardless of its ECL, a monster with class levels uses the base attack bonus and base save bonus progressions of its class (rather than the progression shown on Table 1–1) until it has 20 character levels. Beginning with its 21st character level, it uses the progressions shown on Table 1–1.

In any other place in this book where "character level" is indicated, you can use effective character level instead. For example, a creature with a level adjustment of +5 who is also a 13th-level fighter/3rd-level blackguard is ECL 21 and eligible to select an epic feat provided he meets the prerequisites.

Savage Species has level adjustments for most monsters in the *Monster Manual*. Use these modifiers to estimate appropriate modifiers for other nonstandard PC races that you might choose to include.

COSMIC DESCRYER

The cosmic descryer is interested in the infinite variety of the planes and fascinated by the different layers of the multiverse. She uses experimentation to grow knowledgeable in the whirl and gyre of the cosmos, developing an extraordinary affinity for all things planar. Furthermore, she derives power from that fundamental understanding. She is particularly adept in the summoning arts, able to call and command the most powerful outsiders known. She can travel to other planes with ease, adapting herself to those otherworldly environments no matter how alien.

By necessity, spellcasters are the only classes eligible to become cosmic descryers. But most spellcasters, whether divine or arcane in nature, can eventually advance into this epic prestige class.

The cosmic descryer can serve a variety of capacities in an ongoing campaign. She is a useful part of an adventuring group that travels to different planes of existence or that has frequent need of an outsider's help. Even if she doesn't travel very often, a cosmic descryer can help anyone who seeks knowledge through scrying or communication with outsiders. The Gleaners employ cosmic descryers, as does the Planar Cartographic Society (see Chapter 6).

Hit Die: d4.

Requirements

To qualify to become a cosmic descryer, a character must fulfill all the following criteria.

Skills: Knowledge (the planes) 24 ranks.

Feats: Spell Focus (Conjuration).

Epic Feats: Energy Resistance.

Spells: Ability to cast *gate* and any *planar ally* spell.

Special: Must have previously traveled to any other plane of existence.

Class Skills

The cosmic descryer's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the cosmic descryer prestige class.

Weapon and Armor Proficiency: A cosmic descryer gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At every other cosmic descryer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. 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 (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a cosmic descryer, the player must decide to which class to add the new level for the purpose of determining spells per day.

Superior Planar Summoning (Ex): Beginning at 1st level, the cosmic descryer can increase the power of any of the following spells—*elemental swarm, gate, greater planar ally, greater planar binding, summon monster* IX, or *summon nature's ally* IX—to affect or summon outsiders of 4 Hit Dice higher than the spell's normal limit or conjure creatures with 4 Hit Dice of advancement. Thus, *greater planar binding* summons an outsider of 28 HD rather than just 24 HD. Every four levels thereafter, the cosmic descryer can increase the number of extra Hit Dice by 4.

Naturalization (Ex): Starting at 2nd level, the cosmic descryer develops a natural affinity for one plane that she has visited, becoming resistant to any spells and spell-like effects that would normally affect any creature not native to that plane (such as *banishment*). Every two levels thereafter, the cosmic descryer gains naturalization to one additional plane (two planes at 4th, three planes at 6th, four planes at 8th, and so on).

Enduring Gate (Su): Starting at 3rd level, as a full-round action, the cosmic descryer can make any casting of the *gate* spell remain for a full day, rather than disappearing after 1 round per caster level. Every three levels thereafter, the cosmic descryer can increase the duration of *gate* by one additional day (two days at 6th, three days at 9th, four days at 12th, and so on).

Bonus Feat (Ex): The cosmic descryer gains a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, 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, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Cosmic Connection (Su): At 7th level, the cosmic descryer may join with the massive energy of the multiverse once per day, plus one additional time per day every five levels thereafter (12th, 17th, 22nd, and so on). The cosmic descryer can remain connected for a number of

minutes equal to her class level. The cosmic connection is a transcendent experience for the devotee, and she is transfigured by it.

While connected, she is immune to critical hits, is a native on any plane she visits, and can use *dimension door* at will as a 20th-level caster. Using her exceptional knowledge, the cosmic descryer can draw off excess energy from the multiverse itself to increase her effective caster level or enhance any attack roll, saving throw, skill check, or ability check. Drawing off excess energy from the multiverse is dangerous, and it deals the cosmic descryer 5 points of damage for each +1 bonus applied to a single roll or +1 caster level on a single spell. For instance, a cosmic descryer could add a +5 bonus on her next attack roll or saving throw, but in doing so she takes 25 points of damage.

Table 1–25: The Cosmic Descryer

Cosmic Descryer Level	Special	Spells per Day
1st	Superior planar summoning (+4 HD)	
2nd	Naturalization (1 plane)	+1 level of existing class
3rd	Enduring gate (1 day)	
4th	Naturalization (2 planes)	+1 level of existing class
5th	Bonus feat, superior planar summoning (+8 HD)	
6th	Naturalization (3 planes), enduring gate (2 days)	+1 level of existing class
7th	Cosmic connection 1/day	
8th	Naturalization (4 planes)	+1 level of existing class
9th	Superior planar summoning (+12 HD), enduring gate (3 days)	
10th	Naturalization (5 planes), bonus feat	+1 level of existing class

DIVINE EMISSARY

Deities have need of powerful servants, many of whom are epic clerics, paladins, and other characters. Some gods also have special, handpicked agents who speak with their authority. However, the same deities may choose a single proxy through whom a little of their own power flows.

Called divine emissaries, these characters are second to none in the god's favor. They act with that god's full blessing and some of its divine power. Divine emissaries who abuse their powers (in the eyes of the deity) may be stripped of them.

Divine emissaries are often instruments of war, and thus paladins and blackguards are often chosen to serve this role. However, some deities also choose clerics. Despite being the highest representative of a deity, a divine emissary usually travels with comrades who supplement the emissary's strength.

When a deity gives an important decree to mortals, lesser agents often serve as that deity's voice. But when a god needs to back up its decrees with force, a divine emissary has a new mission.

Hit Die: d10.

Requirements

To become a divine emissary, the character must fulfill all the following criteria.

Base Attack Bonus: +23.

Feats: Weapon Focus (deity's favored weapon).

Epic Feat: Great Smiting.

Skills: Knowledge (religion) 10 ranks.

Special: Must have a patron deity. Furthermore, the potential divine emissary must complete some quest that furthers his deity's goals so much that it impresses the deity. If the deity has no other divine emissary (or is willing to oust the current divine emissary), the god may choose the character. The DM makes this choice, not the player.

Class Skills

The divine emissary's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the divine emissary prestige class.

Spells per Day/Spells Known: At each divine emissary level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a divine emissary, the player must decide to which class to add the new level for the purpose of determining spells per day.

Special Mount: If he has one, the divine emissary's special mount continues to increase in power. Every five levels after 1st (6th, 11th, 16th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the divine emissary's class level + the class level that provided the special mount + 5.

Granted Domain (Ex): A divine emissary gains access to one of his deity's domains, as well as the granted power of that domain. The extra domain expands a paladin's selection of spells, but he does not gain the ability to cast higher-level spells than he otherwise could. Clerics gain an additional domain but otherwise use the rules for preparing spells from their domains normally.

***Divine Inspiration* (Sp):** A divine emissary gains a +2 luck bonus on his attack and damage rolls for 10 rounds, once per day at 1st level, plus one additional time per day every three levels thereafter (4th, 7th, 11th, and so on).

Extra Smite (Su): A divine emissary can use his smite ability two extra times per day, plus one additional time per day every three levels thereafter (5th, 8th, 11th, and so on). To determine the damage with any smite attack, a divine emissary adds together his divine emissary levels and class levels that originally conferred the smite ability.

***Greater Planar Ally* (Sp):** The emissary can call a *greater planar ally* (as the spell) once per day at 3rd level, plus one additional time per day every ten levels thereafter (13th, 23rd, 33rd, and so on). The ally does not request a return favor when a divine emissary uses this ability.

Bonus Feats: The divine emissary gains a bonus feat at 5th level and an additional bonus feat every ten levels thereafter (15th, 25th, 35th and so on). These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

Divine Hand (Su): Sometimes the divine emissary feels the touch of his deity. As a free action, the emissary gains a +20 sacred (or profane if appropriate) bonus on his next melee or ranged attack roll, as long as the attack is made with the deity's favored weapon. The emissary can use divine hand once per day at 9th level, plus one additional time per day every ten levels thereafter (19th, 29th, and so on).


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Table 1–26: The Divine Emissary

Divine Emissary Level	Special
1st	*Divine inspiration* 1/day, granted domain
2nd	Extra smite 2/day
3rd	*Greater planar ally* 1/day
4th	*Divine inspiration* 2/day
5th	Extra smite 3/day
6th	Bonus feat
7th	*Divine inspiration* 3/day
8th	Extra smite 4/day
9th	Divine hand 1/day
10th	*Divine inspiration* 4/day

EPIC INFILTRATOR

The epic infiltrator is an agent of espionage, an undercover operative, and sometimes a saboteur. He is the plant in the enemy's forces, going incognito to retrieve secret battle plans or steal a valuable item. He excels at pretending to be someone other than he is, convincing everyone around him through disguises and an uncanny ability to tell people what they want to hear. He may use special equipment to aid him in his mission, but his most important tool is his own ability to stay calm in a tight spot. His grace under pressure helps him get the information he needs to succeed without getting caught.

Rogues and bards are best suited for becoming epic infiltrators, but fighters, wizards, and sorcerers also work well undercover. Other classes turn to espionage less often. Barbarians, druids, and paladins do not usually work well as spies except in very unusual circumstances.

Epic infiltrators often work for governments or powerful merchant lords. Sometimes they accept short-term, one-shot missions, but often they engage in long-term infiltration operations. Many epic infiltrators operate freelance, taking contracts through a third party. Occasionally, an epic infiltrator may be found as part of an adventuring group, putting his talents to use as a scout. The Regulators have many epic infiltrators among their ranks, and the Gleaners, the Garrote, and the Godkissed all employ them from time to time (see Chapter 6).

Hit Die: d6.

Requirements

To qualify to become an epic infiltrator, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Skills: Bluff 24 ranks, Diplomacy 10 ranks, Disguise 24 ranks, Read Lips 10 ranks.

Feats: Alertness.

Epic Feat: Polyglot.

Special: Must have successfully spent one month using the Disguise skill to pose as someone else.

Class Skills

The epic infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Scry (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are class features of the epic infiltrator prestige class.

Weapon and Armor Proficiency: An epic infiltrator is proficient with all simple and martial weapons, all armor, and shields.

Improved Cover Identity (Ex/Su): At 1st level, an epic infiltrator establishes three specific cover identities, plus one additional cover identity every four levels thereafter (5th, 9th, 13th, and so on). An epic infiltrator at work must keep his true identity secret, so he pretends to be a merchant, a stable boy, or an innkeeper, or possibly a fighter, a low-level wizard, or some other class. A cover identity allays others' suspicions and leads opponents to underestimate the epic infiltrator until it is too late.

While operating in a cover identity, the epic infiltrator gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

When the epic infiltrator has the option of adding a new cover identity, he may instead work on further perfecting a cover identity already possessed. An improved cover identity grants a +6 circumstance bonus on Disguise checks and a +4 circumstance bonus on Bluff and Gather Information checks while operating in that identity. A specific cover identity may be improved again and again, each time adding +2 to the bonuses.

The web of different cover identities inside the epic infiltrator's mind makes it impossible to detect his alignment with any form of divination. This ability functions exactly like an *undetectable alignment* spell, except that it is always active as a supernatural ability. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the epic infiltrator normally.

Should the epic infiltrator wish to "retire" a cover identity and develop a new one, he must spend one week rigorously practicing subtle vocal intonations and body language before he earns the bonuses. Cover identities do not in themselves provide the epic infiltrator with additional skills, proficiencies, or class features that others might expect of the pretended professions; however, a successful Bluff check at the right time is enough to deter suspicion.

The epic infiltrator can switch cover identities or don a disguise using the Disguise skill in 1d3 minutes. He can also put on or take off armor in one-half the normal time.

Sneak Attack: If an epic infiltrator can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the epic infiltrator's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the epic infiltrator's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every three levels (+2d6 at 5th level, +3d6 at 8th level, +4d6 at 11th level, and so on). Should the epic infiltrator score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the epic infiltrator can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An epic infiltrator can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the epic infiltrator must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The epic infiltrator cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If an epic infiltrator gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Specialist Training (Ex): At 2nd level, the epic infiltrator gains the benefit of focusing his craft on a particular type of work, specializing in one of the following categories and receiving a +3 bonus on all checks with the listed skills. Every three levels thereafter (5th, 8th, 11th, and so on), the epic infiltrator gains specialist training again. He may select the same category more than once.

Concealment: Bluff, Disguise, Forgery, and Innuendo.

Subterfuge: Hide, Move Silently, Open Lock, and Pick Pocket.

Espionage: Listen, Read Lips, Search, and Spot.

Interaction: Diplomacy, Gather Information, Intimidate, and Sense Motive.

Read Thoughts (Su): Beginning at 3rd level, the epic infiltrator can "hear" the surface thoughts, once per day, of any single target he selects. Every four levels thereafter (7th, 11th, 15th, and so on), the epic infiltrator can perform this ability one additional time per day. This ability functions as the *detect thoughts* spell cast by a 15th-level caster, except that it targets a single mind.

Far Senses (Su): Starting at 4th level, the epic infiltrator can extend his vision or hearing into an area beyond his normal range, once per day, to a distance of 20 feet plus an additional 20 feet per epic infiltrator level. The epic infiltrator must have personally visited the physical location earlier to use far senses on it. Barriers do not impede far senses, and low-light vision or darkvision function normally if the epic infiltrator has one or both of those abilities. Far senses can also apply to the epic infiltrator's read thoughts ability. Every two levels beyond 4th (6th, 8th, 10th, and so on), the epic infiltrator can perform this ability one additional time per day. This ability functions as the *clairaudience/clairvoyance* spell cast by a 15th-level caster, except for the limit on range, the need to know the locale beforehand, and the ability to use the read thoughts ability.

Mind Blank **(Sp):** At 3rd level, the epic infiltrator can become immune to all mind-affecting spells and divinations by rigorously silencing his mind once per day, plus one additional time per day every eight levels thereafter (11th, 19th, 27th, and so on). This ability works as the *mind blank* spell cast by a 15th-level caster.

Table 1–27: The Epic Infiltrator

Epic Infiltrator Level	Special
1st	Improved cover identity (3), sneak attack –1d6
2nd	Specialist training
3rd	Read thoughts 1/day, *mind blank* 1/day
4th	Far senses 1/day, sneak attack +2d6
5th	Specialist training, improved cover identity (4)
6th	Far senses 2/day
7th	Read thoughts 2/day, sneak attack +3d6
8th	Far senses 3/day, specialist training
9th	Improved cover identity (5)
10th	Far senses 4/day, sneak attack +4d6

GUARDIAN PARAMOUNT

The guardian paramount is an extraordinary bodyguard, a protector of others who is skilled in preventing harm to his charge. He often places himself in danger, taking the brunt of attacks meant for the person he is protecting. He displays unparalleled prowess in defending his charge, keeping her from harm and returning her to health should she be injured.

Guardian paramounts most often come from the ranks of rogues, rogue/fighters, and rogue/clerics. Rogue/wizards, sorcerers, and druids rarely answer the call to defend, because their martial skills are not up to the demands of such work.

The guardian paramount is a valued member of society, a mercenary willing to accept the dangers of attack in exchange for payment. Most guardian paramounts work independently, although some belong to the Order of the Shield (see Chapter 6). It is fairly uncommon to have a guardian paramount as part of an adventuring group, although a wizard or a sorcerer may employ one or recruit a guardian paramount as a cohort.

Hit Die: d10.

Requirements

To qualify to become a guardian paramount, a character must fulfill all the following criteria.

Base Attack Bonus: +15.

Skills: Spot 13 ranks.

Feats: Alertness, Lightning Reflexes.

Epic Feats: Blinding Speed, Superior Initiative.

Special: Uncanny dodge, evasion.

Class Skills

The guardian paramount's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the guardian paramount prestige class.

Weapon and Armor Proficiency: A guardian paramount is proficient with all simple and martial weapons, all armor, and shields.

Bonus Feats: The guardian paramount gets a bonus feat at 1st level and an additional bonus feat every three levels thereafter (4th, 7th, 10th and so on). These bonus feats must be selected from the following list: Blinding Speed, Bulwark of Defense, Combat Archery, Damage Reduction, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Fortitude, Epic Reflexes, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Will, Exceptional Deflection, Fast Healing, Great Dexterity, Improved Combat Reflexes, Improved Sneak Attack, Improved Spell Resistance, Infinite Deflection, Legendary Climber, Lingering Damage, Mobile Defense, Perfect Health, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity, Spell-casting Harrier, Superior Initiative, Trap Sense, and Uncanny Accuracy.

Uncanny Dodge Enabler (Ex): The guardian paramount must have the uncanny dodge class feature to qualify for the prestige class, so at a minimum the guardian paramount has the extraordinary ability to

retain his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. It is possible that the character has higher-level aspects of the uncanny dodge ability, such as a bonus to avoid traps. Whatever the level of uncanny dodge attained by the character, the guardian paramount can extend the features of his uncanny dodge ability to include any one creature he designates within 5 feet of him (he can designate a creature or change designations as a free action once per round). Thus, if a guardian paramount retains his Dexterity bonus to AC when flat-footed, the designated target retains it as well. The guardian paramount can extend his uncanny dodge ability three times per day at 1st level, plus one additional time per day every three levels thereafter (4th, 7th, 10th, and so on).

Evasive Preceptor (Ex): The guardian paramount must have the evasion class feature, which allows the character to take no damage from an area attack with a successful Reflex save. He may also have improved evasion, though this is not a prerequisite. The character can extend evasion or improved evasion to include any one creature he designates within 5 feet of him. The guardian paramount can extend his evasion ability once per day at 2nd level, plus one additional time per day every three levels thereafter (5th, 8th, 11th, and so on).

Protective Aura **(Sp):** Starting at 3rd level, the guardian paramount can use a special form of *shield other* once per day, plus one additional time per day every three levels thereafter (6th, 9th, 12th, and so on). When a guardian paramount creates a *protective aura*, the transferred wounds are dealt to the guardian paramount as subdual damage, not normal damage, as with the *shield other* spell. Otherwise, the guardian paramount's *protective aura* functions like the *shield other spell* cast by an 8th-level cleric.

Adjust Probability (Ex): On reaching 5th level, the guardian paramount gains the ability to affect probability twice per day, plus one additional time per day per three levels thereafter (8th, 11th, 14th, and so on). The guardian paramount can force a reroll of one attack roll, check, or saving throw that another creature within 25 feet—friend or enemy—just made. The guardian paramount often uses this ability to allow his ward to reroll a saving throw, but he could also use the ability to make an enemy striking his ward reroll a successful attack.

The guardian paramount can find out whether the attack roll, check, or save would have succeeded before using this ability. The recipient must take the second roll, whether it's better or worse than the original roll. The use of this ability takes place outside the normal initiative order, but the paramount guardian can't use it if he is flat-footed or unable to see the situation resulting in the roll. The guardian paramount must decide whether to reroll as soon as the result of the attack roll, check, or save is known; otherwise he must wait for another opportunity. When possible, the guardian paramount player should notify the DM prior to another character's roll, stating his intention to use this ability immediately if the outcome appears undesirable.

Call Back **(Sp):** On reaching 6th level, the guardian paramount gains the ability to return a dead creature that he has previously used any of his other class abilities on back to life, as if he had cast *true resurrection* as a 20th-level cleric. The character can use this ability once per day, plus one additional time per day every six levels (12th, 18th, 24th, and so on).

Table 1–28: The Guardian Paramount

Guardian Paramount Level	Special
1st	Bonus feat, uncanny dodge enabler 3/day
2nd	Evasive preceptor 1/day
3rd	*Protective aura* 1/day
4th	Bonus feat, uncanny dodge enabler 4/day
5th	Adjust probability 2/day, evasive preceptor 2/day
6th	*Call back* 1/day, *protective aura* 2/day
7th	Bonus feat, uncanny dodge enabler 5/day
8th	Evasive preceptor 3/day, adjust probability 3/day
9th	*Protective aura* 3/day
10th	Bonus feat, uncanny dodge enabler 6/day

HIGH PROSELYTIZER

The high proselytizer is the holy inspiration that begins religious movements. She is the word of her deity, spreading the teachings of her god and sharing her beliefs in a truly stirring display of rapture and fervor. All who listen to her preaching find it easy to accept her words as truth. They come to understand that committing themselves to the dogma of the high proselytizer's order will grant them enlightenment in her deity's name. Entire nations have fallen under the glorious sway of a high proselytizer's ardent zeal.

Clerics most often command the attention of the people well enough to begin the work of a high proselytizer, and paladins sometimes hear the calling as well. Druids and rangers rarely experience such a calling, and other characters simply do not have the proper relationship with their deities.

High proselytizers generally work within a society already worshiping the character's deity, although it is not uncommon for a high proselytizer to be at odds with the established religious leaders of the temple. Often, a high proselytizer's deity takes a particularly active role in the events of her world and leads the deity's followers to action.

Hit Die: d8.

Requirements

To qualify to become a high proselytizer, a character must fulfill all the following criteria.

Skills: Diplomacy 12 ranks, Knowledge (religion) 24 ranks.

Feats: Leadership.

Epic Feats: Epic Leadership.

Spells: Ability to cast 5th-level divine spells.
Special: Must have a patron deity.

Class Skills

The high proselytizer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the high proselytizer prestige class.

Weapon and Armor Proficiency: High proselytizers are proficient with all simple weapons, all armor, and all shields.

Spells per Day: At every other high proselytizer level, the character 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. 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 an improved chance of turning undead). If the character had more than one divine spellcasting class before becoming a high proselytizer, the player must decide to which class to add each high proselytizer level for the purpose of determining spells per day.

Proselytize **(Sp):** At 1st level, the high proselytizer gains the ability to preach the word of her deity to large crowds with great effect. She may speak in such a manner once per day, plus one additional time per day per ten class levels thereafter (11th, 21st, 31st, and so on).

Proselytize has three effects. First, any time the high proselytizer is speaking in this manner, she is treated as though affected by a *sanctuary* spell. Second, her voice can be heard clearly by anyone within a radius of 100 feet plus 50 feet per class level, regardless of background noise, and her speech can be understood as though the audience were affected by a *comprehend languages* spell. Finally, everyone in the range of the high proselytizer's voice immediately has a chance of becoming enraptured:

Type of Listener	Effect
Followers of the same deity	Automatic if 10 or fewer HD, otherwise Will save (DC 20 + 1/2 high proselytizer's class level + Wis modifier)
Others of the same alignment	Automatic if 5 or fewer HD, otherwise Will save (as above)
All others	Will save (as above)

Enraptured audience members act as though affected by a *symbol of persuasion* (see the *symbol* spell), changing alignment as appropriate and otherwise functioning according to the *charm person* spell. The high proselytizer can inspire the crowd to take any of a number of actions depending on her alignment. She might urge an army to fight with courage or convince an urban crowd to do good deeds in the streets of the city. In the case of a chaotic or evil high proselytizer, she might incite a mob to wreak havoc and vandalize the city or seek out and punish nonbelievers. Any suicidal suggestion grants audience members a new saving throw to break the rapture (with the exception of low-level followers of the same deity, who never got a save in the first place). This rapture lasts for 10 minutes plus an additional 5 minutes per high proselytizer level.

At 3rd level, the high proselytizer's *proselytize* ability also includes *deific touch*. During her speech, she can move among the enraptured, shaking hands, caressing a brow, and otherwise touching audience members. Anyone so touched is healed of 1d4 points of damage and cured of any natural disease or poison. Up to six individuals per round can be so affected. An audience member can only benefit from *deific touch* once per *proselytize* session. The high proselytizer can use *deific touch* as long as her *proselytize* ability lasts.

At 5th level, the *proselytize* ability includes *deific word* once per day, plus one additional time per day per ten levels thereafter (15th, 25th, 35th, and so on). The words spoken by the high proselytizer can, if she chooses, function as a triple-strength *sound burst* spell (3d8 points of sonic damage and a Will save to avoid being stunned for 3 rounds) to all who are not enraptured, as the spell cast by a 20th-level cleric. The *deific word* can occur at any point during her *proselytize* speech.

At 7th level, the *proselytize* ability includes *deific face* once per day, plus one additional time per day per ten levels thereafter (17th, 27th, 37th, and so on). When the high proselytizer speaks, she can cause a blinding burst to shine from her face. *Deific face* functions against all in the audience who are not enraptured as the *sunburst* spell cast by a 20th-level cleric. The *deific face* can occur at any point during her speech.

At 9th level, the *proselytize* ability includes *deific aura* once per day, plus one additional time per day per ten levels thereafter (19th, 29th, 39th, and so on). When the high proselytizer speaks, she can cause a rolling wave of deific power to spring from her body that functions as either a *blasphemy, dictum, holy word,* or *word of chaos* spell (as appropriate for her alignment), affecting only those in the audience who have resisted becoming enraptured. *Deific aura* otherwise functions as the relevant spell cast by a 20th-level cleric. The *deific aura* can occur at any point during her speech.

Heal **(Sp):** At 2nd level, the high proselytizer can use *heal* on herself or another creature once per day, plus one additional time per day per four levels thereafter (6th, 10th, 14th, and so on).

Bonus Feats: The high proselytizer gets 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 chosen from the following list: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Leadership, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Extended Life Span, Great Charisma, Great Wisdom, Ignore Material Components, 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, Polyglot, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

Table 1–29: The High Proselytizer

High Proselytizer Level	Special	Spells per Day
1st	*Proselytize* 1/day	
2nd	*Heal* 1/day	+1 level of divine spellcasting class
3rd	*Proselytize (deific touch)* 1/day	
4th	Bonus feat	+1 level of divine spellcasting class
5th	*Proselytize (deific word)* 1/day	
6th	*Heal* 2/day	+1 level of divine spellcasting class
7th	*Proselytize (deific face)* 1/day	
8th	Bonus feat	+1 level of divine spellcasting class
9th	*Proselytize (deific aura)* 1/day	
10th	*Heal* 3/day	+1 level of divine spellcasting class

LEGENDARY DREADNOUGHT

The legendary dreadnought is the ultimate foot soldier, an absolute force of destruction, a total warrior who excels at sheer combat prowess. While some rely on cunning and reflexes in a fight, and others uphold a code of honor or engage in combat from horseback, the legendary dreadnought simply wades into battle, completely bent on relentless, steady destruction. When the tide of combat flows against him, he stands like a rock. It is the legendary dreadnought who has the might to breach the seemingly unbreachable gates.

Fighters, rangers, and barbarians most often seek to become legendary dreadnoughts, as do ex-paladins and blackguards. Clerics, paladins, and monks may occasionally change their focus and become legendary dreadnoughts, but druids, rogues, sorcerers, and wizards seldom do.

Legendary dreadnoughts may function as brute force in an adventuring group, but small groups of them make up the most devastating combat units in an army. On occasion, a legendary dreadnought might serve as a champion for a prominent ruler or noble, acting as a strong-arm or engaging in staged combats for money.

Hit Die: d12.

Requirements

To qualify to become a legendary dreadnought, a character must fulfill all the following criteria.

Base Attack Bonus: +23.

Skills: Intimidate 15 ranks.

Feats: Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical.

Class Skills

The legendary dreadnought's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the legendary dreadnought prestige class.

Weapon and Armor Proficiency: A legendary dreadnought is proficient with all simple and martial weapons, all armor, and all shields.

Unstoppable (Ex): At 1st level, the legendary dreadnought can concentrate his power, turning himself into an unstoppable force once per day, plus one additional time per day every five levels thereafter (6th, 11th, 16th, and so on). This ability grants the character a +20 bonus on his Strength check to break or burst a door or item (see Breaking Open Doors in Chapter 4: Skills and Breaking Items in Chapter 8: Combat in the *Player's Handbook*). As a special use of this ability, the legendary dreadnought can attempt to break a *wall of force* (Strength DC 32, and the character applies his unstoppable bonus to this check as well). Alternatively, the legendary dreadnought can apply the +20 bonus to a single attack roll.

Unmovable (Ex): At 2nd level, the legendary dreadnought can concentrate his power, making himself unmovable once per day, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on). This power grants the character a +20 bonus on any one of the following:

- A grapple check made to avoid being grabbed with the improved grab ability.
- A Strength check to avoid the effects of a bull rush, trip attempt, or similar effect.
- A Strength check against any effect that would move the character either physically or magically.
- Any one saving throw.

If an effect that would move the character either physically or magically does not normally allow a saving throw, the legendary dreadnought can use this ability to gain a Will saving throw. He still gains the +20 bonus on the saving throw in such a case.

Shrug off Punishment (Ex): The legendary dreadnought grows more and more able to withstand the injuries that would fell lesser men, gaining 12 bonus hit points at 3rd level and 12 more every five levels thereafter (8th, 13th, 18th, and so on).

Thick Skinned (Ex): At 4th level, the legendary dreadnought learns to ignore the minor nicks and cuts of battle, gaining damage reduction 3/–. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, the Damage Reduction feat, and this ability itself. The damage reduction improves by 3 points every five levels thereafter (9th, 14th, 19th, and so on).

Bonus Feats: The legendary dreadnought gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (at 10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Dire Charge, Epic Fortitude, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Fast Healing, Great Constitution, Great Strength, Improved Combat Reflexes, Overwhelming Critical, Penetrate Damage Reduction.

Table 1–30: The Legendary Dreadnought

Legendary Dreadnought Level	Special
1st	Unstoppable 1/day
2nd	Unmovable 1/day
3rd	Shrug off punishment
4th	Thick skinned
5th	Bonus feat
6th	Unstoppable 2/day
7th	Unmovable 2/day
8th	Shrug off punishment
9th	Thick skinned
10th	Bonus feat

PERFECT WIGHT

The perfect wight is a master of skulking, the ultimate prowler and thief. She has transcended the extraordinary, honing her talents to supernatural levels. She can bypass any protection and slip through any defense. Few see her coming, and she does not leave evidence of her passing. She quite literally is a shadow in the night.

Only the sneakiest and stealthiest of characters can become a perfect wight, so rogues are the most likely candidates. Assassins sometimes enhance their own skills by spending some time as a perfect wight, although the perfect wight's focus on stealth and evasion comes at the expense of some offensive abilities. Few other classes ever excel at the talents necessary to become perfect wights, although the occasional sorcerer or wizard might find herself in a position to do so.

Perfect wights are true thieves, cat burglars in the extreme. They have heightened the art of breaking and entering to a new level, and they consider it an exciting challenge to test their mettle against the best security th multiverse has to offer. Most operate solo, although som may work with a group or perhaps use their talents to ai in protecting rather than stealing.

Hit Die: d6.

Requirements

To qualify to become a perfect wight, a character mus fulfill all the following criteria.

Skills: Hide 24 ranks, Move Silently 24 ranks.

Epic Feats: Self-Concealment.

Special: Sneak attack +10d6.

Class Skills

The perfect wight's class skills (and the key ability fo each skill) are Appraise (Int), Balance (Dex), Bluff (Cha Climb (Str), Craft (Int), Disable Device (Int), Diplomac (Cha), Disguise (Cha), Escape Artist (Dex), Gathe Information (Cha), Hide (Dex), Innuendo (Wis), Intui Direction (Wis), Jump (Str), Knowledge (any) (Int Listen (Wis), Move Silently (Dex), Open Lock (Dex Search (Int), Spot (Wis), Tumble (Dex), and Use Rop (Dex). See Chapter 4: Skills in the *Player's Handbook* fo skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are class features of the perfect wight pres tige class.

Weapon and Armor Proficiency: A perfect wigh gains no proficiency with any weapons, armor, or shields

Improved Invisibility (Su): Starting at 1st level, th perfect wight gains the benefit of *improved invisibility* once per day, plus one additional time per day every five level thereafter (6th, 11th, 16th, and so on). The *improved invisibility* is as the spell cast by a 20th-level caster.

Improved Legerdemain (Su): A perfect wight can perform the following class skills at a range of 30 feet Disable Device, Open Lock, Pick Pocket, and Search. I desired, the perfect wight can take 10 on the check. Any object manipulated during the skill check must weigh 100 pounds or less. Alternatively, the perfect wight can use improved legerdemain to make one melee sneak attack against any creature within 30 feet. The perfect wight executes the sneak attack (or death attack, if applicable) as if attacking from a flanking position. If the attack is successful, the victim is dealt the appropriate sneak attack damage despite the fact that the perfect wight and her weapon do not physically cross the intervening distance. A perfect wight can use improved legerdemain once per day at 2nd level, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on).

Incorporeal (Su): At 3rd level, the perfect wight can become incorporeal once per day, plus one additional time per day every five levels thereafter (8th, 13th, 18th, and so on). A perfect wight can remain incorporeal

Table 1–31: The Perfect Wight

Perfect Wight Level	Special
1st	Improved invisibility 1/day
2nd	Improved legerdemain 1/day
3rd	Incorporeal 1/day
4th	Shadow form 1/day
5th	Bonus feat
6th	Improved invisibility 2/day
7th	Improved legerdemain 2/day
8th	Incorporeal 2/day
9th	Shadow form 2/day
10th	Bonus feat

for a number of rounds equal to 20 + her perfect wight level. As an incorporeal creature, the perfect wight can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. She is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, the perfect wight has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with ghost touch weapons). An incorporeal perfect wight has no natural armor but has a deflection bonus equal to her Charisma modifier (always at least +1, even if her Charisma score does not normally provide a bonus).

An incorporeal perfect wight can pass through solid objects at will, but not force effects. Her attack passes through (ignores) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. An incorporeal perfect wight moves silently and cannot be heard with Listen checks if she doesn't wish to be. While incorporeal, the perfect wight has no Strength score, so her Dexterity modifier applies to both her melee and her ranged attacks.

Shadow Form (Su): At 4th level, the perfect wight can take shadow form once per day, plus one additional time per day every five levels thereafter (9th, 14th, 19th, and so on). The perfect wight's shadow form lasts 1 minute per level of the prestige class. The shadow form is the ultimate expression of the perfect wight's power. She is incorporeal (see above), she is immune to critical hits, and she can fly at a speed of 100 feet (good).

The perfect wight can also use the substance of her own shadow to enhance her effective level on any attack roll, check, or saving throw. Drawing power from her own shadow form deals the perfect wight 7 points of damage for each +1 bonus on a single roll or +1 effective level for any other single use. For example, a perfect wight could add a +5 bonus on her next attack roll or saving throw, but in doing so she takes 35 points of damage.

Bonus Feats: The perfect wight gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Trap Sense, Uncanny Accuracy.


MS

UNION SENTINEL

A Union Sentinel is a member of an elite police force that guards the demiplane-city of Union (see Chapter 6). Union Sentinels patrol the city streets, enforcing the laws of Union and ensuring that peace reigns supreme. A Union Sentinel is trained to capture lawbreakers and imprison them for trial rather than killing them. A Union Sentinel uses lethal force only as a last resort, or he calls in higher beings to aid him when his own power proves ineffective.

Union Sentinels often come from fighter, ranger, or cleric backgrounds, and paladins occasionally take up the mantle of union sentinel, too. Rogues and monks occasionally have enough battle prowess to serve as Union Sentinels, but druids, sorcerers, wizards, and barbarians lack either the raw fighting skill or the discipline necessary to serve in Union.

Union Sentinels are regular sights in Union, appearing in small units of two to five. They are stoically true to the law, serving the mercanes that run the city with unswerving loyalty. Off-duty Union

Sentinels occasionally take up other professions and might even agree to join adventuring groups if the task at hand doesn't interfere with their duty. But in any case, they rarely leave the city.

Hit Die: d10.

Requirements

To qualify to become a Union Sentinel, a character must fulfill all the following criteria.

Alignment: Any lawful.
Base Attack Bonus: +21.
Skills: Diplomacy 8 ranks, Knowledge (local) 8 ranks.
Feats: Alertness, Improved Disarm.
Epic Feats: Armor Skin.
Special: Must reside in the demiplane-city of Union.

Class Skills

The Union Sentinel's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Union Sentinel prestige class.

Weapon and Armor Proficiency: Union Sentinels are proficient with all simple and martial weapons, all armor, and all shields.

Sending **(Sp):** At 1st level, the Union Sentinel gains the use of the *sending* spell as a spell-like ability once per day, plus one additional time per day every seven levels thereafter (8th, 15th, 22nd, and so on). Union Sentinels normally use *sending* to contact their superiors if their patrol meets a threat they can't handle. This ability functions as the spell cast by a 15th-level caster.

Shield of Law **(Sp):** At 1st level, the Union Sentinel gains the use of the *shield of law* spell as a spell-like ability once per day, plus one additional time per day every three levels thereafter (4th, 7th, 10th, and so on). Union Sentinels normally use *shield of law* prior to confronting a threat in the streets. This ability functions as the spell cast by a 15th-level caster.

Freedom **(Sp):** At 2nd level, the Union Sentinel gains the use of the *freedom* spell as a spell-like ability once per day, plus one additional time per day every six levels thereafter (8th, 14th, 20th, and so on). This ability functions as the spell cast by an 18th-level caster.

Knock **(Sp):** At 2nd level, the Union Sentinel gains the use of the *knock* spell as a spell-like ability once per day, plus one additional time per day every four levels thereafter (6th, 10th, 14th, and so on). This ability functions as the spell cast by a 15th-level caster.

Dimensional Anchor **(Sp):** At 3rd level, the Union Sentinel gains the use of the *dimensional anchor* spell as a spell-like ability once per day, plus one additional tim per day every three levels thereafter (6th, 9th, 12th, an so on). This ability functions as the spell cast by a 15th level caster.

Portal Guardian (Su): A 4th-level Union Sentinel ca become a portal guardian once per day, plus one add tional time per day every six levels thereafter (10th, 16t 22nd, and so on). The Union Sentinel must positio himself within 5 feet of a portal or *gate*, and while h remains, the portal cannot be activated from either sid by any means. The Union Sentinel can defend himsel and use any of his other abilities normally, as long as h remains adjacent to the blocked portal. This ability onl functions against portals and the *gate* spell, not agains creatures with other spell-like or supernatural interpla nar traveling abilities.

Forcecage **(Sp):** At 5th level, the Union Sentinel gain the use of the *forcecage* spell as a spell-like ability once pe day, plus one additional time per day every five level thereafter (10th, 15th, 20th, and so on). This ability func tions as the spell cast by a 20th-level caster.

Imprisonment **(Sp):** At 7th level, the Union Sentine gains the use of the *imprisonment* spell as a spell-lik ability once per week, plus one additional time pe week every five levels thereafter (12th, 17th, 22nd, an so on). This ability functions as the spell cast by a 20th level caster.

Table 1–32: The Union Sentinel

Union Sentinel Level	Special
1st	*Sending* 1/day, *shield of law* 1/day
2nd	*Freedom* 1/day, *knock* 1/day
3rd	*Dimensional anchor* 1/day
4th	Portal guardian 1/day, *shield of law* 2/day
5th	*Forcecage* 1/day
6th	*Dimensional anchor* 2/day, *knock* 2/day
7th	*Imprisonment* 1/day, *shield of law* 3/day
8th	*Freedom* 2/day, *sending* 2/day
9th	*Dimensional anchor* 3/day
10th	*Knock* 3/day, *forcecage* 2/day, portal guardian 1/day, shield of law 4/day

EPIC LEADERSHIP

In the Dungeon Master's Guide, Table 2–25 notes tha no additional effects are achieved with a Leadership score of greater than 25. However, by selecting the Epic Leadership feat, a character gains access to Table 1–33: Epic Leadership.

All epic characters should automatically qualify for the "reputation of special power" Leadership modifier as noted on Table 2–26 in the Dungeon Master's Guide, and most also qualify for the "reputation of great prestige" modifier as well.

Table 1–34: Example Special Epic Cohorts presents some powerful creatures that make good cohorts for epic characters.

Table 1–33: Epic Leadership

Leadership Score	Cohort Level	Number of Followers by Level									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
25	17th	135	13	7	4	2	2	1	—	—	—
26	18th	160	16	8	4	2	2	1	—	—	—
27	18th	190	19	10	5	3	2	1	—	—	—
28	19th	220	22	11	6	3	2	1	—	—	—
29	19th	260	26	13	7	4	2	1	—	—	—
30	20th	300	30	15	8	4	2	1	—	—	—
31	20th	350	35	18	9	5	3	2	1	—	—
32	21st	400	40	20	10	5	3	2	1	—	—
33	21st	460	46	23	12	6	3	2	1	—	—
34	22nd	520	52	26	13	6	3	2	1	—	—
35	22nd	590	59	30	15	8	4	2	1	—	—
36	23rd	660	66	33	17	9	5	3	2	1	—
37	23rd	740	74	37	19	10	5	3	2	1	—
38	24th	820	82	41	21	11	6	3	2	1	—
39	24th	910	91	46	23	12	6	3	2	1	—
40	25th	1,000	100	50	25	13	7	4	2	1	—
per +1	+1/2*	+100**	†	†	†	†	†	†	†	†	†

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. Outside factors can affect a character's Leadership score, as detailed in Table 2–26: Leadership Modifiers in the Dungeon Master's Guide.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. For example, a character with a Leadership score of 31 can lead up to 350 1st-level followers, 35 2nd-level followers, and so on.

*Your maximum cohort level increases by 1 for every 2 points of Leadership above 40.

**Your number of 1st-level followers increases by 100 for every point of Leadership above 40.

†You can command one-tenth as many 2nd-level followers as 1st-level followers. You can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on (round fractions up, except any fraction less than 1 rounds to 0). You can't have a follower of higher than 20th level (or whose effective follower level is greater than 20th; see the Exceptional Followers section above).

Table 1–34: Example Special Epic Cohorts

Creature	Alignment	Level Equivalent
Astral deva	Any good	22nd
Ancient silver dragon	Lawful good	30th
Couatl	Lawful good	18th
Cloud giant	Neutral good	19th
Ghaele eladrin	Chaotic good	21st
Storm giant	Chaotic good	20th
Wyrm brass dragon	Chaotic good	27th
Dragon turtle	Neutral	17th
Hydra, 12-headed	Neutral	19th
Roc	Neutral	17th
Ancient green dragon	Lawful evil	28th
Gelugon (devil)	Lawful evil	21st
Cloud giant	Neutral evil	19th
Glabrezu (demon)	Chaotic evil	23rd
Succubus (demon)	Chaotic evil	18th
Wyrm white dragon	Chaotic evil	26th

OPTIONAL RULE: EXCEPTIONAL FOLLOWERS

Though followers are normally warriors, experts, or commoners, your DM might allow you to have characters of other classes as followers. If you use this optional rule, adept or aristocrat followers count as followers of two levels higher than their actual character level. A follower with any levels in a PC class counts as a follower three levels higher than his character level. A follower with any levels in a prestige class counts as a follower five levels higher than his character level. This reflects the fact that such characters are rarely followers and are much more likely to be unique characters in their own right.

For example, a 6th-level commoner, warrior, or expert counts as a 6th-level follower. A 6th-level adept or aristocrat would count as a 7th-level follower. A 6th-level fighter or 3rd-level aristocrat/3rd-level wizard would count as an 8th-level follower. A 5th-level rogue/1st-level assassin would count as an 11th-level follower.

EPIC SKILLS

Lidda the epic rogue can hustle across a hair-thin thread, put her ear to a door, and hear a cat breathing three rooms away. Ember the epic monk can scramble up a perfectly smooth surface faster than a normal person can run. Devis the epic bard can fast-talk a lich into giving up its phylactery, and Jozan the epic cleric can turn a pack of snarling barbarians into diehard fanatics for Pelor.

These are examples of epic level skill use. Some are merely logical extensions of the skill descriptions in the *Player's Handbook*, while others seem almost mystical in their execution.

Skill checks work just as they always have: Roll 1d20 and add your skill modifier. Tasks either have a particular Difficulty Class (DC) or are opposed by another roll (usually a skill check of the same or an opposing skill). Your maximum skill rank is equal to your character

level +3 (for class skills) or half that number (for cross-class skills). Characters gain skill points each level based on their class (see the appropriate class description for details).

Despite the near-magical nature of some epic level skill uses, all uses of skills are considered exceptional abilities (except if noted otherwise), and thus function normally even within areas of antimagic.

COMBINING SKILL ATTEMPTS

When more than one character tries the same skill at the same time and for the same purposes, their efforts may overlap.

Optional Rule: Cooperation

The *Player's Handbook* describes how characters can cooperate to increase the chance of success at a task. Since rolling a 10 or higher on a skill check becomes almost meaningless for an epic character, you can use this optional rule to allow epic characters to achieve even greater results through cooperation.

Increase the circumstance bonus granted by cooperation by +1 for every 10 points of the helper's skill check above 10. Thus, a roll of 10–19 would grant a +2 circumstance bonus (as normal), a roll of 20–29 would grant a +3 circumstance bonus, 30–39 a +4 circumstance bonus, and so on. (To determine the circumstance bonus quickly, simply divide the helper's check by 10, round down, and add 1.)

Since this optional rule has the potential of dramatically increasing the results of some skill checks, consider it carefully before adding it to your game. You may want to limit strictly the types of skill checks that can gain this level of bonus.

You can use this same optional rule in nonepic play as well, if you want to encourage cooperation between characters.

Skill Synergy

Many skills are noted as granting a synergy bonus to the use of another skill when you have 5 or more ranks in the first skill. This synergy bonus increases by +2 for every additional 20 ranks you have in the skill.

For instance, the *Player's Handbook* notes that if you have 5 or more ranks in Tumble, you get a +2 synergy bonus on Balance checks. If you have 25 or more ranks in Tumble, this synergy bo increases to +4, with 45 or more ranks to +6, and so fo

SKILL DESCRIPTIONS

This section describes new DCs and new modifiers the familiar skills of the *Player's Handbook*. Of course truer than ever before that characters will come up w uses for skills that aren't covered in the rulebook. T DM should use his or her best judgment in assigni DC for such a task. Don't be afraid to set a DC of 60 100, or more for a truly mythical task.

See the *Player's Handbook* for full skill descriptions.

Alchemy

You can create more powerful alchemical substan create alchemical substances more quickly than bef and identify substances in seconds.

Task	DC (or DC Modifier)
Quick creation	+10 or more to DC
Quick identification	DC 50
Create augmented substance	+20 or more to DC

Quick Creation: You can voluntarily increase the DC creating an alchemical item or substance by any multi of 10. This allows you to create an item more quick (since you'll be multiplying this higher DC by your sk check result to determine progress). You must decide t increase to the DC before you make the check.

Quick Identification: You can identify a substance potion in the field as a full-round action, without alchemical lab or any cost. You can't retry this check take 20); if you fail, you must use your alchemical lab identify the substance.

Create Augmented Alchemical Ite or Substance: This requires the Aug mented Alchemy feat, and allow you to create alchemical item and substances of greater powe than normal.

To augment an alchemical sub stance, add +20 to the DC required to create th item and multiply th cost by 5. If the iten or substance deal damage, double th damage dealt. If th item or substanc doesn't deal dam age, double the du ration of its effect If the item or sub stance doesn't deal dam age and doesn't have specific listed duration (or has an in stantaneous



duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be improved in this manner. A list of the alchemical items and substances from the *Player's Handbook*, along with the effects of augmenting them, appears below.

You can create an item with multiple degrees of augmentation. For every additional multiplier applied to damage, duration, or area, add an additional +20 to the DC and add an additional 5 to the cost multiplier. For example, a twice-augmented flask of alchemist's fire would deal triple damage, would have a +40 modifier to the DC required to create it, and would cost 10 times as much as normal alchemist's fire.

Item	Effect of Augmenting
Acid	Direct hit 2d6, splash 2
Alchemist's fire	Direct hit 2d6, splash 2
Antitoxin	Duration 2 hours
Smokestick	Smoke fills a 20-foot cube
Sunrod	Glows for 12 hours
Tanglefoot bag	Becomes brittle and fragile after 20 minutes
Tindertwig	No effect

Animal Empathy

You can turn an animal into a fanatic follower. Refer to the accompanying table.

Initial Attitude	New Attitude					
	Hos	Unf	Indif	Friend	Help	Fanatic
Hostile	Less than 20	20	25	35	50	150
Unfriendly	Less than 5	5	15	25	40	120
Indifferent	—	Less than 1	1	15	30	90
Friendly	—	—	Less than 1	1	20	60
Helpful	—	—	—	Less than 1	1	50

Hos: hostile. *Unf:* unfriendly. *Indif:* indifferent. *Friend:* friendly. *Help:* helpful.

Fanatic: In addition to the attitudes listed in the DUNGEON MASTER'S *Guide*, the attitude of fanatic is added here. In addition to the obvious effects, any animal whose attitude is fanatic gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC whenever fighting for you or your cause. This attitude will remain for one day plus one day per point of your Charisma bonus, at which point the animal's attitude will revert to its original attitude (or indifferent, if no attitude is specified).

Treat the fanatic attitude as a mind-affecting enchantment effect for purposes of immunity, save bonuses, or being detected by the Sense Motive skill. Since it is nonmagical, it can't be dispelled; however, any effect that suppresses or counters mind-affecting effects (such as *calm emotions*) will affect it normally. A fanatic animal's attitude can't be further adjusted by the use of skills (that is, you can't use Animal Empathy to change an animal's attitude from fanatic to something else).

Attitude	Means	Possible Actions
Fanatic	Will give life to serve you	Fight to the death against overwhelming odds, throw self in front of onrushing dragon

Appraise

You can sense magical auras in objects.

Task	DC
Detect magic	50

Detect Magic: You can sense if an item has a magical aura. You can then use Spellcraft to learn more about the item as if you had already cast *detect magic* on the item. This requires a full-round action.

Balance

Surface	DC
1–2 inches wide	20
Up to 1 inch wide	40
Hair-thin	60
Liquid*	90
Cloud	120

*Includes any other surface that couldn't support your weight, such as a fragile branch.

Bluff

You can implant a nonmagical suggestion in a target, display a false alignment, or disguise your surface thoughts.

Example Circumstance	Sense Motive Modifier
Instill suggestion in target	+50
"I'll bet you could use a cooling swim. A dip in that pool of acid would be refreshing."	

Task	DC
Display false alignment	70
Disguise surface thoughts	100

Instill Suggestion in Target: This is identical to the effect of the *suggestion* spell, except that it is nonmagical and lasts for only 10 minutes. It can be sensed as if it were an enchantment effect (Sense Motive DC 25).

Display False Alignment: You can fool alignment-sensing effects by displaying a false alignment of your choice. Once set, a false alignment remains as long as you remain conscious and awake. Setting or changing a false alignment requires a full-round action.

Disguise Surface Thoughts: You can fool spells such as *detect thoughts* (or similar effects) by displaying false surface thoughts. While you can't completely mask the presence of your thoughts, you can change your apparent Intelligence score (and thus your apparent mental strength) by as much as 10 points and can place any thought in your "surface thoughts" to be read by such spells or effects. If a character attempts to use Sense Motive to detect your surface thoughts (see the Sense Motive skill description), this becomes an opposed check (though any result lower than 100 automatically fails).



Climb

You can climb otherwise unclimbable surfaces.

DC	Surface
70	A perfectly smooth, flat, vertical surface
100	A perfectly smooth, flat, overhang or ceiling

Rapid Climbing: You can climb your speed as a move-equivalent action, or double your speed as a full-round action (requiring two Climb checks), but you take a –20 penalty on your check.

Special: The Legendary Climber feat allows you to ignore any penalties for accelerated or rapid climbing.

Concentration

You can cast spells with somatic components even while grappled.

Task	DC
Cast spell with somatic component while grappled	50 + spell level

Craft

You can craft items more quickly than normal.

Task	DC
Quick creation	+10 or more to DC

Quick Creation: You can voluntarily increase the DC of crafting an item by any multiple of 10 (10, 20, 30, and so on). This allows you to create an item more quickly (since you'll be multiplying this higher DC by your skill check result to determine progress). You must decide the increase to the DC before you make the check.

Decipher Script

You can decipher magic scrolls.

Task	DC
Decipher a written spell (such as a scroll) without using *read magic*. One try per day.	50 + 5 times spell lev

Diplomacy

You can turn a person into a fanatic follower. Refer to t accompanying table.

Initial Attitude	New Attitude: Hos	Unf	Indif	Friend	Help	Fanat
Hostile	Less than 20	20	25	35	50	15
Unfriendly	Less than 5	5	15	25	40	12
Indifferent	—	Less than 1	1	15	30	90
Friendly	—	—	Less than 1	1	20	60
Helpful	—	—	—	Less than 1	1	50

Hos: hostile. *Unf:* unfriendly. *Indif:* indifferent. *Friend:* friend *Help:* helpful.

Fanatic: In addition to the attitudes listed in the DUNGE MASTER'S *Guide*, the attitude of fanatic is added here. addition to the obvious effects, any NPC whose attitu is fanatic gains a +2 morale bonus to Strength and Co stitution scores, a +1 morale bonus on Will saves, and a penalty to AC whenever fighting for you or your cau This attitude will remain for one day plus one day p point of your Charisma bonus, at which point the NP attitude will revert to its original attitude (or indifferen if no attitude is specified).

Treat the fanatic attitude as a mind-affecting encha ment effect for purposes of immunity, save bonuses, being detected by the Sense Motive skill. Because it nonmagical, it can't be dispelled; however, any effect th suppresses or counters mind-affecting effects (such *calm emotions*) will affect it normally. A fanatic's attitu can't be further adjusted by the use of skills (that is, yo can't use Diplomacy to change a person's attitude fro fanatic to something else).

Attitude	Means	Possible Actions
Fanatic	Will give life to serve you	Fight to the death against overwhelming odds, throw self in front of onrushing dragon

Disable Device

You can rush your Disable Device attempt, reducing th amount of time it takes to perform the attempt.

Reduce to	DC Modifier
1 round	+20
Move-equivalent action	+50
Free action	+100

Disguise

You can change your apparent height and weight much more than normal.

Disguise	Modifier
Change height and/or weight 11% to 25%	–25*
Change height and/or weight 26% to 50%	–50*

*Can be negated by any effect that can duplicate a height and/or weight change of this degree. For instance, *alter self* specifically allows a weight change of up to half your original weight.

Escape Artist

You can pass through spaces smaller than your head, or even through a *wall of force*.

DC	Task
80	Extremely tight space
120	Pass through *wall of force*

Extremely Tight Space: This is the DC for getting through a space when one's head shouldn't even be able to fit; this can be as small as 2 inches square for Medium-size creatures. Halve this limit for each size category less than Medium-size; double it for each size category greater than Medium-size. (For instance, a Huge creature could pass through an 8-inch-by-8-inch space.) If the space is long, such as in a chimney, the DM may call for multiple checks.

Pass through Wall of Force: This allows you to find a gap of weakness in a *wall of force* (or similar force effect) and squeeze through it.

Forgery

You can forge handwriting that you haven't even seen.

Condition	Reader's Check Modifier
Forge document without sample	+50

Forge Document without Sample: You can forge a document without having seen a similar document or having a sample of the handwriting to be copied.

Gather Information

You can gather information without eliciting suspicion.

Task	Check Modifier
Avoid suspicion	–20

Avoid Suspicion: By accepting a –20 penalty on your Gather Information check, you can avoid any suspicions that might otherwise be aroused by someone pursuing sensitive information.



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Handle Animal

You can handle creatures other than animals, and can teach or train in much less time than normally required.

Task	Time	DC
Rear magical beast	1 year	30 + HD of magical beast
Train magical beast	2 months	40 + HD of magical beast
Rear vermin	6 months	35 + HD of vermin
Train vermin	2 months	50 + HD of vermin
Rear other creature*	Varies	40 + HD of creature
Train other creature*	4 months	60 + HD of creature

*At the DM's discretion, other creatures that don't fall into these categories may be trainable.

Reduce Teaching/Training to . . .	DC Modifier
1 month	+25
1 day	+50
1 hour	+75
1 minute	+100

Reduce Teaching/Training: Normally, teaching or training a creature requires two months of time. You can accelerate the process of teaching or training a creature, reducing the time required to the listed time, by adding the DC modifier to the base DC for teaching or training the creature. You can't reduce the required time to less than 1 minute.

Heal

You can greatly speed a patient's recovery of hit points.

Task	DC
Quicken recovery	50
Perfect recovery	100

Quicken Recovery: You can allow a character to regain hit points in a single hour as if you had provided long-term care for a full day (2 or 3 hit points per level, based on activity). You can quicken the recovery of up to six patients at a time. No character's recovery can be quickened more than once per day (even by different healers).

Perfect Recovery: You can allow a character to regain hit points in a single hour as if you had provided long-term care for a full week (2 or 3 hit points per level per day, based on activity). You can use perfect recovery on up to six patients at a time. No character's recovery can be perfected more than once per day, nor can perfect recovery and quicken recovery both be used on the same patient in the same day (even by different healers).

Hide

You can hide others as well as hiding yourself.

Task	Check Modifier
Hide another	–30

Hide Another: By accepting a –30 penalty on your Hide check, you can hide another adjacent creature whose size is no more than one category larger than your own. Modifiers to the check for the size of the creature still apply, as do all other penalties, including those for moving faster than half speed. Likewise, you can only hide another

creature when it is not under direct observation by a third party. The creature you hide remains hidden until it is spotted or it takes some other action that breaks its concealment, as normal.

Intimidate

Intimidate does not possess an epic usage.

Special: The DC to intimidate any creature whose attitude is fanatic (see the Diplomacy skill description, above) is increased by +20.

Intuit Direction

Wherever you are, you can determine the direction to a location on the same plane.

DC	Familiarity with Location
40	Very familiar
60	Studied carefully
80	Seen casually
100	Viewed once
120	Description only

With a successful check, you know the direction to the desired location. This merely points you in the direction of the location; it doesn't provide you with information on how to get there, nor does it take into account any obstacles to your path.

"Very familiar" represents a place where you have been very often and where you feel at home. "Studied carefully" represents a place you know well, either because you've been there often or you have used other means (such as scrying) to study the place. "Seen casually" is a place that you have viewed more than once, but which you have not studied. "Viewed once" is a place that you have seen once, possibly using magic. "Description only" is a place whose location and appearance you know through someone else's description.

Jump

Jump does not possess an epic usage.

Special: If you have the Legendary Leaper feat (or if you're a monk), the distance of your jumps is not restricted by your height.

Knowledge

Knowledge does not possess an epic usage.

Listen

You can pinpoint the location of an invisible creature, or detect an illusion with an auditory component.

DC	Task
80	Defeat illusion with auditory component

Defeat Illusion: You can automatically detect any illusion with an auditory component for what it truly is. No Will save is required, and you don't have to interact with the illusion (but you must be able to hear its auditory component).

Special: You can use Listen to notice the presence of an invisible creature, as discussed in the *Dungeon Master's Guide* (generally opposed by a Move Silently check). If you beat the DC by 20 or more, you can pinpoint the location of the invisible creature, though it still maintains total concealment from you (50% miss chance).

Move Silently

Move Silently does not possess an epic usage.

Open Lock

You can open locks more quickly than normal.

Open lock as . . .	DC Modifier
Move-equivalent action	+20
Free action	+50

Perform

You can sway an audience's attitude with your performance.

Initial Attitude	New Attitude					
	Hos	Unf	Indif	Friend	Help	Fanatic
Hostile	Less than 40	40	45	55	70	170
Unfriendly	Less than 25	25	35	45	60	140
Indifferent	—	Less than 21	21	35	50	110
Friendly	—	—	Less than 21	21	40	80
Helpful	—	—	—	Less than 21	21	70

Hos: hostile. *Unf:* unfriendly. *Indif:* indifferent. *Friend:* friendly. *Help:* helpful.

Fanatic: In addition to the attitudes listed in the *Dungeon Master's Guide*, the attitude of fanatic is added here. In addition to the obvious effects, any NPC whose attitude is fanatic gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC whenever fighting for you or your cause. This attitude will remain for one day plus one day per point of your Charisma bonus, at which point the NPC's attitude will revert to its original attitude (or indifferent if no attitude is specified).

Treat the fanatic attitude as a mind-affecting enchantment effect for purposes of immunity, save bonuses, or being detected by the Sense Motive skill. Because it is nonmagical, it can't be dispelled; however, any effect that suppresses or counters mind-affecting effects (such as *calm emotions*) will affect it normally. A fanatic's attitude can't be further adjusted by the use of skills (that is, you can't use Diplomacy to change a person's attitude from fanatic to something else).

Attitude	Means	Possible Actions
Fanatic	Will give life to serve you	Fight to the death against overwhelming odds, throw self in front of onrushing dragon

Pick Pocket

You can lift another's weapon and perform major feats of legerdemain.

DC	Task
50	Lift a sheathed weapon from another creature and hide it on your person, if the weapon is no more than one size category larger than your own size.
80	Make an adjacent, willing creature or object of your size or smaller "disappear" while in plain view. In fact, the willing creature or object is displaced up to 10 feet away—make a separate Hide check to determine how well the "disappeared" creature or object is hidden.

Profession

Profession does not possess an epic usage.

Read Lips

Task	DC Modifier
Read lips while moving at up to full speed	+20
Pronounce unfamiliar language	+20

Pronounce Unfamiliar Language: This use of the skill allows you to "parrot" the speech of an observed creature, potentially allowing a comrade to translate the speech. It doesn't grant you any ability to understand the language spoken.

Ride

You can stand upon your mount in combat.

DC	Task
40	Stand on mount
50	Unconscious control
60	Attack from cover

Stand on Mount: This allows you to stand on your mount's back even during movement or combat. You take no penalties to actions while doing so.

Unconscious Control: As a free action, you can attempt to control a light horse, pony, or heavy horse while in combat. If you fail, you control the mount as a move-equivalent action. You do not need to roll for warhorses or warponies.

Attack from Cover: You can react instantly to drop down and hang alongside your mount, using it as one-half cover. You can attack and cast spells while using your mount as cover without penalty. If you fail, you don't get the cover benefit.

Scry

You can tell who is scrying on you, prevent scrying, and even scry back through the sensor created by the scryer.

Task	DC
Learn scryer	50
Return scrying	70
Break scrying	Opposed Scry check

Learn Scryer: If you determine that you're being scried upon, you can attempt to learn the identity of the being scrying upon you. If successful, you learn the name, race, and location of the scryer.

Return Scrying: If you determine that you're being scried upon, you can attempt to look back through the sensor at the scryer. This allows you to spy on the scrying being as if you had cast a *scrying* spell upon that person. This return scrying can be detected by your target as normal.

Break Scrying: If you determine that you're being scried, you can make an opposed Scry check with the scryer. If you are successful, the scrying ends, and the scryer may not scry you again for a number of hours equal to your Intelligence modifier.

Search

You can sense the presence of magic in an area.

Task	DC
Sense magic	60

Sense Magic: You sense the presence of any active magical effects in the area being searched. This might include an active spell, a magic trap, or even just a magic item lying amid a pile of mundane items. You can't determine the number, strength, or type of the effects.

Sense Motive

You can discern a target's alignment and even detect surface thoughts.

Task	DC
Discern partial alignment	60
Discern full alignment	80
Detect surface thoughts	100

OPTIONAL RULE: OPPOSED SCRYING

Rather than using the DCs presented here for learn scryer and return scrying, you can make all the tasks opposed Scry checks, with a bonus applying to the check of the scrying character (+30 to learn scryer, or +50 for return scrying). This makes success extremely difficult, particularly against highly skilled scryers.

Discern Partial Alignment: This use of the skill lets you discern one component of a target's alignment. When making the check, you state whether you are trying to discern the law–chaos or good–evil component. You can't retry the check, and you can't use this to discern more than one component of the alignment (but see below). The target must be visible and within 30 feet of you.

Discern Full Alignment: This use of the skill lets you determine both components of a target's alignment. You can't retry the check. The target must be visible and within 30 feet of you.

Detect Surface Thoughts: This lets you read the surface thoughts of a single target (as the 3rd-round effect of the *detect thoughts* spell). There is no saving throw to resist this effect, though the target can use Bluff to disguise his surface thoughts (see the Bluff skill description), in which case this becomes an opposed check (any result lower than 100 automatically fails). The target must be visible and within 30 feet of you.

Spellcraft

You can identify properties of a magic item.

DC	Task
50 + caster level	Identify basic property of magic item
70 + caster level	Identify all properties of magic item

Identify Basic Property of Magic Item: This use of the skill requires one round of inspection, and functions exactly as if you had cast an *identify* spell on the item. You can't attempt this on the same item more than once.

Identify All Properties of Magic Item: This requires one minute of inspection, and reveals all properties of a single magic item (including command words and charges remaining). You can't attempt this on the same item more than once. If an item has different caster levels for different properties, use the highest caster level.

Spot

You can pinpoint the location of an invisible creature, or detect an illusion with a visual component.

DC	Task
20	Notice presence of active invisible creature
30	Notice presence of unmoving, living invisible creature
40	Notice presence of inanimate invisible object
40	Notice presence of unmoving, unliving invisible creature
80	Defeat illusion

You can use Spot to notice the presence of an invisible creature, as discussed in the DUNGEON MASTER'S *Guide*. The relevant DCs are reprinted here. If you beat the D by 20 or more, you can pinpoint the location of the in ible creature, though it still maintains total concealme from you (50% miss chance).

Defeat Illusion: You can automatically detect any illusi with a visual component for what it truly is. No Will sa is required, and you don't have to interact with the il sion (but you must be able to see it).

Swim

You can swim up vertical surfaces, or swim much fas than normal.

DC	Task
80	Swim up waterfall

Swim up Waterfall: This use of the skill allows you swim an angled or vertical surface, as long as yo remain completely or mostly immersed in water. Oth examples might include swimming up a whirlpool o an incredibly large wave.

Circumstance	DC Modifier
Speed swimming	–20

Speed Swimming: By taking a –2 penalty on the check, you can swi your speed as a move-equivale action, or double your speed as a ful round action.

Tumble

You can fall from great heights witho taking damage, move greater distance with an adjustment, or "climb" vertic surfaces with a series of bounces.

DC	Task
30	Treat a fall as if it were 20 feet shorter when determining damage.
35	Free stand.
45	Treat a fall as if it were 30 feet shorter when determining damage.
50	Climb vertical surface.
60	Treat a fall as if it were 40 feet shorter when determining damage.
100	Ignore falling damage.

Free Stand: You can stand up from prone as a free action (instead of as a move-equivalent action).

Climb Vertical Surface: You can climb up to 20 feet (as part of normal move ment) by jumping and bouncing off walls, trees, or similar vertical sur faces. You must have at least two verti cal surfaces to bounce off, and the two must be within 10 feet of each other.

Ignore Falling Damage: You can fall from any height and take no damage.

Special: A character with 25 or more ranks in Tumble gains a +5

dodge bonus when executing the fight defensively standard or full-round action, instead of a +2 bonus (or the +3 bonus from having 5 or more ranks). Increase this dodge bonus by +1 for every 10 additional ranks above 25 the character has (+6 at 35 ranks, +7 at 45 ranks, and so forth).

A character with 25 or more ranks in Tumble gains a +10 dodge bonus to AC when executing the total defense standard action, instead of a +4 bonus (or the +6 bonus from having 5 or more ranks). Increase this dodge bonus by +2 for every 10 additional ranks above 25 the character has (+12 at 35 ranks, +14 at 45 ranks, and so forth).

Use Magic Device

Use Magic Device does not possess an epic usage.

Use Rope

You can splice ropes together quickly, tie unique knots, and even animate a rope you hold.

Task	DC
Quick splicing	50
Tie unique knot	60
Animate held rope	80

Quick Splicing: You can splice two ropes together as a move-equivalent action.

Tie Unique Knot: You can tie a knot that only you know how to untie. This doesn't affect any Escape Artist checks made to escape your bindings (since knots aren't the only part of bindings).

Animate Held Rope: You can command any rope you hold as if it had the *animate rope* spell cast upon it (except that using the skill in this way doesn't grant any bonus on Use Rope checks made with the animated rope). Each command requires a separate Use Rope check. Because the effect isn't magical, it can't be dispelled.

Wilderness Lore

You can ignore the effects of terrain on movement and withstand even the harshest weather. If you are capable of tracking, you can identify the races of creatures being tracked.

DC	Task
40	Get along in the wild while moving at full speed. You can provide food and water for one other person for every 2 points by which your check result exceeds 40.
60	Automatically succeed on all Fortitude saves against severe weather. You can extend this benefit to one other character for every 2 points by which your check result exceeds 60.
60	Ignore overland movement penalties of terrain. You and your mount can move at full overland speed regardless of terrain. You can extend this benefit to one other character for every 5 points by which your check result exceeds 60.
60	Identify race/kind of creature(s) by tracks.*

*Requires the Track feat.

PSIONIC SKILLS

If you have the *Psionics Handbook*, you also have access to the following skills. Refer to the skills discussion above for information on Concentration, Knowledge, Psicraft (Spellcraft), Remote View (Scry), and Use Psionic Device (Use Magic Device).

Autohypnosis

You have trained your mind to ignore poison, resist mental influence, and convince your body that you are tougher than normal.

DC	Task
Poison's DC + 5	When poisoned, you can make an Autohypnosis check on your next action. A successful check indicates you do not have to make a saving throw against the poison's secondary damage, which you instead automatically ignore.
50	If a failed saving throw indicates you are affected by any mind-affecting powers, spells, or spell-like effects, a successful Autohypnosis check allows an immediate second saving throw to resist the effect. If the mind-affecting effect normally does not allow a saving throw (such as a power or spell delivered via a touch attack), a successful Autohypnosis check allows a saving throw.
60	With a successful Autohypnosis check, you gain temporary hit points equal to 10 + your Wisdom modifier. The temporary hit points persist until lost. You cannot check for temporary hit points more than once per day. Temporary hit points gained through Autohypnosis do not stack with temporary hit points gained through any other source

Stabilize Self

Mortal wounds are less lethal for you.

DC	Task
30	If reduced to negative hit points but not dead, make a Stabilize Self check. If successful, you do not go unconscious and can continue taking actions until you bleed to death or stabilize (you can also continue making stabilization checks). If healed or stabilized, you continue to take actions normally.
60	On a successful Stabilize Self check, you gain damage reduction 2/–. The damage reduction lasts for 12 hours. You cannot check for damage reduction more than once per day. Damage reduction gained through Stabilize Self does not stack with damage reduction gained through any other source.

EPIC FEATS

Casting spells with a glance. Firing arrows at opponents standing at the horizon. Beheading opponents with your bare hands. Crafting mighty magic items of unsurpassed power. Charming liches with the power of song.

This is the stuff of the epic feat.

The epic character is largely defined by his selection of epic feats. Like the feat, the epic feat is a special feature that either gives your character a new capability or improves one he or she already has. However, the epic

Table 1–36: Epic Feats

Feat Name	Prerequisites
Additional Magic Item Space	—
Armor Skin	—
Augmented Alchemy	Int 21, Alchemy 24 ranks
Automatic Quicken Spell	Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells
Automatic Silent Spell	Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells
Automatic Still Spell	Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells
Bane of Enemies	Wilderness Lore 24 ranks, five or more favored enemies (as the ranger class feature)
Death of Enemies	Bane of Enemies, Wilderness Lore 30 ranks
Beast Companion (W)	Beast *Wild Shape*, Master *Wild Shape**, Knowledge (nature) 24 ranks, *wild shape* 6/day
Beast *Wild Shape* (W)	Knowledge (nature) 24 ranks, *wild shape* 6/day
Dragon *Wild Shape* (W)	Wis 30, Beast *Wild Shape*, Knowledge (nature) 30 ranks, *wild shape* 6/day
Magical Beast *Wild Shape* (W)	Wis 25, Beast *Wild Shape*, Knowledge (nature) 27 ranks, *wild shape* 6/day
Plant *Wild Shape* (W)	Beast *Wild Shape*, Knowledge (nature) 24 ranks, *wild shape* 6/day
Vermin *Wild Shape* (W)	Beast *Wild Shape*, Knowledge (nature) 24 ranks, *wild shape* 6/day
Blinding Speed	Dex 25
Bonus Domain	Wis 21, ability to cast 9th-level divine spells
Bulwark of Defense	Con 25, defensive stance 3/day
Chaotic Rage	Rage 5/day, chaotic alignment
Combat Archery	Dodge, Mobility, Point Blank Shot
Craft Epic Magic Arms and Armor (I)	Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks
Craft Epic Rod (I)	Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks
Craft Epic Staff (I)	Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks
Craft Epic Wondrous Item (I)	Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks
Damage Reduction	Con 21
Deafening Song	Perform 24 ranks, bardic music class feature
Hindering Song	Deafening Song, Perform 27 ranks, bardic music class feature
Dexterous Fortitude	Dex 25, slippery mind class feature
Dexterous Will	Dex 25, slippery mind class feature
Diminutive *Wild Shape* (W)	Ability to *wild shape* into a Huge animal
Fine *Wild Shape* (W)	Ability to *wild shape* into a Diminutive creature
Distant Shot	Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks
Efficient Item Creation	Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks
Energy Resistance	—
Enhance Spell (M)	Maximize Spell
Epic Dodge	Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature
Epic Endurance	Con 25, Endurance
Epic Fortitude	—
Epic Inspiration	Cha 25, Perform 30 ranks, bardic music class feature
Epic Leadership	Cha 25, Leadership, Leadership score 25
Legendary Commander	Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold
Epic Prowess	—
Epic Reflexes	—

feat moves the realm of capabilities from the mundane into the mythical. Epic feats allow your character to leap vast chasms, to cast many spells per round, or to take the form of a dragon.

Though this book contains more than one hundred fifty epic feats, it can't hope to encompass all the powers that your imagination can create. Rather than seeing this list as a restrictive collection of what is allowed, use it to spur your creativity. If you can dream of an epic character doing it, it can probably become an epic feat.

ACQUIRING EPIC FEATS

Just like regular feats, epic feats are chosen rather than bought with points. Characters gain epic feats in the following ways:

- At 21st level, and every three levels thereafter, the character may select an epic feat in place of a nonepic feat.
- Each character class gains bonus epic feats according to the class description. These feats must be selected from the list of bonus epic feats for that class.

PREREQUISITES

Most epic feats have prerequisites. You must have the listed ability score, feat, skill, class feature, or base attack modifier in order to select or use that feat. A character can gain an epic feat at the same level at which he or she gains the prerequisite, just as with regular feats.

A prerequisite expressed as a numerical value is a minimum; any value higher than the one given also meets the prerequisite.

You can't use an epic feat if you've lost a prerequisite.

Table 1–36: Epic Feats

Feat Name	Prerequisites
Epic Reputation	—
Epic Skill Focus	20 ranks in the skill selected
Epic Speed	Dex 21, Run
Epic Spell Focus	Greater Spell Focus* and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school
Epic Spell Penetration	Greater Spell Penetration*, Spell Penetration
Epic Spellcasting	Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, and ability to cast 9th-level arcane spells OR Spellcraft 24 ranks, Knowledge (religion) 24 ranks, and ability to cast 9th-level divine spells OR Spellcraft 24 ranks, Knowledge (nature), and ability to cast 9th-level divine spells
Epic Toughness	—
Epic Weapon Focus	Weapon Focus in the weapon to be chosen
Epic Weapon Specialization	Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the weapon to be chosen)
Epic Will	—
Exceptional Deflection	Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike
Extended Life Span	—
Familiar Spell	Int 25 (if your spellcasting is controlled by Intelligence) OR Cha 25 (if your spellcasting is controlled by Charisma)
Fast Healing	Con 25
Forge Epic Ring (I)	Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks
Gargantuan *Wild Shape* (W)	Ability to *wild shape* into a Huge animal
Colossal *Wild Shape* (W)	Ability to wild shape into a Gargantuan creature
Great Charisma	—
Great Constitution	—
Great Dexterity	—
Great Intelligence	—
Great Smiting	Cha 25, smite ability (from class feature or domain granted power)
Great Strength	—
Great Wisdom	—
Group Inspiration	Perform 30 ranks, bardic music class feature
Holy Strike	Smite evil class feature, any good alignment
Ignore Material Components	Eschew Materials*, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells
Improved Alignment-Based Casting	Access to domain of Chaos, Evil, Good, or Law; alignment must match domain chosen, ability to cast 9th-level divine spells
Improved Arrow of Death	Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature
Improved Aura of Courage	Cha 25, aura of courage class feature
Improved Aura of Despair	Cha 25, aura of despair class feature
Improved Combat Casting	Combat Casting, Concentration 25 ranks
Improved Combat Reflexes	Dex 21, Combat Reflexes
Improved Darkvision	Darkvision
Improved Death Attack	Death attack class feature, sneak attack +5d6
Improved Elemental *Wild Shape* (W)	Wis 25, ability to *wild shape* into an elemental
Improved Favored Enemy	Five or more favored enemies
Improved Heighten Spell (M)	Heighten Spell, Spellcraft 20 ranks
Improved *Ki* Strike	Wis 21, *Ki* strike +3
Improved Low-Light Vision	Low-light vision
Improved Manifestation	Ability to manifest powers of the normal maximum level in at least one psionic class
Improved Metamagic	Four metamagic feats, Spellcraft 30 ranks
Improved Manyshot	Dex 19, base attack bonus +21, Manyshot*, Point Blank Shot, Rapid Shot
Improved Sneak Attack	Sneak attack +8d6

Virtual Feats

If you effectively have a feat as a class feature or special ability, then you can use that virtual feat as a prerequisite for other feats. For instance, if you have some class feature or ability that says, "This is the same as Ambidexterity," then you are considered to have the Ambidexterity feat for the purposes of acquiring the Perfect Two-Weapon Fighting feat. You are also treated as having any prerequisites of the virtual feat, but only for the purposes of acquiring other feats that require the virtual feat. If you ever lose the virtual prerequisite, you also lose access to any feats you acquired through its existence.

Examples of Virtual Feats: The monk has the virtual feats Improved Unarmed Strike and Stunning Fist at 1st level. The ranger has the virtual feats Ambidexterity and Two-Weapon Fighting at 1st level (but loses them if he fights in medium or heavy armor or with a double weapon).

TYPES OF EPIC FEATS

Most epic feats are general, meaning that no special rules govern them as a group. Others may be item creation feats or metamagic feats, which follow all the normal rules for such feats as presented in the *Player's Handbook*, except as specified in the feat's description.

Table 1–36: Epic Feats

Feat Name	Prerequisites
Improved Spell Capacity	Ability to cast spells of the normal maximum spell level in at least one spellcasting class
Improved Spell Resistance	Must have spell resistance from a feat, class feature, or other permanent effect
Improved Stunning Fist	Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist
Improved Whirlwind Attack	Int 13, Dex 23, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack
Incite Rage	Cha 25, greater rage class feature
Infinite Deflection	Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike
Inspire Excellence	Perform 30 ranks, bardic music class feature
Instant Reload	Quick Draw, Rapid Reload*, Weapon Focus (crossbow type to be selected)
Intensify Spell (M)	Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells
Keen Strike	Str 23, Wis 23, Improved Critical (unarmed strike), *ki* strike +3
Vorpal Strike	Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, *ki* strike +3
Lasting Inspiration	Perform 25 ranks, bardic music class feature
Legendary Climber	Dex 21, Balance 12 ranks, Climb 24 ranks
Legendary Leaper	Jump 24 ranks
Legendary Rider	Ride 24 ranks
Legendary Tracker	Wis 25, Track, Knowledge (nature) 30 ranks, Wilderness Lore 30 ranks
Legendary Wrestler	Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks
Lingering Damage	Sneak attack +8d6, crippling strike class feature
Master Staff	Craft Staff, Spellcraft 15 ranks
Master Wand	Craft Wand, Spellcraft 15 ranks
Mighty Rage	Str 21, Con 21, greater rage class feature
Mobile Defense	Dex 15, Dodge, Mobility, Spring Attack, defensive stance 5/day class feature
Multispell	Quicken Spell, ability to cast 9th-level arcane or divine spells
Multiweapon Rend	Dex 15, base attack bonus +8, three or more hands, Multidexterity, Multiweapon Fighting
Music of the Gods	Cha 25, Perform 30 ranks, bardic music class feature
Negative Energy Burst (D)	Cha 25, ability to rebuke or command undead, ability to cast *inflict critical wounds*, any evil alignment
Overwhelming Critical	Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen)
Devastating Critical	Str 25, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Overwhelming Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen)
Penetrate Damage Reduction	—
Perfect Health	Con 25, Great Fortitude
Perfect Multiweapon Fighting	Dex 25, three or more hands, Greater Multiweapon Fighting*, Multidexterity, Multiweapon Fighting
Perfect Two-Weapon Fighting	Dex 25, Ambidexterity, Greater Two-Weapon Fighting*, Improved Two-Weapon Fighting, Two-Weapon Fighting

In addition, some feats are defined as divine feats or as wild feats (first presented in *Defenders of the Faith* and *Masters of the Wild* respectively). Such feats are described below.

Divine Feats

The feats in this category share a few characteristics. First, they all have as a prerequisite the ability to turn (or, in most cases, rebuke) undead. Thus, they are open to clerics, paladins of 3rd level or higher, and any prestige class that has that ability. (An ability to turn other creatures, such as fire creatures or animals, does not qualify you to select one of these feats.)

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs the character one turn/rebuke attempt from his or her number of attempts each day. If you don't have any turn/rebuke attempts left, you can't use the feat. Since turning or rebuking is a standard action, activating any of these feats is also a standard action.

Third, you can't use the Quicken Turning feat (presented in *Defenders of the Faith*) to speed up the use of a divine feat.

Wild Feats

The feats in this category share the characteristic of relating to the ability to use *wild shape* as a druid. These feats require the character to have the ability to use *wild shape* before acquiring the feat.

Table 1–36: Epic Feats

Feat Name	Prerequisites
Permanent Emanation	Spellcraft 25 ranks, ability to cast the spell to be made permanent
Planar Turning	Wis 25, Cha 25, ability to turn or rebuke undead
Polyglot	Int 25, Speak Language (five languages)
Positive Energy Aura	Cha 25, ability to turn undead, ability to cast *dispel evil*
Ranged Inspiration	Perform 25 ranks, bardic music class feature
Rapid Inspiration	Perform 30 ranks, bardic music class feature
Reactive Countersong	Combat Reflexes, Perform 30 ranks, bardic music class feature
Reflect Arrows	Dex 25, Deflect Arrows, Improved Unarmed Strike
Righteous Strike	Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment
Ruinous Rage	Str 25, Power Attack, Sunder, rage 5/day
Scribe Epic Scroll (I)	Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks
Self-Concealment	Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion
Shattering Strike	Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 ranks, *ki* strike +3
Sneak Attack of Opportunity	Sneak attack +8d6, opportunist class feature
Spectral Strike	Wis 19, ability to turn or rebuke undead
Spell Knowledge	Ability to cast the maximum spell level of an arcane spellcasting class
Spell Opportunity	Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks
Spell Stowaway	Spellcraft 24 ranks, caster level 12th
Spellcasting Harrier	Combat Reflexes
Spontaneous Domain Access	Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells
Spontaneous Spell	Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spellcasting class
Storm of Throws	Dex 23, Point Blank Shot, Quick Draw, Rapid Shot
Superior Initiative	Improved Initiative
Swarm of Arrows	Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used)
Tenacious Magic	Spellcraft 15 ranks, ability to cast the spell to be made tenacious
Terrifying Rage	Intimidate 25 ranks, rage 5/day
Thundering Rage	Str 25, rage 5/day
Trap Sense	Search 25 ranks, Spot 25 ranks, ability to find traps as a rogue
Two-Weapon Rend	Dex 15, base attack bonus +9, Ambidexterity, Improved Two-weapon Fighting, Two-Weapon Fighting
Uncanny Accuracy	Dex 21, Point Blank Shot, Precise Shot, Spot 20 ranks
Undead Mastery (D)	Cha 21, ability to rebuke or command undead
Zone of Animation (D)	Cha 25, Undead Mastery, ability to rebuke or command undead
Unholy Strike	Smite good class feature, any evil alignment
Widen Aura of Courage	Cha 25, aura of courage class feature
Widen Aura of Despair	Cha 25, aura of despair class feature

(D) = Divine feat.
(I) = Item creation feat.
(M) = Metamagic feat.
(W) = Wild feat.
*New nonepic feat described below.

Variant: Epic Psionic Feats

Psionic characters can acquire epic "psionically flavored" feats. Of course, many epic feats require no translation. At least one requires so much translation (Improved Spell Capacity) that we've done the translation for you (Improved Manifestation). Whenever a feat concerns conferring or altering a spell in some fashion, your psionic character must do some translation. Sometimes this translation is as straightforward as changing a few names, such as in the case of Familiar Spell—for your psionic character, this feat is Psicrystal Power. Likewise, Forge Epic Ring translates to Forge Epic Universal Item (which happens to be shaped like a ring).

Translating epic metamagic feats to epic metapsionic feats requires that you read Spellcraft prerequisites as Psicraft. It also requires you to do a little math—instead of casting a spell at a higher level, a psionic character pays more power points. For every spell slot one level higher than the spell's actual level the metamagic feat requires, the metapsionic feat requires you to pay a power point cost equal to its standard cost +2. Thus, a metamagic feat that increases a spell's level by three levels would cost an additional 6 power points to manifest in the metapsionic version. Likewise, when a feat such as Improved Metamagic allows a spellcaster to "pay" one less level to use a metamagic feat, the hypothetical psionic version (Improved Metapsionics) allows you to pay 2 power points less for a given metapsionic feat you know.

The *Psionics Handbook* has information on creating and playing psionic characters.

EPIC FEAT DESCRIPTIONS

Here is the format for epic feat descriptions.

FEAT NAME [Type of Feat]

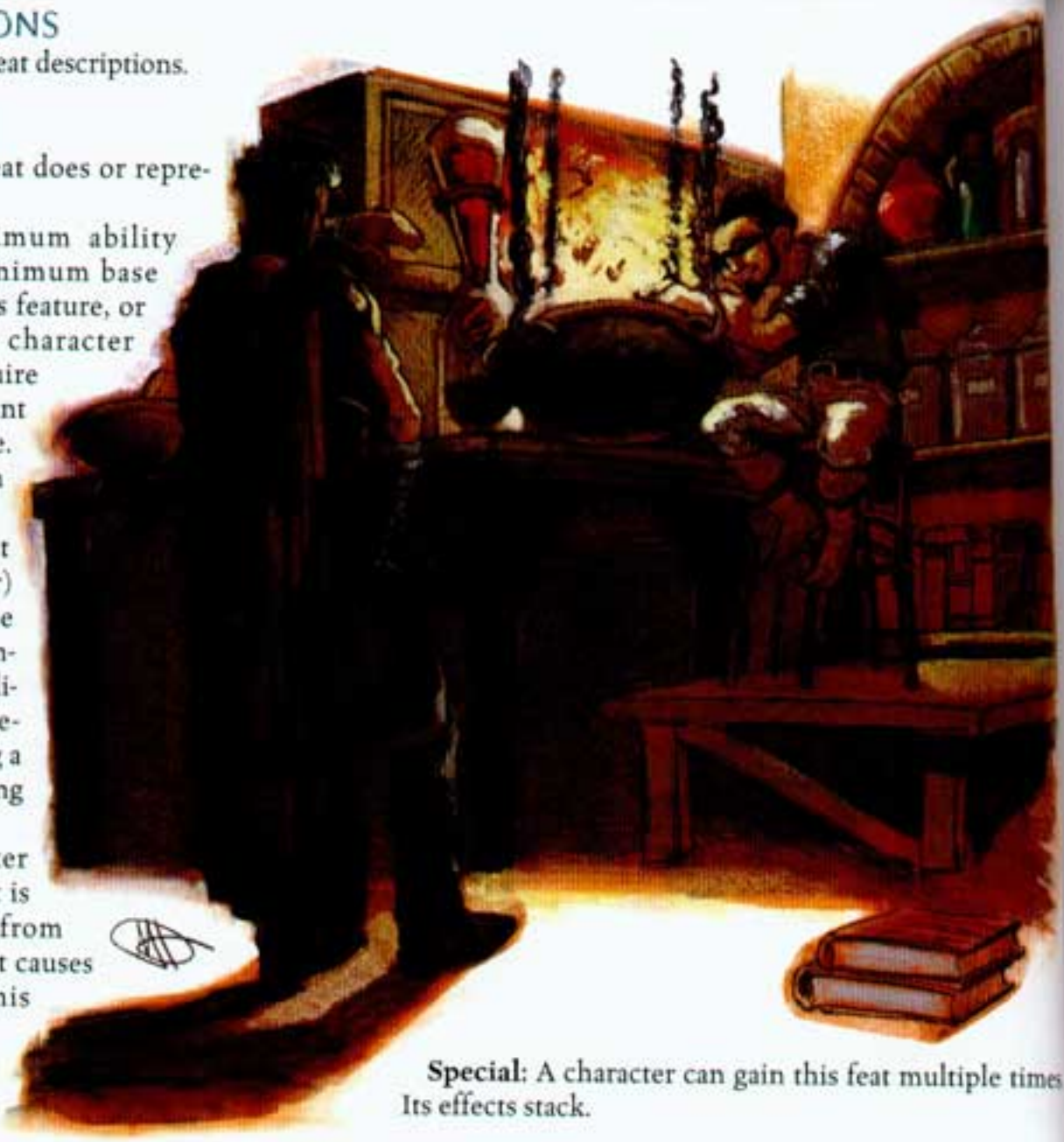
Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat, a minimum base attack bonus, a skill, a class feature, or some other ability that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. Many feats have more than one prerequisite.

Benefit: What the feat enables you (the character) to do. If you have the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.



Additional Magic Item Space [Epic]

You can wear more magic items.

Benefit: Choose one type of magic item that has a limit on the number you can simultaneously wear and gain its benefit, such as ring or belt. You can now wear one more magic item of this type and also gain its benefit.

Normal: Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armor; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of wearable magic item.

Armor Skin [Epic]

Your skin becomes like armor.

Benefit: You gain a +2 natural armor bonus to Armor Class, or your existing natural armor bonus increases by 2. This feat does not stack with any natural armor bonus granted by magic items or nonpermanent magical effects.

Special: A character can gain this feat multiple times. Its effects stack.

Augmented Alchemy [Epic]

You can create alchemical items and substances that are much more powerful than normal.

Prerequisites: Int 21, Alchemy 24 ranks.

Benefit: Whenever creating an alchemical item or substance, you can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat. See the Alchemy skill description earlier in this chapter for more information.

Automatic Quicken Spell [Epic]

You can cast any of your lesser spells with a moment's thought.

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as quickened spells without using higher-level

spell slots. The normal limit to the number of quickened spells you may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be quickened with no adjustment to their spell slots. Thus, a wizard who took this feat twice could quicken his 0- through 6th-level 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 a good cleric's *cure* spells).

Automatic Silent Spell [Epic]

You can cast any of your lesser spells silently.

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be silenced with no adjustment to their spell slots. Thus, a wizard who took this feat twice could cast his 0- through 6th-level spells as silent 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 sorcerer spells and spontaneously cast spells, such as a good cleric's *cure* spells). However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

Automatic Still Spell [Epic]

You can cast any of your lesser spells without gestures.

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be stilled with no adjustment to their spell slots. Thus, a wizard who took this feat twice could still his 0- through 6th-level 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 a good cleric's *cure* spells).

Bane of Enemies [Epic]

Your attacks deal great damage to your favored enemies.

Prerequisites: Wilderness Lore 24 ranks, five or more favored enemies (as the ranger class feature).

Benefit: Any weapon you wield against one of your favored enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage). This ability doesn't stack with similar abilities (for instance, if the weapon is already a bane weapon).

Beast Companion [Wild] [Epic]

You can befriend a beast.

Prerequisites: Beast *Wild Shape*, Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: As the druid's animal companion ability, except that when you use *animal friendship*, the spell also applies to beasts. Despite the greater intelligence of beasts, companion beasts will not submit to tasks (or perform "tricks") that animals cannot accomplish. At most, you can have beast and animal companions whose combined HD are not more than twice your caster level.

Beast *Wild Shape* [Wild] [Epic]

You can *wild shape* into beast form.

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a beast. The size limitation is the same as your limitation on animal size. You gain any extraordinary abilities of the beast whose form you take.

Blinding Speed [Epic]

You can trigger short bursts of great speed.

Prerequisite: Dex 25.

Benefit: You can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: You can gain this feat multiple times. Each time you take the feat, it grants an additional 5 rounds of *haste* per day.

Bonus Domain [Epic]

You have access to one additional domain of spells.

Prerequisites: Wis 21, ability to cast 9th-level divine spells.

Benefit: Choose an additional domain from your deity's domain list. You now have access to that domain's spells as normal for your domain spells.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different domain.

Bulwark of Defense [Epic]

Prerequisites: Con 25, defensive stance 3/day.

Benefit: Your defensive stance bonuses increase to +4 Strength, +6 Constitution, +4 resistance bonus on all saves, and +6 dodge bonus to AC.

Chaotic Rage [Epic]

Your rage is particularly damaging to lawful creatures.

Prerequisites: Rage 5/day, chaotic alignment.

Benefit: Any weapon you wield while in a rage is treated as a chaotic weapon (it deals +2d6 points of damage against creatures of lawful alignment). This ability does not stack with similar abilities (for instance, if the weapon is already a chaotic weapon).

Colossal *Wild Shape* [Wild] [Epic]

You can *wild shape* into animals of Colossal size.

Prerequisite: The ability to *wild shape* into a Gargantuan creature.

Benefit: You can use your *wild shape* to take the shape of a Colossal animal.

Normal: Without this feat, you cannot *wild shape* into an animal of greater than Huge size.

Combat Archery [Epic]

You can fire a bow in melee safely.

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: You do not incur any attacks of opportunity for firing a bow when threatened.

Normal: Without this feat, you incur an attack of opportunity from all opponents who threaten you whenever you use a bow.

Craft Epic Magic Arms and Armor [Item Creation] [Epic]

You can craft magic arms and armor of epic power.

Prerequisites: Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: You can craft magic arms and armor which exceed the normal limits for such items (as stated in the *Dungeon Master's Guide*). For instance, you could craft a magic sword with an enhancement bonus of greater than +5, with a total effective enhancement bonus greater than +10, or that required prerequisite spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic magic arms and armor.

Craft Epic Rod [Item Creation] [Epic]

You can craft magic rods of epic power.

Prerequisites: Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks.

Benefit: You can craft rods that exceed the normal limits for such items (as stated in this book and in the *Dungeon Master's Guide*). For instance, you could craft a rod with an enhancement bonus greater than +5 or a rod with prerequisite spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic rods.

Craft Epic Staff [Item Creation] [Epic]

You can craft magic staffs of epic power.

Prerequisites: Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: You can craft staffs that exceed the normal limits for such items (as stated in this book and in the *Dungeon Master's Guide*). For instance, you could craft a staff that cast spells greater than 9th level, or a staff w an enhancement bonus greater than +5.

See Chapter 4: Epic Magic Items for examples of ep staffs.

Craft Epic Wondrous Item [Item Creation] [Epic]

You can craft wondrous items of epic power.

Prerequisites: Craft Wondrous Item, Knowledge (a cana) 26 ranks, Spellcraft 26 ranks.

Benefit: You can craft wondrous items that exceed th normal limits for such items (as stated in this book and i the *Dungeon Master's Guide*). For instance, you could cr a *cloak of Charisma* with an enhancement bonus greate than +6 or an item that required prerequisite spe higher than 9th level.

See Chapter 4: Epic Magic Items for examples of ep wondrous items.

Damage Reduction [Epic]

You can shrug off some damage from attacks.

Prerequisite: Con 21.

Benefit: You gain damage reduction 3/–. This does n stack with damage reduction granted by magic items o nonpermanent magical effects, but it does stack with an damage reduction granted by permanent magical effect class features, or this feat itself.

Special: A character can gain this feat multiple time Each time you gain the feat, your damage reductio increases by 3.

Deafening Song [Epic]

Your bardic music deafens those nearby.

Prerequisites: Perform 24 ranks, bardic music cla feature.

Benefit: You can use song or poetics to temporaril deafen all enemies within a 30-foot spread from you. A successful Fortitude save (DC 10 + 1/2 your class level + your Charisma modifier) negates the effect. The deafening effect lasts for as long as you continue the deafening song. You can choose to exclude any characters from this effect (usually your allies).

You may sing, play, or recite a deafening song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). You may keep up the deafening song for a maximum of 10 rounds. Using the deafening song counts as one of your uses of song or poetics for the day.

Death of Enemies [Epic]

You can instantly slay your favored enemies with a single strike.

Prerequisites: Bane of Enemies, Wilderness Lore 30 ranks, five or more favored enemies (as ranger class feature).

Benefit: Any time you score a critical hit against one of your favored enemies, it must make a Fortitude save (DC 10 + 1/2 your class level + your Wisdom modifier) or die instantly.

Special: Creatures immune to critical hits can't be affected by this feat.

Devastating Critical [Epic]

Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you are capable of killing any creature with a single strike.

Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Overwhelming Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, whenever you score a critical hit the target must make a Fortitude save (DC 10 + 1/2 your character level + your Strength modifier) or die instantly. (Creatures immune to critical hits can't be affected by this feat.)

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Dexterous Fortitude [Epic]

You are able to resist physical attacks with exceptional agility.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, you may make a Reflex save instead to avoid the effect (evasion is not applicable).

Dexterous Will [Epic]

You are able to resist compelling effects with exceptional agility.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, you may make a Reflex save instead to avoid the effect (evasion is not applicable).

Diminutive *Wild Shape* [Wild] [Epic]

You can *wild shape* into animals of Diminutive size.

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: You can use your *wild shape* to take the shape of a Diminutive animal.

Normal: Without this feat, you cannot *wild shape* into an animal of smaller than Tiny size.

Dire Charge [Epic]

You can make a full attack as part of a charge.

Prerequisite: Improved Initiative.

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you can make a full attack against the opponent you charge.

Normal: Without this feat, you may only make a single attack as part of a charge.

Distant Shot [Epic]

You can target anything you can see with a ranged weapon.

Prerequisites: Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks.

Benefit: You may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

Dragon *Wild Shape* [Wild] [Epic]

You can take the form of a dragon.

Prerequisites: Wis 30, Beast *Wild Shape*, Knowledge (nature) 30 ranks, *wild shape* 6/day.

Benefit: You may use *wild shape* to change into a dragon (black, blue, green, red, white, brass, bronze, copper, gold, or silver). The size limitation is the same as your limitation on animal size. You gain all extraordinary and supernatural abilities of the dragon whose form you take.

Efficient Item Creation [Epic]

Select an item creation feat. You can create magic items using that feat much more quickly than normal.

Prerequisites: Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: Select an item creation feat. Creating a magic item using that feat requires one day per 10,000 gp of the item's market price, with a minimum of one day.

Normal: Without this feat, creating a magic item requires one day for each 1,000 gp of the item's market price.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different item creation feat.

Energy Resistance [Epic]

You can resist the effects of a chosen type of energy.

Benefit: Choose a type of energy (acid, cold, electricity, fire, or sonic). You gain resistance 10 to that type of energy, or your existing resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or nonpermanent magical effects.

Special: A character can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

Enhance Spell [Metamagic] [Epic]

You can increase the power limit of your damage-dealing spells.

Prerequisite: Maximize Spell.

Benefit: The damage cap for your spells increases by 10 dice (for spells that deal a number of dice of damage equal to your caster level, such as *fireball*) or by 5 dice (for spells that deal a number of dice of damage equal to half your level, such as *searing light*). An enhanced spell uses up a spell slot four levels higher than the spell's actual level.

For example, an enhanced *fireball* has a damage cap of 20d6 (rather than 10d6). An enhanced *searing light* has a damage cap of 10d8 (rather than 5d8).

This feat has no effect on spells that don't specifically deal a number of dice of damage equal to your level or half your level, even if the spell's effect is largely dictated by your level. Thus, it has no effect on *magic missile* (even though your level indicates how many missiles you fire),

Melf's acid arrow (even though your level indicates how many rounds the acid deals damage), or *produce flame* (even though you add your level to the base 1d4 damage dealt).

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: You may gain this feat multiple times. Each time you select this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher (thus, a twice-enhanced *fireball* would be an 11th-level spell).

Epic Dodge [Epic]

You are able to evade attacks with exceptional agility.

Prerequisites: Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature.

Benefit: Once per round, when struck by an attack from an opponent you have designated as the object of your dodge, you may automatically avoid all damage from the attack.

Epic Endurance [Epic]

You are capable of legendary feats of stamina.

Prerequisites: Con 25, Endurance.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), you get a +10 bonus on the check.

Epic Fortitude [Epic]

You have tremendously high fortitude.

Benefit: You gain a +4 bonus on all Fortitude saving throws.

Epic Inspiration [Epic]

Your bardic music provides greater inspiration than normally possible.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: All bonuses granted by your bardic music inspiration abilities are doubled. For example, your inspire courage ability now grants a +4 morale bonus on saving throws against *charm* and *fear* effects and a +2 morale bonus on attack and damage rolls; your inspire competence now grants a +4 competence bonus on skill checks; and your inspire greatness ability now grants +4d10 Hit Dice, a +4 competence bonus on attacks, and a +2 competence bonus on Fortitude saves.

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Epic Leadership [Epic]

You attract more powerful cohorts and followers than normally possible.

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: You attract a cohort and followers as shown on Table 1–33: Epic Leadership.

Normal: Without this feat, you must use Table 2–3 Leadership in the DUNGEON MASTER'S *Guide* to determine your cohort and followers.

Epic Prowess [Epic]

You gain great skill in combat.

Benefit: Gain a +1 bonus on all attacks.

Special: A character can gain this feat multiple times. Its effects stack.

Epic Reflexes [Epic]

You have tremendously fast reflexes.

Benefit: You gain a +4 bonus on all Reflex saving throws.

Epic Reputation [Epic]

Your reputation provides great bonuses on interactions with others.

Benefit: You gain a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

Epic Skill Focus [Epic]

Choose a skill, such as Move Silently. You have a legendary knack with that skill.

Prerequisite: 20 ranks in the skill selected.

Benefit: You gain a +10 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill.

Epic Speed [Epic]

You can move much more quickly than a normal person.

Prerequisites: Dex 21, Run.

Benefit: Your speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or nonpermanent magical effects.

Special: This feat only functions when you are wearing medium armor, light armor, or no armor.

Epic Spell Focus [Epic]

Choose a school of magic, such as Illusion. Your spells of that school are far more potent than normal.

Prerequisites: Greater Spell Focus* and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school to be chosen.

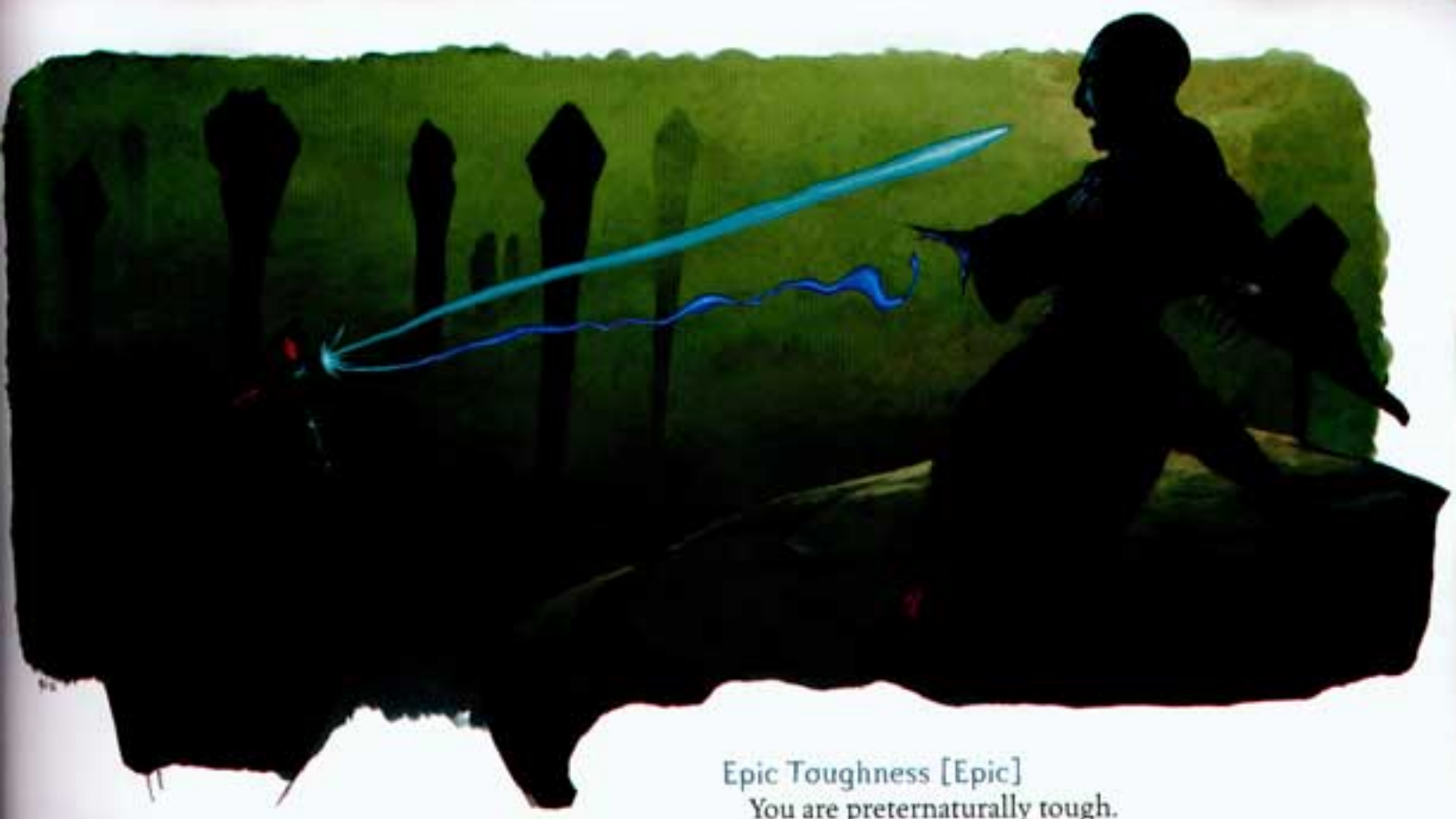
Benefit: Add +6 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on. This overlaps (does not stack with) the bonuses from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different school of magic.

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Epic Spell Penetration [Epic]

Your spells are tremendously potent, breaking through spell resistance with ease.



Prerequisites: Greater Spell Penetration*, Spell Penetration.

Benefit: You get a +6 bonus on caster level checks to beat a creature's spell resistance. This overlaps (does not stack with) the bonuses from Spell Penetration and Greater Spell Penetration.

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Epic Spellcasting [Epic]

You can create and cast spells that transcend the most powerful existing spells.

Prerequisite: Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells.

OR

Spellcraft 24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells.

OR

Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: You may develop and cast epic spells, as detailed in Chapter 2: Epic Spells.

If you are an arcane spellcaster, you may cast a number of epic spells per day equal to your ranks in Knowledge (arcana) divided by 10. If you are a divine spellcaster, you may cast a number of epic spells per day equal to your ranks in Knowledge (religion) divided by 10.

Special: If you meet more than one set of prerequisites, the limit on the number of spells you may cast per day is cumulative. For example, if you are a wizard/cleric, you may cast a number of arcane epic spells per day equal to your number of ranks in Knowledge (arcana), divided by ten, and a number of divine epic spells per day equal to your number of ranks in Knowledge (religion), divided by ten.

Epic Toughness [Epic]

You are preternaturally tough.

Benefit: You gain +20 hit points.

Special: A character can gain this feat multiple times. Its effects stack.

Epic Weapon Focus [Epic]

Choose one type of weapon, such as greataxe. You are especially good at using this weapon.

Prerequisite: Weapon Focus in the weapon to be chosen.

Benefit: Add a +2 bonus to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Epic Weapon Specialization [Epic]

Choose one type of weapon, such as greataxe. You deal extraordinary damage wielding this weapon.

Prerequisites: Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the weapon to be chosen).

Benefit: Add +4 to all damage you deal using the selected weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Epic Will [Epic]

You have tremendously strong willpower.

Benefit: You gain a +4 bonus on all Will saving throws.

Exceptional Deflection [Epic]

You can deflect any type of ranged attack.

Prerequisites: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.

Benefit: You can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows. If deflecting a spell, add the spell level to the DC to deflect the attack.

Extended Life Span [Epic]

You are exceptionally long-lived.

Benefit: Add one-half the maximum result of your race's maximum age modifier to your normal middle age, old, and venerable age categories. For example, a human who took this feat would reach middle age at 58 years (rather than 38), old age at 73 years (instead of 53), and venerable age at 90 years (instead of 70). Calculate the character's maximum age using the new venerable number.

This feat can't lower your current age category (for instance, if you're already middle age but the feat pushes the middle age category to above your current age, you don't revert to adulthood).

Special: You can gain this feat multiple times. Its effects stack.

Familiar Spell [Epic]

Your familiar can use one of your spells as a spell-like ability.

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one spell you know of 8th level or lower, such as *chain lightning* or *circle of death*. Your familiar can now use this spell once per day as a spell-like ability, at a caster level equal to your caster level. You cannot bestow a spell to your familiar if the spell normally has a material component cost of more than 1 gp or an XP cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a different spell-like ability or another daily use of the same spell-like ability.

Fast Healing [Epic]

You heal your wounds very quickly.

Prerequisite: Con 25.

Benefit: You gain fast healing 3, or your existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

Fine *Wild Shape* [Wild] [Epic]

You can *wild shape* into animals of Fine size.

Prerequisite: Ability to *wild shape* into a Diminutive creature.

Benefit: You can use your *wild shape* to take the shape of a Fine animal.

Normal: Without this feat, you cannot *wild shape* into an animal smaller than Tiny size.

Forge Epic Ring [Item Creation] [Epic]

You can craft magic rings of epic power.

Prerequisites: Forge Ring, Knowledge (arcana) [illegible] ranks, Spellcraft 35 ranks.

Benefit: You can forge magic rings that exceed [illegible] normal limits for such items (as stated in this book and [illegible] the DUNGEON MASTER'S *Guide*). For instance, you could cr[illegible] a *ring of protection* that granted a deflection bonus [illegible] greater than +5 or an item that required prerequisi[illegible] spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of e[illegible] rings.

Gargantuan *Wild Shape* [Wild] [Epic]

You can *wild shape* into animals of Gargantuan size.

Prerequisite: Ability to *wild shape* into a Huge anim[illegible]

Benefit: You can use your *wild shape* to take the sha[illegible] of a Gargantuan animal.

Normal: Without this feat, you cannot *wild shape* int[illegible] an animal greater than Huge size.

Great Charisma [Epic]

Your powers of persuasion and leadership are greate[illegible] than normal.

Benefit: Your Charisma increases by 1 point.

Special: You can gain this feat multiple times. It[illegible] effects stack.

Great Constitution [Epic]

Your health and endurance are greater than normal.

Benefit: Your Constitution increases by 1 point.

Special: You can gain this feat multiple times. It[illegible] effects stack.

Great Dexterity [Epic]

Your agility and coordination are greater than normal.

Benefit: Your Dexterity increases by 1 point.

Special: You can gain this feat multiple times. It[illegible] effects stack.

Great Intelligence [Epic]

Your powers of reason and learning are greater than normal.

Benefit: Your Intelligence increases by 1 point.

Special: You can gain this feat multiple times. It[illegible] effects stack.

Great Smiting [Epic]

Your smite attacks are much more powerful than normal.

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage (rather than just your level).

Special: You may select this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Great Strength [Epic]

Your muscle and physical power are greater than normal.

Benefit: Your Strength increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Wisdom [Epic]

Your willpower and insight are greater than normal.

Benefit: Your Wisdom increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Group Inspiration [Epic]

You can inspire competence or greatness in more than one ally simultaneously.

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The number of allies you can affect with your inspire competence or inspire greatness bardic music ability doubles. When inspiring competence in multiple allies, you can choose different skills to inspire for different allies.

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Hindering Song [Epic]

Your bardic music interferes with opposing spellcasters.

Prerequisite: Deafening Song, Perform 27 ranks, bardic music class feature.

Benefit: You can use song or poetics to hinder enemy spellcasters within a 30-foot spread from you. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if she were casting defensively, and all such checks have a penalty equal to half your level. You can choose to exclude any characters from this effect (usually your allies).

You may sing, play, or recite a hindering song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). You may keep up the hindering song for a maximum of 10 rounds. Using the hindering song counts as one of your uses of song or poetics for the day.

Holy Strike [Epic]

Your attacks deal great damage to evil creatures.

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a holy weapon (it deals +2d6 points of damage against creatures of evil alignment). This ability doesn't stack with similar abilities (for instance, if the weapon is already a holy weapon). In addition, the weapon is considered blessed, which means it has special effects on certain creatures.

Ignore Material Components [Epic]

You need not use any material components in casting your spells.

Prerequisites: Eschew Materials*, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast your spells without any material components. This feat does not affect the need for a focus or divine focus.

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Improved Alignment-Based Casting [Epic]

Your spells of a particular alignment are more powerful than normal.

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9th-level divine spells.

Benefit: Select an alignment-based domain (Chaos, Evil, Good, or Law) to which you have access. You cast spells with that alignment descriptor at +3 caster level.

Special: This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good, and Law domains.

You may select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different alignment-based domain to which you have access.

Improved Arrow of Death [Epic]

Prerequisites: Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature.

Benefit: Add +2 to the DC of your arrows of death. This feat may be taken multiple times. Its effects stack.

Improved Aura of Courage [Epic]

Your aura of courage is stronger than normal.

Prerequisite: Cha 25, aura of courage class ability.

Benefit: Your aura of courage grants a +8 morale bonus on saving throws against fear effects.

Improved Aura of Despair [Epic]

Your aura of despair is wider than normal.

Prerequisite: Cha 25, aura of despair class ability.

Benefit: Your aura of despair causes a –4 morale penalty on all saving throws.

Improved Combat Casting [Epic]

You can cast spells while threatened without fear of being attacked.

Prerequisites: Combat Casting, Concentration 25 ranks.

Benefit: You don't incur attacks of opportunity for casting spells when threatened.

Improved Combat Reflexes [Epic]

You can respond to any number of opponents who let their defenses down.

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity you can make in one round. (You still can't make more than one attack of opportunity against a single person in a round.)

Improved Darkvision [Epic]

Your ability to see in the dark is greater than normal.

Prerequisite: Darkvision.

Benefit: The range of your darkvision doubles. This feat does not stack with darkvision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Death Attack [Epic]

Prerequisites: Death attack class feature, sneak attack +5d6.

Benefit: Add +2 to the DC of your death attack.

Special: This feat may be taken multiple times. Its effects stack.

Improved Elemental *Wild Shape* [Wild] [Epic]

You can take the form of a greater variety of elementals than normal.

Prerequisites: Wis 25, ability to *wild shape* into an elemental.

Benefit: Your ability to *wild shape* into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that you can take when using *wild shape* to become an animal. For instance, if you are normally capable of using *wild shape* to become a Huge animal, you can now *wild shape* into a Huge elemental creature. You gain all extraordinary and supernatural abilities of the elemental whose form you take.

Normal: Without this feat, you may only *wild shape* into a Small, Medium-size, or Large air, earth, fire, or water elemental.

Improved Favored Enemy [Epic]

Prerequisite: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks and damage rolls against all your favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

Improved Heighten Spell [Epic]

You can cast a spell at any level above its own.

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which you can heighten the spell.

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level.

Improved *Ki* Strike [Epic]

You can strike opponents with great damage reduction.

Prerequisites: Wis 21, *Ki* strike +3.

Benefit: Add +1 to the effective enhancement bonus of your unarmed attacks.

Special: You can gain this feat multiple times. Its effects stack.

Improved Low-Light Vision [Epic]

The range of your low-light vision is greater than normal.

Prerequisite: Low-light vision.

Benefit: The range of your low-light vision doubles. This feat does not stack with low-light vision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Manifestation [Epic]

You can manifest psionic powers more powerful than the normal limits of manifestation.

Prerequisite: Ability to manifest powers of the normal maximum level in at least one psionic class.

Benefit: When you select this feat, your metapsionic power point cost limit is increased by +2. For example, if you select this feat at 21st level, you could use metapsionic feats in conjunction with other powers so that you could spend a total of 22 power points on any single power. However, in order to manifest the power, your key ability score must be equal to or higher than the total power point cost minus 2.

This feat can't grant psionic manifestation ability to a class that doesn't have psionic ability. You must use this feat as a member of the class in which you can already manifest powers of the normal maximum level. For instance, a 5th-level psychic warrior/22nd-level psion couldn't advance her power point cost limit in psychic warrior, because she can't manifest powers of the normal maximum level for a psychic warrior. But she could advance her power cost limit for her psion powers.

Normal: Without this feat, a power altered by metapsionic feats cannot cost more power points than the manifester's level minus 1 (minimum 1).

Special: You can gain this feat multiple times. Each time this feat is gained, your power point cost limit is increased by an additional +2.

The *Psionics Handbook* has information on creating and playing psionic characters.

Improved Manyshot [Epic]

You can fire even more arrows as a single attack against a nearby target.

Prerequisites: Dex 19, base attack bonus +21, Manyshot[B], Point Blank Shot, Rapid Shot

Benefits: As Manyshot, but the number of arrows you can fire is limited only by your base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

Special: Regardless of the number of arrows you fire, you only apply precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once. If you score a critical hit, only one of the arrows deals critical damage (your choice); all others deal normal damage.

Normal: With the Manyshot feat, you are limited to a

maximum of four arrows fired (when your base attack bonus is +16 or higher).

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Improved Metamagic [Epic]

You can cast spells using metamagic feats more easily than normal.

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot modifier of all your metamagic feats is reduced by one level, to a minimum of +1. For instance, you could cast a quickened spell as a spell of three levels higher rather than four levels higher.

This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: You can gain this feat multiple times. The effects stack, though you can't reduce any metamagic feat's spell slot modifier to less than +1.

Improved Sneak Attack [Epic]

Your sneak attacks are more deadly than normal.

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

Improved Spell Capacity [Epic]

You can prepare spells that exceed the normal limits of spellcasting.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

SPELL SLOTS ABOVE 9TH LEVEL

The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased above 9th by the use of metamagic feats). The number of spell slots available to a deity depends on the character's key ability score (Intelligence for wizards, Wisdom for clerics, druids, paladins, and rangers, and Charisma for bards and sorcerers), as shown on Table 1–35: Expanded Ability Modifiers and Bonus Spells.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

The numbers on this table include bonus spells that a character receives for having a sufficiently high ability score, as well as one additional spell of each level at which the character gains at least one bonus spell. For bonus spells of levels 1st through 9th, see Table 1–1 in the *Player's Handbook*.

Table 1–35: Expanded Ability Modifiers and Bonus Spells

		Spells per Day														
Score	Modifier	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	21st	22nd	23rd	24th	25th
10–11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14–15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16–17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18–19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20–21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22–23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24–25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26–27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28–29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30–31	+10	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32–33	+11	2	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—
34–35	+12	2	2	2	—	—	—	—	—	—	—	—	—	—	—	—	—
36–37	+13	2	2	2	2	—	—	—	—	—	—	—	—	—	—	—	—
38–39	+14	3	2	2	2	2	—	—	—	—	—	—	—	—	—	—	—
40–41	+15	3	3	2	2	2	2	—	—	—	—	—	—	—	—	—	—
42–43	+16	3	3	3	2	2	2	2	—	—	—	—	—	—	—	—	—
44–45	+17	3	3	3	3	2	2	2	2	—	—	—	—	—	—	—	—
46–47	+18	4	3	3	3	3	2	2	2	2	—	—	—	—	—	—	—
48–49	+19	4	4	3	3	3	3	2	2	2	2	—	—	—	—	—	—
50–51	+20	4	4	4	3	3	3	3	2	2	2	2	—	—	—	—	—
52–53	+21	4	4	4	4	3	3	3	3	2	2	2	2	—	—	—	—
54–55	+22	5	4	4	4	4	3	3	3	3	2	2	2	2	—	—	—
56–57	+23	5	5	4	4	4	4	3	3	3	3	2	2	2	2	—	—
58–59	+24	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	—
60–61	+25	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2
etc. . . .																	



Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest-level spell you can already cast in a particular class. For example, if you select this feat as a 21st-level wizard, you would gain one wizard spell slot of any spell level up to 10th.

You must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot. If you have a high enough ability modifier to gain one or more bonus spells for this spell level, you also gain the bonus spells for this spell level.

You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level. For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because he can't cast spells of the normal maximum spell level for ranger. He must add the spell slot to his sorcerer spells.

Special: You can gain this feat multiple times.

Improved Spell Resistance [Epic]

Your innate resistance to magical effects increases.

Prerequisite: Must have spell resistance from a feat, class feature, or other permanent effect.

Benefit: Your spell resistance increases by +2.

Special: You can gain this feat multiple times. Its effects stack.

Improved Stunning Fist [Epic]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

Special: This feat may be taken multiple times. Its effects stack.

Improved Whirlwind Attack [Epic]

You become a blurry whirlwind of attacks, striking out at all enemies near your position.

Prerequisites: Int 13, Dex 23, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack.

Benefit: As a full-round action, you may make one melee attack at your full base attack bonus against each opponent that you threaten.

Normal: When using only the Whirlwind Attack feat, you can only attack opponents within 5 feet of you (regardless of the extent of the area you threaten).

Incite Rage [Epic]

Prerequisites: Cha 25, greater rage class feature.

Benefit: When you enter a rage, you can incite a barbarian rage in any or all allies within 60 feet. (Any ally who doesn't wish to become enraged is unaffected.) The ally gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but takes a –2 penalty to AC, for as long as you remain raging. The rage of

affected allies lasts a number of rounds equal to 3 + their Constitution modifier, regardless of whether they remain within 60 feet of you. This is otherwise identical with normal barbarian rage (including the fatigue at its end).

Special: This is a mind-affecting effect.

Infinite Deflection [Epic]

You can deflect an infinite number of projectiles.

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: You may perform any number of deflections each round. See the Deflect Arrows feat in the *Player's Handbook*.

Inspire Excellence [Epic]

You can improve the abilities of your comrades through your performance.

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: You can use song or poetics to grant a bonus to one ability score to your allies. To be affected, an ally must hear the bard sing for 1 full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands).

Each ally to be inspired gains a +4 competence bonus to the same ability score, which you must choose before you begin inspiring. For instance, you could grant all allies a bonus to Strength, or all allies a bonus to Constitution, but you couldn't grant some allies a bonus to Strength and some a bonus to Constitution with the same performance.

Inspire excellence is a supernatural, mind-affecting ability.

Special: This feat is treated as a bardic music inspiration ability for purposes of feats that affect such abilities.

Instant Reload [Epic]

Choose one type of crossbow, such as heavy crossbow. You can fire that type of crossbow as fast as a bow.

Prerequisite: Quick Draw, Rapid Reload*, Weapon Focus (crossbow type to be selected).

Benefit: You may fire the selected type of crossbow at your full normal attack rate. Effectively, you can reload your crossbow as fast as an archer can reload a bow. Reloading your crossbow does not provoke attacks of opportunity.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of crossbow.

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Intensify Spell [Metamagic] [Epic]

You can cast spells with exceptionally great effect.

Prerequisites: Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: All variable, numeric effects of an intensified spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. For example, an intensified *horrid wilting* spell would deal 16 points of damage per caster level (up to a maximum of 400 points of damage at 25th level). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected. An intensified spell uses up a spell slot seven levels higher than the spell's actual level.

You can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell, such as Empower Spell or Maximize Spell.

Keen Strike [Epic]

Your unarmed strikes become as sharp as blades.

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), *ki* strike +3.

Benefit: Your unarmed strike is considered to be a slashing keen weapon (and thus threatens a critical hit on a 19–20). (At your option, any unarmed strike can do bludgeoning damage instead, but it loses the keen quality.) This ability doesn't stack with similar abilities (for instance, if some other effect has already granted your unarmed strikes the keen special ability).

Lasting Inspiration [Epic]

Your songs continue to inspire allies long after your words have faded.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The effects of your bardic music inspiration abilities last for ten times as long as normal after you stop singing. This feat has no effect on inspiration abilities that have no duration after you stop singing (such as inspire competence).

Legendary Climber [Epic]

You can climb rapidly much more easily than a normal person.

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: You can ignore any check penalties applied for accelerated climbing or rapid climbing.

Normal: Without this feat, you take a –5 penalty on Climb checks when attempting to cover your full speed in climbing distance in a round, or a –20 penalty when attempting to cover twice your speed in climbing distance in a round.

Legendary Commander [Epic]

You attract and lead great armies of followers through sheer force of personality.

Prerequisites: Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold.

Benefit: Multiply the number of followers of each level that you can lead by 10. Thus, a Leadership score of 25 would allow you to lead 1,350 1st-level followers, 130 2nd-level followers, and so forth. This has no effect on cohorts.

Legendary Leaper [Epic]

You can jump much farther than normal for your size.

Prerequisite: Jump 24 ranks.

Benefit: The distance of your jumps is not restricted by your height.

Legendary Rider [Epic]

You can ride any mount without penalty (even bareback) and can control any mount in combat.

Prerequisite: Ride 24 ranks.

Benefit: You suffer no reduction in rank when riding an unfamiliar mount. You don't take a penalty on Ride checks when riding a mount without a saddle (bareback). You never need to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, your rank is reduced by 2 or 5 when riding a different mount from what you are familiar with, you take a –5 penalty on Ride checks without a saddle, and you must make a Ride check to control a mount in combat (and controlling a light horse, pony, or heavy horse in combat requires a move-equivalent action).

Legendary Tracker [Epic]

You can track prey across or through the water, or even through the air.

Prerequisites: Wis 25, Track, Knowledge (nature) 30 ranks, Wilderness Lore 30 ranks.

Benefit: You can track creatures across water, underwater, or through the air by the minute disturbances they make and traces of their passage. This adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat in the *Player's Handbook*:

Surface	DC
Water	60
Underwater	80
Air	120

Legendary Wrestler [Epic]

You are exceptionally proficient at grappling.

Prerequisite: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks.

Benefit: You gain a +10 bonus on all grapple checks.

Special: A monk can qualify for this feat without having the Improved Unarmed Strike feat.

Lingering Damage [Epic]

Your sneak attacks continue to deal damage even after you strike.

Prerequisite: Sneak attack +8d6, crippling strike class feature.

Benefit: Any time you deal damage with a sneak attack, that target takes damage equal to your sneak attack bonus damage on your next turn as well.

Magical Beast *Wild Shape* [Wild] [Epic]

You can *wild shape* into magical beast form.

Prerequisites: Wis 25, Beast *Wild Shape*, Knowledge (nature) 27 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a magical beast. The size limitation is the same as your limitation on animal size. You gain all supernatural abilities of the magical beast whose form you take.

Master Staff [Epic]

You can activate a staff without using a charge.

Prerequisite: Craft Staff, Spellcraft 15 ranks.

Benefit: When you activate a staff, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge (you may not lose prepared spells from your school of specialty, if any). The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements. You cannot emulate a charge for a staff function that does not match a specific spell.

For example, you might want to save the charges on your *staff of power* because you do not want to go to the trouble of crafting another when the charges run out, and also because it allows you more options—you can memorize more utilitarian spells, trusting to the offensive power of your staff if conflict arises. You can use this feat to lose a 3rd-level prepared slot in order to active *lightning bolt* from the staff, but you can't use this feat to emulate a charge used for doubling the staff's melee damage (because that power doesn't match a specific spell).

Master Wand [Epic]

You can activate a wand without using a charge.

Prerequisite: Craft Wand, Spellcraft 15 ranks.

Benefit: When you activate a wand, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge (you may not lose prepared spells from your school of specialty, if any). The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements.

For example, if *lightning bolt* is on your class list and you find a *wand of lightning bolt* with 3 charges, you can expend unused spell slots instead of charges, thus extending the life of the wand.

Mighty Rage [Epic]

Your rage becomes even more powerful than normal.

Prerequisites: Str 21, Con 21, greater rage class feature.

Benefit: When you rage, you gain a +8 bonus to Strength and Constitution and a +4 morale bonus on Will saves. (These bonuses replace the normal rage bonuses.)

Mobile Defense [Epic]

You can adjust your position while maintaining a defensive stance.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, defensive stance 5/day class feature.

Benefit: While in a defensive stance, you may take one 5-foot adjustment each round without losing the benefits of the stance.

Normal: Without this feat, you can't move while in a defensive stance.

Multispell [Epic]

You can cast an additional quickened spell in a round.

Prerequisites: Quicken Spell, ability to cast 9th-level arcane or divine spells.

Benefit: You may cast one additional quickened spell in a round.

Special: You can gain this feat multiple times. Its effects stack.

Multiweapon Rend [Epic]

You can rend opponents when fighting with more than two limbs.

Prerequisites: Dex 15, base attack bonus +9, three or more hands, Multidexterity, Multiweapon Fighting.

Benefit: If you hit an opponent with two or more weapons (wielded in different hands) in the same round, you may automatically rend the opponent. This rending deals additional damage equal to the base damage of the smallest weapon that hit plus 1 1/2 times your Strength modifier. You can only rend once per round, regardless of how many successful attacks you make.

For example, if you wield three weapons simultaneously and you hit with any two of the three weapons in the same round, you would automatically rend your opponent for the appropriate damage.

Special: This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

Music of the Gods [Epic]

You can use your bardic music to influence creatures immune to mind-affecting effects.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: Your bardic music can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

Negative Energy Burst [Divine] [Epic]

You can use your rebuke/command undead ability to unleash a burst of negative energy.

Prerequisites: Cha 25, ability to rebuke or command undead, ability to cast *inflict critical wounds*, any evil alignment.

Benefit: You can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot-burst. Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead. Any creature that would be rebuked by this result gains one negative level. Any creature that would be commanded by this check gains two negative levels. The Fortitude save DC to remove these levels one day later is equal to 10 + 1/2 your effective turning level + your Charisma modifier.

Overwhelming Critical [Epic]

Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you do more damage on a critical hit.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen).

Benefit: When using the weapon you have selected, you deal +1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is ×3, add +2d6 points of bonus damage instead, and if the multiplier is ×4, add +3d6 points of bonus damage instead.

Special: Creatures immune to critical hits can't be affected by this feat.

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Penetrate Damage Reduction [Epic]

You can bypass a creature's damage reduction.

Benefit: Your attacks are made as if with an additional +2 bonus to their standard enhancement bonus. For instance, when attacking a creature with damage reduction 35/+3, you would only need a +1 weapon to bypass the damage reduction.

Special: This feat does not actually confer an enhancement bonus; it only emulates one for the purpose of penetrating an opponent's damage reduction.

The bonus conferred by Penetrate Damage Reduction stacks with the bonus conferred by Ki Strike.

Perfect Health [Epic]

You are immune to normal diseases and common poisons.

Prerequisite: Con 25, Great Fortitude.

Benefit: You are immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

Perfect Multiweapon Fighting [Epic]

A creature with three or more hands can fight with a weapon in each hand. The creature is allowed its full number of attacks with each extra weapon.

Prerequisite: Dex 25, three or more hands, Greater Multiweapon Fighting*, Multidexterity, Multiweapon Fighting.

Benefit: You can make as many attacks with each extra weapon as with your primary weapon, using the same base attack bonus. For example, a four-armed creature with this feat and a base attack of +18/+13/+8/+3 could make four attacks per round with his primary weapon and four attacks per round with each extra weapon, using this base attack bonus. You still take the normal penalties for fighting with two weapons.

Normal: A creature without this feat can make only one attack per round with each extra weapon (or two attacks per round with each weapon if it has Multiweapon Fighting, or three attacks per round with each extra weapon if it has Greater Multiweapon Fighting). Each attack after the first extra attack has a cumulative –5 penalty.

Special: This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms (and functions identically to that feat if you have fewer than three arms).

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Perfect Two-Weapon Fighting [Epic]

You can attack with your off-hand weapon as frequently as with your primary weapon.

Prerequisites: Dex 25, Ambidexterity, Greater Two-Weapon Fighting*, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: You can make as many attacks with your off-hand weapon as with your primary weapon, using the same base attack bonus. For example, a character with this feat and a base attack bonus of +18/+13/+8/+3 could make four attacks per round with his primary weap and four attacks per round with his off-hand weap using this base attack bonus. You still take the norm penalties for fighting with two weapons.

Normal: Without this feat, you can only get a sing attack with an off-hand weapon (or two attacks with a off-hand weapon if you have Improved Two-Weapo Fighting, or three attacks with an off-hand weapon if y have Greater Two-Weapon Fighting).

Special: A ranger can qualify for this feat even if h hasn't taken Ambidexterity or Two-Weapon Fighting, b can only use it when wearing light armor or no arm

*This feat is presented in the Nonepic Feats section the end of this chapter.

Permanent Emanation [Epic]

One of your personal emanation spells becomes pe manent.

Prerequisites: Spellcraft 25 ranks, ability to cast th spell to be made permanent.

Benefit: Designate any one of your spells whose area an emanation from you, such as *detect magic*. This spel effect is permanent (though you can dismiss or restart as a free action). Effects that would normally dispel you spell instead suppress it for 2d4 rounds.

Special: This feat may be taken multiple times. Eac time, you select a different spell to become permanen

Planar Turning [Epic]

You can turn (or rebuke) outsiders.

Prerequisites: Wis 25, Cha 25, ability to turn o rebuke undead.

Benefit: You can turn or rebuke outsiders as if the were undead. An outsider has effective turn resistanc equal to half its spell resistance (round down).

PLANAR TURNING: AN ALTERNATIVE [EPIC]

As written, the Planar Turning feat stresses the good-versus-evil axis of alignment. However, there are two alternative versions of this feat that allow it to work differently.

If your campaign stresses the law–chaos axis of alignment, you can allow a character to select a lawful or chaotic version of this feat. A lawful version would turn (or destroy) all chaotic outsiders and rebuke (or command) all lawful outsiders, while the chaotic version would turn (or destroy) all lawful outsiders and rebuke (or command) all chaotic outsiders. The character must be of the alignment that he chooses (you must be lawful to select the lawful version, and you must be chaotic to choose the chaotic version).

A second alternative is to say that anyone using this feat turns (or destroys) all outsiders who have at least one alignment component opposed to one of your alignment components (good versus evil, law versus chaos) and rebukes (or commands) all outsiders who have no alignment components opposed to yours. For the purposes of this version of the feat, neutral is opposed to none of the other alignment components, so you may choose to require that a true neutral character select one of the four alignment components that he will treat as part of his alignment for the purposes of this feat (much as a lawful neutral, neutral, or chaotic neutral cleric must decide whether he turns or rebukes undead).

For example, a lawful good cleric using the second alternative version of this feat would turn (or destroy) all outsiders who had either "chaotic" or "evil" in their alignment (CG, CN, CE, NE, LE) and would rebuke (or command) all outsiders who had neither "chaotic" nor "evil" in their alignment (LG, NG, LN, N). A chaotic neutral cleric using this version of the feat would turn (or destroy) all outsiders who had "lawful" in their alignment (LG, LN, LE) and would rebuke (or command) all outsiders who did not have "lawful" in their alignment (NG, N, NE, CG, CN, CE). A neutral cleric would rebuke (or command) all outsiders (unless the DM required that he choose an alignment component, in which case he would be treated as being LN, NG, CN, or NE for the purposes of this feat).



If you can turn undead, you turn (or destroy) all evil outsiders and rebuke (or command) all nonevil outsiders. If you can rebuke undead, you rebuke (or command) all evil outsiders and rebuke (or command) all nonevil outsiders.

Plant *Wild Shape* [Wild] [Epic]

You can *wild shape* into plant form.

Prerequisites: Beast *Wild Shape*, Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a plant. The size limitation is the same as your limitation on animal size.

Polyglot [Epic]

You can speak, read, and write all languages.

Prerequisites: Int 25, Speak Language (five languages).

Benefit: You can speak all languages. If you're literate, you can also read and write all languages (not including magical script).

Positive Energy Aura [Epic]

You automatically turn (or even destroy) lesser undead.

Prerequisites: Cha 25, ability to turn undead, ability to cast *dispel evil*.

Benefit: Every undead creature that comes within 15 feet of you is automatically affected as if you had turned it. This doesn't cost a turning attempt, and you don't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than your effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than your effective cleric level minus 20). For example, a 22nd-level cleric would automatically turn any nearby wights or wraiths and would automatically destroy any Medium-size skeletons or zombies that came near him, but would have to turn nightshades and the like normally.

Just as with normal turning, you can't affect undead that have total cover relative to you.

Ranged Inspiration [Epic]

You can use your bardic music at a greater range than normal.

Prerequisite: Bardic music class feature, Perform 25 ranks

Benefit: Double the range of any bardic music ability that has a range. For instance, you can use countersong to protect creatures within 60 feet of you (rather than 30 feet); you can fascinate a creature up to 180 feet away; and you can inspire competence or greatness in an ally up to 60 feet away. (If the creature must hear the bard to be affected by the ability, that requirement doesn't change regardless of any extended range the bard's ability may have.)

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Rapid Inspiration [Epic]

You can inspire your allies with bardic music more quickly than normal.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: You can use any of your bardic music inspiration abilities as a standard action. The inspiration takes effect immediately after you conclude the action.

Reactive Countersong [Epic]

You can use countersong as a reaction to a sonic or language-dependent magical attack.

Prerequisite: Combat Reflexes, Perform 30 ranks, bardic music class feature.

Benefit: You can begin a countersong at any time, even when it isn't your turn (much like a wizard who has readied a counterspell action), though you don't have to ready an action to do so. Thus, you could use the countersong as a reaction to a sonic or language-dependent magical attack.

You can't use Reactive Countersong at the same time you are using another bardic music ability (though you could stop the other bardic music ability to begin Reactive Countersong if so desired).

Normal: Without this feat, you can only use countersong on your turn.

Reflect Arrows [Epic]

You reflect ranged attacks back upon the attacker.

Prerequisites: Dex 25, Deflect Arrows, Improved Unarmed Strike.

Benefit: When you deflect an arrow or other ranged attack, the attack is reflected back upon the attacker at your base ranged attack bonus.

Righteous Strike [Epic]

Your unarmed strikes are particularly damaging to chaotic creatures.

Prerequisites: Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment.

Benefit: Your unarmed strike is treated as a lawful weapon (it deals +2d6 points of damage against creatures of chaotic alignment). This ability doesn't stack with similar abilities (for instance, if some other effect has granted the lawful ability to your unarmed strike).

Ruinous Rage [Epic]

While in a rage, you can deal tremendous damage to objects.

Prerequisites: Str 25, Power Attack, Sunder, rage 5/day.

Benefit: While in a rage, you ignore the hardness of any object you strike. Also, double your Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

Scribe Epic Scroll [Item Creation] [Epic]

You can scribe scrolls of epic power.

Prerequisites: Scribe Scroll, Knowledge (arcana) 1 ranks, Spellcraft 24 ranks.

Benefit: You can scribe scrolls that exceed the norm limits for such items (as stated in this book and in t *Dungeon Master's Guide*). For instance, you could scrib scroll with spells of greater than 9th level, or a scroll w a caster level greater than 20th.

Even this feat does not allow you to scribe a scroll w an epic spell (see Chapter 2: Epic Spells). Such ma defies the power of the written word and thus cannot scribed into scroll form.

See Chapter 4: Epic Magic Items for examples of ep scrolls.

Self-Concealment [Epic]

When in combat, your form becomes blurry and ind tinct, making it difficult to land a blow against you.

Prerequisites: Dex 30, Hide 30 ranks, Tumble ranks, improved evasion.

Benefit: Attacks against you have a 10% miss chan (the equivalent of one-quarter concealment). You lo this benefit whenever you would lose your Dexter bonus to AC.

Special: This feat may be taken multiple times. Ea time it is taken, the miss chance increases by 10% to maximum of 50% after it has been taken five times.

Shattering Strike [Epic]

You can shatter objects with your unarmed strike.

Prerequisites: Epic Weapon Focus (unarmed strike Weapon Focus (unarmed strike), Concentration 25 ranks *ki* strike +3.

Benefit: When using an unarmed strike to attempt break an object with sudden force (rather than by dealin normal damage), make a Concentration check rathe than a Strength check. The break DC remains the same Using Shattering Strike is a full-round action that incu attacks of opportunity. You can't use Shattering Strike t escape bonds (unless you are so bound as to allow you t make an unarmed strike against your bindings, such a when you are bound by a length of chain).

Sneak Attack of Opportunity [Epic]

Whenever your opponent lets his guard down, you ca make a sneak attack.

Prerequisites: Sneak attack +8d6, opportunist cla feature.

Benefit: Any attack of opportunity you make is con sidered a sneak attack.

Spectral Strike [Epic]

You can strike incorporeal creatures as if they were solid

Prerequisites: Wis 19, ability to turn or rebuke undead

Benefit: Your attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that ca damage an incorporeal creature have a 50% chance to dea no damage.

Spell Knowledge [Epic]

You add two additional arcane spells to your repertoire.

Prerequisite: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: You learn two new arcane spells of any level up to the maximum level you can cast. This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

Spell Opportunity [Epic]

You can cast a touch spell as an attack of opportunity.

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks.

Benefit: Whenever you are allowed an attack of opportunity, you may cast (and attack with) a touch spell as your attack of opportunity. This incurs attacks of opportunity just as if you had cast the spell normally.

Normal: Without this feat, you can only make a melee attack as an attack of opportunity.

Spell Stowaway [Epic]

Choose a spell-like ability you possess or a spell you can cast. You gain the benefits of this magic whenever it is used near you.

Prerequisites: Spellcraft 24 ranks, caster level 12th.

Benefit: You are attuned to the magic you chose. If another spellcaster within 300 feet of you uses this magic, you also immediately gain the magic's effect as if it had been used on you by the same caster.

You must have direct line of sight to the spellcaster in order to gain the benefit of the attuned magic (though you do not have to know the spellcaster is present, and you can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell or spell-like ability.

Spellcasting Harrier [Epic]

Spellcasters you threaten find it difficult to cast defensively.

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster you threaten in melee takes a penalty on Concentration checks made to cast defensively equal to 1/2 your level.



Spontaneous Domain Access [Epic]

Select a domain of spells you have access to. You can spontaneously convert spells into spells of this domain.

Prerequisites: Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells.

Benefit: You may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into *cure* spells.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different domain.

Spontaneous Spell [Epic]

Select a spell you can cast. You can spontaneously convert spells of that spell's level into that spell.

Prerequisite: Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spellcasting class.

Benefit: You may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into *cure* spells.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different spell.

Storm of Throws [Epic]

You become a flurry of thrown weapons, targeting all nearby opponents.

Prerequisite: Dex 23, Point Blank Shot, Quick Draw, Rapid Shot.

Benefit: As a full-round action, you may throw a light weapon at your full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type; for instance, a human could throw a mix of daggers, darts, and throwing axes.

Superior Initiative [Epic]

You can react even more quickly than normal in a fight.

Prerequisite: Improved Initiative.

Benefit: You get a +8 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

Swarm of Arrows [Epic]

You can fire a veritable storm of arrows at nearby opponents.

Prerequisites: Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, you may fire an arrow at your full base attack bonus at each opponent within 30 feet.

Tenacious Magic [Epic]

Choose one of your spells or spell-like abilities. That magic cannot be dispelled, only suppressed.

Prerequisites: Spellcraft 15 ranks.

Benefit: Choose one spell you know or spell-like ability you possess, such as *improved invisibility* or *stoneskin*. Whenever the chosen form of magic would otherwise end due to a *dispel* effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration.

You can dismiss your own spell or spell-like ability (if dismissible) or dispel your own tenacious magic normally.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different spell or spell-like ability.

Terrifying Rage [Epic]

While in a rage, you panic your opponents.

Prerequisites: Intimidate 25 ranks, rage 5/day.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if they have fewer Hit Dice than you) or shaken (if they have Hit Dice equal to or up to twice yours) for 4d6 rounds.

Thundering Rage [Epic]

Your rage attacks can cause thunderous roars that can deafen opponents.

Prerequisites: Str 25, rage 5/day.

Benefit: Any weapon you wield while in a rage is treated as a thundering weapon (see the *Dungeon Master's Guide*). The DC of the Fortitude save to resist deafness is equal to 10 + 1/2 your level. This ability does not stack with similar abilities (for instance, if the weapon is already a thundering weapon).

Trap Sense [Epic]

You can sense nearby traps even if not actively searching for them.

Prerequisites: Search 25 ranks, Spot 25 ranks, ability to find traps as a rogue.

Benefit: If you pass within 5 feet of a trap, you are entitled to a Search check to notice it as if you were actively looking for it.

Two-Weapon Rend [Epic]

You can rend opponents when fighting with two weapons.

Prerequisites: Dex 15, base attack bonus +9, Ambidexterity, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If you hit an opponent with a weapon in each hand in the same round, you may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times your Strength modifier. Base weapon damage includes an enhancement bonus on damage, if any. You can only re once per round, regardless of how many successful att you make.

For example, when wielding a longsword and a sh sword simultaneously, if you hit with the longsword a the short sword in the same round, you would autom cally rend your opponent for 1d6 plus 1 1/2 times yo Strength modifier in points of damage.

Uncanny Accuracy [Epic]

You can ignore anything less than total cover or total co cealment when using ranged weapons.

Prerequisites: Dex 21, Point Blank Shot, Precise Sh Spot 20 ranks.

Benefit: When throwing or shooting a rang weapon, you can ignore any cover bonus to the targe AC (up to a maximum of nine-tenths cover) or any mi chance conferred by the target's concealment (up to maximum of nine-tenths concealment). If the target h total concealment or total cover, the AC bonus or mi chance applies normally.

Undead Mastery [Divine] [Epic]

You can command a greater number of undead than norma

Prerequisites: Cha 21, ability to rebuke or comman undead.

Benefit: You may command up to ten times your lev in HD of undead.

Unholy Strike [Epic]

Your attacks deal great damage to good creatures.

Prerequisites: Smite good class feature, any ev alignment.

Benefit: Any weapon you wield is treated as a unhol weapon (it deals +2d6 points of damage against cre tures of good alignment). This ability doesn't stack wi similar abilities (for instance, if the weapon is already unholy weapon).

Vermin *Wild Shape* [Wild] [Epic]

You can *wild shape* into vermin form.

Prerequisites: Beast *Wild Shape*, Knowledge (nature 24 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability t take the form of a vermin. The size limitation is the sam as your limitation on animal size.

Vorpal Strike [Epic]

Your unarmed strikes can behead your opponents.

Prerequisites: Str 25, Wis 25, Improved Critical (un armed strike), Improved Unarmed Strike, Keen Strike Stunning Fist, *ki* strike +3.

Benefit: Your unarmed strike is considered to be a slashing vorpal weapon. (At your option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality.) This ability doesn't stack with similar abilities (for instance, if some other effect has already granted your unarmed strikes the vorpal quality).

Aura of Courage [Epic]

aura of courage is wider than normal.

erequisite: Cha 25, aura of courage class ability.

nefit: Your aura of courage extends to all allies in 100 feet of you.

Aura of Despair [Epic]

aura of despair is wider than normal.

erequisite: Cha 25, aura of despair class ability.

nefit: Your aura of despair extends to all allies in 100 feet of you.

of Animation [Divine] [Epic]

can channel negative energy to animate undead.

erequisite: Cha 25, Undead Mastery, ability to ke or command undead.

nefit: You can use a rebuke or command undead empt to animate corpses within range of your rebuke or mand attempt. You animate a total number of HD of ad equal to the number of undead that would be com- ded by your result (though you can't animate more ad than there are available corpses within range). You animate more undead with any single attempt than maximum number you can command (including any ad already under your command). These undead are matically under your command, though your normal of commanded undead still applies.

the corpses are relatively fresh, the animated undead mbies. Otherwise, they are skeletons.

NONEPIC FEATS

The following feats are reproduced from other publications because they are prerequisites for certain feats presented in this chapter (or they are possessed by NPCs in an appendix). They are unchanged from their original sources. They are not epic feats, so they may be selected by characters any time they could select a new feat.

Eschew Materials [Metamagic]

You can cast spells without material components.

Prerequisites: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components. Spells without material components are not affected. Spells with material components with a cost of more than 1 gp are not affected. An eschewed spell uses up a spell slot of the same level as the original spell.

Greater Multiweapon Fighting [General]

A creature with three or more hands can fight with a weapon in each hand. The creature can make up to three attacks per round with each extra weapon.

Prerequisites: Dex 19, three or more hands, Improved Multiweapon Fighting, Multiweapon Fighting, Multidexterity, base attack bonus +15.

Benefit: You may make up to three extra attacks with each extra weapon you wield, albeit at a –10 penalty.

Special: This feat replaces the Greater Two-Weapon Fighting feat (originally presented in *Masters of the Wild*) for creatures with more than two arms (and functions identically to that feat if you have fewer than three arms).

Table 1–37: Nonepic Feats

Feat Name	Prerequisite
Eschew Materials (M)	Any other metamagic feat
Greater Multiweapon Fighting	Dex 19, three or more hands, Improved Multiweapon Fighting, Multiweapon Fighting, Multidexterity, base attack bonus +15
Greater Spell Penetration	Spell Penetration
Greater Two-Weapon Fighting*	Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15
Improved Counterspell	—
Improved Multiattack	Three or more natural weapons, Multiattack
Improved Flyby Attack	Fly speed, Flyby Attack, Dodge, Mobility
Improved Multiweapon Fighting	Dex 15, three or more hands, Multiweapon Fighting, Multidexterity, base attack bonus +9
Manyshot	Dex 15, base attack bonus +6, Point Blank Shot, Rapid Shot
Rapid Reload	Base attack bonus +2, proficiency with the crossbow used

(M) = Metamagic feat.
(W) = Wild feat.
*This feat may be taken as one of a fighter's bonus (nonepic) feats.

Greater Spell Focus [General]

Choose a school of magic, such as Illusion. Your spells of that school are far more potent than normal.

Prerequisite: Spell Focus in the school selected.

Benefit: Add +4 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on. This benefit overlaps (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different school of magic.

Greater Spell Penetration [General]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +4 bonus on caster level checks to beat a creature's spell resistance. This benefit overlaps (does not stack with) the bonus from Spell Penetration.

Greater Two-Weapon Fighting [General]

You are a master at fighting two-handed.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.

Benefit: In addition to the standard extra attack you get with an off-hand weapon and the second attack with the off-hand weapon provided by Improved Two-Weapon Fighting, you get a third attack with the off-hand weapon, albeit at a –10 penalty (see Table 8–2: Two-Weapon Fighting Penalties in the *Player's Handbook*).

Special: A ranger who meets only the base attack bonus prerequisite and the Improved Two-Weapon Fighting prerequisite can gain this feat, but can only use it when wearing light armor or no armor. This feat can be taken as one of a fighter's bonus feats.

Improved Counterspell [General]

You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

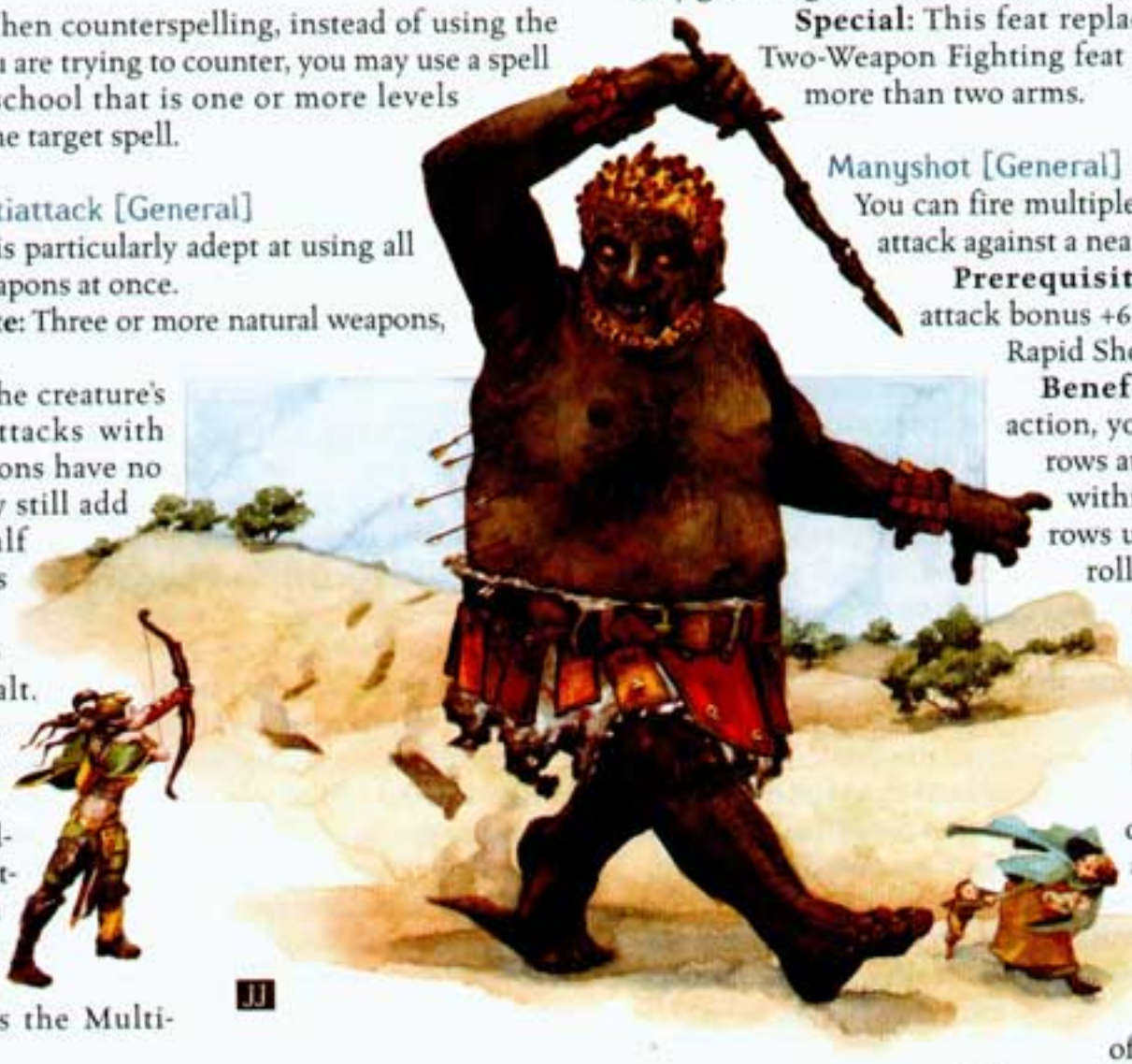
Improved Multiattack [General]

The creature is particularly adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons, Multiattack

Benefit: The creature's secondary attacks with natural weapons have no penalty. They still add only one-half the creature's Strength bonus, if any, to damage dealt.

Normal: Without this feat, the creature's secondary natural attacks have a –5 penalty (or a –2 penalty if it has the Multiattack feat).



JJ

Improved Flyby Attack [General]

The creature can attack on the wing with increased mobility.

Prerequisite: Fly speed, Flyby Attack, Dodge, Mobility.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move. If this partial action is an attack, the creature provokes no attacks of opportunity by moving through areas threatened by its target. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move. Even with the Flyby Attack feat, the creature provokes attacks of opportunity by moving through areas threatened by the target of its flyby attack.

Improved Multiweapon Fighting [General]

A creature with three or more hands can fight with a weapon in each hand. The creature can make up to [illegible] attacks per round with each extra weapon.

Prerequisites: Dex 15, three or more hands, Mu[illegible] weapon Fighting, Multidexterity, base attack bonus [illegible]

Benefit: In addition to the single extra attack you [illegible] with each extra weapon from Multiweapon Fighti[illegible] you get a second attack with each extra weapon, albe[illegible] a –5 penalty.

Normal: With only Multiweapon Fighting, you [illegible] only get a single attack with each extra weapon.

Special: This feat replaces the Impro[illegible] Two-Weapon Fighting feat for creatures w[illegible] more than two arms.

Manyshot [General]

You can fire multiple arrows as a sin[illegible] attack against a nearby target.

Prerequisites: Dex 15, b[illegible] attack bonus +6, Point Blank Sh[illegible] Rapid Shot.

Benefits: As a standa[illegible] action, you may fire two [illegible] rows at a single oppone[illegible] within 30 feet. Both [illegible] rows use the same atta[illegible] roll to determine su[illegible] cess (with a –2 pe[illegible] alty on the attac[illegible] and deal damag[illegible] as normal (b[illegible] see below). For every 5 point[illegible] of base attack bon[illegible] above +6, you ma[illegible] add one addi[illegible] tional arro[illegible] to this attac[illegible] to a maximum[illegible] of four arrows at ba[illegible] attack bonus +16 or higher.

Special: Regardless of the number of arrows you fir[illegible] you only apply precision-based damage (such as snea[illegible] attack damage or the ranger's favored enemy bonus) onc[illegible] If you score a critical hit, only one of the arrows deals cri[illegible] cal damage (your choice); all others deal normal damage

Rapid Reload [General]

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency wit[illegible] the crossbow used.

Benefit: You can reload a hand crossbow or light cross[illegible] bow as a free action that provokes an attack of opportu[illegible] nity. You may reload a heavy crossbow as a move-equiva[illegible] lent action that provokes an attack of opportunity. You can use this feat once per round.

Normal: Loading a hand crossbow or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action.



You dream of power.

In shades of shrieking red, endless black, and brilliant yellow, the cosmic forces underlying the multiverse make themselves known to you. Inexplicable equations scribed in a thousand forgotten alphabets take up arcane orbit around your head . . . but you understand them. What's more, something you suspected all along is now revealed to you in full: Reality is a fragile thing, composed of a host of forces beyond the ken of most, awaiting only the hand that knows and eyes that see. Power beckons. Are you ready?

You've heard about spells that transcend the commonly understood arts, scribed in the margins of ancient tomes and whispered among the acolytes of mage guilds. In various times and places, epic spells have been personified as "the Serpent," codified as True Dweomers, and encoded as part of an ancient lore called the Language Primeval. Whether epic spells really are straight from the Serpent's maddening whispers or are revealed to you over countless curious volumes of hidden lore, you are ready to grasp the ultimate level of mortal magic.

Casting epic spells is nothing less than the direct manipulation of reality itself. Even deities fear mortal casters of epic spells.

BEYOND 9TH-LEVEL SPELLS

Epic spellcasters begin to understand how magic really works. Through application of formidable intellect, vast wisdom, or sheer force of personality, a spellcaster can manipulate cosmic and personal energy directly. Such a spellcaster is released from the shackles imposed by level-dependent spell casting. The classification of power by level loses all meaning to the caster of epic spells.

The tradeoff for such transcendent power is time and resources. Developing and casting epic spells is a time-consuming and costly undertaking. Only spellcasters who have already mastered the ability to cast 9th-level spells can hope to tread the road of epic spellcasting.

WHAT ARE EPIC SPELLS?

Epic spells are spells developed from the ground up using a list of magical ingredients called seeds. Despite their power, epic spells still follow the basic rules for casting spells, except as specifically noted otherwise in this chapter.

Epic casters can manipulate the seeds of true magic, but knowing the seeds and how to manipulate them does not instantly grant ultimate power. Each epic spell must be laboriously developed before it can be used.

ACQUIRING EPIC SPELLS

A character with the Epic Spellcasting feat may start acquiring epic spells immediately. However, the Dungeon Master has final say as to whether a particular epic spell is allowed in the campaign for player characters, for non-player character only, or not at all. The DM has the option of eliminating the Epic Spellcasting feat completely from the game.

Using epic spells is a two-step procedure: development and spellcasting.

EPIC SPELL DEVELOPMENT

Before it can be cast, an epic spell must be developed. The process of development can be a time-consuming and expensive process. It is during development that a caster determines whether a given epic spell lies within her abilities or beyond them. The basis of that determination lies in an epic spell's Spellcraft DC.

The easiest way to develop an epic spell is to use one already given in this book. The description of each of these unique spells gives the amount of gold, time, and experience points required to develop the spell. If you pay a spell's development cost, you develop (and thus know) that spell.

To defray extremely high experience point costs, see the Variant: Cooperative Experience Point Costs sidebar found in Chapter 4: Epic Magic Items, which allows casters to accept the experience point contributions of other characters toward development costs.

For information on developing an epic spell completely from scratch, see Developing Unique Epic Spells, below.

EPIC SPELLCASTING

Once an epic spell is developed, the caster knows t spell. A developed epic spell becomes an indelible pa the caster and may be prepared without a spellbook wizard is the caster). Characters who cast spells spo neously, such as sorcerers, can cast a developed epic sp by using any open epic spell slot. Druids, clerics, and si ilar spellcasters can likewise prepare epic spells us epic spell slots. A spellcaster can prepare or cast any e spell she knows as many times per day as she has av able epic spell slots.

A spellcaster who can cast epic spells has a numbe open epic spell slots per day equal to one-tenth her ra in the Knowledge skill appropriate to the spell and t caster's class. Knowledge (arcana) is appropriate f arcane casters, and Knowledge (divine) or Knowle (nature) is appropriate for divine casters. Thus, a sp caster with 24 ranks in Knowledge (arcana) and 31 ra in Knowledge (religion) could cast two arcane epic sp and three divine epic spells in any 24-hour period think of it as two arcane epic spell slots and three div epic spell slots. The rules for rest between casting a da allotment of epic spells are the same as for rest requi to prepare standard spells. If the caster doesn't use t day's allotment of epic spell slots, the unused slots rem available whether or not the spellcaster receives appr priate rest.

Even if the epic spell has been developed and an e spell slot is available, successfully casting an epic sp isn't assured. The caster's Spellcraft skill modifier is via for casting an epic spell. To cast an epic spell, a spellcas makes a Spellcraft check against the epic spell's Spellcra DC. If the check succeeds, the spell is cast. If the cas fails the check, the epic spell fizzles and the epic spell sl is used for the day.

Because epic spells require Spellcraft checks, a spell beyond the caster's ability if the final Spellcraft DC

EPIC SPELL TERMS

Epic Spell: Spells that are different from common spells. Epic spells are usually custom-made. Epic spells do not take up normal spell slots, but instead are gained and used under a completely separate progression.

Epic Spell Slots: You must have an available epic spell slot to prepare or cast an epic spell, just as you need a normal spell slot for a nonepic spell. You don't gain epic spell slots by virtue of your level and class, however. You get one epic spell slot for every 10 ranks you have in the relevant Knowledge skill (see below).

Factor: When creating an epic spell, you can modify the basic use of a seed. Each modification is called a factor, and most factors increase the difficulty of casting the spell.

Mitigating Factor: The opposite of a normal factor, a mitigating factor modifies the spell but makes it easier to cast.

Seed: Every custom epic spell created by spellcasters begins with a base effect called a seed. Seeds are the fundamental building blocks of epic spells.

Spellcraft DC: For epic spells, the Spellcraft DC is a measur of how difficult the spell is for a spellcaster to cast. It als measures how powerful an epic spell is.

VARIANT: SPELLCRAFT KEY ABILITY

Before the *Epic Level Handbook* introduced epic spells to the D&D game, nonwizard spellcasters had less reason to car about their Intelligence scores. Because casting epic spel requires a Spellcraft check, you might allow nonwizard spel casters to substitute their spellcasting key ability fo Intelligence when making a Spellcraft check to use an epi spell. For examples, sorcerers would add their Charisma mod fier, not their Intelligence modifier, to their ranks in Spellcraf while clerics and druids would add their Wisdom modifier. The same rule applies for psionic characters and their key abili scores when using epic psionic powers.

greater than 20 + the spellcaster's Spellcraft modifier. Epic spells with DCs higher than 10 + the spellcaster's Spellcraft modifier are risky; a caster can take 10 when casting an epic spell, but she can't take 20. When routinely casting epic spells, most spellcasters take 10 on their Spellcraft checks.

Epic Spell Levels: Epic spells have no fixed level. However, for purposes of Concentration checks, spell resistance, and other possible situations where spell level is important, epic spells are all treated as if they were 10th-level spells.

Metamagic, Items, and Epic Spells: Metamagic feats and other epic feats that manipulate normal spells cannot be used with epic spells.

You can't craft a magic item that casts an epic spell, regardless of whether the item is activated with spell completion, a spell trigger, a command word, or simple use. Only major artifacts, which are beyond the means of even epic characters to create, can possibly contain magic of this power.

The saving throw against your epic spell has a DC of 20 + your relevant ability score modifier. It's possible to develop epic spells that have even higher DCs, however, by applying the relevant factor.

EPIC SPELLS

Several dozen epic spells developed by epic spellcasters are presented here. Your epic character can personally develop these spells if desired for his or her own arsenal of wondrous magic.

EPIC SPELLS BY SPELLCRAFT DC

27 **Peripety.** Ranged attacks against you are reflected back on your attacker.
27 **Ruin.** Object or target takes 20d6 damage.
29 **Dreamscape.** You physically travel the region of dreams.
35 **Mummy Dust.** Create two Large 18 HD mummies.
38 **Dragon Knight (ritual).** An adult red dragon appears and attacks your enemies.
40 **Origin of Species: Achaierai.** Create a true-breeding creature.
42 **Eclipse.** A solar eclipse follows you.
43 **Let Go of Me.** Grappler takes 20d6 damage, you take 10d6.
45 **Greater Spell Resistance (ritual).** Subject gains SR 35 for 20 hours.
45 **Spell Worm.** Subject abandons all her spells.
46 **Epic Mage Armor.** Subject gains +20 AC bonus.
50 **Animus Blast.** Victims of your 10d6 *coldball* animate as skeletons and serve you.
50 **Dragon Strike (ritual).** Ten adult red dragons appear and attack your enemies.
50 **Lord of Nightmares.** You are possessed by a dream larva for 20 rounds and take 12d6 damage.
50 **Rain of Fire.** You create a 2-mile-radius fire storm dealing 1 point of fire damage per round.
50 **Raise Island.** You create a small island in the sea.
52 **Contingent Resurrection.** Subject automatically resurrected if slain.
52 **Epic Repulsion.** One creature or object is warded against one type of creature.
55 **Mass Frog.** All in 40-ft.-radius are transformed into frogs.
55 **Soul Scry.** You experience everything the target experiences.
56 **Crown of Vermin.** You have an aura of one thousand venomous vermin.
58 **Verdigris.** 100-ft.-area overrun by tsunami of plant growth dealing 10d6 damage.
59 **Greater Ruin.** Object or target takes 35d6 damage.
59 **Superb Dispelling.** As *greater dispelling*, but +40 on check.
60 **Create Living Vault.** You fashion a living vault attuned to you.
62 **Nailed to the Sky.** Affix foe to the heavens.
64 **Safe Time.** You contingently duck damage in a static time stream for 1 round.
69 **Epic Counterspell.** Cancel another's epic spell.
70 **Epic Spell Reflection.** Creature or object permanently warded against spells.

EPIC SPELL FORMULAS AND CALCULATIONS

The following formulas are important to epic spellcasters.

Epic Spells Per Day: Knowledge (arcana), Knowledge (religion), or Knowledge (nature) ranks ÷ 10 (round down).

To Cast an Epic Spell: Spellcraft check (DC = epic spell's Spellcraft DC).

Level of an Epic Spell: Epic spells are considered 10th level for the purpose of Concentration checks, spell resistance, and other determinations.

Saving Throw for an Epic Spell: DC = 20 + key ability modifier.

DISPELLING, EPIC SPELLS, AND *ANTIMAGIC FIELD*

A lucky nonepic spellcaster casting *greater dispelling* might be able to dispel an epic spell. The game mechanics do not change, and epic spells do not occupy any privileged position allowing them to resist being dispelled other than their presumably high caster level. Likewise, epic spells using the *dispel* seed (see the Seed Descriptions section below) can dispel nonepic spells. Such epic spells use the same game mechanic: The check to dispel is 1d20 + a specified number (usually dispeller's level), and the DC is 11 + the spellcaster's level.

Antimagic field does not automatically suppress epic spells as it does standard spells. Instead, each time an epic spell is subject to an *antimagic field*, make a dispel check as a 20th-level caster (1d20 + 20). The epic spell has a DC of 11 + the epic spell's spellcaster level. If the suppression check is successful, the epic spell is suppressed like any other spell. If the dispel check is unsuccessful, the epic spell functions normally.

71 **Time Duplicate.** You and your future self exist together for 1 round.
72 **Soul Dominion.** You achieve remote control of the target.
72 **Summon Behemoth.** A behemoth appears and attacks your enemies.
78 **Animus Blizzard.** Victims of your 20d6 *coldball* animate as wights and serve you.
79 **Eidolon.** Creates duplicate that shares your soul.
80 **Enslave.** Subject is a permanent thrall.
82 **Demise Unseen.** Animated ghoul of slain victim fools its companions that all is well.
86 **Momento Mori.** A thought that kills.
90 **Hellball.** You deal 10d6 each of acid, fire, electricity, and sonic damage; you take 10d6.
97 **Damnation.** Send your foe to hell.
102 **Pestilence.** Inflict slimy doom on all creatures and plants in a half-mile-diameter area.
103 **Kinetic Control.** You store and redirect damage.
140 **Living Lightning.** Spell can cast itself, dealing 10d6 electricity damage to foe.
150 **Eternal Freedom (ritual).** Permanent immunity to many *hold*, stun, stasis and other spells and effects.
170 **Verdigris Tsunami (ritual).** 1,000-ft.-radius area overrun by permanent tsunami of plant growth dealing 40d6 damage.
319 **Dire Winter.** 1,000-ft.-radius emanation deals 2d6 cold damage for 20 hours.
419 **Vengeful Gaze of God.** Target takes 305d6 damage; you take 200d6.

EPIC SPELL DESCRIPTIONS

The epic spells herein are presented in alphabetical order. Each epic spell description follows the same format used for simple 0- to 9th-level spells, as described in the Spell Format section in Chapter 11 of the *Player's Handbook*. There are two additional entries for epic spells: Spellcraft DC and To Develop.

Spellcraft DC: This is simply the DC of the Spellcraft check required to cast the epic spell.

To Develop: The first part of this entry shows the resources in gold, time, and experience points you must expend to develop the spell shown. If you expend the resources, you develop the spell if you have access to all the seeds. Spells containing the *life* or *heal* seed are only available to those with 24 or more ranks in Knowledge (religion).

The rest of the development entry details the seeds and factors used to create the epic spell. This information is provided as an example for you when you attempt to create and develop your own unique epic spells.

Animus Blast

Evocation [Cold]
Spellcraft DC: 50
Components: V, S
Casting Time: 1 action
Range: 300 ft.
Area: 20-ft.-radius hemisphere burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 450,000 gp; 9 days; 18,000 XP. Seeds: *ener* (DC 19), *animate dead* (DC 23). Factors: set undead ty to skeleton (–12 DC), 1-action casting time (+20 D

When this spell is cast, you can engulf your enemies i *coldball* that deals 10d6 points of cold damage. Howe up to twenty of those victims that perish as a result of t blast are then instantly animated as Medium-size ske tons. These skeletons serve you indefinitely. You can exceed the normal limit for controlling undead throu use of this spell, but other means that allow you to exce the normal limit for controlled undead work just as w with undead created with *animus blast*.

Animus Blizzard

Evocation [Cold]
Spellcraft DC: 78
Components: V, S
Casting Time: 1 minute
Range: 300 ft.
Area: 20-ft.-radius hemisphere burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 702,000 gp; 15 days; 28,080 XP. Seeds: *energ* (DC 19), *animate dead* (DC 23). Factors: increase damag to 20d6 (+40 DC), set undead type to wight (–4 DC

When this spell is cast, you can engulf your enemies i an unusually powerful burst of cold that deals 20d points of damage. However, up to five victims that perish as a result of this blast are then instantly animated a wights. These five wights serve you indefinitely. You cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow you to exceed the normal limit for controlled undead work just as well with undead created with *animus blizzard*.

Contingent Resurrection

Conjuration (Healing)
Spellcraft DC: 52
Components: V, S, DF
Casting Time: 1 minute
Range: Touch
Target: You or creature touched
Duration: Contingent until expended, then instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)
To Develop: 468,000 gp; 10 days; 18,720 XP. Seed: *life* (DC 27). Factor: activates when subject is slain (+25 DC)

Contingent resurrection returns the subject to life if she i slain. Once cast, the spell remains quiescent and does no

activate until the trigger conditions have been met (but each day it remains untriggered, it uses up an epic spell slot, even if you cast it on another creature). Once triggered, the spell is expended.

If the subject is killed (the trigger), she is restored to life and complete health 1 minute later, so long as even a tiny bit of dust remains for *contingent resurrection* to act upon. A golden shaft of light shines down from the heavens, illuminating the subject and everything within 20 feet, as the target's life is visibly restored. The creature is restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level). *Contingent resurrection* does not work on a creature that has died of old age.

Create Living Vault

Conjuration (Creation)
Spellcraft DC: 58
Components: V, S, XP
Casting Time: 100 days, 11 minutes
Range: 0 ft.
Effect: One living vault, 50 ft. by 50 ft. by 10 ft.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: None
To Develop: 540,000 gp; 11 days; 21,600 XP. Seeds: *conjure* (DC 21), *animate* (DC 25), *fortify* (DC 27). Factors: allow vault to "grow" to proper size after created in 4d4 days (ad hoc +20 DC), increase HD of object by 118 (+236 DC), increase spell resistance to 40 (+60 DC), increase damage reduction to 40 (+39 DC) and to /+7 (+18 DC), make permanent (×5 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 100 days (–200 DC), burn 20,000 XP (–200 DC), 16d6 backlash (–16 DC).

You can create a construct known as a living vault (see Chapter 5: Monsters) to protect and hide your treasures. During the final seconds of casting, you take 16d6 points of damage from the backlash. Upon completion, the vault initially measures only 5 feet on a side, but it gradually increases to its proper size over the following 4d4 days. The vault is attuned to you and you only, allowing you entrance and egress in a manner similar to a *dimension door* spell. When you desire the vault to hide itself, you give it a simple command. To summon the vault, you may cast a *sending* spell or arrange some other manner to contact it.

XP Cost: 20,000 XP.

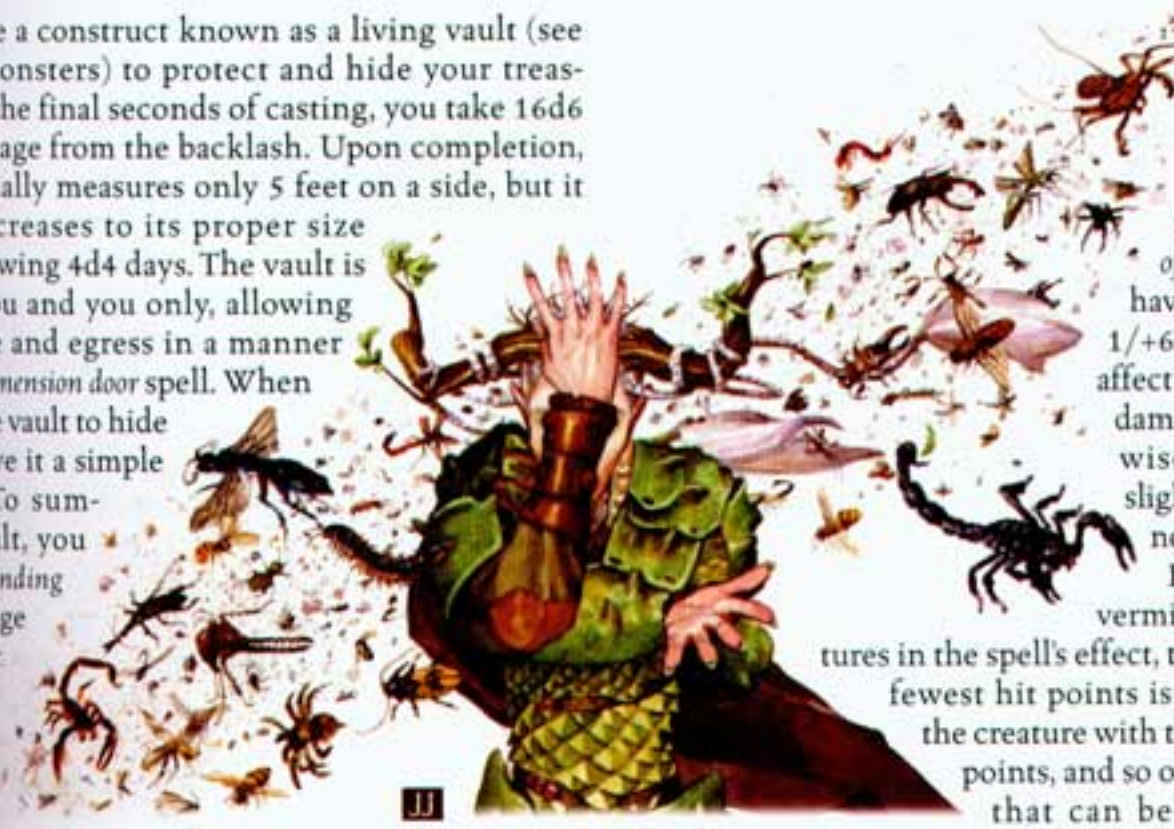
Crown of Vermin

Conjuration (Summoning)
Spellcraft DC: 56
Components: V, S
Casting Time: 1 minute
Range: Personal
Effect: Aura of one thousand insects that surrounds you in a 10-ft.-radius spread
Duration: 20 rounds (D)
Saving Throw: None (see text)
Spell Resistance: No
To Develop: 504,000 gp; 11 days; 20,160 XP. Seeds: *summon* (DC 14), *fortify* (DC 17). Factors: summon vermin mass instead of one creature (ad hoc +13 DC), grant damage reduction 1/+6 (+15 DC), allow mass to move at your speed (ad hoc +2 DC), perfect control of vermin (ad hoc +2 DC). Mitigating factor: change range to personal (–2 DC).

When you "don" a *crown of vermin*, one thousand venomous, biting and stinging spiders, scorpions, beetles, and centipedes apparently erupt from the very air around you. This swarm forms a living aura around you to a radius of 10 feet. You are immune to your own *crown of vermin*. The swarm goes where you go at your speed, even if you take to the air or water (though water drowns the vermin after 1 full round of immersion, unless the spell is cast underwater, in which case aquatic or marine vermin answer the call and cannot leave the water).

Each vermin in the *crown of vermin* bites a creature who enters the area occupied by the effect (or you force the effect into an area occupied by another creature) for 1 point of damage, and then dies. Each victim takes enough points of damage to kill it, destroying that number of vermin in the process. Victims get a Reflex saving throw each round to avoid the full press, and if successful, take only 10d10 bites (and 10d10 points of damage). A total of 1,000 points of damage can be dealt to those who fall prey to the *crown of vermin*. The vermin have damage reduction 1/+6, allowing them to affect creatures with high damage reduction. Likewise, the vermin are slightly more resistant to normal damage.

If there aren't enough vermin to kill all the creatures in the spell's effect, the creature with the fewest hit points is affected first, then the creature with the second fewest hit points, and so on. After all creatures that can be killed have been



killed, any remaining damage is distributed among the survivors equally.

You have utter control over the vermin in your aura, and you can force them into areas that would normally deter common vermin. You can completely suppress your vermin aura as a free action so that no vermin are visible at all. The time that vermin are suppressed does not count toward the spell's duration. Alternatively, you can roughly shape and move the vermin in any fashion you desire within the limits of the 10-foot-radius spread as a move-equivalent action. For example, you could leave a corridor within the area free of vermin, or give a functional or fanciful shape to the mass.

The vermin cannot be wrested from your control through any means. The vermin make all saving throws to avoid damaging effects using your base saving throw bonuses. They gain your spell resistance, if any, and they get saving throws against spells that would otherwise automatically slay vermin.

You can see through your *crown of vermin* without difficulty, but you gain one-half concealment against enemy attacks launched both outside and within your *crown of vermin*.

Damnation

Enchantment (Compulsion) [Teleportation] [Mind-Affecting]
Spellcraft DC: 97
Components: V, S, XP
Casting Time: 1 action
Target: Creature touched
Duration: Instantaneous (20 hours for compulsion)
Saving Throw: Will negates (see text)
Spell Resistance: Yes
To Develop: 873,000 gp; 18 days; 34,920 XP. Seeds: *foresee* (to preview likely hellscape) (DC 17), *transport* (DC 27), *compel* (to keep target in hell) (DC 19). Factors: unwilling target (+4 DC), 1-action casting time (+20 DC), +15 to DC of subject's save (+30 DC). Mitigating factor: burn 2,000 XP (–20 DC).

You send your foe to hell. If you succeed at a melee touch attack, the target must succeed at a Will saving throw (DC = the standard epic spell DC + 15). If he fails his saving throw, he is sent straight to a layer of the Nine Hells (or the Abyss, at your option) swarming with fiends. The subject will not willingly leave the Nine Hells for 20 hours, believing that his predicament is a just reward for an ill-spent life. Even after the compulsion fades, he must devise his own escape from the Nine Hells.

Unless your DM devises a specific location and scenario in the Nine Hells, the subject encounters a group of 1d4 pit fiends (or balors, if in the Abyss) every hour he spends in hell. See the *Monster Manual* for statistics for these creatures, as well as Chapter 5 for statistics for infernals, a new kind of creature.

XP Cost: 2,000 XP.

Demise Unseen

Necromancy (Death, Evil), Illusion (Figment)
Spellcraft DC: 82
Components: V, S
Casting Time: 1 action
Range: 300 ft.
Target: One creature of up to 80 HD
Duration: Instantaneous
Saving Throw: Fort negates
Spell Resistance: Yes
To Develop: 738,000 gp; 15 days; 29,520 XP. Seeds: *slay* (D 25), *animate dead* (DC 23), *delude* (DC 14). Factors: char undead type to ghoul (–10 DC), apply figment eleme to all 5 senses (+10 DC), 1-action casting time (+20 D

You instantly slay a single target and at the same mom animate the body so that it appears that nothing has ha pened to the creature. The target's companions (if any) d not immediately realize what has transpired. The targ receives a Fortitude saving throw to survive the attack. the save fails, the target remains in its exact position wi no apparent ill effects.

In reality, it is now a ghoul under your control. T target's companions notice nothing unusual about th state of the target until they interact with it, at whic time each companion receives a Will saving throw t notice discrepancies ("By Moradin's beard, you mov slowly today!"). The ghoul serves you indefinitely. Yo cannot exceed the normal limit for controlling undea through use of this spell, but other means that allow yo to exceed the normal limit for controlled undead wor just as well with undead created with *demise unseen*.

Dire Winter

Evocation [Cold]
Spellcraft DC: 319
Components: V, S, XP
Casting Time: 1 minute
Range: 1,000 ft.
Area: 1,000-ft.-radius emanation
Duration: 20 hours
Saving Throw: None
Spell Resistance: None
To Develop: 2,871,000 gp; 58 days; 114,840 XP. Seed *energy* (emanate 2d6 cold in 10-ft. radius) (DC 19) Factor: 100 times increase in base area (+400 DC). Miti gating factor: burn 10,000 XP (–100 DC).

You summon winter. The creature or object you target emanates bitter cold to a radius of 1,000 feet for 20 hours. The emanated cold deals 2d6 points of damage per round against unprotected creatures (the target is susceptible if not magically protected or otherwise resistant to the energy). The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce a blizzard effect within the area (see the Weather Hazards section in Chapter 3 of the *Dungeon Master's Guide*).

XP Cost: 10,000 XP.



Dragon Knight

Conjuration (Summoning) [Fire]
Spellcraft DC: 38
Components: V, S, Ritual
Casting Time: 1 action
Range: 75 ft.
Effect: One summoned adult red dragon
Duration: 20 rounds (D)
Saving Throw: None (see text)
Spell Resistance: No
To Develop: 342,000 gp; 7 days; 13,680 XP. Seed: *summon* (DC 14). Factors: summon creature other than outsider (+10 DC), summon CR 14 creature (+24 DC), 1-action casting time (+20 DC). Mitigating factor: two additional casters contributing 8th-level spell slots (–30 DC).

This spell summons an adult red dragon. It appears where you designate and acts immediately. It attacks your opponents to the best of its abilities (on the first round, it prefers to breathe fire on an enemy, if possible). You can direct the dragon not to attack, to attack particular enemies, or to perform other actions. This is a ritual spell requiring two other spellcasters, each of which must contribute an unused 8th-level spell slot to the casting.

Dragon Strike

Conjuration (Summoning) [Fire]
Spellcraft DC: 50
Components: V, S, Ritual, XP
Casting Time: 1 action
Range: 75 ft.
Effect: Ten summoned adult red dragons
Duration: 20 rounds (D)
Saving Throw: None (see text)
Spell Resistance: No
To Develop: 450,000 gp; 9 days; 18,000 XP. Seed: *summon* (DC 14). Factors: summon creature other than outsider (+10 DC), summon CR 14 creature (+24 DC), summon ten creatures (×10 DC), 1-action casting time (+20 DC). Mitigating factors: ten additional casters contributing 9th-level spell slots (–170 DC), burn 2,800 XP per caster (–280 DC).

As *dragon knight*, except the spell summons ten adult red dragons. On the first round, they all prefer to simultaneously breathe fire on an enemy, if possible. This is a ritual spell, requiring ten other spellcasters, each of whom must contribute an unused 9th-level spell slot to the casting.
XP Cost: 2,800 XP (per caster).

Dreamscape

Transmutation [Teleportation]
Spellcraft DC: 29
Components: V, S
Casting Time: 1 minute

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Range: Touch
Target: You and other touched willing creatures weighing up to 1,000 lb.
Duration: Instantaneous (D)
Saving Throw: Yes (harmless) (see text)
Spell Resistance: Yes (harmless)
To Develop: 261,000 gp; 6 days; 10,400 XP. Seed: *transport* (DC 27). Factor: transport to region of dreams (+2 DC).

You and any creatures you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams. You can take more than one creature along with you (subject to your weight limit), but all must be touching each other. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through the dream landscape, you can "wake" to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving for a certain length of time (at five miles per minute) and then stepping back into the waking world.

You do not know precisely where you will come out in the waking world, nor the conditions of the waking world through which you travel. You know approximately where you will end up based on time spent traveling in dream.

Dreamscape can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the dangers of alien dream realities. This is a potentially perilous proposition, at your DM's option. Transferring to another plane of existence requires 1d4 hours of uninterrupted journey.

Any creatures touched by you when *dreamscape* is cast also make the transition to the borders of unconscious thought. They may opt to follow you, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the region of dreams receive a Will save, negating the effect if successful.

Eclipse

Conjuration (Creation)
Spellcraft DC: 42
Components: V, S, XP
Casting Time: 10 minutes
Range: 200 miles
Area: 5-mile radius, centered on you
Duration: Up to 8 hours (D)
Saving Throw: None
Spell Resistance: No
To Develop: 378,000 gp; 8 days; 15,1200 XP. Seeds: *conjure* (DC 21), *transport* (to move disk into position 100 miles up) (DC 27). Factors: increase mass by 1,000% (+40 DC), spread mass into paper-thin disk (ad hoc +2 DC), k… disk in place for 8 hours (ad hoc +10 DC). Mitiga… factors: increase casting time by 9 minutes (–18 D… burn 4,000 XP (–40 DC).

With this spell, you can create a limited eclips… though a heavenly body moves between the sun and … earth. The landscape within a five-mile radius of y… location experiences the dimming of the sun as a … you create passes in front of it, culminating in a comp… blackout and accompanying coronal ring. The eclipse … lows you across the landscape for up to 8 hours, or u… the sun goes down, or until you dismiss the eclipse. Y… do not need to concentrate on the eclipse while it la…

XP Cost: 4,000 XP.

Eidolon

Conjuration (Creation)
Spellcraft DC: 79
Components: V, S, XP
Casting Time: 1 minute
Range: 5 ft.
Effect: One duplicate of caster
Duration: 8 hours
Saving Throw: None
Spell Resistance: No
To Develop: 711,000 gp; 15 days; 28,440 XP. Seed: *co…* (to make base substance) (DC 21), *transform* (DC 2… *transport* (to move part of caster's soul into duplica… (DC 27). Factors: nonliving substance to humano… (+10 DC), transform into specific individual (+25 D… Mitigating factor: burn 2,000 XP (–20 DC).

You split off a portion of your essence, creating a dupl… cate of yourself with a fragment of your soul. Upon ca… ing *eidolon*, you create a duplicate version of yourself … you were when you were a 21st-level character, and yo… gain one negative level while your duplicate persists. F… each additional negative level you bestow upon yours… at the time of casting, the eidolon has one addition… character level. No matter how many negative levels yo… bestow on yourself, your eidolon can never have mo… character levels than you have (taking your negativ… levels into account). For example, a 30th-level wizar… could cast *eidolon*, then bestow four negative levels upo… herself to make her eidolon a 25th-level duplicate (an… herself a character with an effective level of 26th). She… could not give the eidolon even one more level, becaus… then the eidolon would have more character levels tha… she does.

Treat the duplicate as yourself with a number of nega… tive levels conferred that would lower you to the charac… ter level of the eidolon. Your eidolon is considered fres… and rested when created. It may cast any spell you hav… access to, including an epic spell. Use the eidolon's Spell… craft modifier as the basis for the number of epic spells … can cast in a day, and its effective character level as a basis … for its skills, feats, and other abilities. Your eidolon is…

effectively lower level than you and probably can't cast all the spells you know. A powerful enough eidolon might conceivably cast the *eidolon* spell itself.

Your eidolon appears in whatever mundane clothing you desire when initially conjured, but it has no other possessions. It shares part of your soul, so it is you for all intents and purposes. You and your *eidolon* communicate with each other normally. Usually, your eidolon does not begrudge its brief existence, because it is still part of you. If your eidolon is killed prior to the expiration of the spell's duration, you immediately regain the lost levels. Normally, the eidolon does not last long enough to threaten you with permanent level drain.

XP Cost: 2,000 XP.

Enslave

Enchantment (Compulsion) [Mind-Affecting]
Spellcraft DC: 80
Components: V, M, XP
Casting Time: 1 action
Range: 75 ft.
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
To Develop: 720,000 gp; 15 days; 28,800 XP. Seed: *compel* (DC 19). Factors: stricter compulsion of any creature (ad hoc +11 DC), 1-action casting time (+20 DC), permanent (×5 DC). Mitigating factor: burn 5,000 XP (–50 DC).

You make a permanent thrall of any living creature. You establish a telepathic link with the subject's mind. If the creature has a language, you can generally force the subject to perform as you desire, within the limits of its abilities. If the creature has no language, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it.

A subject forced to take an action against its nature receives a saving throw with a penalty of –10 to resist taking that particular action, but if it succeeds, it still remains your thrall despite its minor mutiny. Once a subject makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so protected, but it does not prevent the establishment of *enslave* or dispel it.

XP Cost: 2,000 XP.

Epic Counterspell

Abjuration
Spellcraft DC: 69
Components: V, S
Casting Time: 1 action
Range: 300 ft.
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
To Develop: 621,000 gp; 13 days; 24,840 XP. Seed: *dispel* (DC 19). Factors: +30 to dispel check (+30 DC), 1-action casting time (+20 DC).

You can cancel another caster's epic spell or standard spell. To use *epic counterspell*, select an opponent as the target. You do this by readying an action, electing to wait to complete your action until your opponent tries to cast a spell (you may still move your speed, because readying a counterspell is a standard action).

If the target tries to cast a spell, make a dispel check: Roll d20+40 against a DC of 11 + the foe's caster level. If the check is successful, your spell negates your foe's spell.

Epic Mage Armor

Conjuration (Creation) [Force]
Spellcraft DC: 46
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: 24 hours (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
To Develop: 414,000 gp; 9 days; 16,560 XP. Seed: *armor* (DC 14). Factor: +15 additional armor bonus (+32 DC).

An invisible but tangible field of force surrounds the subject of *epic mage armor*, providing a +20 armor bonus to Armor Class. Unlike mundane armor, *epic mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Because *epic mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Epic Repulsion

Abjuration
Spellcraft DC: 52
Components: V, S
Casting Time: 10 minutes
Range: Touch
Target: Object or creature touched
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
To Develop: 468,000 gp; 10 days; 18,720 XP. Seed: *ward* (DC 14). Factor: permanent (×5 DC). Mitigating factor: increase casting time by 9 minutes (–18 DC).

You can create a permanent ward against a specific type of creature (choose one from among the types listed in the *Monster Manual*). Any creature of the specified type cannot attack or touch the warded creature or object and

must recoil from it. The protection ends if the warded creature makes an attack against or intentionally moves to within 5 feet of a specified creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Epic Spell Reflection

Abjuration
Spellcraft DC: 68
Components: V, S, XP
Casting Time: 41 days, 11 minutes
Range: Touch
Target: Object or creature touched
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes
To Develop: 630,000 gp; 13 days; 25,200 XP. Seed: *reflect* (DC 27). Factors: reflect up to 9th-level spells (+160 DC), change range to touch (+2 DC), permanent (×5 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 41 days (–82 DC), burn 7,500 XP (–75 DC).

You can create a permanent ward against all spells of 1st through 9th level that target the subject. These spells are reflected back on the caster. Spells that affect an area are not affected by this spell.

XP Cost: 7,500 XP.

Eternal Freedom

Abjuration
Spellcraft DC: 150
Components: V, S, Ritual, XP
Casting Time: 1 minute
Range: Touch
Target: Touched creature or object of 2,000 lb. or less
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes
To Develop: 1,350,000 gp; 27 days; 54,000 XP. Seed: *ward* (DC 14). Factors: specific protections *entangle* (+0 DC), *hold monster* (+8 DC), *hold person* (+4 DC), *imprisonment* (+16 DC), paralysis (ad hoc +6 DC), petrification (ad hoc +6 DC), *sleep* (+0 DC), *slow* (+4 DC), stunning (ad hoc +6 DC), *temporal stasis* (+16 DC), and *web* (+4 DC); permanent (×5 DC). Mitigating factors: ten additional casters contributing 9th-level spell slots (–170 DC), burn 10,000 XP (–100 DC).

The subject goes boldly where others fear to tread, becoming permanently immune to the following specific spells, effects, and spell-like abilities: *entangle*, *hold*, *imprisonment*, paralysis, petrification, *sleep*, *slow*, stunning, *temporal stasis*, and *web*.

This is a ritual spell requiring ten other spellcasters, each of whom must contribute an unused 9th-level spell slot to the casting.

XP Cost: 10,000 XP.

Greater Spell Resistance

Transmutation
Spellcraft DC: 45
Components: V, S, Ritual
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: 20 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
To Develop: 405,000 gp; 9 days; 16,200 XP. Seed: *for* (DC 27). Factor: +10 additional SR (+40 DC). Mitig ing factor: two additional casters contributing 6th-le spell slots (–22 DC).

You grant the subject touched spell resistance 35 un the duration expires. The spell resistance granted do not stack, but overlaps with, any previous spell resistanc This is a ritual spell, requiring two other spellcaste each of whom must contribute an unused 6th-level spe slot to the casting.

Greater Ruin

Transmutation
Spellcraft DC: 59
Components: V, S, XP
Casting Time: 1 round
Range: 12,000 ft.
Target: One creature, or up to a 10-foot cube of nonliving matter
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
To Develop: 531,000 gp; 11 days; 21,240 XP. Seed: *destro* (DC 29). Factors: increase damage to 35d6 (+30 DC), 1- action casting time (+20 DC).Mitigating factor: burn 2,000 XP (–20 DC).

As *ruin*, except the target is dealt 35d6 points of damage

XP Cost: 2,000 XP.

Hellball

Evocation [Acid, Fire, Electricity, Sonic]
Spellcraft DC: 90
Components: V, S, XP
Casting Time: 1 action
Range: 300 ft.
Area: 40-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 810,000 gp; 17 days; 32,400 XP. Seed: *energy* (deals 10d6 each of acid, fire, electricity, sonic) (DC 76). Factors: change area from bolt to ball (+2 DC), double base area (+6 DC), 1-action casting time (+20 DC). Mitigating factors: 10d6 backlash (–10 DC), burn 400 XP (–4 DC).



A *hellball* is a massive blast of energy that detonates with a thundering roar. It deals 10d6 points of acid damage, 10d6 points of fire damage, 10d6 points of electricity damage, and 10d6 points of sonic damage to all creatures within the area. Unattended objects also take this damage. The spell is barely controlled, and you take 10d6 points of damage as you release it (in addition to burning 400 XP).

You point your finger and determine the range (distance and height) at which the *hellball* is to detonate. A sun-bright, fist-sized globe of strobing energy streaks forth and, unless it impacts a material body or solid barrier prior to attaining the indicated range, blossoms into an effect described by the rare survivor as "hell on earth."

XP Cost: 400 XP.

Kinetic Control

Abjuration
Spellcraft DC: 103
Components: V, S
Casting Time: 1 minute
Range: Personal; touch
Target: You; creature or object touched
Duration: 12 hours or until discharged
To Develop: 927,000 gp; 19 days; 37,080 XP. Seeds: *ward* (5 points against bludgeoning and pricing) (DC 14), *reflect* (DC 27). Factors: also against slashing (+4 DC), additional 15 points of protection (+30 DC), contingent reflection of damage on creature touched (+28 DC).

Once you've cast this spell, you can absorb, store, and redirect the energy contained in the swing of a club, the slash of a sword, or the piercing flight of an arrow. You absorb 20 points of each separate slashing, bludgeoning, and piercing attack made against you, saving it for later. You can absorb up to 150 points of damage in this fashion; however, if the stored damage is not discharged prior to reaching the 150-point limit, the spell automatically discharges, dealing the 150 points of damage to you.

You keep track of the number of points of damage you've absorbed (you don't have to keep track of the type of damage). At any time during the spell's duration, you can make a touch attack against another creature or object. If successful, you deal the target some or all (your choice) of the points of damage you've stored. The damage delivered is considered bludgeoning damage. You can absorb and discharge damage any number of times during the spell's duration, so long as you don't absorb more than 150 points at a time. When the spell expires, any stored damage you have not redirected is discharged into you.

Let Go of Me

Transmutation
Spellcraft DC: 43
Components: None
Casting Time: 1 free action
Range: Touch (see text)
Target: One creature or force grappling you
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
To Develop: 387,000 gp; 8 days; 15,480 XP. Seed: *destroy* (DC 29). Factors: quickened (+28 DC), no verbal or somatic components (+4 DC). Mitigating factors: limited circumstance (ad hoc –8 DC), 10d6 backlash (–10 DC).

You radiate destruction, dealing 20d6 points of damage to any creature grappling you. The damage dealt is of no particular type or energy—it is a purely destructive impulse. If grappled by a magical force, such as *Bigby's grasping hand* or *Bigby's crushing hand*, the force is automatically destroyed. Being grappled is dangerous for most spellcasters, so few mind taking 10d6 points of backlash damage.

Living Lightning

Evocation [Electricity]
Spellcraft DC: 140
Components: None
Casting Time: 1 action
Range: 300 ft. or 150 ft.
Area: A bolt 5 ft. wide by 300 ft. long, or 10 ft. wide by 150 ft. long
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 1,260,000 gp; 26 days; 50,400 XP. Seeds: *life* (DC 27), *energy* (DC 19). Factors: 1-action casting time (+20 DC), no verbal or somatic components (+4 DC), giving life to a spell (ad hoc ×2 DC).

You develop a spell that you can cast; thereafter, the spell can effectively "cast itself." When you cast the spell, a stroke of energy deals 10d6 points of electricity damage to each creature within the spell's area. *Living lightning* follows all the standard rules for epic spell casting when you cast it.

Living lightning is sentient and generally friendly toward you. It has your mental ability scores, but it has no physical ability scores. It senses the world through your senses and communicates with you by thought. As a self-triggering spell, it isn't truly alive but is a fragment of your personality. It cares little for the world around it, but at your urging (and sometimes at its own discretion) it casts itself at your foes. Casters who prepare spells before casting must prepare *living lightning* normally in order for it to cast itself.

When the spell casts itself, it acts on your initiative but does not count against your own actions in the round. Assuming you had enough epic spell slots for the day, you could be simultaneously taking another action, including casting another epic spell or nonepic spell. You cannot simultaneously cast *living lightning* while it is casting its own effect, even if it has been prepared more than once.

Living lightning uses up one of your epic spell slots for the day whenever it casts itself. When you've used up all your epic spell slots for the day (or you've cast all your prepared *living lightning* spells, if you are a caster who must prepare spells), *living lightning* becomes quiescent. It remains so until you've rested to regain your epic spell slots for the next day.

Lord of Nightmares

Conjuration (Summoning)
Spellcraft DC: 50
Components: V, S, XP
Casting Time: 1 action
Range: 75 ft.
Effect: One summoned creature
Duration: 20 rounds
Saving Throw: None
Spell Resistance: No
To Develop: 450,000 gp; 9 days; 18,000 XP. Seed: *summon* (DC 14). Factors: summon CR 31 creature (+58 DC), allow creature to possess body and act at its own discretion (ad hoc –20 DC), 1-action casting time (+20 DC). Mitigating factors: 12d6 backlash (–12 DC), burn 1,000 XP (–10 DC).

You are possessed by a creature of nightmare—a dream larva (see Chapter 5: Monsters). For 20 rounds, the dream larva's body physically replaces yours, though the dream larva has your equipment. The dream larva is free to call on all its own powers and abilities, or use your equipment. Your consciousness and physical form are suppressed for the duration of the possession. You have no way to dismiss the spell, communicate, or otherwise maintain awareness once possession has commenced.

The dream larva, temporarily freed from its imprisonment in some distant nightmare, will attempt to slay and incapacitate any creature it can see or find, whether it is friend or foe of the caster. Casting *lord of nightmares* entails some risk for the caster, since it's unknown what terrible mischief a dream larva might get up to over the course of 20 rounds. The larva will dispatch all enemies it can find before turning to its own concerns.

Sometimes a dream larva will attempt to place itself in a dangerous or precarious situation prior to the end of the spell, leaving the caster to extricate himself.

If the dream larva is slain during the duration of the spell, your consciousness is instantly restored to awareness within your own body. Your condition remains what it was when you completed casting *lord of nightmares*, regardless of what damage the dream larva received. However, magic item charges used, potions consumed, and other physical resources used up by the dream larva are permanent.

XP Cost: 1,000 XP.

Mass Frog

Transmutation
Spellcraft DC: 55
Components: V, S
Casting Time: 1 action
Range: 300 ft.
Area: 40-ft.-radius hemisphere
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes
To Develop: 495,000 gp; 10 days; 19,800 XP. Seed: *transform* (DC 21). Factors: change target to area of 20-ft. hemisphere (+10 DC), increase area by 100% (+4 DC), 1-action casting time (+20 DC).

Culled from the repertoire of the legendary wizard Mikos, this epic spell turns all Medium-size or smaller creatures in the area into frogs. The transformed creatures retain their mental faculties, including personality, Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Consitution score), alignment,

base attack bonus, base save bonuses, extraordinary abilities, spells, and spell-like abilities, but not supernatural abilities. They assume the physical characteristics of frogs, including natural size and Strength, Dexterity, and Constitution scores. (Use the statistics for the toad as given in the *Monster Manual*.) All the creatures' equipment drops to the ground upon transformation.

Momento Mori

Necromancy [Death]
Spellcraft DC: 86
Components: None
Casting Time: 1 quickened action
Range: 300 ft.
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes
To Develop: 774,000 gp; 16 days; 30,960 XP. Seed: *slay* (DC 25). Factor: increase to 160 HD (+8 DC), quickened (+28 DC), no verbal or somatic components (+4 DC), +10 to DC of subject's save (+20 DC).

Your passing thought connotes death for the target. As a free action that counts as a quickened spell, you will the target dead without a word or gesture. Your bloodthirsty wish snuffs out the life force of a living creature of 160 or fewer HD, killing it instantly. The subject is entitled to a Fortitude saving throw (DC 30 + relevant ability modifier) to have a chance of surviving the attack. If the save is successful, the target instead takes 3d6+20 points of damage.

Mummy Dust

Necromancy [Evil]
Spellcraft DC: 35
Components: V, S, M, XP
Casting Time: 1 action
Range: Touch
Effect: Two 18-HD mummies
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
To Develop: 315,000 gp; 7 days; 12,600 XP. Seed: *animate dead* (DC 23). Factors: 16-HD undead (+16 DC), 1-action casting time (+20 DC). Mitigating factors: burn 2,000 XP (–20 DC), expensive material component (ad hoc –4 DC).

When you sprinkle the dust of ground mummies in conjunction with casting *mummy dust*, two Large 18-HD mummies (see below) spring up from the dust in an area adjacent to you. The mummies follow your every command according to their abilities, until they are destroyed or you lose control of them by attempting to control more Hit Dice of undead than you have caster levels.

Material Component: Specially prepared mummy dust (10,000 gp).

XP Cost: 2,000 XP.

Mummy, Advanced: CR 6; Large undead; HD 18d12+3; hp 120; Init –2; Spd 30 ft.; AC 17, touch 7, flat-footed 17; Atk +17 melee (1d8+8, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Despair, mummy rot; SQ Undead traits, resistant to blows, DR 5/+1, fire vulnerability; AL LE; SV Fort +8, Ref +4, Will +13; Str 25, Dex 6, Con –, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +9, Listen +15, Move Silently +13, Spot +15; Alertness, Blind-Fight, Great Fortitude, Power Attack, Weapon Focus (slam).

Despair (Su): At the sight of a mummy, the viewer must succeed at a Will save (DC 21), or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease—slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic (see Disease in Chapter 3 of the DUNGEON MASTER'S *Guide*).

An afflicted creature that dies shrivels away into sand and dust that blow away into nothing at the first wind unless both *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Nailed to the Sky

Transmutation [Teleportation]
Spellcraft DC: 62
Components: V, S, XP
Casting Time: 1 action
Range: 300 ft.
Target: Creature or object weighing up to 1,000 lb.
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
To Develop: 558,000 gp; 12 days; 22,320 XP. Seeds: *foresee* (to preview endpoint of teleportation) (DC 17), *transport* (DC 27). Factors: unwilling target (+4 DC), increase range from touch (+4 DC), 1-action casting time (+20 DC). Mitigating factor: burn 1,000 XP (–10 DC).

Your spell fixes the target to the heavens. *Nailed to the sky* actually places the target so far from the surface of the world and at such a speed that it keeps missing the surface as it falls back, so it enters an eternal orbit. Unless the target can magically fly or has some other form of nonphysical propulsion available, the target is stuck until someone else rescues it. Even if the target can fly, the surface is 2 to 4 hours away, assuming a *fly* spell, which allows a maximum speed of 720 feet per round while descending. The target may not survive that long.

Depending on the world where *nailed to the sky* is cast, conditions so far from its surface may be deadly. Deleterious effects include scorching heat, cold, and vacuum. Targets subject to these conditions take 2d6 points of damage each from heat or cold and 1d4 points of damage from the vacuum each round. The target immediately begins to suffocate (see the Suffocation sidebar in Chapter 3 of the *Dungeon Master's Guide*).

XP Cost: 1,000 XP.

Origin of Species: Achaierai

Conjuration (Creation, Healing)
Spellcraft DC: 38
Components: V, S, DF, XP
Casting Time: 45 days, 11 minutes
Range: 0 ft.
Effect: One constructed creature up to Medium-size (20 cu. ft.)
Duration: Permanent
Saving Throw: None
Spell Resistance: No
To Develop: 360,000 gp; 8 days; 14,400 XP. Seeds: *conjure* (DC 21), *life* (DC 27), *fortify* (DC 17). Factors: +4 HD (5 hp per HD) (+20 DC), +6 to natural AC (+12 DC), add three more natural attacks (ad hoc +6 DC), add *black cloud* spell-like ability (+33 DC), add SR 19 (+15 DC), permanent (×5 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 45 days (–90 DC), burn 3,500 XP (–35 DC).

Copied from the repertoire of a fiendish epic caster from Acheron, this spell literally creates a new creature: an achaierai, as it appears in the *Monster Manual*. When first created, the achaierai is Medium-size, but it grows to Large size in 1d4 days. A created achaierai does not possess the treasure, culture, or specific knowledge of a normal achaierai. If released to be among its own kind, it quickly picks up achaierai traits and alignment.

XP Cost: 3,500 XP.

Peripety

Abjuration
Spellcraft DC: 27
Components: V, S
Casting Time: 1 minute
Range: Personal
Target: You
Duration: 12 hours
To Develop: 243,000 gp; 5 days; 9,720 XP. Seed: ref (DC 27).

Ranged attacks targeted against you rebound on the original attacker. Any time during the duration, fi attacks are automatically reflected back on the origi attacker; you decide which attacks before damage rolled. The reflected attack rebounds on the attack using the same attack roll. Once five attacks are reflected, the spell ends.

Pestilence

Conjuration, Necromancy
Spellcraft DC: 104
Components: V, S, Ritual, XP
Casting Time: 10 minutes
Range: 0 ft.
Area: 1,000-ft.-radius hemisphere
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes
To Develop: 936,000 gp; 19 days; 37,440 XP. Seed: aff (DC 19). Factors: change target to area (+10 DC) change 20-ft. radius to 1,000-ft. radius (+200 DC), di ease effects (as per *contagion* spell) (ad hoc +21 DC) additional target type (plants) (+10 DC). Mitigating fac tors: casting time increased by 9 minutes (–18 DC), two additional casters contributing epic spell slots (–3 DC), burn 10,000 XP (–100 DC).

When *pestilence* is successfully cast, a wave of illness rad ates outward from the site of the ritual, instantly infec ing every living thing in the area with the debilitating disease known as slimy doom. Within 24 hours, every thing in the area begins to show signs of rot and decay plants liquefy and yellow, drooping to the ground as they begin to dissolve. Animals and people are consumed from within by the disease, initially bleeding from the gums, eyes, nose, and other soft tissue, and eventually exhibiting ghastly, purple blotches. The disease culmi nates in open, scabrous wounds over the entirety of the victims' bodies. The entire region afflicted by this horrid disease is quickly engulfed in fetid stenches and overrun by flies and maggots, adding further discomfort to the victims.

Each day that a victim fails a Fortitude save, it takes 1d4 points of temporary Constitution damage. If the victim then fails a second save, 1 point of that damage is permanent drain. If the victim succeeds at the first saving throw of the day on consecutive days, he has recovered from the disease. This magical form of the dis ease is not contagious and will not spread beyond those initially infected.

This potent and terrible ritual might be perpetrated upon a small rural farming community, spreading in every direction and afflicting crops, orchards, farm ani mals and residents alike in devastating fashion. Or it could be cast in the middle of a bustling metropolis,

infecting commoners and nobility alike. Fruits and vegetables infected with slimy doom are unfit for consumption, as are disease-ridden livestock.

This is a ritual spell requiring two other spellcasters, each of whom must expend an unused epic spell slot for the casting. The primary caster must also burn 10,000 XP.

XP Cost: 10,000 XP.

Rain of Fire

Evocation [Fire]
Spellcraft DC: 50
Components: V, S
Casting Time: 1 minute
Range: 0 ft.
Area: 2-mile-radius emanation
Duration: 20 hours
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes
To Develop: 450,000 gp; 9 days; 18,000 XP. Seeds: *energy (fire)* (DC 19), *energy (weather)* (DC 19). Factor: change rain to wisps of flame (ad hoc +12 DC).

This spell summons a swirling thunderstorm that rains fire rather than raindrops down on you and everything within a two-mile radius of you. Everything caught unprotected or unsheltered in the flaming deluge takes 1 point of fire damage each round. A successful Reflex save results in no damage, but the save must be repeated each round. Unless the ground is exceedingly damp, all vegetation is eventually blackened and destroyed, leaving behind a barren wasteland similar to the aftermath of a grass or forest fire. The fiery storm is stationary and persists even if the caster leaves.

Raise Island

Conjuration (Creation)
Spellcraft DC: 38
Components: V, S, XP
Casting Time: 65 days, 11 minutes
Range: 0 ft.
Area: 100-ft.-radius hemispherical island
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
To Develop: 360,000 gp; 8 days; 14,400 XP. Seed: *conjure* (DC 21). Factors: change area to 10-ft. radius, 30-ft. high cylinder (+2 DC), change radius to 100 ft. (+40 DC), change height to 1,000 feet (+133 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 65 days (–130 DC), burn 2,000 XP (–20 DC), spell only works on liquid (ad hoc –20 DC).

You can literally raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established. The island is roughly circular and about 200 feet in diameter. *Raise island* only works if the ocean is less 1,000 feet deep where the spell is cast.

Rumors exist of extremely powerful rituals involving epic spellcasters and dozens or even hundreds of other contributors, summoning forth great masses of land from the middle of the ocean or, in acts of terrible devastation, sinking small continents and the civilizations that dwelt on them. A variant reversal of the spell could be developed separately, causing small islands and sandbars to sink (perhaps to help clear shipping channels).

XP Cost: 2,000 XP.

Ruin

Transmutation
Spellcraft DC: 27
Components: V, S, XP
Casting Time: 1 full round
Range: 12,000 ft.
Target: One creature, or up to a 10-foot cube of nonliving matter
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
To Develop: 243,000 gp; 5 days; 9,720 XP. Seed: *destroy* (DC 29). Factor: reduce casting time by 9 rounds (+18 DC). Mitigating factor: burn 2,000 XP (–20 DC).

You deal 20d6 points of damage to a single target within range and line of sight. If the target is reduced to –10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated. Only a trace of fine dust remains.

XP Cost: 2,000 XP.

Safe Time

Transmutation [Teleportation]
Spellcraft DC: 64
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: You or creature touched
Duration: Contingent until expended, then 1 round of safe time
Saving Throw: None
Spell Resistance: No
To Develop: 576,000 gp; 12 days; 23,040 XP. Seed: *transport* (DC 27). Factors: move to time stream (+8 DC), reduce static time to 1 round (ad hoc +4 DC), activates when you would otherwise take 50 or more points of damage (+25 DC).

Safe time can move you (or the target) out of harm's way by shunting you into a static time stream. Once cast, the spell remains quiescent and does not activate until the trigger conditions have been met. Each day it remains untriggered, it uses up an epic spell slot, even if you cast it on another creature. Once triggered, the spell is expended normally.

When you would otherwise be subject to any instantaneous effect that would deal you 50 or more points of

damage, you are instead transported to a static time stream where time ceases to flow for you. Your condition becomes fixed—no force or effect can harm you until 1 round of real time has passed. Thus, you duck the damage you would otherwise receive, but you also miss out on one round of activity. To you, no time passes at all, but to onlookers who are part of real time, you stand frozen and fixed in space for 1 full round.

Soul Dominion

Divination, Enchantment (Compulsion) [Mind-Affecting]
Spellcraft DC: 72
Components: V, S
Casting Time: 10 minutes
Range: See text
Target: One other living creature
Duration: 20 minutes (D)
Saving Throw: Will negates (see text)
Spell Resistance: No
To Develop: 648,000 gp; 13 days; 25,920 XP. Seeds: *contact* (DC 23), *reveal* (DC 19), *compel* (DC 19). Factors: apply to all five senses (+8 DC), total compulsory control (+10 DC), stricter compulsion of any creature (ad hoc +11 DC). Mitigating factor: increase casting time by 9 minutes (–18 DC).

As *soul scry*, except you can also take total control of the target's body. The target receives a Will saving throw, and if successful, prevents you from making the telepathic connection. The target is aware of the attempted takeover as a strange, momentary tingling.

If the Will save fails, you are able to control the subject's body as if it were your own, hearing, seeing, feeling, smelling, and tasting everything the target senses.

Once you dismiss the spell or its duration ends, the target resumes control of its body, fully aware of all events that occurred, having been a helpless witness trapped inside its own body. The target knows the name and general nature of its possessor if it succeeds at an additional Will saving throw.

You cannot control undead or incorporeal creatures with *soul dominion*.

Soul Scry

Divination
Spellcraft DC: 55
Components: V, S
Casting Time: 10 minutes
Range: See text
Target: One other living creature
Duration: 20 minutes (D)
Saving Throw: Will negates
Spell Resistance: No
To Develop: 495,000 gp; 10 days; 19,800 XP. Seeds: *contact* (DC 23), *reveal* (DC 19), *conceal* (DC 17). Factors: apply to all five senses (+8 DC), conceal detection (ad hoc +6 DC). Mitigating factor: increase casting time by 9 minutes (–18 DC).

When you cast this spell, you are temporarily able to t the consciousness of another sentient creature with wh you are familiar (by meeting, observing, or successfu scrying the subject), experiencing everything she do with all five senses. The target receives a Will save, and successful, prevents you from making the telepathic co nection. Whether the saving throw is successful or not, t target is unaware of the attempted intrusion.

Once the subject is tapped, you are able to hear, see, fe smell, and taste everything the subject senses. You can control the subject, however. You can only see what t subject chooses to look at, and you taste something only the subject eats or drinks it during the spell's duratio

During this time, your own body remains in a tranc like state. If the subject takes damage, you sense th injuries, although your own body does not actually suff any ill effects. If the subject is knocked unconscious killed, the spell immediately ends.

Spell Worm

Enchantment (Compulsion) [Mind-Affecting]
Spellcraft DC: 45
Components: V, M
Casting Time: 1 minute
Range: 75 ft.
Target: One living creature
Duration: 20 hours or until completed
Saving Throw: Will negates
Spell Resistance: Yes
To Develop: 405,000 gp; 9 days; 16,200 XP. Seed: *comp* (DC 19). Factors: unobtrusive (ad hoc +6 DC), 1-actio casting time (+20 DC).

You infect the subject with a compulsive urge that use up her spells for the day. On a failed save, the subject must spend a standard action each round abandoning he highest-level spell (or losing her highest-level unused spell slot). Each round, the subject eliminates another spell or spell slot, moving to lower-level spells once all the higher-level spells are gone. In the case of prepared spells, the subject decides which spells to abandon at each level. If the subject has more than one standard action allowed in the round (from a *haste* spell or other magic), she may spend those actions as she desires. The subject doesn't realize the spells or spell slots are gone until she tries to cast a spell and finds it unavailable. Abandoning a spell slot or losing a spell is standard action, but it does not draw an attack of opportunity. It is a purely mental exercise not obvious to observers.

Summon Behemoth

Conjuration (Summoning)
Spellcraft DC: 72
Components: V, S
Casting Time: 1 action
Range: 75 ft.
Effect: Summoned creature
Duration: 20 rounds (D)

Saving Throw: None
Spell Resistance: No
To Develop: 648,000 gp; 13 days; 25,920 XP. Seed: *summon* (DC 14). Factors: summon CR 21 creature (DC +38), 1-action casting time (+20 DC).

You can summon a behemoth (see Chapter 5: Monsters) to attack your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Superb Dispelling

Abjuration
Spellcraft DC: 59
Components: V, S
Casting Time: 1 action
Range: 300 ft.
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
To Develop: 3,771,000 gp; 76 days; 143,640 XP. Seed: *dispel* (DC 19). Factors: additional +30 to dispel check (+30 DC), 1-action casting time (+20 DC). Mitigating factor: 10d6 backlash (–10 DC).

As *greater dispelling* (see Chapter 11: Spells in the *Player's Handbook*), except that the maximum bonus on the dispel check is +40, and you take 10d6 points of backlash damage.

Time Duplicate

Transmutation [Teleportation]
Spellcraft DC: 71
Components: V, S
Casting Time: 1 free action
Effect: You
Duration: 1 round (see text)
Saving Throw: None (harmless)
Spell Resistance: None (harmless)
To Develop: 639,000 gp; 13 days; 25,560 XP. Seed: *transport* (to move future you back in time 1 round) (DC 27). Factors: move to time stream (+8 DC), stretch the base temporal effect (ad hoc +8 DC), quickened (+28 DC).

You snatch yourself from 1 round in the future, depositing your future self in an adjacent space as a free action that counts as a quickened spell. Your future self is technically only a possible future self (the time stream is a maelstrom of multiple probabilities), but snatching that future self from 1 round in the future collapses probability, and the possible future becomes the definite future.

You and your future self are both free to act normally this round (you've already used up your limit of one quickened spell per round, but your duplicate hasn't). Your future self has all the resources you have at the moment you finish casting *time duplicate*. Because your future self was previously only a possibility, his or her resources are not depleted as a result of whatever might occur this round (even if you die this round). Likewise, he or she doesn't have any special knowledge of what might occur during this round.

Because your future self is still part of the time stream, the round it spends with you is a round it misses in its own future. Because your future duplicate is also you, you miss the next round as well. You simply aren't there.

Tampering with the time stream is a tricky business. Here is a round-by-round summary.

Round One: You cast *time duplicate*, your future self from round two arrives, and you both act normally.

Round Two: Your future self—you—gets snatched back in time to help your past self. During this round, there are no versions of you present.

Round Three: You rejoin the time stream. You arrive in the same location and condition that your future self ended with at the end of the first round. Any resources (spells, damage, staff charges) your future self used up in round one are gone for real. Record them now.

Using this spell to snatch a single future self stretches time and probability to its limit; more powerful versions of *time duplicate* are not possible. You cannot bring more than a single future version of yourself back to help you at one time, nor can you snatch a version of you from farther in the future.

Vengeful Gaze of God

Transmutation
Spellcraft DC: 419
Components: V, S
Casting Time: 1 action
Range: 12,000 ft.
Target: One creature, or up to a 10-foot cube of nonliving matter in line of sight
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes
To Develop: 3,771,000 gp; 76 days; 143,640 XP. Seed: *destroy* (DC 29). Factor: increase damage to 305d6 (+570 DC), 1-action casting time (+20 DC). Mitigating factor: 200d6 backlash (–200 DC).

The target of this spell is subject to a fury like unto heavenly wrath that deals 305d6 points of damage (or half of that if a Fortitude save succeeds). If the target is reduced to –10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust. Channeling such terrific forces has its price, and the caster is likewise dealt 200d6 points of damage as your eyes bleed and your skin convulses when the power is released. This spell often kills the caster, but it's often worth it.

Note: Table 3–4: Average Damage Dice is useful if you don't want to roll hundreds of 6-sided dice.

Verdigris

Transmutation
Spellcraft DC: 58
Components: V, S
Casting Time: 1 minute
Range: 300 ft.
Area: 100-ft.-radius hemisphere
Duration: 24 hours
Saving Throw: Reflex half
Spell Resistance: No
To Develop: 522,000 gp; 11 days; 20,880 XP. Seed: *conjure* (DC 21). Factors: change area to 20-ft.-radius hemisphere (+2 DC), increase radius to 100 ft. (+16 DC), deal 10d6 damage during growth (ad hoc +19 DC).

When you cast this spell, you create a tsunami of grass, shrubs, and trees that overgrows the area like a tidal wave. The plant growth creeps and curls across everything in the area, ensnaring it and coiling around it as if it had been growing there for a century or more, like some ancient ruin overrun by jungle. Creatures in the area must make a Reflex saving throw to avoid the fast-moving growth, which otherwise deals 10d6 points of damage from the crushing press. Buildings are engulfed by tendrils of vines, creepers, thick roots, and branches, and they likewise take 10d6 points of damage. Those destroyed by the damage have their foundations uprooted and walls crumbled. The plant growth remains for 24 hours, after which it vanishes.

Verdigris Tsunami

Transmutation
Spellcraft DC: 170
Components: V, S, Ritual, XP
Casting Time: 10 minutes
Range: 1,500 ft.
Area: 1,000-ft.-radius hemisphere
Duration: Permanent
Saving Throw: Reflex half
Spell Resistance: No
To Develop: 1,530,000 gp; 31 days; 61,200 XP. Seed: *conjure* (DC 21). Factor: change area to 20-ft.-radius hemisphere (+2 DC), increase radius to 1,000 ft. (+196 DC), increase range to 1,500 ft. (+8 DC), deal 10d6 damage during growth (ad hoc +19 DC), increase damage to 40d6 (+60 DC), permanent (×5 DC). Mitigating factors: increase casting time by 9 minutes (–18 DC), burn 10,000 XP (–100 DC), fourteen additional casters contributing 6th-level spell slots (–154 DC).

As *verdigris*, except creatures in the area take 40d6 points of damage (Reflex save for half), as do buildings, and the plant growth is permanent.

This is a ritual spell requiring fourteen other spellcasters, each of whom must contribute an unused 6th-level spell slot to the casting.

XP Cost: 10,000 XP.

DEVELOPING YOUR OWN EPIC SPELLS

An epic spell is developed from smaller pieces called seeds and connecting pieces called factors. Every epic seed has a base Spellcraft DC, and every factor has a Spellcraft DC adjustment. When a desired spell is developed, the spellcaster spends resources and time to assemble the pieces that make up the epic spell. The base Spellcraft DCs of each seed are added together; then the DC adjustments of the factors are added to that total. The sum equals the final Spellcraft DC for the epic spell.

The final Spellcraft DC is the most significant gauge of the epic spell's power. A spellcaster attempts to cast an epic spell by making a Spellcraft check against the epic spell's Spellcraft DC. Thus, a spellcaster knows immediately, based on her own Spellcraft bonus, what epic spells are within her capability to cast, which are risky, and which are beyond her. Epic casters don't commit time and money to develop epic spells until they are powerful enough to cast them.

An epic spell developed by an arcane spellcaster is arcane, and an epic spell developed by a divine spellcaster is divine. A character who can cast both divine and arcane epic spells chooses whether a particular spell he develops will be arcane or divine. If that same caster uses the *heal* or *life* seed in an epic spell, that spell is always considered divine.

All the epic spells described earlier in this chapter can be developed independently by a character who spends the necessary time, money, and experience points. Alternatively, you can use those spells as a starting point when you create customized versions of the spells. For example, if you want a version of *vengeful gaze of god* that deals less backlash damage, you are free to develop it.

Table 2–1: Epic Seeds

Seed	Base Spellcraft DC	Seed	Base Spellcraft DC
Afflict	14	*Energy*	19
Animate	25	*Foresee*	17
Animate dead	23	*Fortify*	17
Armor	14	*Heal**	25
Banish	27	*Life**	27
Compel	19	*Reflect*	27
Conceal	17	*Reveal*	19
Conjure	21	*Slay*	25
Contact	23	*Summon*	14
Delude	14	*Transform*	21
Destroy	29	*Transport*	27
Dispel	19	*Ward*	14

*Spellcasters without at least 24 ranks in Knowledge (religion) may not use *heal* or *life* spell seeds.

Resource Cost: Nothing is free, especially not the resources required to develop a spell that breaks the supposed levels of magical power. The development of an epic spell uses up raw materials costing a number of gold pieces equal to 9,000 × the final Spellcraft DC of the epic spell being developed.

Development Time: Developing an epic spell takes one day for each 50,000 gp in resources required to develop the spell, rounded up to whole days.

XP Cost: To develop an epic spell, you must spend 1/25 of its resource price in experience points.

Adding Seed DCs: When two or more epic seeds are combined in an epic spell, their base Spellcraft DCs are added together. Both contribute toward the spell's final Spellcraft DC.

Determining School: When combining two or more seeds to develop an epic spell, the school of the finished spell is decided by the caster from among the seeds that make up the epic spell.

Combining Descriptors: When two or more epic seeds are combined in an epic spell, all the descriptors from each seed apply to the finished spell.

Combining Components and Casting Times: Almost every epic spell has verbal and somatic components and a 1-minute casting time, regardless of the number of epic seeds combined. The only exceptions are epic spells with the *heal* and *life* seeds, which have divine focus components.

Combining Range, Targets, Area, and Effect: One seed might have a range of 12,000 feet, another seed might have a range of 400 feet, and a third seed might not have a range at all. Likewise, some seeds have targets, while others have an effect or an area. To determine which seed takes precedence in the finished epic spell, you must decide which seed is the base seed. The seed most important to the spell's overall purpose is the base seed, and it determines the casting time, range, target, and so on. The other seeds apply only their specific effects to the finished spell.

For example, consider an epic spell that blasts all targets in an area, then compels all the survivors to surrender. The seed that provides the blast is the base seed, so its range and targeting criteria are used in the finished spell.

It is occasionally difficult to determine a base seed by examining the spell's effects. If you're stuck, simply pick one seed for the purposes of making this determination after consulting with your DM.

Combining Durations: When combining two or more seeds to develop an epic spell, the seed with the shortest duration determines the duration of the finished epic spell. If any seed of an epic spell is dismissible by the caster, the epic spell is dismissible.

Saving Throws: Even if more than one seed has an associated saving throw, the final spell will have only a single saving throw. If two or more seeds have the same kind of saving throw (Fortitude, Reflex, or Will), then you'll obviously use that for the spell's saving throw. If the seeds have different kinds of saving throws, simply choose the saving throw that seems most appropriate for the final spell.

Spell Resistance: When combining two or more seeds to develop an epic spell, if even one seed is subject to spell resistance, the finished epic spell is subject to it as well.

Factors: Factors are not part of epic seeds, but they are the tools used to modify specific parameters of any given seed. Applying factors to the seeds of an epic spell can increase or decrease the final Spellcraft DC, increase the duration, change the area of a spell, and affect many other aspects of the spell.

There are three kinds of factors:

1. Those that can affect a number of seeds. For example, the "1-action casting time" factor reduces the casting time of an epic spell no matter what seeds you use to make it. If you choose this factor, you'll add +20 to the Spellcraft DC of the epic spell.

2. Those that can only be used with specific seeds. The *summon* seed, for example, lets you summon an outsider of CR 2 or less. But for each +1 CR of the summoned outsider, the Spellcraft DC is increased by +2. This factor only applies to epic spells with the *summon* seed.

3. Those that reduce the Spellcraft DC rather than increasing it. These are referred to as mitigating factors. To calculate the final Spellcraft DC of an epic spell correctly, it's important to determine the mitigating factors last, after all the factors that increase the DC have been accounted for.

Development Is an Art: Be creative when combining seeds and factors. Many times developing a completely new epic spell requires some guesswork and rule stretching. As with making and pricing magic items, a sort of balancing act is required. Often, you will need to stretch the description of a seed to meet your needs. Developing obscure, unusual epic spells is possible, even if you aren't sure how to put together the seeds and factors. If your best effort passes the DM's examination, then your epic spell is good. If necessary, assess an "ad hoc" Spellcraft DC adjustment for any effect that cannot be extrapolated from the seeds and factors presented here—the example spells in this chapter use ad hoc factors frequently. In all cases, the DM determines the actual Spellcraft DC of the new spell (see Behind the Curtain: Setting Epic Seed Spellcraft DCs).

For example, you may want to develop a spell that moves an enemy's soul into an inanimate object. No seed specifically describes this ability. It's time to be creative. You see that the *transport* seed might provide the basic effect you are after; you are moving something, even if it's not physical. Knowing you'll later need your DM's approval, you decide that the *transport* seed could be used to transport a soul instead of a body, without adjusting the DC. (The target will of course get a Will save, even if you succeed at touching the target.) Normally, you can't transport a physical object into another one, but because you're transporting an intangible "object" into a physical object, you hope your DM will be lenient. The DM might decide to impose an ad hoc factor of +4 DC, which would be fair. You also realize that to trap an insubstantial soul in a physical object, you'll have to use the *compel* seed as well, forcing the soul to remain within the object you send it to.

Approval: This is the final step, and it's critically important. You must show your epic spell development work and reasoning to your DM and get his approval. If you DM doesn't approve, then the epic spell cannot be developed. However, the DM should explain why the epic spell wasn't approved and possibly offer suggestions on how to create an epic spell that will pass muster. Extending the approval process further, the DM must approve each epic spell contained in this book before you can develop it for your own character.

Example of Development and Casting

Canabulum, an epic spellcaster, decides to develop an epic spell that allows him to throw an exploding ball that simultaneously deals 10d6 points of damage each of acid, fire, sonic, and electricity (he dubs it a *hellball*). The base DC of the *energy* seed is 19. Combining all four energy effects immediately increases the Spellcraft DC to 76 (DC 19 × 4 = DC 76). Furthermore, the base seed describes a bolt effect; to change the effect to a 20-foot-radius spread, Canabulum applies the "change area" factor from Table 2–2: Epic Spell Factors, which increases the Spellcraft DC by +2. Deciding he'd rather have a 40-foot-radius spread, he increases the Spellcraft DC by an additional +6, bringing the Spellcraft DC to 84. Canabulum doesn't want to spend 1 minute casting *hellball*, so he applies the "1-action casting time" factor (+20 DC), which brings the Spellcraft DC to 104.

A Spellcraft DC of 104 is fairly high, and Canabulum decides that he'd like to bring the DC down by applying mitigating factors. Because Canabulum has hit points to spare, he takes the "backlash" mitigating factor: In exchange for a –10 reduction to the Spellcraft DC, his *hellball* will now deal Canabulum 10d6 points of damage each time he casts it. He further modifies the spell to burn his own experience points with each casting. In exchange for a –4 DC reduction, *hellball* will burn 400 XP per casting. The Spellcraft D now stands at 90.

If Canabulum wanted to reduce the Spellcraft DC ev further, he could eliminate the factor that reduces cast time to 1 action. That would lower the Spellcraft DC 20 points, but he decides to go ahead and develop t spell with the faster casting time.

An epic spell with a Spellcraft DC of 90 uses resources with a total cost of 810,000 gp, takes 17 days Canabulum's time to develop, and drains 32,400 XP fr Canabulum. But, when all is said and done, *hellbal* ready (and you'll find the spell in the Epic Spells sect earlier in this chapter).

Canabulum has a Spellcraft skill modifier of +82. H can take 10 to cast *hellball*, and he does so on his first tu when he stumbles across a rampaging atropal (a ne monster detailed in Chapter 5).

Hellball is successfully ca when Canabulum takes 10 on h Spellcraft check, so it will deal 10 points of fire damage, 10d6 points of ac damage, 10d6 points of electricity damag and 10d6 points of sonic damage—if *hellball* ge past the atropal's spell resistance and saving thro Atropals have spell resistance 42. As a 64th-leve wizard, Canabulum easily overcome that spell resistance with a caste level check. The atropal makes o saving throw against *hellbal* Reflex save DC of 35 (20 + 1 for Canabulum's 40 Intell gence). The atropal has Reflex save bonus of +26, and rolls an 8 for a total of 34. Th atropal barely misses its sav against *hellball*.

Canabulum rolls the fir damage separately because th atropal has fire resistance 20 but rolls the rest of the damag together: 33 points of fir damage (of which the atropa takes only 13) and 101 points o combined acid, electricity, an sonic damage. He also burn 400 XP and takes 10d6 point of damage as his eyes bleed from the *hellball*'s terrible uncontrolled energies.



DOES IT LOOK COOL?

Epic spells are amazing sculptures of magic, and every casting should reflect that. Don't be afraid to add special visual effects to the description of the spell. While these special visual effects should not have any specific game effect, they do serve to reinforce the idea that you're casting a truly powerful spell. For example, when you cast an epic spell using the *slay* seed, you might include the following description: "The caster's eyes turn midnight black as a torrent of soul-numbing energy pours over the target like a tsunami, striking the target dead."

Table 2–2: Epic Spell Factors

	Spellcraft DC Modifier
Spell School	
Seed within specialist school	–5
Seed within banned school	+15
Casting Time	
Reduce casting time by 1 round (minimum 1 round)	+2
1-action casting time	+20
Quickened spell (limit one quickened action/round)	+28
Contingent on specific trigger [1]	+25
Components	
No verbal component	+2
No somatic component	+2
Duration [2]	
Increase duration by 100%	+2
Permanent duration (apply this factor last)	×5
Dismissible by caster (if not already)	+2
Range	
Increase range by 100%	+2
Target [3]	
Add extra target within 300 ft.	+10
Change from target to area (pick area option below)	+10
Change from personal to area (pick area option below)	+15
Change from target to touch or ray (300-ft. range)	+4
Change from touch or ranged touch attack to target	+4
Change from target, touch, or area to personal	–2
Area [4]	
Change area to bolt (5 ft. × 300 ft. or 10 ft. × 150 ft.)	+2
Change area to cylinder (10-ft. radius, 30 ft. high)	+2
Change area to 40-ft. cone	+2
Change area to four 10-ft. cubes	+2
Change area to 20-ft. radius	+2
Change area to target	+4
Change area to touch or ray (close range)	+4
Increase area by 100%	+4
Saving Throw	
Increase spell's saving throw DC by +1	+2
Spell Resistance	
Gain +1 bonus on caster level check to overcome target's spell resistance	+2
Gain +1 on caster level check to beat foe's *dispel* effect	+2
Other	
Recorded onto stone tablet [5]	×2
Increase damage die by one step (d20 maximum)	+10

Unless stated otherwise, the same factor can be applied more than once.

[1] Each contingent spell in use counts as a slot used from the caster's daily epic spell slots.

[2] Seeds that already have an instantaneous or permanent duration cannot be increased.

[3] When changing a targeted or area seed to a touch or ranged attack, the seed no longer requires a save if it deals damage, instead requiring a successful attack roll. Seeds with a nondamaging effect, such as *compel* or *slay*, still allow the target a save. Area spells changed to touch or ranged attacks now affect only the creature successfully attacked.

[4] When changing a touch or ranged attack seed to a targeted seed, the seed no longer requires an attack roll if it deals damage, instead requiring a saving throw from the target. On a failed saving throw, the target takes half damage. Area seeds changed to targeted seeds now only affect the target. The DM determines the most appropriate kind of saving throw for the epic spell.

[5] Epic spells inscribed on stone tablets were usually developed by spellcasters deep in the mists of history, although a new epic spell could also be developed this way if the creator is willing to share the discovery. Epic spells may only be inscribed on stone tablets or other substances of equal or greater hardness. Once a spell is so inscribed, another epic spellcaster can learn it without going through the process of development. Once an inscribed epic spell is learned by another epic spellcaster in this fashion, the tablet upon which it is inscribed is destroyed and cannot be mended.

Table 2–3: Epic Spell Mitigating Factors

	Spellcraft DC Modifier
Backlash 1d6 points of damage (max d6 = your HD ×2) [1]	–1
Burn 100 XP during casting (max 10,000 XP)	–1
Increase casting time by 1 minute (max 10 minutes) [2]	–2
Increase casting time by 1 day (max 100 days) [2]	–2
Additional participants (ritual)	see Table 2–4 below
Decrease damage die by one step (d4 minimum)	–5

Note: Mitigating factors are always applied last in the development of an epic spell.

[1] The caster cannot somehow avoid or make himself immune to backlash damage. For spells with durations longer than instantaneous, the backlash damage is per round. If backlash damage kills a caster, no spell or method exists that will return life to the caster's body without costing the caster a level—not even *wish*, *true resurrection*, *miracle*, or epic spells that return life to the deceased. Spells that normally penalize the recipient one level when they return him to life, such as *raise dead*, penalize a caster killed by backlash two levels.

[2] If you want to increase the casting time of a spell in order to reduce the Spellcraft DC, you must first "use up" the maximum of 10 minutes (for a total DC modifier of –20). After that, you can continue to add days to the casting time, with a further modifier of –2 per day, up to the maximum of 100 days.

BEHIND THE CURTAIN: SETTING EPIC SEED SPELLCRAFT DCS

Spellcraft DCs for epic seeds are generated from a base DC of 10. Why 10? Many basic effects in D&D have DCs that start at 10, so epic seeds have the same foundation as skill checks, saving throws, and other effects.

The actual DC for each seed is figured by looking at the lowest-level spell that's truly representative for a given seed among the spells in the *Player's Handbook*. Using that spell as a basis, the maximum ranks in Spellcraft that a sorcerer powerful enough to cast the spell would have determines the base Spellcraft DC of the seed. That number is added to the base DC of 10.

For example, the *animate dead* spell in the *Player's Handbook* is the lowest-level representative of the *animate dead* seed. A sorcerer would have to be 10th level to cast it. A 10th-level sorcerer has a maximum of 13 ranks in Spellcraft. So, 13 + 10 = 23, and the Spellcraft DC of the *animate dead* seed is 23.

Additional Participants: You can develop epic spells specifically require additional participants (sometimes called celebrants). Epic spellcasters might call such an epic spell a cooperative spell, a mythal, or a ceremonial spell. These rules simply call it a ritual.

An epic spell developed as a ritual requires a specific number of additional participants, who each must use up one spell slot of a specified level for the day. During an epic spell's development, the spell's creator determines the number of additional participants and the level of the spell slots to be contributed. If the exact number of spellcasters does not partake in the casting, or if the casters do not each contribute the proper spell slot, the epic spell automatically fails. To participate, each participant readies an action to contribute his or her raw spell energy when the primary caster begins the epic spell.

Additional participants in a ritual spell reduce the Spellcraft DC, as shown on Table 2–4: Additional Participants in Rituals. Each additional participant may only contribute one spell slot. It doesn't matter whether the additional participants are arcane or divine spellcasters; only the level of the spell slot contributed matters.

A contributed spell slot is treated as if normally cast. A wizard may contribute either a prepared, uncast spell slot, or an open, unprepared slot. The Spellcraft DC adjustments for each additional participant stack.

Table 2–4: Additional Participants in Rituals

Spell Slot Level Contributed	Spellcraft DC Reduction	Spell Slot Level Contributed	Spellcraft DC Reduction
1st	–1	6th	–11
2nd	–3	7th	–13
3rd	–5	8th	–15
4th	–7	9th	–17
5th	–9	Epic slot	–19

Special: A ritual epic spell that takes longer than 1 action to cast requires all extra participants to stand as if casting for the same amount of time. If an extra participant is attacked while contributing a spell slot, the participant must make a Concentration check as if casting a spell of the same level as the slot contributed. If the attack disrupts the participant in the ritual, the epic spell is not necessarily ruined. However, the Spellcraft DC reduction that would have been provided by that additional participant cannot be applied to the final Spellcraft DC of the epic spell. Thus the ritual epic spell will be harder for the primary spellcaster to cast.

SEED DESCRIPTIONS

Each seed description hereafter follows the same format used for 0- to 9th-level spells, as described under Spell Format in Chapter 11 of the *Player's Handbook*. An additional line, Spellcraft DC, indicates the base DC of the Spellcraft check required to cast an epic spell with this seed.

SEED: AFFLICT

Enchantment (Compulsion) [Fear, Mind-Affecting]
Spellcraft DC: 14
Components: V, S
Casting Time: 1 action
Range: 300 ft.
Target: One living creature
Duration: 20 minutes
Saving Throw: Will negates
Spell Resistance: Yes

You afflict the target with a –2 morale penalty on att rolls, checks, and saving throws. For each additional penalty assessed on either the target's attack rolls, chec or saving throws, increase the Spellcraft DC by +2.

You may also develop a spell with this seed that affli the target with a –1 penalty on caster level checks, a penalty to an ability score, a –1 penalty to spell resistan or a –1 penalty to some other aspect of the target that y and your DM agree on. For each additional –1 pena assessed in one of the above categories, increase the Spe craft DC by +4.

You can afflict a character's ability scores to the po where they reach 0, except for Constitution where 1 the minimum. If you apply a factor to increase the du tion of this seed, ability score penalties instead becom temporary ability damage. If you apply a factor to mak the duration permanent, any ability score penalti become permanent ability drain.

Finally, if you increase the Spellcraft DC by +2, you c afflict whichever one of the target's senses you select: sig smell, hearing, taste, touch, or a special sense the target po sesses. If the target fails its saving throw, the sense yo select doesn't function for the spell's duration, with a attendant penalties that apply for losing the specified sens

SEED: ANIMATE

Transmutation
Spellcraft DC: 25
Components: V, S
Casting Time: 1 minute
Range: 300 ft.
Target: Object or 20 cu. ft. of matter
Duration: 20 rounds
Saving Throw: None
Spell Resistance: No

You can imbue inanimate objects with mobility and a semblance of life (not actual life). The animated objec attacks whomever or whatever you initially designate. The animated object can be of any nonmagical material wood, metal, stone, fabric, leather, ceramic, glass, and so forth. You can also animate part of a larger mass of raw matter, such as a volume of water in the ocean, part of a stony wall, or the earth itself, as long as the volume of material does not exceed 20 cubic feet. For each additional 10 cubic feet of matter animated, increase the Spellcraft DC by +1, up to 1,000 cubic feet. For each additional 100

cubic feet of matter animated after the first 1,000 cubic feet, increase the spellcraft DC by +1.

Statistics for animated objects are found in the *Monster Manual*. For each additional Hit Die granted to an animated object of a given size, increase the Spellcraft DC by +2. To animate attended objects (objects carried or worn by another creature), increase the Spellcraft DC by +10.

SEED: ANIMATE DEAD

Necromancy [Evil]
Spellcraft DC: 23
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can turn the bones or bodies of dead creatures into undead that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed undead can't be animated again.) Intelligent undead can follow more sophisticated commands.

The *animate dead* seed allows you to create 20 HD of undead. Statistics for undead of all types are found in the *Monster Manual*. For each additional 1 HD of undead created, increase the Spellcraft DC by +1.

The undead you create remain under your control indefinitely. You can naturally control 1 HD per caster level of undead creatures you've personally created, regardless of the method you used. If you exceed this number, newly created creatures fall under your control, and excess undead from previous castings become uncontrolled (you choose which creatures are released). If you are a cleric, any undead you command through your ability to command or rebuke undead do not count toward the limit.

For each additional 2 HD of undead to be controlled, increase the Spellcraft DC by +1. Only undead in excess of 20 HD created with this seed can be controlled using this DC adjustment. If you want to both create and control more than 20 HD of undead, increase the Spellcraft DC by +3 per additional 2 HD of undead.

Type of Undead: All types of undead can be created with the *animate dead* seed, although creating more powerful undead increases the Spellcraft DC of the epic spell, according to the table below. The DM must set the Spellcraft DC for undead not included on the table, using similar undead as a basis for comparison.

Undead	Spellcraft DC Modifier	Undead	Spellcraft DC Modifier
Skeleton	–12	Wraith	–2
Zombie	–12	Mummy	+0
Ghoul	–10	Spectre	+2
Shadow	–8	Morhg	+4
Ghast	–6	Vampire	+6
Wight	–4	Ghost	+8

SEED: ARMOR

Conjuration (Creation) [Force]
Spellcraft DC: 14
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: 24 hours (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)



You grant a creature additional armor, providing a +4 bonus to Armor Class. The bonus is either an armor bonus or a natural armor bonus, whichever you select. Unlike mundane armor, the *armor* seed provides an intangible protection that entails no armor check penalty, arcane spell failure chance, or speed reduction. Incorporeal creatures can't bypass the *armor* seed the way they can ignore normal armor.

For each additional point of Armor Class bonus, increase the Spellcraft DC by +2.

You can also grant a creature a +1 bonus to Armor

Class using a different bonus type, such as deflection, divine, or insight. For each additional point of bonus to Armor Class of one of these types, increase the Spellcraft DC by +10.

SEED: BANISH

Abjuration
Spellcraft DC: 27
Components: V, S
Casting Time: 1 minute
Range: 75 ft.
Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You force extraplanar creatures out of your home plane. You can banish up to 14 HD of extraplanar creatures. For each additional 2 HD of extraplanar creatures you banish, increase the Spellcraft DC by +1. To specify a type or subtype of creature other than outsider to be banished, increase the Spellcraft DC by +20. For example, giants, humanoids (reptilians), and undead could all be banished in this way.

SEED: COMPEL

Enchantment (Compulsion) [Mind-Affecting]
Spellcraft DC: 19
Components: V, M
Casting Time: 1 minute
Range: 75 ft.
Target: One living creature
Duration: 20 hours or until completed
Saving Throw: Will negates
Spell Resistance: Yes

You compel a target to follow a course of activity.

At the basic level of effect, a spell using the *compel* seed must be worded in such a manner as to make the activity sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect (unless you increase the Spellcraft DC to avoid this limitation; see below). Urging a red dragon to stop attacking your party so that the dragon and the party could jointly loot a rich treasure elsewhere would be a reasonable use of the spell's power.

If you wish to compel a creature to follow an outright unreasonable course of action (such as stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act), increase the Spellcraft DC by +10.

The compelled course of activity can continue for the entire duration, such as in the case of the red dragon mentioned above. If the compelled activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might compel a noble kn to give her warhorse to the first beggar she meets. If condition is not met before the spell using this s expires, the activity is not performed.

SEED: CONCEAL

Illusion (Glamer)
Spellcraft DC: 17
Components: V, S
Casting Time: 1 minute
Range: Personal or touch
Target: You or a creature or object of up to 2,000 lb.
Duration: 200 minutes or until expended (D)
Saving Throw: None or Will negates (harmless, obje
Spell Resistance: No or Yes (harmless, object)

You can conceal a creature or object touched from sig even from darkvision. If the subject is a creature carry gear, the gear vanishes too, rendering the creature invi ble. A spell using the *conceal* seed ends if the subject attac any creature. Actions directed at unattended objects do break the spell, and causing harm indirectly is not attack. To create invisibility that lasts regardless of t actions of the subject, increase the Spellcraft DC by

Alternatively, you can conceal the exact location of subject so that it appears to be about 2 feet away from true location; this increases the Spellcraft DC by +2. T subject benefits from a 50% miss chance as if it had to concealment. However, unlike actual total concealme this displacement effect does not prevent enemies fr targeting him normally.

The *conceal* seed can also be used to block divinati spells, spell-like effects, and epic spells developed usi the *reveal* seed; this increases the Spellcraft DC by +6. I all cases where divination magic of any level, includi epic level, is employed against the subject of a spell usi the *conceal* seed for this purpose, an opposed caster lev check determines which spell works.

SEED: CONJURE

Conjuration (Creation)
Spellcraft DC: 21
Components: V, S
Casting Time: 1 minute
Range: 0 ft.
Effect: Unattended, nonmagical object of nonliving matter up to 20 cu. ft.
Duration: 8 hours
Saving Throw: None
Spell Resistance: No

You create a nonmagical, unattended object of nonliving matter of up to 20 cubic feet in volume. You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts. You can create matter ranging in hardness and rarity from vegetable matter all the way up to mithral and even adamantine. Simple objects, such as linen clothes,

hemp rope, a wooden ladder, or raw vegetables, have a natural duration of 24 hours. For each additional cubic foot of matter created, increase the Spellcraft DC by +2.

Attempting to use any created object as a material component or a resource during epic spell development causes the spell to fail and the object to disappear.

SEED: CONTACT

Divination
Spellcraft DC: 23
Components: V, S
Casting Time: 1 minute
Range: See text
Target: One creature
Duration: 200 minutes
Saving Throw: None
Spell Resistance: No

You forge a telepathic bond with a particular creature with which you are familiar (or one that you can currently see directly or through magical means) and can converse back and forth. The subject recognizes you if it knows you. It can answer in like manner immediately, though it does not have to.

You can forge a communal bond among more than two creatures. For each additional creature contacted, increase the Spellcraft DC by +1. The bond can be established only among willing subjects, which therefore receive no saving throw or spell resistance. For telepathic communication through the bond regardless of language, increase the Spellcraft DC by +4. No special influence is established as a result of the bond, only the power to communicate at a distance.

SEED: DELUDE

Illusion (Figment)
Spellcraft DC: 14
Components: V, S
Casting Time: 1 minute
Range: 12,000 ft.
Effect: Visual figment that can extend for up to twenty 30-ft. cubes (S)
Duration: Concentration plus 20 hours
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

A spell developed with the *delude* seed creates the visual illusion of an object, creature, or force, as visualized by you. You can move the image within the limits of the size of the effect by concentrating (the image is otherwise stationary). The image disappears when struck by an opponent unless you cause the illusion to react appropriately. For an illusion that includes audible, olfactory, tactile, taste, and thermal aspects, increase the Spellcraft DC by +2 per extra aspect. Even realistic tactile and thermal illusions can't deal damage, however.

For each additional image to be created, increase the Spellcraft DC by +1. For an illusion that follows a script determined by you, increase the Spellcraft DC by +9. The figment follows the script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

For an illusion that makes any area appear to be something other than it is (such as making a swamp appear as a grassland or a village), increase the Spellcraft DC by +4. Additional components, such as sounds, can be added as noted above. Concealing creatures requires additional spell development using this or other seeds.

SEED: DESTROY

Transmutation
Spellcraft DC: 29
Components: V, S
Casting Time: 1 minute
Range: 12,000 ft.
Target: One creature, or up to a 10-foot cube of nonliving matter
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You deal 20d6 points of damage to the target. The damage is of no particular type or energy—it is a purely destructive impulse. For each additional 1d6 points of damage

CONJURE: ORIGIN OF SPECIES

You can use the *conjure* seed in conjunction with the *life* and *fortify* seeds for an epic spell that creates an entirely new creature, if made permanent.

To give a creature spell-like abilities, apply other epic seeds to the epic spell that replicate the desired ability. To give the creature a supernatural or extraordinary ability rather than a spell-like ability, double the cost of the relevant seed. Remember that two doublings equals a tripling, and so forth.

To give a creature Hit Dice, use the *fortify* seed. Each 5 hit points granted to the creature gives it an additional 1 HD.

Once successfully created, the new creature will breed true (assuming you create a mate or an alternative means of reproduction for the newly created creature).

CONTACT: ANOTHER USE

At the base Spellcraft DC of 20, you can also use the *contact* seed to imbue an object (or creature) with a message you prepare that appears as written text for the spell's duration or is spoken aloud in a language you know. The spoken message can be of any length, but the length of written text is limited to what can be contained (as text of a readable size) on the surface of the target. The message is delivered when specific conditions are fulfilled according to your desire when the spell is cast.

dealt, increase the Spellcraft DC by +2. If the target is reduced to –10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust. Up to a 10-foot cube of nonliving matter is affected, so a spell using the *destroy* seed destroys only part of any very large object or structure targeted.

The *destroy* seed affects even magical matter, energy fields, and force effects that are normally only affected by the *disintegrate* spell, such as *Bigby's forceful hand*, *wall of force*, *globe of invulnerability*, and *antimagic field*. Such effects are automatically destroyed. Epic spells using the *ward* seed may also be destroyed, though you must succeed at an opposed caster level check against the other spellcaster to bring down a *ward* spell.

SEED: DISPEL

Abjuration
Spellcraft DC: 19
Components: V, S
Casting Time: 1 minute
Range: 300 ft.
Target: One creature, object, or spell
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No



You can end ongoing spells that have been cast on a creature or object, temporarily suppress the magical abilities of a magic item, or end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. The *dispel* seed can defeat all spells, even those not normally subject to *dispel magic*. The *dispel* seed can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells, and it affects spell-like effects just as it affects spells.

One creature, object, or spell is the target of the *dispel* seed. You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 + 10 against a DC of 11 + the target spell's caster level. For each additional +1 on your dispel check, increase the Spellcraft DC by +1.

If you target an object or creature that is the effect of an ongoing spell (such as a creature summoned by a *summon monster* spell), make a dispel check to end the spell that conjured the object or creature.

If the object you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged. Any creature, object, or spell is potentially subject to the *dispel* seed, even the spells of gods and the abilities of artifacts.

You automatically succeed at your dispel check against any spell that you cast yourself.

SEED: ENERGY

Evocation [Acid, Fire, Electricity, Cold, or Sonic]
Spellcraft DC: 19
Components: V, S
Casting Time: 1 minute
Range: 300 ft. or touched creature or object of 2,000 lb. or less
Area: A bolt 5 ft. wide to 300 ft. long; or a 5-ft.-radius emanation; or a wall whose area is up to one 200-ft. square; or a sphere or hemisphere with a radius of up to 20 ft.
Duration: Instantaneous or 20 hours (see text)
Saving Throw: Reflex half
Spell Resistance: Yes

You can work with whichever one of five energy types you choose: acid, cold, electricity, fire, or sonic. You can cast the energy forth as a bolt, imbue an object with the energy, or create a freestanding manifestation of the energy.

If your spell developed using the *energy* seed releases a bolt, that bolt instantaneously deals 10d6 points of damage of the appropriate energy type, and all in the bolt's area must make a Reflex save for half damage. For each additional 10 points of damage dealt, increase the Spellcraft DC by +2. The bolt begins at your fingertips. If you wish to imbue another creature with the ability to use an energy bolt as a spell-like ability at its option or when a particular condition is met, increase the Spellcraft DC by +25.

You can also cause a creature or object to emanate the specific energy type out to a radius of 10 feet for 20 hours. The emanated energy deals 2d6 points of energy damage per round against unprotected creatures (the target creature is susceptible if not separately warded or otherwise resistant to the energy). For each additional 1d6 points of damage emanated, increase the Spellcraft DC by +2.

You may also create a wall, half-circle, circle, dome, or sphere of the desired energy that emanates the energy

for up to 20 hours. One side of the wall, selected by you, sends forth waves of energy, dealing 2d4 points of energy damage to creatures within 10 feet and 1d4 points of energy damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and in each round that a creature enters or remains in the area. In addition, the wall deals 2d6+20 points of energy damage to any creature passing through it. The wall deals double damage to undead creatures. For each additional 1d4 points of damage, increase the Spellcraft DC by +2.

SEED: FORESEE

Divination
Spellcraft DC: 17
Components: V, S
Casting Time: 1 minute
Range: Personal
Target: You
Duration: Instantaneous or concentration (see text)

You can foretell the immediate future, or gain information about specific questions.

You are 90% likely to receive a meaningful reading of the future of the next 30 minutes. If successful, you know if a particular action will bring good results, bad results, or no result. For each additional 30 minutes into the future, multiply the Spellcraft DC by ×2.

For better results, you can pose up to ten specific questions (one per round while you concentrate) to unknown powers of other planes, but the base Spellcraft DC for such an attempt is 23. Your questions reverberate through planar interstices, seeking an answer from some willing entity. The answers return in a language you understand, but use only one-word replies: "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. Unlike 0- to 9th-level spells of similar type, all questions answered are 90% likely to be answered truthfully. However, a specific spell using the *foresee* seed can only be cast once every five weeks.

The *foresee* seed is also useful for epic spells requiring specific information before functioning, such as spells using the *reveal* and *transport* seeds

You can also use the *foresee* seed to gain one basic piece of information about a living target: level, class, alignment, or some special ability (or one of an object's magical abilities, if any). For each additional piece of information revealed, increase the Spellcraft DC by +2.

SEED: FORTIFY

Transmutation
Spellcraft DC: 17 (see text)
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: 20 hours; permanent for age adjustment
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Spells using the *fortify* seed grant a +1 enhancement bonus to whichever one of the following you choose:

- Any one ability score.
- Any one kind of saving throw.
- Spell resistance.
- Natural armor.

The *fortify* seed can also grant energy resistance 1 for one energy type or 1 temporary hit point. For each additional +1 bonus, point of energy resistance, or hit point, increase the Spellcraft DC by +2.

The *fortify* seed has a base Spellcraft DC of 23 if it grants a +1 bonus of a type other than enhancement (such as luck or insight). For each additional +1 bonus of a type other than enhancement, increase the Spellcraft DC by +6. If you apply a factor to make the duration permanent, the bonus must be an inherent bonus, and the maximum inherent bonus allowed is +5.

The *fortify* seed has a base Spellcraft DC of 27 if it grants a creature a +1 bonus to an ability score or other statistic it does not possess. For each additional +1 bonus, increase the Spellcraft DC by +4. If a spell with the *fortify* seed grants an inanimate object an ability score it would not normally possess (such as Intelligence), the spell must also incorporate the *life* seed.

ENERGY: ANOTHER USE

You can also use the *energy* seed to create a spell that carefully releases and balances the emanation of cold, electricity, and fire, creating specific weather effects for a period of 20 hours. Using the *energy* seed this way has a base Spellcraft DC of 25. The area extends to a two-mile-radius centered on you.

Once the spell is cast, the weather takes 10 minutes to manifest. Ordinarily, you can't directly target a creature or object, though indirect effects are possible. You can create cold snaps, heat waves, thunderstorms, fogs, blizzards—even a tornado that moves randomly in the affected area. Creating targeted damaging effects requires an additional use of the *energy* seed.

For the effects of specific weather conditions, see the Weather Hazards section of Chapter 3 in the *Dungeon Master's Guide*.

FORTIFY: ANOTHER USE

A special use of the *fortify* seed grants the target a permanent +1 year to its current age category. For each additional +1 year added to the creature's current age category, increase the Spellcraft DC by +2. Incremental adjustments to a creature's maximum age do not stack; they overlap. When a spell increases a creature's current age category, all higher age categories are also adjusted accordingly.

Granting spell resistance to a creature that doesn't already have it is a special case; the base Spellcraft DC of 27 grants spell resistance 25, and each additional point of spell resistance increases the Spellcraft DC by +4 (each –1 to spell resistance reduces the Spellcraft DC by –2).

The *fortify* seed can also grant damage reduction 1/+1. For each additional point of damage reduction, increase the Spellcraft DC by +1. For each additional point of required weapon enhancement above +1, increase the Spellcraft DC by +3. For example, damage reduction of 5/+3 would increase the Spellcraft DC by a total of +10.

SEED: HEAL

Conjuration (Healing)
Spellcraft DC: 25
Components: V, S, DF
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Yes (harmless; see text)
Spell Resistance: Yes (harmless)

Spells developed with the *heal* seed channel positive energy into a creature to wipe away disease and injury. Such a spell completely cures all diseases, blindness, deafness, hit point damage, and temporary ability damage. To restore permanently drained ability score points, increase the Spellcraft DC by +6. The *heal* seed neutralizes poisons in the subject's system so that no additional damage or effects are suffered. It offsets feeblemindedness and cures mental disorders caused by spells or injury to the brain. It dispels all magical effects penalizing the character's abilities, including effects caused by spells, even epic spells developed with the *afflict* seed. Only a single application of the spell is needed to simultaneously achieve all these effects. This seed does not restore levels or Constitution points lost due to death.

To dispel all negative levels afflicting the target, increase the Spellcraft DC by +2. This reverses level drains by a force or creature. The drained levels are restored only if the creature lost the levels within the last 20 weeks. For each additional week since the levels were drained, increase the Spellcraft DC by +2.

Against undead, the influx of positive energy causes the loss of all but 1d4 hit points if the undead fails a Fortitude saving throw.

A spell developed with a special version of the *heal* seed flushes negative energy into the subject, healing undead completely but causing the loss of all but 1d4 hit points in living creatures if they fail a Fortitude saving throw. Alternatively, a living target that fails its Fortitude saving throw could gain four negative levels for the next 8 hours. For each additional negative level bestowed, increase the Spellcraft DC by +4, and for each extra hour the negative levels persist, increase the Spellcraft DC by +2. If the subject has at least as many negative levels as Hit Dice, it dies. If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

SEED: LIFE

Conjuration (Healing)
Spellcraft DC: 27
Components: V, S, DF
Casting Time: 1 minute
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

A spell developed with the *life* seed will restore life and complete vigor to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead for no longer than two hundred years. For each additional ten years, increase the Spellcraft DC by +1.

The creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level). You cannot revive someone who has died of old age.

You can also use the *life* seed to give actual life to normally inanimate objects. You can give inanimate plants and animals a soul, personality, and humanlike sentience. To succeed, you must make a Will save (DC 10 + the target's Hit Dice, or the Hit Dice a plant will have once it comes to life).

The newly living object, intelligent animal, or sentient plant is friendly toward you. An object or plant has characteristics as if it were an animated object (see the *Monster Manual*), except that its Intelligence, Wisdom, and Charisma scores are all 3d6. Animated objects and plants gain the ability to move their limbs, projections, roots, carved legs and arms, or other appendages, and have senses similar to a human's. A newly intelligent animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Objects, animals, and plants speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

SEED: REFLECT

Abjuration
Spellcraft DC: 27
Components: V, S
Casting Time: 1 minute
Range: Personal
Target: You
Duration: Until expended or 12 hours

Attacks targeted against you rebound on the original attacker. Each use of the *reflect* seed in an epic spell

effective against one type of attack only: spells (and spell-like effects), ranged attacks, or melee attacks. To reflect an area spell, where you are not the target but are caught in the vicinity, increase the Spellcraft DC by +20. A single successful use of *reflect* expends its protection.

Spells developed with the *reflect* seed against spells and spell-like effects return all spell effects of up to 1st level. For each additional level of spells to be reflected, increase the Spellcraft DC by +20. Epic spells are treated as 10th-level spells for this purpose.

Against 0- to 9th-level spells, the desired effect is automatically reflected. An opposed caster level check is required when the *reflect* seed is used against another epic spell. If the enemy spellcaster gets his spell through by winning the caster level check, the epic spell using the *reflect* seed is not expended, just momentarily suppressed.

If the *reflect* seed is used against a melee attack or ranged attack, five such attacks are automatically reflected back on the original attacker. For each additional attack reflected, increase the Spellcraft DC by +4. The reflected attack rebounds on the attacker using the same attack roll. Once the allotted attacks are reflected, the spell using the *reflect* seed is expended.

SEED: REVEAL

Divination
Spellcraft DC: 19 (see text)
Components: V, S
Casting Time: 1 minute
Range: See text
Effect: Magical sensor
Duration: 20 minutes (D)
Saving Throw: None
Spell Resistance: No

You can see some distant location or hear the sounds at some distant location almost as if you were there. To both hear and see, increase the Spellcraft DC by +2. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, or in a grove of trees). The spell creates an invisible sensor, similar to that created by a *scrying* spell, that can be dispelled. Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and you sense that the spell is so blocked.

If you prefer to create a mobile sensor (speed 30 feet) that you control, increase the Spellcraft DC by +2. To use the *reveal* seed to reach one specific different plane of existence, increase the Spellcraft DC by +8. To allow magically enhanced senses to work through a spell built with the *reveal* seed, increase the Spellcraft DC by +4.

To cast any spell from the sensor whose range is touch or greater, increase the Spellcraft DC by +6; however, you must maintain line of effect to the sensor at all times. If your line of effect is obstructed, the spell ends. To free yourself of the line of effect restriction for casting spells through the sensor, multiply the Spellcraft DC by ×10.

The *reveal* seed has a base Spellcraft DC of 25 if you use it to pierce illusions and see things as they really are. You can see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, see onto the Ethereal Plane (but not into extradimensional spaces), and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet.

SEED: SLAY

Necromancy [Death]
Spellcraft DC: 25
Components: V, S
Casting Time: 1 minute
Range: 300 ft.
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude partial or half (see text)
Spell Resistance: Yes

A spell developed using the *slay* seed snuffs out the life force of a living creature, killing it instantly. The *slay* seed

REVEAL: ANOTHER USE

You can also use the *reveal* seed to develop spells that will do any one of the following: duplicate the *read magic* spell, comprehend the written and verbal language of another, or speak in the written or verbal language of another. To both comprehend and speak a language, increase the Spellcraft DC by +4.

kills a creature of up to 80 HD. The subject is entitled to a Fortitude saving throw to survive the attack. If the save is successful, it instead takes 3d6+20 points of damage. For each additional 80 HD affected (or each additional creature affected), increase the Spellcraft DC by +8.

Alternatively, you can use the *slay* seed in an epic spell to suppress the life force of the target by bestowing 2d4 negative levels on the target (or half as many negative levels on a successful Fortitude save). For each additional 1d4 negative levels bestowed, increase the Spellcraft DC by +4. If the subject has at least as many negative levels as Hit Dice, it dies. If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

SEED: SUMMON

Conjuration (Summoning)
Spellcraft DC: 14
Components: V, S
Casting Time: 1 minute
Range: 75 ft.
Effect: One summoned creature
Duration: 20 rounds (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes (see text)

You can summon an outsider. It appears where you designate and acts immediately, on your turn, if its spell resistance is overcome and it fails a Will saving throw. It attacks your opponents to the best of its ability. If you can communicate with the outsider, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures an outsider you select from the *Monster Manual* (or an alternative source allowed by your DM) of CR 2 or less. For each +1 CR of the summoned outsider, increase the Spellcraft DC by +2. For each additional outsider of the same Challenge Rating summoned, multiply the Spellcraft DC by ×2. When you develop a spell with the *summon* seed that summons an air, chaotic, earth, evil, fire, good, lawful, or water creature, the completed spell is also of that type.

If you increase the Spellcraft DC by +10, you can summon a creature of CR 2 or less from another monster type or subtype, such as giant, humanoid (goblinoid), or undead. The summoned creature is assumed to have been plucked from some other plane (or somewhere on the same plane). The summoned creature attacks your opponents to the best of its ability; or, if you can communicate with it, it will perform other actions. However, the summoning ends if the creature is asked to perform a task inimical to its nature, such as commanding a good creature to attack an innocent, or commanding any creature to commit suicide. For each +1 CR of the summoned creature, increase the Spellcraft DC by +2.

Finally, if you increase the Spellcraft DC by +60, you can summon a unique individual you specify from anywhere in the multiverse. You must know the target's name and some facts about its life, defeat any mag protection against discovery or other protection p sessed by the target, and overcome the target's spell re ance, and it must fail a Will saving throw. Again, target is under no special compulsion to serve you.

SEED: TRANSFORM

Transmutation
Spellcraft DC: 21
Components: V, S
Casting Time: 1 minute
Range: 300 ft.
Target: One creature or inanimate, nonmagical object
Duration: Permanent
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Spells using the *transform* seed change the subject i another form of creature or object. The new form can ra in size from Diminutive to one size larger than the subj normal form. For each additional increment of size chan increase the Spellcraft DC by +6. If you want to transfo a nonmagical, inanimate object into a creature of yo type or transform a creature into a nonmagical, inanim object, increase the Spellcraft DC by +10. If you want change a creature of one type into another type (for exa ple, undead to outsider), increase the Spellcraft DC by

Transformations involving nonmagical, inanimate su stances with hardness are more difficult; for each 2 poin of hardness, increase the Spellcraft DC by +1.

To transform a creature into an incorporeal or gaseo form, increase the Spellcraft DC by +10. Conversely, you want to overcome the natural immunity of a gaseo or incorporeal creature to transformation, increase th Spellcraft DC by +10.

The *transform* seed can also change its target into som one specific. To transform an object or creature into th specific likeness of another individual (including mem ries and mental abilities), increase the Spellcraft DC b +25. If the transformed creature doesn't have the level Hit Dice of its new likeness, it can only use the abilities the creature at its own level or Hit Dice.

If slain or destroyed, the transformed creature or obje reverts to its original form. The subject's equipment, any, remains untransformed or melds into the new form body, at your option.

The transformed creature or object acquires the physic and natural abilities of the creature or object it has bee changed into while retaining its own memories and ment ability scores. Mental abilities include personality, Intel gence, Wisdom, and Charisma scores, level and class, h points (despite any change in its Constitution score), alig ment, base attack bonus, base saves, extraordinary abilitie spells, and spell-like abilities, but not its supernatural abi ties. Physical abilities include natural size and Strengt Dexterity, and Constitution scores. Natural abilities inclu armor, natural weapons, and similar gross physical qualitie (presence or absence of wings, number of extremities, an

rth), and possibly hardness. Creatures transformed inanimate objects do not gain the benefit of their ansformed physical abilities, and may well be blind, dumb, and unfeeling. Objects transformed into crea- gain that creature's average physical ability scores, but considered to have mental ability scores of 0 (the *fortify* can add points to each mental ability, if desired).

or each normal extraordinary ability or supernatural ity granted to the transformed creature (allowing a man transformed into a basilisk to use the basilisk's nifying gaze, for example), increase the Spellcraft DC +10.

The transformed subject can have no more Hit Dice in you have or than the subject has (whichever is ater). In any case, for each Hit Die the assumed form above 15, increase the Spellcraft DC by +2.

ED: TRANSPORT

Transmutation [Teleportation]
Spellcraft DC: 27
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: You and touched objects or other touched willing creatures weighing up to 1,000 lb.
Duration: Instantaneous, or 5 rounds for temporal transport
Saving Throw: None or Will negates (see text)
Spell Resistance: No or Yes (see text)

Spells using the *transport* seed instantly take you to a designated destination, regardless of distance. For interplanar travel, increase the Spellcraft DC by +4. For each additional 50 pounds in objects and willing creatures beyond the base 1,000 pounds, increase the Spellcraft DC by +2.

The base use of the *transport* seed provides instantaneous travel through the Astral Plane. To shift the transportation medium to another medium (such as the Plane of Shadow), increase the Spellcraft DC by +2. You need not make a saving throw, nor is spell resistance applicable to you. Only objects worn or carried (attended) by another person receive saving throws and spell resistance. For a spell intended to transport unwilling creatures, increase the Spellcraft DC by +4.

You must have at least a reliable description of the place to which you are transporting. If you attempt to use the *transport* seed with insufficient or misleading information, you disappear and simply reappear in your original location.

As a special use of the *transport* seed, you can develop a spell that temporarily transports you into a different time stream (leaving you in the same physical location); this increases the Spellcraft DC by +8. If you move yourself or the subject into a slower time stream for 5 rounds, time ceases to flow for the subject, and its condition becomes fixed—no force or effect can harm it until the duration expires. If you move yourself into a faster time stream, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 5 rounds of apparent time. Normal and magical fire, cold, poison gas, and similar effects can still harm you. While you are in the fast time stream, other creatures are invulnerable to your attacks and spells; however, you can create spell effects and leave them to take effect when you reenter normal time.

Because of the branching nature of time, epic spells used to transport a subject into a faster time stream cannot be made permanent, nor can the duration of 5 rounds be extended.

More simply, you can *haste* or *slow* a subject for 20 rounds by transporting it to the appropriate time stream. This decreases the Spellcraft DC by –4.

SEED: WARD

Abjuration
Spellcraft DC: 14
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Touched creature or object of 2,000 lb. or less; or 10-ft.-radius spherical emanation, centered on you
Duration: 24 hours
Saving Throw: None
Spell Resistance: Yes

You can grant a creature protection from damage of a specified type. You can protect a creature from standard damage or from energy damage. You can protect a creature or area from magic. Alternatively, you can hedge out a type of creature from a specified area.

A ward against standard damage protects a creature from whichever two you select of the three damage types: bludgeoning, piercing, and slashing. For a ward against all three types, increase the Spellcraft DC by +4. Each round, the spell created with the *ward* seed absorbs the first 5 points of damage the creature would otherwise take, regardless of whether the source of the damage is

WARD: ANOTHER USE

Instead of creating an epic spell that uses the *ward* seed to nullify all spells of a given level and lower, you can create a ward that nullifies a specific spell (or specific set of spells). For each specific spell so nullified, increase the Spellcraft DC by +2 per spell level above 1st. For example, if you want to create an epic spell that protects you specifically against *charm person* and *dominate person*, the Spellcraft DC would increase by +0 and +8, respectively.



natural or magical. For each additional point of protection, increase the Spellcraft DC by +2.

A ward against energy grants a creature protection from whichever one you select of the five energy types: acid, cold, electricity, fire, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well. For each additional point of protection, increase the Spellcraft DC by +1.

A ward against a specific type of creature prevents bodily contact from whichever one of several monster types you select from the *Monster Manual* (giants, humanoids, or outsiders, for example). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection ends if the warded creature makes an attack against or intentionally moves within 5 feet of the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

A ward against magic creates an immobile, faintly shimmering magical sphere (with radius 10 feet) that surrounds you and excludes all spell effects of up to 1st level. Alternatively, you can ward just the target and not create the radius effect. For each additional level of spells to be excluded, increase the Spellcraft DC by +20 (but see below). The area or effect of any such spells does not include the area of the ward, and such spells fail to a any target within the ward. This includes spell-like a ties and spells or spell-like effects from magic ite However, any type of spell can be cast through or ou the ward. You can leave and return to the protected without penalty (unless the spell specifically targe creature and does not provide a radius effect).

The ward could be brought down by a targeted *magic* spell. Epic spells using the *dispel* seed may b down a ward if the enemy spellcaster succeeds at a ca level check. The ward may also be brought down w targeted epic spell using the *destroy* seed if the ene spellcaster succeeds at a caster level check.

EPIC PSIONIC POWERS

If you have the *Psionics Handbook* and advance y psionic characters beyond 20th level, you can create e psionic powers.

Variant: Epic Psionic Seeds

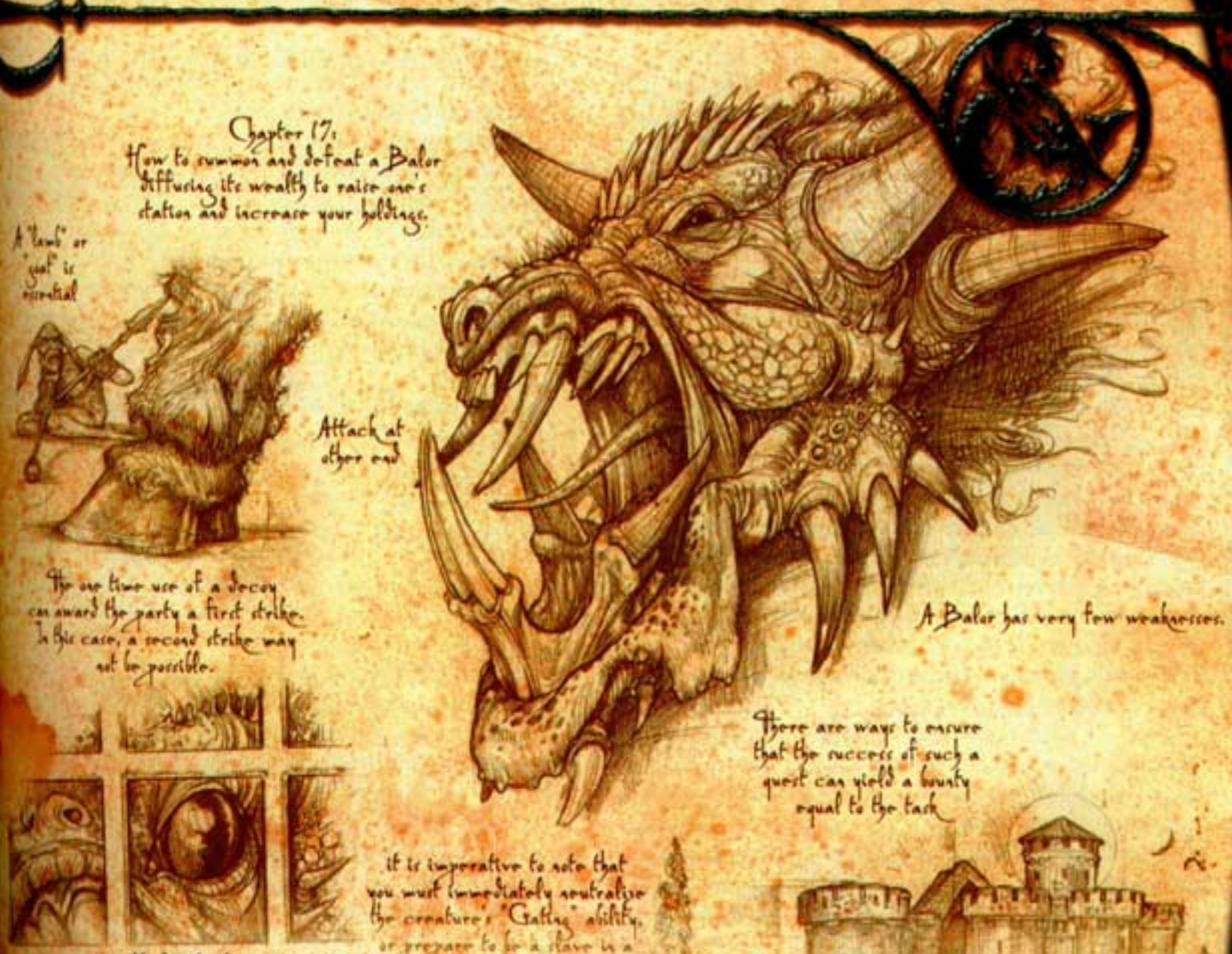
Psionic characters can acquire epic "spells," though their parlance they are epic powers. Psionic charact take the Epic Manifestation feat, which works just l the Epic Spellcasting feat. The prerequisites for this f are 24 ranks of Psicraft, 24 ranks of Knowledge (psioni and the ability to manifest 9th-level psionic powers.

Just as spellcasters use no spell slots to cast epic spe psionic characters use no power points to manifest e powers. Instead, they freely manifest their known e powers a number of times per day equal to their Knowle (psionics) skill divided by 10 (round down). Generally the other epic spell rules work for epic powers as w except as noted below for displays.

Table 2–4: Psionic Seeds and Factors

	Base Spellcraft DC
Psychometabolism	
Fortify	17
Slay	25
Transform	21
Heal	50
Psychoportation	
Banish	27
Summon	14
Transport	27
Clairsentience	
Afflict	14
Foresee	17
Reveal	19
Conceal	17
Telepathy	
Compel	19
Contact	23
Delude	14
Psychokinesis	
Dispel	19
Energy	19
Reflect	27
Destroy	29
Ward	14
Metacreativity	
Armor	14
Conjure	21
Animate dead	23
Animate	25
Life	55

	Spellcraft DC Modifier
Discipline	
Seed within primary discipline	-5
Display	
Hide visual display (epic psionic seeds substitute one Vi display for V and S components)	+4



You'll find that running an epic D&D game requires more preparation than a lower-level game. However, you'll also discover that the rewards are worth it.

EPIC EXPECTATIONS

When characters reach 21st level, they are ready for grander, larger challenges than they've faced before. The business of running guilds, provinces, or even nations may have come and gone already. If your players find political machinations and the governance of a kingdom exciting, they need never advance to epic levels. Player characters and nonplayer characters of all levels sit on the thrones of nations the multiverse over.

Characters attain epic levels for one reason: They have not had their fill of adventuring yet. They still thrill at gaining a level, delight in the new abilities available to their characters, and likewise shiver at the threats the Dungeon Master has up his sleeve.

Basically, epic characters seek more. As the epic character Azu D'morr put it:

"I want to find out the secrets of the universe. I want to participate in the constant, eternal battles of the primary forces of good, evil, law, and chaos. I want to find out that the world where I was born is constantly bombarded by the powers of other planes, and that only those who are powerful, who have the strength of mind and fortitude to handle such truths, are chosen to help defend it. . . . Or in the case of villains, only the mightiest can help the interlopers succeed in exchange for planeshaking power.

"I want to find out that the mind flayers that are horrifying in this world are only the seedling troops of an alien evil that forever threatens to rip the Material Plane apart. I want to spit in the face of hellborn abominations and shout 'Not on my watch!' I want to find out that the enemies I thought were so tough when I had less experience were only shadows of the horrors beyond.

"I want to find out that cosmic barbarians are at the gates. I want to find out that the challenges I've faced are just the beginning."

ADVANCING TO 21ST LEVEL

Until you started reading this book, it is possible that your campaign did not consider the possibility of NPCs, and especially PCs, beyond 20th level. Now, you face a discontinuity: if 21st-level characters exist, why haven't your characters heard of them or encountered them before now?

RETOOL BEHIND THE SCENES

The preferred method for incorporating the *Epic Level Handbook* into your game is to be a revisionist. As the DM, you simply decide that epic characters, monsters, items, and quests have always been a part of your world. Prior to the PCs' advancement to equal heights of lofty achievement, they never realized what a dark, dangerous place the multiverse truly was.

NPCs, legends concerning great deeds, and terrible monsters the characters have heard of during the course of the game might have actually been epic, even if the PCs hadn't previously realized it. For example, the necromancer lord the characters put down several levels ago was secretly one of many pawns of an undead abomination called an atropal. The necromancer and others like him sought to release the atropal from its age-long entrapment in all its undead glory. And now, the terrifying warlord the characters have long heard about isn't actually 14th level, but 24th.

Keep in mind that not every sovereign is necessarily an epic character. In fact, most probably aren't. Why? Simply put, bureaucracies are boring and a poor place to earn experience points.

If the PCs have already faced most of the known threats of the world, remember, there is always Sauron's master, Grendel's mother, or whatever heretofore unrealized secret master works for your campaign. Of course, leaving the world behind from time to time (see below) is also an option.

THE FIRST EPIC CHARACTERS

Maybe your characters haven't heard of other epic NPCs before because they are among the very first to advance to 21st level. There are several reasons why this might be the case, including:

- Your world is young. Someone had to be first, and your characters are it.
- Advancing to 21st level is hard, requiring something other than simply accumulating enough experience points to break into the higher order. Perhaps it requires specific sponsorship by a deity, the completion of a grand quest, or slaying the guardian of the Flame of Destiny, which previously prevented anyone from advancing beyond 20th level.
- A great change, cataclysm, or other far-reaching event shakes up your campaign world so much that the very rules of the universe are altered. Such a change could conceivably be brought about by the characters themselves (if they slay the guardian of the Flame of Destiny, for example), or it might have nothing to do with the characters other than allowing them to advance beyond 20th-level.

One consequence of being the first epic characters is that the characters won't find many epic magic items. PCs will have to craft their epic items themselves or find a new plane where epic magic items can be had.

LEAVE THE OLD WORLD BEHIND

Maybe you don't want to change the universal rules of your campaign world or be a revisionist. In this case, maybe your campaign world has hard rules limiting advancement beyond 20th level. But things are different in distant dimensions of reality. Perhaps in worlds beyond the Material Plane, such restrictions fall away. More is possible on the Outer and Inner Planes, and the planes that touch them.

If you decide you like the sound of a universe-spanning campaign, all your characters need to do is leave their home plane for grander adventures in strange places. In some exotic planar metropolis, they can find a population base and economy suited to the buying and selling of epic magic items. Epic characters, creatures, demons, devils, angels, demigods, and abominations gravitate to such a place. Characters can still return to their home dimension, but they will find that their power level is reduced to what they possessed at 20th level. Epic magic items acquired in the realms beyond might not function properly, or they might be completely unaffected.

Manual of the Planes contains detailed information on other planes of existence. Chapter 6: An Epic Setting

MEAN TRICKS FOR DMS: THE SOLO TELEPORTER

Many parties quickly learn that the most efficient method of travel is for one person to carry the rest of the group, either shrunken by the *reduce* spell, carried in a *portable hole*, or otherwise made easily transportable. The solo character then flies, *teleports*, or passes ethereally over, across, or through an obstacle.

The clever DM relishes these opportunities to make the party pay for its efficiency. The next time your wizard opens up the *portable hole* and says "All aboard!" before teleporting across your carefully planned hazard, be ready with an even nastier trap or opponent on the other side. A single character is easy to defeat, particularly if she hasn't scouted ahead.

Be sure to milk as much drama out of this situation as possible. Send the players whose characters are inside the hole out of the room while you play out the encounter with the single player. After the dragon on the other side makes short work of the lone character, the dragon can take all the time he wants carrying the *portable hole* to someplace even nastier before opening it—such as the bottom of a river or a pool of lava. Then bring the rest of the players back into the room, letting them wonder for a bit when their buddy is letting them out. The looks on their faces when the *portable hole* opens, then floods with water (or worse) are worth the grumbles you'll have to put up with for years to come.

provides an example of such a campaign setting, the city-plane of Union.

THE EPIC ADVENTURE

Here are several methods, tips, and rule variants for staying on top of your epic adventures.

THE EPIC DUNGEON

Chances are, your characters have been delving into dungeons for most of their adventuring careers. Even if dungeons have comprised only a fraction of your campaign, there's no reason to leave them behind now that the characters have reached epic levels. Whether your "dungeon" takes the form of a crumbling fortress, an evil temple, a lost tomb, or a complex of natural caverns, there are ways to upgrade it to provide a reasonable challenge to epic characters.

If your campaign has progressed through 20th level already, you've probably already discovered how to make your dungeons tougher. From cleverly trapped rooms to multidimensional catacombs, there are a variety of concepts that make any dungeon a fit challenge for epic characters. Even the mundane elements of a dungeon can be upgraded for epic level play.

Walls

In addition to the walls detailed in the *Dungeon Master's Guide*, walls in dungeons can be made of mithral, adamantine, or even pure force.

Table 3–1: Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points*	Climb DC
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Masonry	1 ft.	35	8	90 hp	15
Masonry, superior	1 ft.	35	8	90 hp	20
Masonry, reinforced	1 ft.	45	8	180 hp	15
Stone, hewn	3 ft.	50	8	540 hp	22
Stone, unworked	5 ft.	65	8	900 hp	20
Iron	3 in.	30	10	90 hp	25
Mithral	3 in.	46	15	90 hp	70
Adamantine	3 in.	66	20	120 hp	70
Magically treated**	—	+20	×2	×2†	—
Wall of force	1 in.	n/a	n/a	n/a	70
Wall of ice	1 in./lvl	15 + 1/in.	0	3 hp/in.	25
Wall of iron	1 in./4 lvls	25 + 2/in.	10	30 hp/in.	25
Wall of stone	1 in./4 lvls	20 + 2/in.	8	15 hp/in.	22

*Per 10-ft.-by-10-ft. section.
**These modifiers can be applied to any of the other categories and types.
†Or 50, whichever is greater.

Doors

While the dungeon doors described in the *Dungeon Master's Guide* may provide little challenge (or interest) to typical epic adventurers, both magical effects and alternative materials can turn a boring door into an interesting challenge. For instance, a portal of mithral or adamantine can slow down even the strongest would-be door basher, while a door formed of pure force (perhaps through a variant application of the *wall of force* spell) is completely immune to damage.

Table 3–2: Doors

Door Type	Typical Thickness	Hardness	Hit Points	Break DC Stuck	Break DC Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1 1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Mithral	2 in.	15	60 hp	40	40
Adamantine	2 in.	20	80 hp	60	60
Force	1 in.	n/a	n/a	n/a	n/a
Portcullis, wooden	3 in.	5	30 hp	25*	25*
Portcullis, iron	2 in.	10	60 hp	25*	25*
Portcullis, mithral	2 in.	15	60 hp	30*	30*
Portcullis, adamantine	2 in.	20	80 hp	40*	40*
Portcullis, force	1 in.	10	n/a	n/a	50*

*DC to lift. Use appropriate door figure for breaking.

Locks and Hinges

A typical lock or set of hinges has a hardness 5 higher than its substance's hardness, and it has half as many hit points as a door of its type.

The DC of the Open Lock check required to bypass a lock varies by its quality, and is equal to the Craft (locksmithing) DC used to create the lock. Simple locks are DC 20, average locks are DC 25, good locks are DC 30, and amazing locks are DC 40 or higher. Don't be afraid to use locks with an Open Lock DC of 50 or higher.

Remember that the *knock* spell can bypass even the toughest lock. If you want to use tough locks in your dungeon, you might want to create a spell that protects a door from *knock* spells (perhaps by giving it an effective spell resistance against the *knock* spell and similar magics, even though such spells normally aren't affected by spell resistance). You can also foil the *knock* spell with more mundane methods, such as by including barred gates or portcullises (which the *knock* spell can't open) instead of doors, or simply by including an occasional enormous door (since the *knock* spell's area is limited by the caster's level). For example, a locked stone door 80 feet tall and 40 feet wide would require a 32nd-level caster to bypass it with a *knock* spell.

Obstacles, Hazards, and Traps

Because traps generally "top out" at Challenge Rating (CR) 10, they rarely prove challenging to high-level or epic adventurers and should rarely result in any experience point reward. Instead, the clever combination of one or more obstacles, hazards, or traps with creatures that take advantage of them can increase the experience point reward for the monster, as described in Chapter 7: Rewards in the *Dungeon Master's Guide*.

For instance, the moving wall pushing the PCs toward a 200-foot-deep pit isn't a significant challenge to epic adventurers—they can easily fly or teleport



over the pit or move ethereally across the gap or through the wall. However, the Huge beholder living in the pit can use its antimagic cone to turn flyers into fallers. Or *walls of force* in front of the stone wall, and along the passage, and on the far side of the pit can block ethereal travel. Perhaps the passage on the other side is an illusion concealing an acid-filled tank and a black dragon ready to attack the first character who teleports across. You could easily rule that this scenario makes the monsters significantly more difficult,

Table 3–3: Epic Obstacles and Hazards

Obstacle/Hazard	Effect
Acid tank	1d6 damage per round, or 10d6 per round for total immersion; plus poison fumes.
Antimagic field	Negates all spells or magical effects.
Dimensional anchor trap	Blocks bodily extradimensional travel.
Hurricane-force winds	Ranged attacks impossible, flight virtually impossible.
Lava pit	2d6 damage per round, or 20d6 per round for total immersion; plus continuing damage.
Permanent *prismatic sphere*	Requires seven different spells to bypass.
Permanent *solid fog*	Move at one-tenth normal speed, –2 penalty on attack and damage (good when coupled with incorporeal monsters).
Permanent *wall of force*	Blocks most spells and ethereal travel, can't be *dispelled*.
Three-dimensional dungeons	Levitation/flying required to move between areas.
Unconnected rooms between areas.	Teleportation required to move
Variable gravity	As *reverse gravity*, but direction random each round.

resulting in a bo
nus of 50% to th
experience point
reward (and an ad
justment of +1 to th
Encounter Level.
Table 3–3: Epic
Obstacles and Haz
ards provides some
ideas you can use in
your epic dungeon.
Most of these won't stop epic characters, but they might
give them pause while they consider the best to pro
ceed. You can also look at the Skills section of Chapter 4:
Characters, Skills, and Feats for tasks that require particularly high DCs.

Don't be afraid to require specific spells or abilities to
bypass obstacles. Even if the characters don't have four
disintegrate spells handy right now, they can probably
acquire them pretty quickly (or come up with an alter
native plan to bypass the obstacle). Of course, it's possi
ble to overdo it when placing obstacles. Remember that
somebody had to build this dungeon at some point, and
somebody probably lives there still and thus has to nav
igate the hazards.

Of course, even the simplest obstacles and hazards
can use up the characters' valuable resources. If the PCs
have to use a couple of *teleport* or *ethereal jaunt* spells to
pass through dangerous areas, that means they won't
have the spells available later. Don't be afraid to use the
power of attrition to wear down characters. With the vast
array of resources available to characters, you'll need all
the gadgets in your DM's toolbox.

Dungeon Slimes, Molds, and Fungi

In a dungeon's damp, dark recesses, molds and fungi
thrive. In dungeons where epic magics bathe the growths
and epic creatures live, epic slimes thrive. While some

plants and fungi are monsters, and other slimes, molds, and fungi are not dangerous enough to seriously threaten a party of epic characters, at least one variety provides a serious dungeon encounter. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have Challenge Ratings, and characters earn experience points for encountering them.

Flux Slime (CR 21): Flux slime appears as a clear, viscous liquid that seeps from some unseen origin point. This origin point is extradimensional, so the slime may even appear in midair.

As the slime flows, it settles and fills the area around the origin point. Thus, every encounter with flux slime can be unique. On one occasion, the flux slime may bubble forth from underground, like an underground spring, slowly creating a pool of slime and perhaps filling a basement or dungeon. In another instance, flux slime may appear as a sort of slow, thick waterfall that seems to dribble out of the air. Flux slime can appear in the most remote wilderness or in the hustle and bustle of the city. It may even bubble up from beneath the surface of the ocean.

Flux slime seems to be an inert substance, devoid of sentience. It is not caustic or toxic, but it radiates an *antimagic field* within a radius of 10 feet. Any quantity of slime that is removed from the main mass of the stuff yellows and hardens in a matter of minutes, turning into a flaky material that will not adhere to anything.

In reality, flux slime is a growth with a ravenous appetite for magical forces. It is a natural draining phenomenon: Magical energy drains through the origin point in one direction in exchange for the residue on the far side. The *antimagic field* a flux slime generates is actually the byproduct of the consumption of magical energy.

In addition to the *antimagic field*'s effects, magic items that come into contact with flux slime permanently lose their magical abilities; creatures with spell-like or supernatural abilities that come into contact with it take 2d6 points of temporary Constitution damage per round while it devours flesh; creatures without such abilities are immune to this effect.

On the first round of contact, the slime can be scraped off a creature, but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Extreme cold, heat, or sunlight destroys a patch of flux slime.

When destroyed, a patch of slime releases the byproducts of its magical digestion in a dangerous burst that radiates out 50 feet. All creatures caught in this burst are subject to some random and permanent transmutation effect, as generated on the table below. Each burst generates one of these effects. Creatures may resist this effect with a Fortitude saving throw (DC 29).

d%	Result
01–10	Blindness (as *blindness/deafness* spell)
11–16	Cursed (as *bestow curse* spell; –4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks)
17–26	Deafness (as *blindness/deafness* spell)
27–32	Disintegrate (subject is destroyed by a *disintegrate* spell)
33–40	Etherealness (as *etherealness* spell)
41–48	Gaseous (as *gaseous form* spell)
49–54	Iron body (as *iron body* spell)
55–60	Petrification (as *flesh to stone* spell)
61–68	Plane shift (subject instantly transports to a random plane)
69–74	Polymorph (as *polymorph other* spell; choose form randomly)
75–80	Reverse gravity (flux slime becomes the center of a *reverse gravity* spell).
81–88	Teleport (each subject teleports to a different, random location)
89–94	Temporal stasis (as *temporal stasis* spell)
95–00	Reverse aging (subject gets younger each year, disappearing at moment of "birth")

After the burst, the extradimensional origin point is sealed.

THE EPIC WILDERNESS

As characters reach higher levels, the occurrence of wilderness encounters in the campaign gradually fades. Characters rarely walk or ride overland to their destination; now they teleport, wind walk, or otherwise get there quickly and safely. The idea that "getting there is half the fun" no longer has much meaning when "there" is only a spell away. There's nothing wrong with this—after all, given a choice, most of us would teleport to work rather than driving, biking, or walking.

Even so, you can still use wilderness encounters in your game. You just have to figure out a way to make wilderness travel part of the adventure. Perhaps the party has to track their scrying-protected quarry through the Fire Swamp, and thus they can't simply teleport to his location. Maybe they need to visit every farm in a hundred-mile radius of the city, making rapid-transport spells less useful. The key is to come up with creative reasons for the party to slow down and interact with the environment.

Another problem with wilderness encounters is that they will rarely be a significant challenge to the PCs. Most epic monsters aren't just wandering around the countryside waiting for a party of adventurers to encounter them. (If they were, there would be a lot fewer farms and towns scattered around the countryside.) Still, you can continue to use wilderness encounters as role-playing encounters, for local flavor, and just as a change of pace for the characters.

If you find your game dragging because of too many meaningless wilderness encounters, it may be time to "fast-forward" through the wilderness journeys so you keep the game exciting. There's little need to waste your players' time by playing through every encounter with a

gang of goblins or pack of wolves, unless such an encounter serves a larger purpose in the adventure (for example, the goblins might know the location of the lair of the great wyrm red dragon nearby).

PLANAR TRAVEL

While planar travel isn't a necessary part of your D&D adventures, by the time your characters reach epic levels they have probably already begun exploring other planes. They've almost certainly been to the Ethereal Plane and Astral Plane (with the appropriate spells), and possibly they've visited Inner and Outer Planes as well. *Manual of the Planes* has more information on using planar travel in your adventures.

In fact, epic characters may spend a lot of time traveling on the planes. The planes make excellent adventure locations for epic characters, for a variety of reasons:

- **The Planes Have Infinite Variety.** Whatever strange environment you need for an adventure probably exists on another plane somewhere. You can thus avoid creating dungeon after dungeon that defies the Material Plane's natural laws.
- **The Planes Are Alien.** The environments, the natives, and even the very nature of reality on the planes can be radically different from what the characters are used to. This keeps adventures from becoming too predictable, a danger of high-level and epic games.
- **The Planes Are Dangerous.** From the deadly flames of the Elemental Plane of Fire to the war-torn cubes of Acheron, the planes are full of challenging encounters just waiting for epic characters to stumble across them. Many of the monsters in the *Monster Manual* with higher Challenge Ratings are fiends or other outsiders. Traveling to the planes means tussling with the toughest monsters on the monsters' home turf.

AVERAGE DAMAGE

Like everything else in an epic game, spells and weapons do more damage and require you to roll more dice per effect than ever before. And that might suit you just fine. If so, skip this next part.

If you find that rolling 20d6 every round is slowing the game down, have your creatures deal average damage instead. But don't always use average damage, because sometimes the roll of a double fistful of dice is dramatic. Sometimes a good roll by a monster could put a hearty scare into an overconfident PC. Likewise, a poor roll by a monster might be all that stands between a character and certain death.

DEALING WITH *TIME STOP*

The *time stop* spell is potent even before characters reach epic levels. Epic spells that similarly manipulate time are even more powerful and can come to dominate the game. However, you can limit the potential mayhem of *time stop* and similar effects simply by strictly interpreting the rule that "other creatures are

TABLE 3–4: AVERAGE DAMAGE DICE

Number of Dice	d4 Average	d6 Average	d8 Average	d10 Average
1	2	3	4	5
2	5	7	9	11
3	7	10	13	16
4	10	14	18	22
5	12	17	22	27
6	15	21	27	33
7	17	24	31	38
8	20	28	36	44
9	22	31	40	49
10	25	35	45	55
11	27	38	49	60
12	30	42	54	66
13	32	45	58	71
14	35	49	63	77
15	37	53	67	82
16	40	56	72	88
17	42	59	76	93
18	45	63	81	99
19	47	66	85	104
20	50	70	90	110

For numbers of dice greater than 20, take the figures from two lines on the table and combine them. Always use the figure in the 20 dice column (perhaps multiplying it for large numbers of dice) and add the figure from a line for less than 20 dice to get the total.

For example, to determine average damage for a roll of 36d6, add together the average damage for 20d6 (70) and 16d6 (56), which totals 126. To determine average damage for a roll of 84d6, use the average damage for 20d6 ×4 (280) and add to it the average damage for 4d6 (14), for a total of 294.

invulnerable to your attacks and spells; however, you can create spell effects and leave them to take effect when the *time stop* spell ends."

A strict interpretation means that no spells delivered with touch attacks or ranged attacks can affect targets while an aggressor uses the *time stop* spell. An even stricter interpretation using the same logic disallows spells that specify a target. Thus, you couldn't cast four *Otto's irresistible dance* spells on a target, though you could cast four *fireballs*, which would go off when the *time stop* spell ends.

See the Spell Resistance for *Time Stop* variant, later in this chapter, for an alternative method of handling this spell.

NARROWING CHALLENGE RATINGS

As the player characters continue to advance in epic levels, the standard rules about effective Challenge Ratings work only within a smaller range. A standard tactic for lower-level games is to use multiple creatures with low Challenge Ratings against characters to create an Encounter Level equal to the party's average level. Unfortunately, the powers of epic PCs rapidly begin to outstrip monsters with lower Challenge Ratings.

At low levels, you could use multiple creatures with Challenge Ratings 6 to 8 lower than the characters' average level. At high and epic levels, you'll discover that to ensure an adequate challenge, you should use multiple creatures with Challenge Ratings no more than 4 or 5 lower than the PCs' average level.

Exceptions abound, however. See the Intelligent Adversaries section, below, for one exception to this rule, and see the NPC Challenge Rating variant, later in this chapter, for additional guidance on dealing with NPCs.

INTELLIGENT ADVERSARIES

Not every challenge need be a straight-up fight. You can challenge your characters without making every creature and NPC a killing machine. What you decide to do with the adversaries is at least as important as what their Challenge Rating is. In a world where epic characters roam, creatures have learned to survive by thinking beyond simple, all-out assaults.

Minimize Weaknesses: Creatures of any Challenge Rating, but especially those with a Challenge Rating lower than the characters' average level, will try to be as prepared as possible when facing epic threats. They will minimize their own weaknesses and maximize whatever weaknesses they can discover about their foes. A white dragon that is susceptible to fire is certain to cast *protection from elements (fire)* on itself before combat. Other fire-sensitive creatures that can't cast spells will gulp a *potion of protection from elements (fire)*. Other creatures with built-in weaknesses will attempt to limit them. For example, vampires in an epic game should always have a *deeper darkness* item or spell at hand.

Fortify with Spells: Many creatures (such as dragons) can use spells, either because they have levels in a spellcasting class or because they have spell-like abilities. Before a fight, read through the monster's options and make sure that it has cast its defensive spells ahead of time—if it has any warning at all. Spells such as *unholy aura*, *displacement*, and *invisibility* should never be left uncast. Likewise, a creature with access to *dispelling* or *greater dispelling* may want to target the characters, who more than likely prepared themselves with spells prior to the confrontation.

Magic items that confer spells serve the same function for monsters that can't cast their own spells. Some good ones include items that confer *stoneskin*, *haste*, *see invisibility*, *blur*, and *true strike*.

Traps: Like creatures at any level, creatures that face epic adventurers can't go wrong by using traps to fortify their lairs. Tended traps, where a creature actively works with the trap, may be the edge a creature needs to beat the characters. For example, a trap that blasts intruders with sound and requires a save for half damage might be tended by a construct programmed to emerge from hiding and attack any creature just caught in the trap. The characters who fall prey to the trap are softened up, so the construct has an edge right off the bat. The sound of the trap going off might be a signal that calls more reinforcements, involving the PCs in a long battle with enemies continuing to appear every round for a dozen rounds or more.

Hit and Run: Finally, weaker creatures may try hit-and-run tactics against epic characters, if they are mobile enough. But even foes with access to *haste* and teleportation will be caught by characters who are similarly prepared if they do not take enough time between assaults. While each break gives characters a chance to heal and recast protective spells, they must use up prepared spells, charges, scrolls, and other resources to do so. This is the goal of hit-and-run tactics by less powerful adversaries. Once the characters start to feel the pinch of reduced resources, they will begin to look for a place to rest and recuperate. That's when the monsters launch an all-out attack, led by more powerful foes who have held back their best abilities until now.

Capitulation: Foes know the power of epic characters, and they may choose to surrender if the situation begins to look bad. Foes that surrender are still considered to have been defeated as far as overcoming the challenge is concerned. However, surrendered foes may live to trouble the characters another day. Moreover, while the characters attempt to pump them for information, it is likely that the information flow will go both ways. Intelligent captives can note party strengths, relationships, and other specific information that they could conceivably use to betray the characters later.

For example, a monster being interrogated by the characters will learn how they look, act, and sound. Later, that creature may attempt to use illusion magic or the Disguise skill to pass itself off as one of the characters in order to double-cross them or cause confusion.

Misdirection: Smart foes gather information on the characters from afar using divination, scrying, and spies. Even then, the foe will attempt to send underlings and powerful servitor creatures to deal with the characters if possible (and the servitors might use any of the tactics previously described).

Even if a smart opponent takes an active hand in combat against aggressive characters, the odds of survival improve if the characters never directly observe the foe. The *project image* spell is one way to accomplish this technique. Another ploy is using the *magic jar* spell. A spellcasting foe might take the body of a physically tough creature, but have a servant hiding nearby with a gem (the focus of the *magic jar* spell). If things go poorly, the spellcaster retreats to the crystal, which is the signal for the servant holding it to teleport away. The *magic jar* strategy might be particularly effective if the characters accept the surrender of a foe that they think is a minor underling. In fact, the minion is really the mastermind, and it's listening to every word the characters say.

Diversions: The tried-and-true method to divide and weaken good-hearted foes is to create diversions that cause some characters to abandon a fight or never take it up in the first place. For example, evil opponents might set a ravenous monster loose in a public area filled with innocents prior to making their own bid to steal the crown jewels.

Target Items: In the D&D game, most characters are a lot weaker if they don't have their equipment. Intelligent foes know this and may attempt to destroy a powerful sword, staff, or other item. The obvious way to do this

is to simply attack the item, perhaps using the Sunder feat. Once the dwarf PC loses his axe, he'll have to resort to his backup weapon. Intelligent foes will also attempt to use Sunder on a wizard's headband, well known for its ability to boost mental power. A wizard whose Intelligence score suddenly drops will lose access to some of her best spells.

Another tactic is the use of the Improved Disarm feat. If a character loses direct hold of an item, using the *shatter* spell on it becomes much easier.

SUDDEN JEOPARDY

A common feature of high-level and epic games is the "save or die" situation. As these effects grow in frequency, it becomes more and more unlikely that a group of epic characters can go more than an encounter or two without yet another PC dying. While the same is true for the monsters, remember that each player has only one character, while you always have another monster around the corner with an *implosion* spell sizzling on its clawed fingertips.

Don't necessarily have an opponent target a character who has a hard time with a particular type of saving throw (Fortitude save for wizards, Will save for fighters, and so forth). By the time the characters get to 21st level, many of them will have a large gulf between their higher and lower saves. Against a typical DC, Mialee the epic wizard will always make her Will save, but Lidda the epic rogue will almost always fail. It would be appropriate, however, for a creature or NPC to target a certain character if the party is facing an adversary who can distinguish (for example) the wizard from the rogue and who would know from experience that the rogue is more vulnerable to its attack form or special ability.

See the Epic Luck variant and the Three Deaths and You're Out variant, below, for ways of dealing with the issue of sudden jeopardy.

VARIANT RULES

For the most part, an epic game functions just like any other game of D&D. The basic rules are the same, although a few minor rules are changed, as described in this book. In addition to the rules found here and in the D&D rulebooks, you may want to consider employing some variant rules. For instance, the Defense Roll variant presented in Chapter 3 of the DUNGEON MASTER'S *Guide* can make for an interesting duel between an epic PC and her archrival. Some new variants are presented below.

VARIANT: OPEN-ENDED ROLLS

When characters reach epic levels, the rule that natural 1s always fail and natural 20s always succeed can lead to frustrating results. The DUNGEON MASTER'S *Guide* presents one option that can help alleviate this situation: Using the Automatic Hits and Misses variant in Chapter 3, a natural 1 is treated as a roll of –10 and a natural 20 becomes a roll of 30. But this just delays the problem. Eventually, even a –10 will hit anything, or a 30 c land a hit.

The open-ended roll presents another option. Wh ever you roll a natural 1 on an attack roll, a saving thr a skill check, or an ability check, roll again and subtr 20 from the new result. Thus, if an epic fighter swung h sword at a frost giant and rolled a natural 1, he wo then roll a second time and subtract 20 from the seco roll to determine his result. If you roll a natural 1 on t second roll, roll again and subtract 40, and so on, su tracting 20 each consecutive time a natural 1 is rolle

On the other end, any time you roll a natural 20, r again and add 20 to the new result. Thus, if the same fr giant were exposed to a *meteor swarm* from an epic wiz and rolled a natural 20 on his Reflex saving throw, h would roll again and add 20 to the new result. As with t natural 1, if a natural 20 is rolled on the second roll, yo would roll a third time and add 40 to the result, and so o

A natural 20 on an attack roll still threatens a critic hit as normal, and the confirmation roll is made sep rately from any additional rolls made to determine th outcome of the initial attack.

Because this variant reduces the likelihood of creature getting an automatic success or failure, it generally favo the PCs (as does any element that reduces random chance in the game).

VARIANT: DEATH FROM MASSIVE DAMAGE

In a typical epic game, many PCs and monsters can dea enough damage with a single attack to force a Fortitud saving throw to resist death from massive damage. Thi results in a lot of extra dice rolling, which will slow dow combat. In addition, the DC 15 Fortitude save is so eas for most epic characters that it represents simply a flat 5% chance of dying—they will always make the save, even on a roll of 2, unless they roll a natural 1 for an automati failure. A battle can become a grisly game of Russian roulette in which each combatant hopes he won't be th first to roll a natural 1.

For that reason, it is highly recommended that you dis card the death from massive damage rule for any PC o NPC of 21st level or higher, as well as any monster of CR 21 or higher. However, if you decide to keep this rule you should strongly consider raising the threshold at which such a roll is required, from 50 points of damage to some greater amount.

One method is simply to increase the threshold by 10 hit points for every level or Hit Die above 20. This allows powerful characters and monsters to resist the threat of instant death.

Another method is to leave the threshold the same, but allow characters and monsters access to the Resist Death feat (described below).

Using the Open-Ended Rolls variant discussed above will generally reduce the likelihood of a combatant dying from massive damage. However, it will have absolutely no effect on the frequency of such checks, so you might still want to consider one of the options listed above.

Resist Death

You are capable of withstanding tremendous amounts of damage without risk of instant death.

Prerequisite: Character level or HD 21+.

Benefit: The amount of damage from a single attack that causes you to make a Fortitude save (DC 15) or die doubles (from 50 points to 100 points).

Special: If you are using the Death from Massive Damage Based on Size variant found in Chapter 3 of the DUNGEON MASTER'S *Guide*, this feat doubles the numbers given in Table 3–8: Massive Damage Based on Size. Thus, a Small creature's threshold would go from 40 points to 80, while a Huge creature's threshold would increase from 70 points to 140.

You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

VARIANT: EXTENDED "DEATH'S DOOR"

By the time a character reaches epic levels, the range of hit points at which he is considered to be dying (–1 to –9 inclusive) looks like a pretty small window. With so much damage being dealt on each attack (not to mention each round), it's not uncommon for most characters to go straight from healthy (more than 0 hit points) to dead (–10 or fewer) with a single hit.

If this is problematic for you, consider extending the range at which an epic character is considered to be dying to be equal to his character level subtracted from 0 (his level expressed as a negative number, in other words). Thus, a 21st-level character would not die until his hit points were reduced to –21, while a 30th-level character could survive at –29 hit points, dying at –30.

This variant has the effect of reducing character mortality in two ways. First of all, it makes it more likely that a character won't go straight from healthy to dead in a single strike. Second, it greatly increases the length of time it takes a dying character to actually die. A 40th-level character might linger near death for a few minutes before actually passing away. Thus, you should only use this variant if you are comfortable with increasing the characters' survival rate.

VARIANT: SPELL RESISTANCE FOR *TIME STOP*

This variant is not for everyone, but you can try it a few times to see how you like it. Modify the characteristics for *time stop* and epic spells with similar effects by changing the Spell Resistance entry to "Yes (see text)." By doing this, you are indicating that whenever a *time stopped* creature interacts with a creature stuck in normal time (by leaving a spell to take effect on the creature in normal time), the *time stopped* creature must penetrate the target's spell resistance, if any. If spell resistance succeeds in blocking the effect, the *time stopped* creature is pulled back into the normal time stream immediately, and the spell ends. If you are using this variant, you should ignore the strict interpretations noted in the Dealing with *Time Stop* section, above.

VARIANT: NPC CHALLENGE RATINGS

NPCs above 20th level cannot compare in power to PCs of the same level and class for two reasons: An NPC does not have the resources to obtain magic items of the same caliber available to the PCs. Nor can NPC spellcasters afford to develop epic spells like PCs can. Of course, you can always give your NPCs the equipment you'd like them to have, but generally you should try to provide NPCs with equipment commensurate with their level.

This variant changes the standard rule for assigning a Challenge Rating to an NPC. Rather than giving an NPC a CR equal to his or her character level, the variant sets the Challenge Rating of NPCs of 21st to 30th level as equal to their character level minus 2. Thus, a 25th-level NPC sorcerer is CR 23, and two 25th-level NPC sorcerers are an Encounter Level (EL) 25 encounter. For every ten levels an NPC has above 21st level, subtract an additional 2 from the NPC's character level to get the NPC's Challenge Rating.

This system must be watched closely, or some discontinuities may develop. For example, adventures with a steady diet of NPCs will soon provide the PCs with more treasure than expected. Thus, you should stagger NPC encounters with monster encounters and other threats that have normal or even substandard amounts of treasure.

VARIANT: EPIC LUCK

Epic characters are lucky, plain and simple. In the Epic Luck variant, all creatures with 21 or more HD can make a luck roll once per day, rerolling one roll they have just made. The creature must take the result of the reroll, even if it is worse than the original roll. Creatures or characters that already have a similar ability (such as clerics who have the granted power of the Luck domain) gain one more use of it per day.

VARIANT: THREE DEATHS AND YOU'RE OUT

To use this rule, you must keep careful track of the characters' hit points. Then, whenever the character would otherwise die due to a failed save, Constitution damage, negative levels, or normal damage, you instead adjust the effect on the fly so that the character does not die. Instead, the PC is only slightly more wounded, or she manages to avoid the effect altogether. In your notes, give that PC a checkmark. When you would otherwise give the character a third checkmark, don't adjust the damage. The character takes the full brunt of the attack or spell and dies.

THE EPIC CAMPAIGN

Because your characters have become so powerful, you could find it difficult to continue using the same old plots to keep them entertained. On the other hand, those "same old plots" have kept them coming back to

the game table all these years. So broadening the scope of the game to make it epic doesn't require you to throw out all you know. It just requires some consideration of the logical consequences of what your characters can now do. Here are several tips for staying on top of your epic campaign.

DESIGNING SITE-BASED ADVENTURES

Adventures linked to a specific site—a dungeon, a ruined keep, a lost valley—can be just as effective and exciting for epic characters as for their lower-level counterparts. However, just as high-level characters can often bypass many obstacles at a typical adventure site, epic characters are likely to have abilities that make the hazards in an average dungeon meaningless.

One trick to writing an epic site-based adventure is to think big. While a five-level dungeon of fifty or sixty rooms might have seemed enormous at one time, a party of epic adventurers can probably scout the entire complex in minutes, quickly identifying key assault points and turning your intricate adventure into a couple of encounters. Instead, spread the site out over a large area. Maybe rooms aren't connected by corridors, requiring multiple *teleport* spells to get from place to place. Perhaps the dungeon exists on multiple planes simultaneously, requiring *plane shift*, *etherealness*, or *astral projection* to travel between areas.

DESIGNING EVENT-BASED ADVENTURES

In many epic games, event-based adventures take prominence over site-based adventures. Because the characters can't always easily identify the challenges of an event-based adventure, their vast abilities may not come into play as often.

Of course, even an event-based adventure isn't immune to the powers of an epic character. Count on a lot of *commune* spells and contacting of other planes. By now, a bard can rattle off a half-remembered poem or story about almost everything that has ever existed via bardic knowledge. *Find the path* and *discern location* will lead the characters unerringly to their goals. And of course, *miracle* and *wish* can shred a well-plotted adventure in moments.

Still, you shouldn't penalize characters for using their powers. Instead, be prepared for these actions. Assume that the characters will know everything there is to know about anyone or anything involved in the adventure—and make that knowledge helpful, even critical for success. But don't make it the solution to the problem. Just because the characters know where the king's assassin is hiding doesn't mean that the mystery is solved. They might have to cross two planes, cut a deal with an archdevil, and sneak into the palace of a deity to bring the criminal to justice.

If your campaign has focused on site-based adventures thus far, be wary of shifting your primary style to event-based adventures. If your players are used to site-based adventures, they will probably have crafted their characters to focus on that type of adventure. If the characters are then thrust into a series of event-based adventures, the players may feel that their characters aren't prepared for the change in style. Furthermore, if your players stuck with your campaign through twenty levels of site-based adventuring, it's likely they enjoy that style of play.

Regardless of your preferred campaign style, however, you should always strive for variety in your style of adventures. There's nothing wrong with mixing site-based and event-based adventures, and the most intriguing campaigns often use both elements to great effect.

CHARACTER MOTIVATION

By now, you should know your characters (and players) well enough to understand what motivates them. Some groups will do anything for a bag (or shipload) of gold, while others will strive to do what's right regardless of reward. Some adventurers crave magic and power, while others simply seek to find out what's over the next hill. If a particular reward has motivated the characters this long, the reward probably still works in an epic campaign, and there's nothing wrong with that. If your epic characters go on adventures for the same reasons they've been going on adventures since 1st level, that's just fine.

But a truly epic adventure—one that will be told and retold by bards for centuries to come—often comes from something more than strictly personal motivations. (This isn't always true; plenty of epic tales exist that just tell about heroes seeking wealth, power, and knowledge.) Generally speaking, the epic adventure comes in two (similar) varieties: the epic quest and the divine task.

The Epic Quest

The epic quest is an adventure undertaken by a hero for truly monumental reasons or with a spectacular goal in mind. A search for a fabled artifact might be a great adventure, but if you need it in order to turn back an army of demons on the verge of despoiling the continent, that's an epic quest. A search for a lost tome of draconic secrets is an adventure, but a search for the birthplace of the first dragon is an epic quest.

Every epic quest is unique, but they all share at their heart a few characteristics that transcend the normal adventure.

- **Long Time Frame:** An epic quest requires a long time to complete. It will take months or years at least, and some quests might take an entire lifetime.
- **High Difficulty:** An epic quest is arduous in the extreme, requiring painstaking research, exhausting travels, titanic battles, and more.
- **Memorable Obstacles:** While closely related to difficulty, a memorable obstacle is more than a few tough skill checks or a lot of tough monsters. Instead, you have to climb the highest mountains or decipher the

oldest tomes on the continent. Rather than fighting an epic monster, you'll fight the greatest dragon in the world, defeat the largest army of orcs ever assembled in human memory, or go toe-to-toe with the demon prince Graz'zt in his own throne room.

- **Spectacular Goal:** While many epic quests are motivated by such lofty goals as saving the world from the hosts of hell or preventing a dead god of evil from returning to life, even a base motivation such as accumulation of wealth can be epic. You'd better be going after truly impressive wealth, however: the Diamond of All Souls, the Sword of the High King, or something equally stunning.

The Divine Task

A variation on the theme of the epic quest is the divine task: a duty or assignment given to a character by his or her deity. The divine task is most often bestowed upon a character with a strong link to his deity, such as a cleric, or those who have strong divine elements in their powers (including druids, paladins, rangers, and even blackguards). However, any character can be the recipient of a divine task. Some might be chosen for their devoutness, while others might be assigned the task as a form of repentance or atonement.

The divine task shares many elements of the epic quest, though in some cases the goal may simply be to please (or appease) the deity in question. *Deities and Demigods* has more information on interacting with deities.

Upping the Ante

This kind of plot is ideally suited to epic play, because it revolves around the notion of increasing both the risks and the rewards as the characters gain power. This principle is the very basis of the DUNGEONS & DRAGONS game. There comes a time when everything becomes too easy for the characters; they can bypass all the traps, they can defeat all the monsters, they know all the spells, ho hum. That's why this book was written.

Create an adventure that focuses on this very aspect of the campaign. Suppose that the characters are put into a situation where everything becomes interesting again. Incorporate the actual discovery and acquisition of new abilities you find in this book into the storylines of your campaign. Of course you're going to use the material in this tome in your campaign; that's why you bought the Epic Level Handbook in the first place. But if you actually make discovering and accessing the new powers described here part of the storyline of your campaign, it gives the characters a new challenge, plus it can provide a tangible sense of anticipation for the characters even before they start down this path.

For instance, perhaps certain feats have "story elements" as prerequisites—maybe you can't use Epic Spellcasting until an epic spell is cast on you. Perhaps a skill's effectiveness is capped at a certain level until a character is exposed to a new, more epic situation in which he can use it. Yes, expanding their characters into the epic level of play is going to be thrilling for the players, but you can make it more memorable if you set up adventures that revolve around this changing situation.

A word of caution: Don't go overboard. The players may feel a sense of accomplishment the first few times they receive such an award, but after that, it can quickly become tiresome. You can't make everything in the book revolve around story elements, or the campaign will devolve into a series of quests for the next cool ability.

Make certain everyone will benefit from questing after the new ability. Every character still has different strengths and weaknesses, even though each has attained superior skill at what he or she does. If you focus on one kind of enticement, and certain character classes don't benefit from it, you face two problems: First, the characters of classes that aren't receiving capabilities as story awards will find little to interest them in the story, and second, they will start outpacing the classes that do benefit, simply by virtue of gaining their special features more quickly. Again, if you add story requirements to the acquisition of epic spells, make sure the focus is on both arcane and divine spellcasters benefiting, and make sure the rogues and warriors in the party see some tangible benefit (such as having some really cool new protections or abilities cast upon them once a particular spell is developed).

DEMOGRAPHICS

If you change your campaign so that there have "always" been epic characters around (see Retool Behind the Scenes, above), you'll also want to modify the rules for generating towns found in Chapter 4 of the DUNGEON MASTER'S *Guide*. According to the rules presented there, the gold piece limit of a metropolis is 100,000 gp. In a game where epic rules are in use, the gold piece limit needs to increase to meet the needs of epic characters. Use the following variant table for determining gold piece limits of towns in your epic games.

TABLE 3–5: EPIC RANDOM TOWN GENERATION

d%	Town Size	Population*	GP Limit
01–10	Thorp	20–80	160 gp
11–30	Hamlet	81–400	400 gp
31–50	Village	401–900	800 gp
51–70	Small town	901–2,000	3,000 gp
71–85	Large town	2,001–5,000	15,000 gp
86–95	Small city	5,001–12,000	100,000 gp
96–99	Large city	12,001–25,000	150,000 gp
100	Metropolis	25,001+	300,000 gp
Special	Planar metropolis	100,000+	600,000 gp

* Adult population. Depending on the dominant race of the community, the number of nonadults will range from 10% to 40% of this figure.

Similarly, the highest-level locals with PC classes in any given community have to be higher when the epic rules are "always" assumed to have been in play. Use the following Epic Community Modifiers table in place of the similar Table 4–45 found in the DUNGEON MASTER'S *Guide*.

Table 3–6: Epic Community Modifiers

Community Size	Community Modifier
Thorp	–3 [1]
Hamlet	–2 [1]
Village	–1
Small town	0
Large town	+4
Small city	+8 (roll twice) [2]
Large city	+12 (roll three times) [2]
Metropolis	+16 (roll four times) [2]
Planar metropolis	+20 (roll six times) [2]

[1] A thorp or a hamlet has a 5% chance (d% roll of 96–100) to add +10 to the modifier of a ranger or druid level.
[2] Cities this large can have more than one high-level NPC per class, each of whom generates lower-level characters of the same class, as described in the *Dungeon Master's Guide*.

MANAGING WEALTH

Your players tell you, "If I cash out all my wealth in gold, I'll have a metallic lump the size of a small moon." Well, of course, that is an exaggeration, but not by too many orders of magnitude. It may be that much of an epic character's wealth is tied up in nonnegotiable assets, such as armies loyal only to the character, private demiplanes, and custom-built strongholds. But that only accounts for a portion of all his or her wealth.

The fact is, the wealth that high-level and epic characters stand to gain is obscene. Is there even that much gold in existence on any one world? Probably not. But sometimes characters need to be able to transport large sums of wealth without the hassle of moving several tons of volume. Enter the favor.

Epic Economics: An enterprising temple to a god of wealth has a sideline that has grown into a major component of the economy in epic communities. Essentially, the Temple of Favors backs special pieces of parchment called favors with the promise of spellcasting: Each note guarantees redemption in the form of a spell (either divine or arcane). However, few favors are ever actually redeemed but instead form the basis of an epic currency. If you use this option, any community with a Temple of Favors in or near it honors favors as legal tender.

Favors as Currency: Favors come in three denominations: *f*1 (sometimes called a psalm), *f*10 (sometimes called a prayer), and *f*100 (sometimes called a benediction). Each *f*1 is equivalent to 1,000 gp. Thus, *f*10 is equivalent to 10,000 gp, while *f*100 is equivalent to 100,000 gp. A temple will never redeem favors for gold (though it will redeem gold for favors), but some merchants may redeem favors for gold, for a percentage.

MORE USE FROM OLD MAGIC ITEMS

Even in an epic game, the magic items in the Dungeon Master's Guide, or special versions of them, are still useful. What really limits the effectiveness of many of these items is the DC that these items provide—for reasons of cost, the item is usually described at its lowest possible caster level. However, items created with higher caster levels and judicious use of the Heighten Spell metamagic feat work well in an epic game. Of course, this makes the item cost more, but epic characters have the resources to bear the higher price.

For instance, a *staff of hold person* created by a wizard normally grants a DC of 14: 10 (base) + 3 (3rd-level spell) + 1 (caster's key ability score must be at least 13). The cost to create this staff would be 375 × 3 (spell level) × 5 (caster level), or 5,375 gp.

However, a *staff of hold person* with caster level and spell level increased to the maximum would provide a DC of 23: 10 (base) + 9 (9th-level heightened spell) + 4 (caster's key ability score must be at least 19). However, the cost to create this staff would be 375 × 9 (for the spell heightened to 9th level) × 17 (the lowest level the caster could be to cast a 9th-level spell) = 57,375 gp.

Consider using the nonepic Enhance Item feat detailed below for an additional method of raising the DC of a magic item.

Enhance Item [Item Creation]

You can increase the minimum DC for saving throws of magic items you create.

Prerequisite: Any other item creation feat.

Benefit: Choose any item creation feat you already know. When you create an item with that feat, adjust the DC for saving throws required by the magic item, if any, by your key ability modifier.

Normal: When a character creates a magic item, she uses the minimum key ability score necessary to imbed a spell of a given level, and the associated modifier to adjust the DC for saving throws, regardless of her actual key ability score, which could be higher.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different item creation feat that you already know.

REUTILIZING IMPORTANT NPCS

It is probable that over the course of the campaign, the PCs met and talked to many important creatures and NPCs who were obviously much more powerful than the

SCARCE EPIC NPCS

As an alternative to using the Epic Random Town Generation table, you might decide that epic NPCs shouldn't be placed randomly. They generally aren't a naturally occurring part of the campaign, so you should place epic NPCs specifically as needed for your world.

Not every metropolis necessarily has an epic wizard, and not all epic characters prefer to hang out in civilized areas (or indeed on the Material Plane at all). It's your choice.

characters. For instance, they may have had dealings with a powerful wizard patron to whom they delivered potent artifacts, or perhaps they had to deal with infernal powers now and again because they couldn't get the information they needed any other way.

Now that the PCs are 21st level and higher, they can have dealings with those same NPCs, but perhaps this time as allies or (even more fun) direct rivals. That powerful wizard may have been corrupted by the artifact the characters delivered to her back when they were 15th-level characters, and now they must fight a crazed 30th-level wizard. Likewise, it turns out that the powerful vrock is also a 23rd-level sorcerer, and it was only waiting for the right time to collect its dues for helping the characters out so long ago.

RUNNING A MIXED-LEVELS CAMPAIGN

Due to the unexpected death of a character or new players joining the game, you may find yourself in the position of having some members of the party at 27th level, while others are lowly 21st-level characters. Generally, the best solution is to start new characters at a level no less than two levels lower than the highest-level character in the group. But when your best intentions go astray, you may still find yourself with a mixed group of characters.

Don't panic: You can still design interesting adventures and even campaigns for a mixed-level group. Of course, roleplaying an intricate plot that includes interesting personalities transcends level. It matters little whether the Duke of Shantara is impressed by the witty wordplay of the 15th-level character or the 25th-level character.

But when it comes to combat, a character four or five levels lower than the highest-level PC is outclassed and in constant peril of death, unless the mixed levels are taken into account ahead of time. The golden rule in mixed-level adventure design is to create mixed-level encounters. Make sure that every major fight contains antagonists suitable for the higher-level characters to fight, plus antagonists for the lower-level characters to battle and feel well matched in doing so.

For example, your characters break into the sanctum of Crow the 27th-level sorcerer. Because this is a climactic encounter, Crow is two levels higher than the highest-level PC, a 25th-level cleric. Furthermore, two of the other PCs are only 21st level. But Crow has several cronies that make up a fine CR 21 encounter in their own right. While you can't force the 21st-level characters to fight the CR 21 cronies, you have every opportunity to have Crow engage the higher-level characters directly and order the minions against the lower-level characters. What the characters do is their own decision, but most would deal with immediate threats first before entangling themselves in further conflict.

DIVINATIONS AND KEEPING SECRETS

One of the most difficult snares of high-level and epic games is the characters' access to divination spells. If this factor is not considered ahead of time, divinations have the possibility to leach the fun out of almost any adventure. At the same time, it is important to avoid the trap of denying the characters their "toys." High-level characters have endured much to reach lofty heights of power, and their experience is cheapened if they find out that "Divinations don't work here. Sorry."

A good scenario turns that phenomenon around: In an epic scenario, the PCs must use their highest-level powers, or they'll die. In the case of divinations and similar magic, they must call on these resources just to find out what the adventure is all about, who the adversary is, and where they must go to resolve the adventure. If they do anything less, the adventure is over before it begins, for lack of knowledge. Familiarize yourself with the divination resources a character has, know how they work, when they'll be helpful, and when they'll be useless.

Questions and Answers: This category includes *augury* (Clr 2), *divination* (Clr 4), *commune* (Clr 5), and *contact other plane* (Brd 5, Sor/Wiz 5). All these spells rely on the interception of the request for knowledge by some interested extraplanar creature or divinity. Powerful evil entities with an agenda to protect from their peers are careful to hide their activities. So when such a call for information comes, the evil entity is most likely to intercept the question itself. When a question is intercepted by a self-interested entity, the question is answered in such a way as to further the ends of the creature, not the questioner. If more than a single entity knows the answer to a given question (which is most often the case, especially when gods know so much so effortlessly), powerful creatures use *wish* to gain a 50% chance to intercept any divination that concerns them directly.

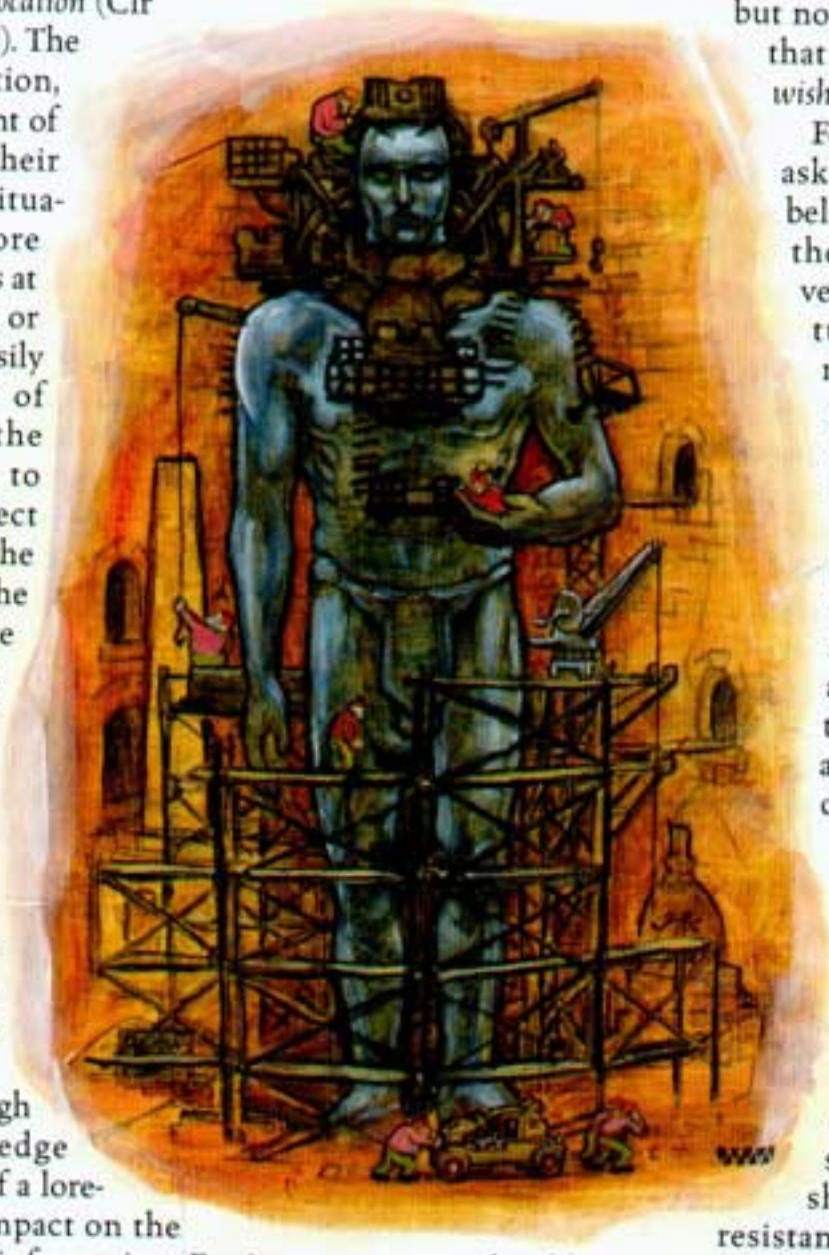
When divinations do get through without interception by self-interested entities, questions are provided with the usual terse yes or no answers. Without the proper questions, the characters may find it difficult to glean what they really want to know from such tight-lipped entities. If they get information through other spells, spying, or simple knowledge or experience, they may find out what they need to successfully use a question-and-answer spell.

General Information: Spells such as *commune with nature* (Drd 5), *legend lore* (Brd 4, Knowledge 7, Sor/Wiz 6), and *vision* (Sor/Wiz 7) are in the category of spells that instill information into the caster, but fall short of answering specific questions. These spells are great for providing the characters with clues to work from. While answers often come hidden in metaphor and/or verse, these spells potentially reveal real names, which spying, divination spells, and knowledge checks can use. Make sure you make up a few answers ahead of time to answer PC questions about the thrust of a given adventure.

Spying: The spells *scrying* (Brd 3, Clr 5, Drd 4, Sor/Wiz 4) and *greater scrying* (Brd 6, Clr 7, Drd 7, Sor/Wiz 7) can ruin a well-plotted adventure in seconds. Even if the PCs have no knowledge of the antagonist, the Scry DC is at most 25. To thwart such spying, powerful creatures use a variety of tactics. One favorite is to provide no protection

against scrying in their sanctum, instead setting up powerful magic traps so that any creature that attempts to teleport or travel ethereally to the point scryed is intercepted and instead materializes in a specific, lethally trapped room. Others concerned about protecting their privacy can set up screens of *antimagic fields*, rely on magic items that produce false visions, or even create custom epic spells that deal damage (or worse) on those attempting to scry them.

Finding Your Way: This category includes everything from the lowly *locate object* (Brd 2, Clr 3, Sor/Wiz 2, Travel 2) to its more potent cousin *locate creature* (Brd 4, Sor/Wiz 4) to the extraordinarily powerful *find the path* (Clr 6, Knowledge 6) and *discern location* (Clr 8, Knowledge 8, Sor/Wiz 8). The limited range, short duration, and knowledge requirement of the first two spells limit their usefulness in most epic situations. *Find the path* is more useful because it lasts hours at epic levels, allowing flying or teleporting characters to easily cover tens or hundreds of miles. Finally, despite the power of *discern location* to locate any creature or object regardless of its location, the knowledge requirement (the caster must have seen the creature, possess an item belonging to it, or have touched the object) makes it less valuable in many adventures. Once the characters meet their foe or steal one of the villain's possessions, they are happy indeed (unless their enemy is secretly leading them into a trap).



Bardic Knowledge: Though not a spell, bardic knowledge (and the lore class feature of a loremaster) can have a great impact on the characters' ability to know information. For instance, a bard might be able to connect a reference to a mysterious name with another known name or a particular plane. Such information might be the connection required to try a divination spell.

Knowledge Skills: Some characters will have Knowledge skill bonuses high enough to recognize clues you provide. In such a case, Knowledge checks function just like bardic knowledge.

HANDLING *WISH*

Epic characters have more opportunity to use *wish* spells than lower-level PCs. While the *Player's Handbook* provides in-depth information about the specific effects that c be accomplished with *wish*, there is less guidance other open-ended effects. Certainly, many characters w wish for higher ability scores, up to the limit of the inhe ent bonus (+5). When characters try to wish for som thing that isn't specified in the spell, refer here first.

A *wish* essentially allows the user to change reali Often, unintended consequences follow, especially if a *wish* asks too much. A *wish* that concentrates on local a personal effects is least likely to go astray. A *wish* that as to change the belief system of an entire country is mo likely to be misconstrued or simply fail. The job of th DM is to describe results that reflect the power of wis but not to make the spell so awesom that the characters come to rely o *wish* to solve all their problems.

For example, if the players wish t ask that all creatures in Furyond believe that a particular character i their true king, the *wish* is per verted so that all the affected cre tures instead know that their minds were tampered with unsuccessfully. Worse, they rec ognize on sight the person responsible for the attempt.

A *wish* can change events that the user finds undesirable A *wish* that allows characters second chance to achieve a goa after an unlucky failure or disa trous mistake should be allowed as long as the terms of the wis don't guarantee success.

As the DM, you decide if a *wish* is too much. If it involves more than just the character and a few other creatures alarms should go off in your head. Generally, assigning con sequences to poorly worded or overly grand *wishes* follow a simple guideline: The result should follow the path of least resistance. In other words, the result should involve the simplest and least complex way of attempting (and failing) to warp reality in exactly the way the wisher stated. For instance, if a character wishes that he be forevermore rendered immune to all damage, the character's *wish* is most easily fulfilled if he is instantly eradicated from the multiverse, thus ensuring that nothing can ever hurt him again, now or forever.

CELEBRITY BREEDS OPPORTUNITY

Epic characters are important, and NPCs pay attention to what epic heroes say and do. This fact leads to several possible ways that you can give your players power. If they are known to be epic, the characters are celebrities

of their world. Lower-level NPCs idolize them and may seek to emulate them.

The characters in your game could earn the perks of celebrity. Possibilities include allowing the characters to designate a national holiday in the country where they accomplished some great deed, having a city rename a street after the characters, or starting a fashion or other social trend based on the characters' dress and habits. Popular plays and performances might feature the characters' deeds and words. This wide adulation is only possible if the characters remain near the region where they have had many of their adventures. However, even in distant cities or cities on other planes, the reputation of epic characters is hard to suppress. Thus, in urban areas there is always a chance (1% × character level) that an epic character will be recognized, even if she is new to the area or plane.

LORDS OF THEIR PERSONAL PLANE

Characters of epic power might very well want a demiplane of their own. Let them have one. In fact, allow them to design and create a demiplane from the ground up. In essence, a demiplane is any bounded space that is separate from the characters' plane of origin. Allow the PCs to discover the *genesis* spell (see below) or an item that duplicates the effects of *genesis*. Let them have fun with their new off-planar abode. Allow them to move their base of operations there, if they desire, or create an outpost filled with their followers, for example.

Genesis
Conjuration (Creation)
Level: Sor/Wiz 9, Creation 9
Components: V, S, M, XP
Casting Time: 1 week (8 hours/day)
Range: 180 ft. (see text)
Effect: A demiplane coterminous with the Ethereal Plane, centered on your location
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes.

You can only cast this spell while you are on the Ethereal Plane. When you cast the spell, a local density fluctuation precipitates the creation of a demiplane. At first, the fledgling plane grows at a rate of 1 foot in radius per day to an initial maximum radius of 180 feet as it rapidly draws substance from surrounding ethereal vapors and protomatter.

You determine the environment within the demiplane when you first cast *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This spell cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these things in some other fashion if you desire. Once the basic demiplane reaches its maximum size, you can continue to cast this spell to enlarge your demiplane, adding another 180 feet of radius to your demiplane each time.

XP Cost: 5,000 XP.

DIVINE ASCENSION

Your epic characters may shake the pillars of heaven and plumb the depths of hell. And somehow, that is not enough. Perhaps they would like to actually become gods. And why not? Let them join the divine ranks and remain player characters. Becoming deities opens new vistas for roleplaying adventures. Divine ascension need not be the end of the road for your player characters. In fact, now they can continue to advance as epic characters and have a chance in a fight against most demigods. Eventually lesser deities and intermediate deities will respect their power.

If divine ascension is possible and the characters are candidates for the process, the gods mark their progress. And so do the gods' enemies, which might well be other deities. The opposing forces of your campaign may seek to win champions over to their side or, failing that, to prevent the divine candidates from achieving ascension. Your epic characters are beset with agents of the opposition as they get closer to the possibility of ascension.

Meeting all the requirements for achieving divine ascension can be an epic quest for adventures stretching from 21st to 30th level and higher.

Complete rules for deities and guidelines for divine ascension can be found in *Deities and Demigods*.

100 EPIC ADVENTURE IDEAS

Here are one hundred adventure seeds you can use to generate ideas for your epic adventures and campaigns.

Table 3–7: 100 Epic Adventure Ideas

d%	Adventure Idea
01	A 31st-level balor sorcerer imprisons old friends of the player characters, holding them hostage in return for a service.
02	A band of epic death slaadi rogues and sorcerers begins to waylay all planar travelers who chance through their recently claimed turf on the Astral Plane.
03	A ranger hero recognized around the world begins to organize a group of explorers for reasons unknown.
04	A bard college develops a style of music that charms and dominates any that listen to it too long.
05	A beholder cluster made up of paragon beholders begins to war with lesser beholder communities, apparently all seeking a beholder artifact.
06	A prominent deity sickens and will die if the cause of its divine malady is not discovered.
07	A beloved prophecy long accepted as true fails to occur because of the characters' meddling, and the world turns against them.
08	A blinding, yellow haze seeps down from the sky, covering the world.

Table 3–7: 100 Epic Adventure Ideas

d%	Adventure Idea
09	A celestial tree hundreds of miles long reaches its roots down and begins to grow on the world's surface. Creatures from other worlds live in the heights of the tree.
10	A child is born who prophecy indicates will one day ascend to godhood.
11	A circle of brown blights the forest, killing all vegetation as it continues to expand without limit at an ever-accelerating rate.
12	A clan of psionic militants breaks away from the kingdom—literally. A huge chunk of land hundreds of acres wide floats up and away (taking with it many terrified nonpsionic people).
13	A conjunction of parallel planes somehow energizes a lowly peasant to the power of a greater deity—but only until the conjunction ends.
14	A crosstime catastrophe has cut off the Material Plane from all others.
15	A dragon kills the ruler of the largest nation and takes over, calling itself the Dragon King.
16	A flaw in a *true resurrection* spell leaves one player character undead by night and alive by day.
17	A floating city arrives from across the sea, apparently fleeing the depredations of the Warlord, an epic barbarian.
18	A flock of chichimecs is ravaging across the continent.
19	A Giantmoot is called by a 25th-level storm giant blackguard. Powerful giants from around the world (and other worlds) begin to congregate.
20	A glorious gemstone in which the first light of creation still lingers is purportedly languishing in an ancient, crumbling demiplane.
21	A great chase ensues through endless parallel dimensions as wizard researchers follow the faint trail of the long-vanished elder elves.
22	A group of gargoyle paragons claims the Cathedral of Pelor as its own new home.
23	A hero of renown (a quasi-deity, really) is to be wed to an elven prince, but the prince's royal family claims the prince is under a spell.
24	A hole is gouged in the veil separating life and death. As the tide of life pours out into the void, all creatures everywhere begin to die as they accumulate negative levels. The hole must be mended.
25	A hecatoncheires and two of its siblings emerge from a red-lit crevice in the earth.
26	A lesser deity declares the PCs as its mortal enemies, enjoining all its worshipers and allies to find and slay them.
27	A longstanding illusion is pierced, revealing that the king is nowhere to be found, and that all dictates of the kingdom have been actually flowing from the thieves' guild.
28	A new deity decides to leave the Outer Planes to set up its palace on the face of the Material Plane. Once it arrives, it demands worshipers and servitors.
29	A phane has determined how to destroy the past (and therefore the present). Unless it can be stopped, time itself will unravel.
30	A planar conjunction will soon come to pass, allowing the legions of hell (or worse) direct access to a selected part of the Material Plane for 24 hours. It can't be stopped, but epic characters may attempt to defend key cities or strongholds from the onslaught.
31	A player character's heart is stolen and replaced with a magical gem or a strange alchemical creation. Who knows how long the replacement will last?
32	A powerful wizards' guild enters all-out war with the dominant religious order of the world.
33	A quasi-deity wants an escort as it ventures into the Abyss to release a companion quasi-deity from bondage.
34	A rogue moon threatens to crash down upon the world, ending all life.
35	A sentient spell-virus is raging out of control among spellcasters. All who fall victim to it become part of a unified mind controlled by a malign intelligence.
36	A species of "fish" introduced from another plane has provided good eating and relief from famine over the last year. Now, thousands (millions?) of the fishlike creatures begin a sudden growth spurt, transforming en masse into terribly powerful and bloodthirsty predators.
37	A splinter community of humans evolves into a subrace sporting strange and variant powers.
38	A syndicate of assassins dramatically expands its membership by introducing a mind-control potion into a city's water supply.
39	A team of brachyuruses draws a chariot driven by a powerful fighter into the city.
40	A titan seeks those brave enough to release it from its age-long bondage; its rescuers may face the wrath of higher deities.
41	A vampire scion from another plane begins to conquer world after world with the help of a reforged artifact of legend, *Midnight's Heart*.
42	A volcano erupts. In the aftermath, a portal to the City of Brass on the Elemental Plane of Fire remains open permanently.
43	A well-known wizards' guild's magical dumping ground of failed experiments and stale spell components becomes sentient.
44	A wizard attempting to summon a powerful devil slips up and somehow summons an abomination instead of an infernal.
45	A wizard claims to have developed an epic spell ritual that, if cast, will slay a deity.
46	All magic items crafted from a particular city begin to bestow negative levels on their owners with each use.
47	All who fall asleep on a selected world cannot be awakened and eventually die in their sleep. Dream larvae are suspected.
48	An adventuring party stumbles upon the tomb prison of an atropal and releases it.
49	An antimagic plague is released by an unknown agency, causing sickness and eventually death to any who prepare or cast arcane spells.
50	An artifact belonging to one of the characters must be destroyed, lest some great catastrophe, which has secretly been gathering, come to pass.
51	An artifact capable of dominating all red dragons everywhere is discovered.
52	An enclave of gnomes customizes an iron colossus into a walking war platform.
53	A group of epic NPCs known for good deeds suddenly embarks on a death spree, murdering merchants and their envoys.
54	A group of epic NPCs decides to destroy the PC adventurers, for reasons that are initially obscure.
55	A sentient, free roaming, self-casting *disintegrate* spell breaks loose from a wizard's laboratory.

Table 3–7: 100 Epic Adventure Ideas

d%	Adventure Idea
56	An epic paladin leads a crusade to hell.
57	An interdimensional caravan must float on the River Styx through the dangers of several lower planes.
58	Anaxims begin to manifest from machines as complicated as simple steam-powered wheels—is it a warning from the gods of the forge to desist?
59	Angry epic druids raise the beasts, animals, and dire animals of the wild, intent on beginning a new world order in which nature comes first.
60	As the world ages, frequent earthquakes threaten to plunge the major nations under the sea.
61	Blue-skinned merchants begin to sell enormously popular items composed of dreamstuff—"mined from the very dreams of a deity," claim the merchants.
62	Deeper than the Underdark, the world is discovered to be hollow. Hanging in that vast opening is an unknown, uncharted inner world of strangeness.
63	Dwarf miners follow a vein of adamantine to a hinged valve sealed with divine magic of an age older than any of the current deities.
64	Epic rogues steal the Scepter of All Power from the Dragon King.
65	Evil opportunists slay the Guardian of the Flame of Destiny, hoping to remold the Law of Reality to their own liking.
66	Ghosts of every sort begin to rise again, and they won't recognize their own undead state.
67	Mind flayers successfully gain control of a surface nation, plunging the region into permanent darkness.
68	Jade pyramids of prodigious size rise from the earth. Sounds unlike any heard before echo faintly from within their stony cores.
69	Constructlike creatures of insane complexity called "machines" move across the land, preparing the way for a larger invasion of automated entities.
70	Magic begins to fail, supposedly because it is being "used up" faster than it naturally regenerates.
71	Mercenary half-dragons who ride force dragons as steeds sell their swords (and spells) to an evil empire.
72	Newborns begin to be born without souls.
73	Offplane raiders begin to steal people away for use as slaves and food.
74	Once every ten years a small cave provides access into a magical, underground world where all living beings give off colorful light, ruled by mysterious fey lords with mysterious agendas.
75	One of the player characters learns about his or her real mother or father—in fact, that parent was a demon, and that demon has come calling.
76	Planetars and solars bring heaven's war to the Material Plane, slaying any and all they deem evil or immoral.
77	Prismatic dragons decide that their "species" is the only true draconic race, and they begin a campaign of genocide against all other dragon types.
78	Several well-known cities and all their inhabitants suddenly disappear without a trace. More could follow.
79	Someone is breaking the Seven Seals that maintain the integrity of the multiverse.
80	The ancient Great Library has secret vaults where the Words Once Spoken are supposedly inscribed in the Book of Sleep. To speak them again would remake the universe.
81	The Clock that Rules the Universe is under attack by insane gnome alchemists, who are raiding it for parts.
82	The End Times threaten to begin.
83	The gods of Law put all humanoid races on trial for their excesses.
84	The Lord High Priest of Pelor denounces her deity and faith.
85	The most feared and reviled weapon of legend, an artifact sword that drains life energy with a touch, is lost by its owner.
86	The Mother of Spiders (monstrous Colossal spider paragon) emerges from her Cocoon of a Million Years to find a mate for her next spawning.
87	A vast necropolis undergoes a mystical transformation. Now, each coffin, sarcophagus, and mausoleum leads to separate cemetery dimensions and realms of death.
88	The PCs' stronghold mysteriously gains new extradimensional halls and rooms of unknown origin, content, and extent.
89	The populace decides that they want one of the PCs as their new ruler, which doesn't please the current ruler.
90	The secret texts of a prominent religion, recently discovered, call into question the church's real goal, its actual origin, and the agenda of its god.
91	The souls of a good queen and her family are drawn into the Abyss by an unknown demonic agency.
92	The spirits of the dead begin to possess the bodies of the living at an ever-accelerating rate.
93	The sun is infested with moon-sized parasites, and may soon fail like so many other stars have fallen to this celestial infestation.
94	The winter, which was overly cold, lasts too long—a xixecal is implicated.
95	The woods begin to grow without bound, invading field, plain, and city.
96	The yuan-ti attempt to awaken the Slumbering Serpent, a little-known abomination born of their own race and a god of serpents.
97	Twenty percent of all astral travelers begin to disappear in mid-trip. Mid-travel diversion spells are suspected.
98	Two parallel planes move too close to each other, and denizens and objects of one constantly slip onto the other, and vice versa.
99	Unless stopped, an ancient demilich will inject itself onto the Negative Energy Plane, where it can possess any undead anywhere in the multiverse.
100	When a friend or a respected associate is resurrected, the soul returned to the body has different memories from the original. Whence does this soul come?

EPIC ENCOUNTERS

The nature of an encounter need not change dramatically with epic play. Regardless of the characters' levels, you can still tailor encounters for them—presenting challenges expressly designed for their capabilities—or you can confront them with status quo encounters to which they must adapt. In fact, the vast array of resources possessed by the average epic party can make an untailored encounter intriguing, because the characters must quickly assess the best method of meeting the challenge before them.

CHALLENGE RATINGS AND ENCOUNTER LEVELS

Just as in lower-level play, the Encounter Level of an encounter is determined using each opponent's Challenge

Table 3–8: Epic Encounter Numbers

Party Level	Number of Creatures: One	Two	Three	Four	Five or Six	Seven to Nine	Ten to Twelve	Pair	Mixed Pair
21st	20, 21, 22	19	18	17	16	15	14	19	20 + 18
22nd	21, 22, 23	20	19	18	17	16	15	20	21 + 19
23rd	22, 23, 24	21	20	19	18	17	16	21	22 + 20
24th	23, 24, 25	22	21	20	19	18	17	22	23 + 21
25th	24, 25, 26	23	22	21	20	19	18	23	24 + 22
26th	25, 26, 27	24	23	22	21	20	19	24	25 + 23
27th	26, 27, 28	25	24	23	22	21	20	25	26 + 24
28th	27, 28, 29	26	25	24	23	22	21	26	27 + 25
29th	28, 29, 30	27	26	25	24	23	22	27	28 + 26
30th	29, 30, 31	28	27	26	25	24	23	28	29 + 27
40th	39, 40, 41	38	37	36	35	34	33	38	39 + 37
Any	EL–1, EL, EL+1	EL–2	EL–3	EL–4	EL–5	EL–6	EL–7	EL–2	EL–1 + EL–1

Rating. Table 3–8: Epic Encounter Numbers allows you to quickly determine an appropriate mix of creatures for your party.

Just as the Challenge Rating system isn't always perfect at lower levels, in an epic game you must closely monitor the characters' capabilities to match encounters to their power level. Because it becomes increasingly more difficult to estimate an average party's capabilities at these levels, even the best-designed system can only serve as a guide to the DM.

For instance, because of the spells known, equipment possessed, or feats selected by your epic characters, certain monster capabilities may be more or less dangerous to them. If the entire party is virtually immune to fire, for example, you know that fire-using creatures may pose little threat to the party. This doesn't mean you shouldn't use such creatures—it's not fair to punish the characters for the powers they've gained—but it does mean that if you want such creatures to pose a threat, you should present them in situations where they can take advantage of other abilities. For instance, even if a red dragon's fiery breath doesn't endanger the characters, its spellcasting, flight, and sheer destructive power can still pose quite a threat in the right environment.

As a last resort, you can also adjust the experience point reward for encounters that don't pose a threat. Don't overdo this, however, since it essentially means you are punishing the PCs (by reducing their experience point rewards) for good preparation.

REWARDS

Regardless of level, experience points and treasure are the two primary methods of rewarding the characters' success. The *Epic Level Handbook* uses the same basic systems as presented in the *Dungeon Master's Guide*, with a few modifications as noted below.

EXPERIENCE AWARDS

Awarding experience points for encounters overcome works just as in nonepic D&D games. Use the monster's Challenge Rating (possibly with adjustments based on the difficulty of the encounter) to assign an experience point value for the encounter, based on the average party level. Particularly when using the concept of the epic quest (see Motivation, earlier in this chapter), you may want to use the Story Awards variant in Chapter 7 of the *Dungeon Master's Guide*, but you should only do so if you and your players are comfortable with it.

Table 3–9: Epic Experience Point Awards (Single Monster) shows the appropriate experience point awards for party levels (average level of the characters in the group) 21st to 40th, and for CR 14 to CR 40. For party levels and Challenge Ratings above these ranges

DON'T PULL YOUR PUNCHES

The best advice for any DM creating an epic adventure is this: Don't pull your punches.

Don't be afraid to set up a series of encounters or obstacles that require multiple high-level spells, checks against tremendous DCs, or other grand accomplishments to bypass. If the characters have survived this long, they have resources available that should let them solve any problem you can imagine. The typical epic adventuring group has virtually any kind of mobility it needs, from flight to teleportation to planar travel. The PCs can learn any fact they need, whether through bardic knowledge, communing, or scrying. They can dispel any spell, resist any hazard, and if worst comes to worst, they can use *wish* or miracle to get what they need. Even death itself is only a 10-minute break in the action (thanks to *true resurrection*). And never discount the ability of characters to simply overcome an obstacle through sheer force. Any epic fighter worth his salt can survive at least a few rounds submerged in a pool of lava, and eventually the raging barbarian can batter down the adamantine door.

Make your characters use all the options available to them. If nothing else, it lets them feel good that they were prepared for the adventure. And then whack 'em with the 25th-level vampiric minotaur fighter riding the half-fiendish great wyrm red dragon.

Table 3–9: Epic Experience Point Awards (Single Monster)

Party Level	Challenge Rating													
	CR 14	CR 15	CR 16	CR 17	CR 18	CR 19	CR 20	CR 21	CR 22	CR 23	CR 24	CR 25	CR 26	CR 27
21st	525	788	1,050	1,575	2,100	3,150	4,200	6,300	8,400	12,600	16,800	25,200	33,600	50,400
22nd	*	550	825	1,100	1,650	2,200	3,300	4,400	6,600	8,800	13,200	17,600	26,400	35,200
23rd	*	*	575	863	1,150	1,725	2,300	3,450	4,600	6,900	9,200	13,800	18,400	27,600
24th	*	*	*	600	900	1,200	1,800	2,400	3,600	4,800	7,200	9,600	14,400	19,200
25th	*	*	*	*	625	938	1,250	1,875	2,500	3,750	5,000	7,500	10,000	15,000
26th	*	*	*	*	*	650	975	1,300	1,950	2,600	3,900	5,200	7,800	10,400
27th	*	*	*	*	*	*	675	1,013	1,350	2,025	2,700	4,050	5,400	8,100
28th	*	*	*	*	*	*	*	700	1,050	1,400	2,100	2,800	4,200	5,600
29th	*	*	*	*	*	*	*	*	725	1,088	1,450	2,175	2,900	4,350
30th	*	*	*	*	*	*	*	*	*	750	1,125	1,500	2,250	3,000
31st	*	*	*	*	*	*	*	*	*	*	775	1,163	1,550	2,325
32nd	*	*	*	*	*	*	*	*	*	*	*	800	1,200	1,600
33rd	*	*	*	*	*	*	*	*	*	*	*	*	825	1,238
34th	*	*	*	*	*	*	*	*	*	*	*	*	*	850
35th	*	*	*	*	*	*	*	*	*	*	*	*	*	*
36th	*	*	*	*	*	*	*	*	*	*	*	*	*	*
37th	*	*	*	*	*	*	*	*	*	*	*	*	*	*
38th	*	*	*	*	*	*	*	*	*	*	*	*	*	*
39th	*	*	*	*	*	*	*	*	*	*	*	*	*	*
40th	*	*	*	*	*	*	*	*	*	*	*	*	*	*

Party Level	Challenge Rating												
	CR 28	CR 29	CR 30	CR 31	CR 32	CR 33	CR 34	CR 35	CR 36	CR 37	CR 38	CR 39	CR 40
21st	67,200	**	**	**	**	**	**	**	**	**	**	**	**
22nd	52,800	70,400	**	**	**	**	**	**	**	**	**	**	**
23rd	36,800	55,200	73,600	**	**	**	**	**	**	**	**	**	**
24th	28,800	38,400	57,600	76,800	**	**	**	**	**	**	**	**	**
25th	20,000	30,000	40,000	60,000	80,000	**	**	**	**	**	**	**	**
26th	15,600	20,800	31,200	41,600	62,400	83,200	**	**	**	**	**	**	**
27th	10,800	16,200	21,600	32,400	43,200	64,800	86,400	**	**	**	**	**	**
28th	8,400	11,200	16,800	22,400	33,600	44,800	67,200	89,600	**	**	**	**	**
29th	5,800	8,700	11,600	17,400	23,200	34,800	46,400	69,600	92,800	**	**	**	**
30th	4,500	6,000	9,000	12,000	18,000	24,000	36,000	48,000	72,000	96,000	**	**	**
31st	3,100	4,650	6,200	9,300	12,400	18,600	24,800	37,200	49,600	74,400	99,200	**	**
32nd	2,400	3,200	4,800	6,400	9,600	12,800	19,200	25,600	38,400	51,200	76,800	102,400	**
33rd	1,650	2,475	3,300	4,950	6,600	9,900	13,200	19,800	26,400	39,600	52,800	79,200	105,600
34th	1,275	1,700	2,550	3,400	5,100	6,800	10,200	13,600	20,400	27,200	40,800	54,400	81,600
35th	875	1,313	1,750	2,625	3,500	5,250	7,000	10,500	14,000	21,000	28,000	42,000	56,000
36th	*	900	1,350	1,800	2,700	3,600	5,400	7,200	10,800	14,400	21,600	28,800	43,200
37th	*	*	925	1,388	1,850	2,775	3,700	5,500	7,400	11,100	14,800	22,200	29,600
38th	*	*	*	950	1,425	1,900	2,850	3,800	5,700	7,600	11,400	15,200	22,800
39th	*	*	*	*	975	1,463	1,950	2,925	3,900	5,850	7,800	11,700	15,600
40th	*	*	*	*	*	1,000	1,500	2,000	3,000	4,000	6,000	8,000	12,000

*The table doesn't support XP for monsters that individually are eight Challenge Ratings lower than the party level, since an encounter with multiple weak creatures is hard to measure. See Assigning Ad Hoc XP Awards in Chapter 7 of the *Dungeon Master's Guide*.

**The table doesn't support awards for encounters eight or more Challenge Ratings above the party's level. If the party is taking on challenges that far above their level, something strange is going on, and the DM needs to think carefully about the awards rather than just taking them off a table. See Assigning Ad Hoc XP Awards in Chapter 7 of the *Dungeon Master's Guide*.

use the following formulas to determine the appropriate experience point award.

- If the Challenge Rating is equal to the party level, the experience point award is 300 × the Challenge Rating. If the Challenge Rating is equal to the party level + 1, the experience point award is 400 × the Challenge Rating. If the Challenge Rating is equal to the party level –1, the experience point award is 200 × the Challenge Rating.
- For every 2 points the Challenge Rating increases (such as from CR 42 to CR 44), multiply the experience point award by 2. Likewise, for every 2 points the Challenge Rating decreases (such as from CR 44 to CR 42), multiply the experience point award by 1/2.

For example, a CR 42 monster is worth 12,600 XP (42 × 300) to a group of 42nd-level characters. The same monster would be worth 16,800 XP (42 × 400) to a group of 41st-level characters, but only 8,400 XP (42 × 200) to a group of 43rd-level characters. It would be worth 25,200 XP (42 × 300 × 2) to a group of 40th-level characters, but only 6,300 XP (42 × 300 × 1/2) to a group of 44th-level characters.

TREASURE

At higher levels, coins and goods make up less of an average treasure hoard's value, while the relative value of the magic items in a treasure hoard increases dramatically. The *Dungeon Master's Guide* provides a guide for adding

magic items to the EL 20 treasure hoard to determine treasures above 20th level, but this doesn't take epic magic items into account. Because the wide range of epic magic item values can swing the value of a treasure hoard by hundreds of thousands of gold pieces (or more), relying on random generation is troublesome. A single unusual result can affect campaign balance.

For this reason, you will probably want to determine epic treasures using at least some nonrandom factors. Table 3–10: Epic Treasure Values per Encounter indicates the average value of a treasure based on the Encounter Level. You can either choose specific portions of this treasure yourself, or you can use the 20th-level treasure listing in the *Dungeon Master's Guide* and supplement it with major and/or epic magic items to bring the overall value up to the average value given on Table 3–10.

For example, if you need to generate an EL 25 treasure (average value 128,000 gp), you could assign set amounts of various coins and goods and add a few magic items to round it out. Alternatively, you could generate treasure according to the 20th-level line on Table 7–2 in the *Dungeon Master's Guide* (which would yield approximately 80,000 gp) and add about 48,000 gp of epic treasure.

If you want to control the gain of wealth in your campaign, keep the average treasure value over the long run of encounters at or near the numbers on Table 3–10. If you provide significantly more or less treasure per encounter, be prepared to adjust your campaign for adventurers who have much more (or much less) gear.

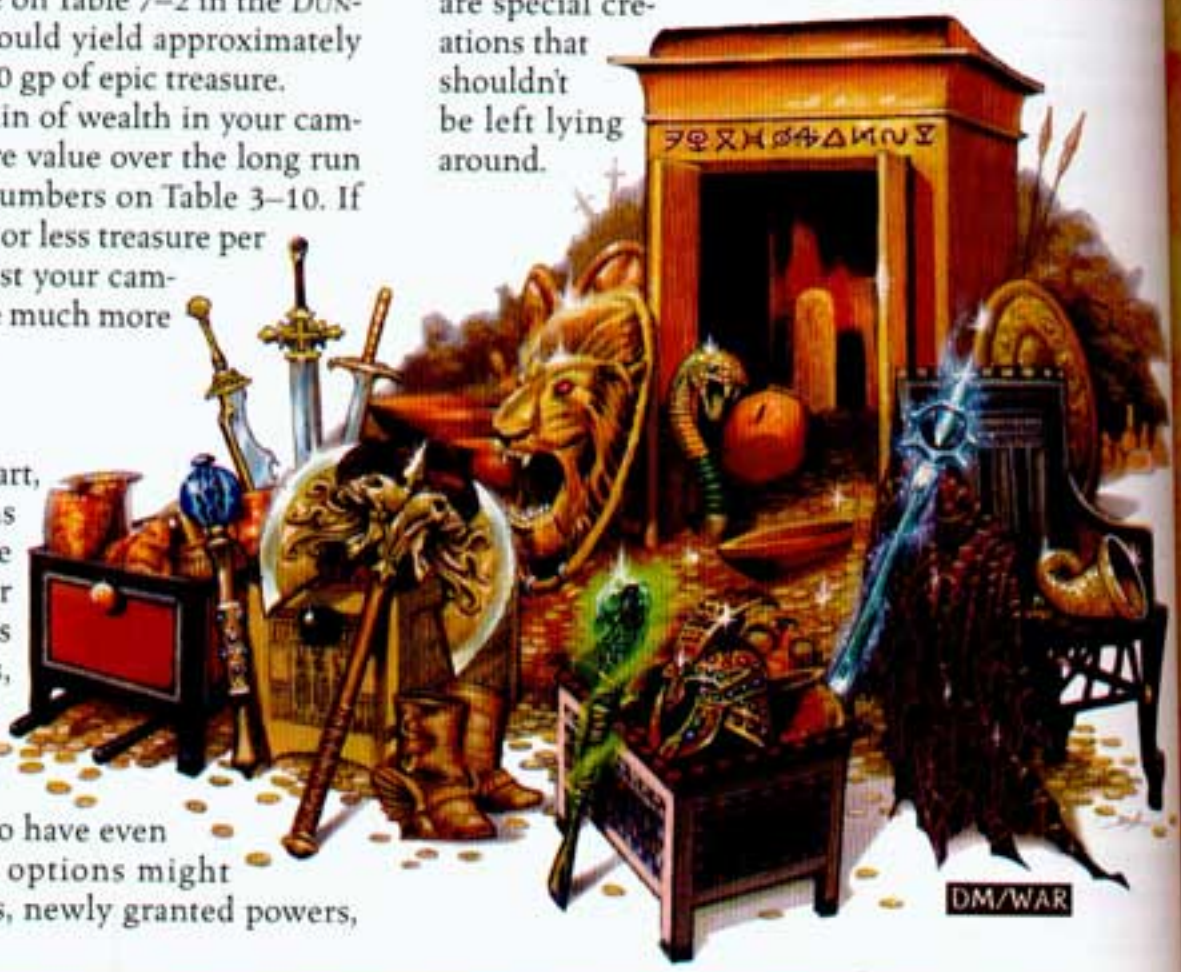
Table 3–10: Epic Treasure Values per Encounter

EL	Average Treasure Value	EL	Average Treasure Value
21	87,000 gp	31	227,000 gp
22	96,000 gp	32	249,000 gp
23	106,000 gp	33	274,000 gp
24	116,000 gp	34	302,000 gp
25	128,000 gp	35	332,000 gp
26	141,000 gp	36	365,000 gp
27	155,000 gp	37	401,000 gp
28	170,000 gp	38	442,000 gp
29	187,000 gp	39	486,000 gp
30	206,000 gp	40	534,000 gp

Alternative Treasures

In addition to the coins, gems, art, mundane gear, and magic items that make up most treasure hoards, there are many other "treasures" that epic characters can gain. Land, strongholds, titles of nobility, and reputation are all good rewards for epic and nonepic characters alike. But epic characters are likely to have even greater desires. Appropriate options might include artifacts, divine favors, newly granted powers, assignment to a post in a deity's power structure, a de plane or plane of one's own, or even divine ascen itself. And of course, the ultimate sign that one's cha ter has truly become epic is to hear stories—epics in t literal sense—told about your exploits.

Beware Artifacts: While an artifact can make a f goal for an adventure or even a reward for a job well do you probably shouldn't use artifacts (either minor major) as random elements of a treasure hoard. Artif are special creations that shouldn't be left lying around.



BEHIND THE CURTAIN: EPIC TREASURE VALUES

The supplementary magic items suggested by the *Dungeon Master's Guide* don't match the treasure values given here. For example, the *Dungeon Master's Guide* suggests that a 21st-level treasure should be just like a 20th-level treasure (average value 80,000 gp) plus one major magic item (average value 40,000 gp). This would suggest that the average 21st-level treasure should be worth 120,000 gp, yet Table 3–10 shows it to be only 87,000 gp.

Above 20th level, treasure accumulates at a slower rate. While treasures throughout most of the characters' caree have increased by about 30% per Encounter Level, that ra can't be sustained indefinitely. If the 30% rate continues, cha acters would quickly gain so much wealth that the economie of entire worlds wouldn't be enough to supply them. Instead, at epic levels treasure values increase by approximately 10% per Encounter Level. This allows characters to gain significa amounts of wealth each level while preventing each characte from having his own moon-sized chunk of platinum.



The *Dungeon Master's Guide* establishes three basic categories of magic items, based on their power (and market price): minor magic items, medium magic items, and major magic items. To that list this book adds a fourth category: the epic magic item. While not truly an artifact, the epic magic item is a creation of such power that it surpasses the other items described in Chapter 8 of the *Dungeon Master's Guide*.

Epic magic items are objects of great power and value. The following are typical characteristics of an epic magic item. In general, an item with even one of these characteristics is an epic magic item.

- Grants a bonus on attacks or damage greater than +5.
- Grants an enhancement bonus to armor higher than +5.
- Has a special ability with a market price modifier greater than +5.
- Grants an armor bonus of greater than +10 (not including magic armor's enhancement bonus).
- Grants a natural armor, deflection, or resistance bonus greater than +5.
- Grants an enhancement bonus to an ability score greater than +6.
- Grants an enhancement bonus on a skill check greater than +30.
- Mimics a spell of an effective level higher than 9th.
- Has a caster level above 20th.
- Has a market price above 200,000 gp, not including material costs for armor or weapons, material component- or experience point-based costs, or additional value for intelligent items.

An epic magic item that grants a bonus beyond those allowed in the *Dungeon Master's Guide* has a higher market price than indicated by the formulas in the core rulebooks. See Creating Epic Magic Items, below, for more information.

Epic magic items are not artifacts. They are not unique, though they are certainly very rare, and anyone with the proper item creation feats can build them (see Chapter 1: Characters, Skills, and Feats).

Even an epic magic item can never grant a dodge bonus, and remember that the maximum inherent bonus you can apply to an ability score is +5. You can't create an epic magic item that uses or mimics an epic spell (see Chapter 2: Epic Spells), because these spells are simply too powerful to hold within a mortal-created item. A major artifact might be able to mimic such a spell, however.

AS

CREATING EPIC MAGIC ITEMS

The process of creating an epic magic item is very similar to creating a nonepic magic item. However, certain important differences exist, as detailed in this section.

CASTER LEVEL

Thanks to metamagic feats and the Improved Spell Capacity feat, spells with an effective level of 10th or higher are possible in epic games. Because these spell slots aren't automatically gained at a particular level like 0- to 9th-level spells are, they don't have a minimum caster level. For this reason, the minimum caster level for any spell of 10th level or higher is set at 11 + spell level.

For example, a magic item that casts a 10th-level spell must have a caster level of at least 21st, while a 17th-level spell would have a minimum caster level of 28th.

PREREQUISITES

In addition to the materials and tools noted in Chapter 8: Magic Items in the *Dungeon Master's Guide*, any epic magic item requires at least two item creation feats: the epic and nonepic version. For instance, an epic staff requires the creator to have both Craft Staff and Craft Epic Staff.

MARKET PRICE

Use the guidelines in the *Dungeon Master's Guide* to determine the market price of an epic magic item, with one addition: If your item gives a bonus beyond the limit allowed in the *Dungeon Master's Guide*, multiply the portion of the market price derived from that characteristic by 10. Some epic characteristics, such as caster level, don't trigger this multiplier.

For example, an ability-boosting item (such as a *belt of giant strength*) normally costs a number of gold pieces equal to the bonus squared × 1,000. Thus, a *belt of giant strength* (+6) costs 1,000 × (6 × 6), or 36,000 gp. However, a similar epic belt that granted a +8 enhancement bonus to Strength would cost 1,000 × (8 × 8) × 10, or 640,000 gp.

A belt that granted a +8 enhancement bonus to Strength and a +6 enhancement bonus to Constitution would cost 640,000 gp for the Strength enhancement (as calculated above), plus 72,000 gp for the Constitution enhancement (doubled from 36,000 gp because it's a second, dissimilar power), for a total of 712,000 gp. Only multiply the epic quality of the item by 10; the nonepic quality (the Constitution enhancement) remains the same.

Of course, if you determine the market price for a new epic magic item by comparing it to other epic magic items in this book, you don't need to multiply the new cost by 10. It's already been done for the existing epic magic items.

EXPERIENCE POINT COST

The experience point cost to create an epic magic item is determined differently than for a normal magic item. For all epic magic items other than scrolls, divide the market price by 100, then add 10,000 XP to the result. The final number is the experience point cost to create the item.

For epic scrolls, divide the market price by 25 (as normal for creating a nonepic scroll), then add 1,000 XP to the result. The final number is the experience point cost to create the epic scroll.

Example: A *ring of epic protection* +10 has a market price of 2,000,000 gp. The experience point cost to create this item would be 2,000,000 ÷ 100 (which is 20,000 XP) + 10,000 XP, for a total of 30,000 XP.

Example: An epic scroll with a 10th-level spell on it, such as a quickened *antimagic field*, has a market price of 5,250 gp. The experience point cost to create this scroll would be 5,250 ÷ 25 (which is 210 XP) + 1,000 XP, for a total of 1,210 XP.

PSIONIC ITEMS

Keep in mind that many of the items presented in this chapter may potentially be reworked as psionic items. For instance, the bonuses conferred by weapons and armor, the resistances of rings, and the ability boosts of various items can just as easily be conferred by psionic items as magic items, with a market value equal to the magical equivalent.

Magic items that grant extra spells are trickier to rework; for that reason, the *ring of epic psionics* has its own description in this chapter. Use that item as a guideline for building your own items that grant extra powers.

BEHIND THE CURTAIN: EPIC MAGIC ITEM COSTS

The gold piece cost to create an epic magic item doesn't follow the normal rules for creating magic items as given in the *Dungeon Master's Guide*. The multiplier on the market value (and thus the gold piece cost to create the item) places epic magic items above the reach of most (if not all) nonepic characters. If a *belt of epic strength* that granted a +8 enhancement bonus cost only 64,000 gp, then it would be a common possession of most high-level fighters. Because D&D adventures weren't designed for magic items more powerful than those in the *Dungeon Master's Guide*, these items must be priced beyond the easy reach of nonepic characters.

Conversely, the experience point cost to create an epic magic item would rapidly outstrip the ability of any character to create it if epic items used the same system of experience point costs. The revised system sets even the most basic epic item as significantly more costly than any nonepic item, but the costs increase at a slower rate than for nonepic items. This allows characters to strive to create more powerful items.

MAGIC ITEM DESCRIPTIONS

In the following sections, each general type of magic item, such as armor or scrolls, has an overall description, followed by descriptions of specific items, if any. Each magic item description and table follows the same format described under Magic Item Descriptions in Chapter 8 of the DUNGEON MASTER'S *Guide*. Specific exceptions are noted as necessary.

RANDOM EPIC MAGIC ITEMS

By the time your campaign reaches the point of including epic magic items as treasure, you probably shouldn't rely on randomly generated magic items in hoards. While such items aren't unique, their sheer power means that they simply aren't left lying around unused, at least not for long.

Still, there will come times when you need an epic magic item in a hurry and want to let the dice make the decision. In that case, follow this procedure to guide your selection.

1. Use Table 4–1: Random Epic Magic Item Generation to determine the specific type of magic item (armor, ring, staff, and so on). (Note that epic potions and epic wands do not exist, because potions can't duplicate the effects of spells higher than 3rd level, and the limit for spells carried in wands is 4th level.)
2. Refer to the table that corresponds to the type of item indicated in step 1. These tables produce an appropriate item for each type.
3. Once the item has been determined, roll d% for its special qualities. The result depends on the type of item.

Armor, Shields, Rings, Rods, Staffs, Wondrous Items:

01	The object is intelligent.
02–61	Something (a design, inscription, or the like) provides a clue to the object's function.
62–100	The object has no special qualities.

Ranged Weapons:

01–05	The weapon is intelligent.
06–45	Something (a design, inscription, or the like) provides a clue to the weapon's function.
46–100	The weapon has no special qualities.

Melee Weapons:

01–20	The weapon sheds light.
21–25	The weapon is intelligent.
26–35	The weapon is both intelligent and sheds light.
36–75	Something (a design, inscription, or the like) provides a clue to the weapon's function.
76–100	The weapon has no special qualities.

4. If the item has charges or uses, roll randomly to determine how many charges or uses it has (as described in Charges, Doses, and Multiple Charges and Uses in Chapter 8 of the DUNGEON MASTER'S *Guide*.

TABLE 4–1: RANDOM EPIC MAGIC ITEM GENERATION

d%	Item
01–15	Armor and Shields (Table 4–2)
16–30	Weapons (Table 4–9)
31–50	Rings (Table 4–18)
51–60	Rods (Table 4–19)
61–75	Scrolls (Table 4–20)
76–87	Staffs (Table 4–24)
88–100	Wondrous Items (Table 4–25)

ARMOR

Except when otherwise stated in this book, epic magic armor and shields follow the rules for magic armor and shields given in the DUNGEON MASTER'S *Guide*.

To generate epic magic armor and shields randomly, first roll on Table 4–2: Armor and Shields, and then roll on Table 4–3, Table 4–4, or Table 4–5 as indicated. Use Table 4–6, Table 4–7, and Table 4–8 as further indicated.

There is no limit to the enhancement bonus of epic magic armor or shields, to the market price modifier of epic magic armor or shield special abilities, or to the total enhancement bonus and market price modifier of epic magic armor or shields.

Epic Armor and Shield Base Price

To find the base price of an epic suit of magic armor or an

VARIANT: COOPERATIVE EXPERIENCE POINT COSTS

Using the standard magic item creation rules, the experience point cost for constructing epic magic items can prove beyond the means of most would-be creators. For this reason, the DM may choose to allow the creator's allies to contribute their own experience points toward this cost.

Such a contribution must be made willingly and without any form of coercion (magical or otherwise). The XP can only come from other PCs, not from NPCs. Even cohorts or other loyal comrades won't contribute experience points in this way.

The creator of the item must contribute at least one-quarter of the item's total experience point cost, regardless of the number of allies who also contribute. For example, if an item requires an expenditure of 40,000 XP, the item's creator (the character with the requisite item creation feats) must contribute at least 10,000 XP.

This variant will allow characters access to many of the most powerful epic magic items described in this book. You may choose to limit its use to special circumstances as determined by the campaign. Also, if you allow PCs to create items this way, consider allowing NPCs in your game to use a similar system, though this requires a judgment call as to which allies of the NPC would willingly contribute experience points to the creation.

Table 4–2: Armor and Shields

d%	Enhancement Bonus	Market Price
01	*+1 shield* [1]	+1,000 gp
02	*+1 armor* [2]	+1,000 gp
03	*+2 shield* [1]	+4,000 gp
04	*+2 armor* [2]	+4,000 gp
05–06	*+3 shield* [1]	+9,000 gp
07–08	*+3 armor* [2]	+9,000 gp
09–12	*+4 shield* [1]	+16,000 gp
13–16	*+4 armor* [2]	+16,000 gp
17–21	*+5 shield* [1]	+25,000 gp
22–26	*+5 armor* [2]	+25,000 gp
27–30	*+6 shield*	+360,000 gp
31–34	*+6 armor*	+360,000 gp
35–38	*+7 shield*	+490,000 gp
39–42	*+7 armor*	+490,000 gp
43–45	*+8 shield*	+640,000 gp
46–48	*+8 armor*	+640,000 gp
49–50	*+9 shield*	+810,000 gp
51–52	*+9 armor*	+810,000 gp
53–54	*+10 shield*	+1,000,000 gp
55–56	*+10 armor*	+1,000,000 gp
57–62	Specific armor or shield [3]	
63–75	Armor with special ability and roll again [4]	
76–98	Shield with special ability and roll again [4]	
99	Epic shield [5]	
100	Epic armor [5]	

[1] Roll also on *Dungeon Master's Guide* Table 8–7: Shield Special Abilities.
[2] Roll also on *Dungeon Master's Guide* Table 8–6: Armor Special Abilities.
[3] Roll on Table 4–8: Specific Epic Magic Armor and Shields.
[4] Roll on Table 4–6: Armor Special Abilities or Table 4–7: Shield Special Abilities.
[5] Roll on Table 4–3: Epic Armor and Shields.

epic magic shield, roll on Table 4–2. Note that the +6 to +10 rows apply only to armor and shields that provide an enhancement bonus of +6 to +10 or armor and shields with a single special ability whose market price modifier is +6 to +10. Magic armor and shields with a total effective bonus of +6 to +10 but that have an enhancement bonus of +5 or less and special abilities whose individual market price modifiers are +5 or less use Table 8–3 in the *Dungeon Master's Guide* to determine price.

Epic Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have special abilities, such as those detailed here and in the *Dungeon Master's Guide*. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Warding: A suit of armor or shield with this special ability normally has a dull gray appearance. The armor absorbs the first 50 points of acid damage per round that the wearer would normally take (similar to the *resist elements* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price:* +6 bonus.

Cold Warding: A suit of armor or shield with this special ability normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 50 points of cold damage per round that the wearer would normally take (similar to the *resist elements* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price:* +6 bonus.

Exceptional Arrow Deflection: This shield functions like a *shield of arrow deflection* (see the *Dungeon Master's*

Table 4–3: Epic Armor and Shields

d%	Enhancement Bonus	Market Price
01–21	+11	+1,210,000 gp
22–39	+12	+1,440,000 gp
40–54	+13	+1,690,000 gp
55–66	+14	+1,960,000 gp
67–76	+15	+2,250,000 gp
77–84	+16	+2,560,000 gp
85–90	+17	+2,890,000 gp
91–94	+18	+3,240,000 gp
95–97	+19	+3,610,000 gp
98–99	+20	+4,000,000 gp
100	Roll again and add +10 to bonus [1]	[2]

[1] This is cumulative if rolled multiple times.
[2] For enhancement bonuses higher than +20, the market price modifier is equal to the square of the bonus × 10,000 gp.

Table 4–4: Random Armor Type

d%	Armor	Armor Cost [1]
01	Padded	+155 gp
02	Leather	+160 gp
03–12	Hide	+165 gp
13–27	Studded leather	+175 gp
28–42	Chain shirt [2]	+250 gp
43	Scale mail [2]	+200 gp
44	Chainmail [2]	+300 gp
45–57	Breastplate [2]	+350 gp
58	Splint mail [2]	+350 gp
59	Banded mail [2]	+400 gp
60	Half-plate [2]	+750 gp
61–100	Full plate [2]	+1,650 gp

All magic armor is masterwork armor (with an armor check penalty 1 lower than normal).
[1] Add to enhancement bonus on Table 4–2: Epic Armor and Shields to determine total market price.
[2] Roll d% to determine material: 01–70 steel; 71–90 mithral; 91–99 adamantine; 100 other or DM choice. Adjust price accordingly.

Table 4–5: Random Shield Type

d%	Shield	Shield Cost [1]
01–10	Buckler	+165 gp
11–15	Shield, small, wooden [2]	+153 gp
16–20	Shield, small, steel [3]	+159 gp
21–30	Shield, large, wooden [2]	+157 gp
31–95	Shield, large, steel [3]	+170 gp
96–100	Shield, tower [2]	+180 gp

All magic shields are masterwork shields (with an armor check penalty 1 lower than normal).
[1] Add to enhancement bonus on Table 4–2: Epic Armor and Shields to determine total market price.
[2] Roll d% to determine material: 01–70 wood; 71–99 darkwood; 100 other or DM choice. Adjust price accordingly.
[3] Roll d% to determine material: 01–70 steel; 71–90 mithral; 91–99 adamantine; 100 other or DM choice. Adjust price accordingly.

Table 4–6: Armor Special Abilities

d%	Special Ability	Market Price Modifier [1]
01–06	Great invulnerability (10/+2)	+4 bonus
07–11	Great invulnerability (15/+3)	+5 bonus
12–19	Negating	+5 bonus
20–26	Acid warding	+6 bonus
27–33	Cold warding	+6 bonus
34–40	Fire warding	+6 bonus
41–44	Great invulnerability (20/+4)	+6 bonus
45–50	Great spell resistance (SR 21)	+6 bonus
51–57	Lightning warding	+6 bonus
58–64	Sonic warding	+6 bonus
65–67	Great invulnerability (25/+5)	+7 bonus
68–72	Great spell resistance (SR 23)	+7 bonus
73–76	Great spell resistance (SR 25)	+8 bonus
77–79	Great spell resistance (SR 27)	+9 bonus
80–87	Roll on Table 8–6 in the *Dungeon Master's Guide*, then roll again on this table	
88–95	Roll twice on Table 8–6 in the *Dungeon Master's Guide*	
96–100	Roll twice again [2]	

[1] Add to enhancement bonus on Table 4–2: Epic Armor and Shields to determine total market price.
[2] If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table 4–7: Shield Special Abilities

d%	Shield Special Ability	Market Price Modifier [1]
01–06	Great invulnerability (10/+2)	+4 bonus
07–12	Great invulnerability (15/+3)	+5 bonus
13–19	Acid warding	+6 bonus
20–26	Cold warding	+6 bonus
27–33	Fire warding	+6 bonus
34–37	Great invulnerability (20/+4)	+6 bonus
38–43	Great spell resistance (SR 21)	+6 bonus
44–46	Infinite arrow deflection	+6 bonus
47–53	Lightning warding	+6 bonus
54–60	Sonic warding	+6 bonus
61–63	Great invulnerability (25/+5)	+7 bonus
64–68	Great spell resistance (SR 23)	+7 bonus
69–71	Exceptional arrow deflection	+8 bonus
72–75	Great spell resistance (SR 25)	+8 bonus
76–78	Great spell resistance (SR 27)	+9 bonus
79	Great reflection	+10 bonus
80–87	Roll on Table 8–6 in the *Dungeon Master's Guide*, then roll again on this table	
88–95	Roll twice on Table 8–6 in the *Dungeon Master's Guide*	
96–100	Roll twice again [2]	

[1] Add to enhancement bonus on Table 4–2: Epic Armor and Shields to determine total market price.
[2] If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Guide), except that it can deflect any type of ranged attack (including spells that require a ranged touch attack) as if it were an arrow. Any time the bearer would normally be struck by a ranged attack, he can make a Reflex saving throw (DC 20). If the ranged attack has an enhancement bonus (or a spell level), the DC increases by that amount. If he succeeds, the shield deflects the attack. The bearer must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shield*, *wall of force*; *Market Price:* +8 bonus.

Fire Warding: A suit of armor or shield with this special ability normally has a reddish hue and often is decorated with a draconic or fiery motif. The armor absorbs the first 50 points of fire damage per round that the wearer would normally take (similar to the *resist elements* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price:* +6 bonus.

Great Invulnerability: This suit of armor or shield grants the wearer damage reduction. The damage reduction can be 10/+2, 15/+3, 20/+4, or 25/+5, depending on the armor.

Caster Level: 19th (10/+2), 20th (15/+3), 21st (20/+4), 22nd (25/+5); *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *stoneskin*, *wish*, or *miracle*; *Market Price:* +4 bonus (10/+2), +5 bonus (15/+3), +6 bonus (20/+4), +7 bonus (25/+5).



Armor of Fire Warding

Great Reflection: This mirrorlike shield is completely reflective. Any time its bearer is targeted with a spell, it automatically reflects the spell back at the caster (as the *spell turning* spell). The wearer can lower or raise this effect as a free action (thus allowing beneficial spells in as desired).

Caster Level: 25th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell turning*; *Market Price:* +10 bonus.

Great Spell Resistance: This suit of armor or shield grants the wearer spell resistance. The spell resistance can be 21, 23, 25, or 27, depending on the armor.

Caster Level: 21st (SR 21), 22nd (SR 23), 23rd (SR 25), 24th (SR 27); *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell resistance*; *Market Price:* +6 bonus (SR 21), +7 bonus (SR 23), +8 bonus (SR 25), +9 bonus (SR 27).

Infinite Arrow Deflection: This shield functions like a *shield of arrow deflection* (see the *Dungeon Master's Guide*), though it can deflect any number of projectiles or thrown weapons each round. Any time the bearer would normally be struck by a ranged weapon, he can make a Reflex saving

throw (DC 20). If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He 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 boulders hurled by giants or *Melf's acid arrow*, can't be deflected.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows, shield*; *Market Price:* +6 bonus.

Lightning Warding: A suit of armor or shield with this special ability normally has a bluish hue and often is decorated with a storm or lightning motif. The armor absorbs the first 50 points of lightning damage per round that the wearer would normally take (similar to the *resist elements* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price:* +6 bonus.

Negating: Immediately after the wearer of this armor is hit with a magic weapon, the armor casts *greater dispelling* on the weapon. (In the case of projectile weapons, the armor casts *greater dispelling* on the weapon that fired the projectile if it is in range. If it is out of range, the armor does nothing.) No weapon can be affected by the armor more than once per day (regardless of the success of the dispel check).

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *greater dispelling*; *Market Price:* +5 bonus.

Sonic Warding: A suit of armor or shield with this special ability normally has a glistening appearance. The armor absorbs the first 50 points of sonic damage per round that the wearer would normally take (similar to the *resist elements* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price:* +6 bonus.

Table 4–8: Specific Epic Magic Armor and Shields

d%	Specific Armor or Shield	Market Price
01–20	*Shapeshifter's armor*	400,165 gp
21–40	*Warlord's breastplate*	416,200 gp
41–57	*Dragonskin armor*	564,550 gp
58–71	*Armor of the celestial battalion*	616,300 gp
72–82	*Armor of the abyssal horde*	768,260 gp
83–93	*Antimagic armor*	871,500 gp
94–100	*Bulwark of the great dragon*	1,612,980 gp



Bulwark of the Great Dragon

Specific Armors and Shields

The following specific suits of armor and shields usually are preconstructed with exactly the qualities described here. Some may have been considered artifacts before the secrets of their construction were discovered.

Antimagic Armor: This *+1 negating full plate armor of invulnerability* is crafted of adamantine (and thus has a natural enhancement bonus of +3). The armor provides a –5 penalty on dispel checks made against it or its wearer.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *greater dispelling, stoneskin, wish* or *miracle*; *Market Price:* 871,500 gp; *Cost to Create:* 436,500 gp + 18,700 XP.

Armor of the Abyssal Horde: This crimson and black suit of *+6 full plate armor* is fashioned to make the wearer appear demonic. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. The armor's clawed gauntlets are effectively +4 keen weapons (1d10/19–20) that afflict the target as if she had been struck by an *energy drain* spell (Fortitude negates DC 23). The armor bestows two negative levels on any nonevil creature wearing it. These negative levels persist as long as the armor is worn and disappear when the armor is removed. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, creator must be evil, *energy drain*; *Market Price:* 768,260 gp; *Cost to Create:* 385,260 gp + 17,660 XP.

Armor of the Celestial Battalion: This bright silver or gold *+7 chainmail* is so fine and light that it can be worn under normal clothing without revealing its presence, though most owners wear it openly and with pride. It has a maximum Dexterity bonus of +10, no armor check penalty, and an arcane spell failure chance of 10%. It is considered light armor, and it allows the wearer to fly at will (as the *fly* spell). Furthermore, the wearer is at all times surrounded by a *magic circle against evil* effect (as the spell) which, if dispelled, can be created again as a free action.

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, creator must be good, *magic circle against evil*; *Market Price:* 616,300 gp; *Cost to Create:* 308,300 gp + 16,160 XP.

Bulwark of the Great Dragon: This +6 *large shield* is made from the scales of a great wyrm dragon and bears the graven image of a dragon's head. Three times per day, the bearer of the shield can command it to belch forth a breath weapon of the appropriate type. The range of this breath weapon is 80 feet (if a line) or 40 feet (if a cone). Regardless of the type, the breath weapon deals 20d6 points of damage.

In addition, the shield provides the bearer with resistance 50 to the energy type that matches its breath weapon.

To determine what type of *dragon shield* is found, roll d% and consult the following table:

d%	Color	Breath
01–10	Black	Line of acid
11–20	Blue	Line of lightning
21–30	Brass	Line of fire
31–40	Bronze	Line of lightning
41–50	Copper	Line of acid
51–60	Gold	Cone of fire
61–70	Green	Cone of corrosive (acid) gas
71–80	Red	Cone of fire
81–90	Silver	Cone of cold
91–100	White	Cone of cold

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements*; *Market Price:* 1,612,970 gp; *Cost to Create:* 806,570 gp + 26,128 XP.

Dragonskin Armor: This +5 *full plate armor* is crafted from the hide of a great wyrm dragon. At the wearer's command, the armor sprouts enormous dragon wings, allowing the wearer to fly at a speed of 90 feet (clumsy) for a total of 4 hours each day. The armor also grants immunity to a specific type of energy, based on the color of dragon that supplied the armor. Roll d% on the following table to determine the color and immunity.

d%	Color	Immunity
01–10	Black	Acid
11–20	Blue	Lightning
21–30	Brass	Fire
31–40	Bronze	Lightning
41–50	Copper	Acid
51–60	Gold	Fire
61–70	Green	Acid
71–80	Red	Fire
81–90	Silver	Cold
91–100	White	Cold

The wearer of the armor takes a –4 circumstance penalty on Diplomacy checks with dragons, but gains a +4 circumstance bonus on Intimidate checks against dragons.

Caster Level: 24th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from elements, shapechange*; *Market Price:* 564,550 gp; *Cost to Create:* 283,250 gp + 15,629 XP.

Shapeshifter's Armor: This suit of +6 *hide armor* grants its full Armor Class bonus regardless of any form the wearer takes (with *polymorph self, shapechange, wild shape*, or similar abilities).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shapechange* or *wild shape* ability; *Market Price:* 400,165 gp; *Cost to Create:* 200,165 gp + 14,000 XP.

Warlord's Breastplate: This +6 *mithral breastplate* has an armor check penalty of –1, a maximum Dexterity bonus of +5, and an arcane spell failure chance of 10%. It is considered light armor and weighs 15 pounds. It grants the wearer a +4 enhancement bonus to Charisma and allows the wearer to attract and lead a number of followers as if he had the Leadership feat (though this power doesn't allow the wearer to attract a cohort). If the wearer already has the Leadership feat, this armor has no cumulative effect on his followers.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *charm monster, sympathy*; *Market Price:* 416,200 gp; *Cost to Create:* 210,200 gp + 14,120 XP.

WEAPONS

Except when otherwise stated in this book, epic magic weapons follow the rules for magic weapons given in *Dungeon Master's Guide*.

To generate magic weapons randomly, first roll on Table 4–9: Weapons, and then roll on Table 4–10 if necessary. Continue by rolling on Table 4–11 if necessary (to determine weapon type), and then refer to one or more of the tables that follow Table 4–11 as indicated.

There is no limit to an epic magic weapon's enhancement bonus, to the market price modifier of an epic magic weapon special ability, or to the total of an epic magic weapon's enhancement bonus and market price modifier.

Epic Weapon Base Price

To find the base price of an epic magic weapon, roll on Table 4–9. Note that the +6 to +10 rows apply only to weapons that provide an enhancement bonus of +6 to +10 or weapons with a single special ability whose market price modifier is +6 to +10. Magic weapons with a total effective bonus of +6 to +10 but that have an enhancement bonus of +5 or less and special abilities whose individual market price modifiers are +5 or less use Table 8–10 in the *Dungeon Master's Guide* to determine price.

Epic Weapon Special Ability Descriptions

Most magic weapons only have enhancement bonuses. They can also have special abilities, such as those detailed here and in the *Dungeon Master's Guide*. A weapon with a special ability must have at least a +1 enhancement bonus.

Acidic Blast: On command, an acidic blast weapon drips a potent acid (though this deals no damage to the wielder). On any hit, this acid splashes the creature struck, dealing +3d6 points of bonus acid damage. On a successful critical hit it instead deals +6d6 points of acid damage (or +9d6 if the critical multiplier is ×3, or +12d6

Table 4–9: Weapons

d%	Enhancement Bonus	Market Price [1]
01–03	+1	+2,000 gp
04–07	+2	+8,000 gp
08–13	+3	+18,000 gp
14–20	+4	+32,000 gp
21–28	+5	+50,000 gp
29–36	+6	+720,000 gp
37–43	+7	+980,000 gp
44–49	+8	+1,280,000 gp
50–53	+9	+1,620,000 gp
54–56	+10	+2,000,000 gp
57–61	Specific weapon [2]	
62–80	Melee weapon with special ability and roll again [3]	
81–99	Ranged weapon with special ability and roll again [3]	
100	Roll on Table 4–10	

[1] This price is for 50 arrows, crossbow bolts, or sling bullets.
[2] See Table 4–17: Specific Weapons.
[3] See Table 4–15: Melee Weapon Special Abilities for melee weapons or Table 4–16: Ranged Weapon Special Abilities for ranged weapons.

Table 4–10: Epic Weapons

d%	Enhancement Bonus	Market Price
01–21	–11	+2,420,000 gp
22–39	–12	+2,880,000 gp
40–54	–13	+3,380,000 gp
55–66	–14	+3,920,000 gp
67–76	–15	+4,500,000 gp
77–84	–16	+5,120,000 gp
85–90	–17	+5,780,000 gp
91–94	–18	+6,480,000 gp
95–97	–19	+7,220,000 gp
98–99	–20	+8,000,000 gp
100	Roll again and add +10 to bonus [1]	[2]

[1] This is cumulative if rolled multiple times.
[2] For enhancement bonuses higher than +20, the market price modifier is equal to the square of the bonus × 20,000 gp.

Table 4–11: Weapon Type Determination

d%	Weapon Type
01–70	Common melee weapon (roll on Table 4–12)
71–80	Uncommon melee weapon (roll on Table 4–13)
81–100	Ranged weapon (roll on Table 4–14)

Table 4–12: Common Melee Weapons

d%	Weapon [1]	Weapon Cost [2]
01–04	Dagger	+302 gp
05–14	Greataxe	+320 gp
15–24	Greatsword	+350 gp
25–28	Kama	+302 gp
29–41	Longsword	+315 gp
42–45	Mace, light	+305 gp
46–50	Mace, heavy	+312 gp
51–54	Nunchaku	+302 gp
55–57	Quarterstaff [3]	+600 gp
58–61	Rapier	+320 gp
62–66	Scimitar	+315 gp
67–70	Shortspear	+302 gp
71–74	Siangham	+303 gp
75–84	Sword, bastard	+335 gp
85–89	Sword, short	+310 gp
90–100	Waraxe, dwarven	+330 gp

All magic weapons are masterwork weapons.
[1] For weapons normally made of steel, roll d% to determine material: 01–85 steel; 86–99 adamantine; 100 other or DM choice. Adjust price accordingly.
[2] Add to enhancement bonus on Table 4–9: Weapons to determine total market price.
[3] Masterwork double weapons incur double the masterwork cost to account for each head (–300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100 on d%) and it has no special abilities.

if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus acid damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *acid fog*; *Market Price:* +6 bonus.

Chaotic Power: A weapon of chaotic power is chaotically aligned and infused with the power of chaos. When it strikes a lawful target, this power erupts forth and deals +3d6 points of bonus chaotic damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of chaotic damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).

The weapon bestows three negative levels on any lawful creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the chaotic power upon their ammunition.

This special ability does not stack with the chaotic special ability described in the *Dungeon Master's Guide*.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *word of chaos*; *Market Price:* +8 bonus.

Distant Shot: A distant shot weapon can be used against any target within line of sight at no penalty for range.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *discern location*; *Market Price:* +6 bonus.

Dread: A dread weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus (so a *+3 dread longsword* is a *+7 longsword* against its foe). Further, it deals +4d6 points of bonus damage against the foe, and if it scores a successful critical hit against the foe, that creature must make a Fortitude save (DC 27) or be destroyed instantly and turned to dust. (This even affects creatures immune to critical hits or death magic.) To randomly determine a dread weapon's designated foe, roll on the following table.

d%	Designated Foe
01–05	Aberrations
06–08	Animals
09–13	Beasts
14–20	Constructs
21–25	Dragons
26–30	Elementals
31–35	Fey
36–40	Giants
41–45	Magical beasts
46–50	Monstrous humanoids
51–53	Oozes
54–58	Outsiders, chaotic
59–65	Outsiders, evil
66–70	Outsiders, good
71–75	Outsiders, lawful
76–77	Plants
78–85	Shapechangers
86–92	Undead
93–94	Vermin
95–100	Humanoids (roll on humanoid subtype table below)

d%	Humanoid Subtype
01–10	Aquatic (includes aquatic elf, lizardfolk, locathah, merfolk, sahuagin)
11–20	Dwarf
21–32	Elf (includes half-elf)
33–27	Gnoll
38–42	Gnome
43–57	Goblinoid (includes bugbear, goblin, hobgoblin)
58–62	Halfling
63–74	Human
75–89	Reptilian (includes kobold, lizardfolk, troglodyte)
90–99	Orc (includes half-orc)
100	Other (DM's choice of any subtype not included here, or roll again)

Caster Level: 22nd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *summon monster IX*; *Market Price:* +7 bonus.

Everdancing: An everdancing weapon is much like a dancing weapon, though it can be loosed with a free action and will fight as long as desired. It can move up to 60 feet away from its owner. Its owner can instruct it to move to a different target as a move-equivalent action. If its owner is rendered unconscious or otherwise unable to direct it, it will fight the same opponent as long as that opponent is conscious and within range. The owner of an everdancing weapon can grasp it again as a free action (assuming it is within reach).

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects*; *Market Price:* +8 bonus.

Fiery Blast: On command, a fiery blast weapon is sheathed in fire (though this deals no damage to the wielder). On any hit, this fire engulfs the creature struck, dealing +3d6 points of bonus fire damage. On a successful critical hit it instead deals +6d6 points of fire damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus fire damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *fireball*; *Market Price:* +6 bonus.

Holy Power: A weapon of holy power is good aligned and blessed with holy power. When it strikes an evil target, this power erupts forth and deals +3d6 points of bonus holy (good) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of holy (good) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).

The weapon bestows three negative levels on any evil creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative

Table 4–13: Uncommon Melee Weapons

d%	Weapon [1]	Weapon Cost [2]
01–03	Axe, orc double [3]	+660 gp
04–07	Battleaxe	+310 gp
08–10	Chain, spiked	+325 gp
11–12	Club	+300 gp
13–16	Crossbow, hand	+400 gp
17–19	Crossbow, repeating	+550 gp
20–21	Dagger, punching	+302 gp
22–23	Falchion	+375 gp
24–26	Flail, dire [3]	+690 gp
27–31	Flail, heavy	+315 gp
32–35	Flail, light	+308 gp
36–37	Gauntlet	+302 gp
38–39	Gauntlet, spiked	+305 gp
40–41	Glaive	+308 gp
42–43	Greatclub	+305 gp
44–45	Guisarme	+309 gp
46–48	Halberd	+310 gp
49–51	Halfspear	+301 gp
52–54	Hammer, gnome hooked [3]	+620 gp
55–56	Hammer, light	+301 gp
57–58	Handaxe	+306 gp
59–61	Kukri	+308 gp
62–63	Lance, heavy	+310 gp
64–65	Lance, light	+306 gp
66–67	Longspear	+305 gp
68–70	Morningstar	+308 gp
71–72	Net	+320 gp
73–74	Pick, heavy	+308 gp
75–76	Pick, light	+304 gp
77–78	Ranseur	+310 gp
79–80	Sap	+301 gp
81–82	Scythe	+318 gp
83–84	Shuriken	+301 gp
85–86	Sickle	+306 gp
87–89	Sword, two-bladed [3]	+700 gp
90–91	Trident	+315 gp
92–94	Urgrosh, dwarven [3]	+650 gp
95–97	Warhammer	+312 gp
98–100	Whip	+301 gp

All magic weapons are masterwork weapons.

[1] For weapons normally made of steel, roll d% to determine material: 01–85 steel; 86–99 adamantine; 100 other or DM choice. Adjust price accordingly.

[2] Add to enhancement bonus on Table 4–9: Weapons to determine total market price.

[3] Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100) and it has no special abilities.

Table 4–14: Ranged Weapons

d%	Weapon	Weapon Cost [1]
01–10	Ammunition	
01–50	Arrows (50)	+350 gp
51–80	Bolts, crossbow (50)	+350 gp
81–100	Bullets, sling (50)	+350 gp
11–15	Axe, throwing	+308 gp
16–25	Crossbow, heavy	+350 gp
26–35	Crossbow, light	+335 gp
36–39	Dart	+300 gp 5 sp
40–41	Javelin	+301 gp
42–46	Shortbow	+330 gp
47–51	Shortbow, composite	+375 gp
52–56	Shortbow, mighty composite (+1 Str bonus)	+450 gp
57–61	Shortbow, mighty composite (+2 Str bonus)	+525 gp
62–65	Sling	+300 gp
66–75	Longbow	+375 gp
76–80	Longbow, composite	+400 gp
81–85	Longbow, mighty composite (+1 Str bonus)	+500 gp
86–90	Longbow, mighty composite (+2 Str bonus)	+600 gp
91–95	Longbow, mighty composite (+3 Str bonus)	+700 gp
96–100	Longbow, mighty composite (+4 Str bonus)	+800 gp

All magic weapons are masterwork weapons.

[1] Add to enhancement bonus on Table 4–9: Weapons to determine total market price.

Table 4–15: Melee Weapon Special Abilities

d%	Special Ability	Market Price Modifier [1]
01–08	Acidic blast	+6 bonus
09–16	Fiery blast	+6 bonus
17–24	Icy blast	+6 bonus
25–32	Lightning blast	+6 bonus
33–40	Mighty disruption	+6 bonus
41–48	Sonic blast	+6 bonus
49–56	Dread	+7 bonus
57–61	Chaotic power	+8 bonus
62–66	Everdancing	+8 bonus
67–71	Holy power	+8 bonus
72–76	Lawful power	+8 bonus
77–81	Unholy power	+8 bonus
82–89	Roll on Table 8–6 in the *Dungeon Master's Guide*, then roll again on this table	
90–97	Roll twice on Table 8–6 in the *Dungeon Master's Guide*	
98–100	Roll twice again [2]	

[1] Add to enhancement bonus on Table 4–9: Epic Weapons to determine total market price.

[2] If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the holy power upon their ammunition.

This special ability does not stack with the holy special ability described in the *Dungeon Master's Guide*.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy word*; *Market Price:* +8 bonus.

Icy Blast: On command, an icy blast weapon is sheathed in icy cold (though this deals no damage to the wielder). On any hit, this cold washes over the creature struck, dealing +3d6 points of bonus cold damage. On a successful critical hit it instead deals +6d6 points of cold damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus cold damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cone of cold*; *Market Price:* +6 bonus.

Lawful Power: A weapon of lawful power is lawfully aligned and infused with the power of law. When it strikes a chaotic target, this power erupts forth and deals +3d6 points of bonus lawful damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of lawful damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).

The weapon bestows three negative levels on any chaotic creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the lawful power upon their ammunition.

This special ability does not stack with the lawful special ability described in the *Dungeon Master's Guide*.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *dictum*; *Market Price:* +8 bonus.

Lightning Blast: On command, a lightning blast weapon crackles with electrical energy (though this deals no damage to the wielder). On any hit, lightning coruscates around the creature struck, dealing +3d6 points of bonus electricity damage. On a successful critical hit it instead deals +6d6 points of electricity damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus electricity damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *lightning bolt*; *Market Price:* +6 bonus.

Mighty Disruption: Like the weapon of disruption, this type of weapon is the bane of all undead. Any undead creature struck in combat must succeed at a Fortitude save (DC 21) or be destroyed. A weapon of mighty disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and

Table 4–16: Ranged Weapon Special Abilities

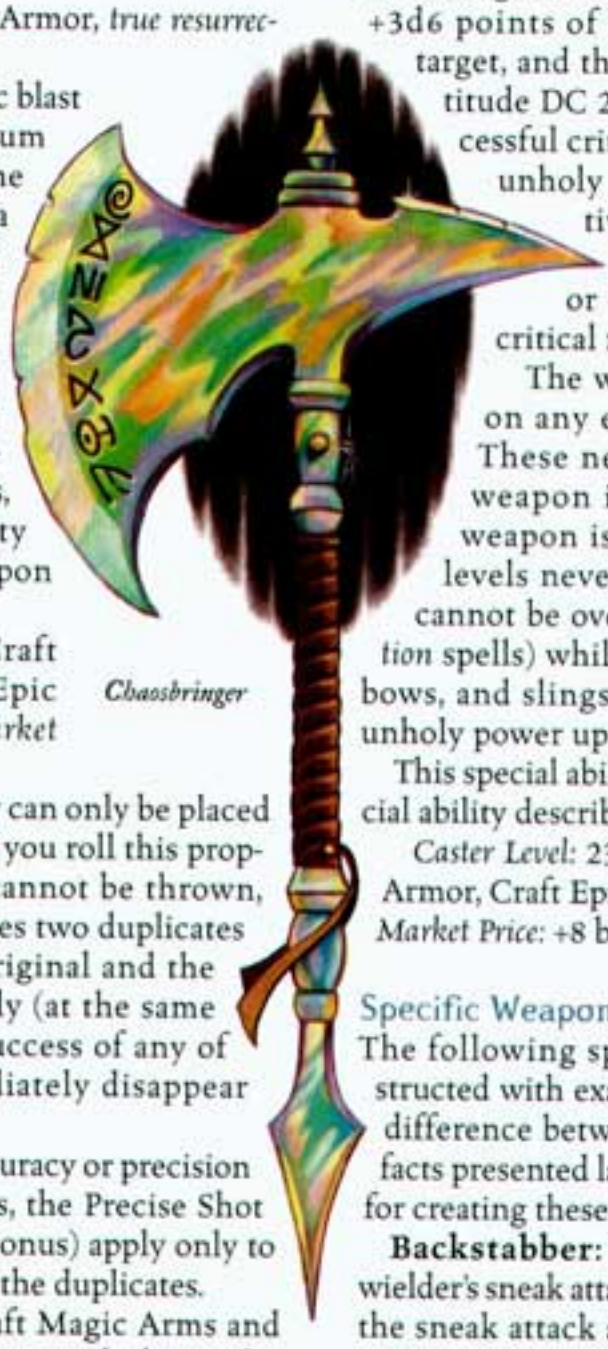
d%	Special Ability	Market Price Modifier [1]
01–07	Acidic blast	+6 bonus
08–14	Distant shot	+6 bonus
15–21	Fiery blast	+6 bonus
22–28	Icy blast	+6 bonus
29–35	Lightning blast	+6 bonus
36–41	Sonic blast	+6 bonus
42–48	Triple-throw	+6 bonus
49–53	Unerring accuracy	+6 bonus
54–60	Dread	+7 bonus
61–65	Chaotic power	+8 bonus
66–70	Holy power	+8 bonus
71–75	Lawful power	+8 bonus
76–80	Unholy power	+8 bonus
81–88	Roll on Table 8–6 in the *Dungeon Master's Guide*, then roll again on this table	
89–96	Roll twice on Table 8–6 in the *Dungeon Master's Guide*	
97–100	Roll twice again [2]	

[1] Add to enhancement bonus on Table 4–9: Weapons to determine total market price.
[2] If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Armor, Craft Epic Magic Arms and Armor, *true resurrection*; *Market Price*: +6 bonus.

Sonic Blast: On command, a sonic blast weapon emits a low thrumming hum (though this deals no damage to the wielder). On any hit, this becomes a thunderous roar that deals +3d6 points of bonus sonic damage to the creature struck. On a successful critical hit it instead deals +6d6 points of sonic damage (or +9d6 if the critical multiplier is ×3, or +12d6 if the critical multiplier is ×4). Bows, crossbows, and slings with this special ability bestow the bonus sonic damage upon their ammunition.

Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shout*; *Market Price*: +6 bonus.



Chaosbringer

Triple-Throw: This special ability can only be placed on a weapon that can be thrown. (If you roll this property randomly for a weapon that cannot be thrown, reroll.) A triple-throw weapon creates two duplicates of itself when thrown. Both the original and the duplicate weapons attack separately (at the same attack bonus). Regardless of the success of any of the attacks, the duplicates immediately disappear after the attack is completed.

Any bonuses on damage due to accuracy or precision (including those from sneak attacks, the Precise Shot feat, or the ranger's favored enemy bonus) apply only to the original weapon's damage, not to the duplicates.

Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shades*; *Market Price*: +6 bonus.

Table 4–17: Specific Weapons

d%	Specific Weapon	Market Price
01–18	*Stormbrand*	235,350 gp
19–33	*Quarterstaff of alacrity*	462,600 gp
34–48	*Souldrinker*	478,335 gp
49–60	*Backstabber*	770,310 gp
61–68	*Mace of ruin*	1,000,312 gp
69–72	*Gripsoul*	1,856,500 gp
73–78	*Elven greatbow*	2,900,400 gp
79–64	*Finaldeath*	3,580,308 gp
85–90	*Chaosbringer*	4,025,350 gp
91–94	*Holy devastator*	4,620,315 gp
95–98	*Unholy despoiler*	4,620,315 gp
99–100	*Everwhirling chain*	5,220,325 gp

Unerring Accuracy: A weapon of unerring accuracy negates any cover or concealment bonuses (short of total cover or total concealment) of its target.

Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *true seeing*; *Market Price*: +6 bonus.

Unholy Power: A weapon of unholy power is evilly aligned and blessed with unholy power. When it strikes a good target, this power erupts forth and deals +3d6 points of bonus unholy (evil) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of unholy (evil) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is ×3, or +12d6 and four negative levels if the critical multiplier is ×4).

The weapon bestows three negative levels on any evil creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the unholy power upon their ammunition.

This special ability does not stack with the unholy special ability described in the *Dungeon Master's Guide*.

Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *unholy word*; *Market Price*: +8 bonus.

Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities listed here. The only difference between these items and some of the artifacts presented later in this chapter is that the processes for creating these weapons are known.

Backstabber: This *+6 short sword* adds +2d6 to the wielder's sneak attack damage. If the wielder does not have the sneak attack ability, this weapon does not grant it.

Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *inflict moderate*

wounds; Market Price: 770,310 gp; *Cost to Create:* 385,310 gp + 17,700 XP.

Chaosbringer: This *+6 greataxe of chaotic power* grants its wielder the ability to fly into a rage (identical to a barbarian's rage) once per day (or one additional time per day if the wielder already has the rage class feature). If the wielder has the greater rage class feature, the weapon also grants the wielder the Incite Rage epic feat.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *emotion, mass charm; Market Price:* 4,025,350 gp; *Cost to Create:* 2,012,850 gp + 50,250 XP.

Elven Greatbow: In the hands of any nonelf, this bow performs only as a *+2 composite longbow*. In the hands of an elf, this weapon functions as a *+5 mighty composite longbow of unerring accuracy*. Its "pull" (the Strength bonus of its mighty aspect) matches its elven wielder's current Strength at all times. Furthermore, any arrows loosed from the bow are considered keen, regardless of the enhancement bonus of the arrow fired.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *bull's strength, keen edge, true seeing; Market Price:* 2,900,400 gp; *Cost to Create:* 1,450,400 gp + 39,400 XP.

Everwhirling Chain: This *+4 defending everdancing spiked chain of speed* continuously twitches in its wielder's hands, as if it is ready to spring to the attack (or defense) of its own accord. The wielder of the *everwhirling chain* can use it to make any number of attacks of opportunity per round (as if he had the Improved Combat Reflexes feat).

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects, haste, shield* (or *shield of faith*); *Market Price:* 5,220,325 gp; *Cost to Create:* 2,610,325 gp + 52,200 XP.

Finaldeath: This *+5 undead dread ghost touch morningstar* also grants its wielder immunity to energy drain attacks. Furthermore, if its wielder is capable of turning undead, he gains the Positive Energy Aura feat.

Caster Level: 22nd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *negative energy protection, plane shift, summon monster* IX, creator must be able to turn undead; *Market Price:* 3,580,308 gp; *Cost to Create:* 1,790,308 gp + 45,800 XP.

Gripsoul: This terrible weapon is enruned with green, glowing sigils, and is set with a jet-black pearl on the crossguard. *Gripsoul* is a *–6 keen longsword*, but instead of dealing additional damage on a critical hit, the weapon imprisons the victim in a gem set in the pommel of the sword as per a *binding* spell heightened to 16th level (DC 30). The same is true of any blow that would otherwise kill a foe or knock him unconscious. Only one creature can be so held, but the wielder can release the bound soul at any time with a command word.

Caster Level: 27th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *binding; Market Price:* 1,856,500 gp; *Cost to Create:* 934,500 gp + 28,440 XP.

Holy Devastator: In the hands of any character other than a paladin, this sword performs as a *+3 holy longsword*. In the hands of a paladin, this weapon functions as a *+7 longsword of holy power* and grants a +5 sacred bonus on the wielder's saving throws against spells with the evil descriptor or spells cast by evil characters. If the paladin wielder smites evil with the *holy devastator*, she adds twice her paladin level to damage (rather than her paladin level).

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy aura, holy smite, holy word; Market Price:* 4,620,315 gp; *Cost to Create:* 2,310,315 gp + 56,200 XP.

Mace of Ruin: This *+7 heavy mace* ignores the hardness or damage reduction of any object or creature it strikes. Furthermore, the weapon can deal critical hits to objects and constructs as if they were living creatures.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *disintegrate; Market Price:* 1,000,312 gp; *Cost to Create:* 500,312 gp + 20,000 XP.

Quarterstaff of Alacrity: Both ends of this *+5 quarterstaff of speed* have equal enhancement and special powers, meaning that it allows an additional attack with each end every round. While the *quarterstaff of alacrity* is held, it grants its wielder a +5 resistance bonus on Reflex saves. It also deflects ranged weapons as if the wielder had the Deflect Arrows and Infinite Deflection feats.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows, shield; Market Price:* 462,600 gp; *Cost to Create:* 231,600 gp + 14,620 XP.

Souldrinker: This *+5 bastard sword* bestows 2d4 negative levels on its target whenever it deals damage, just as if its target had been struck by the *energy drain* spell. Each negative level bestowed grants the wielder 5 temporary hit points. One day after being struck, the subject must make a Fortitude save (DC 25) for each negative level or lose a level. If this sword's power causes a character to have negative levels at least equal to her current level, the character is instantly slain and the wielder gains an additional 10 temporary hit points. Temporary hit points gained from this weapon last for a maximum of 1 hour.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, Spell Focus



Souldrinker

Necromancy), *energy drain*; *Market Price*: 478,335 gp; *Cost to Create*: 239,315 gp + 14,780 XP.

Stormbrand: This +4 *thundering shocking burst* greatsword allows its wielder to fly at will (as the *fly* spell). Furthermore, the wielder can move normally (including flying) even in the strongest winds. When the weapon is drawn, the wielder gains electricity resistance 30 and sonic resistance 30.

Caster Level: 21st; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blindness/deafness*, *call lightning* or *lightning bolt*, *control winds*, *fly*, *protection from elements*; *Market Price*: 235,350 gp; *Cost to Create*: 117,850 gp + 12,350 XP.

Unholy Despoiler: In the hands of any character other than a blackguard, this sword performs as a +3 *unholy longsword*. In the hands of a blackguard, this weapon functions as a +7 *longsword of unholy power* and grants a +5 profane bonus on the wielder's saving throws against spells with the good descriptor or spells cast by good characters. If a blackguard wielder smites good with the *unholy despoiler*, she adds twice her blackguard level to damage (rather than her blackguard level).

Caster Level: 23rd; *Prerequisites*: Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blasphemy*, *unholy aura*, *unholy blight*; *Market Price*: 4,650,315 gp; *Cost to Create*: 2,325,315 gp + 56,500 XP.

RINGS

Epic rings bestow vast powers on their wearer, usually automatically. Few rings have command words or charges.

Epic Ring Descriptions

Standard epic rings are described below.

Adamant Law: The wearer of this blue-black ring is constantly sheathed in a *shield of law* effect. It bestows one negative level on any chaotic creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Caster Level: 15th; *Prerequisites*: Forge Ring, Forge Epic Ring, *shield of law*, creator must be lawful; *Market Price*: 250,000 gp.

Table 4–18: Epic Rings

d%	Ring	Market Price
01–08	*Universal elemental resistance, major*	216,000 gp
09–13	*Elemental immunity (acid)*	240,000 gp
14–15	*Elemental immunity (cold)*	240,000 gp
19–23	*Elemental immunity (electricity)*	240,000 gp
24–28	*Elemental immunity (fire)*	240,000 gp
29–33	*Elemental immunity (sonic)*	240,000 gp
34–38	*Adamant law*	250,000 gp
39–43	*Chaotic fury*	250,000 gp
44–48	*Epic wizardry (V)*	250,000 gp
49–53	*Ineffable evil*	250,000 gp
54–58	*Virtuous good*	250,000 gp
59–63	*Rapid healing*	300,000 gp
64–68	*Sequestering*	300,000 gp
69–72	*Epic wizardry (VI)*	360,000 gp
73–76	*Ironskin*	400,000 gp
77–80	*Epic wizardry (VII)*	490,000 gp
81–83	*Weaponbreaking*	600,000 gp
84–86	*Epic wizardry (VIII)*	640,000 gp
87–89	*Epic protection +6*	720,000 gp
90–92	*Epic wizardry (IX)*	810,000 gp
93–95	*Epic protection +7*	980,000 gp
96–97	*Epic protection +8*	1,280,000 gp
98	*Epic protection +9*	1,620,000 gp
99	*Epic protection +10*	2,000,000 gp
100	*Universal elemental immunity*	2,160,000 gp

Chaotic Fury: The wearer of this jagged metal ring is constantly sheathed in a *cloak of chaos* effect. It bestows one negative level on any lawful creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Caster Level: 15th; *Prerequisites*: Forge Ring, Forge Epic Ring, *cloak of chaos*, creator must be chaotic; *Market Price*: 250,000 gp.

Elemental Immunity: This plain adamantine band continually provides the wearer with immunity to a single type of energy: fire, cold, electricity, acid, or sonic. The wearer takes no damage from the energy of the specific type.

Epic Psionic Item

Ring of Epic Psionics: This special crystal ring comes in a variety of types useful only to psionic characters (characters who have power points per day). The wearer's total power points per day are increased, depending on the ring. The points granted are not bonus points—while the ring is worn, it actually increases the wearer's points per day, but a night's rest is required before gaining access to the increased power point per day total. (Power points are not actually stored in the ring, as would be the case for a crystal capacitor. Instead, the ring grants power points by magnifying the manifester's own power.)

A *ring of epic psionics V* increases the wearer's daily power points by 43 points, a *ring of epic psionics VI* grants 63 power points, a *ring of epic psionics VII* grants 87 power points, a *ring of epic psionics VIII* grants 115 points, and a *ring of epic psionics IX* grants 147 power points.

Manifester Level: 23rd (*epic psionics V*), 26th (*epic psionics VI*), 29th (*epic psionics VII*), 32nd (*epic psionics VIII*), 35th (*epic psionics IX*); *Prerequisites*: Craft Universal Item, Craft Epic Universal Item, *great emulation*; *Market Price*: 250,000 gp (*epic psionics V*), 360,000 gp (*epic psionics VI*), 490,000 gp (*epic psionics VII*), 640,000 gp (*epic psionics VIII*), 810,000 gp (*epic psionics IX*).

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *protection from elements*; *Market Price:* 240,000 gp.

Epic Protection: This ring offers continual magical protection in the form of a deflection bonus to Armor Class of +6 or higher.

Caster Level: 20th: *Prerequisites:* Forge Ring, Forge Epic Ring, *shield of faith*, creator's caster level must be three times the ring's bonus; *Market Price:* 720,000 gp (+6), 980,000 gp (+7), 1,280,000 gp (+8), 1,620,000 gp (+9), 2,000,000 gp (+10).

Epic Wizardry: Like the *ring of wizardry*, this special ring comes in a variety of types useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one particular spell level. An *epic ring of wizardry V* doubles 5th-level spells, an *epic ring of wizardry VI* doubles 6th-level spells, an *epic ring of wizardry VII* doubles 7th-level spells, an *epic ring of wizardry VIII* doubles 8th-level spells, and an *epic ring of wizardry IX* doubles 9th-level spells. Bonus spells from high ability scores, school specialization, or any other source are not doubled.

Caster Level: 23rd (*epic wizardry V*), 26th (*epic wizardry VI*), 29th (*epic wizardry VII*), 32nd (*epic wizardry VIII*), 35th (*epic wizardry IX*); *Prerequisites:* Forge Ring, Forge Epic Ring, *wish*; *Market Price:* 250,000 gp (*epic wizardry V*), 360,000 gp (*epic wizardry VI*), 490,000 gp (*epic wizardry VII*), 640,000 gp (*epic wizardry VIII*), 810,000 gp (*epic wizardry IX*).

Ineffable Evil: The wearer of this crimson ring is constantly sheathed in an *unholy aura* effect. It bestows one negative level on any good creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Caster Level: 15th; *Prerequisites:* Forge Ring, Forge Epic Ring, *unholy aura*, creator must be evil; *Market Price:* 250,000 gp.

Ironskin: This plain band of black iron grants its wearer damage reduction 10/+5.



Ring of Universal Elemental Immunity

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *iron body*; *Market Price:* 400,000 gp.

Rapid Healing: The wearer of this ring of bone grants a living wearer fast healing 3. It must be worn for 24 hours before its powers activate, and if removed it will not function again until it has been worn for 24 hours by the same individual.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *regenerate*; *Market Price:* 300,000 gp.

Sequestering: This crystalline ring becomes invisible when worn. Upon command, the wearer gains the benefits of a *sequester* spell (though she does not become comatose as normal for the spell).

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *sequester*; *Market Price:* 300,000 gp.

Universal Elemental Immunity: This ring appears to be fashioned from four lengths of pure element: acid, fire, cold, electricity. The stone set in the band emits a rumble like distant thunder once every day. When worn, it functions as a *ring of elemental immunity* for all types of energy—fire, cold, electricity, acid, and sonic. The wearer takes no damage from energy of any of these types.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *protection from elements*; *Market Price:* 2,160,000 gp.

Universal Elemental Resistance, Major: This ring functions as a *ring of major elemental resistance* for all types of energy—fire, cold, electricity, acid, and sonic. When the wearer would normally take such damage, subtract 30 points of damage per round from the amount before applying.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *protection from elements*; *Market Price:* 216,000 gp; *Cost to Create:* 108,000 gp + 12,160 XP.

Virtuous Good: The wearer of this pure golden ring is constantly sheathed in a *holy aura* effect. It bestows one negative level on any evil creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.

NONEPIC MAGIC ITEM

Universal Elemental Resistance, Minor: This ring functions as a *ring of minor elemental resistance* for all types of energy: fire, cold, electricity, acid, and sonic. When the wearer would normally take such damage, subtract 15 points of damage per round from the amount before applying.

This is a nonepic magic item.

Caster Level: 15th; *Prerequisites:* Forge Ring, *protection from elements*; *Market Price:* 144,000 gp.

Caster Level: 15th; *Prerequisites:* Forge Ring, Forge Epic Ring, holy *aura*, creator must be good; *Market Price:* 250,000 gp; *Cost to Create:* 125,000 gp + 12,500 XP.

Weaponbreaking: A *ring of weaponbreaking* is identical to a *ring of ironskin*, and has one additional power. Any weapon that successfully strikes the wearer must also make a Fortitude saving throw (DC 20) or be shattered into pieces.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *iron body*, *shatter*; *Market Price:* 600,000 gp; *Cost to Create:* 300,000 gp + 16,000 XP.

RODS

Much like their nonepic counterparts, epic rods run the gamut of magical configurations and qualities.

Table 4–19: Epic Rods

d%	Rod	Market Price
01–08	*Epic spellcaster*	245,000 gp
09–16	*Nightmares*	284,000 gp
17–24	*Epic splendor*	297,000 gp
25–31	*The path*	306,870 gp
32–38	*Epic cancellation*	330,000 gp
39–45	*Epic negation*	446,000 gp
46–51	*Besiegement*	447,745 gp
52–57	*Fortification*	465,665 gp
58–63	*Epic rulership*	575,000 gp
64–69	*Invulnerability*	600,000 gp
70–75	*Paradise*	610,000 gp
76–80	*Restless death*	625,000 gp
81–85	*Excellent magic*	650,000 gp
86	*Wyrm* (white)	1,458,200 gp
87	*Wyrm* (brass)	1,458,200 gp
88–90	*Epic absorption*	1,500,000 gp
91	*Wyrm* (copper)	1,562,600 gp
92	*Wyrm* (black)	1,562,600 gp
93	*Wyrm* (bronze)	1,670,600 gp
94	*Wyrm* (green)	1,670,600 gp
95	*Wyrm* (blue)	1,782,200 gp
96	*Wyrm* (silver)	1,782,200 gp
97	*Wyrm* (gold)	1,897,400 gp
98	*Wyrm* (red)	1,897,400 gp
99–100	*Epic might*	4,293,432 gp

Epic Rod Descriptions

Standard epic rods are described below.

Besiegement: This rod functions as a +3 *light mace*. In addition, it is useful for besieging fortifications. Whenever the wielder makes a charge attack, the rod improves to a +6 weapon. Twice per day, the rod can create a battering ram that lasts for 24 rounds. This ram can strike once per round, dealing 20 points of damage with each hit. It cannot be used to target individuals, only fortifications. It can be damaged by normal means (65 hp, AC 22), and *disintegrate* or *dispel magic* destroys it.

The rod also has the following powers:

Siege Engine: One heavy catapult, two light catapults, or three siege towers may be generated with each use of this power. The power can be used three times per day. Ammunition for 20 shots is included with each weapon created. See the Siege Engines section in Chapter 5 of the Dungeon Master's Guide for more information.

Transmute Rock to Mud: This power can be used three times per day (caster level 24th, save DC 17).

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, *Bigby's clenched fist*, *passwall*, *Rary's telepathic bond*, *transmute rock to mud*; *Market Price:* 447,745 gp; *Cost to Create:* 224,025 gp + 14,474 XP.

Epic Absorption: Like a *rod of absorption*, this rod draws single-target or ray spells and spell-like abilities into itself, nullifying the effect and storing the potential spell levels until the wielder releases the energy in the form of spells of her own. Spells of any level (including those boosted beyond 9th level by metamagic) can be absorbed, although epic spells cannot. The rod absorbs a maximum of 150 spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged.

Caster Level: 23rd; *Prerequisites:* Craft Rod, Craft Epic Rod, Empower Spell, Maximize Spell, empowered maximized *spell turning*; *Market Price:* 1,500,000 gp.

Epic Cancellation: This rod is similar in appearance to a *rod of cancellation*, but more powerful. Its touch drains an item of all magical properties, including the magical energy in epic magic items (but not most artifacts). The item touched gets a Will saving throw (DC 26). If a creature is holding the magic item at the time, then the item can use the holder's Will save bonus in place of its own. In such cases, contact is established by making a melee touch attack roll. Upon draining three items, the rod becomes brittle and useless. Drained items can only be restored by *wish*, *miracle*, or epic spells specifically designed to restore lost power. A *rod of epic cancellation* can neutralize a normal *sphere of annihilation* without itself being cancelled.

Caster Level: 25th; *Prerequisites:* Craft Rod, Craft Epic Rod, *dispel magic*; *Market Price:* 330,000 gp.

Epic Might: This rod is similar to a *rod of lordly might*, although it is far more powerful. It is larger than its normal counterpart, and it is constructed of adamantine rather than normal metal. It has six buttons, several spell-like functions, and several mundane uses, and it can also be used as a magic weapon of various sorts.

The following spell-like functions of the rod can each be used once per day.

- *Dominate Person:* Touched foe is recipient of a *dominate person* spell, if the wielder so commands (Will save DC 24). The wielder must choose to use this power and then succeed with a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *Stun:* Upon command, all enemies viewing the rod are stunned, as per the *power word, stun* spell (10-foot maximum range, Will save DC 24). Invoking this power is a standard action.
- *Damage:* Upon command, the rod deals 10d8 points of damage to an opponent on a successful touch attack

and cures the wielder of a like amount of damage (Will save DC 26). The wielder must choose to use this power before attacking, as with *dominate person*.

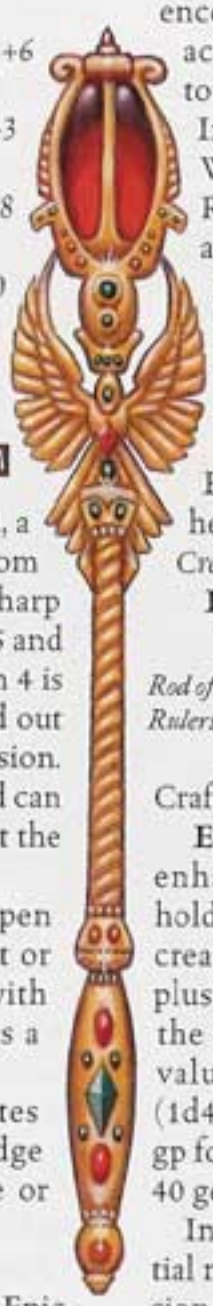
The following weapon uses of the rod have no limits on their use.

- In its normal form, the rod can be used as a +6 *heavy mace*.
- When button 1 is pushed, the rod becomes a +3 *longsword of fiery blasting*.
- When button 2 is pushed, the rod becomes a +8 *battleaxe*.
- When button 3 is pushed, the rod becomes a +10 *shortspear* or +10 *longspear*.

The following mundane uses of the rod also have no limits on their use.

DM

- Climbing pole/ladder: When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 150 feet in a single round, stopping when button 4 is pushed again. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 10,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength bonus of +24.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.



Caster Level: 30th; *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cure critical wounds, inflict critical wounds, bull's strength, fireball, dominate person, power word stun; Market Price:* 4,293,432 gp; *Cost to Create:* 2,151,372 gp + 52,841 XP.

Epic Negation: This rod negates the spell or spell-like function or functions of magic items, including epic magic items (but not artifacts). The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray negates any currently active item function and has a 75% chance to negate any other spell or spell-like functions of that device, regardless of the level or power of the functions, for 2d4 rounds. To negate instantaneous effects, the rod wielder needs to have readied an action. The target item gets no saving throw or means to resist this effect. The rod can function three times per day.

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, *dispel magic, limited wish* or *miracle; Market Price:* 446,000 gp.

Epic Rulership: This rod appears to be a royal scepter worth at least 25,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 360 feet when she activates the device (a standard action). Creatures totaling 900 Hit Dice can be ruled, but creatures with Intelligence scores of 17 or higher are entitled to a Will saving throw (DC 29) to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 1,500 total minutes before crumbling to dust. This duration need not be continuous.

Caster Level: 25th; *Prerequisites:* Craft Rod, Craft Epic Rod, Improved Heighten Spell, improved heightened *mass charm; Market Price:* 575,000 gp; *Cost to Create:* 300,000 gp + 15,500 XP.

Rod of Epic Rulership

Epic Spellcaster: This magnificent adamantine rod grants its wielder a +10 insight bonus on Spellcraft checks made to cast epic spells for as long as he holds or carries the rod.

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod; *Market Price:* 245,400 gp.

Epic Splendor: This rod grants its wielder a +8 enhancement bonus to Charisma for as long as she holds or carries the item. Three times per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of fur and jewels. Apparel created by the rod can remain in existence up to 24 hours. The value of the garb ranges from 70,000 to 100,000 gp (1d4+6 × 10,000 gp)—10,000 gp for the fabric, 50,000 gp for the furs, and the rest for jewel trim (maximum of 40 gems, maximum value 1,000 gp each).

In addition, the rod can, once per week, create a palatial mansion in any floor plan the user desires. The mansion is palatial, able to accommodate up to 250 people, housing them in private chambers and serving them fine banquets. The mansion lasts for three days, after which time it, and everything originally in it (including items removed from the mansion), disappear.

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *fabricate, Mordenkainen's magnificent mansion; Market Price:* 297,400 gp; *Cost to Create:* 191,200 gp + 12,124 XP.

Excellent Magic: This rod sports a shining adamantine headpiece. Once per day when casting a nonepic or epic spell that has an experience point component, the rod supplies up to 2,000 XP, not the caster. If more experience points are required to cast the spell, the caster provides them.

As a special use of the rod, the caster can substitute the power inherent in the rod for the experience point development cost of an epic spell. Doing so drains all the power from the rod, rendering it useless.

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod; *Market Price:* 650,000 gp; *Cost to Create:* 325,000 gp + 26,000 XP.

Fortification: This rod functions as a +3 *light mace*. In addition, it is useful for the construction and defense of fortifications. Whenever the wielder is benefiting from cover, the rod improves that to nine-tenths cover (+10 cover AC bonus and +4 cover Reflex save bonus; failure on the save results in half damage and success results in no damage). Three times per day, the rod can create food and water, as per the cleric spell, for twenty-four people.

The rod also has the following powers:

Fortify: Four times per day, a stone wall can be created that is 12 inches thick, 10 feet high, and 30 feet long. This wall has a parapet and battlements across the top. Alternatively, the power can be used to mend a broken existing wall. The gap to be filled can be no more than 300 square feet in area.) In addition, once per day, a great door of iron can be created that is set into one of the newly created walls. This door, 4 inches thick, may be a double door, a drawbridge, or a portcullis, as chosen by the wielder.

Siege Engine: One heavy catapult, two light catapults, or three ballistae may be generated with each use of this power. The power can be used four times per day. Ammunition for 20 shots is included with each weapon created. See the Siege Engines section in Chapter 5 of the *Dungeon Master's Guide* for more information.

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, *Bigby's interposing hand, create food and water, major creation, wall of iron, wall of stone*; *Market Price:* 465,665 gp; *Cost to Create:* 231,985 gp + 14,634 XP.

Invulnerability: When held, this stout adamantine rod grants its wielder the following powers.

- +5 natural armor bonus.
- +5 resistance bonus on saving throws.
- Damage reduction 50/+3.
- Immunity to critical hits.
- Spell resistance 32.

Caster Level: 20th; *Prerequisites:* Craft Rod, Craft Epic Rod, *iron body, resistance, spell resistance*; *Market Price:* 400,000 gp.

Nightmares: This rod is constructed of an ebony material and takes the form of a horrible, writhing form with a skull-like unearthly head that is unsettling to behold. Anyone who comes within 20 feet of the wielder feels a grave sense of unease. Each person so affected must make a Will save (DC 17) or suffer the effects of a *nightmare* spell the next time he falls asleep. The wielder is immune to this effect. Three times per day, the wielder can utter a command word that causes the rod to emit a horrid, inhuman scream. Up to twenty of the closest creatures within a 30-foot radius who hear this terrible wail believe that their worst nightmares have become reality and suffer the effects of a *wail of the banshee* spell (DC 23).

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *nightmare, permanency, wail of the banshee*; *Market Price:* 284,000 gp.

Paradise: This item creates a nondimensional space, similar in effect to a *rod of security*. However, the rod's possessor and up to 999 other creatures can stay in complete safety for up to 1,000 days divided by the number of creatures affected. Natural healing takes place at five times the normal pace. The rod functions like its nonepic counterpart in all other ways (see the *Dungeon Master's Guide*).

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, Improved Heighten Spell, improved heightened *gate*; *Market Price:* 610,000 gp.

The Path: This rod appears as a shillelagh of darkened, polished oak. It serves as an aid to trailblazing and travel. It grants the wielder a +30 enhancement bonus on Wilderness Lore checks for tracking and Intuit Direction checks. The handle of the rod is hollow, functioning like a telescope. When the wielder peers through it, the limits of vision are three times normal (and spotting distances for encounters are tripled; see Table 3–1 in the *Dungeon Master's Guide*). In addition, the telescoping handle enables the wielder to view things as though affected by a *true seeing* spell.

The rod also has the following powers.

Map: Three times per day a section of the rod unrolls like a scroll from a tube, revealing a map of the surrounding area, centered on the location of the rod. The area shown on the map covers an area as small as 50 feet in radius to as large as 24 miles in radius, zooming in or out with a set of command words. The map reveals natural topography and all types of structures (even hidden ones), but it will not show the location of creatures.

Passage: Three times per day, this power allows the wielder and up to five others in a 20-foot radius to move unhindered through natural plant growth or bodies of water (as per the *freedom of movement* spell).



Rod of Nightmares

Bridge: Once per day, this power allows the user to create a 5-foot-wide, 40-foot-long stone causeway across chasms and canyons.

Pass without Trace: Once per day, this power can be used on the wielder and twenty others, for 21 minutes. It is otherwise as the spell of the same name (caster level 24th).

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *find the path, freedom of movement, pass without trace, wall of stone*; *Market Price:* 306,870 gp.

Restless Death: The holder of this rod can rebuke or control undead as if he were four levels higher. (The rod doesn't grant the ability to rebuke or control undead if you don't already have it.)

In addition, the wielder may speak a command word to cast *animate dead*. Any skeletons or zombies animated by the rod's power are automatically controlled by the rod, up to the rod's maximum limit of 42 HD, and they follow the orders of the rod's wielder. These undead don't count toward the wielder's limit of controlled undead.

Finally, the wielder can speak a second command word to cast *slay living* (heightened to 10th level; DC 25).

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *animate dead, control undead, slay living*; *Market Price:* 625,000 gp.



Rod of Restless Death

Wyrm: Any of the various rods in this series functions as a *+5 quarterstaff*. Upon casting the rod to the ground (a standard action) and uttering a command word, the rod grows into a specific type of dragon (depending on the specific type of rod) by the end of the round. The dragon created is a wyrm (see the *Monster Manual* for full details) and obeys the commands of the owner. The dragon returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 500 feet from the owner. If the dragon form is slain, it returns to rod form and cannot be activated again for three days. A *wyrm rod* only functions if the possessor is of the same alignment as the dragon type.

Caster Level: 34th (white or brass), 35th (black or copper), 36th (green or bronze), 37th (blue or silver), 38th (red or gold); *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, Improved Heighten Spell, improved heightened *polymorph other*, creator must be same alignment as dragon type; *Market Price:* 1,458,200 gp (brass or white), 1,562,600 gp (black or copper), 1,670,600 gp (bronze or green), 1,782,200 gp (blue or silver), 1,897,400 gp (gold or red); *Cost to Create:* 729,400 gp + 24,576 XP (brass or white), 781,600 gp + 25,620 XP (black or copper), 835,600 gp + 26,700 XP (bronze or green), 891,400 gp + 27,816 XP (blue or silver), 949,000 gp + 28,968 XP (gold or red).

SCROLLS

To generate an epic scroll randomly, first roll on Table 4–20 to determine whether the spells are arcane or divine. An epic scroll contains 1d8 spells. For each spell, roll on Table 4–21 to determine its level and then on the appropriate section of Table 4–22 to determine the spell's actual level and total metamagic level adjustments. To determine the specific metamagic level adjustments, roll on the appropriate section of Table 4–23. To determine the spell, use the appropriate section of Table 8–24 or Table 8–25, as found in Chapter 8 of the *Dungeon Master's Guide*.

Table 4–20: Scroll Types

d%	Type
01–70	Arcane
71–100	Divine

Table 4–21: Epic Scroll Spell Levels

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

[1] Market price does not include price of material components or XP costs for spell.
[2] This result is cumulative if rolled multiple times.

Table 4–22: Actual Spell Level

10th-Level Spell

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

11th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–03	1st-level spell plus metamagic (10)
04–08	2nd-level spell plus metamagic (9)
09–15	3rd-level spell plus metamagic (8)
16–24	4th-level spell plus metamagic (7)
25–35	5th-level spell plus metamagic (6)
36–48	6th-level spell plus metamagic (5)
49–63	7th-level spell plus metamagic (4)
64–80	8th-level spell plus metamagic (3)
81–99	9th-level spell plus metamagic (2)
100	DM's choice

12th-Level Spell

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

12th-Level Spell

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

14th-Level Spell

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

15th-Level Spell

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

16th-Level Spell

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

17th-Level Spell

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

18th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–41	8th-level spell plus metamagic (10)
42–59	9th-level spell plus metamagic (9)
100	DM's choice

19th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–99	9th-level spell plus metamagic (10)
100	DM's choice

Table 4–23: Metamagic Level Adjustment to Spells

Metamagic (1)

d%	Metamagic Effects
01–10	Enlarge Spell
11–40	Extend Spell
41–80	Heighten Spell (+1 level)
81–100	Silent Spell

Metamagic (2)

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

Metamagic (3)

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

Metamagic (4)

d%	Metamagic Effects
0115	Enhance Spell
16–40	Heighten Spell (+4 levels)
41–55	Quicken Spell
56–65	Roll on Metamagic (1) and add Maximize Spell
66–75	Roll on Metamagic (2) and add Empower Spell
76–80	Roll on Metamagic (3) and add Enlarge Spell
81–85	Roll on Metamagic (3) and add Extend Spell
86–95	Roll on Metamagic (3) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (3) and add Silent Spell

Metamagic (5)

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

Metamagic (6)

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

Metamagic (7)

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

Metamagic (8)

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

Metamagic (9)

d%	Metamagic Effects
01–30	Heighten Spell (+9 levels)
31–45	Roll on Metamagic (2) and add Intensify Spell
46–55	Roll on Metamagic (5) and add Enhance Spell
56–65	Roll on Metamagic (5) and add Quicken Spell
66–75	Roll on Metamagic (6) and add Maximize Spell
76–80	Roll on Metamagic (7) and add Empower Spell
81–85	Roll on Metamagic (8) and add Enlarge Spell
8690	Roll on Metamagic (8) and add Extend Spell
91–95	Roll on Metamagic (8) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (8) and add Silent Spell

Metamagic (10)

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

STAFFS

There are no epic wands; staffs are the preferred spell-storage item for epic casters. Staffs have 50 charges when created, and they can't be recharged.

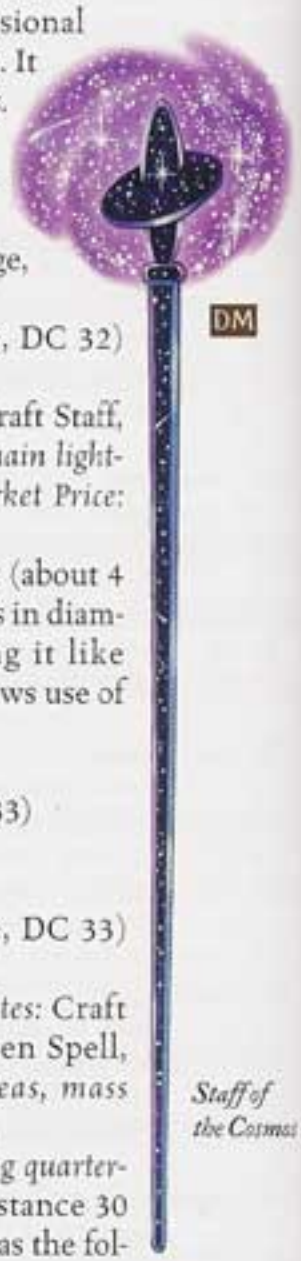
Epic Staff Descriptions

Standard epic staffs are described below.

Cosmos: This smooth staff is crafted from a jet-black stone. Staring into its surface reveals a shimmering, wavering star field with the occasional comet, nebula, or solar flare visible. It allows use of the following spells.

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

Caster Level: 27th; *Prerequisites:* Craft Staff, Craft Epic Staff, Intensify Spell, *chain lightning, meteor swarm, sunburst*; *Market Price:* 683,437 gp.



Staff of the Cosmos

Domination: This staff is short (about 4 feet long) and thick (about 4 inches in diameter) with iron bands encircling it like shackles at regular intervals. It allows use of the following spells.

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

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



Staff of Domination

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

- *Wall of fire* (extended, 1 charge, DC 18)
- *Delayed blast fireball* (intensified to 240 points of damage, 2 charges, DC 22)
- *Meteor swarm* (heightened to 12th, 2 charges, DC 32)
- *Summon monster* IX (extended, 2 charges, elder fire elemental only)

A *staff of fiery power* can be broken in a retributive strike. The breaking of the staff must be purposeful and declared by the

Table 4–24: Epic Staffs

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

wielder. All charges currently in the staff are instantly released in a 30-foot- radius globe. All within 10 feet of the broken staff take points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage. Successful Reflex saving throws (DC 17) reduce the damage sustained by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence; if he does not, the explosive release of spell energy destroys him.

After all charges are used up from the staff, it remains a *+5 quarterstaff* with no special abilities. (Once empty of charges, it cannot be broken in a retributive strike.)

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

The Hierophants: This gnarled, age-darkened walking stick is carved in vines and allows use of the following spells.

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

DM

Staff of the Hierophants

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

Mighty Force: This platinum-shod staff has three powers.

- *Shield* (quickened, 1 charge, may be activated once per round)
- *Forcecage* (1 charge)
- *Bigby's crushing hand* (1 charge)

DM

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

Nature's Fury: This *+5 aberration bane quarterstaff* is made from a single gnarled piece of oak that has been struck by lightning. It allows use of the following spells.

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

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

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

Necromancy: This staff seems to be a series of finger bones fused together. It allows use of the following spells.

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

Staff of Necromancy

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

DM

Planar Might: The wielder of this powerful staff is immune to the effects of any planar alignment traits, as well as the positive-dominant and negative-dominant traits (as described in *Manual of the Planes*). It also allows use of the following spells.

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

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

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

Staff of Planar Might

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

Prism: This staff stands 6 feet tall, is made of crystal, and has three flat sides rather than being round. It allows use of the following spells.

- *Prismatic sphere* (extended, 1 charge, DC 25)
- *Prismatic spray* (extended, 1 charge, DC 22)
- *Prismatic wall* (extended, 1 charge, DC 23)

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

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

Staff of Prism

- *Magic missile* (intensified, quickened, 1 charge, 5 missiles dealing 10 points of damage each)
- *Fireball* (heightened to 6th, enhanced, quickened, 1 charge, 20d6 damage, DC 19)

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

Spheres: This wooden staff is shod in iron and has a 5-inch-diameter iron ball adorning its top. It allows use of the following spells.

- *Otiluke's freezing sphere* (1 charge, DC 19)
- *Otiluke's resilient sphere* (1 charge, DC 16)
- *Otiluke's telekinetic sphere* (1 charge, DC 22)

DM

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

Walls: This staff is not round, but rather a square metallic pillar 6 feet tall, 2 inches on a side. It has a square stone headpiece, inset with a clear diamond. It allows use of the following spells.

- *Wall of iron* (1 charge)
- *Wall of stone* (1 charge)
- *Wall of force* (1 charge)

Staff of Walls

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

Winter: This steel pole is constantly coated with a thin layer of frost. It has a circular metallic headpiece 6 inches in diameter, through which a scene of a raging snowstorm is always visible. The staff allows the use of the following spells.

- *Cone of cold* (intensified, 2 charges, DC 28)
- *Ice storm* (intensified, 2 charges, DC 26)
- *Otiluke's freezing sphere* (intensified. 2 charges, DC 29)
- *Wall of ice* (1 charge)

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

WONDROUS ITEMS

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

Epic Wondrous Item Descriptions

Standard epic wondrous items are described below.

Amulet of Epic Natural Armor: This amulet, usually crafted from dragon scales, toughens the wearer's body and flesh, giving him a natural armor bonus to his AC of +6 or higher, depending on the type of amulet.

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

Staff of Winter

Belt of Epic Strength: This wide belt is made of thick hide and studded with adamantine. The belt adds an enhancement bonus of +8 or higher to the wearer's Strength score.

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

DM

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

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

Staff of Spheres

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

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *mage armor*, creator's caster level must be twice the bracers' bonus; *Market Price:*

1,210,000 (+11), 1,440,000 (+12), 1,690,000 gp (+13), 1,960,000 (+14), 2,250,000 gp (+15); *Weight*: 1 lb.

Bracers of Epic Health: These platinum arm bands usually bear the image of a dragon or other powerful creature. They grant the wearer an enhancement bonus of +8 or higher to Constitution.

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

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

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

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

Caster Level: 40th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *heroes' feast*; *Market Price*: 288,000 gp; *Weight*: 20 lb.

Cloak of Epic Charisma: This lightweight and fashionable cloak has a decorative gold trim. When worn, it grants a +8 or higher enhancement bonus to a character's Charisma score.

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

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



Boots of Swiftness

Table 4–25: Epic Wondrous Items

d%	Wondrous Item	Market Price
01–02	*Horseshoes of the peerless steed*	217,000 gp
03–04	*Mantle of great stealth*	242,000 gp
05–06	*Boots of swiftness*	256,000 gp
07–08	*Cabinet of feasting*	288,000 gp
09–10	*Mantle of epic spell resistance*	290,000 gp
11–13	*Cloak of epic resistance +6*	360,000 gp
14–15	*Gate key*	378,000 gp
16–18	*Cloak of epic resistance +7*	490,000 gp
19–21	*Belt of epic strength +8*	640,000 gp
22–24	*Bracers of epic health +8*	640,000 gp
25–27	*Cloak of epic charisma +8*	640,000 gp
28–30	*Cloak of epic resistance +8*	640,000 gp
31–33	*Gloves of epic dexterity +8*	640,000 gp
34–36	*Headband of epic intellect +8*	640,000 gp
37–39	*Periapt of epic wisdom +8*	640,000 gp
40–42	*Amulet of epic natural armor +6*	720,000 gp
43–45	*Cloak of epic resistance +9*	810,000 gp
46–48	*Amulet of epic natural armor +7*	980,000 gp
49–51	*Belt of epic strength +10*	1,000,000 gp
52–54	*Bracers of epic health +10*	1,000,000 gp
55–57	*Cloak of epic charisma +10*	1,000,000 gp
58–59	*Cloak of epic resistance +10*	1,000,000 gp
60–62	*Gloves of epic dexterity +10*	1,000,000 gp
63–65	*Headband of epic intellect +10*	1,000,000 gp
66–68	*Periapt of epic wisdom +10*	1,000,000 gp
69–71	*Bracers of epic armor +11*	1,210,000 gp
72–74	*Amulet of epic natural armor +8*	1,280,000 gp
75–76	*Belt of epic strength +12*	1,440,000 gp
77–78	*Bracers of epic armor +12*	1,440,000 gp
79–80	*Bracers of epic health +12*	1,440,000 gp
81–82	*Cloak of epic charisma +12*	1,440,000 gp
83–84	*Gloves of epic dexterity +12*	1,440,000 gp
85–86	*Headband of epic intellect +12*	1,440,000 gp
87–88	*Periapt of epic wisdom +12*	1,440,000 gp
89–90	*Amulet of epic natural armor +9*	1,620,000 gp
91–92	*Bracers of epic armor +13*	1,690,000 gp
93–94	*Bracers of epic armor +14*	1,960,000 gp
95–96	*Amulet of epic natural armor +10*	2,000,000 gp
97–98	*Bracers of epic armor +15*	2,250,000 gp
99–100	*Bracers of relentless might*	4,384,000 gp

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

Gate Key: This small tube has a series of rotating rings and small buttons along its length. When properly operated, it can be used to attune any bounded space, such as a doorway or a cave opening, to another bounded space on another plane of existence previously visited by the wielder. When two bounded spaces are attuned, an interdimensional portal springs up at each location, and the two portals are connected. When the wielder creates a pair of portals, he also establishes the necessary key that travelers must have to access the portal. Possible keys include nothing, a pearl, a particular hair color, or even the *gate key* itself. Up to sixty different pairs of portals can be attuned in this manner.

Once all sixty pairs of portals are created, the key cannot create additional gates, though it may still be the necessary key to access some or all of the portals. To any

creature without the proper key, the interdimensional portals are not visible (through *true seeing* or similar magic reveals their presence).

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

Gloves of Epic Dexterity: These tight-fitting, thin leather gloves are very flexible and allow for delicate manipulation. They add an enhancement bonus of +8 or higher to the wearer's Dexterity score.

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

Headband of Epic Intellect: This device is a light cord with a small diamond set so that it rests upon the forehead of the wearer. The headband adds an enhancement bonus of +8 or higher to the wearer's Intelligence score.

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

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

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

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

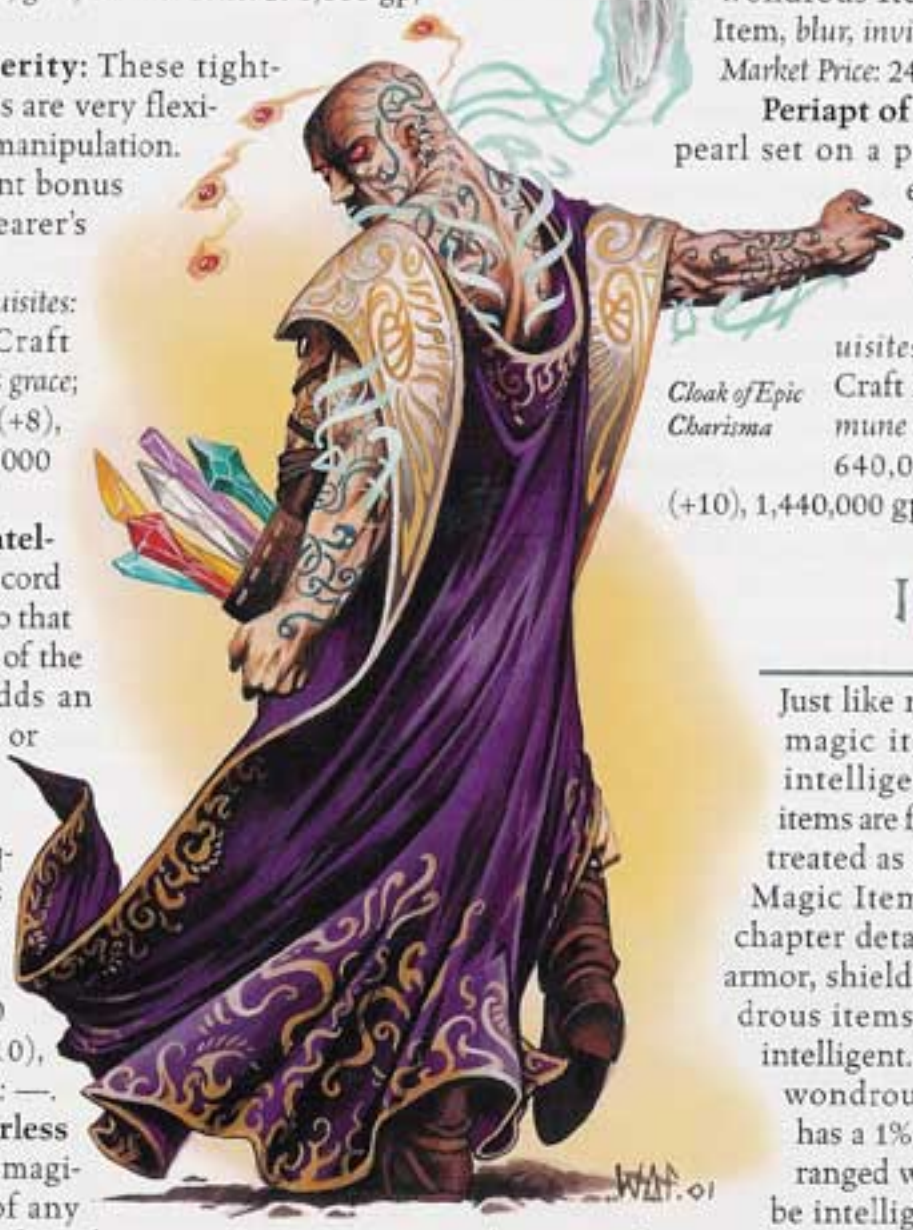
Caster Level: 29th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *spell resistance*; *Market Price:* 290,000 gp. *Weight:* 1 lb.

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

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

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

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



Cloak of Epic Charisma

INTELLIGENT ITEMS

Just like nonepic magic items, epic magic items sometimes possess intelligence of their own. Such items are fully sentient and should be treated as NPCs. The Random Epic Magic Items section earlier in this chapter details the chances that epic armor, shields, rings, rods, staffs, wondrous items, and weapons might be intelligent. In short, a ring, rod, staff, wondrous item, armor, or shield has a 1% chance to be intelligent, a ranged weapon has a 5% chance to be intelligent, and a melee weapon has a 15% chance to be intelligent.

Rather than using the tables in the DUNGEON MASTER'S *Guide*, use the tables below to determine the properties of an intelligent item: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Of the three mental ability scores, two scores are favored (2d6 + some number) and one is completely random (3d6). Choose which scores get assigned which number, or roll 1d4 and determine randomly according to the following table.

TABLE 4–26: MENTAL ABILITY SCORES FOR INTELLIGENT ITEMS

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

As with any intelligent magic item, you should try to design unusual epic magic items along special themes and for specific campaign purposes, using the tables as guidelines and for inspiration. Just because you roll a

specific power doesn't mean you have to assign it to the item. Feel free to change or ignore any results that don't fit your vision of the item.

The first step in determining the properties of a random intelligent epic magic item is to determine its general capabilities. These are found by rolling d% and consulting Table 4–27.

Table 4–27: Epic Item Intelligence, Wisdom, Charisma, and Capabilities

d%	Ability Scores	Capabilities
01–22	Two 2d6+10, one 3d6	Three primary abilities, one extraordinary power
23–40	Two 2d6+11, one 3d6	Three primary abilities, two extraordinary powers
41–54	Two 2d6+12, one 3d6	Four primary abilities, two extraordinary powers
55–64	Two 2d6+14, one 3d6	Four primary abilities, three extraordinary powers
65–71	Two 2d6+16, one 3d6	Four primary abilities, three extraordinary powers, one awesome power
72–73	Two 2d6+18, one 3d6	Four primary abilities, three extraordinary powers, two awesome powers
74	Roll again, but add 1d6 to each ability score [1]	
75–100	Use Table 8–31 in the *Dungeon Master's Guide*	

[1] Cumulative if rolled multiple times.

Market Price Modifier

Each intelligent item is a unique combination of sentience, communication, and special powers. The market price modifiers given in Table 8–31 in the *Dungeon Master's Guide* may not prove sufficient to measure an appropriate market price for such an item. To find the market price for an epic magic item, use these expanded guidelines, adjusting as necessary to find an appropriate final price.

Each point of Intelligence bonus, Wisdom bonus, or Charisma bonus increases the item's market price by 400 gp.

Any form of communication possessed by the item increases its market price by the number shown on Table 4–29: Epic Item Communication.

Each primary ability possessed by the item increases its market price by 2,000 to 10,000 gp (average 6,000 gp).

Each extraordinary ability possessed by the item increases its market price by 15,000 to 35,000 gp (average 25,000 gp).

A special purpose increases the item's market price by 50,000 gp.

An awesome power increases the item's market price by 100,000 gp.

Intelligent Item Alignment

Any item with Intelligence has an alignment. Make sure that the alignment you choose or determine randomly (using Table 4–28: Item Alignment) matches any alignment-oriented special abilities of the item (such as holy power).

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

Table 4–28: Item Alignment

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

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

Item Communication

Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes. For instance, an intelligent drow-made weapon would probably speak Elven, and a holy weapon might speak Celestial.

An item with multiple modes of communication can use any of its modes at will.

Table 4–29: Epic Item Communication

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

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

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

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

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

Intelligent Item Abilities

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

Table 4–30: Intelligent Item Primary Abilities

d%	Primary Ability
01–04	Item has 10 ranks in Intuit Direction
05–08	Item has 10 ranks in Sense Motive
09–12	Wielder has free use of Combat Reflexes
13–16	Wielder has free use of Blind-Fight
17–20	Wielder has free use of Improved Initiative
21–24	Wielder has free use of Mobility
25–28	Wielder has free use of Sunder
29–32	Wielder has free use of Expertise
33–39	*Detect* [opposing alignment] at will
40–42	*Find traps* at will
43–47	*Detect secret doors* at will
48–54	*Detect magic* at will
55–57	Wielder has free use of uncanny dodge (as a 5th-level barbarian)
58–60	Wielder has free use of evasion
61–65	Wielder can use *see invisibility* at will
66–70	*Cure light wounds* (1d8+5) on wielder 1/day
71–75	*Feather fall* on wielder 1/day
76	*Locate object* in a 120-ft. radius
77	Wielder does not need to sleep
78	Wielder does not need to breathe
79	*Jump* for 20 minutes on wielcer 1/day
80	*Spider climb* for 20 minutes on wielder 1/day
81–90	Roll twice again on this table
91–100	Roll on Table 4–31: Intelligent Item Extraordinary Powers instead

If the same ability is rolled twice or more, the range, frequency, or effectiveness of the power is doubled, tripled, and so on.

All abilities function only when the item is held, drawn, or otherwise brandished and the possessor is concentrating on the desired result. Activating a power is a standard action, but using a free feat is not. Feats may be used regardless of prerequisites, but the item still must be held and drawn (or worn, in the case of such items). At the DM's discretion, an intelligent item might activate a power on its own.

Table 4–31: Intelligent Item Extraordinary Powers

d%	Extraordinary Power	Uses
01–05	*Charm person* (DC 11 [1]) on contact	3/day
06–10	*Clairaudience/clairvoyance* (100-ft. range, 1 minute per use)	3/day
11–15	*Magic missile* (200-ft. range, 3 missiles)	3/day
16–20	*Shield* on wielder	3/day
21–25	*Detect thoughts* (100-ft. range, 1 minute per use)	3/day
26–30	*Levitation* (wielder only, 10 minute duration)	3/day
31–35	*Invisibility* (wielder only, up to 30 minutes per use)	3/day
36–40	*Fly* (30 minutes per use)	2/day
41–45	*Lightning bolt* (8d6 points of damage, 200-ft. range, DC 13 [1])	1/day
46–50	*Summon monster III*	1/day
51–55	*Telepathy* (100 ft. range)	2/day
56–60	*Cat's grace* (wielder only)	1/day
61–65	*Bull's strength* (wielcer only)	1/day
66–70	*Haste* (wielder only, 10 rounds)	1/day
71–73	*Telekinesis* (250 lb. maximum, 1 minute each use)	2/day
74–76	*Heal*	1/day
77	*Teleport*, 600 lb. maximum	1/day
78	*Globe of invulnerability*	1/day
79	*Stoneskin* (wielder only, 10 minutes per use)	2/day
80	*Feeblemind* by touch	2/day
81	*True seeing*	At will
82	*Wall of force*	1/day
83	*Summon monster VI*	1/day
84	*Finger of death* (100 ft. range, DC 17 [1])	1/day
85	*Passwall*	At will
86–90	Roll twice again on this table	—
91–100	Roll again on this table, and then roll for a special purpose on Table 4–33	—

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

If the same power is rolled twice, the uses per day are doubled. (If *true seeing* or *passwall* is rolled twice, roll again.)

Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. At the DM's discretion, an intelligent item might activate a power on its own.

Table 4–32: Intelligent Item Awesome Powers

d%	Awesome Power	Uses
01–04	*Astral projection*	1/day
05–08	*Bull's strength* (wielder only; intensified; +10 enhancement bonus to Strength)	1/day
09–12	*Cat's grace* (wielder only; intensified; +10 enhancement bonus to Dexterity)	1/day
13–16	*Chain lightning* (enhanced; 20d6 damage; DC 16 [1])	1/day
17–20	*Dominate monster* (DC 19 [1]) on contact	1/day
21–24	*Endurance* (wielder only; intensified; +10 enhancement bonus to Constitution)	1/day
25–28	*Energy drain* (DC 19 [1]) on contact	1/day
29–32	*Finger of death* (heightened to 9th level; DC 19 [1])	1/day
33–36	*Foresight* (wielder only)	1/day
37–40	*Gate*	1/day
41–44	*Haste* (wielder only; extended; 40-round duration)	3/day
45–48	*Improved invisibility* (wielder only; extended; 40-minute duration)	2/day
49–52	*Mass heal*	1/day
53–56	*Meteor swarm* (DC 19 [1])	1/day
57–60	*Phase door*	2/day
61–64	*Prismatic sphere* (DC 19 [1])	1/day
65–68	*Stoneskin* (wielder only; extended; 400-minute duration)	3/day
69–72	*Summon monster IX* [2] (extended; 40-round duration)	1/day
73–76	*Sunburst* (heightened to 9th level; DC 19 [1])	2/day
77–80	*Teleport without error*	2/day
81–90	Roll twice again on this table	—
91–100	Roll again on this table, and then roll for a special purpose on Table 8–35 in the *Dungeon Master's Guide*	—

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

[2] The weapon can only summon monsters whose alignment has no components that oppose the item's alignment. For instance, a lawful good weapon cannot summon a chaotic or evil creature.

Unless otherwise stated, all awesome powers function at 20th caster level. If you roll the same power, the uses per day are doubled.

Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. At the DM's discretion, an intelligent item might activate a power on its own.

SPECIAL PURPOSE ITEMS

Items with special purposes are a challenge for the DM to run. However, they are worth the trouble, because they can deeply enrich a campaign.

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies, and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others. A lofty—and probably unrealistic—goal, to be sure.

Table 4–33: Intelligent Item Purpose

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

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

Special Purpose Power

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

Table 4–34: Intelligent Item Special Purpose Powers

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

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

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

ITEM EGO

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

Table 4–35: Item Ego

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

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

Thus, a +2 *short sword* (2 Ego points) with an Intelligence score of 10, Wisdom score of 13 (1 Ego point), and Charisma score of 11, plus the primary ability of finding traps (1 Ego point) has an Ego score of 4.

By contrast, imagine a +7 *flaming blast longsword* (15 Ego points: 5 for the enhancement bonus up to +5, 4 for the enhancement bonus up to +7, and 6 for the +6 bonus value of flaming blast [see Table 4–15: Weapon Special Abilities]) with an Intelligence score of 23 (6 Ego points), Wisdom of 19 (4 Ego points), and Charisma of 16 (3 Ego points). Add the primary abilities of *detect magic*, *see invisible*, Improved Initiative, and evasion (4 Ego points), the extraordinary powers of *detect thoughts* (2 Ego points) and *haste* (2 Ego points), and the awesome power of phase door (6 Ego points). Also include the fact that the weapon is telepathic (1 Ego point) and reads languages (1 Ego point), and the sword has a total Ego score of 44.

Items against Characters

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If

the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either item or character, and so on, at the DM's discretion). Should a item gain dominance, it resists the character's desires and demands concessions such as any of the following:

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

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

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

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily command him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior. A *holy devastator*, for example, would certainly not allow destruction of any other lawful good item and might encourage their discovery, even at the risk of having to face grim odds to do so.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessor. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character give it the chance to shatter itself against some hated enemy.

Note: You should assume the personality of the item as you would with any NPC. Refer to Chapter 5: Campaigns in the *Dungeon Master's Guide*, especially Table 5–5: One Hundred Traits, for ideas on personality quirks to make an intelligent item's persona more memorable.

ARTIFACTS

Even in a world with epic magic items, there will always be artifacts: legendary relics of mysterious power, their origins shrouded in tales of lore. Some of these items may be little more than unique epic magic items with a story attached, while others defy even the greatest loremasters' efforts to glean their methods of creation.

Regardless of an artifact's origin, no price can truly be attached to these items. In most cases, this is because their powers flout categorization. Other items are so far

BEHIND THE CURTAIN: PRICING ARTIFACTS

Since epic magic items have market prices and prerequisites for creation, why don't artifacts have these same characteristics? For most artifacts, this is a game balance issue. Because an item's market price sets its creation cost, pricing an artifact would lead to setting its cost to create. If a character had the ability to create *books of exalted deeds* or *spheres of annihilation*, the campaign (and indeed the entire world) could be thrown out of whack. The presence of such items must lie solely in the hands of the DM, who can decide whether or not he wants a *deck of many things* in his game. If these items had prices, then characters could create them as desired, taking this element of control away from the DM.

Still, some artifacts (minor or major) can be reproduced using the epic magic item creation rules. For instance, the *Mace of Cuthbert* is essentially a *+5 holy lawful mace of disruption* (effectively a +11 weapon) with a special power (*searing light* at 20th level at will). According to the epic magic item creation rules, this item would have a market price of approximately 2,500,000 gp. A character who wished to wield a replica of the *Mace of Cuthbert* could have such an item created. It wouldn't be the actual *Mace*, but it would be essentially identical in function.

yond the means of mortal creators that no fair price n be attached to their ownership.

Even though epic characters are extremely powerful, ou should still be careful of placing artifacts in your ame without forethought. Many have the power to eatly influence your campaign, and without a market alue it can be difficult to gauge their relative power in omparison to other magic items. Still, if any campaign lls out for the inclusion of artifacts, it is the epic game. ven if you don't pass these items out as treasure, the mere resence of them in the game can help it feel more "epic."

NOR ARTIFACTS

s stated in the DUNGEON MASTER'S *Guide*, minor artiacts are not necessarily nique items, but rather agic items that no longer n be made by common rtal means—even by the nds of epic creators. Such ems have no established rket price (though their alue can range into the ndreds of thousands of old pieces or more).

Below is a selection of own minor artifacts.

Everfull Purse: This ther belt pouch has the ower to turn a single gold n into many overnight. If ngle gold piece is placed the *everfull purse* at sunet, it will be replaced at nrise by 25 gold pieces. The *purse* has no effect if re than one gold piece is left within, or if anything her than gold is placed within.

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

Libram of Gainful Conjuration: This mystic book is great value to arcane spellcasters of good alignment G, NG, CG). Study of the work requires one week. pon completion, the good arcane caster gains a +1 herent bonus to the ability score controlling his arcane ellcasting ability (for example, Intelligence for wizards Charisma for bards and sorcerers) and experience nts sufficient to place him halfway into the next level experience. (If the reader has levels in more than one ane spellcasting class, he must choose one of the ses to be affected.)

Nongood arcane spellcasters (LN, N, CN, LE, NE, or E) are permanently drained of 1d4+1 points of Constiion and must atone (see the *atonement* spell) in order gain any further experience.

Anyone incapable of casting arcane spells who reads en a single word of the work must make a Will save C 20) or suffer insanity (see the *insanity* spell).



Libram of Gainful Conjuration

Except as indicated above, the writing in a *libram of gainful conjuration* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

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

Libram of Ineffable Damnation: This mystic book is of great value to arcane spellcasters of evil alignment (LE, NE, CE). Study of the work requires one week. Upon completion, the evil arcane caster gains a +1 inherent bonus to the ability score controlling his arcane spellcasting ability (for example, Intelligence for wizards or Charisma for bards and sorcerers) and experience points sufficient to place him halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he must choose one of the classes to be affected.)

Nonevil arcane spellcasters (LN, N, CN, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience.

Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell).

Except as indicated above, the writing in a *libram of ineffable damnation* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

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

Libram of Silver Magic: This mystic book is of great value to arcane spellcasters of neutral alignment (LN, N, CN). Study of the work requires one week. Upon completion, the neutral arcane caster gains a +1 inherent bonus to the ability score controlling his arcane spellcasting ability (for example, Intelligence for wizards or Charisma for bards and sorcerers) and experience points sufficient to place him halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he must choose one of the classes to be affected.)

Evil or good arcane spellcasters (LE, NE, CE, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience.

Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell).

Except as indicated above, the writing in a *libram of silver magic* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

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

Manual of Puissant Skill at Arms: This treatise contains expert advice and instruction in the arts of combat. Any barbarian, fighter, monk, paladin, or ranger who spends one week studying the manual gains a +1 inherent bonus to Strength and experience points sufficient to place him halfway into the next level of experience. (If the reader has levels in more than one of the classes listed, he must choose one of the classes to be affected.)

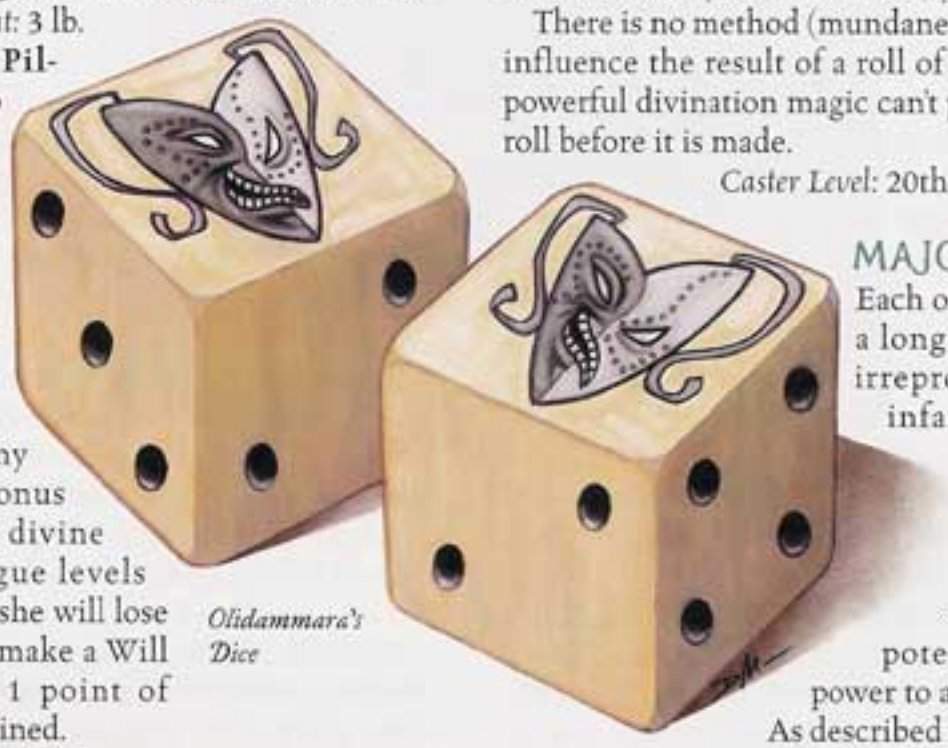
A character without any levels in one of the classes listed gains no bonus from the work, but if an arcane spellcaster without levels in one of the classes listed scans even a single word she will lose 2d6×1,000 XP and must make a Will save (DC 20) or have 1 point of Intelligence permanently drained.

Except as indicated above, the writing in a *manual of puissant skill at arms* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

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

Manual of Stealthy Pilfering: This guide to thievery grants any rogue who spends a week studying its lessons a +1 inherent bonus to Dexterity and experience points sufficient to place him halfway into the next level of experience.

A character without any rogue levels gains no bonus from the work, but if a divine spellcaster without rogue levels scans even a single word she will lose 2d6×1,000 XP and must make a Will save (DC 20) or have 1 point of Wisdom permanently drained.



Olidammara's Dice

Except as indicated above, the writing in a *manual of stealthy pilfering* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

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

Olidammara's Dice: This pair of yellowed ivory cubes appears much like any other pair of typical (6-sided) dice, though in place of the "1" spot is Olidammara's symbol, the mask of comedy and tragedy combined.

A character with a pair of *Olidammara's dice* who wishes to roll them must announce that he is rolling the dice (accidental rolls have no effect). Rolling the dice is a standard action, and both dice must be rolled simultaneously to have any effect.

To mimic the roll of *Olidammara's dice*, the player should roll 2d6 and consult the table below.

2d6	Effect
2	Lose 10,000 XP and dice roll again next round
3	Permanently lose 1d4+1 Dex
4	Gain 1d4 negative levels (Fortitude DC 20 to remove)
5	–1 penalty on all attacks, saves, and checks for 1 hour
6	–4 penalty to AC for 10 minutes
7	+1 morale bonus on attacks and on saves against fear for 10 minutes
8	Gain effects of *blur* for 10 minutes
9	+1 insight bonus on all attacks, saves, and checks for 1 hour
10	Gain effects of *freedom of movement* for 1 hour
11	Gain one *limited wish* (must be used within 1 minute)
12	Gain 10,000 XP and may roll again next round

No character can gain any effect from an additional roll of the dice within 24 hours, with two exceptions. If you roll a 2, the dice automatically roll themselves at the beginning of your next turn and you must accept the additional result. If you roll a 12, you may choose to roll again in the next round (if more than 1 full round elapses between the roll of 12 and your bonus roll, you lose the bonus roll).

There is no method (mundane or magical) to predict or influence the result of a roll of *Olidammara's dice*. Even powerful divination magic can't predict the outcome of a roll before it is made.

Caster Level: 20th; *Weight:* —.

MAJOR ARTIFACTS

Each of these unique items has a long history behind it—an irreproducible creation, an infamous origin, and any number of tales of its passage from antiquity to the present day. These major artifacts are immensely potent items that have the power to alter your campaign.

As described in the DUNGEON MASTER'S *Guide*, major artifacts can only be destroyed by unique means. The specific methods of destruction of the major artifacts described here aren't provided so that the DM can decide them (and so nosy players can't ruin the mystery).

Like those found in the DUNGEON MASTER'S *Guide*, the major artifacts described here are meant as examples. Tailor artifacts to fit your campaign world (including the customization of those below as needed), and always be sure to make the discovery of a major artifact a campaign-defining moment.

Axe of the Dwarvish Lords: According to dwarven legend, this axe is the last survivor of the Five Great Tools forged by the First King of the Dwarves. Over the

nerations, the *Axe of the Dwarvish Lords* has appeared d disappeared dozens of times, its reappearance always guring great change and upheaval among the dwarves. This +6 *keen throwing goblinoid bane dwarven waraxe* is fted so that the back end of the axe head resembles an upting volcano, with the flames forming the head's gged prongs. Any dwarf who holds it doubles the range of darkvision. Any nondwarf who grasps the *Axe* takes 2 nts of temporary Charisma damage; these points cannot healed or restored in any way while the *Axe* is held.

The current owner of the *Axe* gains a +10 bonus on aft (armorsmithing, blacksmithing, gemcutting, stonesonry, and weaponsmithing) checks. The wielder of the *Axe* can summon an elder earth elemental (as *summon nster IX*; duration 20 rounds) once per week.

Codex of the Infinite Planes: The origin of this ghty tome supposedly predates the development of tten language among humans. Also known as *Yagrax's me*, the *Codex of the Infinite Planes* has survived catasm, wars, and the fires of the City of Brass, though its rrent whereabouts are (perhaps fortunately) unknown.

The *Codex* itself is enormous—supposedly, it requires o strong men to lift it. The covers are fashioned from re obsidian and its pages crafted of flexible lead. Its dlitch pages feature strange, alien writing illuminated th drawings both fantastic and grotesque. No matter w many pages are turned, another ways remains.

Anyone opening the *Codex* for e first time is utterly annihilated, with a *destruction* spell (Fortitude C 30 for only 10d6 damage). Those ho survive can peruse its pages d learn its powers, though not thout risk. Each day spent udying the *Codex* allows the ader to make a Spellcraft eck (DC 50) to learn one of s powers (choose the power rned randomly; add a +1 circumstance bonus on the check r additional day spent reading til a power is learned). However, each day of study also forces e reader to make a Will save C 30 + 1 per day of study) to oid being driven insane (as e *insanity* spell).

The powers of the *Codex of e Infinite Planes* are as follows: *astral projection*, *banishment*, *elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *plane shift*, and *al bind*. Each is usable at ll by the owner of the Codex (assuming that he has arned how to access the power).

The *Codex of the Infinite Planes* has a caster level of 30th for the purposes of all powers and catastrophes, and all saving throw DCs are 20 + spell level.

Activating any power requires both a Concentration check and a Spellcraft check (DC 40 + twice the spell level of the power; you can't take 10 on this check). Any failure on either check indicates a catastrophe befalls the user (roll on the table below for the effect). You can only incur one catastrophe per power use, even if you fail both checks.

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

Cup and Talisman of Al'Akbar: These holy relics were carried by the demigod Al'Akbar during his mortal days. To this day, the followers of that deity search the lands to recover these relics, hoping that their recovery will unite and empower the faithful.

The *Cup of Al'Akbar* is a large gem-set golden chalice requiring two hands to lift. It emits light (as the *daylight* spell) at all times and automatically dispels any darkness-based spells whose area it enters. If the cup is filled with holy water (requiring a full gallon), that substance will act as a *potion of cure critical wounds* or a *potion of neutralize poison* (owner's choice) if drunk. This liquid can't be saved or stored in any way.



Axe of the Dwarvish Lords

The *Talisman of Al'Akbar* is a small eight-pointed platinum star hanging from a chain of gold and pearls. The wearer gains a +6 enhancement bonus to Charisma and may cast *remove blindness/deafness*, *remove curse*, and *remove disease* at will.

Furthermore, if the *Talisman* is placed within the *Cup* and the *Cup* filled with holy water, that liquid acts as a special elixir of *resurrection* (as the spell). This effect will function only once per month.

Any evil or chaotic creature that touches the *Cup* or *Talisman* is struck with a *holy word* (if evil) or *dictum* (if evil) spell (or both if the creature is chaotic evil).

Eye of Gruumsh: This lump of rock has a marquis-cut black sapphire set in its center, making it appear similar to a large eye. Orc legends claim that the rock is actually the petrified eye of Gruumsh himself, put out ages ago by the elf deity Corellon Larethian. Elven sages scoff at this story, insisting that Corellon destroyed Gruumsh's eye completely.

Nevertheless, the *Eye of Gruumsh* has great power, particularly in the hands of one of orc blood. If possessed by an orc, it grants a +6 enhancement bonus to Strength and Charisma, and the orc's darkvision range is doubled. Nonorcs who possess the *Eye* gain a +2 enhancement bonus to Strength but take a –2 penalty to Intelligence and Charisma.

Regardless of the owner's race, any weapon wielded by the owner of the *Eye* is considered an *elf bane weapon*. Furthermore, by holding the *Eye* before you, you can perceive things as if you had *true seeing* cast upon you. This can be activated only once per day but lasts as long as you concentrate on it (requiring a standard action each round).

Golem Armor: This enormous suit of black iron *+10 full plate armor* increases the wearer's size by one category (to a maximum of Colossal). The wearer gains a +10 enhancement bonus to Strength and is rendered immune to mind-affecting effects, poison, disease, and similar effects. He is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Unlike the iron golem after which the armor is modeled, *Golem Armor* is immune to rust attacks. The wearer of *Golem Armor* gains damage reduction 50/+3. He also cannot regain hit points by any means (mundane or magical) while the armor is worn. It requires 1 hour to don or extract oneself from *Golem Armor*.



Ring of Gaxx

Invulnerable Coat of Arnd: When humanity was young, a nation in the distant west found itself under the foot of a tyrannical wizard-king, one of the first to master the arcane arts. Seeing the nation's plight, a humble cleric named Arnd prayed to his gods for mercy and was provided a vest of shimmering chain that would stand against the mightiest foe. Though Arnd has long since passed away, the *Coat* remains. Rumors persist that it continually seeks out new owners to wear it into battle.

The *Invulnerable Coat of Arnd* is a *+5 chain shirt of heavy fortification*. It grants its wearer damage reduction 10/+5 and resistance 20 against acid, cold, electricity, fire, and sonic energy. If the wearer can turn undead, treat the wearer as having +4 class levels for purposes of caster level, turning undead, smiting evil, and laying on hands. For instance, a 21st-level cleric would have an effective caster level of 25th, while a 21st-level paladin could lay on hands for 25 × her Charisma modifier in points of damage healed.

Iron Gauntlet of Hextor: This right-handed gauntlet of black iron was worn by Hextor in his first battle against his half-brother Heironeous and was imbued with a fraction of his power and intellect. Since that day, the *Gauntlet* has been passed down to various lieutenants and high priests of the faith of Hextor, always seeking to find the right vessel to further its destructive urges.

The *Gauntlet* grants a +8 enhancement bonus to Strength. The wearer doubles the damage bonus on any smite attacks he makes. If the wearer has the Leadership feat, the wearer's Leadership score increases by +4, but the wearer can never attract or keep followers or cohorts who are good or chaotic. Once per day, the wielder can use *implosion* as a 20th-level caster (DC 23).

The *Iron Gauntlet of Hextor* is intelligent (Int 13, Wis 18, Cha 24, Ego 26) and lawful evil. It can communicate telepathically with its wearer, though it cannot speak. It will always seek to dominate any wearer who isn't lawful evil, forcing such an owner to commit lawful evil deeds (or else find a more suitable wearer).

Ring of Gaxx: This strangely crafted platinum ring of unknown origin is set with a gem of nine facets, each one inscribed with a different incomprehensible rune. Each day at sunrise, the gem turns to display a different facet (with no apparent pattern, though some wearers have reported the ability to control the active facet to some extent). The active facet determines the *Ring*'s power for that day. Each day, roll 1d10 to determine which facet (and thus which power) is active.

1d10	Active Facet Power
1	Wearer is immune to disease
2	Wearer needs no air to survive
3	Wearer gains +5 natural armor bonus
4	Wearer gains low-light vision
5	Wearer gains fast healing 1
6	Wearer can *fly* at will
7	Wearer gains cold resistance 30
8	Wearer gains *freedom of movement*
9	Wearer gains +5 resistance bonus on saving throws
10	Wearer may select which facet is active

The wearer of the *Ring of Gaxx* can, with a great deal of mental exertion, attempt to change the active facet away from one he does not desire. This requires a full-round action and a Concentration check (DC 50), and deals 2d6 points of subdual damage regardless of success. If the save is successful, the new facet is determined randomly.

If the *Ring of Gaxx* is removed, the former wearer takes 2d6 points of subdual damage each minute until it is replaced or until his subdual damage exceeds his current hit points (though the subdual damage resumes again immediately when the former wearer regains consciousness).



This chapter contains entries for more than sixty creatures, mostly hostile, for use in DUNGEONS & DRAGONS® epic level adventures.

See the introduction of the *Monster Manual* for information on how to read the monster entries.

LEVEL ADJUSTMENT

Nonstandard races that are candidates for player characters possess (or can be assigned) a racial trait called level adjustment. This concept is touched on in Chapter 2: Characters in the DUNGEON MASTER'S *Guide*. In a way, level adjustment can be thought of as the race's "monster class." Thus, player characters using one of these races who pick up their first level of a standard class are actually multiclassing in a way, though multiclass rules and restrictions are not invoked (except for one, noted below), nor do these characters gain Hit Dice or other special powers from their "monster class" other than the special abilities naturally attributed to that race.

When creating a character using a nonstandard race, add that race's level adjustment to the character's class level (or levels) to determine its actual character level. In this special circumstance, the character level is now referred to as effective character level (ECL). For instance, a winterwight with a level adjustment of +25 who is also a 1st-level sorcerer has an ECL of 26. Player characters who have level adjustments of +1 or higher (humans and other standard races can be said to have a level adjustment of +0) indicate that their class levels do not accurately reflect their power.

Creating Characters Using ECL: Only let a player create nonstandard race characters when you would otherwise allow that player to create a higher-level standard character of equivalent power. Thus, the winterwight sorcerer with an ECL of 26 noted above could not enter the game until you would normally allow standard 26th-level characters to enter the game.

Advancing Characters Using ECL: Effective character level (ECL), as a measure of a character's power, is equivalent to character level. Normally, character level as a concept is the sum of all the characters' classes. Thus, a human 12th-level sorcerer/14th-level rogue has a character level of 26th. When next he goes up a level, he'll have a character level of 27th; this requires a total of 325,000 XP, as shown on Table 1–2: Experience and Level-Dependent Benefits.

In exactly the same way, a character with an ECL due to its nonstandard race requires

MONSTERS BY CHALLENGE RATING

CR	Monster	ECL
5	Mercane	7
9	Hoary steed	n/a
9	Legendary bear	n/a
10	Legendary tiger	n/a
18	Behemoth eagle	n/a
19	Behemoth gorilla	n/a
21	Chichimec	23
21	Mithral golem	n/a
21	Mu spore	23
21	Pseudonatural troll	24
21	Slaad, white	23
22	Anaxim	24
22	Ha-naga	26
22	Thorciasid	24
23	Brachyurus	25
23	Lavawight	25
23	Paragon, mind flayer	26
23	Ruin swarm	25
23	Winterwight	25
24	Colossus, stone	n/a
24	Sirrush	26
24	Tayellah	26
24	Vermiurge	27
25	Gloom	30
25	Adamantine golem	n/a
25	Hoary hunter	29
25	Hunefer	27
25	Phane	29
25	Slaad, black	27
25	Treant, elder	28
26	Infernal	30
26	Neh-thalggu	30
26	Shadow of the void	28
26	Shape of fire	29
26	Worm that walks	27
27	Colossus, flesh	n/a
27	Gibbering orb	31
27	Uvuudaum	30
28	LeShay	32
28	Prismasaurus	33
28	Sirrush, three-headed	31
29	Demilich	33
29	Hagunemnon	34
30	Atropal	36
30	Genius loci	n/a
30	Titan, elder	35
31	Force dragon, adult	36
31	Dream larva	37
32	Umbral blot	n/a
33	Colossus, iron	n/a
33	Living vault	n/a
34	Phaethon	n/a
35	Dragon, advanced red great wyrm	40
35	Primal elemental, air	n/a
35	Primal elemental, earth	n/a
35	Primal elemental, fire	n/a
35	Primal elemental, water	n/a
36	Xixecal	n/a
39	Devastation centipede	n/a
41	Devastation spider	n/a
42	Devastation scorpion	n/a
50	Devastation beetle	n/a
48	Prismatic dragon, old	58
57	Hecatoncheires	n/a

XP to advance. For instance, a winterwight 1st-level sorcerer/3rd-level rogue has an ECL of 29 (level adjustment of 25 for being a winterwight, + 4 for character level). To go up a level, the winterwight uses its ECL on the Character Level column on Table 1–2. In its case, it needs a total of 435,000 XP to advance to the next level (as it goes from 29th to 30th).

Essentially, the experience point requirement for a nonstandard character to reach the next level is different. Instead of needing character level × 1,000 XP to reach the next level, a character needs its ECL × 1,000 to reach the next level.

MONSTERS BY TYPE (AND SUBTYPE)

Aberration: gibbering orb, ha-naga, neh-thalggu, paragon mind flayer, thorciasid, vermiurge.
Animal: legendary bear, legendary tiger.
Construct: adamantine golem, flesh colossus, iron colossus, living vault, mithral golem, stone colossus, umbral blot.
Construct, Outsider (Lawful): anaxim.
Dragon: advanced dragon, force dragon, prismatic dragon.
Elemental (Air): primal air elemental.
Elemental (Earth): primal earth elemental.
Elemental (Fire): primal fire elemental.
Elemental (Water): primal water elemental.
Fey: hoary hunter, leShay.
Magical Beast: brachyurus, hoary steed, prismasaurus, sirrush, tayellah, three-headed sirrush.
Monstrous Humanoid: gloom.
Ooze: genius loci, ruin swarm, worm that walks.
Outsider: behemoth eagle, behemoth gorilla, elder titan, pseudonatural troll.
Outsider (Air): chichimec.
Outsider (Chaotic): dream larva, phane, black slaad, white slaad.
Outsider (Cold): xixecal.
Outsider (Evil): hecatoncheires, uvuudaum.
Outsider (Evil, Lawful): infernal.
Outsider (Evil, Chaotic): infernal.
Outsider (Fire): phaethon.
Outsider (Lawful): mercane.
Plant: elder treant, mu spore.
Shapeshifter: hagunemnon.
Undead: demilich, hunefer.
Undead (Cold): shadow of the void, winterwight.
Undead (Fire): lavawight, shape of fire.
Undead, Outsider (Evil): atropal.
Vermin: devastation centipede, devastation spider, devastation scorpion, devastation beetle.

ABOMINATION

Abominations are mistakes—the unwanted, unforeseen offspring of misguided deific concourse. Abortions of spirit, abominations live on, nurtured by their quasi-deific powers and pure, undiluted hate of their forebears and all naturally formed creatures.

Abominations are misshapen, grotesque, and horribly marked from their godly birth-throes. Abominations come in an overwhelming variety of forms, all terrible. Accursed of heaven and hell, abominations are sealed away for eons at a time. But over the course of time, abominations are sometimes accidentally freed or manage to escape on their own. An abomination's appearance can panic nations, worlds, or entire planes of existence. Thankfully, most abominations remain securely locked away by higher deific decree.

Abominations posses the spark of godhood. As such, they are virtually immortal unless slain. (They are not actually immortal, but they age so slowly and they need to eat, sleep, and even breathe so rarely that death for an abomination normally only comes through conflict.) Though they are unable to grant spells to followers, some abominations are worshiped regardless.

Abominations speak Abyssal, Celestial, Infernal, and often a language associated with their imprisonment (Aquan, Auran, Terran, or Ignan).

Combat

Abominations take unholy delight in cataclysm. Projecting their own self-loathing on the multiverse at large, they seek to tear it all down. The eradication of life, death, and existence itself is the goal of most abominations. Though they hardly require food, abominations gain their single satisfaction by feeding, especially on still-living victims.

ABOMINATION TRAITS

All abominations share these characteristics.

Immunities (Ex): Abominations are immune to polymorphing, petrification, or any form-altering attack. They are not subject to energy drain, ability drain, or

BUILDING ABOMINATIONS

Prison planes seal away more abominations than can be cataloged. However, the DM can create new abominations using the following information.

Abominations are a grouping, not a type. In fact, abominations are a grouping of the outsider type in the same way that demons are a grouping of the outsider type. The accompanying table indicates the average values an abomination of a given size might have for its basic physical scores.

Abominations also share several other characteristics.

Abomination Traits: All abominations are born directly (or indirectly, as in the case of anaxims) from a god and some lesser creature (or idea), but none are favored, wanted, or loved. Still, they all share a tiny spark of deific energy, which grants them the qualities described in Abomination Traits, earlier in this chapter. (Note: If you are using the rules presented in *Deities and Demigods*, abominations are rank 0 deities.)

Fast Healing and Regeneration: Most abominations have some measure of fast healing and regeneration, ranging from 1 to 55 for both abilities. Usually, higher HD abominations have higher values for fast healing and regeneration, though this not always the case. If an abomination has regeneration, it is usually subject to normal damage from at least two sources, one of which is the antithesis for their subtype (for instance, evil abominations are subject to normal damage from good weapons), and the other of which is somehow tied to some unique feature of the abomination (for instance, an abomination sired by a sun god might take normal damage from weapons forged in darkness or at night).

Natural Armor: All abominations have some degree of natural armor bonus ranging from +10 to +100. Usually, higher HD abominations have higher natural armor bonuses, but this is not always the case.

Spell-Like Abilities: All abominations have access to a variety of spells in the form of spell-like abilities, which they can use as 20th- or higher-level casters, depending on the abomination. No rule governs how many or how few spell-like abilities an abomination may claim, though the infernal serves as a good guide for the upper limit.

Unique Abilities: All abominations have at least one or more unique abilities tied to their godly parent's portfolio, or to the manner of their incarceration. For instance, an abomination born of a sun god might give off blinding, searing light wherever it went—or it could have the power to plunge an area into darkness forever.

Spell Resistance: As a general rule of thumb, abominations have spell resistance equal to their CR +12.

Size	Str	Dex	Con	# of HD	Slam	Bite	Claw	Gore
Fine	12–13	26–27	12–13	4d8–9d8	—	1d6	1d4	1d4
Diminutive	14–15	24–25	14–15	7d8–13d8	1d4	1d8	1d6	1d6
Tiny	18–19	22–23	16–17	10d8–21d8	1d6	2d6	1d8	1d8
Small	26–27	20–21	20–21	19d8–33d8	1d8	2d8	2d6	2d6
Medium-size	34–35	18–19	24–25	27d8–38d8	2d6	4d6	2d8	2d8
Large	42–43	16–17	28–29	36d8–50d8+	2d8	4d8	4d6	4d6
Huge	50–51	14–15	32–33	47d8–58d8+	4d6	8d6	4d8	4d8
Gargantuan	58–59	12–13	36–37	56d8–70d8+	4d8	8d8	8d6	8d6
Colossal	66–67	10–11	40–41	71d8+	8d6	16d6	8d8	8d8

ability damage. They are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and are immune to one of five energy types (specific to the abomination).

Resistances (Ex): Abominations have fire resistance 20, cold resistance 20, and damage reduction of at least 30/+6 (certain abominations have higher damage reduction). Abominations all have significant spell resistance. Abominations resist detection, and are all treated as if affected by a *nondetection* spell of a caster level equal to the abomination's HD.

Special Qualities (Ex): All abominations have the spell-like ability to use *true seeing* at will, allowing them to pierce illusions, see invisible creatures, and see past foes protected by *blur*, *displacement*, or similar effects. Abominations are not subject to death from massive damage, and they have maximum hit points per Hit Die. Abominations have the blindsight extraordinary ability to a range of 500 feet. Abominations can choose both nonepic and epic feats as part of their feat selection.

Telepathy (Su): Abominations can communicate telepathically with any creature within 1,000 feet that has a language.

***Summon Creature* (Sp)**: Abominations can summon creatures associated either with the portfolio of their godly progenitor or with their imprisonment. For example, an abomination whose deific father's portfolio included the sky might be able to summon air elementals, while another abomination sealed away deep in the earth might be able to summon earth elementals (regardless of its mother's or father's portfolio). Summoned creatures serve the abomination without question. Summoned creatures automatically return whence they came after 1 hour, or sooner if slain. See specific abomination entries for additional details on summoning.



ANAXIM

Medium-Size Construct, Outsider (Lawful)
Hit Dice: 38d10 (380 hp)
Initiative: +7 (Dex)
Speed: 60 ft., fly 200 ft. (perfect)
AC: 37 (+7 Dex, +20 natural)
Attacks: 2 spinning blades +40 melee, 2 slams +
melee, shocking touch +35 melee touch; or elec
ity ray +35 ranged touch, 6 spikes +30 ranged (120
range increment)
Damage: Spinning blade 2d6+12, slam 2d6+6, sho
ing touch 2d6+6, electricity ray 10d6 electric
spikes 2d6+12
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Rend 4d6+18, sonic blast, spell-li
abilities, summon iron golem
Special Qualities: Abomination traits, magic immu
construct traits, fast healing 15, SR 34, 30/+6
Feats: Cleave, Great Cleave, Power Attack, Sunder
Saves: Fort +12, Ref +19, Will +17
Abilities: Str 35, Dex 25, Con —, Int 20, Wis 20, Cha 2
Climate/Terrain: Any
Organization: Solitary, binary (pair), or command
(2–5 anaxims and 5–12 iron golems)
Challenge Rating: 22
Treasure: Standard
Alignment: Always lawful neutral
Advancement: 39–48 HD (Large); 49–55 H
(Huge); 56–70 HD (Gargantuan); 71–140 H
(Colossal)

Anaxims are the ill-conceived design
crafted by gods of the forge.

Unlike most abomina
tions, anaxims are bor
not of lust, but piece b
labored piece from me
chanical designs inspire
by apocalyptic impulses. An
axims are constructs that wer
not purged as they should hav
been, and so gained a pseudo-lif
of their own. Anaxim
appear as human-
sized conglomera
tions of iron
clockwork
gears, shear
ing blades, me
tallic fists, and
other unfamiliar
moving parts of iron.
Generally, they ap
pear unbalanced
unwieldy, and om
nously jutting with too many cutting implements.
An anaxim takes to the air by deploying a special set of
rotating blades from its back; once deployed, the blades
spin over its head with a constant roar of noise and
rushing air.

Most failures of forge gods are never discovered, but
anaxims are somehow imbued with the spark of deific

ight that all abominations share. Despite their artificial ast, anaxims are animate and determined to make heir own way in the world, seeking revenge for eing consigned to the scrap heap by their per-ectionist creators.

mbat
naxims have a variety of at-cks forms, including simple am attacks, a special elec-icity touch attack, and heir favored spinning lades. Foes at a dis-ance of 10 feet or more re subject to spike pro-ectiles, an electricity ay, or a sonic roar.

Sonic Blast (Ex): As a andard action, an anaxim an emit a 60-foot cone of onic energy that deals 20d6 oints of sonic damage to all reatures that fail a Reflex save DC 29); those that succeed take alf damage.

Rend (Ex): If the anaxim hits with a spinning blade, the spin-ing blade slices particularly ell. This attack automati-ally deals an additional 4d6+18 points of damage.

Spell-Like Abilities: t will—*greater dis-olving*, *displacement*, *mproved invisibility*, *thereal jaunt*. Caster evel 22nd; save DC 15 + spell level.

Summon Iron Golem (Sp): An anaxim can summon an ron golem up to four times per day.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

ATROPAL

Large Undead, Outsider (Evil)
Hit Dice: HD 66d12 (792 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 5 ft., fly 240 ft. (perfect)
AC: 51 (−1 size, +2 Dex, +40 natural)
Attacks: 2 touches +49 melee touch, eye ray +30 ranged touch
Damage: Touch 2d6 Con drain/19–20, eye ray negative level damage/19–20
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Constitution drain, energy drain (2d4 negative levels, Fort DC 59), spell-like abilities, *summon nightcrawler*
Special Qualities: Abomination traits, undead traits, rebuke/command undead, regeneration 20, SR 42, DR 40/+8, negative energy aura
Saves: Fort +22, Ref +26, Will +43
Abilities: Str 43, Dex 15, Con –, Int 28, Wis 22, Cha 42
Skills: Concentration +82, Hide −2, Knowledge (arcana) +75, Listen +8, Spellcraft +80, Spot +19
Feats: Alertness, Cleave, Combat Casting, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (touch), Improved Critical (eye ray), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Quicken Spell-Like Ability, Run, Spring Attack, Skill Focus (Spellcraft), Weapon Focus (touch), Weapon Focus (eye ray), Whirlwind Attack
Epic Feats: Devastating Critical (touch), Overwhelming Critical (touch), Undead Mastery, Zone of Animation
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 30
Treasure: Standard
Alignment: Always lawful evil
Advancement: 67–80 HD (Large); 81–100 HD (Huge)

Atropals are stillborn godlings who spontaneously rise as undead.

A soul-numbing cold comes before and follows after an atropal—the life energy of heroic creatures is suppressed in its foul aura, and the life force of lesser creatures is extinguished. An atropal is black with afterbirth, malformed and unfinished, and obviously undead. Its wet, wrinkled, and bloated humanoid body is surmounted by a hairless, overlarge head. Its eyes are glassy and vacant. It constantly drools stinking ichor as

it mouths obscenities. Its arms are too slender and its tiny hands end in cruelly sharpened nails, while its legs are atrophied, dead things that hang useless below it. An atropal never walks, but always floats.

When an atropal rises, the gods cringe, and seek to banish the horrid remnant by sealing it away in a separate cemetery plane or beneath the crypts of dead civilizations. Woe to the adventuring party or wizard-archeologist who untombs an atropal—once released, the atropal kills everything in a wider and wider swath until it is somehow neutralized. The undead nations led by necromancer kings of past ages may have actually been led by atropals.

Combat

Atropals send minion undead and nightcrawlers before them. They are quick to cast *greater dispelling* on foes, especially those using spells to protect them against negative energy and those who have the *death ward* spell cast.

Spell-Like Abilities: At will—*animate dead, blasphemy, create greater undead, create undead, cone of cold, desecrate, greater dispelling, finger of death, improved invisibility, plane shift, slay living, speak with dead, spectral hand, teleport without error, unholy aura*; 5/day—*haste, project image, weird.* Caster level 30th; save DC 26 + spell level.

Rebuke/Command Undead (Su): Atropals can rebuke or command undead as a cleric of the same level as the atropal's HD.

Negative Energy Aura (Su): A 30-foot-radius spread negative energy aura spreads from each atropal. All undead in the field (including the atropal) are treated as if having turn resistance +20 and a negative energy version of fast healing 20. Living creatures in the aura are treated as having ten negative levels unless they have some sort of negative energy protection or protection from evil. Creatures with 10 or fewer HD or levels perish (and, at the atropal's option, rise as spectres under the atropal's command 1 minute later).

Constitution Drain (Su): When the atropal hits a living opponent with a touch attack, the opponent takes 5 points of permanent Constitution drain, or 10 points on a critical hit. The atropal heals 20 points of damage, or 40 points on a critical hit, whenever it drains Constitution, gaining any excess as temporary hit points. The attack allows a Fortitude save (DC 59).

Energy Drain (Su): When the atropal hits with a ranged touch attack (a ray of utter darkness that it shoots from one eye to a range of 400 feet), the resultant energy drain bestows four negative levels, or eight negative levels on a critical hit. For each negative level bestowed on an opponent, the atropal heals 10 points of damage, or 20 on a critical hit, gaining any excess as temporary hit points. After 24 hours have passed, the afflicted opponent must attempt a Fortitude save (DC 59) for each negative level. If successful, the negative level goes away with no harm to the creature; otherwise, the creature's level decreases by one.

Regeneration (Ex): Atropals take normal dam from good weapons or sentient weapons (or otherw living weapons).

***Summon Nightcrawler* (Sp):** Five times per day an atro can summon a nightcrawler (see the *Monster Manual*

Abomination Traits: Immune to polymorphin petrification, and other form-altering attacks; not su ject to energy drain, ability drain, ability damage, death from massive damage; immune to mind-affecti effects; fire resistance 20; cold resistance 20; no detection; true seeing at will; blindsight 500 ft.; telep thy out to 1,000 ft.

Undead Traits: Immune to poison, *sleep*, paraly stunning, disease, death, effects, necromantic effect mind-affecting effects, and any effect requiring a For tude save unless it also works on objects. Not subject critical hits, subdual damage, ability damage, abili drain, or energy drain. Negative energy heals. Not risk of death from massive damage, but destroyed a hit points or less. Darkvision 60 ft. Cannot be raise resurrection works only if creature is willing.

CHICHIMEC

Medium-Size Outsider (Air)
Hit Dice: 27d8+189 (405 hp)
Initiative: +7
Speed: 5 ft., fly 200 ft. (perfect)
AC: 39 (+7 Dex, +22 natural)
Attacks: 2 primary wing buffets +39 melee, 6 secondary wing buffets +37 melee, tail slam +37 melee
Damage: Primary wing buffet 2d6+12, secondary wing buffet 1d6+6, tail slam 1d6+6 plus Cha drain
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, summon air elemental, Charisma drain
Special Qualities: Abomination traits, fast healing 1 SR 33, DR 20/+6, electricity immunity
Saves: Fort +22, Ref +22, Will +17
Abilities: Str 34, Dex 25, Con 24, Int 12, Wis 14, Cha
Skills: Diplomacy +12, Hide +37, Intimidate +4 Knowledge (the planes) +31, Knowledge (religion +31, Listen +34, Move Silently +37, Search +17, Sense Motive +19, Spot +34
Feats: Alertness, Dodge, Flyby Attack, Multiattack, Power Attack
Epic Feats: Blinding Speed (×2)
Climate/Terrain: Any
Organization: Solitary, pair, or flock (6–9)
Challenge Rating: 21
Treasure: None
Alignment: Always neutral evil
Advancement: 28–38 HD (Medium-size); 39–50 HD (Large)

Chichimecs are the unwanted offspring of deities of the sky, air, and similar portfolios.

A chichimec looks like a clump of madly flapping, fluttering, scrabbling wings (some chichimecs have

…thered wings, others batlike). A single long tail …pends from the center of the mass, trailing behind …e creature. Their coloration is usually pale white to …ge, giving way to sickly blue in some areas. Unless …chimec is slain and dissected, its tiny mouths, …s, and other sensory organs dotting its body trunk …never seen. Chichimecs are usually about 4 feet …diameter.

These creatures are sometimes confined to sealed …miplanes of air, or some far reach of the Elemental …ne of Air, or even distant, uninhabited giant worlds …de up only of poisonous gases.

…bat

…chimecs batter any being that crosses their path …h many wings, and a tail buffet. If forewarned of a …eat, they summon as many air elementals as they …n in the time available. Unless its elementals are in …ge, a chichimec leads off combat with *wail of the …nshee*.

Spell-Like Abilities: At will—*darkness, telekinesis;* …ily—*improved invisibility, control weather, call lightning, …htning bolt, chain lightning, wail of the …nshee*. Caster level 20th; save DC 20 + …ell level.

Summon Air Elemental (Sp): …ree times per day a chi…mec can summon an …er air elemental.

Charisma Drain (Su): …is effect permanently …races a living oppo…ent's Charisma score by 2 …nts when the chichimec …s with a tail slam, or 4 …nts on a critical hit. …e chichimec heals 10 …nts of damage, or 20 on …tical hit, whenever it …ins Charisma, gaining …r excess as temporary …points. The attack …ows a Fortitude save …C 33)—on a successful …e, only 1 point of …harisma is drained and …e chichimec heals 5 points …damage.

Abomination Traits: …mune to polymorph…g, petrification, and …er form-altering attacks; …ot subject to energy drain, abil…y drain, ability damage, or death …m massive damage; immune to mind-affecting …cts; fire resistance 20; cold resistance 20; nondetec…n; true seeing at will; blindsight 500 ft.; telepathy out …1,000 ft.



DREAM LARVA

Large Outsider (Chaotic)
Hit Dice: 40d8+360 (680 hp)
Initiative: +3 (Dex)
Speed: 80 ft.; fly 240 ft. (perfect)
AC: 52 (–1 size, +3 Dex, +40 natural)
Attacks: Bite +56 melee, 1 gore +51 melee, 4 pincers +51 melee, 4 claws +51 melee
Damage: Bite 4d8+16, gore 4d6+8, pincers 4d6+8, claws 4d6+8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Worst nightmare, improved grab, sending, spell-like abilities, summon nightwalker
Special Qualities: Abomination traits, sonic immunity, regeneration 15, fast healing 15, SR 44, DR 40/+8
Saves: Fort +31, Ref +25, Will +29
Abilities: Str 42, Dex 17, Con 29, Int 16, Wis 24, Cha 36
Skills: Concentration +52, Craft (dreamweaving) +46, Diplomacy +17, Escape Artist +46, Hide +42, Knowledge (dreams) +46, Listen +50, Move Silently +46, Scry +46, Search +28, Sense Motive +35, Spot +50
Feats: Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Power Attack, Quicken Spell-Like Ability, Sunder, Weapon Focus (pincers), Weapon Focus (gore), Weapon Focus (bite), Weapon Focus (claw)
Climate/Terrain: Any
Organization: Solitary, pair, or solitary plus 1–4 nightwalkers
Challenge Rating: 31
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 41–65 HD (Large); 66–84 HD (Huge); 85–110 HD (Gargantuan)

Dream larvae are the misbegotten offspring of deities of fancy, longing, and dream.

Most creatures know the startlement of a night terror—a bolt of horror that wakes the sleeper from a dead sleep. Dream larva are night terrors that escape from dream into the waking world, nightmares made manifest. They have no specific form, but instead are every creature's worst nightmare—each observer sees a dream larva for the first time as the most fearsome, terrible creature imaginable. To those that survive that squamous vision, dream larvae appear as large humanoid shapes composed of thousands of crawling larval worms. Dream larvae have horns, a cruelly fanged mouth, four arms ending in claws, and four arms tipped with pincers.

No one knows how many dream larvae infest the various regions of dreams. Most sleepers never dream the forbidden dreams that send their thoughts into the self-perpetuating nightmares that conceal and trap individual dream larvae. Such forbidden dreams are normally only triggered by the discovery of certain banned, divine manuscripts that have been mostly purged from the multiverse. However, sometimes dream larvae are disturbed nonetheless (or purposefully summoned). When they are, they follow the dreamer back into the waking world, and attempt to plunge all creation into a true nightmare of their own invention.



Combat

The mere sight of a dream larva kills all but the most strong-minded. Dream larvae who get a good grip on their foes can send them physically into specially prepared nightmares for a time. Dream larvae rarely do anything without summoning a nightwalker to help them bring the terrors of the night into the day.

Worst Nightmare (Su): Each time a living creature first views a specific dream larva from a distance of 30 feet or less (or from a scrying effect), the subject sees the image of the most fearsome creature imaginable. This is not an illusion or phantasm; the dream larva truly becomes, for just that instant, the subject's worst nightmare. Even if simultaneously viewed by dozens of different creatures, the dream larva appears differently to each one of them. Creatures immune to fear or mind-affecting effects (or warded by *protection from evil* or *death ward* spells) are immune to worst nightmare; all others must make a Will save (DC 43) or die from the supernatural horror revealed. Survivors (and those resurrected) are immune to the effect from that individual dream larva in the future.

Spell-Like Abilities: At will—*fly, haste, nightmare, prismatic spray*; 2/day—*dreamscape* (see Chapter 2). Caster level 31st; save DC 23 + spell level.

Improved Grab (Ex): If the dream larva hits with a claw or pincer, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Dream larvae can use improved grab on a creature of any size. The dream larva has the option to conduct the grapple normally, simply use the claw or pincer to hold the opponent, or use sending (see below) on the opponent. Each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold, unless it used sending on the victim.

Sending (Su): Grappled victims may be physically sent into a nightmare, at the dream larva's option, on the dream larva's next action after establishing the grapple. Victims must make a Will save (DC 43) or be apparently swarmed by thousands of worms making up the dream larva's body. The victim is actually cast into a shrieking maelstrom of dream where it can take no actions but observe. The victim physically returns 2d6 rounds later, apparently ejected from the dream larva's body (but appearing even if if the dream larva has left or is otherwise absent). The victim of the nightmare has taken 4d6 points of temporary Wisdom damage, but is otherwise free to act on the round it returns. If the victim takes more Wisdom damage than it has points of Wisdom, the extra points are instead treated as temporary Constitution damage.

***Summon Nightwalker* (Sp)**: Five times per day, a dream larva can summon a nightwalker (see the *Monster Manual*).

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Regeneration (Ex): Dream larvae take normal damage from good or lawful weapons or weapons forged by a sleepwalking weaponsmith.

HECATONCHEIRES

Huge Outsider (Evil)
Hit Dice: 52d8+572 (988 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 100 ft.
AC: 70 (–2 size, +30 natural, +20 insight, +12 armor [+*half plate*])
Attacks: 100 greatswords +71 melee; or 100 boulders +53 ranged
Damage: Greatsword 2d6+20/17–20; or boulder 2d8+20/19–20
Face/Reach: 10 ft. by 10 ft./15 ft.
Special Attacks: Superior multiweapon fighting, spell-like abilities, summon hecatoncheires

Special Qualities: Abomination traits, electricity immunity, regeneration 40, fast healing 50, SR 70, DR 60/+12

Saves: Fort +39, Ref +30, Will +27

Abilities: Str 50, Dex 15, Con 32, Int 10, Wis 8, Cha 24

Skills: Climb +64, Diplomacy +13, Hide –12, Intimidate +40, Jump +64, Knowledge (history) +33, Listen +99, Search +100, Sense Motive +49, Spot +99, Wilderness Lore +49

Feats: Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Critical (boulder), Improved Initiative, Multidexterity, Multiweapon Fighting, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Focus (boulder)

Epic Feats: Penetrate Damage Reduction, Multiweapon Rend

Climate/Terrain: Any

Organization: Solitary or pair

Challenge Rating: 57

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 53–58 HD (Huge); 59–70 HD (Gargantuan); 71–140 HD (Colossal)



Hecatoncheires are the oldest abominations, born of proto-deities early in the multiverse's history. At the beginning of time, all things were possible. The definition of form and function for living things was not yet set, and in that time were born the hecatoncheires, the "hundred-handed ones." The hecatoncheires are huge, standing over 30 feet tall, and like a living tree bulging with knobby boles, they have one hundred arms and fifty heads. Words fail to describe the monstrosity of their forms, or the brutality of their visage. They are always armed, grasping a greatsword or boulder in each of their hands. They wear magic half-plate armor. Sometimes a hecatoncheires is armed with one or more magic weapons, as well.

From their birth, they were outcast and sealed away by the demiurge that produced them. Other deities who required their insane martial abilities to take down rival deities have released them from time to time. Each time they were released, an old pantheon fell. Few creatures can stand up to a hecatoncheires in combat, not even the gods.

Combat

Hundred-handed ones rely on their hundred limbs to quickly dispatch foes under a flurry of blows or boulders.

Superior Multiweapon Fighting (Ex): A hecatoncheires fights with a greatsword or a boulder in each hand. The hecatoncheires does not suffer an attack or damage penalty for attacking with one hundred weapons. However, the press of limbs prevents the creature from making iterative attacks with any of its arms, nor can it make more than ten attacks against a Small or smaller creature, fifteen attacks against a Medium-size creature, or twenty attacks against a Large creature in the same action (it can make all its attacks against a Huge or larger creature in one action).

Skills: A hecatoncheires' fifty heads give it a +50 racial bonus on Listen, Spot, and Search checks.

Spell-Like Abilities: At will—*greater magic weapon, fly, shield*. Caster level 50th; save DC 17 + spell level.

***Summon Hecatoncheires* (Sp):** A hecatoncheires can summon one other hecatoncheires once per day, though is loath to do so because then it will be similarly obligated to answer its sibling's summoning. A summoned hecatoncheires cannot use its summoning power while "summoned."

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Regeneration (Ex): Hecatoncheires take normal damage from good weapons or weapons tempered with the blood of a deity.

INFERNAL

Large Outsider (Evil) (Chaotic or Lawful)
Hit Dice: 40d8+360 (680 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 80 ft., fly 240 ft. (perfect)
AC: 50 (+7 Dex, –1 size, +34 natural)
Attacks: 2 claws +56 melee, 1 bite +50 melee, 2 wings +50 melee, 1 tail slam +50 melee
Damage: Claw 4d6+16, bite 4d8+8 +spell suck, wing 2d6+8, tail slam 4d8+8
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Improved grab, spell suck, learned spell immunity, spell-like abilities, summon fiend
Special Qualities: Abomination traits, fast healing 15, regeneration 15, SR 38, DR 35/+7
Skills: Balance +11, Concentration +52, Diplomacy +13, Escape Artist +50, Hide +46, Jump +21, Knowledge (arcana) +49, Knowledge (the planes) +49, Listen +53, Move Silently +50, Scry +49, Search +49, Sense Motive +51, Spellcraft +49, Spot +53, Tumble +50
Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (claw)
Epic Feats: Blinding Speed (×2), Tenacious Magic (*improved invisibility*), Tenacious Magic (*blur*)
Saves: Fort +31, Ref +29, Will +30
Abilities: Str 43, Dex 25, Con 28, Int 22, Wis 26, Cha 29
Climate/Terrain: Any
Organization: Solitary or hell brigade (1 infernal and 1d4 balors, or 1 infernal and 1d4 pit fiends)
Challenge Rating: 26
Treasure: Standard
Alignment: Lawful evil or chaotic evil
Advancement: 41–50 HD (Large); 51–56 HD (Huge); 57–72 HD (Gargantuan)



Infernals are born of the ill-starred meeting of god and fiend.

Even gods are seduced, and from the union of heaven and hell are born fiendish abominations called infernals. Those born of god and baatezu are lawful, and infernals born of god and tanar'ri are chaotic. All are horrors of fiendish form, pitch-black scaled humanoids standing 15 or more feet tall. Vast dragonlike wings enfold each infernal, but are unable to hide the tearing claws, the hellish maw, or the eyes from which gleam the promise of eternal damnation.

Unlike many other abominations, infernals ha more freedom to roam areas of their hells of orig though they are proscribed by divine decree fr moving farther afield. This suits the various princes the Nine Hells and the Abyss, because many infern are possessed of such might that they could challeng even a prince's supremacy. For this reason, most pow of the lower planes seek to further isolate infernals possible, or even slaying them when they can. F their part, infernals plot and scheme with malic unlike any other, until the time is right to tear th multiverse to ribbons.

Combat

Infernals are mighty creatures, and crafty possible, they seek to neutralize spellcaste foes first, should any conflict arise. The bite sucks the spells and minds of any it ca catch. Infernals cast *blur* and *improv invisibility* on themselves as needed during combat.

Improved Grab (Ex): If an infern hits with a claw, it deals normal damag and attempts to start a grapple as a fre action without provoking an attack o opportunity. Infernals can use th ability on Large and smaller creature The infernal has the option to conduc the grapple normally, or simply use i claw to hold the opponent. Each su cessful grapple check it makes during successive rounds automatically deal standard claw damage, in addition t automatic spell suck damage.

Spell Suck (Su): If an infernal bites a foe, the foe loses one of its highest level prepared spells or one of the spell slots for this day that it has not used. The victim chooses the prepared spell to lose. If the victim has no prepared spells or unused spell slots (either because it has exhausted its spellcasting for the day or because the victim is not a spellcaster), the bite instead deals 2 points of temporary Intelligence damage.

Learned Spell Immunity (Su): If an infernal is affected by a spell cast by a particular spellcaster, the infernal thereafter becomes immune to that spell when cast by that spellcaster. For instance, if the infernal is hit by Mialee's *horrid wilting* and is affected, it then becomes immune to *horrid wilting* cast by Mialee ever again, though if Hennet casts *horrid wilting* on the infernal, it is subject to the spell's effects (the first time).

Spell-Like Abilities: At will—*animate dead, blasphemy, blur, charm person, create undead, darkness, deeper*

darkness, desecrate, detect chaos, detect good, detect law, detect magic, fear, fireball, greater dispelling, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, read magic, scrying, suggestion, symbol, telekinesis, teleport without error (self plus 1,000 pounds), *unholy aura, unholy blight, unhallow, wall of fire*; 1/day—*fire storm, hellball* (see Chapter 2), *implosion, meteor swarm*. Caster level 26th; save DC 19 + spell level.

Summon Fiend (Sp): An infernal can summon four balors or four pit fiends per day, depending on the infernal's orientation toward law and chaos (lawful infernals summon pit fiends, and chaotic infernals summon balors).

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; *nondetection*; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Regeneration (Ex): Infernals take normal damage from good weapons. Lawful infernals also take normal damage from chaotic weapons, and vice versa.



PHAETHON

Gargantuan Outsider (Fire)

Hit Dice: 62d8+806 (1,302 hp)

Initiative: +15 (+7 Dex, +8 Superior Initiative)

Speed: 120 ft., burrow 120 ft.

AC: 47 (–4 size, +7 Dex, +34 natural)

Attacks: 8 pseudopod slams +83 melee

Damage: Slam 4d8+24 plus 2d6 fire damage

Face/Reach: 30 ft. by 30 ft./15 ft.

Special Attacks: Fiery touch, fiery overrun, spell-like abilities, improved grab, swallow whole, *summon elder fire elemental*

Special Qualities: Abomination traits, fire immunity, immunities, regeneration 25, fast healing 25, SR 46, DR 40/+8

Saves: Fort +48, Ref +42, Will +39

Abilities: Str 58, Dex 25, Con 36, Int 8, Wis 18, Cha 39

Skills: Climb +51, Craft (metalworking) +29, Craft (stoneworking) +29, Hide –5, Knowledge (geography) +49, Listen +66, Move Silently +66, Scry +59, Search +59, Spot +66

Feats: Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (slam)

Epic Feats: Blinding Speed (×5), Superior Initiative

Climate/Terrain: Any

Organization: Solitary, or in company of 1–10 elder fire elementals

Challenge Rating: 34

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 63–80 HD (Gargantuan); 81–186 HD (Colossal)

Phaethons are the progeny of fire gods.

No fire burns hotter than the rage personified by a phaethon. Gargantuan blots of sentient magma, phaethons burn their way through the belly of the earth. When roused, they burst to the surface, creating miniature volcanoes as they exit, only to sweep toward the closest flammable object or creature, a tsunami of red hot liquid rock.

Many worlds contain phaethons locked away at their heart, unable to break the compulsion laid on them by higher powers. The heat at the core of some worlds is sometimes altogether due to a supernatural phaethon (or brood of phaethons), trapped and raging for eons. Sometimes a phaethon breaks its eternal geas for a day or a season, during which time it incinerates anything it can flow over and smother.

Combat

Phaethons exude up to eight magma pseudopods to slam foes, and attempt to grab and pull their foes into their liquid bodies.

Fiery Touch (Ex): Touching or being touched by a phaethon deals 2d6 points of fire damage.

Fiery Overrun (Ex): A foe who is successfully overrun by a phaethon is treated as if swallowed whole.

Improved Grab (Ex): If the phaethon hits with a pseudopod, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Phaethons can use improved grab on a Huge or smaller creature. The phaethon has the option to conduct the grapple normally, simply maintaining a pseudopod hold, or attempting to absorb the opponent by swallowing the foe whole. Each successful grapple check it makes during successive rounds automatically deals the damage listed for the pseudopod.

Swallow Whole (Ex): The phaethon can absorb opponents it holds with a second successful grapple check after a grab. The opponent must be Huge or smaller. Absorbed creatures take 20d6 points of fire damage and 10d6 points of bludgeoning damage each round they remain inside a phaethon. Victims must make a successful grapple check to "swim" free of the living magma of the phaethon.

Spell-Like Abilities: At will—*fireball, fire storm, delayed blast fireball, flame strike, wall of fire*; 1/day—*scrying*. Caster level 34th; save DC 24 + spell level.

***Summon Elder Fire Elemental* (Sp):** Phaethons can summon up to ten elder fire elementals per day (see *Monster Manual*).

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Oozelike Immunities (Ex): Immune to poison, *sleep*, paralysis, stunning, polymorphing, and mind-influencing effects; not subject to critical hits or flanking; blind.

Regeneration (Ex): Phaethons take normal damage from lawful weapons and cold-forged weapons, and double damage from cold or ice weapons.

PHANE

Large Outsider (Chaotic) (Incorporeal)
Hit Dice: 36d8+324 (612 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 80 ft., fly 120 ft. (perfect)
AC: 50 (–1 size, +3 Dex, +11 deflection, +23 insight)
Attacks: Incorporeal touch +43 melee
Damage: Incorporeal touch 1d6 plus stasis touch
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, stasis touch, chronal blast, time leach, *summon past time duplicate*
Special Qualities: Abomination traits, null time field, time regression, fast healing 15, regeneration 15, SR 37, DR 30/+6, sonic immunity
Saves: Fort +31, Ref +29, Will +25
Abilities: Str —, Dex 25, Con 28, Int 24, Wis 16, Cha
Skills: Balance +11, Concentration +48, Diplomacy +
Hide +42, Jump +4, Knowledge (arcana) +46, Knowled
(the planes) +46, Knowledge (religion) +46, Listen +
Move Silently +46, Scry +46, Search +46, Sense Moti
+42, Spellcraft +46, Spot +44, Swim +33, Tumble +
Feats: Alertness, Combat Reflexes, Dodge, Great For
tude, Improved Initiative, Iron Will, Lightning Reflex
Weapon Focus (incorporeal touch)
Epic Feats: Blinding Speed, Spell Stowaway (*time sto*
Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Rating: 25
Treasure: None
Alignment: Always chaotic evil
Advancement: 37–50 HD (Large); 51–65 HD (Hug

Phanes are timelost abominations whose deific parent possessed portfolios relating to time or fate.

No two phanes have exactly the same appearance, bu all are shadowy and insubstantial. Though it is difficult t pierce the pale shadow of their form, some are vaguel humanoid, all are somewhat bestial, and many are out right nonhumanoid. Usually, two (sometimes more emerald eyes burn from their shadowy form.

Phanes are not so much captive as lost so far in the pas (or future) that time itself is without meaning. However sometimes a phane escapes into the four dimensions o our multiverse. Here, phanes particularly enjoy collect ing victims by permanently locking them in temporal stasis. Phanes can feed off the essence of creatures the temporally trap in this fashion. Other phanes are more ambitious, and seek to alter the fate of nations, worlds and planes—for the worse.

Combat

Phanes are most effective when they can get up close and personal, drawing their potential victims into their null time field. If they can get hold of a target, they can temporally sequester their victim. Since they are incorporeal, phanes are only 50% likely to be affected by an attack, whether melee, ranged, or spell. If particularly threatened, a phane will use its *time stop* ability, use its chronal blast special ability on a few targets, then flee the scene via *teleport without error*. The favorite tactic of a phane is to use its ability to summon a past *time duplicate* of a foe to sew confusion and uncertainty, prior to a full-out attack by the phane and a betrayal by the past time *duplicate*. They also always use their spell-like ability to create a *time duplicate* of themselves.

Spell-Like Abilities: At will—*detect good, detect magic, improved invisibility* (self only); 5/day—*haste, mass haste, slow, teleport without error, tongues, trap the soul, true strike, unholy aura*; 2/day—*safe time, time duplicate* (see Chapter 2); 1/day—*time stop*. Caster level 21st; save DC 21 + spell level.

Stasis Touch (Su): As *temporal stasis*, except as an

at-will supernatural ability. Caster level 25th; save DC 21 + spell level.

Chronal Blast (Su): As a standard action, the phane can make a ranged touch attack against any creature within 100 feet. If it succeeds, the subject is targeted by a spasm of space-time flux, dealing 15d6 points of damage.

Time Leach (Su): For every round of apparent time experienced by the phane, it automatically absorbs the "future" from any creature it has successfully encapsulated in static time via its static touch (not its null time field), no matter the distance separating victim and phane, and no matter the number of victims. Of course, to the victim no time passes at all, but each apparent round experienced by the phane ages the victim 1d4 years, at the same time healing the phane of 20 hit points of damage. A victim who is not somehow released from static time by a friend who can cast *dispel magic*, *greater dispelling*, or some other likely spell, eventually ages to death. Victims killed in this manner automatically fall out of static time as desiccated husks that disintegrate to a fine dust with even the lightest touch. Victims who are released prior to death immediately apply the physical effects of aging, but not the mental effects (see Table 6–5: Aging Effects in the *Player's Handbook*).

***Summon Past Time Duplicate* (Sp):** Once per day, a phane can summon a duplicate of one its foes stolen from a parallel alternate past. The stolen *time duplicate* has the same stats and possessions as the original, but is treated as if having two negative levels (which simulates a less experienced version of the original). The phane can never summon a past *time duplicate* of a creature with more than 25 HD (add sufficient negative levels to compensate for high foe HD, if necessary). The past *time duplicate*, despite having most of the knowledge of the original, serves the phane loyally like any summoned creature. If the past *time duplicate* is slain, the original is not harmed because the duplicate was pulled from a parallel past. However, the original does not necessarily realize this, and must make a Will save (DC 30) or be shaken for 1d4 rounds after witnessing the death of a duplicate for the first time.



Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Null Time Field (Ex): Phanes continually generate a 30-foot-radius spread null time field. All creatures and objects in the field, except the phane, must make a Will saving throw (DC 30) each round to take any actions. On a failed save, subjects are stuck in a static time stream until their next round of actions, at which time they must make another saving throw. While a subject is stuck in a static time stream induced by a null time field, the phane can use its static touch on the subject to "seal the deal" so to speak, though in all other ways, the subject is invulnerable to attacks and damage as if in temporal stasis.

Time Regression (Su): If the phane spends an action per round for four rounds, at the end of the 4th round the phane regresses back in time 4 rounds, to the very 1st round it originally began concentrating on time regression. On its second pass through the time stream, it can take completely different actions, based on its knowledge of the future (though if it takes different actions from its first pass through the time stream, the events of the original time stream are also changed).

Regeneration (Ex): Phanes take normal damage from holy and good weapons, and from weapons forged in the future or an alternate reality's time stream (if any).

XIXECAL

Colossal Outsider (Cold)
Hit Dice: HD 72d8+1,080 (1,656 hp)
Initiative: +11 (+7 Dex. +4 Improved Initiative)
Speed: 140 ft.
AC: 64 (–8 size, +7 Dex, +55 natural)
Attacks: 2 claws +93 melee, bite +87 melee, stamp +87 melee
Damage: Claw 2d8+28/19–20, bite 4d6+14, stamp 4d6+14
Face/Reach: 40 ft. by 40 ft./25 ft.

Special Attacks: Rend 4d8+42, cold, spell-like abilities, breath weapon, *summon white dragon*, Constitution drain
Special Qualities: Abomination traits, cold subtype, dire winter, fast healing 30, regeneration 30, SR 48, DR 45/+9
Saves: Fort +55, Ref +47, Will +39
Abilities: Str 66, Dex 13, Con 40, Int 12, Wis 8, Cha 34
Skills: Climb +103, Concentration +90, Hide −9, Knowledge (arcana) +76, Knowledge (the planes) +76, Knowledge (religion) +76, Listen +49, Search +76, Spellcraft +76, Spot +76
Feats: Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (claw)
Epic Feats: Blinding Speed (×4), Devastating Critical (claw), Overwhelming Critical (claw) Spell Stowaway (*improved invisibility*)
Climate/Terrain: Any
Organization: Solitary or in the company of 1d4+1 old white dragons
Challenge Rating: 36
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 73–150 HD (Colossal)



Xixecals are born of gods whose portfolios include evil, ice, and chaos.

A storm of the ages moves in, cold beyond all imagining. At its nucleus something moves—a walking glacier 100 feet or more high. Its hoary, icelike body is vaguely humanoid, but always shrouded in an ice storm that screams and howls around it. Pale dragons of purest white wing through the storm, alighting on the shoulders of the colossus with impunity.

More than one world's arctic region provides a home for an unwanted child of chill deific lust. Frozen away for all time, xixecals could be released when some unrelated cataclysm causes the world to shudder and shake, cracking the xixecal free from its rigid prison of black ice. Thus, xixecals do not precipitate a time of change, but may accompany them.

Combat

Xixecals overcome most creatures merely by the shrie ing supernatural storm of cold that accompanies the wherever they go. Those that can withstand the puni ment of the storm are subject to a xixecal's fearsom claws, bite, stamp, and rend ability. Not to mention t one or more old white dragons that usually accompa a xixecal wherever it goes, glorying in the frigid calam of its presence.

Rend (Ex): If the xixecal hits wi both claw attacks, it latches onto th opponent's body and tears the flesh. Th attack automatically deals an additiona 4d8+42 points of damage.

Cold (Su): A hit from a xix cal's melee attack induce numbing cold. The opponen must succeed at a Fortitud save (DC 58) or be affecte as though by a *slow* spell fo 10 rounds.

Spell-Like Abilities At will—*blasphemy*, an *of cold*, *desecrate*, *great dispelling*, *dominat monster*, *hold perso improved invisibili unholy aura*, *wall o ice*; 5/day—*hast meteor swarm*. Cas er level 36th; save DC 22 + spell leve

Breath Weapon (Su): Cone of cold 300 feet, 3/day, dam age 12d6, Fort half DC 61.

***Summon White Dragon* (Sp):** Five times per day a xix ecal can summon an old white drag on (see the *Monster Manual*).

Constitution Drain (Su): The effect permanently reduces a living opponent's Consti tution score by 4 when the creature hits with a slam bite, or rend, or twice that amount on a rend or critical hit. The creature heals 20 points of damage (or 40 on a rend or critical hit) whenever it drains Constitution gaining any excess as temporary hit points. The attack allows a Fortitude save (DC 58).

Abomination Traits: Immune to polymorphing, pet rification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death

from massive damage; immune to mind-affecting effects; fire resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Cold Subtype: Immune to cold damage; takes double damage from fire unless a saving throw for half damage is allowed (the standard cold resistance 20 most abominations have is not shared by xixecals), in which case it takes half damage on a success and double damage on a failure.

Dire Winter (Su): A xixecal always stands at the center of a permanent *dire winter* spell effect (see Chapter 2). If dispelled, the effect returns 1 minute later—the only way to permanently remove the effect is to slay the xixecal that generates it.

Regeneration: Xixecals take normal damage from lawful weapons, and double damage from burning or fiery weapons.

BEHEMOTH

Behemoths are outsiders in animal form that are of epic proportions, even larger and more powerful than their animals.

Behemoths resemble natural animals in almost all respects, but they are grossly larger than their natural counterparts, hailing from beyond the Prime Material plane. They are more intelligent than their mundane counterparts, and their otherworldliness confers a level of magical fortitude not found in earthbound versions.

BEHEMOTH EAGLE

A behemoth eagle is an intelligent, keen-eyed bird of prey that sometimes associates with good creatures. It stands about 20 feet tall, with a wingspan of up to 80 feet.

Combat

A behemoth eagle usually attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike its target's head and eyes.

Skills: *A behemoth eagle receives a +8 racial bonus on Spot checks during daylight hours.

Carrying Capacity: A light load for a behemoth eagle is up to 2,400 pounds; a medium load, 2,401–4,800 pounds; and a heavy load, 4,801–7,200 pounds.

BEHEMOTH GORILLA

A behemoth gorilla stands 25 feet tall or more and weighs close to 20,000 pounds. It has long claws and sharp teeth.

Combat

A behemoth gorilla can rend opponents with its claws, as well as deliver a nasty bite. The creature can also attempt to grapple and pin, then claw the prone opponent.

Rend (Ex): A behemoth gorilla that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 8d8+20 points of damage.

	Behemoth Eagle Colossal Outsider	Behemoth Gorilla Huge Outsider
Hit Dice:	21d8+126 (220 hp)	21d8+252 (346 hp)
Initiative:	+20 (+12 Dex, +8 Superior Initiative)	+12 (+8 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 160 ft. (poor)	60 ft., climb 30 ft.
AC:	24 (+12 Dex, –8 size, +10 natural)	38 (+8 Dex, –2 size, +22 natural)
Attacks:	2 claws +25 melee, bite +15 melee	2 claws +29 melee, bite +24 melee
Damage:	Claw 5d10+7, bite 4d12+3	Claw 4d8+10, bite 3d10+5
Face/Reach:	40 ft. by 80 ft./15 ft.	10 ft. by 10 ft./10 ft.
Special Attacks:	Rend 8d8+20	—
Special Qualities:	Evasion, SR 30, DR 20/+6	Scent, SR 30, DR 20/+6
Saves:	Fort +18, Ref +24, Will +16	Fort +24, Ref +20, Will +16
Abilities:	Str 25, Dex 34, Con 23, Int 17, Wis 19, Cha 16	Str 31, Dex 26, Con 35, Int 6, Wis 15, Cha 12
Skills:	Diplomacy +24, Knowledge (geography) +27, Knowledge (history) +27, Knowledge (nature) +27, Knowledge (the planes) +27, Knowledge (religion) +27, Listen +30, Sense Motive +24, Spot +40*, Wilderness Lore +28	Balance +32, Climb +42, Intimidate +22, Jump +25, Move Silently +29, Spot +23
Feats:	Alertness, Flyby Attack, Improved Initiative, Weapon Finesse (claw)	Dodge, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack
Epic Feats:	Epic Skill Focus (Spot), Superior Initiative	—
Climate/Terrain:	Any forest, hill, mountains, and plains	Warm forest and warm mountains
Organization:	Solitary or pair	Solitary or company (5–8)
Challenge Rating:	18	19
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	21–42 HD (Colossal)	22–42 HD (Huge)

BRACHYURUS

Large Magical Beast
Hit Dice: 38d10+684 (893 hp)
Initiative: +18 (+14 Dex, +4 Improved Initiative)
Speed: 80 ft.
AC: 40 (+14 Dex, –1 size, +17 natural)
Attacks: 2 claws +48 melee, 1 bite +46 melee
Damage: Claw 2d6+10/19–20, bite 3d6+5/19–20
Face/Reach: 5 ft. by 10 ft./10 ft.
Special Attacks: Frightful howl, savage 15d6+25
Special Qualities: Blindsight 240 ft., DR 30/+5, darkvision 60 ft., fast healing 10, low-light vision, SR 32, scent, acid, cold, electricity, fire, and sonic resistance 20
Saves: Fort +41, Ref +37, Will +25
Abilities: Str 30, Dex 38, Con 47, Int 18, Wis 32, Cha 19
Skills: Hide +20, Listen +33, Move Silently +34, Spot +35
Feats: Alertness, Great Fortitude, Improved Bull Rush, Improved Critical (claw), Improved Critical (bite), Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Multiattack, Weapon Focus (claw), Weapon Focus (bite)
Epic Feats: Blinding Speed (×2)
Climate/Terrain: Any
Organization: Solitary, pair, or pack (5–10).
Challenge Rating: 23
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: 39–48 HD (Large); 49–58 HD (Huge); 59–66 HD (Gargantuan); 67–135 HD (Colossal)

Brachyuruses are the primordial stock from which all lesser wolves and canines devolved. The mythological Fenris Wolf itself springs directly from brachyurus stock.

Brachyuruses appear as extraordinarily large wolves with bristling mane of white and burnt red fur. Their teeth and claws, even for their extreme si seem overlarge, but not in the least clumsy. The howl a brachyurus can frighten even the most harden experienced adventurer.

Brachyuruses roam ancient savannahs lost to tim otherplanar wilds, or as single individuals among the lesser kin in worlds where their presence is general unrealized. Esoteric hunters prize brachyurus pel though more often than not such a hunter becom the hunted.

Brachyuruses can speak Common and can commun cate with all wolves.

COMBAT

Brachyuruses are straightforward when on the prow They give loose to their frightful howl to break up group of opponents, then choose either a fleein victim or one left behind by fleeing companions. Th brachyurus's preferred tactic is to first use Improve Trip on an opponent, then immediately savage i downed foe with the ability of the same name Brachyuruses working in tandem are particularl deadly near tripped foes.

Frightful Howl (Su): As a standard action, a brachyu rus can emit a howl in a 60-foot-radius spread tha affects opponents with fewer Hit Dice or levels than the brachyurus has. The affected creature must make a suc cessful Will save (DC 33) or become shaken. Succes indicates that the target is immune to that brachyurus frightful howl for one day.

Savage (Ex): If a brachyurus successfully trips an opponent, it latches onto the opponent's body and tear the flesh. This attack automatically deals an additional 15d6+25 points of damage.

If an opponent goes prone for any reason (perhaps a the subject of another brachyurus's Improved Trip attack) in an area a brachyurus threatens, the brachyu rus can also savage the victim as a free action (treat as the brachyurus's attack of opportunity for the round), even though it had nothing to do with trip ping the foe.



COLOSSUS

A colossus, as its name suggests, is a golemlike construct of Colossal size. Colossi are magically created automatons of close to godlike power. Constructing one involves the employment of epic magic and elemental forces.

Combat

Colossi are nigh unstoppable in combat, and rarely miss a target they have chosen to batter. They follow instructions explicitly and are incapable of devising any strategy or tactics.

	Stone Colossus Colossal Construct	Flesh Colossus Colossal Construct	Iron Colossus Colossal Construct
Hit Dice:	64d10 (352 hp)	100d10 (550 hp)]	96d10 (528 hp)
Initiative:	–3 (Dex)	+2 (–2 Dex, +4 Improved Initiative)	–2 (Dex)
Speed:	40 ft. (can't run)	40 ft. (can't run)	50 ft. (can't run)
AC:	44 (–8 size, –3 Dex, +45 natural)	45 (–8 size, –2 Dex, +25 natural, +20 profane)	60 (–8 size, –2 Dex, +60 natural)
Attacks:	2 slams +70 melee	Colossal club +79 melee or 2 slams +79 melee or thrown object +65 ranged	2 slams +99 melee
Damage:	Slam 8d6+30	Colossal club 6d6+18 or 2 slams 4d6+12 or thrown object (weighing 10 tons or less) 4d6+12	Slam 12d6+35
Face/Reach:	40 ft. by 40 ft./25 ft.	40 ft. by 40 ft./25 ft. (reach 40 ft. with Colossal club)	40 ft. by 40 ft./25 ft.
Special Attacks:	Shatter	Frightful presence, horrific appearance, stomp, stench	Breath weapon
Special Qualities:	Construct traits, magic immunity, antimagic field, DR 30/+6	Construct traits, magic immunity, DR 20/+7, negative energy affinity	Construct traits, magic immunity, antimagic field, rustproof, DR 30/+7
Saves:	Fort +21, Ref +18, Will +21	Fort +33, Ref +31, Will +33	Fort +32, Ref +30, Will +33
Abilities:	Str 70, Dex 5, Con –, Int 7, Wis 10, Cha 5	Str 35, Dex 6, Con –, Int 1 or as controlling spirit, Wis 11 or as controlling spirit, Cha 3 or as controlling spirit	Str 80, Dex 7, Con —, Int 9, Wis 12, Cha 7
Skills:	—	None or as controlling spirit	—
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	24	27	33
Treasure:	None	None	
Alignment:	Usually neutral	Neutral evil or neutral	Usually neutral
Advancement:	65–192 HD (Colossal)	None (abilities may vary by level of possessing spirit)	97–288 HD (Colossal)

A colossus's creator can command it if the colossus is within 120 feet and can see and hear its creator. If uncommanded, a colossus usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the colossus a simple program to govern its actions in his or her absence, such as "Attack all creatures that enter this demiplane" (or only a specific type of creature).

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

Magic Immunity (Ex): A colossus completely resists most magical and supernatural effects, except where otherwise noted below.

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

Construction

The construction cost given for each colossus takes into account the physical body and all the materials and spell components that are consumed or become a permanent part of it. Except for the much tougher requirements, constructing a colossus is not unlike constructing a golem.

STONE COLOSSUS

A stone colossus is 70 feet tall and weighs around 250,000 pounds. Its body is of chiseled stone, frequently stylized to suit its creator. For example, it may look like an exact carved replica of its egotistical creator.

A stone colossus cannot speak or make any vocal noise.

Combat

Stone colossusi are formidable opponents, being physically powerful and difficult to harm.

Shatter (Su): A stone colossus can use *shatter* as a free action once every 2 rounds against an opponent's weapon or other item as a 24th-level caster.

Magic Immunity (Ex): A stone colossus is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 1 round, with no saving throw, while *transmute mud to rock* heals all its lost hit points. A *stone to flesh* spell has no effect on a stone colossus.

Construction

A stone colossus's body is chiseled from a single block of hard stone, such as granite, weighing at least 375,000 pounds.

The colossus costs 760,000 gp to create, which includes 100,000 gp for the body. Assembling the body requires a successful Craft (sculpting) or Craft (masonry) check (DC 37).

The creator must be 25th level and able to cast epic spells. Completing the ritual drains 30,600 XP from the creator and requires *geas/quest, limited wish, polymorph any object,* and *shatter.*

FLESH COLOSSUS

The epitome of the necromancer's art, a flesh colossus spreads terror and destruction in its wake.

A horrific humanoid mass of rotting flesh, a flesh colossus resembles nothing so much as a Colossal zombie, but in fact it is a construct of great power. Its composite construction is revealed only by the coarse texture of its grayish skin.

A flesh colossus knows all languages spoken in life by the ghost who acts as its controlling spirit. When the controlling spirit is suppressed, it mutters in all the tongues spoken by its component corpses.

Combat

Unwieldy because of its enormous bulk, a flesh colossus relies upon simple methods that require no finesse—such as tearing up a tree by the roots and using it as an enormous club, lifting wagons or cottages (or any object weighing less than 10 tons) and tossing them like pebbles, grabbing foes and hurling t against walls with a satisfying crunch, or simply sto ing any who offend it into the bloody dirt.

Frightful Presence (Ex): A flesh colossus radi malignancy to all that live, causing all who come wi a mile of it to make Will saves (DC 56). Those who m their saves are shaken. Those who fail by 20 point less are frightened. Those who fail by 21 to 40 p are panicked. Those who fail by 41 points or more cowering (see Condition Summary in Chapter 3 o *Dungeon Master's Guide*).

Horrific Appearance (Su): Once per day, the trolling spirit within a flesh colossus may draw t the negative energy latent in the construct to t form its countenance into a horrible leering visage within 300 feet who see this must make a Fortitude (DC 56) or take 2d4 points of temporary Strength, terity, and Constitution damage.

Stomp (Ex): By concentrating all its energy on attack (as a full-round action), a flesh colo may stomp upon any adjacent foe (th any within the area it threatens). Its a roll modifier for this speci tack is +65 (+75 –2 Dex, –8 s





than three hundred previously animated Medium-size humanoid creatures must be stripped of their flesh and the bones, which are then rendered in two great vats. The resulting semiliquid bone-paste is then cast into a new articulated skeleton of great size, to which the rendered flesh is applied like wet clay to shape the figure. Finally, the necromancer must bind a ghost of at least 10 HD (the more powerful the better) into the colossus to act as its controlling spirit. Without the controlling spirit, the colossus is just an oversized zombie; with it, it functions as a golem of great size and repugnant appearance. If no ghost is available, the necromancer may occupy the colossus himself by casting *magic jar*.

The colossus costs 760,000 gp to create, which includes 100,000 gp for the body. Assembling the body takes no great skill, and many flesh colossi reveal that fact in their uncouth forms.

The creator must be 29th level and able to cast epic spells. Completing the ritual drains 30,600 XP from the creator and requires *magic jar*,, *limited wish*, *polymorph any object*, and *finger of death*.

IRON COLOSSUS

An iron colossus is at least 80 feet tall and weighs around 350,000 pounds. It can be fashioned in any manner, just like a stone colossus, although it almost always displays armor of some



successful, the stomp deals double damage (8d6 24) and pins the victim until the colossus chooses to lease him.

Stench (Ex): The foul carrion stench that surrounds flesh colossus is so utterly revolting that all creatures with a sense of smell who come within 300 et of the construct must make a Fortitude save C 60) or be nauseated (unable to attack, cast ells, concentrate on spells, or do anything else quiring attention, except for a single move or ove-equivalent action per round). Those who succed on their saves take a –4 circumstance penalty all attack rolls, saving throws, and skill checks for e next 2d6+4 minutes.

Magic Immunity (Ex): A flesh colossus is mune to all magical and supernatural effects except ose that use negative energy (see below).

Negative Energy Affinity (Su): A flesh colossus tains some residue of the negative energy that once imated the component corpses from which it as created. Any negative energy spell targeted at e colossus repairs damage taken by the colossus the rate of 1d10 hit points per level of the spell.

nstruction

Only a master necromancer of surpassing power n create a flesh colossus. The bodies of not less

sort. Its features are much smoother than those of a stone colossus. Iron colossi sometimes wield Huge exotic weapons in one hand.

An iron colossus cannot speak or make any vocal noise.

Combat

When an iron colossus hits (which is pretty much all the time), its strike is almost always potentially lethal, since the death by massive damage rule (see Chapter 8 of the *Player's Handbook*) is most likely invoked.

Breath Weapon (Su): Cone of poisonous gas, 80 feet, as a free action every 1d4 rounds, initial damage 3d6 temporary Con, secondary damage 2d6 temporary Con, Fort half (DC 58).

Magic Immunity (Ex): An iron colossus is immune to all magical and supernatural effects, except as follows. An electricity effect restores 1 hit point to the iron colossus for each 3 points of damage it would otherwise deal.

Rustproof (Ex): An iron colossus is not affected by rust attacks, unlike smaller iron golems.

Construction

An iron colossus's body is sculpted from 150,000 pounds of pure iron.

The colossus costs 1,000,000 gp to create, which includes 100,500 gp for the body. Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 42).

The creator must be 35th level and able to cast epic spells. Completing the ritual drains 50,000 XP from the creator and requires *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*.

DEMILICH

Diminutive Undead
Hit Dice: 21d12 (130 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: Fly 180 ft. (perfect)
AC: 51 (+4 size, +3 Dex, +5 natural armor, +8 *bracers of armor*, +2 *ring of protection*, +21 insight)
Attacks: Touch +21 melee
Damage: Touch 10d6+20 plus paralyzing touch
Face/Reach: 1 ft. by 1 ft./0 ft.
Special Attacks: Trap the soul, fear aura, paralyzing touch, 21st-level wizard spellcaster, Perfect Automatic Still Spell, spell-like abilities
Special Qualities: Magic immunity, phylactery transference, turn resistance +20, DR 30/–, undead traits, acid resistance 20, fire resistance 20, sonic resistance 20, immune to cold, electricity, polymorph, and mind-affecting attacks.
Saves: Fort +10, Ref +12, Will +17
Abilities: Str 10, Dex 16 (with *gloves*), Con –, Int 39 (with *headband*), Wis 24, Cha 20
Skills: Alchemy +38, Concentration +25, Hide +27, Knowledge (arcana, undead) +38, Knowledge (planes, dragons, history, local) +28, Listen +26, Move Silently +27, Scry +27, Search +38, Sense Motive +26, Spellcraft +38, Spot +26
Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Enlarge Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness
Epic Feats: Automatic Quicken Spell, Epic Spellcasting, Improved Spell Capacity (10th), Tenacious Magic (x2)
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 29
Treasure: Standard
Alignment: Neutral evil
Advancement: By character class

Demiliches are wiser, older, and far deadlier than common liches.

A demilich often appears as a single skull whose eye and tooth sockets have been fitted with costly gems. Other demiliches might appear as gem-encrusted bones of another type, such as a skeletal hand or spine. The gems gleam wickedly with the light of stolen souls being slowly devoured.

Particularly powerful liches sometimes learn the secret of fashioning soul gems, and so evolve into demilichdom. Demiliches are free to roam distant planes in astral form, leaving behind their physical remains to brood in dark tombs of horror. In their planar wanderings, which span centuries, demiliches seek to discover all the secrets of the multiverse, and beyond, applying themselves to the study of epic spells, the location of unique artifacts, and the keys to release and control imprisoned abominations. Many pursue plans far deeper, which may eventually win them control of vast stretches of the multiverse, or even grant them the spark of godhood.

Demiliches speak the languages they knew as liches and as living creatures.

Combat

While demiliches are steeped in the knowledge of fell spells and defensive magic, they are usually content to trust to their innate defenses and magic immunity, as well as their ability to suck the soul right from the body of those who displease it.

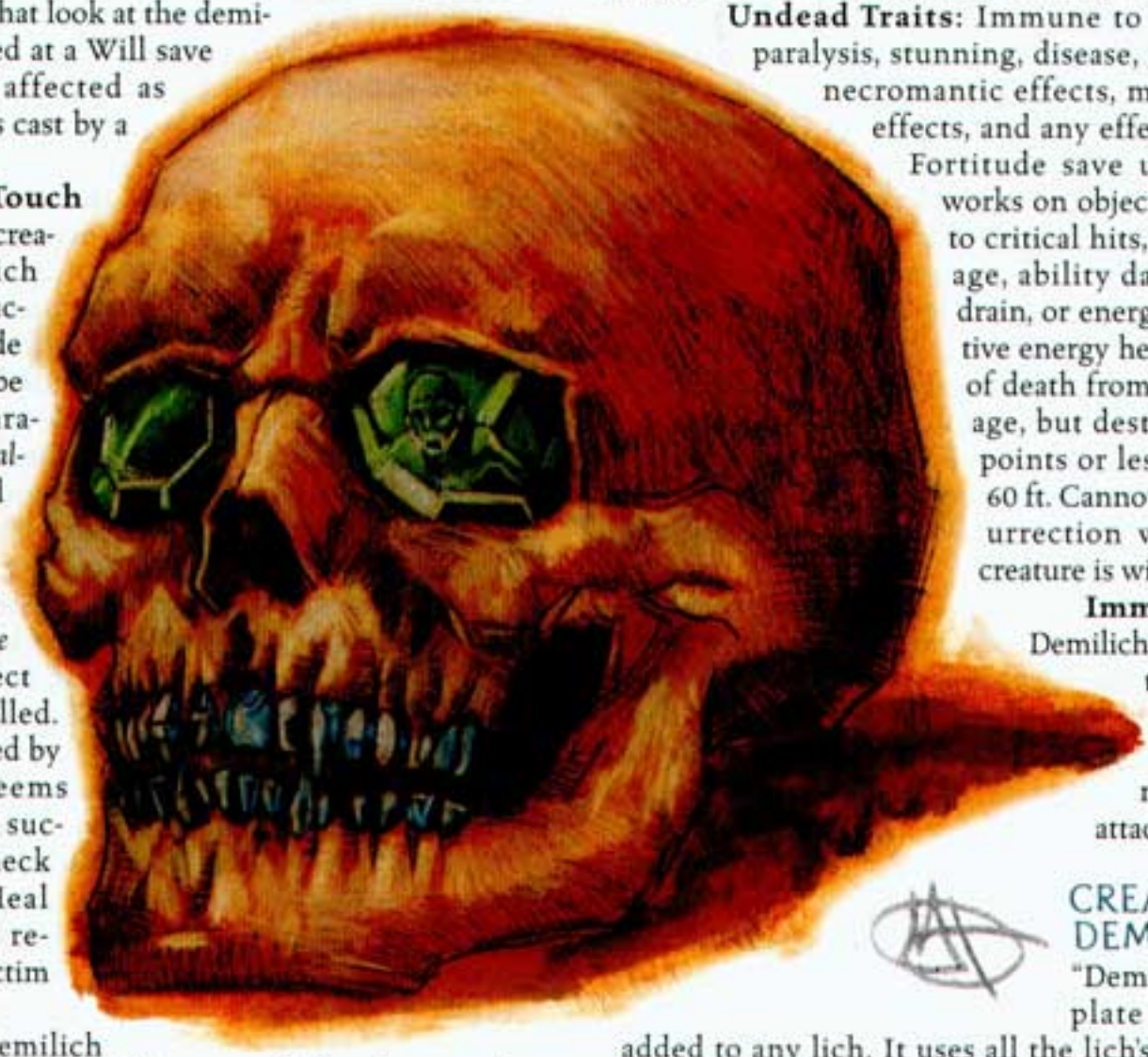
Trap the Soul (Su): A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a Fortitude saving throw (DC 36). If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's form. The gem gleams wickedly for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to

last. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone.

If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude saving throw. *Negative energy protection* is effective against the level loss.

Fear Aura (Su): Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the demilich must succeed at a Will save (DC 19) or be affected as though by *fear* as cast by a 21st-level caster.

Paralyzing Touch (Su): Any living creature a demilich touches must succeed at a Fortitude save (DC 36) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell). The effect cannot be dispelled. Anyone paralyzed by a demilich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.



Spells: The demilich can cast any spells it could cast as a lich. This sample demilich was a 21st-level wizard (spells per day: 4/13/6/6/6/5/5/5/5/1). The last spell slot is a 10th-level slot and available for 0–9th level metamagic spells.

Perfect Automatic Still Spell (Ex): A demilich can cast all the spells it knows without gestures.

Spell-Like Abilities: At will—*alter self*, *astral projection*, *create greater undead*, *create undead*, *death knell*, *enervation*, *greater dispelling*, *harm* (usually used to heal itself), *summon monster I–IX*, *telekinesis*, *weird*; 2/day—*greater planar ally*. Demiliches use these abilities as casters of a level equal to their spellcaster level, but the save DCs are all 36.

Magic Immunity (Ex): Demiliches are immune to all magical and supernatural effects, except as follows. A *shatter* spell affects a demilich as if it were a crystalline creature, but deals half the damage normally indicated. A *dispel evil* spell deals 3d6 points of damage (Fort save for half damage). *Holy smite* spells affect demiliches normally.

Phylactery Transference (Su): Headbands, belts, rings, cloaks, and other wearable items kept in close association with the demilich's phylactery transfer all their benefits to the demilich no matter how far apart the demilich and the phylactery are located. The standard limits on types of items utilized simultaneously still apply. The sample demilich "wears" *bracers of armor +8*, *headband of intellect +6*, *pink Ioun stone*, *ring of wizardry I*, *ring of protection +2*, and *gloves of Dexterity +2*.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Immunities (Ex): Demiliches are immune to cold, electricity, polymorph, and mind-affecting attacks.

CREATING A DEMILICH

"Demilich" is a template that can be added to any lich. It uses all the lich's statistics and special abilities except as noted here.

A demilich's form is concentrated into a single portion of its original body, usually its skull. Part of the process of becoming a demilich includes the incorporation of costly gems into the retained body part; see Creating Soul Gems, below.

Size: Medium-size and Large liches become Diminutive demiliches, Huge liches become Small demiliches, Gargantuan liches become Medium-size demiliches, and Colossal liches become Large demiliches.

Hit Dice: As lich.

Speed: Replace with fly 180 ft. (perfect) or the lich's supernatural (not natural) fly speed, whichever is better.

AC: The demilich retains the lich's +5 natural armor bonus and gains an insight bonus equal to AC equal to its

Hit Dice, as well as a probable size adjustment to AC (for example, +4 for its new Diminutive size for a previously Medium-size lich).

Attacks: The demilich gains an insight bonus equal to its Hit Dice as a bonus on its touch attacks.

Damage: The demilich gains an enhanced touch attack over that of its previous lich form (it now uses its entire flying skull to make the touch attack), including paralyzing touch. The demilich's touch attack uses negative energy to deal 10d6+20 points of damage to living creatures (no saving throw). Liches with other natural attacks lose them.

Special Attacks: The demilich retains all the lich's special attacks and also gains those described below.

Trap the Soul (Su): A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a Fort saving throw (DC 10 + demilich's HD + demilich's Cha modifier). If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's form. The gem gleams wickedly for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone.

If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*.

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Fear Aura (Su): Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the demilich must succeed at a Will save (DC 14 + demilich's Cha modifier) or be affected as though by *fear* as cast by a 21st-level caster.

Paralyzing Touch (Su): Any living creature a demilich touches must succeed at a Fortitude save (DC 10 + demilich's HD + demilich's Cha modifier) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell). The effect cannot be dispelled. Anyone paralyzed by a demilich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.

Spells: The demilich can cast any spells it could cast as a lich.

Perfect Automatic Still Spell: The demilich can cast all the spells it knows without gestures.

Spell-Like Abilities: At will—*alter self*, *astral projection*, *create greater undead*, *create undead*, *death knell*, *enervation*, *greater dispelling*, *harm* (usually used to heal itself), *summon monster I–IX*, *telekinesis*, and *weird*; 2/day—*greater planar ally*. Demiliches use these abilities as caster of a level equal to their spellcaster level, but the save DCs are equal to 10 + the demilich's HD + the demilich's Charisma modifier.

Special Qualities: The demilich retains all the lich's special qualities and also has those descrfibed below.

Magic Immunity (Ex): Demiliches are immune to all magical and supernatural effects, except as follows. A *shatter* spell affects a demilich as if it were a crystalline creature, but deals half the damage normally indicated. A *dispel evil* spell deals 3d6 points of damage (Fort save for half damage). *Holy smite* spells affect demiliches normally.

Phylactery Transference (Su): Headbands, belts, rings, cloaks, and other wearable items kept in close association with the demilich's phylactery transfer all their benefits to the demilich no matter how far apart the demilich and the phylactery are located. The standard limits on types of items utilized simultaneously still apply.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Immunities (Ex): Demiliches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Turn Resistance (Ex): A demilich has turn resistance +20.

Damage Reduction (Su): A demilich loses any previous damage reduction and instead has damage reduction 30/– (30 points of damage is subtracted from all melee attacks, no matter the weapon's enhancement bonus). Vorpal weapons, no matter their enhancement bonus, ignore this damage reduction but do only half damage to a demilich (demiliches cannot be beheaded).

Resistances (Ex): Demiliches have acid resistance 20, fire resistance 20, and sonic resistance 20.

Saves: Same as the lich.

Abilities: A demilich gains +10 to Intelligence, Wisdom, and Charisma.

Skills: Demiliches receive a +20 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the lich (this overlaps with the previous racial bonus gained by the lich; it does not stack).

Feats: Same as the lich.

Epic Feats: Demiliches gain the feats Blinding Speed, Tenacious Magic, and Automatic Quicken Spell.

Climate/Terrain: Same as the lich.

Organization: Solitary or consistory (1 demilich and 1–6 liches).

Challenge Rating: Same as the lich + 6.

Treasure: Same as the lich.

Alignment: Any evil.

Advancement: By character class.

EMILICH CHARACTERS

The process of becoming a demilich can be undertaken only by a lich acting of its own free will. The demilich retains all class abilities it had as a lich.

REATING SOUL GEMS

Liches have phylacteries that allow them to reappear 1d10 days after their apparent death, as do demiliches. Demiliches also have eight soul gems, each of which acts like a phylactery in its own right. If all the soul gems, as well as the demilich's phylactery, are not destroyed after a demilich is downed, the demilich reappears 1d10 days after its apparent death. The soul gems also allow the demilich to use its most devastating ability, trap the soul (see above).

Each demilich must make its own soul gems, which requires the Craft Wondrous Item feat. The lich must be a sorcerer, wizard, or cleric of at least 21st level. Each soul gem costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

Soul gems appear as egg-shaped gems of wondrous quality. They are always incorporated directly into the concentrated form of the demilich. For instance, a demilich skull might place the gems in the eye and tooth sockets of the skull, while a demilich hand might integrate the gems as faux joints.

DEVASTATION VERMIN

Devastation vermin are mindless agents of destruction, time-forgotten remnants from an alternate multiverse that comes into synch with our own only once every few thousand eons.

Devastation vermin are creatures that have slumbered beneath the surface of the earth for untold centuries, hidden away and undisturbed. Often, devastation vermin are awakened by the encroachment of civilization into their nests, or the area above them. When disturbed, devastation vermin erupt from the soil with ravenous appetites, leaving swaths of destruction in their paths as they feed.

Vermin Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

EVASTATION CENTIPEDE

Devastation centipedes can cover vast distances quickly, consuming Large and smaller creatures as they travel.

Combat

In addition to its powerful bite, the devastation centipede has a lethal poison it can use to render its prey helpless.

Poison (Ex): Bite, Fort save (DC 93); initial and secondary damage 2d12 temporary Dex.

Skills: Devastation centipedes receive a +4 racial bonus on Climb, Hide, and Spot checks.

DEVASTATION SPIDER

The devastation spider is an aggressive predator that comes in two types: the hunter and the web spinner. The hunter hunts its prey rather than using its webs to trap food (though it does still possess the capability to spin webs, using them as its nest), while the web spinner uses a sheet web to trap prey. Hunting spiders are faster (their higher speed values are given in parentheses).

Combat

Devastation spiders use their poisonous bite to subdue or kill prey.

Poison (Ex): Bite, Fort save (DC 94); initial and secondary damage 2d12 temporary Con.

Web (Ex): Both types of devastation spiders often wait in their webs, then lower themselves silently on silk strands and leap onto prey passing underneath. A single web strand is strong enough to support the spider and one creature of Gargantuan size.

Web-spinning devastation spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 150 feet, with a range increment of 30 feet, and is effective against targets of up to Gargantuan size (see Chapter 7 of the *Player's Handbook* for more information on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 38) or burst it with a Strength check (DC 44). Both are standard actions.

Web-spinning spiders often create sheets of sticky webbing about 1,000 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 24 hit points, and sheet webs have damage reduction 20/fire. A devastation spider can move across its own sheet web at its climb speed and can determine the exact location of any creature caught in the web.

Skills: Web-spinning devastation spiders receive a +4 racial bonus on Hide and Spot checks. Hunting spiders receive a +6 racial bonus on Jump checks and a +8 racial bonus on Spot checks (using the modifiers given in parentheses). °All devastation spiders gain a +8 competence bonus on Hide and Move Silently checks when using their webs.

DEVASTATION SCORPION

The devastation scorpion is an aggressive hunter, scuttling quickly through terrain in search of food.

Combat

In addition to its deadly claws, the devastation scorpion has a highly toxic sting from its tail.

Improved Grab (Ex): To use this ability, the devastation scorpion must hit with its claw attack. If it gets a hold, it hangs on and squeezes.

Squeeze (Ex): A devastation scorpion that gets a hold on a Gargantuan or smaller opponent automatically deals damage with both claws and its sting.

Poison (Ex): Sting, Fort save (DC 95); initial and s ondary damage 2d12 temporary Str.

Skills: Devastation scorpions receive a +4 racial bon on Climb, Hide, and Spot checks.

DEVASTATION BEETLE

Devastation beetles are ravenous when they first appe consuming anything and everything in the vicinity.

Combat

A devastation beetle uses both its sheer bulk and its sp cial abilities to get to food.

Trample (Ex): A devastation beetle can tramp

	Devastation Centipede Colossal Vermin	Devastation Spider Colossal Vermin
Hit Dice:	128d8+1,152 (1,728 hp)	128d8+1,280 (1,856 hp)
Initiative:	+13 (Dex)	+14 (Dex)
Speed:	80 ft.	60 ft., climb 40 ft. (80 ft., climb 40 ft.)
AC:	55 (–8 size, +13 Dex, +40 natural)	58 (–8 size, +14 Dex, +42 natural)
Attacks:	Bite +99 melee	Bite +101 melee
Damage:	Bite 20d10 +16 plus poison	Bite 18d10+19 plus poison
Face/Reach:	50 ft. by 350 ft./20 ft.	120 ft. by 120 ft./20 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Darkvision 300 ft., SR 50, DR 40/+9	Darkvision 300 ft., SR 50, DR 35/+8
Saves:	Fort +75, Ref +55, Will +42	Fort +76, Ref +56, Will +42
Abilities:	Str 33, Dex 37, Con 29, Int –, Wis 10, Cha 2	Str 37, Dex 39, Con 30, Int –, Wis 10, Cha 2
Skills:	Climb +19, Hide +5, Spot +8	Climb +15, Hide +2*, Jump +15 (+21), Move Silently +14*, Spot +14 (+18)
Climate/Terrain:	Any land	Any land
Organization:	Solitary or cluster (2–5)	Solitary or cluster (2–5)
Challenge Rating:	39	41
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	None	None

	Devastation Scorpion Colossal Vermin	Devastation Beetle Colossal Vermin
Hit Dice:	128d8+1,408 (1,984 hp)	128d8+2,304 (2,880 hp)
Initiative:	+12 (Dex)	+10 (Dex)
Speed:	100 ft.	70 ft.
AC:	60 (–8 size, +12 Dex, +46 natural)	72 (–8 size, +10 Dex, +60 natural)
Attacks:	2 claws +102 melee, sting +97 melee	Bite +104 melee
Damage:	Claw 10d10+14, sting 8d10+7 plus poison	Bite 25d10+24
Face/Reach:	120 ft. by 240 ft./20 ft.	100 ft. by 150 ft./20 ft.
Special Attacks:	Improved grab, squeeze, poison	Trample 30d10+24, acid cloud
Special Qualities:	Darkvision 300 ft., SR 50, DR 45/+8	Darkvision 300 ft., SR 60, DR 50/+10
Saves:	Fort +77, Ref +54, Will +42	Fort +84, Ref +52, Will +42
Abilities:	Str 38, Dex 35, Con 32, Int –, Wis 10, Cha 2	Str 42, Dex 31, Con 46, Int –, Wis 10, Cha 9
Skills:	Climb +22, Hide +4, Spot +8	Listen +6, Spot +6
Climate/Terrain:	Any land	Any land
Organization:	Solitary or cluster (2–5)	Solitary or cluster (2–5)
Challenge Rating:	42	50
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	None	None



Gargantuan and smaller creatures for 30d10+24 points of damage. Opponents who do not make attacks of opportunity against the devastation beetle can attempt a Reflex save (DC 90) to halve the damage.

Acid Cloud (Ex): A devastation beetle exudes a constant vapor that radiates outward in every direction for 60 feet. This vapor deals 6d6 points of acid damage each round to anyone caught in the cloud.

DRAGON, ADVANCED

The dragons in the *Monster Manual*—and the new varieties presented in this chapter—have twelve age categories, from wyrmling to great wyrm. The advancement rules in the *Monster Manual* allow dragons theoretically infinite progression even beyond the stage of great wyrm. This book lets dragons improve more than their Hit Dice as they progress to epic heights of power.

Age Category: A standard dragon (including all the dragons in the *Monster Manual* and *Monster Compendium: Monsters of Faerûn*) gains one "virtual age category" for every 3 Hit Dice it gains beyond the great wyrm stage. A 63-HD red dragon, with 21 more Hit Dice than a standard great wyrm, has gained seven virtual age categories, meaning its effective age category is nineteen. Abilities that function once per day per age category or otherwise use the dragon's age category as part of a calculation use this adjusted number.

Epic dragons (the force dragon and prismatic dragon presented in this chapter) gain one age category per 5 Hit Dice beyond great wyrm.

Size: One important element of dragon advancement is increasing size. The dragons that don't reach Colossal size by the great wyrm stage can never reach it according to the standard advancement rules. When advancing a dragon, consider its basic size group: lesser (white, black, brass, and copper dragons), ordinary (green, blue, and bronze dragons), greater (silver, red, and gold), or epic (force and prismatic). A dragon that is Tiny as a wyrmling is in the lesser group, a dragon that is Small as a wyrmling and never reaches Colossal size is in the ordinary group, and a dragon that is Small to Large as a wyrmling and reaches Colossal by the great wyrm stage is in the greater group.

A lesser dragon becomes Colossal when it gains two age categories (6 Hit Dice) beyond great wyrm. It increases to Colossal+ when it gains an additional four age categories (12 HD). Thus, a white great wyrm reaches Colossal at 42 HD and Colossal+ at 54 HD, while a bronze great wyrm becomes Colossal at 45 HD and Colossal+ at 57 HD.

An ordinary dragon becomes Colossal when it gains one age category (3 Hit Dice) beyond great wyrm. It increases to Colossal+ when it gains an additional four age categories (12 HD). Thus, a green great wyrm reaches Colossal size at 41 HD and Colossal+ size at 53 HD, while a bronze dragon becomes Colossal at 42 HD and Colossal+ at 54 HD.

A greater dragon becomes Colossal+ when it gains four age categories (12 HD) more than it needed to reach

the Colossal size. Thus, a silver or red dragon becomes Colossal+ at 52 HD, and a gold dragon becomes Colossal+ at 50 HD.

Epic dragons, already Colossal+ by the time they reach the great wyrm stage, do not increase in size thereafter.

Use the information presented under the epic dragon entry, below, to determine the statistics of a Colossal+ dragon.

Armor Class: A dragon's natural armor bonus increases by +1 for every Hit Die it gains beyond the great wyrm stage. (You can use this rule for lesser dragon advancement as well, since natural armor and Hit Dice always increase at the same rate.)

Breath Weapon: If a dragon's breath weapon deals damage, the damage typically increases by 2 dice for every virtual age category the dragon gains. The two exceptions in the *Monster Manual* are the brass and white dragons, whose breath weapon damage increases by only 1 die per age category. The saving throw DC against a dragon's breath weapon remains 10 + 1/2 the dragon's Hit Dice + its Constitution modifier.

Spell Resistance: For standard advanced dragons, spell resistance increases by 2 per additional age category. For epic dragons, spell resistance increases by 3 (for force dragons) or 6 (for prismatic dragons) per additional age category.

Speed: When a dragon becomes Colossal, its fly speed increases by 50 feet and its maneuverability becomes clumsy. When it reaches Colossal+, its fly speed increases by another 50 feet, and its maneuverability remains clumsy. A dragon's land speed and other special movement types (swim, burrow, and so on) do not change.

Ability Scores: A great wyrm's Strength and Constitution scores both increase by +2 for every virtual age category the dragon gains. Its Dexterity remains unchanged. Its Intelligence, Wisdom, and Charisma increase by +2 for every two age categories the dragon gains.

Special Abilities: Dragons do not gain additional spell-like abilities, but their damage reduction continues to increase as they gain Hit Dice. For most dragons (the exceptions being the force and prismatic dragons), the great wyrm's damage reduction increases by 5/+1 for every two age categories it gains beyond the wyrm stage. The epic dragons detailed in this chapter gain damage reduction of 10/+1 for every two age categories (10 Hit Dice) they gain beyond the wyrm stage.

Caster Level: A great wyrm's caster level increases by 2 for every virtual age category the dragon gains. As with the epic dragons described in this chapter, advanced dragons gain the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th.

Feats: Like ordinary dragons, advanced dragons receive one feat for every 4 Hit Dice they have. Feats gained after the dragon attains great wyrm status can be epic feats.

Challenge Rating: For standard dragons, CR increases by 2 per additional age category. For epic dragons, CR increases by 3 per additional age category.

All other dragon statistics are as presented for dragons in general and specific dragon varieties in the *Monster Manual* and other sources.

SAMPLE ADVANCED DRAGON

This example uses a red dragon advanced to 61 Hit Dice. This represents an increase of 21 HD, or seven virtual age categories.

Red Great Wyrm, Advanced
Colossal+ Dragon (Fire)
Hit Dice: 61d12+1,037 (1,433 hp)
Initiative: +3 (Dex)
Speed: 40 ft., fly 250 ft. (clumsy)
AC: 70 (–8 size, +3 Dex, +60 natural, +5 *bracers*)
Attacks: Bite +77 melee, 2 claws +73 melee, 2 wings +73 melee, tail slap +72 melee
Damage: Bite 8d6+24, claw 4d8+12, wing 4d6+12, tail slap 4d8+36
Face/Reach: 40 ft. by 80 ft./20 ft.
Special Attacks: Crush 8d6+36 (DC 57), tail sweep 4d6+36 (DC 57), breath weapon, frightful presence (DC 51), spells (caster level 33rd), spell-like abilities
Special Qualities: Immunities, DR 35/+6, SR 46, blindsight, keen senses (darkvision 7,600 ft.), fire subtype
Saves: Fort +49, Ref +35, Will +43
Abilities: Str 59, Dex 16 (with *gloves*), Con 45, Int 32, Wis 33, Cha 32
Skills: Appraise +44, Balance +33, Bluff +72, Climb +54, Concentration +78, Diplomacy +78, Escape Artist +36, Heal +41, Intimidate +78, Intuit Direction +41, Jump +85, Knowledge (arcana) +72, Knowledge (history) +72, Knowledge (local) +72, Knowledge (nature) +72, Listen +72, Search +72, Spellcraft +72, Spot +72, Swim +54
Feats: Cleave, Combat Casting, Combat Reflexes, Dodge, Great Cleave, Hover, Improved Darkvision, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Improved Spell Capacity (12th), Improved Spell Capacity (13th), Mobility, Power Attack, Quicken Spell, Quicken Spell-Like Ability, Snatch, Spell Opportunity, Spellcasting Harrier, Weapon Focus (claw), Wingover
Challenge Rating: 39

Breath Weapon (Su): Cone of fire, 80 ft., damage 38d10, Ref half (DC 57).

Spell-Like Abilities: 19/day—*locate object*; 3/day—*suggestion*; 1/day—*find the path, discern location*. Caster level 33rd; save DC 21 + spell level.

Immunities: *Sleep*, paralysis.

Fire Subtype: Fire immunity, double damage from cold except on a successful save.

Sorcerer Spells Known (6/9/9/9/8/8/8/8/7/7/2/2/1/1; base DC 21 + spell level): 0—*arcane mark, daze, detect magic, ghost sound, mage hand, prestidigitation, ray of frost*,

...ul magic, resistance; 1st—*cause fear, enlarge, expeditious ...treat, reduce, ventriloquism;* 2nd—*darkness, detect thoughts, ...irror image, see invisibility, web;* 3rd—*fireball, greater ...agic weapon, haste, wind wall;* 4th—*confusion, polymorph ...her, polymorph self, stoneskin;* 5th—*magic jar, passwall, ...leport, wall of force;* 6th—*flesh to stone, greater dispelling, ...ue seeing;* 7th—*control undead, delayed blast fireball, pris...matic spray;* 8th—*etherealness, horrid wilting, symbol;* ...th—*meteor swarm, power word kill, wish.*

Possessions: Bracers of armor +5, gloves of Dexterity +6, ring of ...ell turning, major ring of elemental resistance (cold), chaos ...iamond, 2,000 gp.

DRAGON, EPIC

...ike other dragons, force and prismatic dragons are ...igantic, winged, reptilian creatures. The epic dragons ...ll entirely outside the commonly accepted categories ...f chromatic and metallic dragons, and may originate ...n another plane of existence. They are further distin...guished from the common dragons described in the *...onster Manual* by their tremendous size (even at ...atching), their longer life span (with correspond...ngly greater increases in power as they age), and their ...astery of unusual energy forms—force and pris...matic energy.

While common dragons are easily categorized by ...lignment and temperament, epic dragons display ...uch more individual variation in these areas. Dragons ...f both varieties are usually neutral, pursuing their ...wn interests rather than the great causes of alignment ...onflict. Some are extremely selfish and ill-tempered, ...hile others are as beneficent as gold dragons. Like ...ther dragons, however, almost all epic dragons covet ...nd hoard wealth.

All epic dragons speak Draconic.

...C DRAGON AGE CATEGORIES

	Category	Age (Years)
1	Wyrmling	0–10
2	Very young	11–30
3	Young	31–50
4	Juvenile	51–100
5	Young adult	101–200
6	Adult	201–400
7	Mature adult	401–800
8	Old	801–1,200
9	Very old	1,201–1,600
10	Ancient	1,601–2,000
11	Wyrm	2,001–2,400
12	Great wyrm	2,401+

...MBAT

...pic dragons share all the combat characteristics of stan...ard dragons, as described in the *Monster Manual*. Even ...yrmling epic dragons are Huge, however, and are capa...le of making tail sweep and crush attacks. Although ...here is no size category larger than Colossal, the oldest ...pic dragons have a greater reach and deal more damage ...ith their attacks than other Colossal dragons, as shown on the Epic Dragon Face and Reach and Epic Dragon Attacks tables below. In addition, the breath weapon of the oldest epic dragons is a larger cone than most Colossal dragons possess. The size modifier for these dragons remains –8.

EPIC DRAGON FACE AND REACH

Size	Face	Reach
Huge	10 ft. by 20 ft.	10 ft.
Gargantuan	20 ft. by 40 ft.	15 ft.
Colossal	40 ft. by 80 ft.	15 ft.
Colossal+	40 ft. by 80 ft.	20 ft.

EPIC DRAGON ATTACKS

Size	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Huge	2d8	2d6	1d8	2d6	2d8	2d4
Gargantuan	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	4d8	4d6	2d8	4d6	4d8	2d8
Colossal+	8d6	4d8	4d6	4d8	8d6	4d6

EPIC DRAGON BREATH WEAPONS

Size	Cone* (Length)
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.
Colossal+	80 ft.

* A cone is as high and wide as its length.

Wyrmling epic dragons possess certain abilities that common dragons do not acquire until later in life, including frightful presence, spellcasting, and spell resistance. An epic dragon with a caster level above 20th gains the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th. Any epic dragon can choose epic feats for which it otherwise meets the prerequisites. Epic dragons also have access to the dragon feats in the *Monster Manual*, as well as the additional feats described in this book.

Empower Spell-Like Ability: An epic dragon can apply the Empower Spell feat to one of its spell-like abilities that it can use at least twice per day. If the dragon has limited use of the spell-like ability (3/day, for example), the empowered ability uses up two uses of the ability. If the dragon can use the ability at will, there is no cost for empowering the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Maximize Spell-Like Ability: The dragon can apply the Maximize Spell feat to one of its spell-like abilities that it can use at least three times per day. If the dragon has limited use of the spell-like ability (3/day, for example), the maximized ability uses up three uses of the ability. If the dragon can use the ability at will, there is no cost for maximizing the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Epic dragons fly even faster than common dragons, and can cover greater distances.

Epic Dragon Overland Flying Speeds

	Flight Speed		
	250 feet	300 feet	350 feet
One Hour			
Normal	40 miles	50 miles	60 miles
Hustle	80 miles	100 miles	120 miles
One Day			
Normal	320 miles	400 miles	480 miles

Except as noted here, epic dragons conform to the general information that applies to all dragons given in the *Monster Manual*.

FORCE DRAGON

Dragon (Force)

Climate/Terrain: Any land and underground

Organization: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 13; very young 19; you 21; juvenile 25; young adult 28; adult 31; mature ad 35; old 37; very old 39; ancient 43; wyrm 50; gr wyrm 59

Treasure: Double standard

Alignment: Usually neutral

Advancement Range: Wyrmling 21–24 HD (Hug very young 26–29 HD (Huge); young 31–34 HD (G gantuan); juvenile 36–39 HD (Gargantuan); you adult 41–44 HD (Gargantuan); adult 46–49 HD (G gantuan); mature adult 51–54 HD (Colossal); old 56- HD (Colossal); very old 61–64 HD (Colossal); ancie 66–69 HD (Colossal); wyrm 71–74 HD (Colossal great wyrm 76+ HD (Colossal+)

Force dragons are arrogant and aloof, tending to pref solitude and isolation from the masses of what they co sider lesser creatures. The only other creatures th respect are prismatic dragons and certain deities.

Force Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	H	20d12+100 (230)	31 (–2 size, +4 deflection, +19 natural)	+28	+17	+12	+16	5d12 (25)	24	24
Very young	H	25d12+150 (312)	38 (–2 size, +6 deflection, +24 natural)	+35	+20	+14	+20	10d12 (28)	28	27
Young	G	30d12+210 (405)	43 (–4 size, +8 deflection, +29 natural)	+40	+24	+17	+25	15d12 (32)	33	30
Juvenile	G	35d12+315 (542)	50 (–4 size, +10 deflection, +34 natural)	+47	+28	+19	+29	20d12 (36)	37	33
Young adult	G	40d12+440 (700)	57 (–4 size, +12 deflection, +39 natural)	+54	+33	+22	+34	25d12 (41)	42	36
Adult	G	45d12+585 (877)	64 (–4 size, +14 deflection, +44 natural)	+61	+37	+24	+38	30d12 (45)	46	39
Mature adult	C	50d12+750 (1,075)	67 (–8 size, +16 deflection, +49 natural)	+64	+42	+27	+43	35d12 (50)	51	42
Old	C	55d12+935 (1,292)	74 (–8 size, +18 deflection, +54 natural)	+71	+46	+29	+47	40d12 (54)	55	45
Very old	C	60d12+1,140 (1,530)	81 (–8 size, +20 deflection, +59 natural)	+78	+51	+32	+52	45d12 (59)	60	48
Ancient	C	65d12+1,365 (1,787)	88 (–8 size, +22 deflection, +64 natural)	+85	+55	+34	+56	50d12 (63)	64	51
Wyrm	C+	70d12+1,610 (2,065)	95 (–8 size, +24 deflection, +69 natural)	+92	+60	+37	+61	55d12 (68)	69	54
Great wyrm	C+	75d12+1,875 (2,362)	102 (–8 size, +26 deflection, +74 natural)	+99	+64	+39	+65	60d12 (72)	73	57

Force Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	60 ft., fly 250 ft. (poor)	31	10	21	18	19	18	Damage reduction 15/+2, deflecting force, immune to force	3rd
Very young	60 ft., fly 250 ft. (poor)	35	10	23	22	23	22		6th
Young	60 ft., fly 300 ft. (clumsy)	39	10	25	26	27	26	Damage reduction 20/+4	9th
Juvenile	60 ft., fly 300 ft. (clumsy)	43	10	29	30	31	30	*Otiluke's resilient sphere*, blur	12th
Young adult	60 ft., fly 300 ft. (clumsy)	47	10	33	34	35	34	Damage reduction 30/+6	15th
Adult	60 ft., fly 300 ft. (clumsy)	51	10	37	38	39	38	*Wall of force*	18th
Mature adult	60 ft., fly 300 ft. (clumsy)	55	10	41	42	43	42	Damage reduction 40/+8	21st
Old	60 ft., fly 300 ft. (clumsy)	59	10	45	46	47	46	*Forcecage*, displacement	24th
Very old	60 ft., fly 300 ft. (clumsy)	63	10	49	50	51	50	Damage reduction 50/+10	27th
Ancient	60 ft., fly 300 ft. (clumsy)	67	10	53	54	55	54	*Maze*	30th
Wyrm	60 ft., fly 350 ft. (clumsy)	71	10	57	58	59	58	Damage reduction 60/+12	33rd
Great wyrm	60 ft., fly 350 ft. (clumsy)	75	10	61	62	63	62	*Otiluke's telekinetic sphere*, invisibility	36th

A wyrmling force dragon hatches from an egg the size of a farmer's hut, and emerges covered in glittering scales like tiny diamonds. As it ages, its scales become less brilliant, but they still refract light—often surrounding the dragon in a shimmering haze of light. Great wyrm force dragons are naturally invisible, since light passes smoothly through their bodies. A force dragon's translucent scales thicken and harden as it ages, making a great wyrm's hide nearly as impenetrable as a *wall of force*. Unlike nonepic dragons, force dragons have no color whatsoever.



Force dragons lair in remote regions far from civilization, but show no marked preference for one terrain type over any other. Ancient forests, forbidding mountains, vast deserts, and towering subterranean chasms are all potential lairs for these reclusive beasts. Despite their massive size, force dragons eat very little, alternating periods of active hunting with long naps. They eat any kind of meat, but sages speculate that they also feed on force effects and even on raw magical power.

Combat

Force dragons rarely seek out combat, but they lash out against intruders in their domains with incredibly ferocity, attacking unceasingly until the foes are dead or driven away. They have little interest in conversation, since they doubt that any lesser intellect could possess knowledge that would surpass its own. They prefer using their breath weapons for attack, and use their spell-like abilities to separate their opponents and control dangerous foes.

Breath Weapon (Su): A force dragon has one type of breath weapon, a cone of force that tears through creatures and objects in its area to devastating effect.

Immune to Force (Ex): A force dragon cannot be harmed by any force effect, including *magic missiles*, *explosive runes*, *Mordenkainen's sword*, the *Otiluke's sphere* spells, or any other spell or effect with the Force descriptor. It can move freely through barriers made of force, such as a *wall of force*.

Deflecting Force (Su): A force dragon is protected by a shield of force that provides a deflection bonus to its AC. The deflection bonus is equal to the dragon's Charisma bonus.

Blur (Su): When a force dragon reaches juvenile age, the force surrounding its body distorts the light around it so that it is hard to discern the dragon's exact location. This functions as a continuous *blur* spell, giving the dragon one-half concealment (20% miss chance).

Displacement (Su): An old force dragon's deflecting force bends light even more extremely, giving the dragon the benefit of the *displacement* spell (total concealment, 50% miss chance). This supersedes its *blur* ability.

Invisibility (Su): A great wyrm force dragon is a creature of pure force, and is completely invisible (as though protected by *improved invisibility*). A creature that can see invisible creatures must still contend with the dragon's *displacement* ability.

Spell-Like Abilities: 3/day—*forcecage*, *maze*, *Otiluke's resilient sphere*, *Otiluke's telekinetic sphere*, *wall of force*.

Sample Force Dragon, Adult

Gargantuan Dragon (Force)
Hit Dice: 45d12+585 (877 hp)
Initiative: +0
Speed: 60 ft., fly 300 ft. (clumsy)
AC: 64 (–4 size, +14 deflection, +44 natural)
Attacks: Bite +61 melee, 2 claws +56 melee, 2 wings +56 melee, tail slap +56 melee
Damage: Bite 4d6+20, claw 2d8+10, wings 2d6+10, tail slap 2d8+30
Face/Reach: 20 ft. by 40 ft./15 ft.
Special Attacks: Crush 4d6+30 (DC 45), tail sweep 2d6+30 (DC 45), breath weapon, frightful presence (DC 46), spells (caster level 18th), spell-like abilities

Special Qualities: Immunities, DR 30/+6, SR 39, blindsight, keen senses, deflecting force, blur (20% miss chance)
Saves: Fort +37, Ref +24, Will +38
Abilities: Str 51, Dex 10, Con 37, Int 38, Wis 39, Cha 38
Skills: Alchemy +36, Appraise +36, Bluff +38, Concentration +58, Diplomacy +59, Escape Artist +45, Intimidate +61, Knowledge (arcana) +59, Knowledge (geography) +59, Knowledge (history) +59, Knowledge (local) +59, Knowledge (nature) +59, Knowledge (nobility and royalty) +59, Knowledge (the planes) +59, Knowledge (religion) +59, Listen +61, Scry +59, Search +74*, Sense Motive +38, Spellcraft +59, Spot +76*
Feats: Alertness, Cleave, Combat Reflexes, Empower Spell-Like Ability, Flyby Attack, Hover, Improved Initiative, Maximize Spell-Like Ability, Power Attack, Spell Knowledge, Sunder, Wingover
Climate/Terrain: Any land and underground
Organization: Solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Rating: 31
Treasure: Double standard
Alignment: Usually neutral
Advancement: 46–49 HD (Gargantuan)

Breath Weapon (Su): Cone of force, 60 ft., damage 30d12, Ref half (DC 45).

Spell-Like Abilities: 3/day—*Otiluke's resilient sphere, wall of force.* Caster level 18th; save DC 24 + spell level.

Immunities (Ex): Immune to *sleep* and paralysis, immune to force effects.

Sorcerer Spells Known (6/10/10/9/9/9/9/8/7/5; base DC 24 + spell level): 0—*arcane mark, dancing lights, detect magic, flare, ghost sound, light, mending, open/close, read magic;* 1st—*change self, comprehend languages, detect secret doors, magic missile, true strike;* 2nd—*bull's strength, cat's grace, darkness, locate object, mirror image;* 3rd—*clairaudience/clairvoyance, fireball, haste, lightning bolt;* 4th—*charm monster, improved invisibility, scrying, stoneskin;* 5th—*contact other plane, dream, hold monster, teleport;* 6th—*analyze dweomer, greater dispelling, true seeing;* 7th—*forcecage, spell turning, summon monster VII;* 8th—*polymorph any object, protection from spells;* 9th—*time stop.*

Possessions: Crystal ball with true seeing, circlet of eyes, robe of power* (7th-level spell), 8,000 gp.

*Variant of *robe of eyes*; benefit included in Search and Spot skill modifiers.

PRISMATIC DRAGON

Dragon (Light)
Climate/Terrain: Any land and underground
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Rating: Wyrmling 14; very young 16; young 22; juvenile 30; young adult 34; adult 39; mature adult 43; old 48; very old 52; ancient 57; wyrm 61; great wyrm 66
Treasure: Double standard
Alignment: Usually neutral
Advancement Range: Wyrmling 24–27 HD (Huge); very young 29–32 HD (Huge); young 34–37 HD (Gargantuan); juvenile 39–42 HD (Gargantuan); young adult 44–47 HD (Gargantuan); adult 49–52 HD (Gargantuan); mature adult 54–57 HD (Colossal); old 59–62 HD (Colossal); very old 64–67 HD (Colossal); ancient 69–72 HD (Colossal+); wyrm 74–77 HD (Colossal+); great wyrm 79+ HD (Colossal+)



Prismatic dragons are flamboyant, personable, and charming, quite unlike the aloof force dragons despite being the undeniable superiors. They enjoy the wild diversity of life, particularly the incredible spectrum of human personality. Though they rarely venture into humanoid communities, they enjoy visitors to their remote lairs and rarely attack any creature unless provoked.

A wyrmling prismatic dragon is covered in tiny brightly reflective scales and surrounded by a shimmering aura of multicolored light. Even the scales of a great

...matic Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon DC	Fear DC	SR
...rmling	H	23d12+138 (287)	35 (–2 size, +5 deflection, +22 natural)	+30	+19	+13	+18	27	26	24
...ry young	H	28d12+196 (378)	42 (–2 size, +7 deflection, +27 natural)	+37	+23	+16	+23	31	31	30
...ung	G	33d12+297 (511)	47 (–4 size, +9 deflection, +32 natural)	+42	+27	+18	+27	35	35	36
...venile	G	38d12+418 (665)	54 (–4 size, +11 deflection, +37 natural)	+49	+32	+21	+32	40	40	42
...ung adult	G	43d12+559 (838)	61 (–4 size, +13 deflection, +42 natural)	+56	+36	+23	+36	44	44	48
...ult	C	48d12+720 (1,032)	64 (–8 size, +15 deflection, +47 natural)	+59	+41	+26	+41	49	49	54
...ature adult	C	53d12+901 (1,245)	71 (–8 size, +17 deflection, +52 natural)	+66	+45	+28	+45	53	53	60
...d	C	58d12+1,102 (1,479)	78 (–8 size, +19 deflection, +57 natural)	+73	+50	+31	+50	58	58	66
...ry old	C	63d12+1,323 (1,732)	85 (–8 size, +21 deflection, +62 natural)	+80	+54	+33	+54	62	62	68
...cient	C+	68d12+1,564 (2,006)	92 (–8 size, +23 deflection, +67 natural)	+87	+59	+36	+59	67	67	74
...yrm	C+	73d12+1,825 (2,299)	99 (–8 size, +25 deflection, +72 natural)	+94	+63	+38	+63	71	71	80
...eat wyrm	C+	78d12+2,106 (2,613)	106 (–8 size, +27 deflection, +77 natural)	+101	+68	+41	+68	76	76	86

...matic Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
...rmling	60 ft., fly 250 ft. (poor)	29	10	23	20	21	20	Damage reduction 15/+3, deflecting force, *hypnotic pattern*, immune to light and blindness	5th
...ry young	60 ft., fly 250 ft. (poor)	33	10	25	24	25	24		8th
...ung	60 ft., fly 300 ft. (clumsy)	37	10	29	28	29	28	Damage reduction 20/+5	11th
...venile	60 ft., fly 300 ft. (clumsy)	41	10	33	32	33	32	*Rainbow pattern*	13th
...ung adult	60 ft., fly 300 ft. (clumsy)	45	10	37	36	37	36	Damage reduction 30/+7	17th
...ult	60 ft., fly 300 ft. (clumsy)	49	10	41	40	41	40	*Sunbeam*	20th
...ature adult	60 ft., fly 300 ft. (clumsy)	53	10	45	44	45	44	Damage reduction 40/+10	23rd
...d	60 ft., fly 300 ft. (clumsy)	57	10	49	48	49	48	*Sunburst*	26th
...ry old	60 ft., fly 300 ft. (clumsy)	61	10	53	52	53	52	Damage reduction 50/+12	29th
...cient	60 ft., fly 350 ft. (clumsy)	65	10	57	56	57	56	*Prismatic wall*	32nd
...yrm	60 ft., fly 350 ft. (clumsy)	69	10	61	60	61	60	Damage reduction 60/+15	35th
...eat wyrm	60 ft., fly 350 ft. (clumsy)	73	10	65	64	65	64	*Prismatic sphere*	38th

...rm are very small and fine, making its skin appear as ...ooth as a snake's, though the brilliant scales are virtu...lly invulnerable. Like force dragons, prismatic dragons ...e completely odorless.

Prismatic dragons make their lairs wherever they ...ease. While some prefer remote fastnesses far from any ...pe of civilization, others choose to live in sea caves just ...utside a port city, in the ruins overlooking a bustling ...ading town, or in the forest just beyond a hamlet's pas...reland. They seem to eat a small amount relative to ...eir size, and are generally careful to hunt over a wide ...nge of territory to avoid depleting resources or anger... local cattle herders. They eat any kind of meat, and ...ey in fact derive sustenance from light.

...mbat

A prismatic dragon fights only if it is attacked, preferring ...engage unwitting intruders in conversation to expand ...experience of the quirks and foibles of other creatures. When one does fight, it uses its breath weapon, melee attacks, and spell-like abilities in dreadful concert, carefully selecting the right attack for the right opponent.

Breath Weapon (Su): A prismatic dragon has one type of breath weapon, a *prismatic spray* effect. The breath weapon's cone is of the size indicated by the dragon's size, not the normal cone for the spell.

Deflecting Force (Su): A prismatic dragon is protected by a shield of shimmering light similar to a *cloak of chaos* that provides a deflection bonus to its AC. The deflection bonus is equal to the dragon's Charisma bonus.

Immune to Light and Blindness (Ex): Prismatic dragons cannot be harmed by any light, including Evocation [Light] spells, *searing light*, and the various *prismatic* (*sphere, spray, wall*) spells. In addition, they are immune to any spell or effect that causes blindness.

Spell-Like Abilities: At will—*hypnotic pattern, rainbow pattern*; 3/day—*prismatic sphere, prismatic wall, sunbeam, sunburst*.

Sample Prismatic Dragon, Old

Colossal Dragon
Hit Dice: 58d12+1,102 (1,479 hp)
Initiative: +4 (Improved Initiative)
Speed: 60 ft., fly 300 ft. (clumsy)
AC: 78 (–8 size, +19 deflection, +57 natural)
Attacks: Bite +74 melee, 2 claws +69 melee, 2 wings +68 melee, tail slap +69 melee
Damage: Bite 4d8+23, claw 4d6+11, wings 2d8+11, tail slap 4d6+34
Face/Reach: 40 ft. by 80 ft./15 ft.
Special Attacks: Crush 4d8+34 (DC 58), tail sweep 2d8+34 (DC 58), breath weapon, frightful presence (DC 58), spells (caster level 26th), spell-like abilities
Special Qualities: Immunities, DR 40/+10, SR 66, blindsight, keen senses, deflecting force
Saves: Fort +50, Ref +31, Will +50
Abilities: Str 57, Dex 10, Con 49, Int 48, Wis 49, Cha 48
Skills: Balance +33, Bluff +48, Concentration +77, Diplomacy +81, Disable Device +48, Escape Artist +58, Heal +48, Hide +13, Intimidate +23, Intuit Direction +48, Jump +27, Knowledge (arcana) +77, Knowledge (architecture and engineering) +77, Knowledge (geography) +77, Knowledge (history) +77, Knowledge (local) +77, Knowledge (nature) +77, Knowledge (nobility and royalty +77), Knowledge (the planes) +77, Knowledge (religion) +77, Listen +77, Move Silently +29, Open Lock +29, Scry +77, Search +77, Spellcraft +77, Spot +77, Tumble +29
Feats: Cleave, Flyby Attack, Great Cleave, Improved Initiative, Improved Spell Capacity (9th), Improved Spell Capacity (9th), Power Attack, Quicken Spell-Like Ability, Snatch, Spell Knowledge (×4), Sunder, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (tail slap)
Climate/Terrain: Any land and underground
Organization: Solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Rating: 48
Treasure: Double standard
Alignment: Usually neutral
Advancement: 59–62 HD (Colossal)

Breath Weapon (Su): Cone of *prismatic spray*, 70 ft., effect as spell, Ref half (DC 58).

Spell-Like Abilities: At will—*hypnotic pattern, rainbow pattern*; 3/day—*sunbeam, sunburst*. Caster level 26th; save DC 29 + spell level.

Immunities (Ex): Immune to *sleep* and paraly effects, immune to light and blindness effects.

Sorcerer Spells Known (6/11/11/11/10/10/10/10/9/ base DC 29 + spell level): 0—*dancing lights, daze, de magic, ghost sound, light, prestidigitation, ray of frost, read mag resistance*; 1st—*enlarge, mage armor, magic missile, shield, tr strike, unseen servant*; 2nd—*alter self, blur, darkness, de thoughts, levitate*; 3rd—*blink, fireball, greater magic weapo haste, tongues, wind wall*; 4th—*confusion, polymorph oth polymorph self, scrying, stoneskin*; 5th—*dismissal, fabricat passwall, wall of force*; 6th—*antimagic field, greater dispelling true seeing*; 7th—*forcecage, sequester, spell turning, teleport wit out error*; 8th—*greater planar binding, mass charm, symbo* 9th—*dominate monster, gate, imprisonment, temporal sta time stop, wish*

Possessions: Staff of the cosmos, ring of regeneration, 15,563 g

ELEMENTAL, PRIMAL

Primal elementals are the most potent incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental traits.

Elemental Traits: Immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

PRIMAL AIR ELEMENTAL



Air elementals are among the swiftest and most agile creatures in existence. Primal air elementals are like unto entire storms when they leave their own inner plane of air.

A primal air elemental appears as an amorphous, shifting cloud. Darker bits of swirling vapor give the appearance of two eyes and a mouth.

Primal air elementals speak Auran, though they rarely choose to do so. Their voices crescendo like thunder.

Combat

Primal air elementals are masters of the air.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

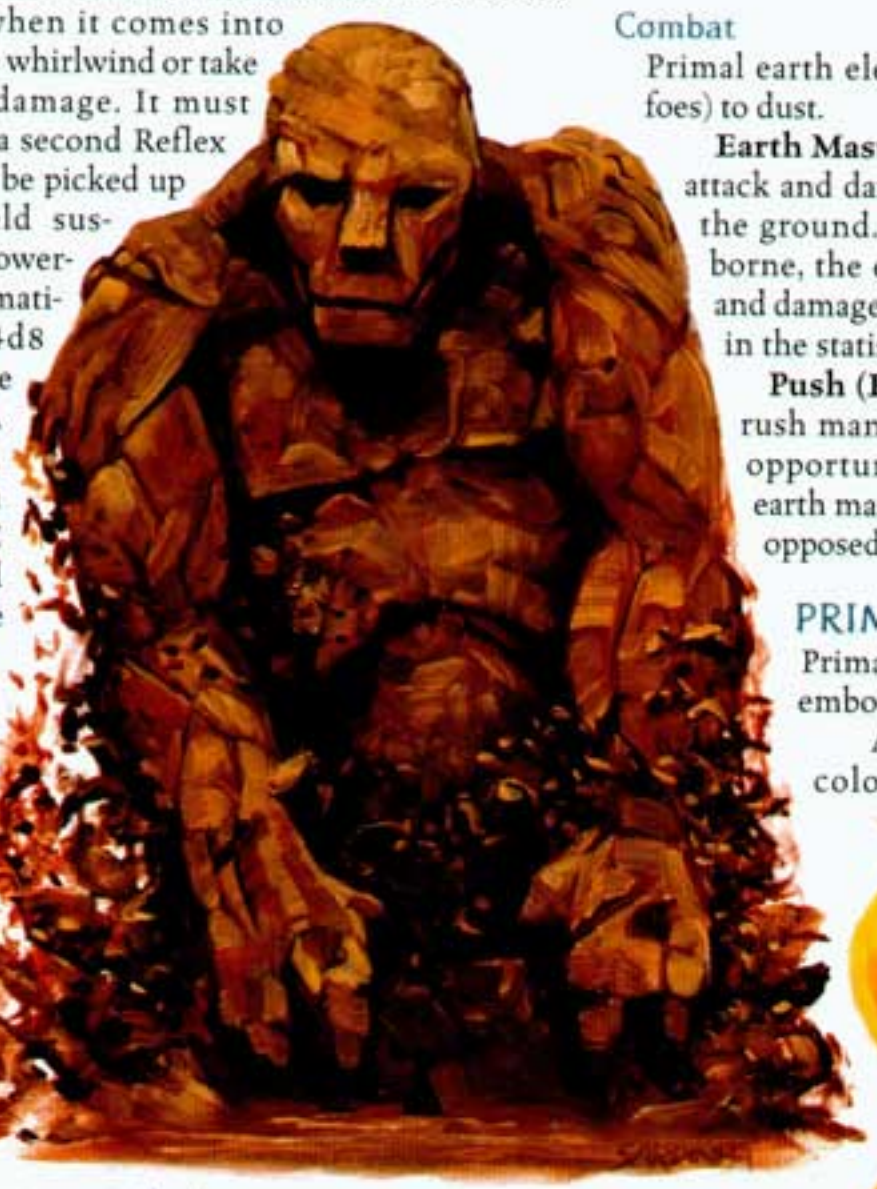
Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

	Air Elemental, Primal Colossal Elemental (Air)	Earth Elemental, Primal Colossal Elemental (Earth)
Hit Dice:	96d8+864 (1,296 hp)	96d8+960 (1,392 hp)
Initiative:	+24 (+16 Dex, +8 Superior Initiative)	–1 (Dex)
Speed:	Fly 100 ft. (perfect)	20 ft., burrow 40 ft.
AC:	66 (–8 size, +16 Dex, +48 natural)	49 (–8 size, –1 Dex, +48 natural)
Attacks:	Slam +81/+76/+71/+66 melee	Slam +83/+78/+73/+68 melee
Damage:	Slam 4d8+16	Slam 4d10+24/19–20
Face/Reach:	40 ft. by 40 ft./25 ft.	40 ft. by 40 ft./25 ft.
Special Attacks:	Air mastery, whirlwind	Earth mastery, push
Special Qualities:	Elemental traits, DR 35/+8, SR 42, air subtype	Elemental traits, DR 35/+8 (plus 9/–), SR 42, earth subtype
Saves:	Fort +43, Ref +68, Will +35	Fort +60, Ref +33, Will +35
Abilities:	Str 32, Dex 43, Con 28, Int 8, Wis 13, Cha 13	Str 43, Dex 8, Con 31, Int 8, Wis 13, Cha 13
Skills:	Listen +75, Spot +75	Listen +75, Spot +75
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Lightning Reflexes, Spring Attack, Weapon Finesse (slam), Weapon Focus (slam)	Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (slam)
Epic Feats:	Blinding Speed (×2), Improved Combat Reflexes, Superior Initiative	Damage Reduction (×3), Devastating Critical (slam), Epic Weapon Focus (slam), Overwhelming Critical (slam)
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge Rating:	35	35
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	97–288 HD (Colossal)	97–288 HD (Colossal)

	Fire Elemental, Primal Colossal Elemental (Fire)	Water Elemental, Primal Colossal Elemental (Water)
Hit Dice:	96d8+864 (1,296 hp)	96d8+960 (1,392 hp)
Initiative:	+22 (+14 Dex, +8 Superior Initiative)	+14 (Dex)
Speed:	50 ft.	20 ft., swim 90 ft.
AC:	64 (–8 size, +14 Dex, +48 natural)	64 (–8 size, +14 Dex, +48 natural)
Attacks:	Slam +79/+74/+69/+64 melee	Slam +81/+76/+71/+66 melee
Damage:	Slam 4d8+16 plus 4d8 fire	Slam 4d10+24/19–20
Face/Reach:	40 ft. by 40 ft./25 ft.	40 ft. by 40 ft./25 ft.
Special Attacks:	Burn	Water mastery, drench, vortex
Special Qualities:	Elemental traits, DR 35/+8, SR 42, fire subtype	Elemental traits, DR 35/+8 (plus 9/–), SR 42, water subtype
Saves:	Fort +43, Ref +66, Will +39	Fort +60, Ref +48, Will +35
Abilities:	Str 32, Dex 39, Con 28, Int 8, Wis 13, Cha 13	Str 42, Dex 38, Con 31, Int 8, Wis 13, Cha 13
Skills:	Listen +75, Spot +75	Listen +75, Spot +75
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack,Weapon Finesse (slam), Weapon Focus (slam)	Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (slam), Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (slam)
Epic Feats:	Blinding Speed, Dire Charge, Epic Will, Superior Initiative	Damage Reduction (×3), Devastating Critical (slam), Overwhelming Critical (slam)
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge Rating:	35	35
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	97–288 HD (Colossal)	97–288 HD (Colossal)

A primal air whirlwind is 10 feet wide at the base, 40 feet wide at the top, and up to 80 feet tall. The elemental controls its exact height, but it must be at least 10 feet.

Gargantuan or smaller creatures might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed at a Reflex save (DC 67) when it comes into contact with the whirlwind or take 4d8 points of damage. It must also succeed at a second Reflex save (DC 67) or be picked up bodily and held suspended in the powerful winds, automatically taking 4d8 points of damage each round. A creature that can fly is allowed a Reflex save (DC 67) each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.



The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment (see Chapter 8 of the *Player's Handbook*). Those caught in the cloud must succeed at a Concentration check (DC 67)to cast a spell.

PRIMAL EARTH ELEMENTAL

Primal earth elementals are as strong as the bones of the earth.

A primal earth elemental looks like a colossal stony humanoid. When summoned to the Material Plane (by a custom-crafted epic spell), it is made of whatever types of dirt, stones, precious metals, and gems it was conjured from. The elemental always has a cold, expressionless face with a mouthlike opening and two eyes that sparkle like multifaceted gems. A primal earth elemental stands at least 70 feet tall and weighs 250,000 pounds or more.

Earth elementals speak Terran in a voice that sounds like the rumbling of an earthquake.

Combat

Primal earth elementals enjoy battering objects (and foes) to dust.

Earth Mastery (Ex): An earth elemental gains a +attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to the elemental's opposed Strength checks.

PRIMAL FIRE ELEMENTAL

Primal fire elementals are fast and agile, the embodiment of flame's fury.

A primal fire elemental looks like a colossal sheet of flame with an armlike appendage on each side. These "arms" seem to flicker back into the creature's flaming body.



nly to spring out again seconds later. The only facial features are two large glowing patches of brilliant blue lame, which seem to function as eyes.

A primal fire elemental cannot enter water or any ther nonflammable liquid. Unlike lesser fire elementals, primal fire elemental may attempt to evaporate a lesser body of water if blocked. A primal fire elemental is at east 65 feet tall but weighs only 24 pounds.

Fire elementals speak Ignan in a voice akin to the sound of a mountainside burning.

mbat

A primal fire elemental attempts to burn creatures and bjects of the Material Plane to ashes.

Burn (Ex): Those hit by a primal fire elemental's slam attack must succeed at a Reflex save (DC 67) or catch fire. The flame burns for 1d4 rounds (see Catching on Fire in Chapter 3 of the DUNGEON MASTER'S *Guide*). A burning creature can take a move-equivalent action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.



IMAL WATER ELEMENTAL

A primal water elemental is the tempest of the open ocean embodied.

A primal water elemental appears as a high, crested wave with smaller waves for arms. Two orbs of deep green peer out of the front of the wave, serving as eyes. A primal water elemental can't venture more than 360 feet from the body of water from which it emerged.

Water elementals speak Aquan with the voice of an ocean gale.

mbat

A primal water elemental can both batter and slam opponents to death.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent touch water. If the opponent or elemental is landbound, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A primal water elemental can be a serious threat to a ship that crosses its path. It can easily overturn even large craft (ships of up to 460 feet in length) and stop massive vessels (ships of less than 960 feet in length). Even ocean-going behemoths (ships of less than 1,920 feet in length) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are Gargantuan or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a caster whose level equals the elemental's HD total (96).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has (48 rounds). In vortex form, the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 50 feet wide at the top, and up to 80 feet tall. The elemental controls its exact height, but it must be at least 10 feet.

Gargantuan and smaller creatures might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed at a Reflex save (DC 68) when it comes into contact with the vortex or take 4d10 points of damage. It must also succeed at a second Reflex save (DC 68) or be picked up bodily and held suspended in the powerful currents, automatically taking 4d10 points of damage each round. A creature that can swim is allowed a Reflex save (DC 68) each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment (see Chapter 8 of the *Player's Handbook*). Those caught in the cloud must succeed at a Concentration check (DC 68) to cast a spell.

GENIUS LOCI

Colossal Ooze
Hit Dice: 70d10+1,400 + 40 (1,825 hp)
Initiative: –2 (Dex)
Speed: 5 ft., burrow 5 ft.
AC: 0 (–2 Dex, –8 size)
Attacks: 10 slams +64 melee
Damage: Slam 4d10+20
Face/Reach: Varies (see text)
Special Attacks: Enslave, improved grab, constrict 4d10+30
Special Qualities: Blindsight 200 ft., fast healing 50, ooze traits
Saves: Fort +43, Ref +21, Will +30
Abilities: Str 50, Dex 6, Con 50, Int –, Wis 24, Cha 26
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 30
Treasure: Standard
Alignment: Usually any evil
Advancement: None

Sometimes a section of landscape itself animates as a single entity. A genius loci, or "local spirit," is such a place, malign in nature.

A genius loci is difficult to spot, since it looks like any other section of landscape. One can appear as a mountain, an isolated valley, a small lake, a deep cavern, a single field, a tiny moon, or an entire (smallish) plane. Despite the fact that it is a creature, its form almost exactly duplicates all the textures and qualities of a natural landscape, so much so that animals and plants live and grow normally on a genius loci as if it were part of the natural environment.

A genius loci itself has no intelligence, but rather "emulates" the sentience of any creature it currently enslaves (see below), if any. A creature enslaved to the genius loci inhabits the landscape in whatever manner available to it—some slaves live in structures (actually part of the genius loci), while others may nest in trees, or in burrows. Each genius loci has only a single enslaved creature at one time, though other creatures may also inhabit the surface of the genius loci.

Any creature entering a genius loci who makes a successful Wilderness Lore check (DC 31) realizes that something is amiss, though it is difficult to tell exactly what—at least until the landscape itself animates and begins to batter, grab, and crush the life out of those who intrude. The genius loci feeds by occasionally absorbing some recently slain creature into itself.

Genius loci are spontaneously generated from areas that have remained undisturbed for long eras. In time the personality of the place becomes not just a metaphor but also a fact. Most are malignant, persecuting trespassers with glee, but a few are benign, offering a safe haven to various sylvan folk.

Genius loci do not speak directly, though they may do so through their currently enslaved thrall.

COMBAT

A genius loci can directly attack any creature standing on its surface with animated parts of itself, delivering terrific slam attacks. It also directs its enslaved thrall against those it attacks. If its slave is slain, it selects another of its foes as its new newest slave. Once a genius loci animates a portion of itself to attack, such as a tree, a column of earth, or a swell of ground, the boundaries of its massive form become clear and the creature becomes open to attack (Wilderness Lore check to determine the extent of the genius loci are no longer necessary). The animated part of the genius loci has a reach of 15 feet.

Enslave (Su): A genius loci can use the epic spell *enslave* once per round as a free action until it successfully enslaves a foe (Will DC 53 to resist). Once it has a slave, it cannot enslave another until its current slave dies, is *imprisoned*, or is otherwise taken out of the picture. A slave becomes free if its genius loci master is slain. A genius loci forces its slave to remain with it, though it may send its slave off to temporarily

MD

isit nearby locations in order to draw in unsuspecting victims. In fact, the "purposes" of the genius loci are to ome degree influenced by the current slave. The genius oci has no Intelligence score of its own; thus, its mulation of its slave's intelligence sometimes nsfers attitudes and goals. However, a ave can only go so far in influencing s hardly mobile master, and cannot owingly attempt to free itself from e genius loci that keeps it close.

Improved Grab (Ex): If the nius loci hits a Gargantuan or aller creature with a slam ack, it deals normal damage d attempts to start a grapple as a e action without provoking an ack of opportunity. The genius ci has the option to conduct the pple normally, or simply use e part of its body it used in the proved grab to hold the opponent. ch successful grapple check it makes ring successive rounds automatically s slam attack damage, in addition to con- iction damage.

Constrict (Ex): A genius loci crushes its oppo- nt, dealing 4d10+30 points of bludgeoning mage, after making a successful grapple check.

Ooze Traits: An ooze is an amorphous or mutable ature. Oozes are immune to poison, *sleep*, paralysis, nning, and polymorphing. They have no clear front back and are therefore not subject to critical hits or king. Oozes are blind but have the blindsight special ity. They have no Intelligence scores and are there- e immune to all mind-affecting effects (charms, com- ions, phantasms, patterns, and morale effects).



GIBBERING ORB

ge Aberration
t Dice: 27d8+216+3 (340 hp)
iative: +20 (+12 Dex, +8 Superior Initiative)
eed: 5 ft., fly 20 ft. (good)
C: 48 (+12 Dex, –2 size, +16 natural armor, +12 insight)
acks: 24 eye rays +31ranged touch, 12 bites +28 melee
mage: Bite 2d8+5/19–20
ce/Reach: 20 ft. by 20 ft./10 ft.
ecial Attacks: Gibbering, improved grab, swallow whole, eye rays, spell-like abilities
ecial Qualities: All-around vision, flight, amorphous, R 37, DR 25/+6
ves: Fort +23, Ref +23, Will +24
ilities: Str 32, Dex 35, Con 27, Int 40, Wis 24, Cha 22
lls: Concentration +33, Knowledge (arcana) +45, Listen +9, Search +37, Speak Language (any five), Spell- craft +47, Spot +33
ats: Alertness, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Improved Critical (bite), Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Spellcraft), Skill Focus (Spot), Toughness, Weapon Focus (eye ray), Weapon Focus (bite)
Epic Feats: Epic Fortitude, Improved Combat Casting, Polyglot, Superior Initiative
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 27
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 27–54 HD (Huge); 55–108 HD (Gargantuan)

The gibbering orb is a great, bloated, floating mass of eyes and mouths, perhaps a common ancestor of both the gibbering mouther and the beholderkin.

A gibbering orb is a pulsating sphere of grayish flesh, 20 feet or more in diameter. The orb floats above the ground, seeming to writhe and spasm as it moves, as though something inside is throwing itself against the walls of the sphere in a desperate but futile attempt to escape. Hundreds of eyes and mouths of various sizes and shapes swirl around the orb like moons around a planet, partly obscuring the central mass. There is no apparent top and bottom to a gibbering orb; eyes and mouths cycle and spin about one another in a never-ending swirling dance. The eyes stare and blink, and the mouths drool, scream, and chant terrible litanies. Few who have encountered a gibbering

orb have survived, and few among those have managed to get close enough to see its form.

A gibbering orb wanders the planes and the places between the planes, seeking to consume living creatures to sate its ravenous appetite. Although it appears to be an insane, babbling creature, the gibbering orb is actually quite intelligent. In some ways, it functions like a hive mind, with the perceptions and capabilities of multiple creatures locked inside its body. It can speak all languages, and its myriad mouths each constantly speak a different one, the sound of which combines together into a cacophony of noise that drives those who hear it to insanity in a matter of moments.

When it encounters another creature, the gibbering mouther attacks with abandon, hoping to decimate its prey with its eye rays and then devour the opponent with its mouths. It will attempt to consume the opponent whole, both for food and for the magical knowledge contained therein. Because of this, the gibbering orb's treasure is trapped inside its body.

COMBAT

The gibbering orb has the ability to bite its foes by extending a pseudopod, with one of its mouths protruding prominently from the end, outward from its body, striking with alarming speed. The orb can extend four of these at any one foe, or a total of twelve in any given round. At the same time, the legions of eyes have the ability to cast a host of spells at a rapid rate and to great effect.

Gibbering (Su): The cacophony of speech emanating from the scores of mouths that make up the orb forces all within 60 feet of the creature to succeed at a Will save each round (DC 40) or suffer the effects of an *insanity* spell.

Improved Grab (Ex): To use this ability, the gibbering orb must hit with a bite attack. If it gets a hold, the orb automatically deals bite damage and can attempt to swallow whole.

Swallow Whole (Ex): A gibbering orb can attempt to swallow a Large or smaller opponent by making a successful grapple check. Once inside, the opponent takes 4d8 points of constriction damage plus 3d10 points of acid damage per round. A swallowed creature can cut its way out by using claws or a light slashing weapon to deal 20 points of damage in a single blow (AC 16, DR 25/+6 still applies). Once the creature exits, the fluidlike body structure of the orb closes the wound; other swallowed opponents must cut their own way out. When a creature dies by being swallowed whole (or when a creature killed by the gibbering orb in some other fashion is eaten by it), the gibbering orb absorbs the creature's known spells, prepared spells, and spell-like abilities. The orb can use any two of those abilities per round as a free action. Each originates from an eye that is not producing an eye ray (see below) that round. Stolen spells and spell-like abilities are lost after 24 hours.

Eye Rays (Su): Two dozen of the eyes can each produce a magical ray each round, with each eye emulating a spell from among the list of spells below as if cast by a 27th-level caster. The save DCs, where applicable, are 16 + spell level. A gibbering orb has no directional limitations on where it can point its eye rays, because the eyes orbiting around its body drift and float wherever needed. However, a gibbering orb can never aim more than five rays at any single target, due to limitations of aiming. All rays have a range of 150 feet. Each of these effects functions as a ray (see Aiming a Spell in Chapter 10 of the *Player's Handbook*) regardless of the normal parameters of the spell it resembles. That is, each is usable against a single target and requires a ranged touch attack. The eye rays are: *cone of cold, disintegrate, dominate monster, energy drain, feeblemind, finger of death, flesh to stone, greater dispelling, harm, hold monster, horrid wilting, implosion, inflict critical wounds, lightning bolt, magic missile, Mordenkainen's disjunction, Otto's irresistible dance, polymorph any object, power word blind, power word kill, power word stun, prismatic spray, slay living,* and *temporal stasis*.

Spell-Like Abilities: At will—Two stolen spells or spell-like abilities per round. Caster level 27th, save DC 16 + spell level.

All-Around Vision (Ex): The gibbering orb's many eyes give it a +4 racial bonus on Spot and Search checks.

Flight (Ex): The gibbering orb's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

Amorphous (Ex): A gibbering orb is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

GLOOM

Medium-Size Monstrous Humanoid
Hit Dice: 25d8+225 (337 hp)
Initiative: +26 (+18 Dex, +8 Superior Initiative)
Speed: 30 ft.
AC: 40 (+18 Dex, +12 insight)
Attacks: *+10 keen dagger of human dread* +54/+49/+44/+39
Damage: Dagger 1d4+21/15–20 (+1d6 crit)
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Fear gaze, sneak attack +13d6
Special Qualities: Blindsight 60 ft., opportunist, quiescence, spell-like abilities, SR 35, DR 25/+6
Saves: Fort +17, Ref +32, Will +21
Abilities: Str 32, Dex 46, Con 29, Int 26, Wis 25, Cha 31
Skills: Hide +46, Listen +29, Move Silently +66, Spot +29
Feats: Cleave, Dodge, Improved Critical (dagger), Improved Initiative, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Finesse (dagger), Weapon Focus (dagger)
Epic Feats: Blinding Speed, Devastating Critical (dagger), Overwhelming Critical (dagger), Sneak Attack of Opportunity, Superior Initiative
Climate/Terrain: Any urban
Organization: Solitary
Challenge Rating: 25
Treasure: Nonstandard (just its dagger)
Alignment: Usually lawful evil
Advancement: 25+ HD (Medium-size)

A gloom is an assassin that cloaks itself in supernatural camouflage, lingering on the periphery of vision and stalking its prey from the deepest shadows.

A gloom looks very much like a human from the neck down, with dull, rubbery black skin. Its head, however, is another matter. Completely devoid of hair, the gloom also has no eyes. Its distended, exaggerated mouth, drawn back in a perpetual fiendish smile, is full of jagged black teeth. Despite its apparent lack of ocular organs, a gloom seems to have no trouble seeing. A gloom typically dresses in the clothing suitable for a funeral (stylized for the local culture), snug fitting and all black. A gloom is armed with a +10 *keen dagger of human dread*. In the hand of any other creature but a gloom, the dagger is a *+5 keen dagger*.

COMBAT

A gloom has the uncanny ability to reach its prey by moving from shadow to shadow—literally. Combining that with its knack to remain totally quiet, the gloom often is able to attack and vanish before its prey's companions even realize something is wrong.

Fear Gaze (Su): Viewing the gloom's face inspires terror. Creatures that meet the gloom's gaze must succeed at a Will save (DC 32) or suffer the effects of a *fear* spell as cast by a 20th-level caster.

Opportunist (Ex): This ability functions like the rogue class feature of the same name.

Sneak Attack (Ex): A gloom is able to sneak attack as a 25th-level rogue, dealing 13d6 extra damage.

Quiescence (Su): A gloom is constantly silent, as per the *silence* spell, although the area does not extend beyond the creature itself. This quality gives it a +20 racial bonus on Move Silently checks (it is still possible for a gloom to create noise, such as by bumping into something that scrapes on the floor or by sounding a chime). The gloom can lower this effect at will.

Spell-Like Abilities: At will—*shadow walk*; 3/day—*true strike*. Caster level 20th; save DC 20 + spell level.

GOLEM

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magical and elemental forces.

These golems share all normal golem characteristics and construct traits as described in the *Monster Manual*.

MITHRAL GOLEM

A mithral golem stands 18 feet tall and weighs about 12,000 pounds. It can be fashioned in any manner, but often resembles a sleek humanoid.

A mithral golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with an agility and grace that belies its size, and unlike most golems, it can run just as well as a normal creature.

Combat

Mithral golems are deadly foes, particularly against those who expect them to be as ponderous as an iron golem.

Alacrity (Su): Once per round, the mithral golem may take an extra partial action (either before or after its other actions in the round).

Magic Immunity (Ex): A mithral golem is immune to all magical and supernatural effects, except as follows. A *slow* spell negates its alacrity for 1d4 rounds, while a *haste* spell restores 1d6 hit points per level of the caster (maximum 10d6) or restores its alacrity, if previously negated by a *slow* spell. Multiple *slow* spells simply extend the duration of the effect.

Construction

A mithral golem's body is sculpted from 8 1/2 tons of pure iron and is then polymorphed into mithral (using *polymorph any object*).

A mithral golem costs 250,000 gold pieces to create, which includes 5,000 gp for the body. Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 30).

The creator must be 25th level, have the Craft Epic Magic Arms and Armor feat, and be able to cast arcane spells. Completing the ritual drains 5,000 XP from the creator and requires *geas/quest*, *haste*, *polymorph any object*, and *wish*.



ADAMANTINE GOLEM

An adamantine golem towers to five times the heigh of a human and weighs around 32,000 pounds. It ge erally looks like a Huge iro golem, but with the unique shee of adamantine.

An adamantine golem cann speak or make any vocal noise, no does it have any distinguishable odor. It moves with a ponderou but smooth gait at half the speed of a normal human. Each step causes the ground to tremble for hundred feet in all direction

Combat

Adamantine golems use their stupendous physical might to batter enemies into pulp

Trample (Ex): As a stan dard action during its turn each round, the adaman tine golem can literall run over an opponent at least one size categor smaller than itself. The trample deals 8d10+3 points of bludgeoning damage. Trampled oppo nents can either attempt attacks of opportunity at a –4 penalty or Reflex save (DC 57) for half damage

Magic Immunity (Ex): An adamantine golem is immune to all magical and supernatural effects.

	Mithral Golem Huge Construct	Adamantine Golem Huge Construct
Hit Dice:	36d10 (198 hp)	54d10 (297 hp)
Initiative:	+4 (Dex)	–1 (Dex)
Speed:	40 ft.	20 ft. (can't run)
AC:	42 (–2 size, +4 Dex, +26 natural, +4 haste)	37 (–2 size, –1 Dex, +30 natural)
Attacks:	2 slams +39 melee	2 slams +58 melee
Damage:	Slam 4d10 +14	Slam 6d10+20
Face/Reach:	10 ft. by 10 ft./10 ft.	10 ft. by 10 ft./10 ft.
Special Attacks:	—	Trample
Special Qualities:	Construct traits, magic immunity, DR 50/+5, alacrity	Construct traits, magic immunity, DR 50/+7
Saves:	Fort +12, Ref +16, Will +12	Fort +18, Ref +17, Will +18
Abilities:	Str 39, Dex 19, Con –, Int –, Wis 11, Cha 1	Str 51, Dex 9, Con –, Int –, Wis 11, Cha 1
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge Rating:	21	25
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	37–54 HD (Huge); 55–72 HD (Gargantuan)	55–82 HD (Huge); 83–108 HD (Gargantuan)

Construction

An adamantine golem's body is sculpted from 45,000 pounds of pure iron and is then polymorphed into adamantine (using *polymorph any object*).

The golem costs 500,000 gold pieces to create, which includes 25,000 gp for the body. Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 40).

The creator must be 30th level, have the Craft Epic Magic Arms and Armor feat, and be able to cast arcane spells. Completing the ritual drains 10,000 XP from the creator and requires *Bigby's crushing hand, geas/quest, polymorph any object,* and *wish.*

HA-NAGA

Colossal Aberration

Hit Dice: 20d8+220 (310 hp)

Initiative: +22 (+14 Dex, +8 Superior Initiative)

Speed: 60 ft., fly 120 ft. (perfect)

AC: 40 (–8 size, +14 Dex, +24 natural armor)

Attacks: Coil whip +21 melee, sting +19 melee, bite +13 melee

Damage: Coil whip 4d6+8, sting 2d8+4 plus poison, bite 4d8+4

Face/Reach: 15 ft. by 15 ft. (coiled)/ 15 ft.

Special Attacks: Charming gaze, poison, improved grab, constrict 4d6+12

Special Qualities: Flight, SR 30, DR 15/+7

Saves: Fort +17, Ref +22, Will +22

Abilities: Str 27, Dex 38, Con 32, Int 35, Wis 31, Cha 36

Skills: Escape Artist +24, Hide +29, Move Silently +30, Search +22, Spellcraft +22, Spot +17

Feats: Combat Casting, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Quicken Spell, Spell Penetration, Weapon Finesse (coil whip), Weapon Finesse (sting)

Epic Feats: Superior Initiative

Climate/Terrain: Temperate and warm land or underground

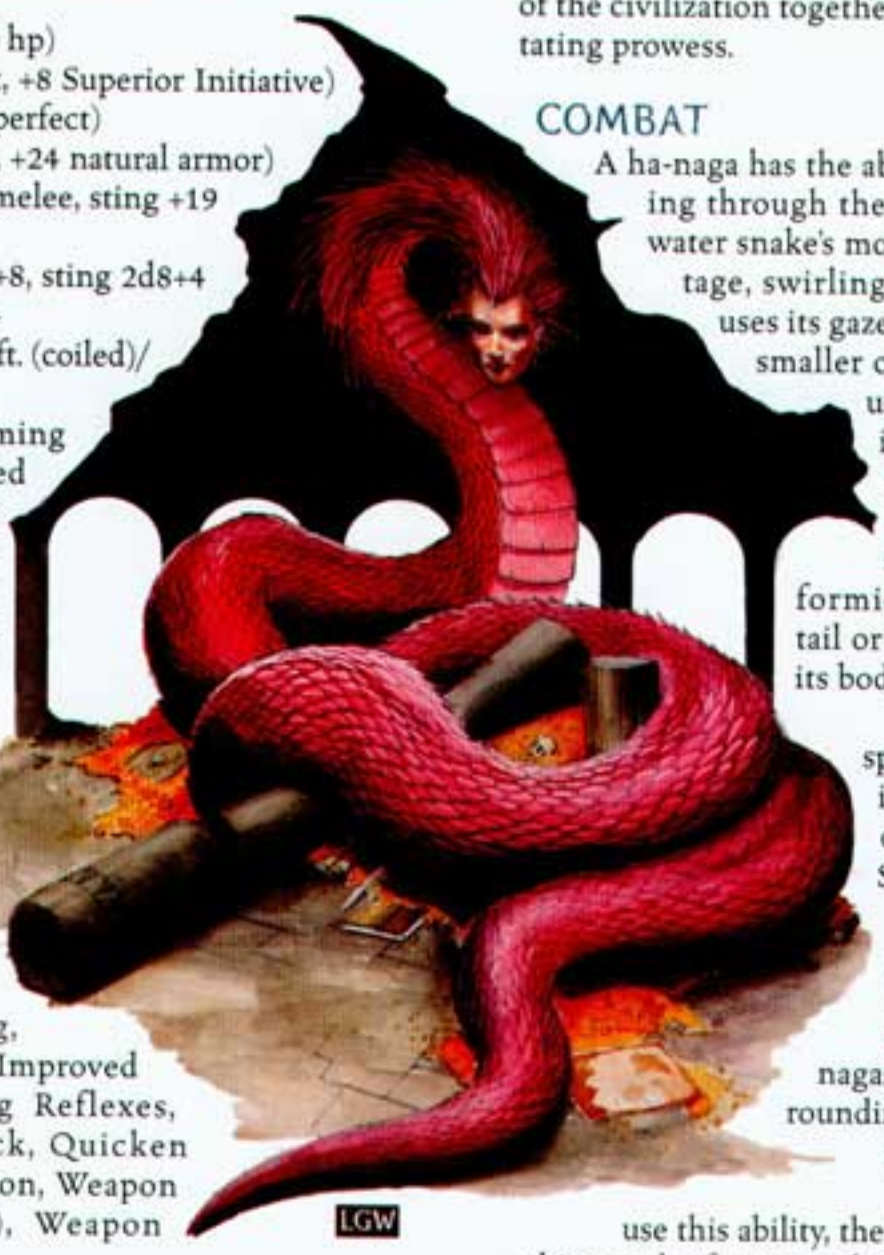
Organization: Solitary or nest (2–4)

Challenge Rating: 22

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 21–40 HD (Colossal)



LGW

The ha-naga is a massive and powerful naga lord, often worshiped by spirit nagas as a god.

A ha-naga takes the same general form as a naga, although it is of immense size and power, growing as long as 100 feet or more. A ha-naga has no set color, but instead adapts the hues and shades of its scales to match its environment, much like a chameleon. The head of a ha-naga is that of a classically beautiful woman or handsome man.

Ha-nagas prefer to make their lairs in the ruins of ancient civilizations, once they have brought about the downfall of such places, of course. A ha-naga's favorite locale for a nest is a former center of society—a temple, a throne room, or a coliseum. It is in this place where the ha-naga gathers together the treasures of the society, bringing art, fine jewelry, and the recorded history of the civilization together as a tribute to its own devastating prowess.

COMBAT

A ha-naga has the ability to fly, winding and coiling through the air in a manner similar to a water snake's motion. It uses this to its advantage, swirling above and around foes as it uses its gaze attack or casts spells. Like its smaller cousins, a ha-naga prefers the use of spells in combat, resorting to melee only as a last resort. When it does engage in combat, its swift speed and quick reflexes make it a formidable foe, stinging with its tail or constricting opponents with its body.

Flight (Su): As per the *fly* spell, 120 ft. (perfect). This ability gives the ha-naga a +6 circumstance bonus on Move Silently checks.

Charming Gaze (Su): As *mass charm,* 90 ft., Will save (DC 33).

Chameleon Ability (Ex): Ha-nagas can blend in with their surroundings, giving them a +8 circumstance bonus on Hide checks.

Improved Grab (Ex): To use this ability, the ha-naga must hit with its coil whip attack. If it succeeds, it can constrict.

Constrict (Ex): A ha-naga deals 4d6+12 points damage with a successful grapple attack against Huge or smaller opponents.

Poison (Ex): Sting, Fort save (DC 31); initial and secondary damage 2d8 temporary Con.

Spells: Ha-nagas can cast spells as 21st-level sorcerers, and can also cast cleric spells and spells from the domains of Chaos and Evil as arcane spells (save DC 33 + spell level).

HAGUNEMNON (PROTEAN)

Large Shapechanger
Hit Dice: 44d8+616 (814 hp)
Initiative: +17 (+13 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 50 (–1 size, +13 Dex, +28 natural)
Attacks: 5 slams +53 melee
Damage: Slam 2d6+21/19–20
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Psionics, destabilize form
Special Qualities: Alter shape, DR 25/+6, darkvision 120 ft., immunities, regeneration 50, spell resistance 39
Saves: Fort +40, Ref +39, Will +32
Abilities: Str 53, Dex 37, Con 39, Int 20, Wis 23, Cha 34
Skills: Bluff +32, Diplomacy +16, Disguise +32, Hide +9, Intimidate +14, Listen +28, Sense Motive +21, Spot +15
Feats: Alertness, Cleave, Combat Reflexes, Endurance, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (slam)
Epic Feats: Blinding Speed, Devastating Critical (slam), Overwhelming Critical (slam)
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 29
Treasure: Standard
Alignment: Chaotic neutral
Advancement: 45–59 HD (Large); 60–74 HD (Huge); 75–89 HD (Huge)



The ultimate shapeshifter, a hagunemnon can take on the extraordinary abilities of any other nondeific creature.

Hagunemnons, also known as proteans, have no natural shape; they always appear in flux, incorporating the physical attributes of two, three, or more creatures simultaneously. Their forms boil with possibility, and rarely does any attribute last for more than a minute. Even newborns are tides of flesh, ever changing.

Tainted with chaos at the time of their race's creation, proteans are denied the stability that most races enjoy. This has imbued them with undying hatred of all nonshapechanging beings (they tolerate other shapechangers but look down upon them for remaining in the same shape for hours or even days at a time). Hagunemnons travel endlessly, seeking new creatures to duplicate and new extraordinary abilities to assume. Their xenophobia generally results in their attempting to slay other beings after copying them.

Hagunemnons have an ever-evolving language that changes so quickly that only another hagunemnon can understand it. They can speak and understand the language of any other creature.

COMBAT

Hagunemnons are opportunistic, availing themselves of any attack form that serves the moment. Ever-evolving, they rarely repeat the same tactic. But if they hit on a good combination of extraordinary abilities (such as a dragon's blindsight and frightful presence, along with a yuan-ti's poison bite and a xorn's burrow ability), they may stick with it for some time.

Psionics (Sp): At will—*detect thoughts, dimension door, ethereal jaunt, knock, nondetection, plane shift, suggestion.* Caster level 20th; save DC 22.

Destabilize Form (Su): If a protean hits with two or more slam attacks in the same round, it partly destabilizes its foe's physical form. The foe's body boils and changes in an uncontrolled fashion, dealing an additional 4d6+31 points of damage as well as 2 points of temporary Constitution damage. If the victim is drained to 0 Constitution, its dead body is only so much clear fluid that drains away unless somehow preserved by friends of the victim.

Alter Shape (Ex): A protean can assume the shape of any combination of physical nondeific creatures at the same time as a free action. In fact, a protean's form constantly boils, and it requires a move-equivalent

action each round for a protean to maintain a certain shape (even if that shape is a combination of several shapes). Whatever its present form, the protean retains all its own special qualities. Plus, it gains the advantage of up to four extraordinary abilities from the forms it mimics (but not spell-like or supernatural powers). The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension (make sure to take into account rules for reach and size modifiers to AC and melee attacks). Incorporeal traits can also be assumed, which counts as a single extraordinary ability.

If a hagunemnon assumes a partial form that confers an extraordinary ability already possessed by the creature, only the better of the two abilities is retained.

No matter its form, the protean can never make more than five attacks using a full-round action. However, it may substitute a melee attack form for one of its slam attacks, using its own base attack bonus and Strength modifier to damage, but dealing base damage appropriate to the attack type. For instance, if the protean gives itself the head of a dragon, it gives up one of its slam attacks for a bite attack, while retaining four other slam attacks, or some other combination of melee attacks that do not exceed four.

HOARY HUNTER

Hoary hunters are malevolent fey that appear on frosty, moonlit nights to hunt travelers for sport, selecting their prey, chasing them down, and dragging them into the night realm of the Unseelie Court to be imprisoned forever.

Though difficult to see because of its mount's magical breath, a hoary hunter appears as a gaunt man or elf, but with sharp, exaggerated features that are always unsettling to behold. Everything about the hunter is white, from the wild mane of hair atop its head to the pearly, luminescent buttons on its coat. At midnight, when the temperature is below freezing, and any sort of moon shines upon the frozen ground, the hunter appears initially as a roiling fog accompanied by echoing hoof beats. Dismounted and out in the open, a hoary hunter seems to be some ghostly apparition in the moonlight, but it is not undead.

A hoary hunter rides a magnificent flying horse, a snowy steed whose breath billows in great clouds of frosty vapors and whose blue eyes glow coldly in the darkness. It is often said that one who is selected as prey by a hoary hunter first knows his doom from the sound of hoofbeats and the starry glow of those eyes coming toward him through the mists.

	Hoary Hunter **Medium-Size Fey (Cold)**	**Hoary Steed** **Large Magical Beast (Cold)**
Hit Dice:	46d6+598 (759 hp)	12d10+36 (102 hp)
Initiative:	+19 (+11 Dex, +8 Superior Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.	40 ft., fly 90 ft. (good)
AC:	46 (+11 Dex, +15 insight, +10 natural)	23 (–1 size, +4 Dex, +10 natural)
Attacks:	*+6 keen longsword of binding* +46/+41/+36/+31 melee	2 hooves +17 melee, bite +15 melee
Damage:	*+6 keen longsword of binding* 1d8+27/15–20 plus 1d6 plus *binding*	Hoof 3d6+6, bite 5d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities	
Special Qualities:	Cold resistance 50, SR 36, DR 20/+6	Cold resistance 25, air walk, astral projection and etherealness, magic circle against good, misty breath, SR 20, DR 10/+3, immunities
Saves:	Fort +28, Ref +36, Will +31	Fort +11, Ref +12, Will +5
Abilities:	Str 38, Dex 33, Con 36, Int 31, Wis 23, Cha 26	Str 22, Dex 18, Con 17, Int 6, Wis 13, Cha 14
Skills:	Intimidate +30, Intuit Direction +28, Listen +35, Ride +33, Search +40, Spot +38, Wilderness Lore +36	Listen +12, Spot +12
Feats:	Alertness, Blind-Fight, Cleave, Dodge, Expertise, Great Cleave, Improved Critical (longsword), Improved Initiative, Mobility, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Spring Attack, Track, Trample, Weapon Focus (longsword), Whirlwind Attack	Flyby Attack, Improved Initiative, Multiattack
Epic Feats:	Dire Charge, Epic Weapon Focus (longsword), Overwhelming Critical (longsword), Superior Initiative	
Climate/Terrain:	Any cold	Any cold
Organization:	Solitary or company (2–5)	Solitary (with rider)
Challenge Rating:	25	9
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	47+ HD (Medium)	13–24 HD (Large); 25–36 HD (Huge)

COMBAT

The hoary hunter prefers to charge its prey while upon horseback, slashing with its *+6 keen longsword of binding* as it rides by. A critical hit (or the blow that would kill or render a foe unconscious) from this blade does not wound the hunter's prey. Instead, the victim is bodily transported as per a *soul binding* spell heightened to 16th level (DC 30) into a brilliant white diamond at the end of the sword's hilt. The hunter then returns to its realm, taking its prisoner with it to be enslaved.



Rarely does a hoary hunter encounter those formidable enough to challenge it, but on those occasions, it uses its spell-like abilities to overwhelm such foes, making it easier to capture them. If a chosen victim does manage to escape the hunter for 1 hour, or succeeds in defeating the fey creature, the hunt is not over. A hoary hunter cannot be killed while on the hunt (see below). It returns on the very next night that is both cold and moonlit, with a second hunter to aid it, and attempts again to capture this victim. If it fails again, this pattern is repeated each suitable night until either the prisoner is taken or five such nights pass. If a victim escapes all five nights, a hoary hunter never again troubles him.

Moving to a warmer locale only delays the inevitable. The hoary hunter bides its time, waiting years if it must, only to appear again when the night conditions are right. Shifting to a different plane of existence does not stop the hunt; a hunter follows its prey to any realm in the multiverse during the hour, and it and its companions can appear on any plane to begin the hunt anew so long as there is moonlight and freezing temperatures.

Spell-Like Abilities: At will—*discern location, true strike, fog cloud, hold monster, plane shift*; 3/day—*dimensional anchor, dominate monster, greater dispelling*; 1/day—*Mordenkainen's disjunction, contingent recall and resurrection**. Caster level 23rd; save DC 18 + spell level.

**Contingent recall and resurrection* is a variation on an epic spell found in Chapter 2: Epic Spells. When slain, the hoary hunter is actually transported, with its mount, back to the fey realm, where it is resurrected and allowed to begin the hunt anew. The only way to truly slay the hoary hunter is to defeat it in its home realm after this epic spell has been exhausted for the day.

HOARY STEED

A hoary hunter's mount is a supernatural beast of extraordinary elegance and prowess. It is completely loyal to its hunter and will allow no other individual to approach or ride it.

Combat

A hoary steed can attack with its two hooves and deliver a vicious bite each round.

Air Walk (Su): A hoary steed can ride through the air as well as on the ground, as though affected by a permanent *air walk* spell.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names as cast by a 20th-level caster.

Magic Circle Against Good (Su): This ability continuously duplicates the effects of the spell. A hoary steed cannot suppress this ability.

Misty Breath (Su): The breath of a hoary steed functions like a constant *obscuring mist* spell.

Immunities (Ex): A hoary steed is immune to all *charm* and *hold* spells or abilities.

HUNEFER

Medium-Size Undead
Hit Dice: 50d12+3 (603 hp)
Initiative: +16 (+12 Dex, +4 Improved Initiative)
Speed: 100 ft.
AC: 52 (+12 Dex, +20 natural, +10 insight)
Attacks: 2 slams +44 melee
Damage: Slam 3d6+18/19–20 (+1d6 on critical hit) plus hunefer rot
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Despair, hunefer rot, spell-like abilities
Special Qualities: Blindsight 300 ft., resistant to blows, DR 20/+5, fast healing 30, SR 37, undead traits, fire vulnerability

Saves: Fort +18, Ref +30, Will +41
Abilities: Str 47, Dex 35, Con –, Int 18, Wis 38, Cha 36
Skills: Concentration +40, Knowledge (undead) +31, Listen +43, Scry +21, Spellcraft +31, Spot +43
Feats: Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Disarm, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Toughness, Weapon Focus (slam)
Epic Feats: Devastating Critical (slam), Overwhelming Critical (slam), Spell Stowaway (*teleport without error*)
Climate/Terrain: Any
Organization: Solitary, pair, or court (5–9)
Challenge Rating: 25
Treasure: Standard
Alignment: Always lawful evil
Advancement: 51–56 HD (Medium-size); 57–60 HD (Large); 61–66 HD (Huge); 67–70 HD (Gargantuan); 71+ HD (Colossal)

Hunefers are the mummies of demigods whose power has not utterly departed to astral realms.

Hunefers are withered and desiccated. Their features are hidden beneath ages-old funerary windings. They move with unbelievable celerity, quickly and efficiently defending their resting places. Most hunefers are inscribed with the symbols and pictured idols that were once important to the demigod mummy.

Hunefers seek always to recapture their godly essence, though the separation of flesh (the hunefer) and spirit (isles in the astral realm) is remarkably difficult to bridge—the hunefer is effectively an altogether different being, who is driven by the corpse memories of its body of past power, though destined to never possess it. Should a dead god rise from its grave in the Astral Plane, the cast-off flesh of a hunefer is likely forgotten, and no better (or worse) off than before, except for its undying rage at being left behind.

Hunefers speak all spoken languages, though it takes one 1d4 rounds to switch between languages, as it digs through its memories.

COMBAT

Hunefers are happy to rely on their spell-like abilities in combat, and are certain to cast as many of their defensive spells prior to combat as they can manage. A *hasted* hunefer prefers to spend a standard action to use its slam attack, and its free partial action to use a spell-like ability.

Despair (Su): The mere sight of a hunefer requires viewers to succeed at a Will saving throw (DC 48) or be paralyzed with fear for 1d4 rounds. Regardless of the outcome of the save, a subject is not again vulnerable to that hunefer's despair ability for 24 hours.

Hunefer Rot (Su): Supernatural disease—slam, Fort save (DC 35), incubation period instantaneous; damage 1d6 temporary Con. Unlike normal diseases, hunefer rot requires a victim to make a successful saving throw every round or take another 1d6 points of temporary Constitution damage. The rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

An afflicted creature that dies shrivels away into sand unless both *remove disease* and *raise dead* (or better) are cast on the remains within 2 rounds. If the remains are not so treated, on the third round the dust swirls and forms an 18 HD mummy with the dead foe's equipment under the hunefer's command. (The *mummy dust* spell in Chapter 2 has statistics for an 18 HD mummy.)

Resistant to Blows (Ex): Physical attacks deal only half damage to hunefers. Apply this effect before damage reduction.

Spell-Like Abilities: At will—*chain lightning, displacement, haste, knock, greater dispelling, passwall, scrying, teleport without error, true seeing, unholy aura, weird*; 1/day—*ruin* (see Chapter 2). Caster level 27th; save DC 23 + spell level.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Fire Vulnerability (Ex): A hunefer takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage, and a failure doubles it.

LAVAWIGHT

Medium-Size Undead (Fire)
Hit Dice: 32d12 (208 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 46 (+8 Dex, +28 natural)
Attacks: 2 claws +38 melee, 1 skull butt +32 melee
Damage: Claw 3d8+21/19–20 (+1d6 on critical hit) plus blazefire, skull butt 2d6+10 plus blazefire
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Rend 6d8+31, blazefire, spell-like abilities
Special Qualities: Undead traits, fire subtype, heat aura, SR 34, DR 20/+6, fiery hardness
Skills: Knowledge (undead) +30, Listen +36, Spot +38
Feats: Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw)
Epic Feats: Blinding Speed, Epic Weapon Focus (claw), Overwhelming Critical (claw)
Saves: Fort +10, Ref +18, Will +24
Abilities: Str 52, Dex 27, Con –, Int 10, Wis 22, Cha 28
Climate/Terrain: Any
Organization: Solitary or pair
Challenge Rating: 23
Treasure: Standard
Alignment: Chaotic evil
Advancement: 33–42 HD (Medium-size); 43–55 HD (Huge)



Lavawights are horrors of death wrapped in molten magma.

Lavawights appear as humanoid skeletons sheathed in a thick skin of molten rock. The magma serves a lavawight as searing "flesh" and does not hamper its movement in any way. Huge shards of razor-sharp, glowing obsidian depend from each finger, serving as claws. Only the skull of a lavawight is free of magma; there, a corona of white flame burns like a crown.

Lavawights are created from the remains of victims slain by shapes of fire.

Lavawights speak Common and Infernal.

COMBAT

Lavawights like to use their claws and skull butt on foes attempting to set them on blazefire.

Rend (Ex): If the lavawight hits with both of its claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+31 points of damage.

Blazefire (Su): Living creatures taking damage from a lavawight's attack find themselves ignited with blazefire; white-hot, lambent flames cascade over their bodies, and they must succeed at a Fortitude save (DC 35) or permanently lose 4 hit points. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 4 more hit points each round. The lavawight heals the same amount of damage whenever a creature is drained of hit points, gaining any excess as temporary hit points. If an opponent is slain by blazefire, only blackened ash remains of the victim.

Hit points lost to the blazefire never heal naturally and cannot be magically restored—they are gone for good.

Spell-Like Abilities: At will—*dimension door, flame arrow, spell immunity (sleet storm), fireball, wall of fire.* Caster level 22nd; save DC 19 + spell level.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Heat Aura (Su): A 10-foot-radius spread heat aura surrounds a lavawight. All creatures of the fire subtype in the field (including the lavawight) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to fire damage take 2d10 points of fire damage each round they remain within the heat aura.

Fire Subtype: Fire immunity, double damage from cold except on a successful save.

Fiery Hardness (Ex): The lavawight's molten skin provides it with damage reduction of 10/–. The lavawight's standard damage reduction does not stack, but overlaps with this fiery hardness damage reduction. However, even when its standard damage reduction does not apply, the 10/– does.

LEGENDARY ANIMAL

Legendary animals are animals of historical strength, speed, and power. According to some theories, they have been imbued with power beyond all other animals to serve as nature's defenders. Whatever their origin, legendary animals are extraordinarily rare.

Not every animal has a legendary counterpart—there aren't any legendary sparrows, for example. Generally only the top predators and largest herbivores in a particular climate have legendary versions. Two examples are provided here: the legendary bear and legendary tiger.

LEGENDARY BEAR

A legendary bear doesn't usually attack humans despite its great strength. Most of the bear's diet consists of plants and fish.

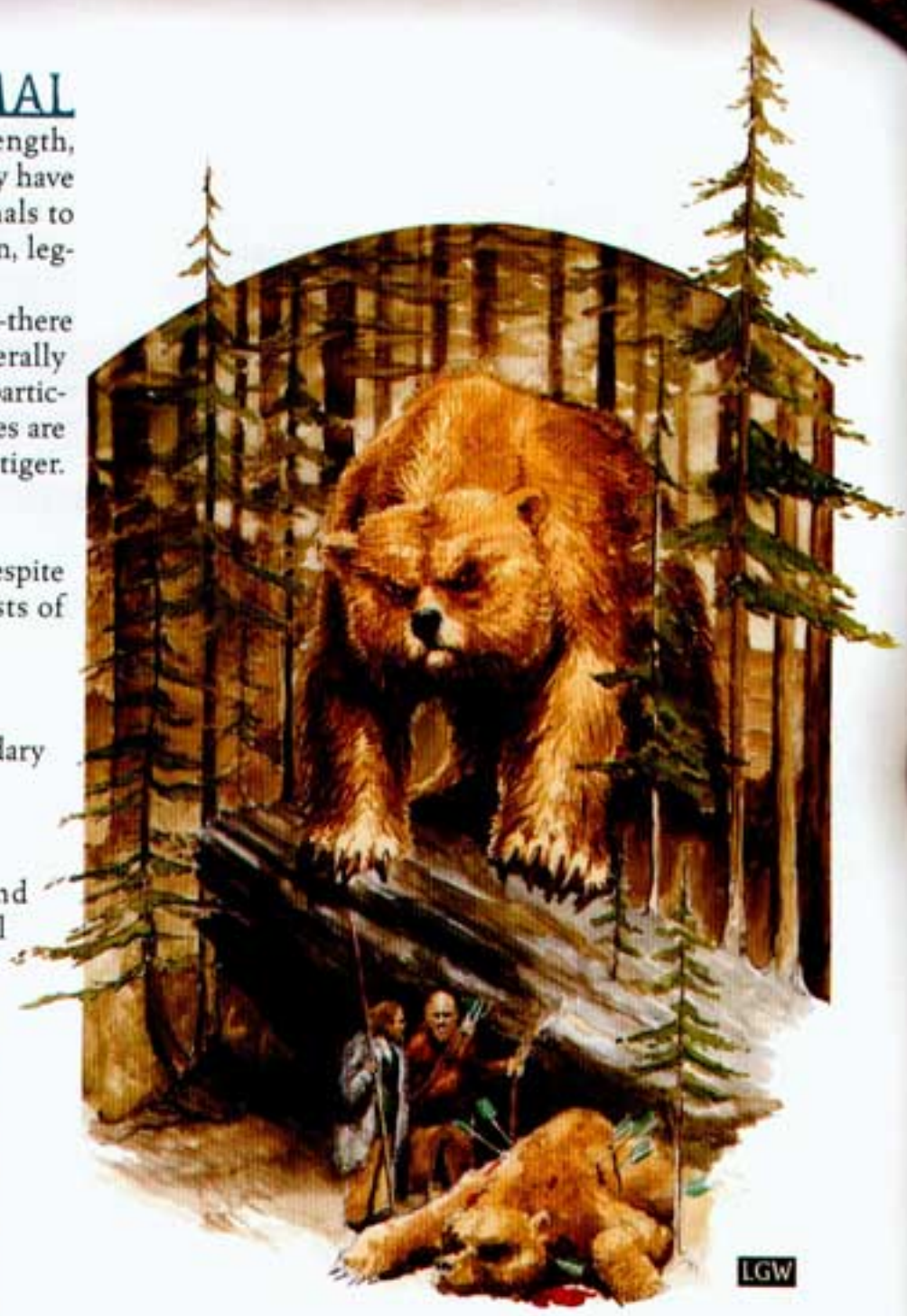
COMBAT

Improved Grab (Ex): To use this ability, a legendary bear must hit with a claw attack.

LEGENDARY TIGER

The legendary tiger is among the fiercest and most dangerous land predators in the animal kingdom, measuring 8 to 10 feet long and weighing up to 600 pounds.





LGW

COMBAT

Pounce (Ex): If a legendary tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the legendary tiger must hit with a bite attack. If it gets a hold, it can rake.

Rake (Ex): A legendary tiger can make two attacks (+30 melee) against a held creature with its hind legs for 2d6+5 points of damage each. If the legendary tiger pounces on an opponent, it can also rake.

Skills: Legendary tigers receive a +8 racial bonus on Hide and Move Silently checks. *In areas of tall grasses or heavy undergrowth, the Hide bonus improves to +16.

	Legendary Bear Large Animal	Legendary Tiger Large Animal
Hit Dice:	20d8+140 (230 hp)	26d8+182 (299 hp)
Initiative:	+2 (Dex)	+4 (Dex)
Speed:	50 ft.	50 ft.
AC:	21 (–1 size, +2 Dex, +10 natural)	23 (–1 size, +4 Dex, +10 natural)
Attacks:	2 claws +27 melee, bite +22 melee	2 claws +29 melee, bite +24 melee
Damage:	Claw 2d6+13, bite 4d6+6	Claw 2d6+11, bite 2d8+5
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Improved grab	Pounce, improved grab, rake 2d6+5
Special Qualities:	Scent	Scent
Saves:	Fort +19, Ref +14, Will +9	Fort +22, Ref +19, Will +10
Abilities:	Str 36, Dex 14, Con 24, Int 2, Wis 16, Cha 12	Str 32, Dex 18, Con 24, Int 2, Wis 14, Cha 10
Skills:	Listen +8, Spot+8, Swim +18	Hide +8*, Jump +15, Listen +5, Move Silently +12, Spot +7, Swim +14
Feats:	—	—
Climate/Terrain:	Any forest, hill, mountains, plains, or underground	Any forest, hill, mountains, plains, and underground
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	9	10
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	21–40 HD (Large)	27–48 HD (Large)

LESHAY

Medium-Size Fey
Hit Dice: 50d6+650+3 (828 hp)
Initiative: +21 (+17 Dex, +4 Improved Initiative)
Speed: 40 ft.
AC: 52 (+17 Dex, +20 insight, +5 natural armor)
Attacks: 2 +10 *keen brilliant energy bastard swords* +53/+48/+43/+38 melee
Damage: +10 *keen brilliant energy bastard sword* 1d10+15/15–20
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Gaze, spell-like abilities, leShay weapons
Special Qualities: Superior two-weapon fighting, DR 30/+7, elf traits, immune to poison and disease, low-light vision, SR 42, fast healing 10
Saves: Fort +29, Ref +44, Will +35
Abilities: Str 21, Dex 45, Con 37, Int 33, Wis 23, Cha 47
Skills: Bluff +38, Concentration +33, Diplomacy +35, Disguise +38, Escape Artist +37, Intimidate +20, Knowledge (local) +31, Knowledge (nature) +31, Listen +30, Move Silently +37, Search +13, Speak Language (any five), Spot +27
Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Endurance, Expertise, Great Cleave, Improved Critical (leShay weapon), Improved Initiative, Iron Will, Mobility, Power Attack, Quick Draw, Spring Attack, Sunder, Toughness, Weapon Finesse (leShay weapon), Weapon Focus (leShay weapon), Whirlwind Attack
Epic Feats: Blinding Speed, Polyglot, Spell Stowaway (*heal*)
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 28
Treasure: Standard
Alignment: Any
Advancement: None

As elves are to humans, so are leShay to the elves (but more so): a race immortal, enigmatic, and exceptionally powerful.

LeShay look like tall, thin, albino elves, except that they lack the oversized ears of true elves (leShay ears look more like half-elf ears) and, while they have the glossy dead-white hair of true albinos, their eyes are pits of darkness. Some affect a particular color or style, while others change their outfits from moment to moment. All are deeply concerned with etiquette, decorum, and receiving the respect they feel due; failure to meet their standards of politeness, or simply crossing one of their whims, can often be fatal.

LeShay never die from age or disease; they perish only if killed. LeShay are the mere remnant of a once-great race whose origins are lost to history. They claim to predate the current multiverse and refer darkly to some catastrophe that not only wiped out most of their people but changed time so that their era never existed, even in the remotest past. Attempting to undo the catastrophe would apparently result in another disaster even more terrible, so the decimated survivors—less than gods but more than mortals—for the most part merely attempt to amuse themselves and stave off ennui as they work out their individual destinies.

LeShay have great facility at languages (as per the Polyglot epic feat) and can speak any language within seconds of hearing it spoken for the first time, right down to the most courtly or impressive accent thereof.

COMBAT

LeShay rarely initiate combat, since they prefer to react rather than act. However, their vast experience makes them shrewd judges of others' capabilities and skilled tacticians. Their gaze ability, in addition to their terrible weapons, make them feared opponents. LeShay are also quick to utilize their spell-like abilities to prep for combat, or flee from it. No leShay hesitates to run away from a fight that is going against him or her, only to return to the fray when the odds are more favorable, possibly years or even decades later.

Spell-Like Abilities: At will—*alter self, detect thoughts, displacement, freedom, greater dispelling, heal, improved invisibility, knock, speak with plants, spell turning, teleport without error, water breathing.* Caster level 28th; save DC 28 + spell level.



LeShay Weapons (Su): Each leShay carries two personal melee weapons that she manifests from her own life essence. The weapon can change form as she shifts from class to class, typically appearing as a bastard sword (one in each hand). When not in combat, the weapons simply do not exist, but leShay can "draw" their weapons from nowhere as a free action. LeShay weapons are considered light weapons for a leShay, regardless of their size.

Superior Two-Weapon Fighting (Ex): A leShay fights with a leShay weapon in each hand. Because these weapons are extensions of its own body, the leShay does not take an attack or damage penalty for attacking with two weapons.

Gaze (Su): All creatures within 30 feet who meet the gaze of a leShay become affected as if by *charm monster.* A Will save (DC 53) negates the effect. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. A leShay can also actively gaze as an attack action by choosing a target within range, who must then attempt a saving throw. LeShay are immune to their own gaze.

Elf Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on Will saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, longsword, and rapier) as bonus feats; +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

LIVING VAULT

Colossal Construct
Hit Dice: 96d10 (528 hp)
Initiative: –2 (Dex)
Speed: 10 ft. (can't run)
AC: 60 (–8 size, –2 Dex, +60 natural)
Attacks: 2 slams +99 melee
Damage: Slam 10d6+35
Face/Reach: 40 ft. by 40 ft./25 ft.
Special Attacks: *Imprisonment*
Special Qualities: Recognition, *safekeeping,* construct traits, magic immunity, DR 30/+7
Saves: Fort +32, Ref +30, Will +33
Abilities: Str 80, Dex 7, Con –, Int 9, Wis 12, Cha 7
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 33
Treasure: Standard (see text)
Alignment: Neutral
Advancement: None

A living vault is just that—a magically animated chamber constructed by the most powerful epic wizards to store and protect prized possessions.

A living vault is primarily a defensive entity, designed to guard treasures of all sorts, though it can attack as necessary. It has an array of powerful magical functions that allow it to ward off even the most aggressive attempts to penetrate its interior. Even living creatures can be stored in a living vault, carefully locked away for future interrogation.

The default appearance of a living vault is a grayish brown stone structure 50 feet by 50 feet that is 10 feet high, but once constructed, the living vault can reshape itself into a variety of forms in order to fit within particular dimensions, so long as the total amount of storage area it possesses is 25,000 cubic feet. Long and narrow vaults are common, as are tall, skinny ones. The final shape doesn't matter so long as the volume remains constant. Living vaults form stony feet as a free action in order to move.

To access a vault, its creator must call the vault from where it is sequestered through the use of a *sending* spell. The vault has no obvious opening; however, items can be stored and retrieved by naming them (the living vault provides an inventory to its creator on request). The item to be stored appears to sink into the living vault's form as if made of mud. Likewise, items retrieved pop out of the living vault's form. Storing and retrieving items in this fashion takes one round per transaction.

Creatures other than the vault's master who wish to access the inventory must destroy the vault to do so. If a vault is destroyed, all the objects and creatures stored within immediately emerge.

COMBAT

The living vault has no melee attack forms, but it certainly benefits from a variety of magical attacks and defenses.

***Imprisonment* (Sp)**: As a free action twice per day, a living vault can project a 60-foot cone. Creatures caught in the cone must make a Will save (DC 58) or be affected as by the *imprisonment* spell, except creatures are stored within the vault's interior. The living vault can hold two Gargantuan creatures, eight Huge creatures, thirty-two Large creatures, one hundred twenty-eight Medium-size creatures, and so on. This assumes that the rest of the vault is also relatively empty, so a large hoard of treasure reduces the number of creatures a living vault can hold at any one time.

If *freedom* is later cast upon the very spot where the victim of *imprisonment* disappeared, the victim is freed, though it doesn't appear where it disappeared, but in a space adjacent to wherever the living vault is currently physically located.

Recognition (Ex): Once made, a living vault responds only to its owner; no other being can access the vault's interior. The vault is not fooled by disguised creatures, and can distinguish between its true master and false duplicates, even penetrating disguises used in conjunction with *shapechange*, *alter self*, *change self*, *polymorph*, *seeming*, and *simulacrum* and similar effects. The vault does, however, respond to the product of a *clone* spell.

***Safekeeping* (Sp)**: At will, a living vault can use a power that combines the effects of *sequester* and *plane shift* to render the vault invisible to any form of sight or divination, and at the same time transfer it to a random portion of the Astral Plane. When in safekeeping mode, the living vault responds to a *sending* by its master, returning to the location from which it left and becoming tangible once again.

Creatures and objects that are stored within the vault are treated as if under the effects of *sequester*, whether the vault itself is or not. Often, creatures are brought into the vault via *imprisonment*, but sometimes unconscious or otherwise subdued creatures are stored as an object, in which case they receive no saving throw to resist the effect.

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

Magic Immunity (Ex): A living vault is immune to all magical and supernatural effects, except as follows. A *freedom* spell cast on it causes it to defer the use of its own *imprisonment* power for 10 rounds.

MERCANE

Large Outsider (Lawful)
Hit Dice: 7d8+21 (52 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 15 (–1 size, +2 Dex, +4 natural)
Attacks: Masterwork falchion +9/+4 melee
Damage: Falchion 2d4+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Qualities: SR 25, spell-like abilities, telepathy
Saves: Fort +8, Ref +7, Will +8
Abilities: Str 15, Dex 15, Con 16, Int 20, Wis 17, Cha 15
Skills: Appraise +19, Bluff +12, Diplomacy +16, Gather Information +12, Innuendo +15, Intimidate +9, Knowledge (arcana) +13, Knowledge (the planes) +13, Sense Motive +13, Spot +9
Feats: Expertise, Improved Disarm
Climate/Terrain: Any land and underground
Organization: Company (1–4 mercanes and 3–18 5th-level fighter bodyguards) or progression (1 mercane, 3

14th-level fighters, 1 21st-level fighter/2nd-level Union Sentinel)
Challenge Rating: 5
Treasure: Double standard
Alignment: Always lawful neutral
Advancement: By character class

Mercanes are extraplanar merchants, selling weapons, magic, and other treasures from plane to plane.

They profess neutrality in the conflicts and rivalries of the planes, preferring to do their business and move on. But beneath the mercanes' veneer of impartiality are motives of their own, and they often hire adventurers to set their plans in motion.

A mercane stands out in the most crowded bazaar. A 12-foot-tall, blue-skinned creature dressed in voluminous robes, it moves with a slow, languid grace. Its hands are spidery and delicate, with one more joint on each finger than humans have.

Mercanes speak Abyssal, Celestial, Draconic, Infernal, and at least two other languages.

COMBAT

Mercanes leave the fighting to their minions and bodyguards—they know that their advantages lie at the negotiating table, not on the battlefield. When pressed, they attempt to disarm their opponents or use *invisibility* or *dimension door* to escape. A mercane almost always has a *Leomund's secret chest* full of treasure and magic ready, and it won't hesitate to recall the chest to grab a potent wand—or simply bribe a worrisome foe.

Spell-Like Abilities: 3/day—*dimension door, invisibility*; 1/day—*Leomund's secret chest, plane shift*. Caster level 14th; save DC 12 + spell level.

Telepathy (Su): Mercanes can communicate telepathically with any creature within 100 feet that has a language.

Skills: Because they grow up in a mercantile culture, mercanes receive a +4 racial bonus on Appraise checks.

MERCANE SOCIETY

Nomadic creatures, mercanes travel widely, buying and selling their wares. They favor opulence, so they often rent or borrow villas or palaces when they'll be settling down for a while. Because they're known as rich merchants, mercanes always have a squad of bodyguards nearby. They attract bandits and thieves like flies, so mercanes tend to be cautious about any strangers they come into contact with.

Mercanes present a demeanor of patience and elegance as they ply their trade. They never quarrel among themselves, and a rival who insults one mercane often finds that others also bear a grudge. Their family and mating habits are unknown, since juveniles and the elderly are never seen by those not of their race.

In Union, a squad of Union Sentinels (three regulars [Ftr14] and one sergeant [Ftr21/Union Sentinel2]) usually accompanies a mercane as it makes its way through the city, but it may hire bodyguards for each specific job, tailoring them to the task. If a company of mercanes has business in the Abyss, for example, it will probably be accompanied by tieflings or demons. Unusually dangerous trade missions require extra help, of course, and groups of adventurers are often found in the pay of a company of mercanes.

The patron deity of mercanes is Boccob.

MERCANE CHARACTERS

A mercane's favored class is wizard; the senior mercane among any company is usually a wizard. Mercanes who are clerics worship Boccob. Player character mercanes have a level adjustment of +7. (See the section on level adjustment at the start of this chapter.)

MU SPORE

Colossal Plant
Hit Dice: 35d8+315 (472 hp)
Initiative: –3 (Dex)
Speed: 40 ft.
AC: 27 (–3 Dex, –8 size, +28 natural)
Attacks: 4 tendrils +31 melee, 1 bite +26 melee
Damage: Tendril 2d6+13, bite 4d6+6
Face/Reach: 40 ft. by 40 ft./25 ft.
Special Attacks: Spore cough, improved grab, swallow whole
Special Qualities: Acid resistance 20, blindsight 210 ft., DR 25/+5, fast healing 10, plant traits, sticky
Saves: Fort +28, Ref +8, Will +20
Abilities: Str 36, Dex 5, Con 29, Int 18, Wis 28, Cha 28
Climate/Terrain: Any
Organization: Solitary, pair, or polyp (3–7)
Challenge Rating: 21
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 36+ HD (Colossal)

Redwood-sized creatures of malignant fungus called mu spores stride through lands of perpetual twilight.

A mu spore appears as an ambulatory toadstool standing some 60 feet or more high. A mu spore's broad, mottled cap is upside down compared to the cap of a common toadstool; it points upward and serves as a very large mouth. A nest of spore-laden tendrils extends from the sides of the creature. Mu spores stride in darkness much of the time, appearing to be black in hue, but in the light a mu spore's bright red color becomes apparent.

Mu spores wander worlds where the full light of the sun rarely shines—often, this means subterranean domains of vast size, though some mu spores live beneath the foliage of even more prodigious foliage than themselves, or in the shadow of mountains and giant structures. Mu spores attack any creature they encounter, seeking nourishment.

Mu spores speak Common and Terran.

COMBAT

A mu spore can be difficult to approach because of its spore cough—and those who do get through to make melee attacks may soon find themselves immobilized or even swallowed.

Spore Cough (Su): Once every 1d4 rounds a mu spore can release a cloud of burrowing spores. This spore cough is treated as a 100-foot-cone breath weapon. The burrowing spores deal 20d8 points of damage to all creatures and structures in the area, or half damage to any creatures that make a Reflex save (DC 36).

Improved Grab (Ex): If a mu spore hits with a tendril, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Improved grab works only against Gargantuan and smaller opponents. The mu spore has the option to conduct the grapple normally, transfer the victim to its mouth as a free action, or simply use its tendril to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals the damage given for the tendril.

Swallow Whole (Ex): If the mu spore begins its turn with an opponent held in its mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey and the opponent takes bite damage.

A swallowed creature takes the twice the damage given for the mu spore's bite every round. A swallowed creature is considered grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light piercing or slashing weapon, if it can deal 33 points of damage in this fashion, or it can just try to escape the grapple. If the swallowed creature chooses the latter course, success puts it back in the mu spore's mouth, where it may be bitten or swallowed again.

Sticky (Ex): Sticky tendrils cover a mu spore, many more than the four main tendrils it uses for combat. Any creature that touches or successfully attacks a mu spore with a melee weapon is subject to a free improved grab check by the mu spore, as if the mu spore had successfully attacked the creature with a tendril. A creature wielding a melee weapon must immediately relinquish its grip on its weapon, or proceed with the grapple check. If the subject relinquishes its grip on its weapon, the weapon is swallowed the following round. Creatures who attack the mu spore in melee without a weapon they can release (such as those with natural attacks only) do not have this option.

Plant Traits: Immune to poison, *sleep*, paralysis, stunning, and polymorphing; not subject to critical hits or mind-affecting effects.



NEH-THALGGU (BRAIN COLLECTOR)

Huge Aberration (Incorporeal)
Hit Dice: 32d8+192 (336 hp)
Initiative: +12 (+4 Dex, +8 Superior Initiative)
Speed: 60 ft. or via *dimension door*
AC: 35 (–2 size, +4 Dex, +3 deflection, +20 insight)
Attacks: Bite +26 melee, 10 head-tentacles +21 melee touch attack
Damage: Bite 4d10 + 12 plus poison, head-tentacles 2d10 plus ability drain
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Extract brains (ranged attack), poison, spells
Special Qualities: *Dimensional travel*, DR 25/+4, incorporeal traits, amorphous physiology, manifest maw, SR 30, darkvision 60 ft.
Saves: Fort +16, Ref +14, Will +23
Abilities: Str –, Dex 19, Con 22, Int 20, Wis 20, Cha 17
Skills: Concentration +21, Hide +21, Knowledge (arcana) +18, Knowledge (the planes) +18, Scry +15, Search +20, Spellcraft +10.
Feats: Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Expertise, Improved Initiative, Leadership, Maximize Spell, Mobility, Power Attack, Spring Attack
Epic Feats: Superior Initiative
Climate/Terrain: Any
Organization: Solitary or troupe (1 neh-thalggu and 2d4 illithids) or pairbond (1 neh-thalggu and 1 paragon illithid)
Challenge Rating: 26
Treasure: Triple standard
Alignment: Usually chaotic neutral, neutral evil, or chaotic evil

Advancement: 33–66 HD (Gargantuan); 67–112 HD (Colossal)

Bizarre creatures best known for their unpleasant habit of harvesting humanoid brains, whatever the wishes of their current owners, neh-thalggu (also called brain collectors) endlessly prowl for additions to their collections.

Truly hideous in appearance, brain collectors have bloated, yellow-orange, oily bodies that spout dozens of short, writhing tentacles. Ten slightly longer tentacles frame its lamprey mouth, which is filled with row after row of jagged red teeth. Above the gaping maw are four large, yellow, red-irised, bulging eyes, behind which cluster a number of squirming bulges about a foot across. These bulges house the human or humanoid brains the brain collector has harvested to date (up to thirteen brains at a time), which it uses to power its own special abilities. It must discard one of its currently "banked" brains in order to replace it with another. The creatures move with surprising agility on twelve segmented crablike legs (larger specimens have eighteen or even twenty-four legs, juveniles but six). Brain collectors lack fixed internal anatomies and can rearrange organ functions at will, making them very difficult to kill.



Brain collectors hail from a distant reality known to sages only as the Far Realm or Nightmare Dimension. Occasionally juveniles (Large, 10 HD, AC 20) are encountered in isolated locations, but fully grown specimens such as the one described here are quite rare. Both types visit mundane realms in order to harvest the brains they need to fully access their abilities. A juvenile will seize any brains of characters 5th level and higher as opportunity arises, but an adult absorbs only the brains of arcane spellcasters of at least 15th level, passing along rejects to its less fussy mind flayer retainers. A creature whose brain has been harvested by a brain collector cannot be raised, reincarnated, or resurrected while the brain is in the creature, because the collector preserves and draws upon the soul and basic personality of the creature for as long as it retains the brain. A brain collector might be bargained with for the return of a specific brain, but only in exchange for a better (higher-level) specimen.

Brain collectors typically attract a retinue of 1d4+1 mind flayers, drawn by the desire to study the aberration's technique in extracting brains with ranged attacks and its ability to access the arcane brainpower of the assimilated brains. Some sages have ascribed the illithids' attraction to simple self-interest (the illithids get to claim the rejects that do not meet the neh-thalggu's demanding specifications), others to an affinity almost amounting to worship. On rare occasions a neh-thalggu is accompanied by a single paragon mind flayer sworn to its service.

Neh-thalggus' own language is a silent sign language "spoken" with their writhing head-tentacles. They can also communicate telepathically with any creature that has a language within 100 feet.

COMBAT

Neh-thalggu are cunning and powerful, vigorously harvesting new brains whenever they can do so without undue risk.

Poison (Ex): A neh-thalggu's bite injects a debilitating poison (DC 25) that damages the victim's Constitution. She loses half her current Constitution immediately on a failed save and must save again 1 minute later or lose half of her remaining Constitution. If the character survives, she heals the ability damage at the normal rate (1 point per day).

Head-Tentacles (Ex): The long, whiplike tentacles that frame either side of a brain collector's face can deliver a dangerous touch attack that, if successful, causes the target to dehydrate and wither (2d10 points of

desiccation damage). In addition, each successful tentacle attack drains 1 point of Strength, 1 point of Dexterity, and 1 point of Constitution. This is permanent ability drain and may only be reversed by spells such as *restoration* and *greater restoration*. Typically, the neh-thalggu uses this attack to immobilize a target preparatory to extracting its brain. It can bring all ten tentacles to bear on a single target facing it or divide its attacks against up to ten targets that it threatens.

***Extract Brains* (Sp)**: Once every 1d4 rounds, as a full-round action, a brain collector can extract the brain from a target creature in line of sight. This attack is psionic in nature and can be blocked by a *dimensional anchor* currently in force on the target. The target gets a Will save (DC 31) to resist the extraction. If the save fails, his or her brain is drawn out intact through the skull by extradimensional means and sucked up by the brain collector, lodging in an unused storage sac above and behind its eyes. If the save succeeds, he or she takes 9d6 points of damage and is stunned for 1d4+1 rounds. A brain collector prefers to absorb brains of high-level arcane spellcasters but is fully capable of extracting those of other foes as a highly effective attack.

When encountered, assume a neh-thalggu has a full retinue of thirteen stolen brains. Each brain less than the full thirteen bestows one negative level on the neh-thalggu (though these never convert to actual level loss), which is a powerful incentive for the creature to always keep its brain-sacs filled.

A neh-thalggu is free to draw on all the Knowledge skills of each brain it currently stores, using the base ranks in a skill possessed by each brain, and adjusted by the neh-thalggu's own skill modifiers for the Knowledge skill in question (or its Intelligence modifier, for a skill it has no ranks in).

***Dimensional Travel* (Sp)**: A brain collector can move with surprising speed for something of its ungainly bulk, but its preferred method of locomotion is via *dimension door*, which it can do as a quickened action, once per round. It can also use *teleport without error* or *plane shift* at will as a move-equivalent action. A neh-thalggu likes to combine *dimension door* with Spring Attack to get behind foes' defenses and take them unawares from a different direction each round.

Spells (Sp): A fully grown brain collector can cast arcane spells as a 13th-level sorcerer (one level of spellcasting ability per brain).

Incorporeal: A neh-thalggu is not wholly in our reality but always remains partially extradimensional. Thus it can be harmed only by other incorporeal creatures, +1 or better weapons, magic, or psionics, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and its own attacks pass through armor (except for its bite attack, which is treated as if a corporeal attack). It always moves silently unless it chooses otherwise.

Amorphous Physiology (Ex): A brain collector does not have fixed organs as do life forms from our reality. As such, it is immune to critical hits, death from massive damage, sneak attacks, and coup de grace.

Manifest Maw: Though it is an incorporeal creature, a neh-thalggu can manifest its mouth in corporeal form as a standard action. While so manifested, the mouth can deliver bite attacks against corporeal creatures or pick up objects. The mouth bites as if it had Str 35.

Feats: A neh-thalggu gains Power Attack as a bonus feat, even though it has no Strength score.

PARAGON MIND FLAYER

Medium-Size Aberration
Hit Dice: 8d8+64 plus 96 (224 hp)
Initiative: +13 (+9 Dex, +4 Improved Initiative)
Speed: 90 ft.
AC: 50 (+9 Dex, +7 natural, +12 insight, +12 luck)
Attacks: 4 tentacles +40 melee
Damage: Tentacle 1d4+28
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Mind blast, psionics, improved grab, extract
Special Qualities: SR 35, telepathy, fire and cold resistance 10, DR 20/+6 (3/–), fast healing 23
Saves: Fort +22, Ref +21, Will +27
Abilities: Str 27, Dex 29, Con 27, Int 34, Wis 32, Cha 32
Skills: Bluff +30, Concentration +29, Diplomacy +13, Hide +28, Intimidate +32, Knowledge (any two) +30, Listen +32, Move Silently +28, Spot +33
Feats: Alertness, Blind-Fight, Combat Casting, Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (tentacle)
Epic Feats: Armor Skin, Damage Reduction, Fast Healing, Improved Spell Resistance, Superior Initiative
Climate/Terrain: Any underground
Organization: Solitary, pair, or group (2 paragon mind flayers plus 4–8 mind flayers)
Challenge Rating: 23
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

Mind flayer paragons are to standard mind flayers what gods are to most creatures. They represent the most insidious, cruelest, and most powerful specimens of their race. Their powers of the mind are ultimately honed.

Paragon mind flayers appear little different from their lesser kin, standing some 6 feet tall, with a generally humanoid form. Their flesh is rubbery and mauve, glistening with chill slime. A paragon mind flayer's head looks rather like a four-tentacled octopus, made all the more horrible by a pair of bloated, white eyes. Its mouth, revolting like a lamprey's maw, constantly drips an oily slime when it is not siphoning out the brains of living prey.

Paragon mind flayers generally live apart from their lesser kin. If a paragon's whereabouts were generally known, standard mind flayers would either constantly attempt to lay their troubles at the feat of the paragon,

r salvage the paragon's brain for the benefit of the elder brain at the center of each mind flayer city. Occasionally, some paragons accept leadership of large mind flayer empires and remain a secret, potent force behind mind flayer expansion.

Paragon mind flayers speak Undercommon, Common, Celestial, Infernal, and Draconic, but prefer to communicate telepathically.

COMBAT

Paragon mind flayers like to fight from a distance, using their psionic abilities, particularly their *mind blast*, and *suggestion* to turn their enemies upon each other (a favorite *suggestion* is to convince a weak-minded enemy that one of its allies is the mind flayer, and that the actual mind flayer is actually the ally, a switch supposedly accomplished through the mind flayer's reputed mental illusion-weaving powers). It prefers to stay away from fighter types, and if possible bring its tentacles to bear on the spellcasters in the party.



Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 38) or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon.

Psionics (Sp): At will—*astral projection, charm monster, detect thoughts, levitate, plane shift, suggestion*; 3/day—*greater dispelling, haste, see invisibility*. Caster level 23rd; save DC 34 + spell level.

Improved Grab (Ex): To use this ability, the mind flayer must hit a Small to Large creature with its tentacle attack. If it gets a hold, it attaches the tentacle to the opponent's head. A mind flayer can grab a Huge or larger creature, but only if it can somehow reach the creature's head.

After a successful grab, the mind flayer can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponent's brain, instantly killing that creature.

Telepathy (Su): Paragon mind flayers can communicate telepathically with any creature within 1,000 feet that has a language.

CREATING A PARAGON CREATURE

"Paragon" is a template that can be added to any creature (referred to hereafter as the base creature).

Among the population of every kind of creature are some specimens that are its weakest, worst representatives. Likewise, every population has its paragons: the strongest, smartest, luckiest, and most powerful of the species. Paragon creatures may represent the mythical First Creature, created in its perfect form by some creator deity, or perhaps the evolutionary endpoint of a race after thousands of years of steady improvement. Sometimes, paragons just spring up accidentally, when all the factors are right.

The base creature's type remains unchanged. The paragon creature uses all the base creature's statistics and special abilities except as noted here.

HD: A paragon creature always has maximum hit points. Paragon creatures also gain an additional 12 hit points per HD.

Speed: A paragon creature's speed triples, for all movement types.

AC: Paragon creatures gain a +12 insight bonus to AC and a +12 luck bonus to AC. They also gain a +5 natural armor bonus (if the creature already has natural armor, use whichever is better).

Attacks: A paragon creature makes all its attacks with a +25 luck bonus on the attack roll.

Damage: A paragon creature gains a +20 luck bonus on damage rolls for all melee and thrown ranged attacks.

Special Attacks: A paragon creature's special attacks, if any, all gain a +13 insight bonus, if applicable. For instance, a paragon creature might have a special attack that allows it to put its enemies to sleep if they fail a Will saving throw (DC 15); applying the bonus increases the DC to 28. Likewise, it might have a special ability that allows it to rend; in this case, the +13 insight bonus could be applied as a +13 bonus on damage. The +13 insight bonus may only be applied to a given special ability once.

One example of a special attack to which the +13 insight bonus would not apply is the dream haunting ability of the night hag (see the *Monster Manual*).

Spell-Like Abilities (Sp) or Psionics (Sp): If the base creature has spell-like abilities, it gains +15 to its caster level to use those abilities. For instance, a creature

that uses its spell-like abilities at 10th level uses those abilities at 25th level as a paragon creature. A paragon creature also gains the ability to use *greater dispelling*, *haste*, and *see invisibility* three times per day, even if it did not have spell-like abilities before, at 15th caster level.

Special Qualities: A paragon creature retains all the special qualities of the base creature and also gains the following.

- Fire and cold resistance 10. If the creature already possesses such resistance, use whichever is better.
- Damage reduction 20/+6. If the creature already possesses damage reduction, use whichever is better.
- Spell resistance equal to the paragon creature's CR +10. If the creature already possesses spell resistance, use whichever is higher.
- Fast healing 20. If the creature already possesses fast healing, use whichever is better.

Saves: The paragon creature gains a +10 insight bonus on all its saving throws.

Abilities: All ability scores are 15 points higher than those of the base creature.

Skills: The paragon creature gains a +10 competence bonus on all its skill checks.

Feats: Same as the base creature, plus two bonus feats.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 6 HD, as base creature +18; 7 HD to 15 HD, as base creature +15; 16+ HD, as base creature +12.

Treasure: Standard for a creature of the adjusted CR.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

PRISMASAURUS

Huge Magical Beast
Hit Dice: 60d10+540 (870 hp)
Initiative: +15 (+7 Dex, +8 Superior Initiative)
Speed: 30 ft.
AC: 55 (–2 size, +7 Dex, +40 natural)
Attacks: Bite +72 melee, tail +65 melee
Damage: Bite 8d10+11/19–20 (+1d6 on critical hit), tail 10d6+5
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Prismatic emanations
Special Qualities: Immunities, prismatic blur, SR 38, DR 20/+6
Saves: Fort +41, Ref +39, Will +24
Abilities: Str 32, Dex 25, Con 29, Int 4, Wis 19, Cha 10
Skills: Listen +38, Spot +38
Feats: Alertness, Cleave, Combat Reflexes, Dodge, Endurance, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (tail)
Epic Feats: Devastating Critical (bite), Epic Weapon Focus (bite), Overwhelming Critical (bite), Superior Initiative
Climate/Terrain: Any sunny land
Organization: Solitary or pair
Challenge Rating: 28
Treasure: None
Alignment: Always neutral
Advancement: 61–90 HD (Huge); 91–150 HD (Gargantuan)

The prismasaurus's dazzling scales create a deadly rainbow of effects for all who behold it.

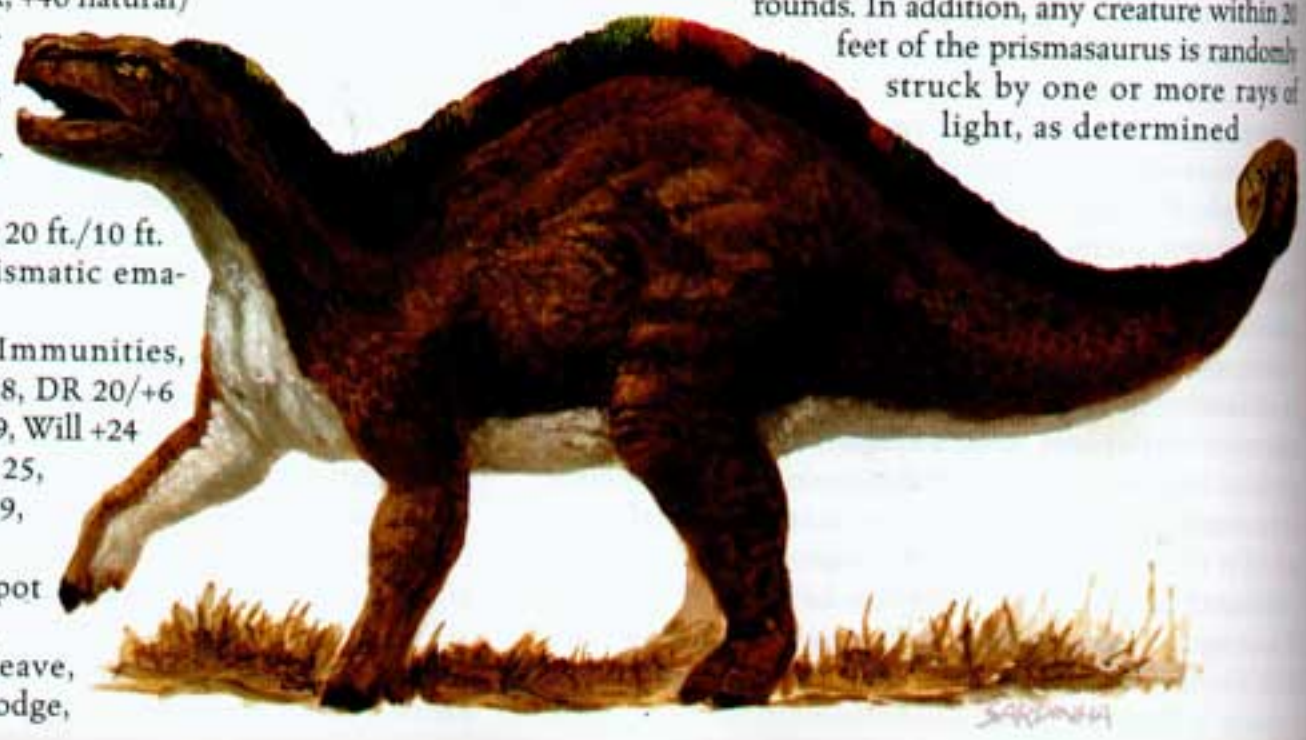
A prismasaurus is about 20 feet long from nose to base of tail, and stands around 8 feet tall at the shoulder. It has a bony ridge that runs from the back of its neck all the way down to the base of its tail that is covered with special crystalline scales. The creature's snout is elongated, and it possesses a jaw full of powerful, crushing teeth. The tip of a prismasaurus's tail is a thick, bony bulge with horny protrusions all over it.

COMBAT

The beast's ridge scales, magical in nature, reflect and refract the light in a myriad of colors, accompanied by a host of arcane energies that make the beast a formidable opponent. Through the use of these energies, the prismasaurus incapacitates its opponents and then feeds, able to consume its prey regardless of whatever state it might be in due to the prismatic effects applied to it.

In addition to the prismasaurus's prismatic light attacks it can deliver a powerful bite and a crushing tail attack.

Prismatic Emanations (Su): The reflected and refracted light from the prismasaurus's crystalline ridge functions very similarly to the *prismatic spray* spell. Any creature of less than 8 HD that is within 30 feet of the creature is automatically blinded (see *blindness/deafness*) for 2d4 rounds. In addition, any creature within 20 feet of the prismasaurus is randomly struck by one or more rays of light, as determined



by the table that accompanies the *prismatic spray* spell in the *Player's Handbook*. This effect is as the *prismatic spray* spell in a 30-foot-radius spread, but is otherwise as cast by a 20th-level caster.

Immunities (Su): Due to the magical prismatic nature of the creature's crystalline ridge, it takes half damage from all weapons. It is immune to poison, gases, petrification, and mind-affecting attacks.

Prismatic Blur (Ex): The reflected and refracted light that constantly surrounds the creature blurs the creature's outline and makes it difficult to properly target. All melee and ranged attacks against the creature have a 50% miss chance.



PSEUDONATURAL TROLL

Large Outsider
Hit Dice: 6d8+66 (114 hp)
Initiative: +7 (Dex)
Speed: 60 ft.
AC: 51 (–1 size, +7 Dex, +35 natural)
Attacks: 5 tentacle rakes +35 melee
Damage: Tentacle rakes 2d8+17
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Constant insight, improved grab, rend 4d8+25, rotting constriction
Special Qualities: DR 25/+6, SR 30, acid and electricity resistance 20, regeneration 5, scent, spell-like abilities, darkvision 90 ft.
Saves: Fort +16, Ref +9, Will +8
Abilities: Str 45, Dex 24, Con 33, Int 6, Wis 19, Cha 6
Skills: Listen +10, Spot +10
Feats: Alertness, Iron Will
Climate/Terrain: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 21
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

Pseudonatural trolls (called pseudonatrolls, or just pseudotrolls) are creatures descended from trolls and alien protoplasm originating in a realm far beyond the known multiverse.

A pseudotroll appears roughly humanoid in shape, standing 9 feet tall and weighing 500 pounds. Its moss-green hide is rubbery and mottled green and gray. Instead of arms, it possesses five tentacles, lined with suckers, barbs, and eyes, and tipped with toothy mouths. A writhing, hairlike mass is situated where a head might sit on a natural creature. The legs end in great three-toed feet. Pseudotrolls speak Giant (using all their tentacle-mouths simultaneously).

COMBAT

Pseudotrolls have no fear of death. They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Constant Insight (Su): A pseudotroll makes all its attacks (including grapples) with a +15 insight bonus (calculated into the above statistics). The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If a pseudonatural troll hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If a pseudotroll hits with two or more tentacle rake attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d8+25 points of damage, and can be used concurrently with its improved grab ability.

Rotting Constriction (Ex): Once a pseudotroll has hold of an opponent, each successful grapple check it makes during subsequent rounds automatically drains 2d4 points of Constitution. At the same time, the pseudotroll regains 10 lost hit points.

Regeneration (Ex): Fire and acid deal normal damage to a pseudotroll.

If a pseudotroll loses a tentacle or body part, the lost

portion regrows in 1 minute. The creature can reattach the severed member instantly by holding it to the stump.

Spell-Like Abilities: At will—*blur, dimension door, shield, unhallow.* Caster level 20th; save DC 8 + spell level.

Alternate Form (Su): At will, a pseudotroll can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against a pseudotroll in this alternate form.

CREATING A PSEUDONATURAL CREATURE

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the base creature).

Pseudonatural creatures dwell between the stars, beyond the planes as we know them, or nestled in far realms of insanity. When summoned to the Material Plane they often take the form of and emulate the abilities of familiar creatures, though such a creature is more gruesome in appearance than its normal earthly counterparts. Alternatively, a pseudonatural creature may appear in a manner more consistent with its origin: A combination of its worldly form and a mass of writhing tentacles is most common.

The creature's type changes to outsider. It uses all the base creature's statistics and special abilities except as noted here. (Note: If you use both *Tome and Blood* and the *Epic Level Handbook*, this template represents a more powerful version of the pseudonatural template than presented there. The alienist prestige class presented in *Tome and Blood* does not have power over pseudonatural creatures created using the *Epic Level Handbook*.)

HD: A pseudonatural creature always has maximum hit points.

Speed: A pseudonatural creature's speed doubles, for all movement types.

AC: Pseudonatural creatures gain a +35 natural armor bonus. If the creature already has an armor bonus, use whichever is better.

Attacks: A pseudonatural creature substitutes tentacle rake attacks for its melee attacks while in pseudonatural form. For instance, a creature with two claw attacks and a bite attack in its worldly form has at least three tentacle rake attacks (all at the creature's best attack bonus) in its pseudonatural form. It also gains additional tentacle rake attacks (also at its best attack bonus) as noted on the table below.

Damage: Tentacle rakes from a pseudonatural creature deal damage equal to 2d8 + Str modifier.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

Constant Insight (Su): The creature makes all its attacks with a +15 insight bonus. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If the creature hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once the creature has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the creature regains 10 lost hit points.

Spell-Like Abilities: At will—*blur, dimension door, shield, unhallow.* Caster level 20th.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

- Electricity and acid resistance of a varying amount related to its Hit Dice (see the table below). If the creature already possesses such resistance, use whichever is better.
- Damage reduction of a varying amount related to its Hit Dice (see the table below). If the creature already possesses damage reduction, use whichever is better.
- Spell resistance equal to the creature's HD × 5. If the creature already possesses spell resistance, use whichever is higher.
- One extra tentacle rake attack (the creature can use another of its many tentacles to attack at no penalty while in pseudonatural form) for each 4 HD the creature has.

Hit Dice	Electricity and Acid Resistance	Damage Reduction	Extra Tentacle Rake Attacks
1–3	15	20/+5	1
4–7	20	25/+6	2
8–11	25	30/+7	3
12–15	30	35/+8	4
16–19	35	40/+9	5
21–24	40	45/+10	6
each 4 more HD	+5	+5/+1	+1

If the creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +22, Con +10, Dex +10, Wisdom +10, Intelligence at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 6 HD, as base creature +16; 7 HD to 15 HD, as base creature +13; 16+ HD, as base creature +10
Treasure: Same as the base creature.
Alignment: Same as base creature.
Advancement: Same as the base creature.

RUIN SWARM

Colossal Ooze
Hit Dice: 50d10+500+40 (815 hp)
Initiative: +16 (Dex)
Speed: Fly 90 ft. (perfect)
AC: 18 (–8 size, +16 Dex)
Attacks: —
Damage: —
Face/Reach: 100 ft. by 100 ft./0 ft.
Special Attacks: Engulf
Special Qualities: Swarm, ooze traits, blindsight 200 ft., fast healing 15
Saves: Fort +26, Ref +32, Will +22
Abilities: Str 42, Dex 42, Con 30, Int –, Wis 23, Cha 32
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 23
Treasure: None
Alignment: Neutral
Advancement: 50–150 HD (Colossal)

A ruin swarm is composed of tens of thousands of vermin acting as a single malevolent organism—a flying ooze of colossal size.

A ruin swarm appears as an amorphous, mutable cloud of darkness 100 feet or more in diameter that rises into the sky like billows of smoke marking a scene of destruction. A swarm emits a thunderous roar that can be heard as a rumbling drone)from up to a mile away; within a distance of 90 feet from a swarm, its roar drowns out all other sound. As the flying ooze wings through the air, its shape constantly spirals, twists, and mutates, and sometimes even divides into two or more distinct units before rejoining again moments later.

A ruin swarm originates in areas of magical contamination or leakage, or possibly through the design of an arcane experimentalist. Once formed, a ruin swarm is for all intents and purposes a single organism of the ooze type—its individual particulates have no more bearing on its vulnerabilities or powers.

A ruin swarm possesses vestigial intelligence but speaks no languages.



COMBAT

A ruin swarm has only one tactic: swoop in and engulf any creature, in order to feed its never-ending hunger.

Engulf (Ex): A ruin swarm has only to fly into the area occupied by any Gargantuan or smaller creature to engulf it. Alternatively, a ruin swarm can change its shape as a move-equivalent action in order to engulf a creature. (For instance, it can flatten itself into a blunt cylindrical shape with a side-to-side diameter of 200 feet but a height of only 10 feet.) In effect, treat the swarm as a spread effect that moves under its own volition. Creatures that enter the swarm's space or who are engulfed by the swarm's movement take 6d6 points of damage (Reflex DC 46 half). Creatures must save each round they remain within the swarm's space. Concentration checks are necessary to cast spells while engulfed.

Besides taking damage every round, creatures within the ruin swarm are buffeted by the swarming, stinging vermin. They cannot see (not even with darkvision) and are slowed to one-half normal movement. Creatures attempting to run must succeed at a Reflex save (DC 46) or fall down.

Creatures killed by being engulfed are stripped of all flesh, and only a few bones remain (if the victim had bones).

Swarm (Su): Despite being originally composed of individual vermin, a ruin swarm is treated like a single organism of the ooze type.

Ooze Traits: An ooze is an amorphous or mutable creature. Oozes are immune to poison, *sleep*, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality. They have no Intelligence scores

and are therefore immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

SHADOW OF THE VOID

Large Undead (Incorporeal, Cold)
Hit Dice: 35d12 (227 hp)
Initiative: +17 (+9 Dex, +8 Superior Initiative)
Speed: 30 ft., fly 60 ft. (good)
AC: 48 (–1 size, +9 Dex, +10 deflection, +20 insight)
Attacks: Incorporeal touch +25 melee
Damage: Incorporeal touch 2d6 plus blightfire
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Blightfire, create spawn, spell-like abilities
Special Qualities: Undead traits, incorporeal traits, turn resistance +6, cold subtype, cold aura, SR 36, DR 20/+6
Saves: Fort +13, Ref +20, Will +26
Abilities: Str –, Dex 29, Con –, Int 21, Wis 25, Cha 31
Skills: Diplomacy +12, Hide +25, Intimidate +24, Intuit Direction +17, Listen +36, Search +17, Sense Motive +15, Spot +47
Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack
Epic Feats: Blinding Speed, Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative
Climate/Terrain: Any
Organization: Solitary or gang (2–5)
Challenge Rating: 26
Treasure: None
Alignment: Always lawful evil
Advancement: 36–42 HD (Large); 43–70 HD (Huge)

A shadow of the void is a manifestation of cold malevolence, the spirit of one condemned in the afterlife to an eternity of frosty conflagration.

A shadow of the void appears to be a 10-foot-tall incorporeal humanoid made of blightfire, black flames that crackle with cold energy. The only discernible feature of a shadow of the void is its two blue, piercing eyes. Shadows of the void are usually found far from the Material Plane, sometimes accompanied by a winterwight or two.

The creatures known as winterwights were originally created by shadows of the void, though winterwights have also been created artificially by powerful demiliches. Whenever a shadow of the void discovers an artificially created winterwight, the shadow attempts to slay it.

Combat

Shadows of the void prefer to close with their opponents because of their deadly blightfire.

Blightfire (Su): Living creatures taking damage from a shadow of the void's incorporeal touch attack find themselves ignited with blightfire; cold, black flames cascade over their bodies, and they must succeed at a Fort save (DC 37) or permanently lose 6 points of Constitution. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 6 more Con points. The creature heals 30 points of damage whenever it drains 6 points of Constitution, gaining any excess as temporary hit points. If the opponent is slain by blightfire, only icy fragments of the victim remain, until they reform as a winterwight.

Create Spawn (Su): Any humanoid slain by a shadow of the void becomes a winterwight in 1d4 rounds. Winterwights are under the command of the shadow of the void that created them and remain enslaved until its death. They do not possess any of the abilities they had in life, though they do possess general knowledge of the slain creature. This knowledge is used for evil purposes, if possible.

Spell-Like Abilities: 3/day—*deeper darkness*, *Otiluke's freezing sphere*. Caster level 24th; save DC 20 + spell level.

Incorporeal Traits: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic,



with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Cold Subtype: Immune to cold damage; takes double damage from fire unless a saving throw for half damage is allowed, in which case the creature takes half damage on a success and double damage on a failure.

Cold Aura (Su): A 10-foot-radius spread cold aura surrounds a shadow of the void. All creatures of the cold subtype in the area (including the shadow of the void) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to cold damage take 2d10 points of cold damage each round they remain within the cold aura.

SHAPE OF FIRE

Large Undead (Fire, Incorporeal)
Hit Dice: 35d12 (227 hp)
Initiative: +17 (+9 Dex, +8 Superior Initiative)
Speed: 30 ft., fly 60 ft. (good)
AC: 48 (–1 size, +9 Dex, +10 deflection, +20 insight)
Attacks: Incorporeal touch +25 melee
Damage: Incorporeal touch 2d6 plus blazefire
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Blazefire, create spawn, spell-like abilities
Special Qualities: Undead traits, incorporeal traits, turn resistance +6, fire subtype, heat aura, SR 36, DR 20/+6
Saves: Fort +13, Ref +20, Will +26
Abilities: Str –, Dex 29, Con –, Int 21, Wis 25, Cha 31
Skills: Diplomacy +13, Hide +25, Intimidate +24, Intuit Direction +17, Listen +36, Search +17, Sense Motive +15, Spot +47
Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack
Epic Feats: Blinding Speed, Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative
Climate/Terrain: Any
Organization: Solitary or gang (2–5)
Challenge Rating: 26
Treasure: None
Alignment: Always lawful evil
Advancement: 36–42 HD (Large); 43–70 HD (Huge)

A shape of fire is a manifestation of white-hot malice, the spirit of one condemned in the afterlife to an eternity of scorching damnation.

A shape of fire appears to be a 10-foot-tall incorporeal humanoid made of blazefire, white-hot flames that crackle with searing energy. The only discernible feature of a shape of fire is its two red, piercing eyes. Shapes of fire are usually found far from the Material Plane, sometimes accompanied by an lavawight or two.

COMBAT

Shapes of fire prefer to close with their opponents because of their deadly blazefire.

Blazefire (Su): Living creatures taking damage from a shape of fire's incorporeal touch attack find themselves ignited with blazefire; white-hot, lambent flames cascade over their bodies, and they must succeed at a Fort save (DC 27) or permanently lose 10 hit points. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 10 more hit points each round. The shape of fire heals the same amount of damage whenever a creature is drained, gaining any excess hit points as temporary hit points. If the opponent is slain by blazefire, only blackened ash remains of the victim.

Hit points lost to the blazefire never heal naturally and cannot be magically restored—they are gone for good.

Create Spawn (Su): Any humanoid slain by a shape of fire becomes a lavawight in 1d4 rounds. Lavawights are under the command of the shape of fire that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Spell-Like Abilities: 3/day—*fire storm*, *incendiary cloud*. Caster level 24th; save DC 20 + spell level.

Incorporeal Traits: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Fire Subtype: Fire immunity, double damage from cold except on a successful save.

Heat Aura (Su): A 10-foot-radius spread heat aura surrounds a shape of fire. All creatures of the fire subtype in the area (including the shape of fire) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to fire damage take 2d10 points of fire damage each round they remain within the heat aura.



SIRRUSH

Large Magical Beast
Hit Dice: 40d10+680 (900 hp)
Initiative: +23 (+15 Dex, +8 Superior Initiative)
Speed: 90 ft.
AC: 44 (+15 Dex, –1 size, +20 natural)
Attacks: 4 claws +56 melee, bite +54 melee
Damage: Claw 2d6+16/19–20 (+1d6 on critical hit), bite 4d6+8/19–20
Face/Reach: 5 ft. by 10 ft./10 ft.
Special Attacks: Pounce, stunning roar
Special Qualities: Blindsight 300 ft., DR 30/+5, darkvision 60 ft., fast healing 20, low-light vision, SR 39, scent; acid, cold, electricity, fire, and sonic resistance 10
Saves: Fort +41, Ref +39, Will +29
Abilities: Str 42, Dex 40, Con 44, Int 35, Wis 38, Cha 28
Skills: Climb +17, Hide +36, Jump +40, Listen +36, Move Silently +35, Spot +36
Feats: Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Jump), Weapon Focus (bite), Weapon Focus (claw)
Epic Feats: Blinding Speed (×4), Overwhelming Critical (claw), Superior Initiative
Climate/Terrain: Any
Organization: Solitary, pair, or pack (4–9 sirrushes and 1–2 three-headed sirrushes)
Challenge Rating: 24
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 41–50 HD (Large), 51–60 HD (Huge), 61+ HD (Gargantuan)

THREE-HEADED SIRRUSH

Large Magical Beast
Hit Dice: 45d10+855 (1,102 hp)
Initiative: +25 (+17 Dex, +8 Superior Initiative)
Speed: 120 ft.
AC: 50 (+17 Dex, –1 size, +24 natural)
Attacks: 4 claws +63 melee, 3 bites +61 melee
Damage: Claw 3d6+18/19–20 (+1d6 on critical hit), bite 4d6+9/19–20
Face/Reach: 5 ft. by 10 ft./10 ft.
Special Attacks: Pounce, stunning roar
Special Qualities: Blindsight 350 ft., DR 35/+6, darkvision 60 ft., fast healing 25, low-light vision, SR 45, scent; acid, cold, electricity, fire, and sonic resistance 15
Saves: Fort +45, Ref +43, Will +31
Abilities: Str 47, Dex 45, Con 44, Int 40, Wis 43, Cha 33
Skills: Climb +19, Hide +31, Jump +40, Listen +44, Move Silently +43, Spot +41
Feats: Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack, Spring Attack, Weapon Focus (bite), Weapon Focus (claw)
Epic Feats: Blinding Speed (×7), Overwhelming Critical (claw), Superior Initiative
Climate/Terrain: Any
Organization: Solitary, pair, or pack (1–2 three-headed sirrushes and 4–9 sirrushes).
Challenge Rating: 28
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 46–55 HD (Large); 56–65 HD (Huge); 66+ HD (Gargantuan)

The sirrush is a four-legged predator of undisputed ferocity and unrelenting hunger.

A sirrush has the form of a lean carnivorous cat with thick dragonlike scales instead of fur. It weighs in at around 650 pounds, with a coloration of mottled black



nd silver. Instead of a mane of hair it has a protective one plate, which shields its head and neck from oth-rwise lethal blows; likewise, its dragonlike scales save from the worst of any elemental effect. Oversized cisors jut from its equally large mouth, and its talon-ke claws leave no doubt that the creature is a fear-me foe.

Three-Headed Sirrush: The rarer, far deadlier three-eaded sirrushes dominate average sirrushes. Often, hree-headed sirrushes lead packs of lesser sirrushes. Sirrushes hunt anything, but specialize in hunting ragons (though they are intelligent, and can ascertain uickly if a particular dragon is too tough for them). A an dragon is enough to feed a sirrush pack for a week, hough that doesn't necessarily stop them from hunting her creatures for sport.

Sirrushes speak Sylvan and Draconic.

MBAT

Once a sirrush scents and surreptitiously takes the easure of a potential meal, it will stalk its prey for up a day before attacking with all-out fury. Because of its ealth, it often uses the surprise round to loose its stun-ing roar, after which it pounces on its next action. A rrush is so accomplished a carnivore that it can bite nd use all four of its limbs to attack its prey the same round as a full attack.

Stunning Roar (Ex): Every 1d4 ounds, a sirrush can loose a sonic ack of such volume that it ns all creatures in a 60-foot read for 1d4 rounds if ey fail a Fortitude ving throw (DC 47, DC 51 for a three-aded sirrush).

Pounce (Ex): If a rrush charges or ps upon a foe ring its first round combat, it can ke a full attack en if it has eady taken a ve action.

Headloss Re-stance (Ex): A rrush's thick bony e protects its neck e a shield and pro-es resistance from fects that could nor-lly behead it, such as a rpal weapon. When a sirrush or three-headed sir-sh would otherwise lose its head, it instead makes a rtitude saving throw (DC 10 + 1/2 HD of attacker + acker's Str modifier). On a failed save, the sirrush's ad leaves its shoulders normally, but on a successful save, the sirrush is unaffected by the beheading. A sirrush dies when beheaded; a three-headed sirrush goes on fighting until all its heads are lost (the only penalty it incurs is one or two fewer bite attacks when it makes a full attack).



SLAAD

Slaadi are well-known representatives of planes of unstable form and energy, though the more powerful white and black slaadi are less recognized.

Like their lesser cousins, white and black slaadi are creatures of chaos, and somewhat resemble humanoid toads of terrible aspect. Some black and white slaadi have variant physical features (see Variant Slaadi in the *Monster Manual*).

All slaadi speak their own language, Slaad. White and black slaadi also speak Common, Celestial, and Infernal, and in addition can communicate telepathically.

COMBAT

Slaadi generally attack with their claws and bite. They relish melee combat but are savvy enough to use their summoning and other spell-like abilities to good effect.

Blood of Chaos (Ex): Black and white slaadi are more in tune with the true principle of chaos than their lesser cousins. As such, black and white slaadi can summon forth the force of chaos to degrade and destroy that which they bite, spit upon, or touch. The chaos, once released, burns all substances almost like acid. Even creatures protected against chaos, such as by a *magic circle against chaos* spell, take half damage.

Resistances (Ex): Black and white slaadi have acid, cold, electricity, fire, and sonic resistance 20. Black and white slaadi are also immune to their own chaos attacks.

***Summon Slaad* (Sp):** Slaadi can summon other slaadi much as though casting a *summon monster* spell, but they have only a chance of success each time they try. Roll d% and refer to the chance of success given in the particular slaad's description. On a failure, no slaadi answer the summons. Summoned creatures automatically return whence they came after 1 hour. A slaad that has just been summoned cannot use its own summon ability for 1 hour.

	White Slaad Large Outsider (Chaotic)	Black Slaad Huge Outsider (Chaotic)
Hit Dice:	HD 24d8+312+20 (440 hp)	29d8+406 (536 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)	+10 (+2 Dex, +8 Superior Initiative)
Speed:	40 ft.	80 ft.
AC:	40 (+8 Dex, –1 size, +23 natural)	48 (+6 Dex, –2 size +34 natural)
Attacks:	2 claws +36 melee, bite +34 melee; or chaos spittle +31 ranged touch	2 claws +43 melee, 4 tongues +42 melee touch; or +33 chaos spittle ranged touch
Damage:	Claw 5d6+13, bite 2d10+6 plus chaos bite; chaos spittle 8d4	Claw 5d8+16, tongue 10d4/19–20 chaos touch; chaos spittle 20d4
Face/Reach:	5 ft. by 5 ft./10 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Chaos spittle, spell-like abilities, summon slaad, stun, weapon breaker	Chaos spittle, chaos touch, spell-like abilities, summon slaad, stun, weapon breaker
Special Qualities:	Fast healing 15, DR 35/+5, resistances, alternate form	Fast healing 30, DR 45/+7, resistances, alternate form, darkvision 320 ft.
Saves:	Fort +27, Ref +22, Will +22	Fort +30, Ref +22, Will +26
Abilities:	Str 36, Dex 26, Con 37, Int 26, Wis 27, Cha 27	Str 42, Dex 22, Con 38, Int 29, Wis 30, Cha 31
Skills:	Balance +39, Climb +40, Diplomacy +12, Escape Artist +35, Hide +31, Jump +44, Knowledge (arcana) +35, Knowledge (local) +23, Knowledge (the planes) +35, Knowledge (religion) +26, Listen +35, Move Silently +35, Search +35, Sense Motive +35, Spot +35, Tumble +39	Balance +42, Bluff +42, Diplomacy +18, Escape Artist +38, Hide +30, Intimidate +14, Jump +52, Knowledge (arcana) +41, Knowledge (local) +41, Knowledge (the planes) +41, Knowledge (religion) +41, Listen +42, Move Silently +38, Scry +22, Search +41, Sense Motive +42, Spot +42, Tumble +42
Feats:	Dodge, Improved Initiative, Multiattack, Power Attack, Sunder	Cleave, Improved Critical (tongue), Improved Initiative, Multiattack, Power Attack, Sunder, Weapon Focus (tongue)
Epic Feats:	Blinding Speed, Epic Toughness	Superior Initiative
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	21	25
Treasure:	Double standard	Double standard
Alignment:	Always chaotic neutral	Usually chaotic neutral (sometimes chaotic evil)
Advancement:	25–29 HD (Large); 30–44 HD (Huge)	30–45 HD (Huge); 56–70 HD (Gargantuan)

Most slaadi do not use this ability lightly, since they are generally distrustful and fearful of one another. In general, they use it only when necessary to save their own lives.

SLAADI CHARACTERS

Slaadi rarely have the focus to devote themselves to a character class. White slaadi sometimes train as fighters, and black slaadi sometimes train as clerics (and are rumored to serve, and possibly worship, the enigmatic Slaad Lords).

WHITE SLAAD

A death slaad (see the *Monster Manual*) that survives for more than a century retreats into isolation for at least a year. It returns as a larger, stronger form of slaad—the white—and devotes most of its time and attention to the study of yet more lethal art. A white slaad is as pale as snow, seeming to glow in even the dimmest light.

Combat

A white slaad may wield a magic weapon if it can find one of sufficient power to compete with its fearsome natural abilities.

Stun (Ex): A white slaad can make an attack as though it had the Stunning Fist feat (see Chapter 5 of the *Player's Handbook*) nine times per day. The Fortitude save DC is 30.

Chaos Bite (Ex): On a successful bite attack, the slaad deals an additional 8d4 points of chaotic damage. Unless the chaos infecting the wound is somehow neutralized, it deals another 4d4 points of chaotic damage every subsequent round for 9 rounds.

Chaos Spittle (Ex): A white slaad can spit a glob of chaos at any target it can see within 60 feet as a ranged touch attack. The chaos deals 10d4 points of chaotic damage (no splash damage). Unless the chaos is somehow neutralized, the glob deals another 5d4 points of chaotic damage every subsequent round for 9 rounds.

Weaponbreaker (Ex): When a white slaad uses its Sunder feat, it rolls damage twice and takes the higher of the two rolls as the roll to break the weapon.

Spell-Like Abilities: At will—*animate objects, circle of death, chaos hammer, cloak of chaos, deeper darkness, dispel law, fear, finger of death, fireball, fly, greater dispelling*

...ntify, improved invisibility, magic circle against law, ...ane shift, power word blind, power word kill, see invisibil-...y, shatter, teleport without error, word of chaos; 1/day—*...plosion, peripety, ruin* (see Chapter 2). Caster level 21st; ...e DC 18 + spell level.

Alternate Form (Su): A white slaad can shift ...tween its natural form and any humanoid form at will ...a standard action.

A white slaad can remain in humanoid form indefi-...tely. The ability is otherwise similar to *alter self* cast by ...21st-level caster.

***Summon Slaad* (Sp)**: Three times per day a white slaad ...n attempt to summon 2–4 gray slaadi (01–20 fails, ...-100 succeeds), or 1–2 death slaadi (01–60 fails, ...-100 succeeds).

Telepathy (Su): White slaadi can communicate tele-...thically with any creature within 100 feet that has a ...nguage.

...ACK SLAAD

...white slaad that survives for more than a century ...reats into isolation for at least a year. It returns as a ...ger, stronger form of slaad—the black. The power of ...lack slaad eclipses that of some abominations and ...zny of the oldest wyrms. A black slaad is a blot of dark-...ss, a toad-shaped-void from which only two evil stars ...its eyes gleam.

...bat

...lack slaad fights in *deeper darkness*, because it can ...e in such conditions while most other crea-...es can not. The black slaad has a 15-foot-...g prehensile tongue split into equal ...gths, allowing it to make four melee ...uch attacks per round. It always uses ...true seeing ability to see past an oppo-...ent's use of invisibility, *blur* and *dis-...rment*, or similar ruses.

...Stun (Ex): A black slaad can make ...attack as if it had the Stunning Fist ...at (see Chapter 5 of the *Player's ...Handbook*) eleven times per day. ...The Fortitude save DC is 34. The ...lack slaad can stun with its ...ngues as well as its claws.

Chaos Touch (Ex): On a ...ccessful tongue melee at-...ck, the slaad deals 10d4 ...ints of chaotic damage. ...nless the chaos infecting ...e wound is somehow neu-...lized, it deals another ...4 points of chaotic ...mage every subse-...ent round for 11 ...nds.

Chaos Spittle (Ex): A black ...aad can spit a glob of chaos at any target it can see within 120 feet as a ranged touch attack. The chaos deals 20d4 points of chaos damage (no splash damage). Unless the chaos is somehow neutralized, the glob deals another 10d4 points of damage every subsequent round for 11 rounds.

Weaponbreaker (Ex): When a black slaad uses its Sunder feat, it rolls damage twice and takes the higher of the two rolls as the roll to break the weapon.

Spell-Like Abilities: At will—*animate objects, circle of death, chaos hammer, cloak of chaos, death knell, deeper darkness, dispel law, fear, finger of death, fireball, fly, greater dispelling, identify, improved invisibility, lightning bolt, magic circle against law, plane shift, power word blind, power word kill, protection from law, see invisibility, shatter, teleport without error, word of chaos*; 1/day—*implosion, peripety, ruin, spell worm* (see Chapter 2). Caster level 25th; save DC 20 + spell level.

Alternate Form (Su): A black slaad can shift between its natural and any humanoid form at will as a standard action.

A black slaad can remain in humanoid form indefinitely. The ability is otherwise similar to *alter self* cast by a 21st-level caster.

***Summon Slaad* (Sp)**: Three times per day a black slaad can attempt to summon 2–4 death slaadi (01–20 fails, 21–100 succeeds), or 1–2 white slaadi (01–60 fails, 61–100 succeeds).

Telepathy (Su): Black slaadi can communicate telepathically with any creature within 100 feet that has a language.



TAYELLAH

Gargantuan Magical Beast
Hit Dice: 34d10+408 (595 hp)
Initiative: +27 (+19 Dex, +8 Superior Initiative)
Speed: 100 ft.
AC: 44 (+19 Dex, −4 size, +15 insight, +4 natural)
Attacks: 2 claws +44 melee, 3 bites +39 melee, sting +37 melee
Damage: Bite 2d8+11, claw 2d6+5, sting 3d6+5 plus poison
Face/Reach: 20 ft. by 40 ft./10 ft.
Special Attacks: Pounce, improved grab, rake 4d6+15
Special Qualities: SR 34, DR 15/+6
Saves: Fort +31, Ref +38, Will +22
Abilities: Str 32, Dex 48, Con 34, Int 14, Wis 32, Cha 19
Skills: Hide +19, Listen +22, Move Silently +31, Spot +22
Feats: Improved Initiative, Weapon Focus (bite), Weapon Focus (claw), Weapon Finesse (sting)
Epic Feats: Superior Initiative, Epic Weapon Focus (bite), Epic Weapon Focus (claw)
Climate/Terrain: Any temperate or cold land
Organization: Solitary or pair
Challenge Rating: 24
Treasure: None
Alignment: Always neutral
Advancement: 35–68 HD (Gargantuan); 69–102 HD (Colossal)

Tayellahs are lone hunters of supernatural origin.

A tayellah is a massive feline creature. Appearing as a gargantuan, black, three-headed lynx, it stands 30 feet tall at the shoulder. Its pupilless eyes shine a gleaming yellow. It sports a tentaclelike tail that ends in a wicked stinger. It is devious in the extreme, using its agility to stalk and pounce on its surprised prey. Tayellahs hunt in the most savage of wilds, even places beyond the Material Plane. Some of their favorite prey includes giant eagles and giant lizards.

COMBAT

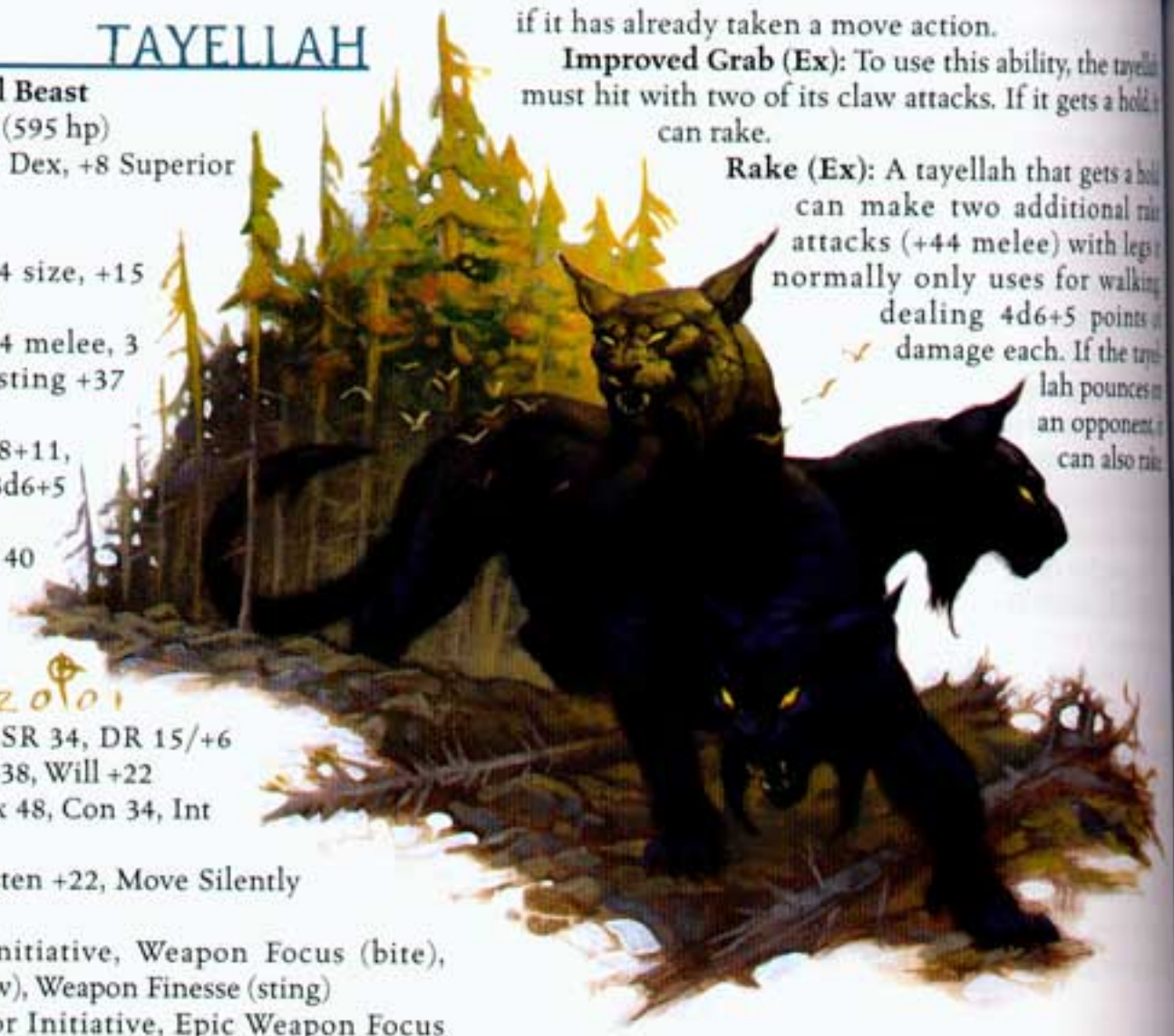
The tayellah prefers to stalk its prey, using its ability to hide and jump to its advantage. When it confronts a creature that proves a threat, a tayellah prefers to keep its foe at bay with its great agility and stinging tail.

Poison (Ex): Sting, Fort save (DC 39); initial and secondary damage 2d10 temporary Con.

Pounce (Ex): If a tayellah leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tayellah must hit with two of its claw attacks. If it gets a hold, it can rake.

Rake (Ex): A tayellah that gets a hold can make two additional rake attacks (+44 melee) with legs it normally only uses for walking, dealing 4d6+5 points of damage each. If the tayellah pounces on an opponent, it can also rake.



THORCIASID

Medium-Size Aberration
Hit Dice: 29d8+348 (478 hp)
Initiative: +22 (+14 Dex, +8 Superior Initiative)
Speed: 70 ft.
AC: 42 (+14 Dex, +18 natural)
Attacks: 2 forelimbs +36 melee touch, 2 antennae +3 melee touch
Damage: Forelimb 0 plus ability drain, antenna 0 plus energy drain
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Ability drain, energy drain, cocoon
Special Qualities: DR 20/+6, darkvision 240 ft., scent, SR 34, fire resistance 30
Saves: Fort +21, Ref +25, Will +25
Abilities: Str 22, Dex 38, Con 34, Int 25, Wis 29, Cha 31
Skills: Bluff +30, Concentration +32, Diplomacy +12, Hide +24, Intimidate +12, Listen +27, Move Silently +24, Spot +41
Feats: Alertness, Combat Reflexes, Dodge, Expertise, Improved Disarm, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse (forelimb), Weapon Finesse (antennae), Weapon Focus (forelimb)
Epic Feats: Blinding Speed, Superior Initiative
Climate/Terrain: Any
Organization: Solitary, pair, or infestation (4–7)
Challenge Rating: 22

Treasure: Standard
Alignment: Usually neutral
Advancement: 30–36 HD (Medium-size); 37–42 HD (Large)

Thorciasids are the ultimate parasite, preying on the very life force of all other creatures.

Thorciasids are insectoid creatures. Like a particularly lean (and monstrously large) cockroach, a thorciasid is quick, multilimbed, and the color of burnt wood. It scuttles about on four hind limbs, using two fiendish forelimbs and two writhing antennae to deliver life-draining attacks.

Thorciasids can be found anywhere, but usually prefer dark, shadowed parts of the area they infest. Thorciasids sometimes cocoon their prey against future needs, hiding them away in large, multichambered, cunningly hidden nests built on the undersides of buildings, cliffsides, sewers, very large seagoing or lunar-going craft, or other even more surprising areas.

Thorciasids speak Common, Elven, Dwarven, and Giant.



COMBAT

Thorciasids are amazingly quick and agile, and like full advantage of this trait in combat. If one catches a large flat-footed, its first action is to attempt to use its cocoon ability to tether the foe in place. If facing several foes, it might tether a foe in place in order to concentrate its ability-draining and energy-draining melee touch attacks on others, then return to the original foe to finish the cocooning process. During standard combat, a thorciasid always makes full use of its Spring Attack feat in order to keep its foes moving around, especially if it can move a foe into an area where it has prepared a trap (which is possible if the fight is taking place in a thorciasid nest).

Cocoon (Ex): A thorciasid can eject a stream of noxious goo that hardens on contact, potentially fixing a subject in place and hindering its movement and actions. Using a standard action, the thorciasid makes a ranged touch attack against any foe it can see up to 50 feet away. If it succeeds at the ranged touch attack, the subject makes a grapple check against the cocoon. This is accomplished as if the thorciasid itself were making the grapple check with a competence bonus of +10, for a total check modifier of +37. On a failed check for the subject, the goo hardens into a partial cocoon, and the victim is treated as if grappled (even though the thorciasid is free to do as it desires). The subject can attempt to break the grapple of the cocoon (or use Escape Artist) each round, making an opposed grapple check against the cocoon (check modifier +37 for the cocoon).

A thorciasid can reinforce a partial cocoon by spending a standard action secreting additional goo. Each action so spent provides an additional +5 to the cocoon's grapple check modifier. Visually, the victim becomes more and more covered and is finally completely encased in a cocoon. Even fully encased victims can still breathe, and a thorciasid can drain a victim's life force at its leisure.

Ability Drain (Su): On a successful melee touch attack with a forelimb, the thorciasid permanently drains 1d4+1 points of Strength, 1d4+1 points of Dexterity, and 1 point of Constitution from the victim. The thorciasid regains 20 lost hit points with each successful ability drain.

Energy Drain (Su): On a successful melee touch attack with an antenna, the thorciasid gives the victim one negative level. Each negative level bestowed upon a victim gives the thorciasid +1 bonus to its Constitution that lasts for 24 hours. The negative levels similarly last for 24 hours, at which time the victim must make a Fortitude saving throw (DC 34) to avoid level loss. A combination of the thorciasid's ability drain and energy drain abilities provides the creature all the "nutrition" it needs to survive.

TITAN, ELDER

Colossal Outsider
Hit Dice: 70d8+700 (1,015 hp)
Initiative: +0
Speed: 150 ft.
AC: 58 (–8 size, +32 natural, +24 insight)
Attacks: *Colossal +5 warhammer* +87/+82/+77/+72 melee; or *Colossal +5 javelin* +70/+65/+60/+55 ranged
Damage: *Colossal +5 warhammer* 4d8+30/19–20 (+2d6 on critical hit); or *Colossal +5 javelin* 2d10+22/19–20
Face/Reach: 40 ft. by 40 ft./25 ft.
Special Attacks: Spell-like abilities, spells
Special Qualities: DR 45/+7, SR 40
Saves: Fort +47, Ref +37, Will +50
Abilities: Str 45, Dex 10, Con 31, Int 33, Wis 37, Cha 26

Skills: Concentration +43, Craft (any ten) +44, Decipher Script +44, Diplomacy +45, Gather Information +41, Knowledge (arcana, religion, plus any twenty others) +44, Listen +46, Sense Motive +46, Speak Language (any ten), Spellcraft +44, Spot +46
Feats: Blind-Fight, Cleave, Expertise, Great Cleave, Improved Critical (warhammer), Improved Critical (javelin), Power Attack, Silent Spell, Still Spell, Sunder, Weapon Focus (warhammer), Weapon Focus (javelin)
Epic Feats: Devastating Critical (warhammer), Epic Spellcasting, Epic Weapon Focus (warhammer), Epic Weapon Focus (javelin), Overwhelming Critical (warhammer), Polyglot
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 30
Treasure: Standard
Alignment: Always neutral
Advancement: 71–140 HD (Colossal)

Elder titans are the brooding, primeval forefathers of titans—massive, ponderous beings who have sunk deeply into contemplation of the workings of the universe to the exclusion of almost all else.

Eons older than their smaller counterparts, elder titans stand 75 feet tall or more, weighing close to 400,000 pounds. Each one has a unique, not necessarily totally human, appearance. Because of their cerebral nature, elder titans are acutely withdrawn, taking up residence in the farthest corners of the multiverse, desolate places inhospitable to most others where they are unlikely to be disturbed. Each has taken on many characteristics of the very environment in which he dwells, allowing his body to alter over time as he becomes a very part of that place. Because of this, elder titans tend to customize their special abilities to adapt to their environment, although they are not considered to be a subtype associated with that environment.

Hidden away in their elemental lairs, elder titans spend the majority of their time either thoroughly settled into the depths of their own minds, or magically combing the planes in search of obscure knowledge. Elder titans are sometimes inaccurately perceived as less cognitive or even less intelligent than their more lively cousins, but the truth is that elder titans have simply moved beyond the joys of physical existence and revel now almost exclusively in the pleasures of the mind. They may be less physically aware of their immediate surroundings, but they perceive well enough, for they consider the multiverse to be their library, a place to garner knowledge for knowledge's own sake.

Though not secretive with his knowledge, an elder titan seldom welcomes disturbances to his contemplations. It is, in fact, difficult even to get the attention of one of these beings, so deep in thought is he. Even after he is brought out of his reverie, an elder titan is slow to react, both because he is loath to leave his thoughts half finished and because he is carefully analyzing this new data. Once riled, he is a formidable foe, acutely perceptive of his surroundings and enjoying an almost precognitive understanding of battle tactics, and he throws himself into eliminating disturbances quickly and efficiently.

Elder titans have devoted so much time to the pursuit of knowledge that they can speak and read any language (such is the power of the Polyglot feat they possess), though it is as likely as not that they will ignore such mundane intrusions as mere words for the sake of their ponderous reflecting.

Every few millennia, an elder titan rouses himself to find another of his kind for companionship, weapons practice, or some other enjoyable activity. This contact almost always takes place on some desolate and featureless plane where distractions are minimal.

COMBAT

Elder titans have not completely forsaken their connections with their smaller counterparts, and thus fight with massive warhammers and stout javelins just as titans do. In combat, the tactics an elder titan uses depend largely on environment. In wide-open spaces, an elder titan uses his *fly* spell-like ability to get up into the air and hurl javelins and other spell-like effects at enemies. In close quarters (relatively speaking), he will rain heavy blows down on his foes with his warhammer.

An elder titan tends to use his spell-like abilities in ways that reflect his favored environment. Thus, an elder titan who has chosen to dwell deep beneath the surface of the ocean has used *alter self* to change into a water-breather, while one whose lair is in the heart of a volcano utilizes *protection from elements* to resist the great heat. Likewise, one will favor *fog cloud* in combat while the other prefers *produce flame*.

In any event, an elder titan enters true combat for the sole purpose of quickly and efficiently eradicating nuisances, eliminating persistent distractions to his studies. Whether an elder titan kills his foe or merely drives it away is inconsequential, so long as the result of the fight is a return to peace and quiet.

Spell-Like Abilities: At will—*alter self, analyze dweomer, commune with nature, cure critical wounds, cyclic, freedom of movement, fly, fog cloud, produce flame, protection from elements, read magic, remove curse, sanctuary, sending, speak with animals, soften earth and stone, speak with plants, summon monster VI, teleport without error, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, greater dispelling, greater scrying, invisibility purge, plane shift*. Caster level 29th; save DC 18 + spell level.

Spells: An elder titan can use arcane spells as a 29th-level wizard or divine spells as a 29th-level cleric, from the cleric list and from the Knowledge and Magic domains. He will also possess the knowledge of at least three epic spells and the means by which to develop them, though he may not have done so himself.

TREANT, ELDER

Colossal Plant
Hit Dice: 50d8+800 (1,025 hp)
Initiative: +3 (–1 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 41 (–1 Dex, –8 size, +40 natural)
Attacks: 2 slams +49 melee
Damage: Slam 10d6+19/19–20
Face/Reach: 40 ft. by 40 ft./25 ft.
Special Attacks: Animate trees, trample, triple damage against objects, spell-like abilities
Special Qualities: Plant traits, half damage, SR 29, DR 20/+6
Saves: Fort +45, Ref +17, Will +33
Abilities: Str 48, Dex 8, Con 42, Int 19, Wis 33, Cha 35
Skills: Diplomacy +14, Hide –12*, Intimidate +32, Knowledge (any one) +14, Listen +43, Sense Motive +18, Spot +23, Wilderness Lore +22
Feats: Alertness, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Epic Feat: Epic Will
Climate/Terrain: Any forest
Organization: Solitary or with grove of treants
Challenge Rating: 25
Treasure: Standard
Alignment: Always neutral good
Advancement: 51–150 HD (Colossal)

Elder treants are huge varieties of living trees, sentient creatures that look like the largest trees known, such as the giant redwood sequoia.

Peaceful by nature, elder treants combine features of both trees and humans. Like their smaller counterparts, elder treants hate evil and the unrestrained use of fire, considering themselves guardians of both trees and trees alike. They are massive and ponderous, very slow to act but always acting with deliberation and purpose.

Like treants, elder treants speak the language of trees, plus Common and Sylvan.

COMBAT

Treants rarely engage in combat themselves, preferring to watch for danger from their great heights and summoning other creatures to aid them.

***Animate Trees* (Sp):** An elder treant can animate trees within 500 feet at will, controlling up to six trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves and fights as a treant in all physical respects. Animated trees lose their ability to move if the elder treant who animated them is incapacitated or moves out of range.

Trample (Ex): An elder treant can trample Gargantuan or smaller creatures for 8d20+40 points of damage. Opponents who do not make attacks of opportunity against the elder treant can attempt a Reflex save (DC 50) to halve the damage.

Triple Damage against Objects (Ex): An elder treant that makes a full attack against an object or structure deals triple damage.

Plant Traits: Immune to poison, *sleep*, paralysis, stunning, and polymorphing; not subject to critical hits or mind-affecting effects.

Half Damage (Ex): Whenever an elder treant takes hit point damage, it only takes half the damage indicated; its woody form just doesn't feel damage like flesh would.

Skills and Feats: Elder treants receive skills and feats as though they were fey. *They have a +24 racial bonus on Hide checks made in forested areas.

Spell-Like Abilities: At will—*animal messenger, control plants, speak with plants, stone tell*; 3/day—*healing circle* (plants only), *plant growth, sunburst, wall of thorns*; 1/day—*shambler*. Caster level 23rd; save DC 22 + spell level.

UMBRAL BLOT (BLACKBALL)

Medium-Size Construct
Hit Dice: 57d10 (313 hp)
Initiative: +10 (Dex)
Speed: Fly 90 ft. (perfect)
AC: 40 (+10 Dex, +20 natural)
Attacks: Disintegrating touch +42 melee touch
Damage: 5d6 plus disintegrating touch (Fort DC 38)
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Disintegrating touch, vortex
Special Qualities: Blindsight 200 ft., construct traits, fast healing 10, planar travel, SR 44; acid, cold, electricity, fire, and sonic resistance 30
Saves: Fort +19, Ref +29, Will +29
Abilities: Str 10, Dex 30, Con –, Int 20, Wis 30, Cha 30
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 32
Treasure: None
Alignment: Always neutral
Advancement: 58–63 HD (Medium-size); 64–79 HD (Large); 80–95 HD (Huge); 96–171 HD (Gargantuan)

A hovering sphere of absolute void, an umbral blot (sometimes called a blackball) is an extraordinarily dangerous opponent to any who come into contact with it.

When at rest, a blackball appears exactly like an overlarge *sphere of annihilation*, a sphere of utter darkness. In fact, sometimes one will be encountered by an arcane caster armed with a *talisman of the sphere*, who commands it in the mistaken belief it is merely a *sphere of annihilation* and not the far more dangerous creature it actually is. The umbral blot sometime chooses to obey its pseudo-master for a time, before turning on her at the most inopportune time and disintegrating her for her presumption.



Some sages declare that the Old Ones, the gods who were before the gods of today, created umbral blots as messengers and sometimes assassins. A few even maintain that they were called "Assassins of the Elder Gods" in certain ancient texts because, having been created by the forgotten gods of yore, they destroyed their creators and have since roamed the cosmos idly, searching for any who may have escaped them.

An umbral blot is perfectly silent; it never speaks. Perhaps it understands the lost language of the Old Ones, but if so, no others are left to converse with now.

COMBAT

An umbral blot simply advances until it comes into contact with a target and disintegrates it, showing subtlety only when faced with elusive foes. However, it prefers to initially come at foes from a direction they might not expect, and often disintegrates its way through the floor below or the ceiling above as it charges to attack.

Disintegrating Touch (Ex): Any material object that comes into contact with a blackball is immediately disintegrated unless it succeeds at a Fortitude save (DC 38). A character or object that has been disintegrated by an umbral blot disappears completely, leaving behind not even dust to mark its passing. Those who make a successful saving throw still take 5d6 points of damage from the disintegrating touch. Likewise, weapons or objects that save take a like amount of damage. (Remember, tended or held objects save with the same bonus as their owners.)

Vortex (Ex): Sometimes an umbral blot finds a particularly agile and speedy target eluding its touch. In such cases, it generally resorts to its vortex attack. Normally a blackball insulates itself somehow from the air around it (otherwise it would perpetually be at the center of a howling windstorm). If it chooses, instead of allowing the air to bend around it, the blackball can suspend this insulation, causing a sudden rush of wind to pour toward the blackball from all directions. This vortex sucks all the air from a 30-foot-by-30-foot-by-30-foot room in a single round, creating a sudden influx of air in its direction. All flying or floating creatures within 30 feet of the umbral blot who fail a Reflex save (DC 38) are swept along with the wind into contact with the blackball. Nonflying creatures within 30 feet who fail a Reflex save (DC 19) are pulled into contact with the umbral blot. Contact with an umbral blot could lead to disintegration, as noted above.

Spell Immunities (Ex): In addition to the spells that an umbral blot is immune to because of its construct traits, it is immune to *disintegration* spells and variations thereof.

Planar Travel (Ex): A blackball can fold space at will, allowing it to use *ethereal jaunt*, *dimension door*, *teleport without error*, or *plane shift* at will as a standard action.

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

UVUUDAUM

Large Outsider (Evil)
Hit Dice: 38d8+646 (817 hp)
Initiative: +14 (Dex)
Speed: 80 ft., climb 40 ft.
AC: 52 (+14 Dex, –1 size, +29 natural)
Attacks: Head spike +51 melee
Damage: Head spike 10d6+21/19–20 plus Wisdom drain
Face/Reach: 5 ft. by 5 ft./15 ft.
Special Attacks: Confusion aura, spell-like abilities, Wisdom drain
Special Qualities: Blindsight 500 ft., DR 25/+6, electricity resistance 30, fast healing 20, regeneration 5, SR 39

Saves: Fort +40, Ref +37, Will +41
Abilities: Str 39, Dex 38, Con 44, Int 42, Wis 38, Cha 46
Skills: Alchemy +57, Balance +18, Climb +32, Concentration +58, Diplomacy +22, Escape Artist +55, Hide +51, Intimidate +59, Jump +59, Knowledge (arcana, history, local, nature, religion, the planes, undead) +57, Listen +55, Move Silently +55, Scry +57, Search +57, Sense Motive +55, Spellcraft +57, Spot +55, Swim +55, Tumble +59
Feats: Combat Casting, Combat Reflexes, Improved Critical (head spike), Lightning Reflexes
Epic Feats: Epic Reflexes, Improved Combat Reflexes, Spell Stowaway (*time stop*), Tenacious Magic (*haste*), Tenacious Magic (*displacement*), Tenacious Magic (*stoneskin*)
Climate/Terrain: Any
Organization: Solitary, pair, or madness (3–6)
Challenge Rating: 27
Treasure: Standard
Alignment: Usually neutral evil
Advancement: As character class

Lords of a realm far removed from the multiverse sometimes infect our reality, trailing madness in their wake. An uvuudaum is a manifestation of a distant realm where the rules of proper dimension are meaningless. When an uvuudaum manifests in common realms of matter and though, it is terrible to behold.

An uvuudaum is a humanoid creature with two standard human arms that protrude from the torso where expected, but whose lower body has six arms instead of legs, splayed spiderlike below it (though loose clothing somewhat drapes its grotesque legs). The real horror is the taillike appendage replacing what would be a head on a normal creature. At the very end of the appendage is an iron-hard spike.

Uvuudaums hail from a place beyond the planes that is terrifyingly remote from standard planar geometries. The entities that abide in this far realm are obscure, different, and alien. Outside time, unspeakable things whisper awful truths to those who dare listen. Uvuudaums partake in and are part of this madness, which they delight in revealing, by their mere presence, in more structured realities.

Uvuudaums can speak telepathically to any creature within 500 feet that has a language.

COMBAT

Creatures in the presence of an uvuudaum may be affected by its confusion aura. Foes that can hold onto their reason are beset by the spell-like abilities an uvuudaum can use. Creatures who enter melee with an uvuudaum are subject to its head spike, which deals considerable damage in addition to Wisdom drain. An uvuudaum never fails to take account of *haste*, *displacement*, and *stoneskin* if it has any time to prepare.

Confusion Aura (Su): This ability operates continuously, as the *confusion* spell but with a 30-foot radius. Potential victims can make a Will save (DC 47) to resist confusion. Those affected by the aura can make a new save every 4 rounds to throw off the effect. Once it has successfully resisted, a subject remains immune to that uvuudaum's confusion aura for 24 hours.

Wisdom Drain (Su): This effect permanently reduces a living opponent's Wisdom score by 2d4 points when the creature hits with its head spike, or twice that amount on a critical hit (the blow flashes incomprehensible, obscene vistas into the subject's head, causing the Wisdom drain). The creature regains 5 lost hit points (or 10 on a critical hit) whenever it drains Wisdom, gaining any excess hit points as temporary hit points. An opponent can avoid the Wisdom drain with a Fortitude save (DC 47).

Spell-Like Abilities: At will—*confusion, dimension door, greater dispelling, displacement, haste, invisibility, lightning bolt, magic missile, mage armor, polymorph self, shield, stoneskin, true strike, web*; 3/day—*chain lightning, cone of cold, disintegrate, dominate person, plane shift, prismatic spray, scrying, teleport without error, wall of force*; 1/day—*contingent resurrection, nailed to the sky, time duplicate* (see Chapter 2), *time stop*. Caster level 27th; save DC 28 + spell level.

Regeneration (Ex): Uvuudaums take normal damage from holy weapons, cold, and fire.

VERMIURGE

Large Aberration
Hit Dice: 42d8+546 (735 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 50 ft., fly 90 ft. (perfect)
AC: 40 (+3 Dex, –1 size, +24 natural)
Attacks: Sting +43 melee, 4 pincers +41 melee, bite +40 melee
Damage: Sting 1d6+12/19–20 plus poison, pincers 2d8+6/19–20, bite 3d6+6 plus poison
Face/Reach: 5 ft. by 10 ft./10 ft.
Special Attacks: Aura of doom, concealing aura, frightful presence, poison, spell-like abilities
Special Qualities: DR 30/+5, darkvision 60 ft., fast healing 10, immune to all mind-affecting effects, low-light vision, SR 34; scent
Saves: Fort +27, Ref +21, Will +38
Abilities: Str 34, Dex 25, Con 36, Int 18, Wis 40, Cha 44
Skills: Heal +19, Hide +19, Jump +32, Knowledge (nature) +24, Listen +37, Move Silently +27, Spot +33
Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (pincers), Improved Critical (sting), Improved Initiative, Multiattack, Power Attack, Weapon Focus (pincers), Weapon Focus (sting)
Epic Feats: Blinding Speed
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 24
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: 43–52 HD (Large); 53–70 HD (Huge)

If the stinging beetles, scorpions, and other deadly insects have gods, they are vermiurges.

A vermiurge is always surrounded by an aura of swarming insects, preventing easy viewing of the core creature. Beneath the aura is a 10-foot-long body resembling that of a scorpion, except for an extended flexible thorax that holds an additional set of pincers. Dragonfly wings grace a vermiurge's back, allowing the creature to fly.

These creatures are usually content to wander wastelands, deserts, and grassland steps, communing with the desolation and the few representatives of their lesser kin they might encounter. Sometimes, for reasons not entirely clear, a vermiurge moves into more populated, verdant lands, leaving pestilence and death in its wake.

Vermiurges speak Terran.

COMBAT

The single most terrible aspect of a vermiurge is its aura of doom ability, which it uses to lethal effect.

Aura of Doom (Su): A vermiurge is constantly affected as if by a *crown of vermin* spell (see Chapter 2) cast by a 42nd-level caster. As per the spell, a vermiurge may completely suppress the aura of insects as desired. A vermiurge's aura of doom constantly replenishes itself at a rate of 200 vermin per round (unlimited duration). When vermin die off either by being slain or by dealing damage to another creature, the aura does not permanently collapse, even if all the vermin are slain or if all 1,000 vermin deal their damage in 1 round. As soon as any vermin are replenished, they participate normally in the *crown of vermin* effect.

Concealing Aura (Ex): Its aura of doom constantly provides a vermiurge with nine-tenths concealment, so all attacks made against it have a 40% miss chance.

Frightful Presence (Su): This ability takes effect automatically when the vermiurge first engages in aura of doom. It affects only opponents with fewer Hit Dice or levels than the creature has. The affected creature must make a successful Will save (DC 48) or become shaken. Success indicates that the target is immune to that creature's frightful presence for one day.



Poison (Ex): Sting or bite, Fort save (DC 44); initial damage 1d6 temporary Con, secondary damage 2d6 temporary Con.

WINTERWIGHT

Medium-Size Undead (Cold)
Hit Dice: 32d12 (208 hp)
Initiative: +12 (+8 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 46 (+8 Dex, +28 natural)
Attacks: 2 claws +40 melee, skull butt +32 melee
Damage: Claw 3d8+21/19–20 (+1d6 on critical hit) plus blightfire, skull butt 2d6+10 plus blightfire
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Rend 6d8+31, blightfire, spell-like abilities
Special Qualities: Undead traits, cold subtype, cold aura, SR 34, DR 20/+6, icy hardness
Skills: Knowledge (undead) +30, Listen +36, Spot +38
Feats: Cleave, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw)
Epic Feats: Overwhelming Critical (claw), Blinding Speed, Epic Weapon Focus (claw)
Saves: Fort +10, Ref +18, Will +24
Abilities: Str 52, Dex 27, Con —, Int 10, Wis 22, Cha 28
Climate/Terrain: Any
Organization: Solitary or pair
Challenge Rating: 23
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 33–42 HD (Medium-size); 43–55 HD (Huge)



Winterwights are horrors of death wrapped in ice.

Winterwights appear as humanoid skeletons brushed in a thick skin of ice. The ice serves a winterwight as frigid "flesh" and does not hamper its movement in any way. Huge shards of jagged ice depend from each finger, serving as claws. Only the skull of a winterwight is free of ice; a corona of ebony flame burns there like a crown.

Winterwights are the creation of a legendary demilich who sought the limits of necromantic power. Luckily, winterwights are few, and generally trapped in forgotten citadels decaying on the Astral Plane or the Negative Energy Plane. Extremely powerful liches, vampires, and demiliches sometimes gain winterwights as temporary allies.

Winterwights speak Common and Infernal.

COMBAT

A winterwight likes to use its claws and skull butt on foes, attempting to immerse them in blightfire.

Rend (Ex): If the winterwight hits with both of its claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+31 points of damage.

Blightfire (Su): When a winterwight deals damage to a living opponent, a night-black flame begins to burn on the opponent's body. If the opponent fails a Fortitude save (DC 35), it takes 4 points of permanent Constitution drain. The opponent must continue to save every round for the next 4 rounds (5 rounds total) to avoid being permanently drained of an additional 4 points of Constitution per round. The creature regains 10 lost hit points whenever it drains 4 points of Constitution, gaining any excess hit points as temporary hit points. If the opponent is slain by blightfire, only icy fragments of the victim remain.

Spell-Like Abilities: At will—*cone of cold, control weather, dimension door, spell immunity* (*fireball*), *sleet storm* (a winterwight is immune to the effects of a *sleet storm* spell), *wall of ice*. Caster level 23rd; save DC 19 + spell level.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Cold Subtype: Immune to cold damage; takes double damage from fire unless a saving throw for half damage is allowed, in which case the creature takes half damage on a success and double damage on a failure.

Cold Aura (Su): A 10-foot-radius spread cold aura surrounds a winterwight. All creatures of the cold subtype in the field (including the winterwight) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to cold damage take 2d10 points of cold damage each round they remain within the cold aura.

Icy Hardness (Ex): The winterwight's icy skin provides it with damage reduction 10/–. The winterwight's standard damage reduction of 20/+6 does not stack, but overlaps with, this icy hardness damage reduction. However, even when its standard damage reduction does not apply, this 10/– does.

WORM THAT WALKS

Medium-Size Ooze
Hit Dice: HD 23d10 + 46 + 10 (297 hp)
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 30 ft.
AC: 47 (+4 Dex, +8 *bracers*, +3 *ring*, +2 *amulet*, +20 insight)
Attacks: +4 *staff* +15/+10 melee
Damage: +4 *staff* 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Spell-like abilities, engulf, frightful presence
Special Qualities: Blindsight 300 ft., SR 36, discorporate, ooze traits
Saves: Fort +11, Ref +14, Will +17
Abilities: Str 10, Dex 14 (18 with *gloves*), Con 13 (15 with *Ioun stone*), Int 20 (26 with *headband*), Wis 12, Cha 8
Skills: Alchemy +34, Concentration +27, Hide +24, Intuit Direction +21, Knowledge (any two) +34, Knowledge (any other four) +11, Listen +21, Move Silently +24, Scry +23, Spellcraft +34
Feats: Brew Potion, Combat Casting, Craft Staff, Craft Wondrous Item, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness
Epic Feats: Improved Spell Capacity (10th), Improved Spell Capacity (11th)
Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 26
Treasure: As character
Alignment: Any evil
Advancement: As character

A worm that walks is the evil memory of an arcane spellcaster whose will and personality have survived the dissolution of his body and transferred themselves to the worms or maggots that devoured the corpse.

Hideous to behold, a worm that walks is composed of hundreds of worms or maggots that constantly squirm and writhe while somehow holding a vaguely humanoid shape. It typically disguises itself when it leaves its lair, often with a cloak and hood, sometimes accompanied by a mask. Those who have encountered one previously invariably recognize the claylike, earthy smell that accompanies it.

The process of becoming a worm that walks is unpredictable, and occurs spontaneously when an evil arcane spellcaster with great force of personality perishes with a head full of prepared or uncast spells. His sentience passes into the blind, mindless worms that gnaw the charnel clay, enabling him to walk again in a new guise.

A worm that walks rarely speaks, although it retains knowledge of all languages it knew in life, as well as any it has learned since. All vermin of the type that compose its form obey its silent commands without question.

COMBAT

A worm that walks generally enters combat with *haste*, *mirror image*, *displacement*, *globe of invulnerability*, and *shield* in effect. It prefers to fight opponents with its offensive spells, but if forced into melee, it proceeds to use its engulf ability as potent dissuasion.

Spells: A worm that walks can cast any spells it could cast as a character. This sample worm was a 23rd-level wizard (spells per day: 4/12/6/6/6/5/5/5/5/4/1/1). The last spell slots are 10th-level and 11th-level slots, respectively, and are available for 0–9th level metamagic spells.

Spell-Like Abilities: 1/day—*animal friendship* (vermin), *animal growth* (vermin), *animal messenger* (vermin), *animal shapes* (vermin), *animal trance* (vermin), *colossal vermin* (as *giant vermin*, but it can increase the creature's size from Large to Gargantuan and from Huge to Colossal), *creeping doom*, *giant vermin*, *summon swarm* (vermin), *summon vermin* (as *summon nature's ally*, except it summons 10 HD of vermin per level), and *vermin plague* (as *insect plague*). Caster level 20th; save DC 9 + spell level.

Engulf (Ex): A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 100 points of damage as the biting vermin nibble away at their latest meal. A victim who spends a full-round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 100 points of damage. Constructs are immune to this attack.

Spells: The worm that walks can cast any spells it could cast when a living character. It also gains several related abilities.

Frightful Presence (Su): When a worm that walks engulfs a victim, witnesses must make a Will save (DC 10 + 1/2 the worm's HD + the worm's Cha modifier). Those who make the save are shaken. Those who fail by 5 or fewer points are frightened. Those who fail by 6 to

points are panicked. Those who fail by 11 or more ints are cowering. See the Condition Summary sec- in Chapter 3 of the *Dungeon Master's Guide* for scriptions of all these conditions, which last for 1d4 unds. Those who have seen a worm use this attack fore gain a +5 bonus on their saving throws. The tim of the worm's engulf attack has a –5 penalty on or her saving throw.

Discorporate (Ex): If gravely threatened, a worm discorporate as a free action, simply falling into a e of individual vermin that slither quickly away, king their escape by burrowing into the earth, pping through holes in the wainscot- , or the like. So long as any of the mponent vermin survive, they can ted and create a new body to use the wizard's intelli- nce and personality. Discorporating is a ngerous tactic, because e separated, the vermin treated no differently than er vermin. Also, the worm nds a good chance of losing its equipment. However, corporation almost assures t at least one maggot (if dozens) will manage to wl away, and so provide the worm's continued nence.

Ooze Traits: An ooze is morphous or mutable ature. Oozes are im- ne to poison, *sleep*, alysis, stunning, and morphing. They e no clear front or k and are therefore subject to critical s or flanking. Oozes are nd but have the blindsight ecial quality. *Note:* Unlike st other oozes, a worm that ks has an Intelligence score d thus is not immune to mind-affecting fects.

Possessions: Scrolls of *fireball* (10th-level caster), *port without error, acid fog, incendiary cloud,* nchange, *wail of the banshee, Bigby's clenched fist, horrid* ing, *maze, summon monster IX*; *potions of cure serious* unds, *alter self, haste, fly.* Other magic gear: *amulet of* tural armor +2, *bracers of armor +8, ring of protection +3,* staff, *rod of absorption, gloves of Dexterity +4, headband of* llect +6, *pink Ioun stone, wings of flying.*

ATING A WORM THAT WALKS

"Worm that walks" is a template that can be added to any evil wizard or sorcerer. It uses all the original character's statistics, special abilities, and equipment, except as noted here.

Type: The character's type changes to ooze (it is a creature composed of hundreds of discrete crawling worms).

Hit Dice: Increase to d10. As amorphous creatures, worms that walk also gain the ooze benefit of extra hit points, dependent on their size (for instance, a Medium-size creature gains +10 hit points).

AC: The mass of worms that make up this creature, each looking out for danger, in sum provide a +20 insight bonus to AC.

Special Attack: A worm that walks retains all the character's special attacks. It also gains one special attack, engulf.

Engulf (Ex): A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 100 points of damage as the biting vermin nibble away at their latest meal. A victim who spends a full-round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 100 points of damage. Constructs are immune to this attack.

Spells: A worm that walks can cast any spells it could cast as a living character.

Spell-Like Abilities: 1/day—*animal friendship* (vermin), *animal growth* (vermin), *animal messenger* (vermin), *animal shapes* (vermin), *animal trance* (vermin), *colossal vermin* (as *giant vermin*, but it can increase the creature's size from Large to Gargantuan and from Huge to Colossal), *creeping doom, giant vermin, summon swarm* (vermin), *summon vermin* (as *summon nature's ally*, except it summons 10 HD of vermin per level), and *vermin plague* (as *insect plague*). Caster level 20th.

Special Qualities: A worm that walks retains any special abilities it had in life and gains those mentioned below.

Blindsight (Ex): Worms that walk have blindsight 300 ft.

Spell Resistance (*Ex*): A worm that walks has spell resistance equal to its Chazllenge Rating + 10.

Frightful Presence (*Su*): When a worm that walks engulfs a victim, witnesses must make a Will save (DC 10 + 1/2 the worm's HD + the worm's Cha modifier). Those who make the save are shaken. Those who fail by 5 or fewer points are frightened. Those who fail by 6 to 10 points are panicked. Those who fail by 11 or more points are cowering. See the Condition Summary section in Chapter 3 of the *Dungeon Master's Guide* for descriptions of all these conditions, which last for 1d4 rounds. Those who have seen a worm use this attack before gain a +5 bonus on their saving throws. The victim of the worm's engulf attack has a –5 penalty on his or her saving throw.

Discorporate (*Ex*): If gravely threatened, a worm can discorporate as a free action, simply falling into a pile of individual vermin that slither quickly away, making their escape by burrowing into the earth, slipping through holes in the wainscoting, or the like. So long as any of the component vermin survive, they can breed and create a new body to house the wizard's intelligence and personality.

Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, the worm stands a good chance of losing all its equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for the worm's continued existence.

Ooze Traits: An ooze is an amorphous or mutable creature. Oozes are immune to poison, *sleep*, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality. *Note:* Unlike most other oozes, a worm that walks has an Intelligence score and thus is not immune to mind-affecting effects.

Saves: Same as the character.

Abilities: Same as the character.

Skills: Same as the character, except that a worm that walks receives a +20 racial bonus on Hide, Intuit Direction, Listen, and Move Silently checks.

Feats: Same as the character.

Epic Feats: Same as the character.

Climate/Terrain: Any.

Organization: Solitary, occasionally with minions or master.

Challenge Rating: Same as the character + 3.

Treasure: Same as the character.

Alignment: Any evil.

Advancement: By character class.

WORM THAT WALKS CHARACTERS

The process of becoming a worm that walks is poorly understood by nonepic spellcasters. By making eldritch preparations on a burial plot, a powerful spellcaster can improve the likelihood of a worm that walks emerging from the ground.

The burial ground must be tended for a year and a day before burial by sprinkling blood over it during each new moon and sowing raw meat into the soil during each full moon. Then, during an all-night ceremony, the body is buried in an elaborate ritual that, the spellcaster hopes, will attract a critical mass of worms or maggots. The spellcaster performing the ritual must spend 10,000 gp in rare reagents for the ceremony. Furthermore, the ritual drains 2,000 XP from the spellcaster and requires the following spells: *limited wish*, *polymorph any object*, *summon swarm* (heightened to 7th level), and *sympathy*.

Even if the ritual is performed correctly, there is only a chance that the deceased spellcaster will arise as a worm that walks. For each prepared but uncast arcane spell the deceased had at the moment of death (or unused spell slots if a spontaneous caster), there's a 1% chance that a worm that walks will slither from the grave soil in 1d4 days. Thus a dead wizard with forty prepared but uncast spells has a 40% chance of rising as a worm that walks at the end of the ceremony.

Some worms that walk arise spontaneously from ordinary burial plots, but such an event is exceedingly rare. And an epic spell can create worms that walk every time without fail.

GATHERING OF MAGGOTS

Conjuration (Healing)
Spellcraft DC: 49
Components: V, S, DF
Casting Time: 7 days
Target: Dead creature touched
Duration: Permanent
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
To Develop: 441,000 gp; 9 days; 17,640 XP. Seeds: *life* (DC 27), *transform* (DC 21). Factors: change creature type to ooze (+5 DC); add worm that walks' spell-like, extraordinary, and supernatural abilities (+40 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC); increase casting time by 7 days (–14 DC).

When this spell is cast, worms or maggots slither and crawl their way inexorably toward the corpse touched. Over the course of the next week, they consume the flesh of the corpse, and when the last bit of the corpse is devoured, the creature is returned to a semblance of life as a worm that walks.



Having the lofty status of an epic character means nothing if you can't interact with others—both friends and foes—whose powers and abilities are a match for your own. In this chapter, you'll find out about epic organizations with agendas that span the multiverse. You'll get a glimpse of the city of Union, a planar metropolis that your PCs may choose to visit occasionally or make their main base of operations. Rounding out the chapter is a brief epic adventure and some other adventure ideas to get your next epic game session rolling.

EPIC ORGANIZATIONS

In the multiverse of an epic campaign, several organizations exist that attract epic characters as members, and through those members coordinate grand, planar activities.

Player characters may interact with these powerful organizations, in some limited fashion or perhaps on a more frequent basis. As a whole, epic organizations likely wield more power than the player characters. The characters may choose to participate in or oppose different groups. There comes a point, as time goes on, when the characters are in a position to take over or wipe out an organization in question. The prospect of achieving this status creates a credible, long-term goal for an epic campaign. If the means to grow more and more powerful through epic play exists, players want to test the limits of that system and find out just how legendary they can make their characters.

Obviously, the time it takes for player characters to reach this status of supremacy should be long and adventure-filled. If a single encounter could alter the balance of power in an epic organization, the victory would be hollow. These groups must prove to be mighty allies or lethal adversaries that take many months or years of game play to control or conquer.

Given enough game time and play sessions, the player characters should become able to overtake an organization, best their leaders, and assume control or dismantle the power structure of the groups. When that time comes, be ready to throw everything you've got as a DM against them.

The characters are epic adventurers, after all. They are as legendary as the entities running the organizations and may well draw a following themselves—epic characters might create their own organizations.

All the tools are here to make truly epic

organization leaders; utilize them, and give the players everything they can handle.

THE GARROTE

There are killers, and then there are perfectionists in the fine art of extermination. When you want somebody dead, you hire an assassin. When you want the target to stay dead and out of your life forever, you call in the Garrote.

OVERVIEW AND BRIEF HISTORY

Assassins have been around since the first hunter-gatherer coveted the leadership of the tribe and bribed a couple of his fellow warriors to help him make sure the clan leader had a little "accident" while no one was looking. It wasn't long until the art of mysterious death became someone's full-time job, and with that career came the need for unionized labor. Of course, the assassins' guilds of most civilized locales seem like amateurs next to the Garrote. Transcending any single culture and established on many planes, the Garrote offers extraordinary services—for a steep price. This kind of work requires exceptional skill, and potential customers pay for it gladly. This isn't about knocking off a rival shopkeeper. One contacts the Garrote when heads of state need to be removed, when powerful extraplanar creatures need excising, or even when lesser gods require banishment.

The Garrote's reputation is built on two principles: getting the job done (and keeping it done), and absolute loyalty among its members. Ordinary assassins ply their trade with varying results; often their targets return to life. The Garrote makes absolutely certain that the job gets done right the first time, and the job stays done. No *raise dead* or *resurrection* here; the Garrote has ways of making certain no one comes back after they have done their work. Of course, that kind of service makes such an organization unpopular in many quarters, but the Garrote's members look out for themselves. No one in the organization will ever take out a contract on another member. In fact, the members' prowess is so legendary that few of them bother to keep a low profile. Even the most stalwart pursuers of justice hesitate to bring a member to justice, for the simple knowledge that retribution from the Garrote comes swiftly, silently, and successfully.

Of course, such an untouchable status would never persist if the Garrote took contracts from anyone with sufficient gold. If they were to bring about widespread chaos and disruption from a wave of assassinations, opponents of the organization would eventually muster enough courage—and powerful allies—to go after the members and eliminate them. Therefore, the organization displays particular discretion about the contracts it accepts. The guild heads scrutinize every angle of a potential job in order to determine fallout. In addition, some sort of moral code seems to guide the screening process, although few outside the inner circle are able to figure out its parameters. All details of both accepted and rejected negotiations are kept strictly confidential.

THE ORGANIZATION

The Garrote operates from a whole host of different field offices, and each of those offices functions fairly autonomously. The heads of the individual offices form the masters of the guild as a whole, and they come together to settle contracts and fees. The guildmasters' identities aren't terribly secret. Anyone with enough gold to invest may ask the right questions and eventually find out the answers. Of course, the use to which the investigator puts that information determines how much longer he or she lives. As long as no trouble results from such inquiries, the guildmasters care little about secrecy.

Getting in touch with the Garrote is as simple as making an inquiry or two in the right part of town. Word gets passed, and eventually someone comes to see a potential contractor, possibly even in his or her own home. Time spent in negotiating a contract can vary from a few minutes to weeks, depending on the intended target.

Headquarters: The Garrote maintains field houses in many large cities on several different planes. A field house takes many hidden forms: possibly a secret space behind the walls of a wealthy estate, the subcellar of a busy warehouse, or even a spice shop in the middle of a public bazaar. Field houses are not very large and are not often used as meeting places. The skill level of the membership is such that it's a simple enough matter to get information and equipment into the hands of those who require it without the need for regular meetings, but goods, wealth, and accounting books must still be stored in the field houses. The business of dealing with contractors and taking (or rejecting) contracts is always done outside the field house, usually in a public market or a cozy tavern.

Like many organizations, the Garrote also has a single primary headquarters where the Guild Mother and her most devoted Garrote members reside. The Guild Motherhouse is a fortified mansion of stunning size, though its size is not obvious from the exterior; each room of the mansion exists on a different plane. Those with the proper key walk from room to room and plane to plane, but to all others, the rooms are like a string of pearls scattered and never to be found. At times, a single room of the Guild Motherhouse exists as one room of a Garrote field house, though most members may not even realize it.

Members: 5,500+.

Hierarchy: Segmented. The field houses function independently from one another. Sometimes field houses serve redundant purposes, but one doesn't know about the other. Other times, the field houses may complement one another and work together

closely. Only the Guild Mother and her most devoted garroters know the whole structure.

Religion: Nerull (primarily) and Wee Jas.

Alignment: Any evil.

Secrecy: Medium. Assassins know their superiors and inferiors, one step up and down the chain of command. Mid-level garroters and higher may know when some particularly big contract is taken by the organization as a whole.

Symbol: A garrote.

LEADERSHIP

The Guild Mother is the principal leader, but often she refers the management of the organization to a special cadre of garroters called cords. The cords number at least one hundred, and each is responsible for several field houses or regions (some regions include a plane or more). The most influential members of the organization are described below.

Anifer Unglum (CE female leShay Rog6/Asn14), the current Guild Mother, is an enigmatic creature of incredible power and subtlety. Even her trusted staff thinks her a powerful elf; those who discover her true leShay heritage are summarily dispatched. Anifer wears a cloak whose interior can open into a void dimension. When the remains of a victim are sent to her for utter removal, she allows her cloak to fall over the body and speaks a command word. When the cloak is pulled free, the body is gone forever, beyond even the recall of greater gods.

Harisone (LN male halfling Wiz18/Rog18) is one of Anifer's cords and so manages several hundred field houses. Like all cords, he knows the Motherhouse key, and he moves from room to room seamlessly. Sometimes he steps out into the "real" world to deal with the guildmaster of a local field house.

Severin Molnar Daggerblack (NE male dwarf Ftr15/Rog10/Asn10) is the field house subguildmaster of the city of Union. His superior is Laslie, a retired assassin who runs a used book shop in the city's Magic Quarter. While the other garroters who deal with old Laslie treat her with respect, Severin only waits for the day when he can do for her as he has for so many of his clients. He hungers to move up in the organization.

RECRUITING

Becoming a member of the Garrote isn't easy. It requires a demonstrably extraordinary talent level; not just anyone with a penchant for slipping a blade between someone's ribs can qualify for such duty. The guildmasters measure each applicant by a host of criteria including loyalty and willingness to adhere to the guildmasters' decisions regarding the acceptance or rejection of contracts. The Garrote turns away more high-level assassins than it accepts. Getting in is far from easy.

Inquiring about joining isn't as difficult, of course. The Garrote has ways of contacting prospective members in just about every major urban sprawl on just about every plane of existence. Ask enough questions, and sooner or later someone will contact you. Once you've got your foot in the door, it's up to you to impress.

The organization isn't large for a multiplanar operation (how many killings are really necessary, when all's said and done?), but the array of talent is diverse. Spellcasters, psionic characters, fighters, monks, and others have served distinguished careers alongside the more traditional assassin, and there have been regular occasions where the talents of more than one individual have been needed on a particularly tricky job.

MEMBER BENEFITS AND RESPONSIBILITIES

Nonmember Services: Garroters use the word "client" to refer to those marked for assassination, while they use the word "contractor" to refer to those who pay to take out a client. Contractors pay a fee, in advance, for the services of the Garrote. The fee is equal to the average character level of the client or the clients' EL, multiplied by the same number plus 4, multiplied by 1,000 gp. The payment of this fee guarantees that the Garrote assigns an assassin with an average CR (or the EL of a group of assassins) four levels higher than the CR of the client (or EL of a group of clients). If the contract is not fulfilled within 30 days due to the inability of the Garrote to overcome the client's defenses, the fee is returned to the contractor (minus 10% for expenses). In this instance, a new contract must be drawn up. If permanent removal is desired (which requires Anifer's participation), the fee is the same plus 25%.

For instance, if the Garrote accepts a contract against a group of adventurers with an EL of 22, their fee is 572,000 gp. A single assassin of character level 26th (or a group whose EL is 26) attempts to fulfill the contract, but if the attempt is not successful within 30 days, the contract voids.

Member Benefits: Working with the most elite group of assassins in the multiverse has its own intangible reward, but it also helps when you have that entire elite group of assassins watching your back. Few people are willing to give you the sharp end of a sword if they know a whole host of your brothers and sisters will be coming after them in a matter of days to avenge you. Beyond that, any working member of the organization has access to the best equipment, spells, and support people in the business (but all at market prices). And, of course, every contract pays well; though the guild gets the fee, the assassin receives complete salvage rights. Thus, if a target possesses personal items of value, including wealth or magic, the assassin takes and keeps these as his own recompense.

If a garroter expects to be backed up by his fellows, then he had better be ready to take corrective action when another member falls. The whole code of the organization falls apart if anyone on the outside even suspects he can get away with harming a member of the Garrote without retribution, so no one ever gets away

with it, and it's every member's responsibility to make sure the price is paid for crossing the Garrote.

Having and maintaining an extensive network of eyes and ears is vital to this business, and members are expected to share information off the streets with other members whenever asked. If a job gets screwed up because someone provided faulty or incomplete intelligence, the whole guild gets a bad reputation. And that's just not acceptable.

Finally, every member must understand and accept the stricture on freelance killing. No one takes a job not approved by the guildmasters. They have their reasons for the contracts they take and the ones they refuse, and any member who won't abide by that isn't long for this world.

Mortu: All garroters carry *mortu*, a poison substance applied to the eyes of a dead body. *Mortu* renders a dead body incapable of being brought back to life by *raise dead*, *resurrection*, or *true resurrection*. *Wish*, *miracle*, and other extreme methods can still do the trick, but even then each use of a spell of this power is only 50% likely to be effective—multiple attempts can be made. For a contract that requires permanent removal, the body is sent through the closest field house, and then on to the Guild Mother and her cloak-shaped void. *Mortu* has no effect on living creatures, constructs, or undead.

ENCOUNTERS

Unless one or more of the characters in your campaign specifically goes looking to become a member of the Garrote (or decides she needs their services), your PCs are unlikely to have any direct contact with this organization. It is far more probable that they come under the Garrote's scrutiny for one of two reasons: Some enemy of the characters hires the assassins to eliminate them, or some action on the part of the PCs draws the group's attention. The former plot line is fairly straightforward and doesn't require a lot of storyline weaving to make it work, although it is always a potential risk to run a campaign with the threat of this kind of character death. Unless the characters have the means to either thwart such an event or reverse its effects, be very careful, unless you are certain your players will deal with the loss of one of their epic characters maturely.

Drawing the Garrote's attention (and probably its ire) can happen in a number of ways. The characters might be freelancing on this organization's turf, which never makes a guildmaster happy. Alternatively, the characters might have some sort of vested interest in a target the Garrote is going after, especially if they are members of the Order of the Shield (described later in this chapter). Sooner or later, this kind of interference with a guild of assassins is going to make the PCs targets. Again, you must be very careful in how you handle such an event.

Within each field house, a host of operatives ranging in number from two to three all the way up to forty or fifty might be active, depending on the locale, its level of violence, and the potential resistance of the targets. Eliminating a commanding officer in the Blood War (a battle that rages through the Outer Planes that pits devil against demon) is a lot trickier than just removing the head of a minor nation.

Typical Garrote Encounter (EL 30): 2 assassins (Rog6/Asn14), 1 lead assassin (Rog6/Asn22), 1 specialist (Rog24/Perfect Wight6). The group could be encountered while watching a prospective client or checking out a potential contractor. It will probably not be encountered while it is actually on a mission.

THE GLEANERS

The Gleaners hunt artifacts throughout the planes, deriving pleasure from the ultimate hobby of gathering any and all types of magical devices for safekeeping and study.

OVERVIEW AND BRIEF HISTORY

Members of this group completely dedicate themselves to researching, hunting down, and retrieving remarkable items, whether lost to time, hidden in the treasure troves of powerful creatures, or even abused by those the Gleaners consider less worthy of possession. Gleaners bring such items back to their headquarters for safe and secure storage and study.

Not everyone thinks fondly of the Gleaners, particularly those who have had items taken by the organization, but the Gleaners' power causes even the most aggressive antagonist to think twice before actively opposing them. Others, who don't necessarily wish to join the group, work with them from time to time or come to them to seek knowledge, advice, or to research magic within their archives.

The unremarkable history of the Gleaners began with a collection of teachers at a magical college with a particularly extensive collection of artifacts of ancient power. The collected works grew large enough and impressive enough that real power could be sought there. Over time, the college became more and more interested in the study and accumulation of yet more artifacts and concerned with keeping them safe. Eventually, the entire charter of the college shifted. The Gleaners cared less about teaching and more about discovering yet more powerful relics and safely storing them in their Penultimate Vault. Now, mostly to aid their ongoing collection efforts, the Gleaners work with major arcane schools in different dimensions, providing materials and notes for teaching and research.

THE ORGANIZATION

The Gleaner organization differs little from what one would expect at a large magical college: a fixed campus, a body of regents to decide policy, and a great body of faculty wizards, trackers, and Gleaners who attend to the daily business, research, and acquisitions of the organization.

Headquarters: The Gleaners have a sprawling complex called the Temporal Archive. The Temporal Archive provides spaces to meet, research facilities, and living quarters. It also serves as the outer perimeter of the Penultimate Vault, where the Gleaners keep their prized artifacts safe. The Temporal Archive is located on a Material Plane world, on a large tropical island that is well protected and out of the way of civilization.

In addition to the many living vaults (see Chapter 5) the Gleaners use for temporary storage of artifacts to be researched while checked out, the Penultimate Vault exists as a permanent repository of dangerous relics. The Penultimate Vault lies at the center of the complex, secured by a combination of deadly traps, guardian creatures, spells, and sorcerous guards.

Members: 500+.

Hierarchy: Loose. Seven wizards currently sit on the council, but in the past more or fewer served. Likewise, the members are not appointed for life, but rather serve a term, before going back to full-time research and "gleaning" in the field.

Religion: Various.

Alignment: Various.

Secrecy: Low. Members of the group know most of the other members, particularly the council members. The efforts at secrecy are mostly aimed at keeping the protocols for accessing the Penultimate Vault.

Symbol: A closed vault door on a field of green.

LEADERSHIP

A senior council of seven wizards who decide policy, called regents, leads the Gleaners. The entire organization gathers every six months to advise this council (though regular attendance is not mandatory and certainly not expected, given the nature of most of the members' work), discuss progress on particular quests, or review the urgency of any given retrieval. At this time, any organization member can reveal knowledge of new items she feels should be acquired or petition for aid on a particularly troublesome quest. The council can then adjust priorities and commit more resources where needed. Any member not on the senior council is considered beholden to it, and if the council asks a member to aid in a particular quest, it is expected to be obeyed. Beyond that, members freely pursue items and knowledge. The seven council members are responsible for the storage and protection of the items brought in by the organization, and they have a subcommittee of specialists who work with them to maintain the security.

Following are short descriptions of some of the major figures of the Gleaners.

Dalshaman (LG male human Wiz27), first regent of the Gleaners, is accounted the most knowledgeable about the collection, and knows that its true danger is worse than most realize, should the collection ever fall into the wrong hands. He always works to increase security.

Lira Lightgale (CG female elf Wiz20/Agent Retreiver 3), third regent of the Gleaners, doesn't share Dalshaman's fear of the collection, and delights in lending out particularly impressive pieces. Sometimes she overrides the protocol when she feels a particular piece is harmless.

Gomand Pusk (N male gnome Wiz21), fourth regent of the Gleaners, has been tainted by one of the evil artifacts kept in the collection. No one knows of his affliction. He works to one day bring down all the security of the Penultimate Vault and let loose the collection, particularly the most foul and dangerous artifacts, all at once. If he were ever to succeed, cataclysm would threaten.

RECRUITING

Membership in the organization requires little beyond a simple belief that everything potently magical should be brought to the group, and that everyone within the group is entitled to the knowledge harvested from such research and retrieval.

Not surprisingly, powerful wizards comprise the bulk of the membership, but every known class fills out the ranks. Missions of retrieval often prove long and perilous, requiring a wide variety of skills.

Other members serve as capable guards for items brought to the group, charged with protecting such potent magic against theft and illicit use. Still others help demystify recovered items or devise new and cleverer ways of protecting them. On the very rare occasions of theft, exceptionally competent strike teams seek to reacquire the item as well as the thieves who took it.

Nonmembers (other than the deans of arcane schools) occasionally request and receive permission to examine particularly interesting artifacts, always under very careful supervision and scrutiny. Even more rarely, the Gleaners allow limited use of retrieved items to correct some imbalance in the fabric of the universe, but these occasions have only been under the direst of circumstances.

MEMBER BENEFITS AND RESPONSIBILITIES

Becoming a member of the Gleaners has many rewards. Access to the greatest collection of rare and wondrous magic is certainly the biggest. The extensive list of artifacts includes most of the items in this book, the DUNGEON MASTER'S *Guide*, and other sources. To ensure integrity of the system, the protocol for accessing the Penultimate Vault to check out a particular artifact requires two regents. The regents must be present to either store or retrieve an item. The regent council and its security subcommittee expend every effort to protect the Penultimate Vault. Part of the protocol calls for

using living vaults (see Chapter 5) while transporting a checked-out artifact.

A member character of at least 21st level may check out one artifact per year and keep it for up to one month for research. Members who abuse the borrowing privilege in any way are sought out and disbarred from the organization (and the artifact they have in their possession, if any, is retrieved). While checking out an artifact is usually done purely for research, a member may use the artifact however she sees fit during the period of time she is allowed to use it. If an artifact is damaged or destroyed while in a member's possession, the member must obtain a new artifact for the collection or be disbarred.

The Temporal Archive complex also provides workspace for research, living quarters for members who prefer to live "on campus," food, and magical components all at reasonable prices (list prices in the *Player's Handbook* and the DUNGEON MASTER'S *Guide*).

The organization expects members to contribute to the archives. Each ten years, every member must participate in procuring one new artifact for the archives (going on a retrieval mission). Those who prefer to find and retrieve artifacts may train in the agent retriever prestige class (see Chapter 1). If the member engages in other types of work that directly contributes to the cause of the organization (such as research, guard duty, and so forth), this requirement is waived. If neither of these circumstances applies, the member must contribute 200,000 gp for the period in order to remain in good standing and continue using the facilities.

Other responsibilities include upholding the ideals of the group at large, obeying the regent council in all its rulings, and never attempting to steal an item from the Penultimate Vault. Only twice in the entire history of the Gleaners has a member turned rogue. In both instances, a member stole an item from the archives of the organization and fled with it in hopes of gaining the item permanently. One is still at large, but the Gleaners hunted down the other culprit. The regents passed sentence and meted out justice. That criminal now rests in temporal stasis, another piece of the collection in the Penultimate Vault.

ENCOUNTERS

Characters in a campaign may become involved with the Gleaners through two primary methods. First, they might come into possession of something the Gleaners want. Second, the Gleaners may contact them about possible work. The former does not require piquing the players' interest, while the latter does. In either case, interacting with this organization is more often than not a straightforward proposition.

If you want to throw a small monkey wrench into your current plot lines, it's a simple matter for you to plant an item into your story threads that both the heroes and the Gleaners want. Perhaps the characters need to find some artifact that allows them to solve a quest, or maybe they just stumbled across some particularly powerful item they want. Either way, if a member of the Gleaners shows up asking for the item, things are bound to get interesting. The Gleaners may be slow to try drastic measures, which means you can keep this particular issue as a minor thorn in the characters' sides, but the Gleaners are nothing if not patient, and they can easily become a long-term adversary for the heroes.

Alternatively, the Gleaners may approach the characters for aid in tracking down one of their goodies. This may occur purely because of the PCs' reputations, or it may be because of the characters' affiliation with one or another of the other organizations described in this chapter, such as the Planar Cartographic Society. Gleaners commonly employ Surveyors to help them find obscure locales and survive hostile regions. Instead, the Gleaners may worry that they have competition in a quest to retrieve a potent magical device. Alternatively, the former owners of something the Gleaners successfully retrieved rail about losing their precious possession and seek to regain it, perhaps through the services of the Order of the Shield and member characters.

Typical Gleaner Encounter (EL 25): 1 Gleaner (Wiz 21), 1 mercenary (Ftr21), 1 agent retriever (Rgr21/Agent Retriever2). The band could be after an artifact held by an enemy of the PCs, or by one of the PCs. Gleaners prefer not to outright steal an artifact from a good group; they usually first offer money, services, or something else in exchange for the artifact desired.

THE GODKISSED

Members of the Godkissed claim (and have means to demonstrate or fake) some amount of divine ancestry. They see themselves as somehow larger or greater than average beings and seek to be treated accordingly.

OVERVIEW AND BRIEF HISTORY

At its most fundamental level, the Godkissed works to further its influence by putting its members into positions of power throughout the planes. Members believe in their innate superiority over those who do not share their particular pedigree of godly ancestry. Because they think their supposed preeminence is fundamental, they feel they trod a path to glory and supremacy. Anything goes in their bid to assume control of influential bodies across the multiverse. Treachery, assassination, bribery, or all-out war makes little difference to the Godkissed's pursuit of its agenda. Unfortunately for its aims (which remain rather murky), the Godkissed members rarely agree on who should lead the group, or the true nature of their penultimate goal. Many a Godkissed member sits on a governing board of a large city or has influence over a powerful organization (sometimes after much bloodshed and conniving), but imparts few or no directives for the benefit of the Godkissed. In fact, the most tumultuous exchanges occur internally among warring members. In some ways, the Godkissed functions as a

club for the extremely powerful, a club with little actual aim other than to give its members a feeling of superiority over nonmembers.

Most members focus on self-aggrandizement, seeking ways to use the Godkissed organization to further their personal ambitions at the expense of any greater common goal. Working to position themselves in high places and seeking adulation from the common masses, the members of this group exhaust themselves with infighting and political maneuvering, struggling to gain the upper hand and never succeeding for long. Heaven help the multiverse if the Godkissed ever unite behind a single powerful leader.

THE ORGANIZATION

The organization is usually described as a "gathering of equals," though in practice the more powerful have a voice far greater than those of lesser stature. Thus, cliques of lesser coalitions flourish within the organization. Some so violently oppose others that splinter groups form.

Headquarters: The Godkissed has no formal headquarters. Allies meet in each other's homes to discuss plans, and potential allies wine and dine one another, and occasionally large numbers of the group's members gather together to boast to one another and see how alliances and coalitions proceed. The organization lacks a designated site.

Unofficially, an upscale tavern called Heaven's Tankard deep in the heart of the city of Union serves as a meeting place for the Godkissed. Members can regularly be found there, drinking or conferring in the back rooms reserved for their use. Nonmembers often flock to Heaven's Tankard to see members of the group, who are treated as celebrities in some circles. Members of an organization called Believers of the Source (who hail from another planar metropolis called Sigil) are often found here. The Believers are in awe of all things divine; when in attendance, they sit in rapt attention listening to anything a Godkissed might have to say.

Members: 890+.

Hierarchy: Loose. Alliances among members come and go, though some coalitions last longer than others. The sole factor that keeps the Godkissed as a "coherent" organization is the members' shared birthright, the divine ancestry they all claim.

Religion: Various.

Alignment: Any.

Secrecy: Mixed. Most in Union have heard of this or that individual member and his exploits but are completely unaware of the Godkissed as a group. Most Godkissed are happy simply to put in an appearance at Heaven's Tankard and enjoy a bit of celebrity status now and again in select circles. On the other hand, several secret coalitions exist within the membership. These groups hope to one day achieve leadership over the entire group, so that they can impose their own agendas.

Symbol: A red lightning bolt on a field of white.

LEADERSHIP

There hasn't been any true leadership in the organization in quite some time. Plenty of potential candidates vie for some sort of control of the group as a whole, but no one is anywhere close to establishing leadership, and it is unlikely that such will occur any time soon. The top of the heap is an unstable position at best, and tumbles from those heights are all too common as alliances shift and change with the wind.

Calabar Kordson (LN male human Mnk20/Wiz10) claims his great grandfather was none other than the god of strength, Kord. Certainly Kordson possesses supernatural strength and an undisputed pedigree. He heads a coalition of twenty other Godkissed who want to impose their leadership over all the others. Calabar's goal, should he gain control of the organization, is divine power, pure and simple. He believes sufficient political power through control over cities, counties, and other planar regions will eventually enable him and his chosen followers to ascend to actual godhood, in effect creating a new pantheon.

Vellella (CG female elf Wiz22) enjoys her celebrity status in Union, but also recognizes the danger that the radical elements of the Godkissed could represent, should they ever succeed in gaining control of the group. She always works against Calabar's plans, though in person they are polite enough to each other, even if their remarks are sometimes quite pointed. Vellella claims distant blood ties with an elven god of the hearth.

RECRUITING

Becoming a member of the Godkissed isn't so much a process of joining as of infiltrating. The current members are so busy manipulating one another and maneuvering for power that they don't have time to concern themselves with any sort of proper membership process. It is far easier just to jump into the game, establishing allies and enemies, than it is to be formally recognized through some ceremony. Of course, without some demonstrable proof of divine background (or a good trick useful in fooling everyone into thinking such), any new prospective member has little to offer potential allies in the group's grandiose games. Getting involved without the clout to back up a claim often ends with the death of the false claimant.

The Godkissed aren't likely to come recruiting the player characters to join their ranks, and if the characters want to get in on the action, they are going to have to play the game of political intrigue. Although this kind of involvement can be a lot of fun, the Godkissed may cross paths with your heroes in other ways.

All matters of qualifications aside, the Godkissed does not make much distinction between classes. Fighter or wizard, cleric or rogue, anyone who has the charisma and the intestinal fortitude to play the game can force his or her foot in the door. All that really matters in such instances is the level of power any particular individual is able to wield, and whose side he or she is on.

MEMBER BENEFITS AND RESPONSIBILITIES

There is little in the way of tangible benefits or responsibilities inherent in membership in the Godkissed, other than celebrity status in some quarters of the planar metropolis of Union and perhaps some other planar metropolises. Since anything goes, members make their own rewards and follow their own rules in their quest for the pedestal. Everyone is mindful of the consequences for brash actions such as assassination and treachery, so some level of care is always taken not to bring the ire of others down on the group at large. Such a faux pas may earn the wrath of all the Godkissed.

ENCOUNTERS

PCs who spend any time in the planar metropolis of Union are likely to at least hear of the doings of this or that Godkissed member. The local populace follows even the Godkissed's mundane happenings as if they created some sort of dramatic serial story. Those who seek out the Godkissed can easily find flamboyant representatives at the exclusive local tavern called Heaven's Tankard, though getting on the guest list could prove difficult.

Because the members of this group have no shortage of ambition, they always seek others who can do their dirty work for them. Able adventurers with no small amount of savvy are always handy to have around, even (and especially) when they don't know the true divine purpose of their employers. The Godkissed also utilizes the services of some of the other organizations who have a presence in Union, especially the Garrote and the Order of the Shield. Because of the nature of the Godkissed, it is a logical assumption that the Regulators have a few agents planted among this organization's membership, although few Godkissed realize it. Using the Godkissed as a foil for any of the other groups, particularly with the PCs caught in the middle in some fashion, is a great wrinkle to throw into your campaign.

Typical Godkissed Party: 1 celebrity (Sor23), 2 hangers-on (Brd15). The typical encounter is on the street where commoners swarm the Godkissed, and the PCs' progress is possibly hindered by the press of the crowd.

THE ORDER OF THE BOOK

This group has one love, one purpose, one destiny: compiling the ultimate spellbook, with all spells everywhere recorded in it.

OVERVIEW AND BRIEF HISTORY

The Order of the Book is a collection of wizards who revere written magic. They quest to bring together every last spell in the multiverse and record them in an artifact called the Last Book to preserve them for all eternity. They have no interest in any other kind of magic and allow nothing to distract them from their goal.

The order has been around for a very long time, longer than almost all its current members have served. Popular history has it that a wizard named Sharlee the Enchantress received the *Last Book* directly from a being of pure magic she called "the serpent." Sharlee was given to understand that filling the *Last Book* with the recorded magic of the multiverse would keep magic alive everywhere, but should the record become outdated, magic itself could fail. Most contemporary members don't actually believe this. Instead, they belong to the order so they can have access to spells all across existence, and for the pleasure of personally scribing a new spell into the book and seeing it neatly organized, cataloged, and accounted for fair and square.

THE ORGANIZATION

Sharlee still runs the Order of the Book, but below her there is no hierarchy per se among the members. The group divided itself by necessity into several different task forces. Some must cross-index the work that already exists, making sure the group avoids duplication of spells, while others constantly scribe new spells into the temporary stacks (awaiting final scribing into the *Last Book* by Sharlee), and still others utilize a network of informants who are charged with reporting any and all unusual arcane activity anywhere in the multiverse. Those who actually travel the planes in search of new magic make up the largest group of all, but it is by and large a self-governing process; few decisions need to be made that would influence the operation of the group. Each group functions autonomously, often ignorant of what others are doing.

Headquarters: The Order of the Book houses itself in a mountain stronghold on a little-regarded Material Plane world with no roads, no doors, and no mundane access of any kind, except by flying. The structure is heavily guarded and warded with *symbols* (keyed to ignore all members) and several brachyuruses (see Chapter 5) trained to attack invaders have the run of the grounds. Members come and go via teleportation, *plane shift*, and a permanent (but well-guarded) *teleportation circle* that connects to a freestanding arch in a building the order owns in the Magic Quarter of Union.

Inside, floor after floor of the stronghold is given over to a great series of tomes where spells are scribed pending their inscription in the *Last Book*. At the heart of the stronghold is Sharlee's chamber, where the wizard Sharlee spends all her time scribing spell after spell into the *Last Book*, which she has chained to a podium-shaped adamantine golem with adamantine chain links.

Members: 3,000+.

Hierarchy: Loose. Sharlee is the only constant. Others come and go, taking on tasks or passing their tasks to others, as they choose. A member of the Order of the Book may go on sabbatical at any time (though the member is expected to return with at least one new spell).

Religion: Various.

Alignment: Any.

Secrecy: Mixed. Arcane spellcasters in Union likely have heard of the Order of the Book, but generally do not realize how serious the group is in its work.

Symbol: A hand scribing arcane symbols into an open book.

LEADERSHIP

Sharlee the Enchantress is the ultimate authority, but due to her single-minded ambition, not to mention her physical form, most of the leadership for the group comes from trusted wizards who chair the task forces. Sharlee's special form came about due to her unwavering ambition to start what she finished with the *Last Book*. When age drew death near, she underwent the ritual that transformed her into a lich, and then sometime later became a demilich.

Sharlee the Enchantress (NE female demilich Wiz31) appears as a jewel-studded skeletal hand (see the demilich description in Chapter 5). The disembodied hand madly scribes spells into the *Last Book* day and night, never requiring a break. Only the most serious news suffices to disturb her work, lest punishments follow. Sharlee's backlog is considerable; she cannot scribe spells nearly as fast as the organization finds new spells and adds them to the temporary stacks.

Phalsan Dubokat (CG male human Bbn21) leads the task force responsible for stronghold security. He raised each and every brachyurus that freely roams the grounds. He has a name for each one. While Phalsan is on the grounds, his whistle brings 3d4 brachyuruses running to investigate. While traveling, Phalsan brings Grip, his favorite brachyurus, along.

Sfels the Gatherer (NG male gnome Wiz22) leads the task force responsible for gathering spells from other planes. He is often seen in Union, speaking with powerful spellcasters who pass through the planar metropolis. Sometimes Sfels holds back spells that he otherwise would pass along if he knows beyond a doubt that the spell duplicates another already gathered. He has an encyclopedic mind, and remembers everything he sees.



RECRUITING

The Order of the Book welcomes those willing to donate their time, their spells, and indeed their lifetimes to the cause. Only arcane spellcasters who prepare their spells can join as full members; other arcane practitioners, divine casters, and psionic characters offer little in the eyes of the order, and are not considered for membership. The order believes such individuals lack the single-minded purpose and drive to effectively contribute to the cause. Of course, any and all are welcome to aid the order in its quest; no spell in written form shall be turned down for inclusion. Many members also frequently employ others to help them in their quest for new scrolls, tomes, and epic magic; such assistance is necessary, even expected, if the compilation is ever to be completed.

MEMBER BENEFITS AND RESPONSIBILITIES

The benefits of membership are great; access to every spell compiled in the temporary stacks is a boon all members of the order enjoy (a very few are accorded access to the *Last Book* itself, as a reward for finding a particularly choice spell addition). Ironically, the temporary stacks are now so large that any attempt to completely peruse the shelves in their entirety would take a lifetime or longer. (The stacks take the form of row after row of parallel book shelves separated by a space of 10 feet, and stretching vertically over a hundred stories; flying is the only way to move around the stacks.) This is not the best use of a member's time, at least not that of a member dedicated to adding to the body of work. Members who become lax in their efforts to

LAST BOOK (MAJOR ARTIFACT)

This mystic book is of great value to arcane spellcasters; some would say no book is more useful. A large volume, its pages and its capacity are infinite. The *Last Book* contains every spell ever recorded by the Order of the Book, an organization in the planar metropolis of Union. The Order of the Book has been recording spells in the *Last Book* for thousands of years; thus, the number of spells in it is almost uncountable. If an arcane spellcaster studies the work for one month, upon completion the caster can use the book as his own spellbook. Every arcane spell that appears in any source exists in this tome, and can be prepared by a spellcaster who can use an arcane spellbook. Despite the breadth of the work, a spellcaster attuned to the book can locate any spell she seeks in only seconds, aided by the potent magic of the artifact.

Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell).

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

bring new spells into the fold, or who are obviously more interested in using the temporary stacks for personal gain rather than to further the group's ultimate end, may be cast out, never again welcome in the hallowed halls of the order.

Members may lodge in any of the hundreds of empty rooms within the stronghold, including the empty catacombs beneath. Many magically travel to and from the stronghold as necessary, preferring to arrange for their own higher-quality accommodations.

No formal dues are required to maintain membership, only an active pursuit of written magic. Donations for the cost of scribing new magic into the tomes are always welcome. Sometimes, members find it necessary to embark on side adventures in order to garner supplies, spell components, and sufficient wealth to keep the project as a whole going. Even powerful wizards must eat, sleep, and bathe, and spell scribing requires ink, candles, pens, parchment, and binding facilities (though a large storeroom in the stronghold usually holds enough of this sort of equipment to last for a month of scribing).

ENCOUNTERS

The Order of the Book is probably the most reclusive organization among those described herein, but that doesn't mean the player characters have no valid or interesting reasons to cross paths with it at some time or another. The most obvious plot line in which to use the Order of the Book is to have the characters create, acquire, or even witness the use of a new and unusual spell the order doesn't have yet. Less direct but no less interesting is a plot thread involving the need for powerful epic characters to chase down a needed spell. If you want to bring the characters into conflict with the order, perhaps you can weave some plot in such a way that the PCs get involved with some extremist group that believes the Order of the Book will bring about the downfall of the multiverse if it is allowed to complete the project it is working on.

Typical Spell Gathering Task Force (EL 23): 2 gatherers (Wiz19), 1 guardian (Ftr21). A spell gathering task force can appear almost anywhere, at any time, teleporting or plane shifting to a location of interest. The members are usually quite single-minded about acquiring the spell they came for, but are willing to enter into side agreements if such a deal will net them a new spell in the end. They prefer to simply pay, as for a scroll, the right to copy a spell. If necessary, they may fight those who refuse to part with a spell, although this behavior is not common.

THE ORDER OF THE SHIELD

The Shield is a group of mercenaries who specialize in protection and defense. It is sometimes referred to as the Order of the Seal (due to a strange relic the group keeps sealed below its headquarters in the city of Union's Commerce Quarter). Its members work as bodyguards for anyone with the wealth to pay them, but they are good enough to serve heads of state.

OVERVIEW AND BRIEF HISTORY

A group of adventurers who got tired of trekking farther and farther afield to seek their fortunes formed the Order of the Shield. The city where they lived provided plenty of mayhem, and they realized their talents could be put to just as good use protecting businesspeople, politicians, and anyone else wealthy enough to need competent guards. The group's successes multiplied. When a great schism grew in one powerful temple, the high cleric feared a coup and assassins. She hired the Shield, firmly establishing the organization and their reputation.

Today, the Order of the Shield hires out to protect just about anything. It can take items for safekeeping, watch over family members, or guard valuable facilities. Its services don't come cheaply, but the cost is well worth it. Lately, the Order of the Shield has been having more and more trouble with the Garrote, as the two organizations tend to work at cross purposes. No one knows what may come of this conflict, but it seems that things may be boiling to a head in the near future.

More openly observed and discussed is the Order of the Shield's antagonistic relationship with the Union Sentinels. Both groups have a similar charter, though one is profit-oriented (the Shield) while the other is a civic institution (the Union Sentinels). Problems of jurisdiction are common. In some cases, those who have paid the Order of the Shield for protection have been sought by Union Sentinels for real or alleged crimes (though the Shield attempts to screen potential clients to avoid the potential for this sort of thing). Rumors persist of out-and-out conflicts between Union Sentinel teams and Shield teams, though both deny it.

THE ORGANIZATION

The Champions of the Shield direct all the activities of the organization.

Headquarters: The order's base of operations is a stone manor house in the planar metropolis of Union, located in the Commerce Quarter. There, the group houses its members, trains them, stores provisions and equipment, and runs the place so that it is self-sufficient (a well-guarded portal inside the manor house opens onto a fertile valley on a Material Plane, where agents contracted with local farmers for foods and goods). As one might imagine, this manor is well protected; no one approaches who isn't expected and welcome. Guests are escorted at all times when visiting, but members also happily visit a potential client's abode or place of business to discuss possible work.

Supposedly, the basement of the headquarters houses a relic acquired by the founders. Dire magic supposedly seals the item against all tampering. It is this rumor that gives the Shield its unofficial name, the Order of the Seal.

Members: 220+ (a few Union Sentinels have quit their former organization, and now serve as powerful members of the Shield).

Hierarchy: Militaristic. The Order of the Shield maintains a strict hierarchy, beginning with the Champions of the Shield. Orders come down from on top, and members obey their superiors.

Religion: Various (but St. Cuthbert is a favorite).

Alignment: Any nonevil.

Secrecy: Low. Members know most other members, and most nonmembers would recognize an Order of the Shield agent on the job, though sometimes efforts are made to hide security arrangements, so as not to draw attention to a client.

Symbol: A white tower shield on a blue background.

LEADERSHIP

The original founders of the organization, now called the Champions of the Shield, rule the organization. They have sole decision-making power on matters of membership, new clients, and other policies. They vote on everything themselves, and their word is law. They perform very little work themselves beyond administering the organization, having moved well beyond their prime years of life.

Fabulous Melorin (NG male half-elf Clr3/Wiz26) provides the Champions with their wizardly firepower. His comrades simply call him Fab. Fabulous Melorin appears as a graying half-elf with a silken beard and an elaborate costume consisting chiefly of glowing multicolored coats, scarves, boats, and ostentations staves. His power more than equals his appearance.

Mazod Stonebreaker (N male dwarf Ftr29) hails from the famous Stonebreaker clan, to which several famous dwarves belong. Mazod is the eldest member of that clan, and at need he can call 2d6 Stonebreakers, each of level 1d10+10 (all fighters), to his aid via a special clan token he wears around his neck as an amulet.

Sasa Fenar (CG female halfing Rog28) is a wizened creature, but her daily exercises keep her limber all the time. Of all the Champions, Sasa is the most vocal about directly involving the Champions in protecting various clients, and often engages in extraorganizational escapades and adventures.

Hammish Lightbringer (LG male dwarf Clr27, Domains Good and Healing) is a devoted follower of Pelor. The manor has a small chapel, and Hammish spends two hours every day there in prayer. He also conducts healing and other miracles for very important clients of the organization.

Marsale Minter Casal (CG female elf Brd10/Rgr18) chronicles the exploits of Champions past and current, as well as some of the more memorable exploits of the organization's members. If the Order of the Shield has a "front" person, it is Marsale. Likewise, she is called in to negotiate tough contracts, since she has a wonderful way with people of all races.

RECRUITING

The Order of the Shield selects its members carefully. It wants to protect its own reputation for reliability, honesty, and effectiveness. Many common bodyguards have the talent but not the scruples to make it as a member of the Order of the Shield. The Champions of the Shield make all decisions about membership based on their exacting standards.

Generally speaking, PCs interested in joining undertake three simple trial protections of short-term clients. If he or she succeeds in these efforts without sullying the name of the order, a PC can become a member.

The organization values all skill sets. While warriors make a wonderful first line of defense, magical protections are just as important. Rogues are always in demand for scouting out threats and for consultation on potential weakness in a defense. All classes have a job to do within the order.

MEMBER BENEFITS AND RESPONSIBILITIES

Both nonmember clients and members can gain benefits.

Client Services: Order of the Shield bodyguards will never take on a client who desires protection while conducting an evil or unlawful activity—clients who lie about their purposes can expect no mercy from their former protectors once the deception is revealed. Clients seeking protection pay a straightforward fee, regardless of the situation. The client can specify the desired power level of their protector or protectors. Normally, a client prefers to choose a group whose average level is higher than her own. The minimum daily fee for protection against all comers is equal to the average character level of the client or clients × the average level of the bodyguard or bodyguards × 50 gp.

For instance, a 5th-level wizard who wants a single hour of protection from a 10th-level fighter when entering into a labyrinth pays the full day rate, which is 5 × 10 × 50 = 2,500 gp. If the protection ends with the death of the client, the client's designated heir receives double a day's fee. Thus, if the 5th-level wizard is slain despite the protection, a person designated by the wizard receives 5,000 gp in compensation.

Member Benefits: Membership in the order means having a reputation for reliability. It's hard to make a better name for oneself than by being a part of such a trustworthy company.

Tangible benefits include lodging at the manor house, if desired, plus a 5% commission on all protection fees personally gathered. Bodyguards are also granted salvage rights concerning any threats they may overcome when defending a client (though a client who aids in her own defense with spells or combat is eligible for half the salvage, if any). It's not easy to protect lives and valuables, but if the job is done well, then every gold piece is well earned. The order keeps the bulk of protection fees, dividing it evenly between upkeep, insurance, equipment, and other general needs of the organization.

Members of the Order of the Shield are expected to uphold the high reputation of the group, doing their utmost to make sure their charges remain safe and sound, no matter what the opposition tries. There is no policy against freelance work while one is a member of the organization, but client stealing is frowned upon, and besides, most potential customers don't believe they can get the same level of security without the full backing of the order anyway. With the kind of financial support the order provides, those clients may be right.

ENCOUNTERS

Since the majority of campaigns revolve around good-aligned characters, it is a safe assumption that sooner or later the PCs' goals and the Order of the Shield's goals may coincide. Whether they cooperate and actively work together or just grudgingly agree to stay out of one another's way is up to you and your players. The heroes may eventually become a part of the Order of the Shield, actively working to protect clients from harm, but even if they don't, the order can become a staunch ally for a number of endeavors during the course of epic play. Conversely, the characters may work against the goals of the Order of the Shield. For instance, the characters may find themselves in contention with a individual or a group paying for Order of the Shield protection. In this situation, the Order can be a potent adversary.

Exceptional Shield Protection Team (EL 27): 2 shields (Ftr16), 1 captain (Ftr22), 1 generalist (Clr8/Wiz18). A shield protector team of this potency is something only very rich clients can afford, and then only for a few days. Exceptional teams often hide their presence, preferring to strike at potential threats from an initial position of surprise.

Typical Shield Protection Team (EL 15): 2 shields (Ftr8), 1 captain (Ftr12), 1 generalist (Rog3/Clr5/Wiz5). Typical Shield protection teams visibly wear the symbol of the Order of the Shield and walk the streets with their client with obvious pride and vigilance.

PLANAR CARTOGRAPHIC SOCIETY

If there's a frontier still out there somewhere, chances are the Planar Cartographic Society is pushing it farther and farther from civilization. This group focuses on exploration, and there's no place members won't go just to say they've been there.

OVERVIEW AND BRIEF HISTORY

Members of the Planar Cartographic Society, also called Surveyors, walk to the ends of many earths and beyond, literally. If you want to know what's out there, ask the Surveyors. They've made maps of every place, and they can find out what's just beyond the edge of reality. Folks from all backgrounds come to the Surveyors to help them find where they need to go, or where they might already have gone. If you need a personal guide to help you find your way, you've come to the right place.

The Surveyors were founded by a mercane named Khymez Ta'rol who sought to increase his business dealings with the gnome petitioners of Dothion, part of an outer plane called the Twin Paradises of Bytopia. Ta'rol wanted to know just who was making what, and what kind of quality was available, so he hired a handful of rangers to investigate for him, cataloging industry sites throughout the realm. The rangers' reports increased his business substantially. Ta'rol decided to expand into a new branch of business, convinced the scouts to work for him full time, and then contracted with other merchants to perform a similar service for them. Eventually, the services offered by the Surveyors expanded to include all sorts of scouting, guide work, and mapping.

THE ORGANIZATION

The Planar Cartographic Society is run like a company, complete with a president, directors, officers, and field agents.

Headquarters: The headquarters of the Planar Cartographic Society is located in the city of Union's Commerce Quarter, where almost all their commercial business is negotiated. It is there that the Surveyors maintain their records and build on their knowledge, and it is there that interested employers go when they want to contract the group's services.

Members: 850+ (including several nonstandard races).

Hierarchy: Loose. Leaders come and go every ten years, based on internal elections. The current president, Khymez Ta'rol, is the founding president, and cannot be voted out. Despite the fluidity of the lesser leadership, orders come down from the top, and members obey their superiors.

Religion: Various (Fharlanghn is the most popular).

Alignment: Various.

Secrecy: None. The Surveyors work entirely in the open and make no effort to conceal their works, headquarters, or operatives. Field agents are easily recognized (at least by those who hail from Union). Of course, their accumulated information requires fees from the general public in order to be accessed.

Symbol: A stylized compass.

LEADERSHIP

Khymez Ta'rol still runs the company, but he delegates most business dealings to the officers below him, because Khymez often serves as a field agent, doing the work he loves best. High-up officers run the map archives. Others formulate plans for new exploration, targeting stretches of uncharted regions that the society knows little about. Still others work with customers, determining specific needs and setting up special teams to fulfill the terms of contracts.

President Khymez Ta'rol (CG male mercane Brd23/Cosmic Descryer5) is the president of the Surveyors.

but leaves the day-to-day business of the organization to his officers 50% of the time. While absent, Khymez acts as a common field agent on a surveying trek. Often, other field agents do not even realize Khymez's true identity.

Hesmeth Schlade (LG male human Wiz10/Exp20) is the officer in charge of the guildhall in Union, a former librarian from the Material Plane city of Greyhawk, lured away from that position by Ta'rol himself. Schlade oversees a bureaucratic staff of specialists who categorize all the different pieces of information in their various forms into a more comprehensive picture of the multiverse.

Desarlov (LG female half-elf Bbn10/Rgr14/Agent Retriever6) is the most renowned field agent within the company. Desarlov has mapped more realms of interest than any other ten agents together. She possesses a special minor artifact, called the *eye of the world*, which she claims gives her knowledge of never-before-seen lands while she sleeps.

RECRUITING

Becoming a member of the Planar Cartographic Society is not particularly difficult. Prospective members simply need to be able to demonstrate an aptitude for direction, an ability to make accurate maps, a penchant for surviving hostile environments, and a willingness to go deep into the wilderness, all in the name of exploration. Usually, Surveyor recruits show up at the guildhall in Union, maps in hand, ready to add to the body of knowledge in exchange for steady work. Occasionally, the Surveyors approach individuals who either had remarkable exploits while finding passage through uncharted territory or have a reputation for tracking, mapmaking, and/or surviving the elements.

While the obvious choice of character class favored for membership is the ranger, the whole array of skills and talents available to characters can come in handy. Trekking through the wilderness requires muscle, magic, and healing as well as tracking and direction sense. Oftentimes, prospective customers want more than just a single guide; a whole contingent of bodyguards may be necessary. Plus, getting to the frontier from Union can be a long journey in and of itself; transportation magic provides a welcome accelerant to the trip.

MEMBER BENEFITS AND RESPONSIBILITIES

The benefits of membership in the society are pretty simple and straightforward.

Nonmember Services: Those who do not seek membership but provide an unsolicited map (that turns out to be legitimate and not of an area already thoroughly mapped by the Surveyors) receive a standard finder's fee of 1,000 gp. If the Surveyors solicit a map of a region of interest, they pay up to 20,000 gp.

Nonmembers who seek copies of maps held in the Cartographic Society archives pay a standard fee of 1,000 gp for each copy.

Member Benefits: All employees have salvage rights for any threats they overcome while in the field. Moreover, each member receives a stipend (equal to his or her character level × 500 gp) for each successful mapping mission from which the member returns. In addition, a ready supply of cartographic equipment can be borrowed (specifically, mundane items such as compasses, surveying rods, high quality inks, parchments, chalk, measuring tape, and related equipment).

Those who take special delight in finding new worlds and lands can train in the cosmic descryer prestige class (see Chapter 1).

Knowledge is a powerful commodity, and the officers require field agents to remember that information gained on company time (which is all the time, as far as they are concerned) is proprietary. Passing information, maps, or even assistance on to someone who hasn't paid for it (or who might be working for a fledgling, upstart competitor) is grounds for immediate dismissal. Whatever a member gleans during her travels becomes the property of the Planar Cartographic Society, plain and simple, and no one gets a freebie.

ENCOUNTERS

The Planar Cartographic Society takes a particular interest in adventurers, simply because hero types dig around in unusual and out-of-the-way places and provide the most interesting information concerning such exotic locales. The organization willingly pays a fair price for such information, provided it is reliable and thorough (see Nonmember Services, above). Occasionally, the Surveyors recruit particularly well-traveled characters.

Even if the PCs aren't interested in working directly for the Planar Cartographic Society, they likely interact with other people who have crossed paths with the Surveyors. The Planar Cartographic Society members are the most recognizable group among the organizations listed in this section. You can do as much or as little with them as you wish, but it can be a lot of fun for the characters to run into them from time to time, especially as a nonthreatening diversion. The Gleaners may have hired their services, or a map they created might wind up in the characters' hands, or someone might have stolen something from the Surveyors, and they want it returned. Sometimes, just seeing the dynamics of the multiverse without always being at odds with every one of its organizations goes a long way toward keeping the flavor of a campaign fresh and new.

Alternatively, there are plenty of ways for the characters in your campaign to grow to dislike the Surveyors, too. If members of the society are always popping up where they aren't expected (or wanted), or if the characters have something (a map, first-hand information) the Surveyors want, they may become quite the irritant to the characters' other activities. The Surveyors might

even think the characters have something that belongs to them (perhaps the PCs are in possession of a map that was originally stolen from the society) and come after it.

Typical Surveying Field Team (EL 26): 2 field agents (Brd16), 1 team lead (Brd20/Cosmic Descryer5), 1 consultant (Brd5/Clr18, domains Protection and Travel)).

THE REGULATORS

Philosophers assert that the one constant in the multiverse is change. Change often brings about cataclysmic consequences—or it would, except for the Regulators.

OVERVIEW AND BRIEF HISTORY

It is the Regulators' belief that power in all forms, left unguided, inevitably leads to abuse, which in turn leads to chaos and destruction. Eventually, unchecked chaos and destruction could obliterate the multiverse. The Regulators take exception to that possibility. They see themselves as agents of control, rather than agents of power, steering the myriad forces of the multiverse through careful and subtle manipulation of others' power. Whether they choose to send agents to pose as deific beings for the benefit of primitive tribes or place them as covert advisors to the rulers of powerful nations, the Regulators have their hand in just about every organized force across the cosmos.

Because of its secretive nature, few people outside the group's membership suspect its existence, and fewer still know much about its origins. Some claim the organization has been around longer than humankind. Others claim that its rolls include many beings from across the planes. Some assert that Regulator agents have infiltrated every major religion, order, secret organization, and guild that exists, and rumors persist that some high-ranking commanders of the Blood War answer to the Regulators. Whatever the truth, the Regulators remain an enigmatic yet powerful force behind the scenes of every city, state, nation, and plane of existence.

THE ORGANIZATION

The truth about the Regulators' secretive organization resembles the greatest conspiracy theories ever expounded. To maintain the level of secrecy so important to the continuation of the ideals and existence of the Regulators, the hierarchy of the organization is extraordinarily covert. Everyone answers to someone, but at the lower levels, few know the identity of their superior's superior or even the names of others who answer to the same individual they do. Information and instructions flow from above, and tasks are assigned based on the needs of the moment and the talents of the agents involved. When assignments end, word passes back up the chain. Very few know where orders originate or how high the power of the Regulators truly stretches.

Sometimes a high-level member of the Regulators in a position of power finds lower-level members of the organization (two or three levels removed) attempting to manipulate her in an advisory capacity. Sometimes a ruler knows of this arrangement (and perhaps even the identity of the Regulator agent "manipulating" her) and may have even set up the arrangement specifically to see how accurate and reliable a potential source is. Other times, though, the circular process may be inadvertent (one high-ranking member ordering the cultivation of someone who, unknown to the first agent, is also a member) or perhaps even intentional (it is whispered that one tiny, ultrasecretive branch of the Regulators knows the names of everyone working for the organization and is in charge of self-monitoring the group for loyalty).

Headquarters: Most members of the organization do not know of any type of headquarters. Clandestine meetings between agents and their superiors take place in secluded places: in a quiet corner of a tavern, beneath the docks, or through some magical connection. Agents may file their reports in a regular manner on a continual basis, but cells of operatives rarely hold meetings in the same location twice in a row.

At the higher levels, council meetings take place in a very private, secure locale on a private demiplane called the Citadel of Regulation. The citadel is not easily reached without invitation and the proper magical key. Each member of the council has a magic ring that contains a properly keyed spell to take its owner to this private retreat, and there is no other way to reach it.

Members: 10,000+.

Hierarchy: Webbed. A webbed hierarchy has cells connected by few linking threads. A cell could be an individual or a small group. Members know only other members with whom they have direct contact; there is no traceable hierarchy.

Leaders: The Thirty-Three.

Religion: Various.

Alignment: Any lawful.

Secrecy: High. Those in the highest level of the organization (The Thirty-Three) do not know most of their agents. Information passes through intermediaries, often in code. Members generally hide their identities via disguises, aliases, and anonymous messages.

Symbol: No official symbol, though variations of the number 33 have sometimes served as a symbol of recognition between members, such as two rows of three dots each on an otherwise blank field.

LEADERSHIP

At the highest level, the Regulators are composed of a council of especially powerful yet insightful individuals from all over the multiverse who have a unique understanding of just how tremulous the existence of the cosmos really is. Among themselves, they are simply called The Thirty-Three, and such is their number.

Though their backgrounds and ideologies may vary by great degrees, the council members share one belief above all else: They must prevent total chaos and destruction from reigning across all the planes by steering events in a direction and manner of their choosing. Members of this council include some of the most powerful archwizards, battle-tested warriors, and fervent holy leaders ever known, as well as heads of guilds, fiends from the Nine Hells, no less than three dragons, a beholder, both good and evil fey, and a host of other planar creatures, all bent on preventing the ultimate mayhem that results from the abuse of power.

Older than old, the reputed first and original council member Mella Theeg still sits on the council—actually, the council meets around her, since she doesn't move much.

Mella Theeg (LN female advanced treant Wiz36/Ord20) is a founding member of the Regulators. She gives proof to the idea that the Regulators have been around almost forever, since she claims to number her years of life in the millions. A mighty tree-being, she has not stirred from the inner council chamber at the center of the Citadel of Regulation for eons. She is a repository for all knowledge and history accumulated by the Regulators, and the other council members often defer to her flawless memory and incisive directives.

RECRUITING

No one initially chooses to join the Regulators. Instead, the Regulators choose their new members from among those who have been contracted to carry out Regulator work (unknowingly, of course; the Regulators don't announce themselves when hiring specialists to handle tasks). Such candidates must demonstrate a willingness to serve and obey and an ability to use subtle methods to accomplish their goals. Once a candidate has been established as appropriate for the type of work necessary to serve the Regulators, recruiters begin a secret screening process, learning more about the candidate's attitudes toward chaos versus stability, desire for power for its own sake as opposed to being the power behind the throne, and so on. If a candidate exhibits the appropriate opinions and seems qualified in other ways, the Regulators approach him or her with an offer of full-time service.

The Regulators consider new members of all classes and backgrounds. While rogues' and bards' skills come in handiest in the service of the Regulators, the need for all types of skills is obvious; however, to succeed, every agent must be able to deflect notice, to appear convincingly as someone other than what he or she truly is. Thus, powerful warriors, cunning sorcerers, holy leaders, and everyone in between all have parts to play in the ongoing machinations of the Regulators.

New members initially receive straightforward assignments of finite duration. Commonly, a recent enrollee gets assigned as an aide to a proven agent who is currently undercover as an advisor or a council member. Eventually, as trust develops, the member receives more sophisticated assignments. Eventually, the member gets a permanent position somewhere, carefully and secretly working as the guiding hand of a secular power, with his own cadre of agents to assist him.

MEMBER BENEFITS AND RESPONSIBILITIES

Membership provides few straightforward and tangible benefits. To avoid notice, the Regulators charge no dues and pay no stipends (except in special cases). Not even the most outstanding members get awards or recognition. They can only enjoy the satisfaction of a job well done. Occasionally, special equipment and supplies, or aid in the form of another agent, passes down from superior to agent in the field, but as with all things, this process is kept low-key and out of sight.

Any member of the Regulators ultimately answers to the organization, above all else, even nations or deities. Its members shoulder the weight of the worlds with grave seriousness. Sometimes, agents are asked to carry out tasks that, on the surface, may seem confusing or even contrary to what that agent believes, but the commands are never to be questioned. Turning your back on the orders of a superior, working against those instructions, or trying to stop another agent from carrying those orders out merits death. Agents never really leave the organization. They may retire from active service after a time or when it would be impossible for them to ever again show their faces in a public forum, but even then, they are still considered members and expected to serve the Regulators.

ENCOUNTERS

Characters in a campaign have many opportunities to cross paths with the Regulators. Initially, the characters should stumble across this organization's activities and machinations from a peripheral position, possibly not even aware of what's happening. The Regulators may have agents planted behind positions of power with which the characters interact, such as an advisor who serves the noble the characters are working for. Alternatively, if one or more of the characters wields power in a leadership position (perhaps a minor land grant, or a stronghold that has been built on the frontier), perhaps one of their own trusted advisors secretly serves the Regulators. At the start of any of these cases, it's a good idea to keep the agent's affiliation a secret.

Instead, the characters might find themselves in the midst of some Regulator plot to shift the balance of power in a region or on a particular plane, beginning to work at cross purposes with the organization, again without initially even realizing who they are up against. If a prominent political figure fears that some unknown assistant is passing information to his enemies, he might hire the characters to find out the truth and, even if it turns out to be a completely different outcome from

what the political figure fears, the characters might come dangerously close to revealing the Regulator agent in the process.

Conversely, the Regulators might recruit the characters to do work for them. This series of events almost always begins with anonymous contracts, the characters hired to take care of some task without knowing whom they are truly serving, and without all the facts. Eventually, they may be offered a chance to work with the organization on a more permanent basis, but only after they have proven themselves both trustworthy and of a like mind with the organization.

Things can really get complex if two or three different organizations become involved with one another in particularly complex plots. For example, a Regulator agent might need to remove a threat to his position by having a member of a lord's cabinet killed, so he hires a member of the Garrote to eliminate that figure. Of course, the characters just happen to be working for the Order of the Shield, and the cabinet member hires them to protect him against possible threats. The whole affair becomes a tangled web of espionage, clandestine meetings, and thwarted attacks in the streets, making for good investigative gaming.

Typical Regulator Encounter (EL 25): 1 regulator prime agent (LN human Wiz20), 1 assistant (LN gnome Rog5). More than likely, the agent poses as someone else, using magic to disguise her true nature and appearance. The PCs may never realize they've just encountered an agent of the Regulators.

THE UNION SENTINELS

The Union Sentinels are a police force, an elite unit of guards who patrol the streets of Union, a planar metropolis run by mercane business leaders. The Union Sentinels' sole purpose is to enforce the law and capture lawbreakers by nonlethal methods, holding them until they stand trial.

OVERVIEW AND BRIEF HISTORY

The mercanes run everything in Union, and want nothing more than to see business prosper. They seek consumers from every part of the multiverse, and they realize the need for a police force powerful enough to protect their businesses. They require a force capable of dissuading the majority of interplanar visitors from disrupting peaceful commerce: the Union Sentinels.

The Union Sentinels are easy to spot, in their blue-glowing breastplates over navy shirts with gray breeches and black boots. Each wears the Sentinel symbol (a sword superimposed over a tower, which also reveals rank by the number of stars above the tower). Almost everyone who lives in or visits Union respects them. The Union Sentinels cannot hope to detect every instance of larceny or assault that occurs, nor do they naively believe they are equipped to deal with any threat whatsoever. They do deter nine-tenths of the crime that might otherwise be committed, and what they can't handle, the mercanes deal with by other means.

Despite their immense power, the Union Sentinels are fair and do not abuse their station. Though many sometimes feel that the Union Sentinels can be overbearing or too staid, no one has ever claimed the Union Sentinels stepped over the line in dealing with problems (well, no one who wasn't already in trouble, anyway).

THE ORGANIZATION

The Union Sentinels are organized much like police forces throughout the multiverse. The standard patrol unit consists of two to five regulars led by a sergeant. Twenty units comprise a company, led by a captain. Five companies together form a division, each led by a Captain Commander. Supreme Commander Dilella commands all the Captain Commanders. Each division is responsible for a different quarter within Union. Most patrol units are made up of regulars of similar ability levels, but special, less common independent units can move into an area at a moment's notice when the need arises (such as when particularly powerful and uncooperative creatures are causing trouble).

Headquarters: The central headquarters of the Union Sentinels is in the Military Quarter (also commonly called the Quarter of Law) in Union, and it is there that all the bureaucracy and decision-making takes place. Recruits go there for training. Scattered throughout the rest of the city are smaller section houses, where each company is quartered, prisoners are housed until trial, and judges preside over trials and sentencings for said prisoners. The section houses are spartan in their facilities, but well defended by Union Sentinels.

Members: 5,000+.

Hierarchy: Militaristic. The Sentinels maintain a strict hierarchy. Orders come down from the top. Members obey their superiors (Supreme Commander; Captain Commander; captain; sergeant; regular).

Religion: Various.

Alignment: Any nonevil.

Secrecy: None. The Sentinels work entirely in the open, and must do so in order to maintain the trust of the citizenry of Union.

Symbol: A sword superimposed over a tower.

LEADERSHIP

The mercanes' Union Council leads the Union Sentinels insofar as it organized the force and pays its operating expenses. Supreme Commander Dilella runs the force, issuing commands to the Captain Commanders according to strict military fashion. The whole system is very clearly structured.

Supreme Commander Dilella (LG female human Pal21/Union Sentinel10) takes extreme pride in her organization. She personally spends a day of training with each individual who adopts the Union Sentinel

restige class. She likewise involves herself in the infre-uent "major actions" the police force conducts against igh profile threats or criminals.

Captain Commander Johiaz Tower (NG male dwarf Ftr21/Union Sentinel5) is Dilella's right-hand dwarf. When the Supreme Commander has a job she wants one right the first time, she gives it to Johiaz Tower. Nor-ally, Johiaz's division oversees the Magic Quarter, but metimes the Supreme Commander sends Johiaz and a andpicked force into other quarters for special assign-ents, which doesn't win Johiaz any friends among the ther Captain Commanders.

Captain Grigg (N male half-orc Rog23/Perfect Wight3) is secretly a spy for the Regulators. No one sus-ects his true nature, due to a small artifact-level dagger e keeps on his person that provides constant mental nd physical concealment. Grigg makes sure he knows bout the activities of the Union Sentinels, and also akes sure he is in a position to nudge things one way r another, if so commanded by his superiors.

ECRUITING

ecoming a member of the Union Sentinels is not easy. ior experience in some sort of military or guard duty is must, although the group does occasionally hire other ite types for special assignments and noncontract ties. In addition, anyone who wishes to become a part f the Union Sentinels must have lived full-time in nion for the past three years. Occasionally, the Union entinels actively recruit adventurers who seem to have e moxie necessary to serve the mercanes, but this is not common occurrence.

EMBER BENEFITS AND SPONSIBILITIES

lembers of the Union Sentinels gain a steady salary ual to their character level × 5 gp per day, paid by the ercanes' Union Council. Union Sentinels also gain sal-ge rights to any threat their patrol overcomes. Mem-ers can expect lodging in a station house and a network f associates who gladly watch each other's backs while patrol.

Those who are particularly powerful may choose to in in the elite Union Sentinel prestige class. (Most of e members are not powerful enough to take this ining.)

In return for membership, a Sentinel is expected to hfully serve the city and its rulers, patrolling the eets and enforcing the law, while remaining immune corruption or self-serving interests. The Union Sen-els (well, the mercanes, at any rate) do not tolerate any rtcomings in a member's service; failures or frauds are ually quickly ferreted out and expelled.

COUNTERS

haracters who travel to Union will eventually mingle h members of this security force. If the characters are a mind to cause trouble in Union, they quickly make too-close acquaintance with the Union Sentinels, and possibly with the mercanes' Union Council. More likely, the characters become entangled in a plot that involves the Union Sentinels. Whether the PCs choose to cooperate in an investigation or butt heads in trying to achieve their own separate ends is up to you and your players. It's possible a character will want to become a member of the Union Sentinels; a great number of complex crimes can be thwarted in Union, possibly with the help of the rest of the PCs.

Typical Sentinel Patrol (EL 23): 3 regulars (Ftr14), 1 sergeant (Ftr21/Union Sentinel2). It is not difficult to find patrols in most quarters of Union, though they are somewhat less obvious in the Perfumed Quarter. They are most numerous around the main gates, though they send extra patrols around to dwellings and buildings where it is known that secondary interdimensional portals operate.

Union Sentinel Sergeant: Human Fighter 21/Union Sentinel 2; CR 2; Medium-size humanoid; HD 21d10+105 plus 2d10+10 ; hp 240; Init +1; Spd 30 ft.; AC 31, touch 15, flat-footed 30; Atk +36/+31/+26/+21 melee (1d8+15/17–20/×2, *+5 longsword*); or +30/+25/+20/ +15 ranged (1d8+7/19–20/×3, *+2 mighty composite longbow* [+4 Str bonus] with *+5 arrows*); SQ *Sending, shield of law, freedom, knock*; AL LN; SV Fort +21, Ref +11, Will +11; Str 26, Dex 13, Con 20, Int 13, Wis 12, Cha 8.

Skills and Feats: Climb +21, Diplomacy +9, Knowledge (Union) +11, Listen +7, Spot +6, Swim +21; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Critical (composite longbow), Improved Critical (longsword), Improved Disarm, Leadership, Mobility , Point Blank Shot, Power Attack, Precise Shot, Spring Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Epic Feats: Armor Skin.

***Sending* (Sp):** A Union Sentinel sergeant can use the *sending* spell as a spell-like ability once per day. Union Sentinels normally use *sending* to contact their superiors if their patrol meets a threat they can't handle. Caster level 15th.

***Shield of Law* (Sp):** A Union Sentinel sergeant can use the *shield of law* spell as a spell-like ability once per day. Union Sentinels normally use *shield of law* prior to confronting a threat in the streets. Caster level 15th; save DC 17.

***Freedom* (Sp):** A Union Sentinel sergeant can use the *freedom* spell as a spell-like ability once per day. Caster level 18th.

***Knock* (Sp):** A Union Sentinel sergeant can use the *knock* spell as a spell-like ability once per day. Caster level 15th.

Possessions: +4 breastplate, +3 large steel shield, ring of protection +4, +5 longsword, +2 mighty composite longbow (+4 Str bonus), *20 +5 arrows, belt of giant strength +6, amulet of health +6, cloak of resistance +3, vestment of natural armor +2* (like *amulet*), *winged boots, bead of force.*



CITY OF UNION

INTRODUCTION

The city of Union is a cultural crossroads, a trading center that connects to many other planes but exists outside them all. It is a city that has few resources of its own, yet it thrives because its masters, the mercanes, wish it so. The mercanes have arranged circumstances so that any and all are welcome to visit and do business, so long as business is not disrupted. It is an ideal locale to acquire many beautiful, unusual, and rare things, to meet interesting travelers from across the multiverse, and to get somewhere else. It is often said that anyone going anywhere usually finds the going quicker when one passes through Union.

Union is one of a few recognized planar metropolises, but of course in a near infinite multiverse, the true number may be likewise quite large.

HISTORY

The mercantile-minded mercanes have trading empires that stretch through many worlds and planes. The mercanes are not a monopolistic group—the race is split into hundreds of competing cartels. Long ago one cartel, known simply as the Union, wanted to maximize its business dealings without losing valuable time (or profits) physically traveling from plane to plane. In essence, the

PLANAR METROPOLISES

The most famous planar metropolis of all is undoubtedly the city of Sigil. Located at the center of the Outer Planes and built on inner surface of a gargantuan ring, Sigil claims to be the true crossroads of the multiverse. Certainly, of any realm of mortals, it is the most concerned with gods and divine agendas. The dreaded Lady of Pain rules the city. She is an enigma credited with enormous power, including the ability to bar divine beings from her realm.

The City of Brass, home to powerful efreet lords, is found on the Elemental Plane of Fire. Cradled in a brass hemisphere forty miles across, the city floats above a plate of cracked obsidian. Here, trade flourishes between the Inner Planes. In addition, travelers and merchants from every corner of the multiverse conduct business. The Grand Sultan rules from his Charcoal Throne in the Burning Palace of the Grand Sultan of All the Efreet at the center of the city.

Tu'narath is the largest and greatest githyanki city in any dimension. It is found on the Astral Plane, built upon the petrified body of an unnamed dead god. Here dwells the lich-queen, the absolute ruler of all githyanki. The lich-queen allows trade with other races, but nongithyanki merchants and visitors to Tu'narath must first secure special visas personally from the queen.

More xenophobic even than Tu'narath is dark Ilkkool Rrem, a city of mind flayers found deep in the bowels of a material world. Down below the surface the mind flayers deal with hundreds of other planes, pursuing their evil plots and advancing their stratagems of doom. Thousands of members of races other than mind flayers are found in Ilkkool Rrem, but all are in thrall to illithid masters.

artel members wanted the trade to come to them, rather han having to seek it out. And after decades of searching r just the right demiplanar location, plus decades more construction and settlement, not to mention the millons spent on advertising and urban development, the ty of Union was born.

The city has been in existence for almost eighty years, o it is quite young by almost every standard, yet it has en an unprecedented population explosion during that me. The mercanes are artists of trade, after all. Famous d infamous personalities have come and gone in nion, but the call of steep profits remains the heart of e city's attraction.

NG UNION IN A GAME

e city of Union can easily be dropped into any campign setting. By its nature, it's easy to access from just out anywhere. Most epic characters rely on their own ethods for traveling between spheres of existence, but nion still functions as a hub for travel since it connects just about everywhere else in the multiverse, sooner or ter. Union is an ideal location for meetings between ic NPCs, a great place to hunt for unusual or valuable ems (the marketplace of Union is legendary for its ures), and often a place where important news of smic scale is first heard.

Naturally, Union has been geared for epic-level play. r what does that mean? Well, it's not the kind of locale e PCs can just waltz into and take over, yet at the same me, it's not so controlled that it's no fun for epic characters, either. The mercanes who run the place have tried ensure some level of security (their livelihoods are at ke, after all), so the Union Sentinels (the peacekeeping force created and controlled by the mercanes) do a good job of deterring crime, preventing invasions, stopping the rampages of powerful characters, and so on. At the same time, the Union Sentinels can't stop everything that goes on, and don't pretend otherwise. If a disruption appears that the Union Sentinels can't handle, the mercanes have other ways of dealing with it. Their coffers are full, and, as the saying goes, there's always a bigger fish in the sea, one that might be willing to deal with a problem for the mercanes. Ultimately, the city of Union is an interesting enough place that epic characters want to or need to visit it (the seeds for the kinds of adventures in which epic characters want to partake can be found there).

Finally, the description of the city of Union found in this book is necessarily sparse. Certainly, the details of a city of over 100,000 inhabitants could easily fill a book this size. But the demands of space require a lighter overview; thus, the view of Union provided here is just a foundation. The DM could easily incorporate the settings and maps associated with Union into another city of his choice more suitable to his campaign. On the other hand, sufficient information is presented in this chapter to run Union completely out of the book.

MERCANE UNION COUNCIL

The mercanes' most famous enterprise is the planar metropolis of Union, which they founded and continue to administer. Thirty-three mercanes sit on the Union Council, which orders all the affairs of the city. The organization known as the Union Sentinels has its charter of authority directly granted by the Union Council.



Only mercanes are ever allowed to take part in the administration of the city.

Headquarters: The central headquarters of the Union Council is in the Quarter of Law, near the Union Sentinel headquarters. Usually, about half of The Thirty-Three can be found in the well-defended structure at any one time, though all gather monthly for council business. Other individuals who visit the structure usually only encounter lesser functionaries unless their need is great.

Members: 33.

Hierarchy: Loose. Mercanes come and go in the Union Council, though the upper echelon of administrators doesn't vary except perhaps after each bicentennial vote.

Religion: Boccob.

Alignment: Lawful neutral.

Secrecy: Special. Among members, secrecy is low (all the council knows most of the agenda and plans), but among noncouncil members, secrecy is quite high (most of the council members are not known, so it is common for city dwellers to mistake any mercane they see for a council member, which is a practice the mercanes do not discourage).

Symbol: None.

Leadership

Any council member may command a lesser functionary of the city, or even a high-ranking Union Sentinel. But Chief Councilor Revenia, by vote of the rest of the council, may always speak for the Union Council, and may countermand the edicts of other council members, as she desires.

Chief Councilor Revenia (LN female mercane Wiz33) is a scion of her race, excelling in all matters of commerce and administration. Her plans go deep, and little of the day-to-day events in Union reveal her ultimate capitalistic goal for Union and for her people.

UNION GEOGRAPHY AND ENVIRONS

The city of Union exists on a demiplane all its own, a strange, limitless, twilight void. This demiplane has up and down directions, with the pull of normal gravity working in a constant direction. Likewise, time passes normally in the demiplane. Magic functions normally. The demiplane is neither coexistent with (doesn't overlap) nor coterminous to (doesn't naturally touch) any other plane. However, the demiplane holds a great number of artificial *gates* and portals that connect to several extradimensional locations.

Within this twilight void drifts a collection of floating islands, gently hovering umbrellas of rock that coast through the twilight carried on gentle air currents. Huge reefs of cloud sometimes move like armadas through the high or low sky, glowing with ambient light. The rocky formations and the cloud banks are the two main features in this void, and they are surrounded on all sides, above and below, with an indirect purplish orange glow, reminiscent of the most fabled of sunsets. The temperature remains pleasantly warm, like an early summer evening, and a constant slight breeze blows, seemingly from a randomly fluctuating direction, keeping the air fresh. No other weather of any kind has ever disturbed this peaceful demiplane or the city that floats within it (some have altered the weather magically, though only until caught and dealt with by the Union Sentinels).

The city is built on a small cluster of these floating islands, a full dozen of them bound together in a group with bridges and stairs crossing between them. The twelve islands are roughly level with one another, though stairways may stretch up or down between islands by one or two hundred feet. Each island is very slightly convex. Lamplighters keep all the major thoroughfares well lit through the use of evenly spaced, magically illuminated lamps. Many of the buildings built on the islands also benefit from magical illumination, while the common marketplace of Union literally twinkles like a festival tree due to all the various decorative lighting. Seen from a slight distance, the community is a tranquil vision, a faerie land adrift in glowing spaces.

Union possesses a number of amenities that make the place not just inhabitable, but quite comfortable for most of its residents and visitors. Each of the individual rock formations has a subterranean planar portal connected to the Elemental Plane of Water just large enough to allow for a steady flow. Most often, this flow bubbles to the surface in the form of fountains, but in a

MAGIC PORTALS

"Portal" is a general term for a stationary interplanar connection. Portals, which include such related items as vortices and *gates*, open at one location on the originating plane and at one location on the destination plane (or one on each destination plane, if more than one).

Portals are created by many sources. Some are simply large magic items, linking the two planes (or two locations within the same plane, in some cosmologies). Others exist naturally. And the deities themselves created some portals.

Portals vary in appearance and size. A creature must be able to fit through the opening to use a portal. Portals also vary in their method of use: Most require sentience, some require a phrase to be spoken, and others require keyed items to use.

Most portals provide instantaneous transportation from one location to another. Unlike with a mundane doorway, it is usually impossible to step halfway across or reach through a portal. You are either on one side or the other. Spells do not pass through, and divinations do not reveal anything about the other side of the portal unless specifically noted by the spell.

few of the more affluent quarters of the city an actual plumbing system exists, piping water directly into many of the buildings. Overflow off the side of a city island from a fountain or a small lake is common. Even the smallest quarter of the city sports a spectacular waterfall that plummets into the low sky. The city's sewage system ensures a filth-free environment, with grate-covered drains along all the streets leading to vertical chutes that empty to subterranean gates, which transfer the refuse to a location far into the low sky, out of sight. In some cases—again, in the more upscale neighborhoods—the buildings are equipped with full indoor sewage systems that connect to the city system. Refuse is magically transferred deep into the void, to disappear conveniently forever.

The architecture of the city is a hodgepodge of styles and building materials, since everything needed for construction has to come from elsewhere. Many structures are made of stone, while only smatterings are of wood. Many windows have actual glass, even stained glass in some districts, and quite a few of the buildings are decorated with brightly pigmented paints. All in all, Union is a bright, cheery place, and that is by design. Nothing nurtures commerce like a heightened sense of well-being, and the mercanes take very deliberate steps to ensure that everyone who visits their city feels safe and happy.

TRADE, TAXES, AND TRAVEL

Union functions first and foremost as a center of trade. In fact, trade is the very reason that Union even exists, constructed in this otherwise uninhabited demiplane to serve as a vital hub to other realities. All manner of goods, and the merchants who buy and sell them, pass through the city. Many of them have taken lessons from the mercanes who established the place and set up permanent shops, and residences in Union. Of course, this entire commercial enterprise would be for naught if Union were inaccessible, being isolated as it is. On the contrary, Union benefits from a number of permanent portals that link to various planes of existence, as well as a number of specialized *gates* that actually change connections according to a strict schedule, allowing the entire city to "travel" to different regions of the multiverse and enjoy trade.

Many merchants run full-time operations in Union, maintaining storefront shops and accompanying warehouses. Others only visit the city from time to time, bringing goods in wagons (or other, more magical means of transport) to sell before buying other merchandise to take away with them. Still others market their commodities to the merchants themselves, supplying Union businesses with goods and services that make it easier to keep commerce functioning at peak levels. Many of these businesses, and the entrepreneurs that run them, are detailed in the sections that follow.

Some of these businesses are owned and operated by the mercanes who established Union in the not-so-distant past. Often, a mercane may have ownership in several different businesses but act as a silent partner, keeping a low profile and allowing others to handle the operations. Regardless of their roles, and despite their status as the civic leaders of Union, the mercanes do not object to a free market and will not take steps to discourage competition with their own businesses. Thus, many nonmercane establishments exist in Union, many of which are loyal to local guilds and even off-plane guilds and concerns (such as merchants in the trade city of Sigil), although independent merchants are plentiful enough that nonmercane guilds do not hold undue power over trade, either. Besides, if nonmercane guilds threatened to gain a truly competitive edge, the mercanes would take action to correct the "imbalance."

Trade

Due to the nature of Union, and the demiplane in which it resides, the city has few local resources. Thus, almost all of the food, clothing, and building supplies necessary for the residents to make a way of life must be brought in from the outside. However, as a trading center, Union benefits greatly from contact with a wide variety of cultures, so a steady flow of uncommon and exotic goods passes through, and the city environment reflects that. Scents of rare and wonderful incense and unguents waft through the air, as do the odors of every style of cuisine imaginable. The market is a cornucopia of flavors, smells, colors, and textures from every corner of the multiverse; the fish selection alone is a marvel to behold. Local merchants and residents often acquire such items for their own uses, and as a result, the look and feel of the city can change drastically from one street corner to the next. Despite all the variance, the Union city tax on all trade never changes.

Taxes

As with any good commerce district, the city of Union has regulations and fees it charges residents and visitors alike. All commercial enterprises must acquire licenses in order to occupy business facilities, for which they pay a yearly fee equal to 1% of their gross revenue for the previous year (new businesses are exempt). In addition, 5% of all daily profits are slated for the city's coffers. Even the casual trader is supposed to pay the fee, though in practice, someone selling fruit from a basket is not worth the trouble and can get away with selling on an infrequent basis without being sought for taxes.

Anyone visiting the city must obtain a trade writ before he or she can buy or sell any goods or services. These writs can be acquired at any gate or from any Union Sentinel patrol for a fee of 15 gp. A writ is good for six months; everyone carries one, citizen and visitor alike. Each writ is magically marked with a visible *arcane mark* spell to certify authenticity and to denote duration. No one will sell you a sword, rent you a room, or serve you a meal if you don't have your writ, because the penalties if you get caught are stiff (see Law and Order, below).

Travel

Travel within in the city is by foot, wagon, or via personal aerial transport above the mundane foot traffic. The thoroughfares are wide and smoothly paved, though in certain places the crowds slow traffic of all types to a crawl. Even aerial traffic can become somewhat hazardous as hundreds of flyers, carpet-riders, and griffin messengers can occupy space above each island. Wide bridges and broad stairs connect each of the quarters; the effect is not unlike a city crisscrossed with canals and stepped promenades. The bridges and stairs connecting the islands are carefully patrolled and maintained to prevent either natural wear and tear or sabotage. Fliers can and do ignore the bridges when moving between islands, if another route is shorter.

Getting into and out of Union is almost as easy as moving between the city's quarters. Three main gates, each on its own island, connect Union to other places in the multiverse. One of them is a permanent link to a specific location: the Staircase Gate, which connects to the Infinite Staircase (see below), and two others have variable locations: One that always connects to a specific Material Plane world, although the specific location in that world changes on a regular basis, and the other gate cycles through many different planes on a regular basis. Each of these gates is a broad portal as wide as the avenue that leads up to it, and it functions virtually like a regular town gate, guarded by sentries but flung open for all manner of traffic to pass through.

POPULATION AND ASSETS

The "core" city of Union houses about 5,000 residents; however, that accounts for just the twelve directly linked islands. At least one hundred unlinked islands floating free from the core contain residences, magically maintained farms, warehouses, factories, and other concerns. In sum, the greater population of Union easily surpasses 100,000 residents. Union is a major trading center that serves the denizens of a hundreds of planes, and the number of visitors in the city at any given time swells the total population to half again that number during peak trade days or rare festivals. Some quarters are much more tightly packed (the Tavern Quarter and the Market Quarter, for example), while others seem sparse by comparison (the Temple Quarter and the High Quarter).

As a planar metropolis (see Chapter 3), Union's gold piece limit is nominally set at 600,000 gp; however, during a yearly month-long crossplanar arcane convention, the gold piece limit increases to 1,000,000 gp. The assets of the city are likewise fluid, but the low end is easily in the tens of millions of gold pieces.

LAW AND ORDER

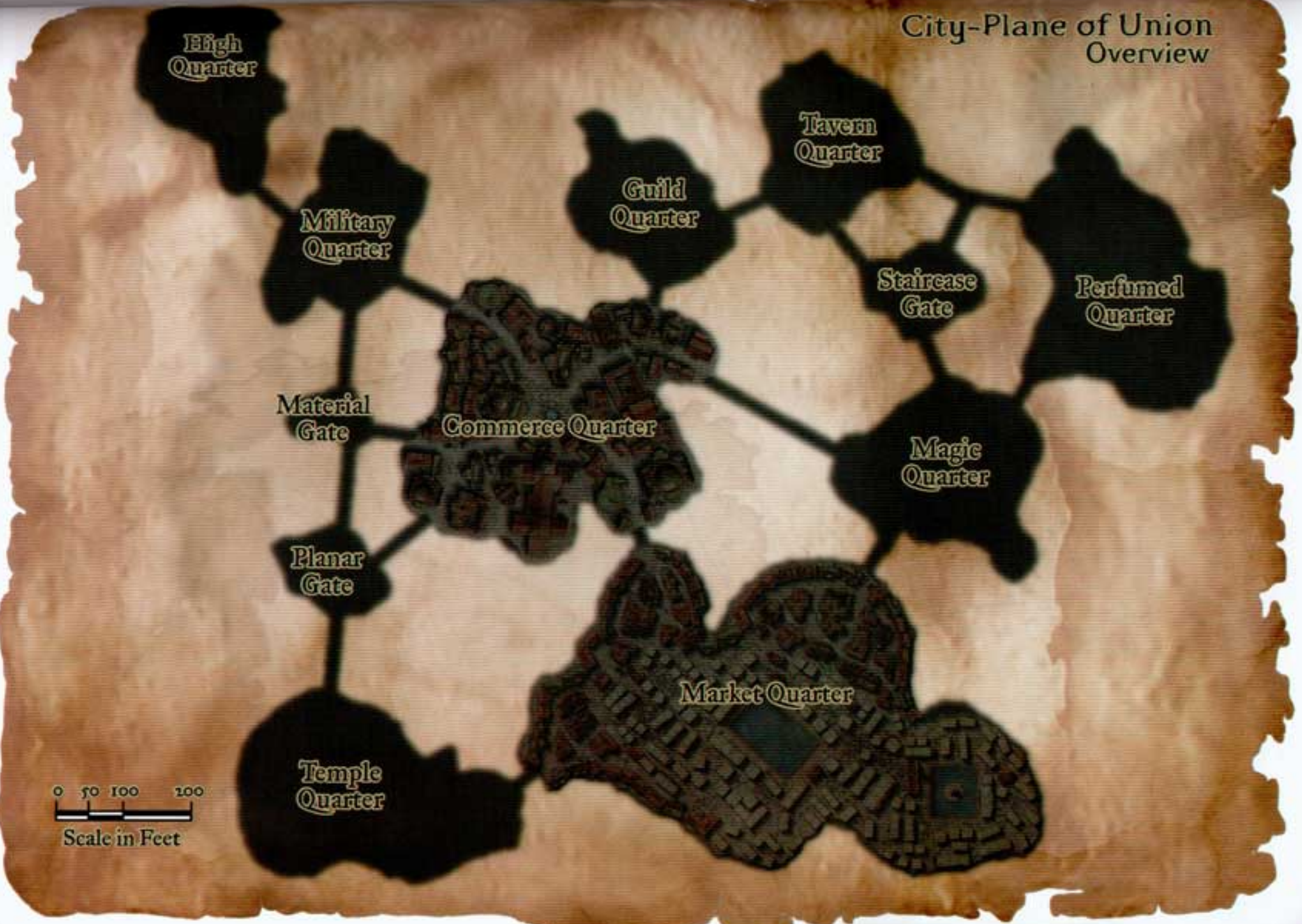
The city of Union is protected by the mercanes who run the Union Council. Of course, they don't perform this task themselves, but rather employ able-bodied security forces to handle the task for them. That's where the Union Sentinels come in. The Union Sentinels function as a paramilitary organization, dedicated to patrolling the streets of Union and enforcing the laws. If ever a task is too steep for even the vaunted Union Sentinels, the council calls on private enforcement teams made up of epic adventurers willing to step in for the generous sums of gold and magic the mercanes pay them for this service.

Half a hundred units (each unit made up of three regulars and a captain) normally patrol the city. The Union Sentinels are easy to spot, in their magically enhanced adamantine breastplates over navy shirts with gray breeches and black boots. Even during patrol, the Union Sentinels make it a point to remain visible whenever possible; their very presence tends to invoke orderly commerce and discourage would-be thieves. Long-time residents consider the patrols a normal part of the city landscape.

When the Union Sentinels must act, they try to avoid lethal measures whenever possible, using their unique skills to disarm and take into custody any and all potential threats. If this proves ineffective, or if the patrol members find themselves outclassed, they call on reinforcements. When particularly dangerous situations arise, the patrols adopt a defensive stance, attempting to corral the offenders while other members begin evacuating the threatened portions of the city.

Guards escort the accused to the Union Sentinel Headquarters in the Military Quarter for incarceration and trial.. It is not the job of the patrols to judge or carry out sentence; that is left to the court. The court is located in the Military Quarter and is presided over by a trio of Union Sentinel special judges who handle both trials and sentencing. The table below gives some of the most common crimes and their sentences. This list is far from complete, nor is it absolute in terms of punishments. A judge always considers many factors, including prior criminal record, extenuating circumstances, and severity of the crime, in determining final sentence.

Crime	First Offense Penalty
Unlawful murder	All assets seized, permanent imprisonment in temporal stasis
Mind control	30% of assets seized, forced labor for 1 month
Sentinel assault	20% of assets seized, forced labor for 2 months, followed by 6 months of exile from the city
Assault, general	5% of assets seized, forced labor for 1 month
Theft	1% of assets seized, 6 months of exile from the city
Forgery	1% of assets seized
Bribery, fraud	1% of assets seized, 6 months of exile from the city
Vandalism	2% of assets seized, forced labor for 2 months
Unlawful trade (trade without writ)	1% of assets seized


City-Plane of Union
Overview
High Quarter
Military Quarter
Guild Quarter
Tavern Quarter
Staircase Gate
Perfumed Quarter
Material Gate
Commerce Quarter
Magic Quarter
Planar Gate
Market Quarter
Temple Quarter
0 50 100 200
Scale in Feet



Those who commit second offenses or make illegal early returns to the city after exile commonly receive double the original punishment if caught. Enforced labor includes city repair and maintenance, or, if circumstances and talents warrant it, a convicted criminal may be assigned to a merchant, serving as a craftsman or laborer, with all proceeds being split between the merchant and the city. Anyone exiled from the city is magically branded on the forehead with a special rune. This brand is a modified version of *arcane mark* that fades only after an allotted time (when the term of exile expires) and can be removed only with a *wish* or *miracle* spell; even if removed, the mark renews itself every 24 hours unless a deity intervenes. This mark glows whenever the one so branded is anywhere on the demiplane. Any patrolling member of the Union Sentinels recognizes this mark on sight. Those criminals who serve time in a prison are incarcerated somewhere beyond the city in one of the outlying, unlinked islands.

When a typical patrol of three regulars and one sergeant (see The Union Sentinels under Organizations, earlier in this chapter) can't handle a job, the backup team first called contains 2–5 (1d4+1) more doughty warriors.

Union Sentinel Backup Team Member: Human Ftr30/Union Sentinel1; CR 31; Medium-size humanoid; HD 30d10+173 plus 1d10+5; hp 348; Init +12; Spd 30 ft.; AC 40, touch 15, flat-footed 24; Atk +36/+31/+26/+21 melee (1d8+15, +2 *heavy mace*); or +35 ranged (1d8+8/19–20, +1 *light crossbow* with +1 *bolts*); SQ Spell-like abilities; AL LN; SV Fort +24, Ref +17, Will +15; Str 21, Dex 18, Con 20, Int 16, Wis 15, Cha 17.

Skills and Feats: Climb +35, Diplomacy +24, Jump +25, Knowledge (law) +16, Knowledge (Union) +11, Listen +4, Ride (horse) +37, Spot +4, Swim +38; Alertness, Blind-Fight, Combat Reflexes, Dodge, Endurance, Expertise, Great Fortitude, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Skill Focus (Diplomacy), Skill Focus (Knowledge [law]), Toughness, Weapon Focus (heavy mace), Weapon Focus (light crossbow), Weapon Specialization (heavy mace), Weapon Specialization (light crossbow).

Epic Feats: Armor Skin (×2), Epic Toughness, Epic Weapon Focus (heavy mace), Epic Weapon Focus (light crossbow), Epic Weapon Specialization (heavy mace), Epic Weapon Specialization (light crossbow), Superior Initiative.

Spell-Like Abilities: 1/day—*sending*, *shield of law*. Caster level 15th; save DC 21 for *shield of law*.

Possessions: +4 adamantine breastplate, +3 large shield, +5 ring of protection, +2 heavy mace, +1 light crossbow, 20 +1 bolts.

THE ISLANDS OF UNION

The following section provides a description of each of the major islands that make up Union. Each island, connected to others by a series of bridges, is considered a


Commerce Quarter, Union
Kharlin's Outland Imports
Sentinel Avenue
Arcane Lane
Guild Street
0 12.5 25 50
Scale in Feet
Central Plaza
Order of the Shield Headquarters
Oerth Road
Market Way
Sentinel Section House
Outlands Path
Mael's Pastries and Pints
Thargas Manor
Planar Cartographic Society Headquarters


Planar Cartographic Society, Union
1
2
2a
2b
3
3a
3b
4
4a
5
5a
6
7
7
8
9
9
9
0 12.5 25 50
Scale in Feet

tique district or quarter, and each has its own distinc- focus and personality. A few prominent establish- nts are called out and detailed in some quarters.

MMERCE QUARTER

e Commerce Quarter is the second largest floating land of Union, behind only the Market Quarter, and the eets here are wide, fairly straight, and brightly lit. Most the buildings are separate, freestanding affairs that are ll maintained. A large wall surrounds the perimeter of e island, protecting the inhabitants and visitors from ling over the edge into the void beyond.

It is in the Commerce Quarter, or the Business Quar- as some refer to it, that all manner of stores, mer- ants, companies, and independent professionals con- ct their industry. Sages, engineers, gemcutters, morsmiths, cartographers, and a host of other entre- eneurs manage their trade in this quarter, operating t of clean, well-constructed establishments. Private sidences are interspersed throughout the district, d the Union Sentinels patrol the whole place with gularity, for this is truly the heart of Union, the hole reason for its existence.

The center of the quarter, known as Central Plaza, is a ge, open, paved court, complete with a fountain. All e major thoroughfares make their way from the various idges to this plaza. Several of the most prominent busi- sses are on the plaza, facing the fountain, which is a pular place to meet or visit before getting down to tual business.

ar Cartographic Society

e headquarters of this esteemed organization is located a prominent hall on Central Plaza. It is a large building, ided into two main sections. A public area provides a ce for customers to come to do business, whether they ed a guide or a map, or want to sell information they e garnered. Beyond this are the various archives and search departments, as well as the storage facilities for ipment and supplies.

1. **Entrance and Museum:** Opulent sculptures, like- sses, mementos, and artifacts from the history of the iety's exploration efforts decorate this grand entrance er. Clients arrive here and are greeted by courteous ff members ready to discuss potential jobs and steer m in the right direction.

2. **Reception Area:** Tasteful tile mosaics and comfort- le chairs decorate this room that serves as both a wait- g room and receptionist's area for the Director of the iety. Few visitors have the influence to receive an pointment to meet with the director, but those that do t here to get in to see him.

3. **Meeting Room:** A large table with plenty of com- table chairs facilitates client/director negotiations.

4. **Office of the Director:** The director of the Planar tographic Society, **Hesmeth Schlade** (NG male man Exp20), has his offices here. He runs the day-to- operations of the society and answers to **Khymez Ta'rol** (LN male mercane Wiz24), the mercane who originally founded the organization.

3. **Offices of Exploration and Tracking:** This greeting room serves as an outer office for both the exploration and tracking departments. Clients wait here to get in to see the directors of those two departments. Hundreds of planar maps decorate this chamber, scribed in various mediums (including several maps composed only of shaped light).

3a. **Office of the Director of Exploration:** When clients just want to see what's out there, this is where they come. Some want to go on a safari-type exploration, while other have a more academic or business-oriented bent to their needs.

3b. **Office of the Director of Tracking:** Clients who wish to find something, someone, or someplace specific are brought here.

4. **Office of Guidance:** This waiting room is similar to 2 and 3.

4a. **Office of the Director of Guidance:** The Director of Guidance is the person to visit for those customers seeking professional guides through the wilderness, and as such this room is a lavish office filled with all manner of valuable keepsakes gathered from across the planes.

5. **Office of Cartography:** Map inquiries and purchases are made in this office. If a member of the Surveyors has visited a place, a map of it can be found here.

5a. **Office of the Master Cartographer:** The master cartographer has his offices in here and offers up-to-date maps for sale. The originals are safely stored in the archives.

6. **Security Checkpoint:** This room serves as a barrier between the front part of the building, where clients are allowed, and the rear part, where all the real work gets done. Clients may come here if they wish to purchase expedition equipment (found in the storage rooms, area 7). No one without clearance gets past here, where two guards are always on duty. Only members of the Surveyors have clearance. Six guards constantly keep watch here (LG humans War16)

7. **Equipment and Supplies:** Members preparing for an expedition visit this set of storage rooms. Every piece of equipment that might prove useful for wilderness travel can be found here. There are even some minor magic items useful for frontier journeys available.

8. **Research Department:** This chamber is devoted to making maps. Among long rows of desks and tables, research specialists labor over scraps of information, bits of parchment, and portions of maps to flesh out the Planar Cartographic Society's knowledge base. Cartographers create new and more accurate maps, scribes detail locales (such as flora, fauna, known civilizations), and others cross-reference the material for storage.

9. **Archives:** Here is where the sum of all Surveyor knowledge is stored. Each chamber is magically sealed (*arcane lock* has been cast on the door by a 24th-level wizard), warded (*forbiddance* cast by a 24th-level cleric,

alignment lawful good), and guarded against unlawful entry (each chamber has an iron golem stationed just inside the doorway, instructed to remove anyone not authorized to be there). Each chamber is filled with shelf after shelf of completed and often-accessed information useful to the society.

Common Encounter: Those who visit the Planar Cartographic Society more than once are likely to run into **Sturra Blackhoof** (CG female elf Rgr20/Agent Retriever5). Sturra's skills at wilderness survival and tracking are considered legendary. She is not an actual member of the society—she is too free-spirited to work for any organization—but she cooperates with the Surveyors and often provides them information when she returns from one of her many excursions of exploration. In return, Sturra learns about new places to explore and occasionally buys her equipment through the Surveyors at a discount.

Adventurers often seek out Sturra when they need to visit out-of-the-way places on the various planes, and she is usually happy to offer her assistance for a fair price. When not out exploring, or found here trading information and telling tall tales in halls of the Cartographic Society, she can be found in the Tavern Quarter, sharing tales of some of the places she has been recently.

Mael's Pastries and Pints

This dining establishment, situated on a side street in the Commerce Quarter, caters to the merchants and political officials who work in that district. **Mael** (CG female human Exp18) herself is the cook, and she sets a fine table. The place specializes in baked goods of all types, from meat pies to delectable desserts. The selection of ales, beers, and meads is a favorite of locals, too.

Unbeknownst to Mael, her assistant **Creeh** (NG female half-elf Rog16) is actually working for the Regulators. Creeh is an upstanding employee and trustworthy when making deliveries. She is punctual and honest, and Mael sends her out to deliver food orders every day throughout the quarter. Creeh doesn't know whom she actually serves, but she is paid well to carry messages back and forth for her contact while she is out on deliveries. Agents entrenched in several prominent businesses around the quarter make it a point to have some of Mael's fine foods brought in for the midday meal.

Thargas Manor

This stately dwelling, located in the Commerce Quarter, is the home of one **Jolin Thargas** (LN female human Ari9). Jolin is a wealthy aristocrat from a northern region of a Material Plane world who got caught out after nightfall during a covert tryst with her lover and became the prey of a hoary hunter. She barely managed to escape, and to save her life, her father made arrangements with a local wizard to get her somewhere safe so that she would not succumb to the fey hunter. The wizard spirited her to Union, where the temperature is always balmy, and here she stays, unable to return home.

Jolin's father, despite his anger over her illicit affair, made sure she was well cared for by providing her with this estate and a full complement of servants. Jolin wants for nothing—she made separate arrangements with the wizard who aided her to deliver her paramour into her arms. Her father, on the other hand, would like nothing more than for Jolin to return to her family, and he has agents out looking for heroes willing to protect Jolin for the four remaining nights necessary to end the hoary hunters' pursuit. He will pay them well. However, should he succeed, it is unlikely Jolin would return willingly, since she quite prefers the station of her new life. Many social events in Union begin or end in Thargas Manor.

Kharlin's Outland Imports

Kharlin's is a busy, palatial bazaar in the Commerce Quarter that sells all sorts of goods from every conceivable land, in particular the inner and outer planes. He specializes in glass, gem, and mineral trinkets, but plenty of other materials also fill his shelves.

In reality, **Kharlin** (LE male efreeti Rog14/Exp5) is an efreeti in disguise who poses as a wealthy merchant. He has a pair of other efreet who provide him with the precious minerals he sells, and he splits the profits with them. His business has naturally grown to include other types of goods, and because he is making such great money, he doesn't mind. For him, the merchant cover has become more than a side gig.

Despite his accomplishments, Kharlin is maneuvering to become an influential member of the Godkissed. He doesn't really think of himself as the offspring of some deity or another, but he is more than willing to foster the notion through the use of his powers (particularly his *wish* ability) if it means getting to play such interesting games with self-absorbed, pompous fools.

GUILD QUARTER

The Guild Quarter is the part of Union that regulates almost all the trade that isn't already controlled by the mercanes. There are many truly independent business owners in Union, but many merchants instead prefer the security and protection offered by membership in one of the city's various guilds. In addition to regulating prices and ensuring that every business in its fold is operating according to the regulations of the city, each guild also provides financial stability in times of crisis, making low-cost loans to member merchants or providing certain services (extra security guards, for example) at discounted costs. The dues for such privilege vary with the guild.

Some of the guilds that hold sway in Union include the smiths' guild (anyone in the business of fashioning weapons and armor), the tavernkeepers' guild (taverns and inns alike can be a part of this), the jewelers' guild (dealers in fine jewelry, gemcutters, and anyone who deals with uncut stones are welcome), the guild of labor (for those who do menial work), and, of course

he many merchants' guilds (grouped according to pe of goods bought, sold, or traded). The guilds oted here are not nearly all the guilds that can be und in this quarter, but are the most prominent. ther, "unofficial" guilds (such as the Garrote) exist sewhere in the city, but their membership and their thering places are secret.

Other types of guilds in the Guild Quarter include ose devoted almost exclusively to a certain class. In ct, a member of any class can find a guild devoted to his her calling, as can prestige classes that are associated th organization.

It is within the Guild Quarter that most moneylend- s ply their trade. Although a few establishments are lling to exchange a bit of coin of one realm (or plane) r another as part of a transaction, only the money- nders have the kind of cash reserves (or the contacts create such) to handle larger sums for exchange. ey usually charge 5% to 7% for this service, depend- g on the state of the economy (the mercanes never low the exchange rate fees to grow too high, though; ey don't want to see the business of exchanging coin conducted somewhere other than Union). The mon- lenders also lend money, of course, and charge 10% 15% per month for such services. They almost always quire some form of collateral for loans, making the casional exception for trusted friends and promi- nt figures.

ple of the Twilight Calm

e Temple of the Twilight Calm is a place of meditation, ining, and camaraderie for fighting monks. It isn't oted to any single deity, and all who follow the study unarmed combat are welcome in its walls.

The "temple" is located in the Guild District on Sub- e Avenue. Carved from blocks of nonnative stone, its nd edifice is large, but contains peaceful halls lit with nted candles. Monks of all orders are welcome to stay e of charge, so long as they pay their respects to **aster Od** (LN male mercane Mnk24), who established e place. Master Od has the respect of many in the city, n other mercanes.

GH QUARTER

e High Quarter is the exclusive domain of the mer- nes who run the city, their families, and their eemed guests. The bridge leading from the Military arter to the High Quarter is closed to the general blic and carefully guarded by a score of Union Sen- els. Within the quarter, the residences are sprawling ars, protected by high walls and copious magic. Most the residents of Union take this part of the city for nted, but rumors abound concerning the true nature the High Quarter.

Some people believe the estates are merely a front, and e homes actually house planar *gates* that are used to ng in goods for distribution and sale in the city, reby bypassing the public (nonmagical) gates. Others believe the mercanes are merely very private beings who do not mingle well with others not of their kind. Whatever the case, few have been beyond the bridge leading to this quarter of the city.

The truth about the estates lies somewhere in between. The mercanes are a very private people, and their residences do serve as the creatures' homes. However, they also utilize powerful magic to maintain portals to other places, from where they acquire a portion of their trade goods. Doing this allows them to keep the cost of transporting some of their wares to a minimum.

Although the Union Sentinels guard the causeway from the Military Quarter into the High Quarter openly, the mercanes employ a number of other methods of privacy and protection. The entire floating island is under the effect of powerful warding magic to keep unwelcome visitors from gaining entrance, even from the air, by teleportation, or by dimensional travel. The perimeter is encased in a spherical permanent *wall of force*. This protective barrier even stretches down into the rock of the island to prevent tunneling up from below. The *wall* has been specially shaped to allow an opening at the gate, but that is the only entrance. *Forbiddance* spells (as cast by a 30th-level LN cleric) line all the boundaries, preventing extraplanar travel into the quarter. Not known to skimp on security, mercanes also employ adamantine golems (see Chapter 5) to patrol the grounds of their estates.

MAGIC QUARTER

It is in the Magic Quarter where most truly exotic business is conducted. Magic of all types and potencies is exchanged here. Sorcerers willing to sell their spellcasting ability for a time, wizards willing to craft magic for purchase, fences with stolen goods looking for a buyer all make their way here (or have permanent establishments set up) to do business. Of course, the sale of magic has its price, and gold flows freely here. Every shop in the quarter is heavily protected, and the Union Sentinels patrol this part of the city with as much vigor as they do the Military Quarter.

Not every business in the quarter deals in magic alone, however. Many of the shops offer supplies for laboratories, components, mundane texts, magical texts, golem-building constituents, glassware of every grade and size, servant fiends, body parts purported to be from dead gods, and more. There are a number of translation services, for those adventurers are trying to discover what is written on the old map or scroll they brought back from their latest adventure. Soothsayers and fortunetellers occasionally ply their trade here (although they are far more welcome, and thus more prevalent, in the Market Quarter), and sages dealing in every imaginable source of knowledge have their shops in the dozens here in the Magic Quarter.

Not everyone who lives in this quarter is a direct participant in the market. Some who live in the district have done so just to be near a ready source of supplies for

their own research. Often, agents for powerful wizards act as brokers, negotiating the cost of some bit of magical work or another on behalf of their clients, who wish to do their work elsewhere than in Union, or in another dimension entirely. For the uninitiated, the Magic Quarter can be an intimidating place, but if you're in the market to buy, sell, or trade in enchantment, there's no better place to do business.

Suplindh's

If you want to commission a piece of magic, Suplindh's in the Magic Quarter is the place to go. Whether you are in the market for better armor, an improvement on your current weapon, or information on the latest spell you are researching, you can most likely get it here. It will cost you, but anything magical worth having is worth paying handsomely for.

Suplindh (N male gargoyle half-fiend Sor15) is a broker, an agent who works with a number of wizards in and beyond Union (he is said to have contacts in both Sigil and the City of Brass). Each of his clients has unique desires and needs, and Suplindh himself is a shrewd negotiator, able to strike a deal that gets customers what they want while making sure his clients are willing to keep using him. Few wizards are interested in creating magic items for gold alone. The process is time-consuming and the costs are exorbitant, both in gold and in experience. But Suplindh has managed to corral a handful of wizards whose interests and needs permit them to do the occasional bit of work in exchange for other kinds of services. These spellcasters are always in need of some rare spell component, a copy of some lost text, or perhaps an item of value that they just don't have the skills to create themselves.

In order to finance the production of some new magic item, Suplindh requires 75% of the cost of the materials up front. If the item in question cannot otherwise be had in the city (because it is too difficult to craft, it is a one-of-a-kind item, or it is somehow cursed), he requires an additional 10% for himself. Depending on how difficult the item in question is to acquire, he may broker an additional form of payment on behalf of his arcane client, usually in the form of a quest, sometimes in the form of a comparable item to trade, or (rarely) in the form of additional coin. The needs of his stable of wizards change from week to week, and he frequently works out complex, multiparty deals when the opportunity arises. Sometimes this process results in the acquisition of a desired item in a much shorter time than it would take to create one.

For example, if a customer visits his shop and wants her *+7 longsword* further enhanced so that it is also a keen weapon, Suplindh might arrange for one wizard client to perform the work. If that wizard happens to need a particular rare epic spell on a tablet for some personal research he is doing, Suplindh might turn to another one of his clients, procuring that spell for the wizard. The second spellcaster might have a long-languishing associate who needs rescuing from a demon prince following an unfortunate card game. In this instance, Suplindh might ask his customer with the *+7 longsword* to free the prisoner as a fee for the additional enhancement to her blade, in lieu of cash.

Suplindh himself is an odd character—a half-fiendish gargoyle, though one who has a more noble disposition than most of his ilk. His stony form is decorated with a black spiny ridge that runs from the bridge of his nose up over his forehead and down his back. Despite his unnerving appearance, most people find Suplindh to be a very personable fellow after only a few minutes in conversation with him. His reputation in the city is impeccable, and he often suggests that potential customers who doubt his trustworthiness seek independent referrals to prove such.

Suplindh employs the services of a pair of dwarves to act as security in the store. Their main task is to call a patrol of Union Sentinels if a customer gets rough. Suplindh doesn't keep much of value on hand on a constant basis, but when he does fulfill a contract or accept payment for a given job, he likes to have **Balzam** (LN male dwarf Ftr14) and **Gowdle** (LN female dwarf Ftr16) stay close (even though he stores the valuables in his *Leomund's secret chest*). When he is away visiting one of his clients, one dwarf will accompany him while the other stays behind to mind the store.

Market Street Book Shop

This unique store in the Magic Quarter has been owned and operated by **Laslie Fedrow** (NE female human Rog14/Asn10) for just about as long as anyone in Union can remember, with the possible exception of some of the mercanes. The shop is somewhat out of the way, on a side street, but just about anyone can tell you where to find it. Laslie is a matronly woman, gray hair always kept neatly in a bun, and she tends to mother over every customer who walks through her doors, whether it is their first visit or twentieth.

Laslie deals in old books of every sort. Her collection rivals the libraries of many cities and quite a few universities, and representatives of those establishments actually come shopping on occasion. Many a scholar has come to browse through her collection just for the pleasure of it. If she doesn't have a particular title, she has a good idea where she might find a copy. She has associates out in all corners of the multiverse tracking down ancient tomes. Laslie studiously avoids dealing with magical texts; she has told any and all who come looking for such that arcane writing would bring her nothing but trouble, and she won't buy or sell it, period. Despite this posture, Laslie does a brisk business, benefiting greatly from word-of-mouth recommendations and the fact that she is located in Union.

Secretly, Laslie runs her place as a front for certain members of the Garrote. Several high-level assassins, including a son of hers few people know about named **Octavian Fedrow** (LE male human Rog10/Asn10), meet



Market Quarter, Union


Legend
Blank Wall
Rubbish Pile
Wooden Stairway to Surface
0 12.5 25 50
Scale in Feet
Market Quarter Underground



…r basement by means of a hidden tunnel that con-…cts with the subterranean drainage system in the …agic Quarter. Retired now, Laslie was once an assassin …the highest caliber, and she holds a place of high honor …ong the guildmasters—in fact, she is the titular head …the subgroup of the Garrote that meets in her base-…ent. She chairs their policy discussions and is as ruth-…s as they come.

…RKET QUARTER

…me business overlaps between the Commerce Quar-…r and the Market Quarter, but the latter is far and …ay the more noisome of the two districts. It is in the …rket Quarter where a visitor to Union can find the …ely bartering so common to similar districts in other …es. The vast majority of the island is an open-air …za filled with tiny stalls, often elaborate (or simple) …rts, but sometimes nothing more than a cleared …ce large enough to hold a basket and its owner. This …za is bordered on one side by ramshackle buildings …t have a maze of streets winding through them. The …tirety of the place is filled with crowds, shoppers …eezing through from display to display, hawkers …ing out for sales, and a thousand odors, sounds, and …ions all blending into the cacophony that is the …rketplace.

Unlike most of the other districts of the city, only the …n plaza is bounded on its edges by protective walls. …ere the permanent structures are located, buildings …e pressed right up to the edge and beyond, many of them actually hanging out over the void below, supported by fragile stilts and braces. Rickety stairs descend from these precarious perches to levels below, clinging to the face of the rock. A large part of the island is honeycombed with subterranean passages where more shops crowd together, niches dug out of the rock and illuminated with smoky oil lamps and torches. (See the accompanying map of the Market Quarter Underground.) A few "air piers" extend from the edge and offer mooring for the occasional enchanted skyship that flies between the outer islands of the "extended quarters" and the core twelve islands of Union.

The Market Quarter never really sleeps. Despite the never-changing twilight that makes up the void of this demiplane, the rest of the city of Union has adapted something of a schedule; lamps are dimmed during the "evening," businesses close down, people retire to sleep. Not so in the Market Quarter. At any given time, there are vendors in the streets and stalls, and passersby who might be convinced to purchase a trinket or a quick snack. The crowds may thin a little, but enough of the populace keeps odd hours that a brisk amount of business is always being transacted.

The Market Quarter is also the source of gray- and black-market items. Few types of goods are explicitly illegal in Union, but nonetheless, buyers should be cautious when inquiring after poisons, forged documents, and whatnot, and it's an even bet that at least some of the wares for sale—jewelry and art, in particular—are stolen from elsewhere. Most of this type of commodity

is traded with a nod and a whisper in a back room, for few sellers and buyers of these items really want to draw attention to themselves, regardless of the laws of the city.

The Union Sentinels make their rounds here, just as they do in other areas of Union, and they are generally no worse the wear for it. The purveyors of the marketplace accept the security as a matter of course, and engage in their less scrupulous activities after the patrol has made its way down the street and turned the corner out of sight. Typically, the Union Sentinels help keep traffic flowing and break up arguments over price gouging, stealing, and so forth. Surprisingly, there are few homeless beggars and filchers running the streets of Union, because the punishment for petty theft is harsh, and the mercanes (through the Union Sentinels) make it a point to keep the place cleaned up.

Prentice's Hoard

A favorite curiosity in Prentice's Hoard, a small series of shop-carts that change location most every day. As often as not, Prentice's Hoard is found in one of the lower levels, its wares lit by lamplight. **Prentice** (LN male mercane Wiz16) is the proprietor, but most customers never see him—Prentice's thirteen **daughters** (LN female mercanes Wiz10–13) handle daily operations and individual sales. Prentice prefers the Market Quarter to the Magic Quarter for peddling his enchanted wares, because he stands out more. Prentice is known for his ability to acquire low and medium-grade magic items for a slight markdown (usually 5% to 10%). Those who deal at Prentice's always come away from his smoky carts with the feeling that his or her new item was somehow acquired by Prentice through unlawful methods, or else that the item hides a curse yet to manifest, though nothing has ever been proven.

Gedwin's Fresh Fish

Located on Wizard's Way where it opens into the marketplace in the Market Quarter, this place is something of an open-air stall, right on the corner. **Gedwin** (NG male human Ftr11/Exp4) claims to sell the freshest fish in all Union, and he may well be right. Somehow, he always has the finest specimens of seafood available, from all parts of the multiverse, on display in his shop in large wooden bins filled with fresh, clean ice.

Gedwin's is always crowded, because his fresh fish is in high demand. Fortunately, Gedwin's fresh catch of the day never seems to run out, so he is able to keep up with demand. Still, if you want to sample some of Gedwin's fare, be prepared to wait in line.

The truth is, Gedwin does serve the finest fish, and he's selling seafood that's been caught on the high seas only moments previously. Gedwin makes use of a specially designed *cubic gate* that is attuned to several fishing vessels on several Material Planes as well as to a polar region on another Material Plane. Gedwin has several partners who work the fishing vessels. Once each day, Gedwin opens a *gate* between the back (private) area of his shop and each of the fishing vessels. He tosses a sack of coin through, and in return, he gets a load of fresh fish. Then, he opens the portal into the polar region, gets his ice, and packs the fish for sale.

Gedwin doesn't truly understand what a valuable item his *cubic gate* is. It belonged to his father before him, and the family has always used it for buying fish. Nonetheless, he is wise enough to keep his methods a secret from prying eyes, so that the competition won't get any ideas about stealing it from him.

Port in the Sky

Port in the Sky is the name given to an establishment hanging off the edge of the Market Quarter that rents out small skyships. While the larger sloops and carracks sometimes visible floating through the high and low sky are personally built and owned by rich and powerful people and/or businesses, the smaller six-, two-, and one-person craft that flit here and there in the void are easier to make and rent. Port in the Sky's skyships have an unmatched safety record (they hardly ever simply turn over of their own accord, sending their contents flailing into the low sky below). **Stephanos** (CG male human Exp11) is the proprietor of Port in the Sky.

Skyship	Rental per Day	Size	Cargo	Face
1-person	10 gp	Large	None	5 ft. by 10 ft.
3-person	25 gp	Huge	1 ton	10 ft. by 15 ft.
6-person	40 gp	Huge	2 tons	10 ft. by 20 ft.

Except as noted above, Stephanos's skyships all have similar specifications: Spd fly 90 ft. (poor), can only fly in the void around Union, automatically lands on island if attempt is made to fly over island or any other landscape; hull wood 6 in. thick; hardness 5; hp 60; AC 1 break DC 30.

MILITARY QUARTER

The Military Quarter is the domain of the Union Sentinels, the part of Union where the elite security organization maintains its headquarters. It is also the site of the court and many of the administration offices necessary for the running of such a large city. People who have no business in the administration of Union do not often visit the military district, since it is on the periphery of the city (only the High Quarter is beyond it), and it has no shops or other establishments that would be of any interest to the casual passerby. Foot traffic by any persons without specific business is discouraged, but not forbidden; plenty of visitors still cross over to attend to affairs with the courts or to visit prisoners slated for dispatch to an outer island. Of course, no one is permitted past the Military Quarter into the High Quarter without a specific invitation or accompaniment by a mercane.

The causeway from the Military Quarter to the High Quarter is heavily guarded and defended, but the rest

f the district is patrolled thoroughly, as well. In addi-ion to the typical patrols of Union Sentinels, a dozen ackup squads (see above), possibly augmented by epic izards and epic clerics, are on call to serve anywhere the city in times of need. Those on duty have accom-odations here.

Three high-ranking Union Sentinels sit in judgment the court. They are aided by a dozen or so other mem-ers of the organization who function as support staff, erving as bailiff, recorder, and lawyers for both the efendants and the city. The court meets every day to tend to current cases, hearing testimony, issuing ver-icts and sentencing, and considering pardons or com-uted sentences for good behavior (for those who are erving forced labor sentences). Anyone is welcome to ttend a court session, but no weapons of any sort are llowed inside the courtroom, and special servants three clerics and three wizards, each of at least 16th evel) are stationed throughout the room to ensure no nauthorized or concealed magic is used when the ourt is in session.

The Union Sentinel Headquarters takes up another gnificant portion of the island. This building houses ll the administration staff for the organization. It also ontains special training facilities for its members, ccommodations for distinguished guests, and a prison or holding those who are either awaiting trial or serving forced labor sentence within the city. The prison makes se of both physical and magical restraint systems to old any being securely, even those that normally have he ability to travel across dimensions.

RFUMED QUARTER

he Perfumed Quarter is the hedonistic center of Union. t is the district to which newcomers most often flock uring their first visit, for the myriad pleasures available ere are legendary throughout the planes. Shops sell verything from comfortable cushions, rare and vintage ines, and exotic herbs to custom-built carriages esigned for luxury, magical love charms, and even the ve itself. Any item or experience pertaining to happi-ess and joy can be found here.

Rumormongers in the city and out insist that slavers their trade in this district, and anyone with enough to grease a few palms can discreetly make his way the hidden auction houses. Of course, safeguards gainst undercover law enforcement agents are always t to use, so it is difficult for the Union Sentinels to ot out these flesh peddlers, if they exist at all. There e those who prefer a nasty rumor to the truth, if the uth isn't exciting enough.

But it turns out that there are slavers in Union. They ke great pains to get their wares into the city without otice. One operation brings its specimens in by way of personal *stasis* spells in conjunction with either a *bag of olding* or a *Leomund's secret chest* spell. The Union Sen-nels work hard to prevent such dark industry, but ort of thoroughly searching every person who entered the city (a process that would all but wither trade), it is impossible for them to completely prevent it.

Despite secret inroads made by slavers, most of the Perfumed Quarter is just what it appears—a place to leave off from the cares of the multiverse for a while. Union is known as much for its Perfumed Quarter as it is for its more mundane trade, and for good reason. Fully a dozen different palatial lodges, each themed to some particular legend or deity, offer entertainment for all tastes, including entertainment, gambling, and illusions seeming so real that most swear they are. Theaters, variety shows, circuses and menageries, and upscale evening clubs all have their place in the district. The proprietors of such fare take pride in their ability to deliver the utmost in quality entertainment to anyone from anywhere in the multiverse. A first-tier lodge in the Perfumed Quarter is replete with magical enhancements to the environment to create an unparalleled experience. And, if illusion and enhancement is not enough, paradimensional tours regularly leave from the Perfumed Quarter to visit the throne rooms of major kingdoms on the Material Plane, lush tropical jungles, endless seas, and the voids of space offered by any of the Outer or Inner planes.

Chindra's Palace of Delights

Located deep in the heart of the Perfumed Quarter is an exclusive club that, as its name suggests, provides a tantalizing setting for its members to enjoy while seeking any of a myriad hedonistic pleasures. The Palace of Delights is a social club, a restaurant, a gift shop, and a place to seek a little company all rolled into one. It is a well-kept place, and **Chindra** (Female janni Rog12), the proprietor, is willing to make accommodations for just about any desire, given the proper amount of gold.

To ensure her customers' privacy, Chindra allows no one into the club without a membership, and she employs a pair of paragon minotaurs as doormen to enforce her edict. She pays the minotaurs enough to ensure their ability to rebuff bribes (the club can afford it). Even Union Sentinels on duty who want entrance are required to wait until Chindra can escort them into the premises. She's not worried about what the Sentinels will find, because she ensures that her business licenses and other documentations are up to date, and she demands that her customers behave themselves while on site. She recognizes the value of the police in the city and will do nothing to jeopardize her relationship with them, if possible. To that end, none of the entertainments she provides breaks any law of Union, though some come tantalizingly close to doing so.

The Palace of Delights is more than it seems. Besides competing for first-tier lodge status in the Perfumed Quarter, Chindra reluctantly indulges a small-time smuggling operation, which operates out of hidden chambers below ground level. The chambers are reached through a secret passage from one of the private

suites above. Chindra is not a smuggler, but she is blackmailed by **Oslahn Turvae** (NE Male human Ftr10/Rog10), the mastermind of the operation, to provide the smugglers with memberships to the club and to keep quiet about their presence in her establishment. He is able to threaten her because he knows her true nature (see below) and has promised to reveal her location to her former djinni master should she refuse to cooperate. So far, she has kept up her end of the bargain, since the smuggling does not adversely affect her business, but she fears being implicated if the smugglers get caught. This is why she maintains good relations with the Union Sentinels and why she keeps her nose out of the smugglers' affairs as much as possible. In her opinion, the less she knows about what the group is up to, the better.

Chindra is an outsider, born of geniekind. She was sold to another djinni prince and raised in his palace on the Elemental Plane of Air. When she was old enough, she escaped and made her way to Union, where she has made a fair living for herself in the Perfumed Quarter, though many years passed from the time she first entered the city to now, when she enjoys her current success as a preeminent business owner. She searches constantly for some easy way to free herself from the designs of Oslahn. Doing his bidding is too much like doing the bidding of her former prince.

TAVERN QUARTER

The Tavern Quarter might more properly be referred to as the Adventurers' Quarter, for it is to here that most of that sort make their way when staying in Union. Both taverns and inns abound in this district, serving all manner of visitors, from merchants to sell-swords to the occasional officer of the Blood War. Anyone seeking suitable companions to join in a quest, or an extra able-bodied henchman or two, can usually find them here.

Rates for rooms vary widely, for the accommodations cover everything from flophouses for the down-on-their-luck to luxurious private suites for those with coin to spare. Some places are reputed for their fabulous opulence and extensive amenities, comfort to rival a monarch's bedroom. Several of these locations are maintained by private patrons, with their rooms held in reserve for any possibility of a visit. Other hostelries are equally well known for their lack of much more than a space on the floor and a roof overhead. As can be expected, these dubious establishments have a reputation for taking advantage of the unwary; more than one story has surfaced concerning a tenant disappearing or losing what few valuables he had. The wise patron keeps one eye open when she sleeps.

Many pubs serve up a wide variety of meals in the Tavern Quarter, everything from thin broths at the soup kitchens to sumptuous multicourse meals in private dining rooms in the exclusive clubs. Certain establishments make it a point to provide unusual or exotic delicacies for their most discriminating foreign patrons, bringing the freshest ingredients into Union from the distant outer planes. It is said that, were you to actually be admitted to every place you visited, you could dine on a different dish every night and still never sample the complete menu available in the district.

The Broken Blade

The Broken Blade is a fair-quality inn and taproom with common accommodations and common meals. The Blade is located in a section of the Tavern Quarter that caters to mercenaries, ruffians, and shady confidence men. The proprietor, **Dedrig Forl** (NE male gnome Com10), is an apathetic man who does what little is necessary to maintain the establishment. His food is adequate, if bland, and his customers tend to be regulars who turn a suspicious eye on newcomers. Dedrig keeps a handful of rooms available for those regulars when they pass through Union, so he only has a large dormitory room available for others who want to stay the night. Of course, about the only people willing to risk their valuables (and their necks) in such an unsecured place are sell-swords, near-vagrants, and fugitives without much to their names (epic characters are unlikely to seek this establishment out). More than a few guests have disappeared in the night at the Broken Blade.

The truth is, the Broken Blade is a front for a small cult of followers of Erythnul. The leader of the cell is **Ponsas Gnerl** (CE male half-orc Clr31/High Proselytizer 1), an extremist zealot who maintains a private room at the Blade and is plotting to overrun Union when the time is right. Ponsas has Dedrig completely charmed into believing that Ponsas is residing at the Broken Blade while waiting for a very important visitor and should not be disturbed (this is not entirely a lie; Ponsas is waiting for a battle champion of Erythnul's to arrive and lead the fight). Ponsas uses his suite as both a meeting place and a private temple to his god. So far, due to the heightened wariness of the Union Sentinels, Ponsas has been loath to make a move. But, he preaches to his faithful followers, the day is coming. Soon.

TEMPLE QUARTER

Because Union is a crossroads in the broadest sense possible, it is a given that creatures of every faith and devotion pass through. No specific religion is officially held in higher regard than any other by the city, although some faiths have much larger followings than others. Temples devoted to the more organized and less destructive faiths exist in this district of the city. Religions from every corner of the universe have a foothold here, and the mercanes tolerate no strife between worshipers of different viewpoints. At the first outward sign of trouble, Union Sentinels move in to begin cracking down on potential threats.

There is more to the religious situation in Union than just the prominent, open faiths on display in the Temple

Quarter. Rumors abound of secret safe houses devoted to the worship of Erythnul, Vecna, and Nerull scattered throughout other parts of the city, and followers of Hextor maintain a chapter house in the Guild Quarter, safely separated from the Temple of Heironeous by mercane decree. The presence of such base elements in the city is no little cause for concern, especially to newcomers, but so far, few real problems have surfaced in the history of the city. Most of the high priests of the various faiths seem to have come to the conclusion that maintaining a presence in Union is far more important than establishing dominance in Union.

Still, some of the more subversive or anarchistic religions always plot. Their schemes bubble just below the surface, so the Union Sentinels remain steadfastly vigilant. It's a sure bet that, should trouble ever arise in earnest in the Temple Quarter, all hell might literally break loose. Such an impasse would require large numbers of the specialized agents hired by the mercanes in time of special need (read: epic adventurers) to quell it.

THE GATE DISTRICTS

The three smallest islands that make up Union are the gate districts: the Material Gate, the Outlands Gate, and the Staircase Gate. Each has a part to play in making Union the cultural medley that it is. These are the connections to the rest of the multiverse, the means by which trade moves from place to place with Union as the hub of the network. Physically, each gate is a large arch built of cut native stone that stands in the middle of the island on which it is built, facing the crossroads that connect to the other islands nearby. It is wide enough for two wagons to easily pass through abreast. On most days, a steady flow of traffic passes through these gates in either direction.

The Staircase Gate is a permanent portal that never changes. The Material Gate and the Outlands Gate are also permanent, but not anchored to a specific places. In other words, they are kept open (except in times of crisis or a threat to the city), but the mercanes have the ability to connect them to different destinations, at their choosing.

An arch, similar to the one in Union that denotes the placement of a gate, marks each remote location where a gate connects. When the gate is connected to that particular city, the arch there becomes the portal, and peering through it reveals Union. From Union's perspective, that city is visible through the arch. When the gate is not active, the arch is merely an empty stone structure.

The gate in a city that Union connects to is usually located in the trade district of that city, in an open area that can allow for sudden traffic flow without disrupting the rest of the city's business. Typically, just before Union "arrives" on the other side of an arch, the city's security forces cordon off that portal. Merchants and wagons line up for several hours before Union is due to "arrive," waiting eagerly to cross over and begin the business of buying and selling goods. Once the connection is made and both sides are certain no threats are present, the pathway is opened and traffic begins streaming through. When a connection is about to be terminated, a loud gong is sounded at two hours prior, one hour prior, and again at fifteen minutes prior. Then the archways are cordoned off once more, the connection is terminated, and the gate moves on to another location.

The means of controling the gates is not widely known; the truth is, the mercanes employ a highly potent magic item called a *gate key* that permits them to adjust the gate, to attune it to one of several different locations. Doing this requires the magic item itself, plus a series of identical portals (in this case, the arches). A trio of mercanes appears at the site of the gate whenever it is time to change connections, waits for the flow of traffic to be slowed, and then performs the necessary actions to switch the gate to a new locale. The reason for three mercanes has to do with security—only one of the three possesses a *gate key* (which the mercane operates from inside a voluminous pocket). The other two are decoys (in case anyone gets the idea to try to steal the *gate key*). Each mercane is accompanied by a Union Sentinel patrol.

There are a handful of businesses established on the gate islands, although laws require a large swath of open area around the gate to be maintained, so that traffic won't get snarled during the surge right at the beginning and end of each visitation cycle. This open area, similar to the open ground that typically surrounds a fortification, also helps prevent a force from hiding close to the gate, waiting to ambush the city on the other side.

The Staircase Gate

The Staircase Gate is a standard type of permanent interplanar portal; the archway on this island connects to a large platform on the Infinite Staircase. The Staircase Gate is seldom used for any real trade, supporting only foot traffic (since wagons have a hard time on stairs and would have to travel long distances to get anywhere). Still, it is a handy route to take, depending on where you are going, and if the other two gates won't be making any "stops" where you need to go any time soon (see below).

The Infinite Staircase itself is a mystery. It leads to all places, though the trick is finding an exit. Beyond the Gate opening lies a small landing with a nondescript stairway leading off. Travelers on the Infinite Staircase see its appearance vary from simple stairs of wood or stone to a chaotic jumble of stairs hanging in radiant space, where no two steps share the same gravitational orientation. It is said that one can find one's heart's desire somewhere on the Infinite Staircase if each landing is searched long enough.

The origin of and purpose behind the Infinite Staircase remain a mystery. It is unknown whether the staircase is truly infinite or just unimaginably large.

The Material Gate

The Material Gate is the public connection to the Material Plane. The schedule of connections changes from time to time, but it is posted near the gate itself. The gate "visits" most of the major cities of various worlds on the Material Plane, some of them more frequently than others. For example, a huge metropolitan area that can support large amounts of trade is the connection point about once a year, while other, smaller cities are only visited rarely, or even only once.

The Planar Gate

The Planar Gate visits with other planar metropolises, most of which cannot be found on the Material Plane. For instance, cities such as Sigil, Tu'narath, the City of Brass, and even the mind flayer city Ilkkool Rrem (thralls act as representatives of the mind flayers—nary an illithid is seen) show up on the circuit. Other cities of lesser status found on various Outer and Inner Planes are also visited. The schedule of connections remains constant, cycling through a predetermined list of cities over and over again. Each city remains accessible for two to four weeks before the cycle moves on. Of course, some of the connections see more traffic flow than others, due to the varied and sometimes inimical natural environment of some of the stranger locations visited. Occasionally, the mercanes have had to cut short or bypass entirely a location whose conditions had changed for the worse since the last visit.

EXTENDED QUARTERS

The mercanes keep lists of all the islands that float in the void around the core city of Union. Those within a twenty- to thirty-mile radius are considered a part of Union. Common knowledge places the number of islands at somewhere around one hundred. Dozens are visible to the naked eye, as are the skyships and fliers that constantly travel to and from and between the islands of the extended quarters and the core (sometimes the term used to identify the twelve connected islands).

The islands of the extended quarters are primarily used for residences. Some islands are home to palatial, magically maintained estates, while others contain heavily settled neighborhoods. Some are restricted; others are park expanses open to all visitors.

Many extended quarter islands are composed wholly of tilled ground for crops and range land for livestock. While a good portion of Union's foodstuffs comes via the gates, more comes from "local farmers" who sell their wares in neighborhood markets of the extended quarters as well as in the Market Quarter.

Of course, there are magically guarded warehouses, factories, and even prisons among the extended quarters. Some of these are off limits to casual visitors and are guarded by special detachments of Union Sentinels.

Pylos

Pylos is a palatial estate maintained on one of the islands of the extended quarters. The estate and its grounds completely cover the land mass of the island. **Madwand** (CN male death slaad Wiz20/Loremaster11) is a creature that uses its awesome spellcasting abilities to appear completely human, under most circumstances. Madwand seems as crazy as his name implies. No one knows exactly what he is up to, but his name often comes up in the core when unexplained happenings are afoot.

The palace features several courtyards, storage areas, workshops, and laboratories. Its library is famed for its many one-of-a-kind texts on a strange branch of magic known as "chaos channeling." Several independent buildings are clumped around the central block of the palace. Pylos boasts a banquet hall comparable to those found in the finest lodges of the Perfumed Quarter. The place has ample rooms for sleeping, preparing food, galleries, and gaming, and a well-stocked armory on the basement level. Below the armory is a series of vaulted subterranean chambers opening off a long vaulted corridor, the so-called "Chaos Galleries." These underground chambers house particularly dangerous works of art (including relics and artifacts set protectively in glass) that Madwand has collected from around the cosmos.

Madwand protects the lower levels of Pylos with fearsome wards, traps, and a contingent of true-breeding monstrosities created using an epic spell of his own devising. Called "piliforms," these creatures vary in size and ability based on their age, much as dragons do (becoming more dangerous the older they get). Madwand dutifully protects the true nature of his piliforms (and that which they guard); thus, no reliable description of their abilities has yet reached Union. Even the servants and mercenaries that serve Madwand in the aboveground sections of his palatial estate know not of what lurks below.

ENEMIES AND ALLIES

Below are described a few additional personalities who either call Union home or find their way to the city from time to time. They can be easily dropped into any adventure locale or plot point, whether or not you use Union in your campaign.

BELDWIN FIRVAL

Beldwin is a halfling cat burglar of the keenest ability. He stays in a small second-story apartment in the Magic Quarter, where he keeps to himself. Very few people in Union even know he exists, and that's just the way he likes it.

Beldwin has made a career of stealing rare and wondrous magic items and selling them to a couple of less than scrupulous members of the Gleaners. He gets a handsome fee for tracking down and swiping the items.

the two shady characters get to take the credit for contributing to the library, and everyone is happy, except for the folk who have lost their valuable magic items and artifacts. To date, Beldwin has stolen thirty-four different unique pieces, and no one has much of a clue who the culprit is. The Union Sentinels are aware of a pattern and suspect a single individual, but they have no real leads.

Beldwin uses his ill-gotten wealth to keep himself comfortable in Union, without being flashy about it and thus drawing unwanted attention to himself). He has stashed away the majority of his earnings, planning to retire in a few more years and live the high life somewhere else. He's not in too much of a hurry to leave, though—breaking and entering is still too much fun.

Beldwin Firval: Male halfling Rog27/Perfect Wight7; CR 34; Small humanoid; HD 27d6 plus 7d6; hp 110; Init +21; Spd 20 ft.; AC 32, touch 19, flat-footed 32; Atk +31/+26/+21 melee (1d4+3/19–20, *+3 spell storing dagger*); SA Sneak attack +14d6; SQ Defensive roll, evasion, halfling traits, improved evasion, improved invisibility, improved legerdemain, incorporeal, shadow form, skill mastery (Climb, Hide, Open Lock, Search, Spot, Use Magic Device), slippery mind, traps, uncanny dodge; AL NE; SV Fort +12, Ref +26, Will +15; Str 11, Dex 37, Con 11, Int 16, Wis 17, Cha 14. Height 3 ft. 4 in.

Skills and Feats: Balance +34, Climb +39, Gather Information +39, Hide +54, Jump +34, Listen +37, Move Silently +52, Open Lock +50, Search +33, Spot +35, Tumble +45, Use Magic Device +25, Use Rope +43; Alertness, Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Finesse (dagger).

Epic Feats: Dexterous Fortitude, Epic Reflexes, Epic Speed, Self-Concealment, Superior Initiative, Trap Sense.

Halfling Traits: +2 morale bonus on saving throws against fear; +1 racial bonus on all saving throws; +1 racial attack bonus with a thrown weapon; +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Improved Invisibility (Su): Beldwin gains the benefit of *improved invisibility* twice per day, as the spell cast by a 30th-level caster.

Improved Legerdemain (Su): Beldwin can use improved legerdemain twice per day to perform one of the following class skills at a range of 30 feet: Disable Device, Listen, Open Lock, Pick Pocket, Search, or Spot. If desired, the perfect wight can take 10 on the check. Any object so manipulated must weigh 100 pounds or less. Alternatively, he can make one melee sneak attack against any creature within 30 feet. He executes the sneak attack normally, as if attacking from a flanking position. If the attack is successful, the victim is dealt the appropriate sneak attack damage despite the fact that Beldwin and his weapon do not physically cross the intervening distance.

Incorporeal (Su): Beldwin can become incorporeal once per day and can remain incorporeal for up to 27 rounds. As an incorporeal creature, he can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, he has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with *ghost touch* weapons). He has no natural armor but has a deflection bonus to AC equal to his Charisma modifier (+2).

An incorporeal creature can pass through solid objects at will, but not force effects. Its attack passes through (ignores) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. While incorporeal, Beldwin has no Strength score, so his Dexterity modifier (+13) applies to both his melee and his ranged attacks.

Shadow Form (Su): Beldwin can take shadow form once per day, lasting for 7 minutes. While in shadow form, he is incorporeal (see above), immune to critical hits, and can fly (as a shadow flies across a plain or across or through the face of a mountain) with good maneuverability at a speed of 100 feet. Beldwin can use the substance of his own shadow to enhance any attack roll, saving throw, skill check, or ability check. Drawing off the substance of his own shadow form deals Beldwin 7 points of damage for each +1 bonus applied to a single roll. For instance, he could add a +5 bonus to his next attack roll or saving throw, but in doing so he loses 35 hit points.

Possessions: +2 spell storing dagger, gloves of epic Dexterity +10, amulet of epic natural armor +8.

ROMANA

Romana is a paladin who fell from grace. To atone, she has determined to take up a quest to purge a once-holy site that has been overrun by evil. She does not have to face this challenge alone, but she must not take anything with her that she has not fashioned with her own hands, including her warhorse, which she has placed in the care of a fellow paladin until such time as she is absolved. Thus, she walks the streets of Union, wearing ill-fitting garments made of sackcloth, carrying nothing more than a wooden tree branch as a club, seeking anyone willing to accompany her on her quest. The vast majority of the citizens of Union think she is mad, and the rest are not insane enough to go with her. Still, she wanders and inquires, knowing she will not receive atonement until she completes this quest.

Romana: Female human Pal13; CR 13; Medium-size humanoid; HD 13d10+29; hp 132; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Atk +16/+11/+6 melee (1d6+4, club); SA Smite evil, turn undead 7/day; SQ Aura

of courage, *detect evil*, divine grace, divine health, empathic link with mount*, heavy warhorse mount*, *lay on hands*, *remove disease* 4/week, share spells with mount*; AL LG; SV Fort +14, Ref +11, Will +14; Str 17, Dex 16, Con 14, Int 14, Wis 19, Cha 18.

*Currently unable to use.

Skills and Feats: Diplomacy +20, Handle Animal +20, Heal +20, Knowledge (religion) +18, Ride (horse) +21; Cleave, Endurance, Great Cleave, Iron Will, Power Attack, Toughness.

Paladin Spells Prepared (2/2/2; base DC 14 + spell level): 1st—*bless*, *cure light wounds*; 2nd—*resist elements*, *shield other*; 3rd—*cure moderate wounds*, *prayer*.

Possessions: Club.

JADE PAIR

This duo—a wizard named Therel and a fighter named Brin—has been in Union for about three months, and the swagger in their walk makes it clear that they are very impressed with themselves. They style themselves as adventurers for hire, setting exorbitant rates for their services and expecting all comers to show proper deference in their presence. So far, they have had few takers. Shortly after they arrived, several potential clients met with them to discuss jobs. None of the prospects have panned out, but the pair still has high hopes of landing that first lucrative deal.

Both of the companions dress in jade green clothing, hence their name. They currently reside in the Tavern Quarter, having taken rooms in a rather posh inn named the Green Goose. When not holding forth in the taproom at the Green Goose, they can be found strolling the streets of Union, trying to stay visible to attract clients. They have become quite accomplished at ignoring hand-hidden smiles and gentle snickers behind their backs.

The truth is, these two imbeciles are lucky to yet draw breath, or so goes the joke that everyone but the Jade Pair is in on. They have much higher opinions of themselves than anyone else in the city does, and their (lack of) ability is apparent to all who sit down with them. One half-tongue-in-cheek quip among the other adventurers in Union, and the Tavern Quarter in particular, is that someone has begun passing the hat to take up a collection to pay the Garrote to deal with the Jade Pair once and for all.

Therel: Male human Wiz6; CR 7*; Medium-size humanoid; HD 6d4+3; hp 15; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Atk +5 melee (1d6+2, +2 *quarterstaff*); AL LG; SV Fort +4, Ref +5, Will +4; Str 10, Dex 12, Con 11, Int 16, Wis 9, Cha 9.

*CR adjusted by +1 because of magical equipment.

Skills and Feats: Alchemy +11, Concentration +8, Knowledge (arcana) +12, Knowledge (history) +10, Knowledge (the planes) +7, Scry +6, Spellcraft +12; Brew Potion, Great Fortitude, Lightning Reflexes, Quicken Spell, Scribe Scroll, Toughness.

Wizard Spells Prepared (4/4/4/3; base DC 13 + spell level): 0—*detect magic*, *light*, *mage hand*, *read magic*; 1st—*burning hands*, *charm person*, *detect secret doors*, *identify*; 2nd—*bull's strength* (2), *cat's grace* (2); 3rd—*fireball* (3).

Spellbook: 0—*arcane mark*, *detect magic*, *light*, *mage hand*, *read magic*; 1st—*burning hands*, *charm person*, *detect secret doors*, *feather fall*, *hold portal*; 2nd—*bull's strength*, *cat's grace*; 3rd—*fireball*.

Possessions: +2 *quarterstaff*, *everburning torch*, *figurine of wondrous power* (*bronze griffon*).

Brin: Male human Ftr6; CR 7*; Medium-size humanoid; HD 6d10+15; hp 51; Init +1; Spd 30 ft.; AC 21, touch 11, flat-footed 20; Atk +11/+6 melee (1d8+4/x3 plus 1d6 fire, +1 *flaming warhammer*); AL LG; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

*CR adjusted by +1 because of magical equipment.

Skills and Feats: Jump +7, Listen +3, Spot +3, Swim +12; Alertness, Cleave, Dodge, Great Cleave, Power Attack, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Possessions: +1 *flaming warhammer*, +2 *chainmail*, +1 *large steel shield*, *immovable rod*, *potion of cure serious wounds*.

EPIC ADVENTURES

The following two sections provide adventure material for your epic game.

The first, Kerleth's Tower, is a full-blown site-based adventure, with a map and complete descriptions that you can use to kick off an epic level campaign. It is ready to run; drop it into your campaign, using the suggested hooks or your own. At the adventure's conclusion, you can use any of the additional plot threads to continue adventuring on the Elemental Plane of Fire or in other realms nearby. At a minimum, Kerleth's Tower can offer guidelines for generating similar epic adventures.

The second section, Adventure Concentrate, offers nuggets of ideas that you can embellish with your own creativity. Each nugget provides an adventure premise, a bit of hard information immediately useful to that premise, and several developmental suggestions that allow you to expand the nugget into a full-fledged adventure. In many instances, the adventure concentrates draw on other elements from this book, including the city of Union, the organizations, and characters belonging to the various prestige classes. If one or more of these elements do not suit your tastes, substitute a different piece for the discarded one, or devise your own, original components.

KERLETH'S TOWER

This is a detailed site-based adventure, a ruined wizard's tower located on the Elemental Plane of Fire. It is also an extended example of how you can give an epic level setting a specific theme.

Encounter Levels: As presented, this adventure is suitable for a group of epic characters of 21st, 22nd, or 23rd level. The adventure is designed to advance an epic character one level.

Preparation

You need the three core rulebooks (*Player's Handbook*, DUNGEON MASTER'S *Guide*, and *Monster Manual*), plus this book, in order to use this adventure. You do not need *Manual of the Planes*, though it could be useful for additional epic adventure development. Text that appears in shaded boxes is player information, which you may read aloud or paraphrase when appropriate. Text in sidebars contains DM notes offering insight or notes on specific conditions. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full statistics for standard monsters are in the *Monster Manual* or in Chapter 5 of this book. Statistics for unusual monsters and unique individuals are provided at the end of this adventure. You should review these statistics before the game starts to refresh your memory of the creatures' abilities.

Adventure Background

A powerful wizard named Kerleth Helvetius, an aficionado of flame, long hungered for a place where he could indulge his fiery research. He petitioned the Efreeti Sultan in the City of Brass for a site on the Elemental Plane of Fire. Eventually, after numerous concessions, the Efreeti Sultan agreed, and Kerleth was ceded a piece of territory under the sultan's authority. Kerleth built a tower of obsidian to



AW

serve as his stronghold and laboratory, and there he labored for many a year.

Hundreds of years have passed between then and now. Sometime during that period, Helvetius went missing. His tower, abandoned, began to succumb to the ravages of time and heat.

Enter Regalid Maethos (NG male human Rgr22/Agent Retriever3), a veteran agent retriever working for the Gleaners of Union. Regalid's most recent commission is for a piece called *Flameguard*, a *shield of fire warding*. The Gleaners' histories place the shield with Kerleth Helvetius. Regalid departed for the Elemental Plane of Fire three months ago and has not been heard from since.

Then there is Agnimia (NG female human Rgr19), Regalid's sister and a ranger of no small repute herself. Agnimia has set herself the goal of finding her brother, to make certain of his continued health and well-being. To that end, she has discovered that her brother was last seen in the City of Brass, preparing to strike out in search of Kerleth's Tower, on a commission from the Gleaners.

Agnimia has acquired a map that shows the location of the tower, but, cognizant of the tower's potential threats, she seeks allies to bolster her strength. So far, she has been unable to find the perfect partners.

Enter the player characters.

Adventure Synopsis

This adventure may seem like a simple planar excursion, followed by exploration of a site (Kerleth's Tower). Despite its similarity to other site-based adventures, its challenges are epic in nature. Moreover, the motivations of threats met along the way are not what they seem at first (there is more to the story than at first appears).

Agnimia seeks the heroes out and requests their aid. She hopes to either find her brother in Kerleth's tower, or at least uncover a clue to his current whereabouts.

The characters may go to Union for supplies, and thence to a *gate* that provides access to the outskirts of the City of Brass, on the Elemental Plane of Fire. They may face a few threats, but the supposed challenge awaits in the tower—finding Regalid. In fact, the real challenge awaits after they find Regalid, because the ranger has made a potent enemy that awaits him on the tower's exterior—a creature born of god and demon.

Kerleth Helvetius does not appear in this adventure, although should you decide to change things a bit—perhaps tying the story into some preexisting plotline of your own campaign, or continuing the tale beyond the scope of finding Regalid—you can use the NPC statistics for a 30th-level wizard provided in Appendix 3 of this book (he picks fire spells wherever he can). If you choose to include Kerleth in the adventure, refer to the character hooks below (some of which provide alternative histories for Kerleth).

Character Hooks

If you prefer, use an alternate (or an additional) hook to lure the characters to Kerleth's tower, instead of the proposal from Angimia described below.

The Gleaners have long sought an item called the *Codex of the Infinite Planes*. A PC with ties to this organization receives a rumor of its appearance on the Elemental Plane of Fire in the stronghold of an epic worker of spells and an ally of the Great Sultan of Efreeti in the City of Brass.

One of the PCs has inherited a chest containing many curiosities. Among them is a map to the forgotten tower of a "friend" named Kerleth.

Kerleth Helvetius, long missing from the affairs of Union and the City of Brass, has come to trouble the councils of the powerful. According to a single divination (no other has been able to confirm the story), Kerleth is actually close to finishing a centuries-long quest to discover the Flaming Lord, God of All Burning, and only now prepares to return to his old abode, his tower on the Elemental Plane of Fire. Agents must be sent to determine the truth or falsity of this rumor.

Part One: The Journey

This portion of the adventure includes Agnimia's proposal, activities in Union, and the journey to the tower.

A Proposal: Agnimia contacts the heroes, indicating she has a proposition for them. This contact is delivered as a formal letter by a neutral courier (many of which work in Union and are capable of delivering messages to any plane).

The letter reads:

> Heroes of Renown,
>
> Greetings! Please allow me the opportunity to tell you my tale of woe, and what I intend to do about it. If interested in putting wrong to right, and in large rewards for your valor in this matter, please seek me at the Island View Inn in the Tavern Quarter, in the city of Union.
>
> Respectfully yours,
> Agnimia

Heroes may be already familiar with Union. If not, allow them a Knowledge (the planes) check (DC 25) to recognize the city and some of the details concerning it. Characters of the PCs' level should have no problem finding their way to Union to meet Agnimia, whether through one of Union's own gates, or via a spell, power, or magic item. Presumably, they could even scry her from a distant location and speak to her magically.

Agnimia stands only four feet seven inches tall. She wears her straight black hair pulled back in a single thick

raid down her back. She usually wears a pair of well-worn riding gloves, an adamantine breastplate, and two runed swords on her belt.

Agnimia relays the following information to the PCs, irectly or in answer to their questions.

"Three months ago, my brother Regalid traveled into hostile terrain—he had a commission from the Gleaners. In my opinion, he is long overdue. He missed my birthday, something he hasn't done in twenty-three years. I want to ensure that he is alive and well. I seek competent companions on my mission; I've had to turn down many, most recently a duo of idiots known as the Jade Pair."

"Competence is necessary because the locale to which Regalid ventured is inhospitable. If Regalid is missing, his mission must have been more than he could manage, despite his power (which is not inconsiderable). I know something of your doings and the power you command. You could be a great help to me."

"I can pay you a suitable sum—10,000 gold pieces, in gemstones, each—plus of course an equal share of whatever salvage we find along the way. The one exception to this is the item Regalid was intent on finding; that he must be allowed to retain, should he have possession of it or know its whereabouts."

"I know only a small amount about Regalid's mission. He said his commission is for a relic called *flameguard*, a shield of great power. The Gleaners' histories place the shield with Kerleth Helvetius in his obsidian Tower on the Elemental Plane of Fire. Supposedly, this tower has long been in ruins, abandoned by Kerleth long since. Regalid departed for the Elemental Plane of Fire three months ago and has not been heard from since."

"Will you help me?"

gnimia doesn't know much more than what is covered ove. She does know how to get to the tower, thanks to a ough map in her possession—unfortunately, she doesn't ve a good enough description of the tower to attempt teleport there. Neither can she scry her brother (and Cs are likewise unsuccessful if they make the attempt). the PCs accept Agnimia's proposal, she pays them 30% w in blue diamonds and jacinth. She indicates her ent to deliver the final 70% upon successful comple-n of the trek.

Spending Time in Union: If the PCs venture to nion, refer to the earlier sections of this chapter for ails about the city. Their stay in Union may be as brief as drawn out as you wish, depending on the circumnces. If the heroes are already familiar with the place, are currently based in Union, proceed through the rest this adventure. But if they've never heard of the place, loring the city can be an enjoyable session in itself.

If the PCs suggest using *plane shift* or other magic to travel to their destination directly, Agnimia admits that the group could use spells to make the transfer directly; but she knows where the Staircase Gate enters into the Elemental Plane of Fire, and from there what direction to head to reach Kerleth's Tower (it is so close that it is visible from end point of the gate). She believes it would be simpler, all around, to stick to known paths. If a PC gets his hand on the map, it is apparent that Agnimia speaks the simple truth. If the PCs do convince Agnimia that *plane shift* or a similar effect is a good choice, then the encounter with the ghours (see below) does not occur. However, the infernal noted in the second encounter tracks Agnimia to the Elemental Plane of Fire and presents himself prior to the players' entry into Kerleth's tower.

On the day the PCs and Agnimia agree to depart (which should be no more than two weeks after their initial conversation, and earlier, if Agnimia has her way), she asks that the characters meet her at the Planar Cartographic Society headquarters in Union. She indicates she needs to purchase some supplies before setting off on their trip. See the earlier section of this chapter about the Planar Cartographic Society.

Planar Cartographic Society: While magical accoutrements can be more readily bought in other parts of Union than at the society's headquarters, the Surveyors supply their employees and sometimes their customers with goods specifically needed for survival in hostile environments. Because Agnimia has been here before, she already has a deal worked out—she is here to pick up forty-eight *potions of protection from elements (fire)* in a custom-crafted *Heward's handy haversack* outfitted with a spigot and a slender tube, allowing the wearer to suck a dose of potion from the haversack as a free action once per round.

The PCs, seeing Agnimia's purchase, may be prompted to obtain other protections against fire, or at least prepare their own abilities of this order. They can purchase any *protection from elements* spell on a scroll, potion, or item found in the DUNGEON MASTER's *Guide* or in this book from the Surveyors, though they'll need Agnimia to sponsor their purchase, as a friend of the society. Of course, they can find the same items elsewhere in the city, too, without sponsorship.

The Gleaners: See the section on the Gleaners earlier in this chapter. No matter whom the PCs manage to talk to in the organization (should they attempt to do so at all), they can get no one to admit to giving Regalid a commission. (They are speaking the truth—Regalid made this up. The agent retriever has a more secretive reason for seeking Kerleth's tower.) Agnimia had not previously independently verified her brother's story—she is as surprised as the PCs about the Gleaners' denial.

Trouble on the Staircase (EL 20)

Agnimia leads the group to the Staircase Gate to begin the journey to the Elemental Plane of Fire by way of the Infinite Staircase.

The trip from the Staircase Gate to the portal on the Elemental Plane of Fire, in total, spans thirty miles of rambling, mazelike staircases.

Refer to the Staircase Gate description earlier in this chapter.

> This is a realm of stairs. Stairs, landings, and doorways to the unknown, stretching to every plane imaginable. Staircases reach in all directions and in all orientations: up, down, left, right, upside down, and even bending back upon themselves. The stairs are constructed sometimes of wood, sometimes of brick, sometimes of simple stone. Some connected landings are small, only big enough for a single door and one or two adjoining stairs. Others are so large that they stretch away into the haze.

After the group exits the Staircase Gate of Union onto the large landing beyond, Agnimia leads the PCs down one of the twelve stairways that lead away from the landing. If the characters do not have some method to simply fly along the stairs, Agnimia stops and rests about every 15 minutes. During their journey, the heroes pass hundreds of branching stairs (taking some of them, ignoring the others).

Creatures: At a point during the journey along the Infinite Staircase selected by you, the group is confronted by six demons, called ghours, advanced according to the rules in the *Monster Manual*.

A ghour demon stands about 28 feet tall and strongly resembles an oversized ogre. It has a thick, hairy hide, bestial features, and two enormous horns that jut out from its skull. These ghours routinely roam the staircase, bandits in infinity, attacking travelers for their valuables and flesh. As such, they ambush a particular 30-foot-by-30-foot landing, hiding just within six of the eight doors on this landing (gaining a +10 bonus on their Hide checks). Each door on this landing leads to an unremarkable, barren landscape.

Advanced Ghour Demons (6): hp 136, 138, 141, 147, 149, 152; from *Monster Compendium: Monsters of Faerûn*; full statistics provided at the end of the adventure.

Tactics: If the ghours notice the PCs before the characters notice the threat, the ghours buff up through use of their *righteous might* powers. When they enter combat (possibly with surprise), ghours use their special abilities first. Half use their breath weapons on the greatest concentration of PCs, while the others roar. On the second round, the ghours reverse the use of their abilities (switching between breath weapon and roar). On the third and following rounds, one ghour stands back and uses its spell-like abilities on the PCs while the remaining five enter melee.

If any ghour's hit point total falls to 30 or less, it attempts to teleport without error to safety on its next possible action. In fact, the ghours teleport to the location of the infernal described in the next encounter—the infernal is the leader of this gang of bandits.

Infernal Intentions (EL 26)

After the PCs deal with the ghour demons, Agnimia indicates that they should continue their journey along the stairs. Anyone who makes an easy Sense Motive check (DC 15) can see that something troubles Agnimia deeply. If asked, Agnimia indicates the source of her disquiet, answering questions as appropriate.

> "I am troubled by the appearance of those demon bandits, the ghours. I did not meet them the last time I took this route. My brother told me of them—though fierce in and of themselves, they serve a far greater master who once often traveled this region of the stairs. Regalid indicated that the threat had been put to rest, the infernal defeated. If that's not true, and the infernal has returned, then our trip to the tower may not be as easy as I had hoped."
>
> "An infernal is an abomination—a creature born of the ill-starred meeting of god and fiend. Only a few trouble the cosmos, and I hope it is not our luck to meet one of them. The infernal I have in mind is called Schaethreth, and it is terrible. Regalid barely survived meeting it on several occasions—it seems the infernal bears a strong, deadly grudge against my brother. If Schaethreth has returned, then perhaps my brother's disappearance becomes less a mystery, but more worrisome."

Creatures: Following the encounter with the ghours during the journey along the Infinite Staircase, an infernal named Schaethreth (plus any ghours who escaped the PCs during the previous encounter) confronts the group. If the PCs bypass the Staircase altogether (or leave it immediately after facing the ghours), Schaethreth is instead encountered before the walls of Kerleth's tower (as noted in that section below).

The infernal appears suddenly, on a landing the PCs approach. It is a pitch-black scaled humanoid standing 15 feet tall. Vast dragonlike wings enfold it, but do not hide the tearing claws, the hellish maw, or the eyes from which gleam the promise of eternal damnation.

As Agnimia indicated, Schaethreth does indeed have a special interest in Regalid—and persons associated with Regalid, such as his sister Agnimia. The infernal was alerted the last time Agnimia came this way and has been lying in wait for her, should she return.

The infernal attempts to begin the encounter with a parley. Read or paraphrase the first point below, plus the follow-up points as appropriate to answer PC questions and conclude the encounter.

"Agnimia, we meet at last. Pray put down your weapons; save your spells. Allow me to explain. I, too, seek your brother, Regalid. He and I have unfinished business. But he is gone, and I cannot discover where he has fled. I know that you, too, seek him. I sense that our interests lie together in this matter."

"I can offer you aid—I know your path leads you into the Elemental Plane of Fire. There are threats there that, like me, have materialized since your last visit. I have something that will prove a great asset against one of these threats, if you in turn promise to aid me."

"Certainly, Regalid and I parted on less than friendly terms. But if you do not accept my aid, I doubt you will ever find him at all. Better to find your brother than to let him languish in some forgotten dungeon because of what I *might* do if ever I should meet him again, no?"

"Where have I been? Locked away, trapped in a nether-reality. Regalid thinks me slain. But . . . well, we shall see."

The infernal cannot enter Kerleth's tower—an ancient ward erected by Kerleth keeps abominations clear. Schaethreth knows very well that the tower is the group's destination, since it knows that is where Regalid is trapped. The infernal has tried all its powers against the ward, and cannot break it. If Regalid is trapped inside, then he is also safe from Schaethreth. The infernal wants to see Regalid freed, or otherwise extracted from whatever situation keeps him within the tower. Once the agent retriever leaves the tower, the infernal will be free to hunt him wherever he goes in the multiverse.

Schaethreth seeks Regalid because the agent retriever stole an item dear to it: the *Codex of the Infinite Planes*. However, Schaethreth never admits why it wants to help the PCs find and free the agent retriever (nor does it lie; it simply smiles and says nothing in answer to this question). The infernal would prefer that the PCs not know about the artifact at all.

Thus, if the PCs accept Schaethreth's aid, they may be putting Regalid in danger. However, if they do not accept its aid, they will have a harder time facing a certain dragon on the Elemental Plane of Fire.

If aid is accepted, Schaethreth hands the PCs a small, egg-shaped object. It is cold to the touch. The infernal explains that, based on what it has seen recently, the PCs will find the item helpful against the power of Etiol, a spurned red dragon consort of Tiamat who now hunts the region around Kerleth's tower.

Egg of Abominable Cold: Objects of this sort are major artifacts. They cannot be crafted—they are formed only by accident, and only as a product of the natural life process of xixicals, themselves abominations of evil, ice, and chaos. When an *Egg of Abominable Cold* is broken, it releases a storm of cold that deals 100d10 points of cold damage to all creatures in a 30-foot radius (no saving throw or spell resistance allowed). Treat an *Egg* as a thrown weapon with a range increment of 10 feet. Once used, an *Egg* is destroyed.

Schaethreth: Infernal; hp 680; see Infernal entry in Chapter 5.

Tactics: If attacked, Schaethreth doesn't unleash the full fury of its powers on the PCs, such as its *hellball*. It wants to see them live long enough to enter the tower and free Regalid. So, instead of retaliating, it simply

CONDITIONS OF ELEMENTAL FIRE

The Elemental Plane of Fire is a place of heat and smoke, where the ground is usually molten rather than solid, and where sulfurous vapors and ash storms waft through the landscape. Navigating the physical surface of the plane is tricky, with the constant shifting and roiling of the molten surface—high-level visitors are better off flying over the expanse.

All of the plane's native inhabitants are immune to the damaging effects of the environment described below. They enjoy watching visitors suffer and are as likely to attack unwelcome guests as parlay with them, if for no other reason than the joys of watching their flesh burn.

Unprotected creatures take 3d10 points of fire damage every round they remain on the plane in an unprotected structure, and they risk catching on fire. Creatures that have some sort of magical resistance and/or protection are immune to this damage. Any unprotected flammable items (cloth, wood, paper, and so forth) are consumed in a matter of moments.

The smoky atmosphere limits normal vision to 120 feet, or 240 feet for creatures native to the place (except near the outlet of the Infinite Staircase portal, where the smoke doesn't obscure vision).

The continual crackle of flames imposes a –2 circumstance penalty on Listen checks in most locations on the plane.

Flying creatures not native to the plane find their fly speed cut in half and their maneuverability rating worsened by one category due to the thin, superheated atmosphere. Creatures able to move through solid material (such as a xorn) are likewise slowed.

Steam clouds, ranging in diameter from 200 feet to 2,000 feet, spring up at random; unprotected creatures caught inside one take 1d10 points of damage each minute they are caught inside. These clouds drift randomly, about 120 feet per minute, and dissipate naturally in 1d10 hours.

Rains of ash occasionally fall; exposed creatures take 1d10 points of damage each round. Each of these ashfalls lasts 2d10 minutes.

teleports without error to a cozy place it keeps on the Elemental Plane of Fire.

If the PCs track and follow the infernal (Agnimia counsels against such an action), it will defend itself aggressively, using its full suite of powers, beginning with *hellball*. It follows with *implosion*, then attempts to melee with any PC spellcasters. If it has warning, it prepares itself with *unholy aura*, *blur*, and *deeper darkness*. It also attempts to summon 2–3 balors, time permitting.

The Elemental Plane of Fire

The accompanying map indicates the landing that provides entry onto the Elemental Plane of Fire near Kerleth's tower. The landing appears rocky, like a slab of natural stone. The "door" is actually a cave mouth that opens onto a fiery tunnel. The tunnel's walls ooze slow-moving magma. The cave functions as a planar gate, leading to a similar cave on the Elemental Plane of Fire. Once the characters move through the cave, they arrive on the Elemental Plane of Fire. The same environmental conditions apply in the tunnel as apply on the plane (see below).

> The magma-lined tunnel emerges from the side of a long, low cliff face of obsidian onto a great plane of steaming, reddish rock, interspersed with glowing cracks of yellow, glowing lava. Like a dried lake bed, the plain is barren, and like a great kiln, fire rages everywhere. In the distance, a great wall of superheated rock seems to shimmer and cascade, stretching as far as you can see in either direction. It is a miles-wide magma-fall of liquid rock, coursing down from some unimaginable height above and flowing into a ravine of possibly limitless depth. Ninety degrees to the left of the magma fall, the top of a gleaming brass dome pokes above the reddish haze.

The brass dome is, of course, the City of Brass, where efreet cavort in fire and pay homage to the Grand Sultan. The City of Brass is not important to this adventure. Agnimia has no interest in seeking it out, and as such the city is beyond the scope of this text—adventure development of the City of Brass, should you wish it, is up to you.

Agnimia points the PCs in a direction 180 degrees away from the City of Brass. There, barely visible through the heat haze and flames, is a needle-thin, short black tower. Agnimia indicates that the tower is Kerleth's. She further indicates she has not approached any closer to the tower than where she and the PCs not stand. If the PCs wonder why she didn't attempt to enter the tower on her own, she answers: "Because whatever waylaid my more powerful, worldly brother would be sure to make even shorter work of me. As I noted earlier, I needed companions to ensure my successful entry and successful extraction of Regalid."

Part Two: The Tower

The heroes eventually reach the ruined tower of Kerleth Helvetius the wizard. The encounters are keyed to the map titled Kerleth's Tower.

Tower Features: The structure rests on a protruding outcrop of obsidian. It is magically stable and not at risk of tipping over and collapsing into the sea of lava that surrounds it (this in-place effect operates at 30th caster level).

Every interior and exterior wall, floor, and ceiling in the tower is constructed of smooth obsidian. These are not blocks, but rather solid sheets of igneous rock and thus extremely smooth. In addition, they are layered over permanent *wall of force* spells (such that the magical barriers are like the filling of a sandwich and the obsidian sheets are the bread). The one break in this protective barrier is the missing portion of the fourth floor (area 16), where a flow of flux slime generated a violent *disintegrate* effect that sheared away that part of the tower.

The destroyed section thus grants another obvious exit into the tower besides the entry keyed to area 1; the fourth floor room with part of its ceiling shorn away is keyed to area 16. The destroyed section isn't actually crumbled, but rather appears to have been shorn at an unusual angle. Where the tower no longer exists, it is open to the atmosphere (and full effects) of the plane.

The windows are set with transparent quartz that is exceptionally sturdy. The doors are all constructed of adamantine, with exceptional locks throughout, though not all doors are currently locked (individually noted in the encounters, below). In several cases, the doors are also protected by a permanent *wall of force* spell (again, noted in the individual keyed encounters, below).

Ward: A *ward* (60th caster level) provided by the Sultan of the nearby City of Brass prevents direct entry by abominations, direct or indirect manipulation of the tower by abomination spells or spells cast by their minions, and even the entry by knowing agents or summoned slaves of an abomination. The PCs are unknowing pawns of the infernal, so they are not prevented entry. The same ward also prevents all divinatory spells, including direct spells such as *scrying* and *clairvoyance*, but including indirect spells, such as *discern location* and *commune* from functioning on anything inside the tower.

Obsidian Walls (exterior): 2 1/2 ft. thick (to reach *wall of force*); hardness 6; hp 450; AC 1; break DC 40; Climb DC 30.

Obsidian Walls (interior): 1 ft. thick; hardness 6; hp 180; AC 1; break DC 40; Climb DC 30.

Windows: 2 in. thick; hardness 6; hp 30; AC 5; break DC 40.

Doors: 2 in. thick; hardness 20; hp 80; AC 5; break DC 60; Open Lock DC 40.

Decor: Many of the chambers and hallways are decorated with throw rugs, running carpets, and hanging tapestries to give the place a more friendly feel, as well as to provide some measure of nonskid walking areas. Despite their extreme age, all the decorations are in good condition unless noted otherwise. Likewise, they are not particularly valuable, unless otherwise noted.

Important Note: Part of the tower is under the effects of flux slime. Be sure to read area 16 and the flux slime entry in Chapter 3 before using this adventure.

Approach (EL 25)

The tower rests on an outcropping of obsidian. This outcropping juts out from the edge of a precipice where liquid, glowing lava streams over the edge as a huge lava-fall. The lava-fall spills onto a magma-filled chasm, and the dropoff is well over 300 feet. Somehow, the obsidian protrusion remains anchored, but it is an island in the liquid rock around it. With no solid path to the place, characters must either cross the lava with magical protection or utilize some other magical means of transport.

The crumbling, midnight black structure rests squarely upon a jagged outcropping of blackest obsidian, thrusting defiantly out of the roiling magma that spills over into the chasm below. The orange and red flames reflect off the smooth surface of the building, and its darkened windows stare grimly back at the seething, scorching world around it.

The building consists of a large hexagonal tower that rises three or four stories into the air, where the top has collapsed along a jagged, diagonal line. Clinging near the top of one unbroken side of the main tower is a smaller round one that seems to be another three stories tall. It juts up slightly higher than the main structure, capped by a dome of some smoky material, and hangs out over the precipice, beyond the edge of the obsidian foundation.

At the bottom of the main tower is a small side building, a squat box with no windows and a single steel door, the only apparent way into the place at ground level. Nothing else seems to be in the vicinity, and there is no evidence of life inside the tower from this vantage point.

Although it seems that the obsidian outcropping and the tower atop it should teeter over and fall into the chasm, the whole rock is actually securely anchored right where it is because it is a small encapsulated region of the plane that is morphically static; that is, it is as though the outcropping has had a *time stop* spell cast upon it, and it cannot be moved or altered in any fashion. Even as the lava-fall eventually cuts away the cliff face through erosion, the obsidian fragment will hang suspended in space indefinitely. Sufficient magic could suppress the static effect, but it would require specifically developed epic spells to do so.

Creatures: Before the PCs can gain the tower, the dragon must be dealt with. The dragon, once lovingly called Etiol by its consort Tiamat, was cast forth from the dragon queen's affections millennia ago. Etiol dropped out of sight after that sad incident, but apparently fell in with Kerleth centuries later. Somehow, Regalid's recent activities in the tower have awakened potent defenses from their long slumber. Among the defenses was a pact Kerleth made with Etiol. That pact is now active; Etiol is summoned, and now defends the tower to his death or until Kerleth returns to dismiss him.

Etiol rests mostly submerged in the lake of magma, only his snout and eyes protruding (gaining a +10 bonus on his Hide check). Unless PCs see him first, the dragon may gain a surprise partial round as he bursts forth from the lava, attacking any that draw near the tower. The dragon is larger than the tower.

Normally, a red great wyrm has a CR of 35; however, either the PCs have an *Egg of Abominable Cold* to help neutralize the dragon, or Schaethreth shows up with an Egg (see Development, below). If the PCs do not have an Egg and Schaethreth does not appear, heroes with an average level of 21st or 22nd stand little chance of defeating this potent guardian. With the Egg and/or Schaethreth's direct help, the EL for this encounter is a more reasonable 25; still difficult, but not impossible.

Red Great Wyrm, Advanced: hp 1,434; see full statistics in Chapter 5.

Tactics: Despite the incredible damage Etiol is poised to take from the egg, the PCs (or Schaethreth) must get close enough to the dragon to use it, before the dragon can unleash too many rounds of its fury on the PCs. Before it does anything else, Etiol uses *haste* on itself (as a 33rd-level caster). Then it uses its breath weapon on its free partial action in that same round. In subsequent rounds it uses its melee attacks on its standard action, and a spell (such as *weird*) on its hasted partial action. Whenever its breath weapon is recharged (every 1d4 rounds), it uses that instead of a spell on its hasted partial action.

Treasure: Roll for treasure based on the creature's type; however, the treasure is only what one might expect from a CR 20 dragon—Etiol has had it tough since losing Tiamat's regard. Etiol keeps his treasure hoard in a heat-shielded iron sphere that lies 40 feet below the surface of the magma, anchored by a heat-shielded chain attached to the obsidian outcropping (with a clever friction clamp). Despite the possibility of potentially helpful items in his hoard, the dragon disdains such things are crutches for the weak.

Development: If the players haven't accepted Schaethreth's help, or if the PCs have somehow avoided meeting it so far, it shows up now. (The infernal's statistics, average for a demonic infernal, can be fond in Chapter 5). He uses the *Egg of Abominable Cold* himself on the



Ground Level



2nd Floor





5th Floor

3rd Floor



4th Floor



Kerleth's Tower

0 7.5 15 30

Scale in Feet

dragon, then waits off to one side, to see if the PCs can take out the dragon. At your option, he may also directly enter the conflict (especially if it seems the PCs need the aid—the infernal dearly wants the PCs to enter the tower so they can find and free Regalid).

The infernal stands watching the PCs as they attempt to enter the tower (assuming the PCs have reached some sort of accord, even if temporary). He calls out a warning if the PCs attempt to enter through the top of the tower: "I advise against going in at the top—flux slime infects the breached laboratory. I'm surprised your dearest brother didn't warn you, Agnimia!" The infernal's warning is honest—it believes the PCs would have an easier time getting in without dealing with the slime (see room 3 for more on the flux slime).

If the PCs leave the tower at any time, they find Schaethreth waiting. See the Conclusions section, following the area descriptions, for more on Schaethreth's options at that time.

1. Entry (EL 19)

The large single door blocking the entrance is a smooth sheet of steel, polished to reflect light with mirror clarity. No handle is visible, nor are any hinges. The door is set to fit snugly just inside the smooth walls, but flush against the surface of the wall around it.

The door has been specially enchanted with a collection of *epic repulsion* spells to repel any type of creature approaching it. No saving throw is allowed, but spell resistance can penetrate the ward (the *epic repulsion* spells were cast by a 30th-level wizard). In addition, the door reflects all spells of 1st through 9th level cast against it, even area-effect spells, due to *epic spell reflection*, also cast by a 30th-level wizard).

If the characters find some means to bypass the magical wards cast upon the door, they must still physically open it. It swings out and is not locked or stuck in any other way, but its smooth surface and snug fit makes it particularly difficult to obtain any kind of grip or to pry it open. A successful Open Lock check (DC 35) manages to keep the portal open, or someone pushing from the other side manages it easily.

Once the door is opened, the PCs can inspect the space beyond (but they must beware the trap):

The larger chamber is lavishly decorated. Friezes adorn both long walls and include images of a brass-colored city floating on a lake of fire. Beautiful men and women wearing colorful clothes and copious amounts of gold and gems stroll the streets of this strange city, and in the background, a grand palace rises up on the horizon, its architecture similar to the cities of the desert. Fire-dwelling creatures cavort in the lake of fire in the foreground, seeming to pay homage to the dwellers in the city. The double doors at the end of the hall are made of a red enameled metal with flame-shaped handles.

The friezes are masterfully painted directly onto the obsidian walls, and then magically protected to keep the paint from cracking and peeling in the heat. If *detect magic* or similar magic is used, the walls radiate a faint abjuration aura.

Trap: Just inside the door (in the 5-foot-wide hallway), a series of twelve permanent empowered *symbols of death* (caster level 30th, DC 28) are inscribed upon the floor, walls, and ceiling at 5-foot intervals, set to go off if any creature passes through the narrow hall into the larger chamber beyond. Each can slay a creature with no more than 225 hit points (Fortitude save to negate). Once 225 hit points' worth of creatures have been affected, the *symbol* goes dormant, resetting in 10 minutes.

***Permanent Symbols of Death* Trap:** CR 9; empowered *symbols of death* (each slays creatures with up to 225 hit points, resets in 10 minutes); Fort save negates (DC 28); Search (DC 33); Disable Device (DC 33).

Creatures: Standing in the larger chamber is a balor tanar'ri that unwillingly serves as a doorman for Kerleth Helvetius. It has been bound with a *dimensional anchor* spell to prevent it from leaving the chamber, and it will not summon another tanar'ri under any circumstances.

Balor: hp 114; Atk +2 *vorpal greatsword* +22/+17/+12 (2d6+12, greatsword); otherwise as *Monster Manual*.

Tactics: The balor most likely begins by creating a *wall of fire* across the opening of the narrow tunnel to hide behind, followed by the liberal use of *greater dispelling* on characters who are using magical protections while passing through the narrow passage filled with permanent *symbols of death*. If possible, the balor uses its whip to entangle the lead intruder, filling the passage with a *deeper darkness* to blind other heroes, while at the same time dragging that character into the larger chamber, where the balor can uses its other abilities and attacks to full effect (the *deeper darkness* spell will "mask" the *symbols of death*, so the balor will from time to time dispel the darkness, thus exposing characters in the passage to the *symbols*).

Treasure: Located in a sack carried by the balor is 1,100 pp and 14 golden yellow topaz gems worth 500 gp apiece. Worn: *belt of giant strength* +6, +2 *vorpal greatsword*.

2. Antechamber (EL 23)

A thick, plush carpet covers the floor, colored in a variety of reds, oranges, and yellows that almost seem to swirl and flicker. A low table, perhaps designed for kneeling, rests in the middle of the room with some sort of game set in the middle.

Throw pillows are scattered around the table, and rich, crimson velvet curtains cover the walls. Near the northern wall, a brass gong hangs from a black lacquered stand, its mallet dangling from a delicate chain to one side. Standing in each of the four corners of the room are well crafted knickknack cabinets, empty of all but dust.

The carpet is infused with a minor illusion (a variation on the *dancing lights* spell) that causes the shifting colors and a minor abjuration dweomer that protects it from the withering heat. The gong radiates an aura of summoning magic. The doors to the east are constructed of adamantine and are locked (Open Lock DC 40). In addition, the doors are bounded by a permanent *wall of force*, (except the south doorway, which leads back into the entry); the wall must be brought down before the lock can be picked.

Creatures: If the gong is sounded, a swirl of sulfur and heat coalesces in the corner of the room, and a paragon half-fire elemental ettin appears to see who has come calling. This extremely powerful ettin is in thrall to Kerleth. Even though the wizard is absent, the ettin remains true to its responsibilities, waiting until its master's return. The gong, when sounded, sympathetically rings a chime in the ettin's room. The creature, in turn, appears via its *dimension door* ability, in the aforementioned swirl of sulfur, well dressed in an Arabian style. It is cordial to anyone in the room, asking if it may help them, possibly engaging in two conversations at once. It is very erudite and actually welcomes the chance to speak with others.

The ettin has the ability to disengage the *wall of force* that shields the doors but refuses to do so unless the visitors have an invitation. If visitors try to press the issue, the ettin attacks. However, as soon as it become apparent that the PCs outclass it, or it takes 100 or more points of damage, it simply retreats to its chambers via its *dimension door* ability. Otherwise, it is gracious and friendly and suggests the visitors either wait until they can be seen, even without an appointment, or else return another time. The ettin then returns to its chambers, located on the second floor of the tower (areas 10 and 11).

Ignition/Inferno (paragon half-fire elemental ettin): hp 300; see full statistics at the end of the adventure.

3. Hallway (EL 9)

The walls of this passageway are lined with tall bookcases. The bookcases are constructed of adamantine, with the same transparent quartz that makes up the windows set as panes in the casement doors. The cases radiate a faint abjuration magic if such is detected, and the books inside are completely protected from the heat and elements. Each of the bookcases is locked (Open Lock DC 35) and further warded by a permanent *symbol of stunning* (caster level 30th) triggered by touch.

Treasure: A successful Search check (DC 20) through the various bookcases turns up a *manual of gainful exercise +2*.

4. Kennel (EL 26)

This smallish, odd-shaped room appears to be some sort of prison or animal pen, for it has a cage along one wall. A set of shelves holding old, half-burned brushes, metal collars, and chains sits against the wall near the door. A set of large bowls, empty of all but dust, rests inside the cage, and the ashen remains of some creature are clumped in one corner, as though whatever once dwelt in the room passed away and decomposed, even its bones turning to charred dust.

The cage is a large version of *dimensional shackles*, created so that no creature inside can escape. The other items in the room are food and watering bowls, leashes, and other various pet supplies.

Creatures: The dusty remains inside the cage are of a sirrush that Kerleth used to keep as a pet. If the remains of the sirrush are disturbed, its ghost rises and attacks.

Sirrush Ghost: hp 254; full statistics provided at the end of the adventure.

5. Guest Room

The temperature in this room is much cooler than in the surrounding areas, and thus no one takes any heat damage here.

This room is furnished with a comfortable bed, a linen chest, an armoire, a writing table and chair, and a free-standing mirror in one corner. It is pleasantly cool in here—a refreshing change from the sweltering heat of the rest of the tower.

6. Chapel (EL 21)

The doors between area 3 and 6 are filled with flames as with a *wall of fire* spell cast at the 30th level of ability. The flames return 20 minutes later if dispelled.

An altar dedicated to some deity of magic dominates the chamber. Arcane symbols adorn the walls as well as the altar itself. A plush black carpet lies down the center of the room, serving as a path to the altar from the double doorway. Standing directly opposite the doors is a sleek statue of a man who is completely bald and wearing only a tunic. The statue, nearly 20 feet tall, is constructed of silvery metal that has not tarnished. A spiral staircase leads up to the floors above.

he altar is dedicated to no particular deity, although ome of the trappings bear the markings and colors of occob.

Creatures: The statue is actually a mithral golem onstructed by Kerleth to prevent unauthorized beings om entering the chapel or moving up the stairs to the pper stories of the tower. It attacks anyone not accom-anied by either Kerleth or Ignition/Inferno who sses through the doors (merely opening them does ot trigger an attack). The golem pursues creatures who ee via the stairs (even if they originally entered the hamber from that direction), but it does not chase hose who retreat through the double doors back into ea 3.

ithral Golem: hp 198; see full statistics in Chapter 5.

Treasure: Resting in a secret, magic-impervious com-tment within the altar (Search DC 40) are a *mask of the ull* and a *cube of force*.

Development: One round after any conflict begins this room, the two lava-wights descend the stairs om room 7 and join any ongoing attack against the Cs. One round after that, Ignition/Inferno arrives om room 10 (if the ettin still lives) and also attacks e PCs.

Dining Hall (EL 25)

his spacious chamber has a long table in the east-mmost section with large, stout chairs around it. ight large statues, depicting stylistically lean umanoids, stand along the walls. The statues are ll immolated in flames, yet they are not charred. everal sets of doors lead off into other chambers, ll shut.

e statues have *continual flame* cast upon them for effect. ould any effect dismiss the spell, *continual flame* ings up again of its own accord while each statue ains in one piece. Otherwise, the statues are mun-e (with two exceptions), and close examination of m reveals this to be the case.

reatures: The two southwesternmost statues are ally lavawights, blending in among the other stat-s (Spot DC 30 to notice something strange on first ce into the chamber). They were set here by Ker-, and continue to guard his tower against intruders is day.

wights (2): hp 208; see full statistics in Chapter 5.

evelopment: More than likely, the PCs fought lavawights prior to entering this chamber, as the wights respond to the sound of combat either e or below. Otherwise, the lavawights attack the here.

8. Pantry

This chamber contains a single cabinet that stands against the far wall. The cabinet is clean, bright, and freshly polished, untouched by the dust that thickly cloaks the rest of the room.

If the cabinet is opened, aromas of stewing meats, freshly baked bread, cheeses, pies, and fresh fruit suddenly waft through the air. It smells as though someone has been cooking up a feast fit for a monarch, and indeed, the cabinet is bursting with a bountiful spread. Crocks and platters of every size and shape are filled to overflowing with fine foods of every sort.

Treasure: The cabinet is a *cabinet of feasting*. Kerleth had this unusual magic item commissioned so that he would never have to rely on a cook's talents to please his palette, nor would he need fear being poisoned at the hands of an unscrupulous chef.

9. Library (CR 10)

The door and window to the chamber is trapped.

Transfer to *Mirror of Life Trapping* Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*imprisonment* variant); spell effect (any creature that passes through lintel of the door or window (either direction) without first uttering the password "exogenous" is transferred directly into the *mirror of life trapping* in room 12, no saving throw—equipment of the victim clatters to the floor in room 13); Search (DC 32); Disable Device (DC 32).

Each time a victim is sent into the *mirror of life trapping*, a thorciasid is kicked out in room 12. This was the diabolical trap that caught Regalid (even though he knew the password, he forgot to use it just once).

The scent of glue and paper is strong in this chamber. Bookcases fill most of the available space from floor to ceiling, interspersed with the occasional overstuffed chair and elegant lamp. A single table sits between two of the chairs, and a half-eaten meal appears atop it. The room is pleasantly cool.

The room is filled with books, tablets, scroll tubes, and etchings of all size, shape, and materials. Both magical and mundane materials can be found here.

Regalid stayed in this room while he was in the tower. The meal is his, though it is quite stale now (composed of bread and cheese). The implements are of silver, and monogrammed with Regalid's name. Agnimia recognizes them as belonging to her brother.

Mundane Books: Among the hundreds of books and scrolls in the library are these gems of fame and antiquity: *Chambliss: My Life in Flames* by Belch Fardown, an

autobiography of a noted fire elementalist; *Guide to the Underdark* by Winninger, a lexicon of a dangerous underground realm on a Material Plane world; *Efreet Life and Culture* by Colvathus, a treatise on the nature of the fire genies; *Legacy of Night* by Andar, a history and origin of vampirism; *Military Review of the Blood War* by Ronnasic, a discussion of military organization of the various factions; *Mind Kampf* by Ronassic, a brief foray into mind flayer culture; *Magical Tactics of the Outer Planes*, author unknown, a questionable guide of less than perfect recommendations for paradimensional travel; *The Illithiad* by S. Wakeman, the quintessential illithid guidebook; and *The Economics of Interplanar Commerce* by Kharlin, a much-sought primer on establishing trade routes across several worlds.

Magic Books and Scrolls: Kerleth's spellbooks are stored in the library; one whole shelf contains an alphabetically sorted set of volumes scribed with all the spells found in the *Player's Handbook*, plus any the DM sees fit to include from other sources. A concerted search through the stacks eventually brings to light eight epic scrolls: Roll normally eight times for epic scrolls on the tables provided in Chapter 4 of this book.

In addition to spellbooks and scrolls, unique volumes of magical lore also reside here, including a *libram of silver magic*, a *libram of ineffable damnation*, a *manual of bodily health*, and most significantly, the *Codex of the Infinite Planes*. The *Codex*, an enormous book, stands on the floor along one wall, nearly filling the area of a normal bookcase.

Flameguard: Mounted on one of the walls, seemingly part of the decorations above one shelf, is *Flameguard*, an epic magic *shield of fire warding*. Kerleth hung it there when he was finished researching it. This is the shield Regalid is supposedly set to recover, though Regalid fabricated the commission.

Development: The crux of the backstory of this adventure revolves around the *Codex*, Schaethreth the infernal, and Regalid. Schaethreth has it out for Regalid not because Regalid bested the infernal in some past conflict—Schaethreth wants Regalid because the agent retriever stole the *Codex* from Schaethreth and hid it within Kerleth's tower. Regalid knew that the tower was proof against all abominations. See room 12 and the conclusion of this adventure for additional details. Suffice it to say that the infernal really wants the *Codex*; Schaethreth sees Regalid only as a means to an end.

10. Ettin's Chambers (EL 23)

This swelteringly hot chamber is outfitted with a large bed, a reading table, a chair, and a stone couch. A set of small shelves with a few knickknacks and stone tablets stand along one wall. The furniture is constructed of black igneous stone, with no cushions or cloth. The place is illuminated by a steady red glow, as though the walls were actually glowing hot rock.

The same conditions that occur outside in the Elemental Plane of Fire are present here, with the exception of steam clouds and rains of ash.

Creatures: Ignition/Inferno, the ettin, lairs here (see room 2, above, for additional information concerning the ettin). The ettin keeps a pet, a fire cat, that has the run of the chamber. If anyone other than the ettin enters the chamber, the cat (which most likely has been napping on the bed or atop the shelves) arches its back and hisses. It does not attack unless it is attacked first. Assuming the heroes have not already dispatched the ettin elsewhere, Ignition/Inferno is here. The ettin attacks intruders with its twin scimitars, muttering about the impoliteness of trespassing, and how it seems to pervade the entire multiverse. It assumes that, like many recent visitors (it regards Regalid as a guest since the agent retriever knew the passwords), the PCs are somehow looking for the treasures of its master, Kerleth.

Ignition/Inferno (paragon half-fire elemental ettin): hp 300; see full statistics at the end of the adventure.

Fire Cat: hp 3; see full statistics at the end of the adventure.

11. Closet

This small closet is filled with rotting meat, harvested by the ettin from its frequent hunts outside the tower.

12. Audience Hall (EL Variable)

This chamber is a combination audience hall and museum. A large black stone throne rests upon a raised dais between the northernmost pillars, facing south. Throughout the room are weapon stands, display cases, and pedestals, holding remnants of a weapon collection. Most of the items are missing, and cases are left broken and in some instances toppled.

A look up (or a Spot check DC 30) reveals that the ceiling is covered with a hanging multichambered cocoon—like a nest that might be spun by a very large insect. The nest covers all the ceiling except for a mirror set at the very center. This is a slightly enhanced *mirror of life trapping*, and looking into it immediately requires a Will saving throw (DC 23) to avoid being drawn in.

Creatures: At least two thorciasids scuttle about on the ceiling (there could be more, depending on how many victims of the trap in room 9 were sent directly into the mirror, displacing an equal number of thorciasids (up to twelve). A thorciasid (see Chapter 5) appears as a particularly lean and monstrously large cockroach. The creatures are quick, multilimbed, and the color of burnt wood. They scuttle about on four hind limbs, using two fiendish forelimbs and two writhing antennae to deliver life-draining attacks.

The creatures here are hungry for life, but do not attack until the PCs have had an opportunity to look up. Once even one PC has looked up and made (or failed) his saving throw, the thorciasids attack.

The *mirror of life trapping* is affixed flush to the ceiling by means of a stout hook at each of the four corners of the mirror.

Thorciasids (2 or more): hp 502; see full statistics in Chapter 5.

Tactics: The thorciasids use their cocoon power preferentially, then their energy- and ability-draining powers against melee opponents.

Development: One round after any conflict begins in this room, the two lavawights from room 7 arrive up the stairs (if they yet live) and join in the conflict. One round following, Ignition/Inferno arrives from room 10 (if the efreeti yet lives) and likewise joins in the conflict. Thorciasids released also fight the PCs.

Regalid can be released if up to thirteen more victims are given to the mirror, or the password is somehow learned for the mirror, or if the mirror is simply smashed, releasing all creatures simultaneously. The mirror has hardness 1, 1 hp, and a break DC of 18.

If Regalid is released, he drops, dazed and confused. He doesn't have his equipment (it is in room 13, buried in the resinous nesting material of the thorciasids), and remains dazed for 10 rounds, even if combat with the thorciasids rages around him. Once he regains his senses, he joins the fight (even without his equipment). Afterward, he answers all questions the PCs put to him. If Agnimia is with the party, each is ecstatic to once again see the other.

Regalid says (directly or in answer to questions put by the player characters):

"I was using this abandoned tower as my own personal base. I long ago found a copy of Kerleth's deed from the sultan in the City of Brass, and so learned the lesser passwords given guests here—I could come and go as I pleased, without worry from these creatures. I simply avoided the chamber where the thorciasids had begun a colony—they were caught in the mirror, and I accidentally released one while I experimented with the mirror. When I was caught in the mirror, another was released. I have no idea why Kerleth had his mirror filled with these alien insectile creatures."

"I knew the password to get past the trap in the library—I bypassed the trap on several occasions previously. But I found something in the library that quite . . . unnerved me. I accidentally walked through the entranceway."

"I came here because, well . . . I had the mythical *Codex of the Infinite Planes!* The supposed commission from the planers was only one of a series of cover stories I used to hide my true purpose out here. In my profession, the *Codex* is the ultimate prize. But . . . I got it at the expense of a terrible creature; an abomination. This is the only place in the multiverse I know of where abominations are shut out."

"I stole the *Codex* from an abomination, an infernal named Schaethreth. I thought I had successfully imprisoned him—if the infernal is free, I am in great danger. I may be able to buy my life by returning the *Codex*. If the infernal waits for me outside this tower, we would be wise to surrender the book to it. Few can hope to stand against such an outrage to the multiverse."

If the PCs convince Regalid to fight the infernal with their help, he reluctantly agrees, but continues to voice his reservations about such a risky plan.

Treasure: The *mirror of life trapping* (Will save DC 23) is the only significant piece of treasure here.

13. Wizard's Chambers (EL variable)

This chamber is filled to a depth of about 3 feet with layer upon layer of a hard, mucuslike substance. Besides a grand bed still barely visible in one corner, the forms of various humanoid and animal bodies can be made out, all completely encased in the milky-white substance.

This was the wizard's private chambers, but now the thorciasids in room 12 use it as a larder, storing cocooned victims here.

Creatures: All but one of the creatures encased in the hardened webs are dead. The lone survivor is an efreeti named Razaor who was exploring the tower (unknowingly guided into the tower by Schaethreth, just like the PCs). It succumbed to the thorciasids (it was rendered helpless (Str 0, Con 1) and thus unable to use any of its spell-like abilities to escape) and was set aside as a future meal.

Razaor: Efreeti; hp 61; see *Monster Manual*.

Treasure: Treasure lost by any PC who was thrust into the *mirror of life trapping* in the library (room 7) is here (buried below a layer of solidified mucus if more than a day has passed). Regalid's equipment is also buried beneath the surface of the resin, and includes *+4 fire resistance and silent moves chain shirt, +4 mighty distance composite longbow* (+3 Str bonus), *+3 shocking burst short sword, +2 spell storing short sword, carpet of flying, cloak of epic resistance +8, Daern's instant fortress, dimensional shackles, figurine of wondrous power (bronze griffon), periapt of proof against poison, 2 potions of water breathing, ring of epic protection +7, ring of regeneration, rod of enemy detection, rod of negation*, scroll with *control water, cure critical wounds, flame strike*, and *freedom of movement*, and a *wand of summon nature's ally IV*.

Development: If freed, Razaor the efreeti is certainly grateful and more than willing to grant the heroes aid in some fashion (in the form of one *wish*, or offering them safe haven at the City of Brass should they decide to visit

in the future). The DM is free to develop Razaor as the PCs' passport into the city, and possibly into dealings in the Court of the Great Efreeti Sultan.

14. Closet

This was the closet and dressing chamber for the wizard who dwelt here. Although not as completely coated in cocooning resin as the bedroom (room 13), an ample amount of the stuff is evident. In a small chest beneath the coating is a *bag of holding* (bag 4) that contains a set of *figurines of wondrous power* (*ivory goats*).

15. Guard Room (EL 24)

This windowless, circular chamber is offset from the main part of the tower and appears to be devoid of any furnishings or other items, except for three tall statues that form a line in front of the circular staircase that leads up. The statues are identical, each depicting a bald human male wearing a loincloth. They are constructed of silvery metal.

The staircase leads up into areas 17 and 15 (connecting the third and fourth floors of the tower).

Creatures: The three statues are mithral golems, set here to attack any unauthorized person (anyone without the lesser passwords) from traveling in either direction. Without the passwords, PCs who attempt to get past are attacked immediately. The golems pursue heroes who move up the stairs, but they do not pursue anyone retreating back into area 12 (regardless of which direction the heroes originally appeared from).

Mithral Golems (3): hp 198 each; see Chapter 5.

16. Laboratory (CR 21)

This huge chamber is half shorn away, for the tower at this level was ripped apart by magical *disintegration* effects. Thus, the elemental nature of the plane affects this room completely. It is entirely possible that the characters will attempt to enter this chamber first, bypassing the door on the ground level and entering through the half-absent ceiling.

This chamber must once have been quite impressive, based on its size and remaining bits of arcane equipment littering the floor. Now, however, it is nothing but a blackened shell, with half the floor and walls—and most of the roof—missing. Whatever equipment was once sheltered here is destroyed, as if by some terrible blast. Near a point where the ceiling once covered this chamber, a strange, viscous goo seems to drizzle out of thin air, pooling on the floor like some bizarre nectar or syrup.

Creature: The goo is a flux slime (see Chapter 3 under Slimes, Molds, and Fungi). It pools over the entire open floor of the laboratory to a depth of 8 feet (covering the door leading into room 17). Its very presence invokes an *antimagic field* to a radius of 10 feet in all directions from the edge of the tower's circumference. The slime has yet to breach room 17, though if the door to that area were opened, it would flow in (not being a creature, it would be unaffected by the trap protecting room 17). Otherwise, excess slime flows out cracks in the wall and trails down the exterior of the tower in small rivulets, and thence into the fires below.

Flux Slime: See Chapter 3.

17. Access Room

The door and window of this chamber is trapped.

Transfer to *Mirror of Life Trapping* Trap: CR 10; magic device; proximity trigger; automatic reset; spell effect (*imprisonment* variant); spell effect (any creature that passes through lintel of the door or window in either direction without first uttering the password "exogenous" is transferred directly into the *mirror of life trapping* in room 12, no saving throw—equipment of the victim clatters to the floor in room 13); Search (DC 32); Disable Device (DC 32).

This room is dusty, but empty. A permanent *wall of force* blocks the stairs leading down to room 15, but the stairs leading up to room 18 are clear.

18. Observatory

This topmost level of the tower is covered over in a dome of the same quartz that was used for the windows. The view is spectacular; observers can peer down into the chasm and watch the flow of lava over the side of the cliff falling into what seems like an infinitely deep pit, without being subjected to the temperature and other planar effects outside.

Conclusions

Once Agnimia has found her brother, she is ready to depart, but she is willing to remain (as is Regalid, if he is in good health) so that the heroes can fully explore the tower it they haven't done so already. Regalid remains reluctant to fight Schaethreth and continues to argue for simply handing the book over to the infernal. He gives the PCs the *Codex*, but notes that the infernal will become their nemesis if they accept it.

If the PCs leave the tower at any time, they find Schaethreth waiting. If the PCs have the *Codex* with them from room 9, Regalid becomes irrelevant to the infernal—Schaethreth asks the PCs for the artifact, and fights them for it if they refuse to hand it over (the infernal, having owned the *Codex* for over a hundred years, can sense it when nearby, even if stored in a portable extradimensional space). If Regalid is in tow minus the *Codex*, the infernal attacks with unrelenting fury. If Regalid is slain, the infernal attempts to make off with the body, leaving the PCs. He retreats to the same location noted

reviously, where he raises Regalid and attempts to "con-tion" him to reenter the tower and retrieve the *Codex* for e infernal.

If the PCs slay the powerful infernal and retain the *odex*, they can be assured that other powerful beings ow an interest in it, possibly beginning with the nearby ltan in the City of Brass.

If the PCs retain the *Codex* by giving the infernal the p, they make a bitter, long-term enemy of the abomi-tion. The PCs come no closer to discovering what may ve happened to Kerleth, but perhaps it is somehow und up with the *Codex* and the terrible explosion that ened the laboratory to the elements. Perhaps Razaor e efreeti, if rescued, proves an ally against the machina-ns of the Sultan in the nearby City of Brass.

It may be that the tower, once conquered, could serve e PCs as a temporary base in the Elemental Plane of re. Who is to say that the portion of the tower shown on e map isn't just the aboveground section? Why does the omination so desperately seek the artifact known as e *Codex of the Infinite Planes*? The possibilities for further ventures beckon.

stics

e following sets of statistics are for creatures that pear in the adventure and are not standard monsters. r standard creatures, see the *Monster Manual*.

Agnimia: Female human Rgr19; CR 19; Medium-size manoid; HD 19d10+19; hp 132; Init +6; Spd 30 ft.; AC touch 15, flat-footed 21; Atk +19/+14/+9/+4 melee 8+7/17–20, +3 *longsword*) or +23/+18/+13/+8 ranged 8+8/19–20/×3, +3 *mighty composite longbow* [+4 Str nus] with +1 *arrows*), +13/+8 melee (1d6+3/19–20, +1 rt *sword*); SQ Favored enemy (goblinoids, aberrations, nts, constructs); AL NG; SV Fort +15, Ref +15, Will ; Str 15, Dex 18, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Hide +25, Intuit Direction +24, Move ently +25, Spot +24, Wilderness Lore +24; Endurance, proved Critical (composite longbow), Improved Criti- (longsword), Improved Two-Weapon Fighting, Point nk Shot, Precise Shot, Rapid Shot, Track, Weapon cus (composite longbow).

Ranger Spells Prepared (4/4/3; base DC 12 + spell level): —*alarm, delay poison, pass without trace, resist elements*; d—*cure light wounds, detect evil, protection from elements* 3rd—*neutralize poison, remove disease, summon nature's* III.

Possessions: *+4 adamantine breastplate, +1 shortsword, +3* gsword, *+3 mighty composite longbow* (+4 Str bonus), +2 *arrows, 5 greater slaying arrows (aberrations), ring of* tection *+1, amulet of natural armor +1, belt of giant* ength *+4, boots of elvenkind, bracers of archery, cloak of* stance *+3, goggles of minute seeing, gloves of Dexterity +4,* versal *solvent, pale green Ioun stone, periapt of Wisdom* *ring of mind shielding, figurine of wondrous power* ony fly), *scabbard of keen edges,* and *wand of cure serious* unds (27 charges).

Ignition/Inferno: Male and female paragon half-fire elemental ettin); CR 23; Large outsider (fire); HD 10d8+220; hp 300; Init +16; Spd 120 ft.; AC 49, touch 29, flat-footed 41; Atk +46/+41 melee (1d8+37/18–20, 2 *Large +3 scimitars*); Face/Reach 5 ft. by 5 ft./10 ft.; SA Superior two-weapon fighting; SQ Cold resistance 10, DR 20/+6, darkvision 90 ft., fast healing 20, fire subtype, SR 33; AL LN; SV Fort +27, Ref +25, Will +24; Str 38, Dex 27, Con 30, Int 23, Wis 25, Cha 28. Height 15 ft.

Skills and Feats: Bluff +32, Diplomacy +36, Gather Information +32, Hide +14, Intimidate +34, Knowledge (local) +28, Knowledge (the planes) +29, Listen +32, Search +29, Sense Motive +29, Spellcraft +28, Spot +32; Alertness, Improved Initiative, Power Attack, Weapon Focus (scimitar).

Epic Feats: Superior Initiative.

Fire Subtype: Fire immunity, double damage from cold except on a successful save.

Possessions: Two *Large +3 scimitars* and a *mantle of epic spell resistance*.

Regalid Maethos (without equipment): Male human Rgr22/Agent Retriever3; CR 25; Medium-size humanoid; HD 22d10+47 plus 2d6+4; hp 206; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Atk +25/+20/+15/+10 melee or +24/+19/+14/+9 ranged; SQ Acquire target 1/day, favored enemy (beasts, aberrations, magical beasts, shapechangers, elementals), uncanny location, tracking bonus +10, plane shift 1/day; AL LG; SV Fort +16, Ref +12, Will +14; Str 17, Dex 14, Con 15, Int 14, Wis 19, Cha 13.

Regalid Maethos (with equipment): Male human Rgr22/Agent Retriever3; CR 25; Medium-size humanoid; HD 22d10+47 plus 2d6+4; hp 206; Init +2; Spd 30 ft.; AC 27, touch 19, flat-footed 25; Atk +29/+24/+19/+14 ranged (1d8+7×3, *+4 mighty distance composite longbow* [+3 Str bonus]); or +27/+22/+17/+12 melee (1d6+6/19–20, *+3 shocking burst short sword*), +26/+21 melee (1d6+5/19–20, *+2 spell storing short sword*); SQ Acquire target 1/day, favored enemy (beasts, aberrations, magical beasts, shapechangers, elementals), uncanny location, tracking bonus +10, plane shift 1/day; AL LG; SV Fort +24, Ref +20, Will +22; Str 17, Dex 14, Con 15, Int 14, Wis 19, Cha 13.

Skills and Feats: Intuit Direction +29, Knowledge (the planes) +30, Listen +31, Move Silently +25, Ride (horse) +25, Search +27, Spot +27, Wilderness Lore +27; Alertness, Combat Casting, Dodge, Endurance, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Toughness, Track.

Epic Feats: Energy Resistance (fire 10), Epic Toughness.

Ranger Spells Prepared (4/4/4/4; base DC 14 + spell level): 1st—*delay poison, pass without trace, resist elements* (2); 2nd—*cure light wounds, protection from elements* (2), *speak with plants*; 3rd—*neutralize poison, remove disease, summon nature's ally III, water walk*; 4th—*cure serious wounds* (2), *nondetection, polymorph self*.

Possessions: +4 fire resistance and silent moves chain shirt, +4 mighty distance composite longbow (+3 Str bonus), *+3 shocking burst short sword, +2 spell storing short sword, carpet of flying, cloak of epic resistance +8, Daern's instant fortress, dimensional shackles, figurine of wondrous power (bronze griffon), periapt of proof against poison, 2 potions of water breathing, ring of epic protection +7, ring of regeneration, rod of enemy detection, rod of negation,* scroll with *control water, cure critical wounds, flame strike,* and *freedom of movement, wand of summon nature's ally IV.*

Ghour Demons (6): CR 15; Huge outsider (chaotic, evil); HD 15d8+75; hp 142; Init –1; Spd 40 ft.; AC 31, touch 17, flat-footed 26; Atk +22 melee (1d8+9, 2 horns), +17 melee (2d6+4, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Breath weapon, roar, spell-like abilities; SQ Acid, cold, and fire resistance 20, DR 20/+2, poison and electricity immunities, darkvision 60 ft., scent, SR 25, tanar'ri qualities, telepathy; AL CE; SV Fort +14, Ref +8, Will +10; Str 28, Dex 18, Con 20, Int 15, Wis 13, Cha 11. Height 20 ft.

Skills and Feats: Bluff +15, Climb +24, Concentration +20, Diplomacy +17, Hide +6, Intimidate +2, Jump +24, Listen +16, Move Silently +19, Spot +16, Wilderness Lore +16; Cleave, Great Cleave, Power Attack, Track.

Breath Weapon (Su): Once per minute, a ghour can breathe a forth a cloud of noxious gas 10 feet wide, 10 feet high, and 30 feet long. Those within this cloud must make a Reflex save (DC 22) or take 1d6 points of temporary Strength damage.

Spell-Like Abilities: At will—*blasphemy, chaos hammer, deeper darkness, desecrate, detect good, detect magic, dispel good, magic circle against good, teleport without error, unholy blight;* 3/day—*confusion, fear, maze, righteous might.* Caster level 14th; save DC 10 + spell level.

Roar (Su): Once per day, a ghour can bellow an earsplitting roar. Nonghours within 30 feet of the ghour must succeed at a Fortitude save (DC 22) or become stunned for 1d4 rounds. Those within 10 feet must succeed at a Fortitude save (DC 22) or become deafened for 2d10 minutes.

Telepathy (Su): Ghours can communicate telepathically with any creature within 100 feet that has a language.

Possessions: Each has a bag of loot containing: 1d12×100 pp and each wears a demon-forged *ring of protection +5.*

Sirrush Ghost; CR 26; Large undead (incorporeal); HD 40d12; hp 254; Init +23; Spd 90 ft., fly 30 ft. (perfect); AC 25 manifested or 44 ethereal, touch 25 or 24, flat-footed 20 or 29; Atk incorporeal touch +45, +46 against ethereal (1d4, 1d4+16 against ethereal) or +56 melee (2d6+16/19–20 [+1d6 on critical hit], 4 claws), +54 melee (4d6+8/19–20, bite); Face/Reach 5 ft. by 10 ft./10 ft.; SA Corrupting gaze (DC 41), corrupting touch, manifestation, pounce, stunning roar; SQ Acid, cold, electricity, fire, and sonic resistance 10, blindsight 300 ft., DR 30/+5, darkvision 60 ft., fast healing 20, incorporeal subtype, low-light vision, rejuvenation, scent, SR 39, turn resistance +4, undead traits; AL CN; SV Fort +41, Ref +37, Will +27; Str 42, Dex 40, Con –, Int 35, Wis 38, Cha 32.

Skills and Feats: Climb +17, Hide +44, Jump +38, Listen +44, Move Silently +35, Search +20, Spot +44; Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (claw), Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (rake), Weapon Focus (bite).

Epic Feats: Blinding Speed (×4), Superior Initiative, Overwhelming Critical (claw).

Fire Cat: CR 1/4; Tiny elemental (fire); HD 1/2d8; hp 3; Init +2; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Atk +4 melee (1d2–4, 2 claws), –1 melee (1d3–4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Heat, burn; SQ Darkvision 60 ft., elemental traits, fire subtype; AL N; SV Fort +0, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17*, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claw), Weapon Finesse (bite).

Burn (Ex): Those hit by the natural weapons of a fire cat must succeed at a Reflex saving throw (DC 7) or catch fire (see Catching on Fire in Chapter 3 of the DUNGEON MASTER's *Guide*). The flame burns for 1d4 rounds. Creatures hitting a fire cat with natural weapons or unarmed attacks catch fire as though hit by the fire cat's attack unless they succeed at a Reflex save.

ADVENTURE CONCENTRATE

The following adventure nuggets provide ideas that you can grow into miniadventures or even larger stories.

Dragon's Lair

The classic cornerstone of the DUNGEONS & DRAGONS game is the great wyrm, hidden away in some forgotten cavern, slumbering on its mammoth treasure hoard. Often, the dragon is much more than that, and epic dragons break the mold even more. What new and interesting things can be done with a dragon that is more powerful, more cunning, and more intelligent? The concept of a dragon hiding among humans and shapechanging is interesting, but it's been done before. What if the dragon used others to do its "hiding" in plain view instead? Suppose the dragon, rather than killing adventurers who came after it and were overmatched, instead in some way charmed, compelled, or simply convinced them with diplomacy to become its servants.

Such a situation could make for a wide variety of adventure possibilities. The plots surrounding such an arrangement could go on for many sessions and character levels, all before the heroes knew what they were really up against.

What's Needed: The first requirement is an extremely powerful dragon. There are some provided in this book, and it's a relatively simple matter to create one—but give careful consideration to the skills and abilities this dragon possesses. In addition to amazing skill in combat, this dragon requires the means to take, and keep, followers. Leadership becomes essential. Also, the dragon requires spells or powers that focus on controlling the thoughts and minds of others. An epic dragon is likely to have developed epic spells (or epic psionic powers) of its own, most likely of the compulsion, charm, and related varieties. See the dragon in the example below; it's not even an epic dragon, but it possesses some of these requirements. You can build on it for an even more powerful version.

The dragon requires a lair. This can be the traditional cavern, or deep swamp, or whatever else is appropriate for the type of dragon you choose. Even though an olrdinary sort of lair is something of a cliché, it might be better than setting the dragon up as a wolf in sheep's clothing in the middle of civilization. Consider that epic characters have ways of finding out just about anything; divinations and *detect* spells function so well that it's hard for the DM to keep his NPCs' identities, alignments, thoughts, and general nature a secret. And, after all, it is a dragon. It likes remote wilderness.

Next, the dragon's followers. Some of them should be high-level characters in their own right. Imagine that a band of 16th- to 18th-level characters, following rumors of a dragon, set out to take it on. The characters discover the hard way that they were no match for the dragon. But instead of disposing of the characters, the dragon makes a deal with them: Serve me, and you shall live. And the characters agree. Such characters should have all the personality and complexity of any of the players' characters, because they are going to do much more than just function as a front line of defense for the dragon.

Finally, you need a reason for the dragon to gather servants like he gathers gold. Why not just kill any invaders? That's the easy route, and certainly in keeping with draconic tradition, but this dragon is smart. It has a bundle of different interests, ideas, or even the need for mental stimulation. Or, perhaps the dragon has aspirations of becoming the leader of an empire.

The secret here is that you want to involve the dragon's underlings in your plots first, so that your players begin interacting with the dragon's organization long before they ever meet the dragon. In fact, the NPC servants should not initially be adversaries. They could be good-aligned characters who have been genuinely convinced to uphold the dragon's banner. The causes they are working toward themselves might very well be benign, at least on the surface.

Example: A green dragon named Rhovaelia hunts a high-level character: a rogue with levels in the perfect wight prestige class. The perfect wight stole a precious artifact from her. The dragon knows only that a really skilled thief managed to get into her lair and make off with the item. Rather than go hunting for the offender herself, the dragon decides to turn the next group of roving heroes into her personal trackers. In the shoes of her *simulacrum* (see below), she persuades the characters into serving her, willingly, provides them with ample gold to outfit their mission, and tells them to go find her goodie for her.

The characters, taking the name of the Forgiven, decide to dedicate their lives to stopping crime (in the dragon's name—she is pretty persuasive). By honing their skills at hunting down thieves, they hope to eventually find the real culprit the dragon seeks. The Forgiven begins to take on the traits of an organization, signing on many dozens, or even hundreds, of members (who do not know that the founders of the organization serve Rhovaelia).

When the PCs encounter members or bands of the Forgiven, they are asked to get involved in a well-organized plan to clean up the city. Perhaps they even sign on for a few gigs, participating in a fabulous thwarted robbery, or catching a high-caliber crime boss.

Of course, the founders of the Forgiven organization secretly cull the stash of every thief they catch, looking for the artifact that started it all so they can return it to the dragon.

Rhovaelia: Female great wyrm green dragon; CR 23; Gargantuan dragon; HD 38d12+304; hp 551; Init +4; Spd 40 ft., swim 40 ft., fly 200 ft. (clumsy); AC 43, touch 6, flat-footed 43; Atk +49 melee (4d6+14, bite), +44 melee (2d8+7, 2 claws), +43 melee (2d6+7, 2 wings), +43 melee (2d8+21, tail slap) or +48 melee (4d6+21, crush); or +48 melee (2d6+21, tail sweep); Face/Reach 20 ft. by 40 ft./15 ft.; SA Breath weapon, frightful presence (DC 35), spell-like abilities; SQ Blindsight 360 ft., DR 20/+2, immunities, keen senses, darkvision 1,200 ft., SR 30, water breathing; AL LE; SV Fort +29, Ref +21, Will +29; Str 39, Dex 10, Con 27, Int 26, Wis 23, Cha 22.

Skills and Feats: Bluff +47, Concentration +48, Diplomacy +51, Escape Artist +42, Hide –11, Intimidate +51, Knowledge (arcana) +49, Knowledge (history) +49, Knowledge (local) +49, Knowledge (religion) +48, Listen +51, Scry +49, Search +49, Spot +46; Alertness, Cleave, Improved Initiative, Iron Will, Leadership, Power Attack, Quicken Spell-Like Ability, Sunder, Weapon Focus (claw), Weapon Focus (bite).

Breath Weapon (Su): Cone of acid, 60 feet, damage 24d6, Fort half DC 37.

Immunities (Ex): Rhovaelia is immune to acid, *sleep*, and *paralysis* effects.

Spell-Like Abilities: 3/day—*dominate person, suggestion*; 1/day—*command plants, plant growth*. Caster level 17th; save DC 16 + spell level.

Sorcerer Spells Known (6/8/8/7/7/7/7/6/4; base DC 16 + spell level): 0—*arcane mark, dancing lights, detect magic,*

detect poison, flare, ghost sound, light, mage hand, read magic; 1st—*alarm, comprehend languages, identify, message, Nystul's undetectable aura;* 2nd—*detect thoughts, invisibility, misdirection, see invisibility, whispering wind;* 3rd—*clairaudience/clairvoyance, dispel magic, gentle repose, nondetection;* 4th—*arcane eye, detect scrying, dimension door, polymorph self;* 5th—*dismissal, hold monster, permanency, wall of force;* 6th—*contingency, disintegrate, geas/quest;* 7th—*forcecage, simulacrum, spell turning;* 8th—*clone, mind blank.*

Rhovaelia is as cunning a great wyrm as they come, and she utilizes her spells masterfully to maintain her position of dominance over her minions. In addition, she protects herself through a variety of arcane means.

First, she has a clone hidden away that has a permanent *gentle repose* cast upon it so that it will not rot. She does not know its true location; it was hidden far away from her current habitat by an underling (since killed). Should she ever be slain, she returns in the body of the clone.

Second, she has disguised herself as a falcon familiar to a sorcerer. The sorcerer is actually a simulacrum Rhovaelia created of a former adventurer named Deboath (LN female human Sor16) she slew a long time ago. She polymorphs herself into the falcon and perches on the simulacrum's shoulder. Thus, it appears that the simulacrum is in charge, and Rhovaelia can observe and control events through subtlety and cunning. To maintain her guise, the dragon employs *mind blank* and *nondetection*.

Rhovaelia has a large staff of servants and a slew of guardians in her lair, hired by the simulacrum. She manipulates a few through *dominate person*. None of the creatures that work in her lair realize that she is a dragon and that the simulacrum is not really in charge (though some suspect that the falcon is more than it seems).

The Unsuspecting Dupes

For this classic adventure plot, someone (possibly the characters, but not necessarily) gets suckered into doing something they wouldn't have done if they had known the true consequences, and the heroes have to help put things right again.

What's Needed: This adventure seed requires a mastermind. A very high-level political figure with an unfulfilled need is perfect (assuming the need is something the general public has no knowledge of). The need could be a favor owed a criminal, an item of great power in the hands of a peer and friend, a drug, or retribution against an enemy. Regardless of the motive, the mastermind often works best if he or she is part of an organization, preferably one with loose morals. It doesn't always have to be that way, of course; plenty of corrupt people have managed to reach positions of power in fine organizations. See the sample mastermind in the example below.

The mastermind requires followers (or at least hirelings) of some sort to set the whole plan in motion, since he can't be personally caught fulfilling his need without dire consequences to his position. So, he is also busy pretending to be someone else. The hirelings are competent, like the heroes who are working for the dragon in the earlier example. They should possess motives of their own. Maybe they see certain benefits to working for the mastermind that don't even pertain to this adventure, but could come into play later.

Next, the adventure needs a victim. It could be a specific individual whom the mastermind is working against. It could also be the public at large. It doesn't even have to be a wholesome individual; plenty of masterminds have taken other masterminds down in this fashion. It's a time-honored tradition. Whatever the nature of the victim, the mastermind's motive must focus on bringing the victim to a bad end in some manner. If the victim is a specific individual, then he or she should also be well developed, as detailed as the mastermind.

Third, you need the unsuspecting dupes. This could be the PCs, it could be the victim, or it could be an entirely different set of NPCs. But someone must be suckered into falling right into the mastermind's hands, committing the unthinkable, without realizing it until it is too late. It is usually the dupes who enter the story first, since everything else unfolds around their initial mistaken beliefs.

Example: Kidnapping is a classic plot line that can still work at an epic level. The story is simple: Irorrim, the daughter of a wealthy council member named Kiliun Thelsessen, is taken hostage. A secret ransom demand is issued: Pass a law that Kiliun finds abhorrent, or Irorrim will pay dearly. The frantic parent enlists the aid of the characters to get the victim back unharmed.

At epic levels, most opponents worthy of the player characters should have better things to do than kidnapping daughters of council members. Whatever it is they hope to gain from the anxious father, they've probably reaped that ten times over just through the course of their own adventuring. In this case, a secret underlies this story. Irorrim is not merely a daughter, but actually a trusted aide to Kiliun. She is also secretly a member of the Regulators; without Kiliun's knowledge, she subtly steers events in the government. The person who comes to the player characters for help isn't Kiliun, but instead Lucrimm, also a member of the Regulators and Irorrim's secret superior and contact. He approaches the PCs in disguise as Kiliun Thelsessen and begs them to find and rescue his daughter.

The truth is, Irorrim has been steadily steering her father toward a goal known only to the Regulators, something they feel will maintain the status quo in the city (or kingdom, or guild, depending on your campaign). A separate organization, a clandestine group referred to as the Masked from a neighboring nation

knows that the Regulators had a plant on Kiliun's staff. Discovering Irorrim's identity, they kidnapped her in hopes of forcing the Regulators' exposure and turning the tide of their plans.

The characters are really brought in to stop the enemies of the Regulators from exposing the aide for what she actually is. The heroes find and rescue the "daughter," returning her safely to her "father," only to learn later that they have allowed a law to be passed that the Regulators deem important, but will stifle trade with and starve the neighboring nation in which the Masked are based. Now, the claims that Kiliun Thelsessen is being manipulated fall on deaf ears, because no one has any proof.

Lucrimm: Male human Rog22/Epic Infiltrator8; CR 30; Medium-size humanoid; HD 22d6+43 plus 8d6+16; hp 152; Init +8; Spd 30 ft.; AC 21, touch 18, flat-footed 21; Atk +27/+22/+17/+12 melee (1d4+7/19–20, +3 *dagger*); SA Sneak attack +14d6; SQ Defensive roll, evasion, far senses, improved cover identity, improved evasion, *mind blank*, opportunist, read thoughts, slippery mind, specialist training (Concealment: Bluff, Disguise, Forgery, and Innuendo checks), traps, uncanny dodge; AL LN; SV Fort +13, Ref +23, Will +16; Str 13, Dex 19, Con 14, Int 17, Wis 16, Cha 15.

Skills and Feats: Bluff +40, Climb +30, Decipher Script +32, Diplomacy +33, Disguise +40, Forgery +41, Gather Information +31, Hide +43, Innuendo +41, Intimidate +33, Listen +44, Move Silently +43, Read Lips +42, Spot +34; Alertness, Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Finesse (dagger).

Far Senses (Su): Three times per day, Lucrimm can extend his vision or hearing to a distance of 120 feet. He must have personally visited the physical location earlier to use far senses on it. Barriers do not impede far senses. This extended range can apply to the character's read thoughts ability (see below), if unused for the day. This ability functions similarly to the *clairaudience/clairvoyance* spell as cast by a 15th-level caster, except for the limit on range, the need to know the locale beforehand, and the ability to use read thoughts.

***Mind Blank* (Sp):** Once per day, Lucrimm can become immune to all mind-affecting spells and divinations by rigorously silencing his mind. This ability works like a *mind blank* spell as cast by a 15th-level caster.

Read Thoughts (Su): Twice per day, Lucrimm can "hear" the surface thoughts of any single target within 60 feet that he selects up to twice a day. This ability functions as the *detect thoughts* spell, as cast by a 15th-level caster.

Uncanny Dodge (Ex): Retains Dex bonus to AC, can't be flanked, +4 against traps.

Lucrimm has been in the service of the Regulators for nearly a decade, initially playing the part of a number of members of public office. Now he oversees the operations of several other agency plants, all in a similar field to his former work. Currently, one of his best



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and brightest, Irorrim (LN female human Rog15), has vanished.

Whenever Lucrimm must pass himself off as someone else through the use of disguise, he also employs his *read thoughts* ability to make certain he is behaving as those he is attempting to fool would expect.

Organizations such as the Regulators have goals that are so diverse, it sometimes benefits the characters to work with them, and sometimes to work against them. Creating such a conflicting relationship with that sort of group, especially when you keep its nature a secret for a while, makes for more challenging and rewarding game sessions.

Location spells allow player characters to hunt down just about anything quickly, given sufficiently high level. Don't make a major plot point revolve around keeping Irorrim hidden from the characters and assuming they won't be able to find it. Instead, make the meat of the adventure revolve around why they have to find her.

Keeping identities a secret becomes difficult. Written messages and intermediaries as messengers always work better than face-to-face contact, assuming such activities won't arouse the suspicions of the players.

The Mad Cult

There's always someone plotting to take over the world, or the entire plane, or the multiverse, for that matter. Usually, such a person is insane—or, at the very least, his or her followers are. With this plot, there's not a lot of complexity to the story line, just the onion effect of peeling away layers to get to the heart of the matter. For epic-level play, it works pretty much the same way. It's just that the bad guys are more potent, and their minions are, too.

What's Needed: This adventure seed requires a charismatic leader. You don't necessarily need a deity, although for truly divine cults, having a terrible god backing up the leader's words is potent. The leader provides the motivation and/or the power to advance the desires of the cult. The leader should be of sufficiently high level to bring down a truly convincing "wrath of the gods" effect on unbelievers and those who cross the cult, and a willingness to do so at the drop of a hat. But the leader also needs to be able to convince followers to, well, follow. High Charisma, a maxed-out Diplomacy skill, and Epic Leadership are virtually required for this kind of character. A character with levels in high proselytizer is also a really good choice (even if the character only thinks his god has called on him to begin the religious revolution).

Second—and this is something you really have to contemplate while you're developing the leader—you need a goal. For this type of plot to make good adventure material, that goal should be destructive, opposed to the player characters, and opposed to the forces of good. The leader may have ulterior motives; what cult leaders preach and what they really want are often different. The leader often uses his minions' desperate need to belong and the promise of a better life to manipulate them into doing things that, to the rest of the world, make no sense. So this point can really be broken into two subpoints: the goal of the cult at large, and the goal of the leader. They may be one and the same, or darn close to it, but they may also be rather disparate.

Third, you need an army. This might be the followers of the cult, willing to lay down their lives in the name of their beliefs, and it may also be summoned, conjured, constructed or enslaved creatures brought on board to shore up the impending attack. Most of the time, it's both. Don't play the cult foolishly. Its members may be willing to die for their cause, but they want to get something out of it in return. They won't waste valuable resources (such as themselves) when they can draw upon arcane and divine forces to give them the power to demolish their foes while staying out of harm's way. Epic monsters make really good agents for a cult, so you might consider making the theme of your cult center around a particular abomination.

Example: A maniacal zealot named Masum Nedal (CE male human Wiz27) has a terribly disfiguring disease. Masum believes that only the scarred of the world are worthy to live in it. He wants to rid the world of all clean, fresh, unsullied creatures (and concepts) so that the truly deserving may rise up and claim their rightful place. But Masum is not content simply to wipe out everyone who isn't like him. Instead, he wants to inflict a disfiguring disease on everyone else (plus, he needs to fill the ranks of his cult). He develops a version of the epic spell *pestilence*, a ritual version that requires several other casters to bring the Spellcraft DC down (see Chapter 2), and begins spreading sickness everywhere.

But Masum won't stop there. He wants something to busy those "do-gooders" that are sure to respond to an outbreak of disease, and so allows his disease to affect as many creatures as possible. He makes a pact with his god Erythnul. The deity adores chaos and evil, and so takes a direct interest in Masum. He provides the cult leader with the power to summon forth "holy warriors" at will to attack the cult's enemies. In this case, the holy warriors are pseudonatural carrion crawlers (usually in clusters of twelve; they are easy to pick off with spells, but resistant to melee because they are so hard to hit). Better yet, Masum gains the power to summon them forth at a great distance from his own current location (up to one hundred miles).

Now, while the cult leader is running amok, covering the citizens of the countryside with pustules and sores, the epic characters are busy battling with a really powerful enemy that is leading them on a merry chase farther and farther from the source of the problem to help the citizens in the countryside killed by the carrion crawlers.

Pseudonatural Carrion Crawler: CR 20; Large outsider; HD 3d8+21; hp 45; Init +7; Spd 60 ft., climb 30 ft.; AC 51, touch 16, flat-footed 44; Atk +31 melee (1d8+14, 8 tentacles), +26 melee (1d4+7, bite); or +31 melee (2d8+14, 10 tentacle rakes); Face/Reach 5 ft. by 10 ft./5 ft.; SA Constant insight, improved grab, paralysis, rotting constriction, spell-like abilities; SQ Acid and electricity resistance 15, alternate form, DR 20/+5, darkvision 60 ft., scent, SR 15; AL N; SV Fort +10, Ref +10, Will +10; Str 38, Dex 25, Con 24, Int 3, Wis 25, Cha 6.

Skills and Feats: Climb +28, Hide +3, Listen +10, Spot +10; Alertness.

Spell-Like Abilities: At will—*blur, dimension door, shield, unhallow.* Caster level 20th; save DC 8 + spell level.

Even powerful monsters only oppose the characters for a short time, namely a few rounds in a single battle. Throwing more monsters at them may make the combat last longer, but doesn't always make it more challenging. But that's the idea: Set things up so that the characters have to take care of many pseudonatural crawler clusters at once, possibly across lengthy distances from one another, to give Masum time to grow his plans to full fruition. Overwhelm the PCs with tough choices (such as the sequence in which to deal with things) rather than trying to overwhelm them with more critters in a single encounter.

Points to Consider: At epic levels, the gods themselves may enter play more frequently. This doesn't mean that the characters are interacting with the deities like customers in a bakery, but a god's hand may meddle in the affairs affecting the PCs more and more often.

An examination of the levels of power in any sort of pyramid-structured organization (such as Masum's cult) reveals that the more potent the individuals, the less active in the events of the story they become. In other words, you need a cult leader who has attained a really high level in order to cast epic spells, but because the cult leader is spending his time doing these very important things, he is not really available to participate in opposing the characters directly. The characters should always first do battle with the flunkies who are just a step below the best that any given layer (of the onion) has to offer. If you go the course of building a large cult, keep this idea in mind as you plan out the power levels of the different layers.

Appendix 1: Epic NPCs of Faerûn

ELMINSTER

Male Human (Chosen of Mystra) Fighter 1/Rogue 2/Cleric 3/Wizard 24/Archmage 5: CR 39; Medium-size humanoid; HD 1d10+7 plus 2d6+14 plus 3d8+21 plus 24d4+168 plus 5d4+35; hp 369; Init +10; Spd 30 ft.; AC 31, touch 19, flat-footed 27; Atk +25/+20/+15 melee (1d8+6/19–20, *+5 thundering longsword*) or +23/+18/+13 ranged touch (by spell); SA Sneak attack +1d6, turn undead 6/day; SQ Arcane fire, arcane reach, mastery of counterspelling, mastery of elements, spell power +4, Chosen immunities, Chosen spell-like abilities, detect magic, enhanced Constitution, enhanced Intelligence, evasion, silver fire, SR 21; AL CG; SV Fort +29, Ref +25, Will +29; Str 13, Dex 18, Con 24, Int 27, Wis 18, Cha 17. Height 6 ft. 2 in.

Skills and Feats: Alchemy +28, Balance +6, Climb +5, Concentration +34, Decipher Script +10, Diplomacy +6, Handle Animal +4, Heal +8, Hide +7, Intimidate +9, Intuit Direction +6, Jump +5, Knowledge (arcana) +38, Knowledge (geography) +20, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (nobility) +15, Knowledge (the planes) +20, Knowledge (religion) +13, Listen +12, Move Silently +7, Open Lock +6, Perform (dance) +6, Ride +8, Scry +28, Search +10, Sense Motive +9, Spellcraft +40, Spot +10, Swim +5, Tumble +5; Blooded, Craft Epic Wondrous Item, Craft Staff, Craft Wondrous Item, Delay Spell, Enhance Spell, Expertise, Forge Ring, Heighten Spell, Improved Initiative, Improved Metamagic, Improved Spell Capacity (10th), Luck of Heroes, Maximize Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Evocation), Spell Penetration, Twin Spell.

Arcane Fire (Su): Elminster may cast any spell as an energy bolt (range 600 ft., damage 5d6 + 1d6 points per spell level).

Arcane Reach: Elminster's touch spells have a 30-foot range.

Mastery of Counterspelling: When Elminster successfully counterspells any spell subject to spell turning, he reflects it fully back on the original caster. A spell not subject to spell turning is merely counterspelled.

Mastery of Elements: Elminster can prepare any arcane spell he knows with the acid, cold, fire, electricity,

or sonic designator to be cast as a different element. For example, a *fireball* may be prepared to deal sonic damage instead of fire damage.

Chosen Immunities: Elminster is completely unaffected by attacks that duplicate these effects: *detect thoughts, disintegrate, Evard's black tentacles, feeblemind, finger of death, fireball, magic missile, sunburst, time stop.*

Chosen Spell-Like Abilities: 1/day—*dispel magic, lesser ironguard, see invisibility, shapechange, Simbul's synostodweomer* (converts prepared spells into 2 points of healing per spell level), *spider climb, teleport without error, thunderlance, true seeing.* Caster level 29th; save DC 18 + spell level.

Detect Magic (Su): Line of sight.

Enhanced Constitution: The Chosen of Mystra template adds +10 to Elminster's Constitution.

Enhanced Intelligence: Elminster used *wish* spells to increase his Intelligence. His Intelligence score has a +4 inherent bonus included in its value.

Silver Fire (Su): See Chapter 2 of the FORGOTTEN REALMS *Campaign Setting* for details.

Cleric Spells per Day: 4/4/3. Base DC 14 + spell level, 16 + spell level for Evocation and Enchantment spells. Domains: Magic (use spell trigger or spell completion devices as a 30th-level wizard), Spell (+2 bonus on Concentration and Spellcraft checks). Caster level 3rd.

Wizard Spells per Day: 4/6/6/6/6/4/5/3/4/3/1. Base DC 22 + spell level, 24 + spell level for Evocation and Enchantment spells. Caster level 29th.

Signature Possessions: Ring of protection +5, amulet of natural armor +5, bracers of armor +7, ring of regeneration, mantle of spell resistance (includes resistance +5), *+5 thundering longsword, Elminster's eversmoking pipe*, ring of spell storing, necklace of fireballs* (type VII), 4 *Boccob's blessed books.* As a very powerful wizard, Elminster has access to incredible resources and can acquire or make almost any nonartifact item he might need, given time.

Ancient archmage, Chosen of Mystra, Sage of Shadowdale—Elminster is in many ways the symbol of Faerûn and the magic that suffuses the world. For years he has confounded the Zhentarim, the Red Wizards of Thay, and a hundred rival mages, but in his advanced age he now prefers to work through younger and more vigorous heroes rather than moving directly against his foes. He is prone to long reveries in which he sees again people and places now long vanished.

During his thousand-year life span, Elminster has trained and reared a long succession of apprentices who all became superb spellcasters in their own right, helped found the Harpers, and raised several of the Seven Sisters. During the Time of Troubles, he saved Toril by holding Mystra's power inside himself, surviving by his wits and the aid of the ranger Sharantyr rather than by his magic. He's also a passable fighter and thief and a superb dancer.

Elminster is a consummate actor and delights in acts of whimsy, helping the needy and lovelorn, and dispensing poetic justice to those who deserve it. He has a heart of gold, a deep need to bring tyrannical, pompous, and cruel persons low, and a crotchety, "Don't push me" manner. After knowing the love of the goddess Mystra, nothing awes him or leaves him much afraid.

Elminster's Eversmoking Pipe: This powerful magic item appears as nothing more than an ordinary tool for smoking pipeweed. It carries a number of powerful magics, however, placed there by an archmage who enjoys adopting an innocuous guise despite his great power. The pipe can be lit or extinguished by the use of a command word. Its smoke keeps all Tiny or smaller vermin at least 10 feet from the smoker and automatically turns all *magic missile* attacks against the smoker back upon their caster. The smoker can exhale forcefully from the pipe to extinguish it and fire a single flame as if from a *produce flame* spell. The pipe can create *pyrotechnics* once every 3 rounds, without extinguishing the pipeweed within. Elminster can summon the pipe as if with *Drawmij's instant summons* without needing components, form the smoke into simple nonmagical symbols that last up to 5 rounds, and *dimension door* nine times per day with the pipe. Finally, the pipe gives *water breathing* to its bearer for 2 hours per day.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *repel vermin, produce flame, pyrotechnics, Drawmij's instant summons, silent image, protection from arrows, shield, water breathing, dimension door; Market Price:* 421,200 gp; *Weight:* 1 lb.

STORM SILVERHAND

Female human (Chosen of Mystra) Rogue 1/Fighter 4/Sorcerer 12/Bard 8/Harper Scout 3: CR 32; Medium-size humanoid (human); HD 1d6+8 plus 4d10+32 plus 12d4+96 plus 8d6+64 plus 3d6+24; hp 328; Init +8; Spd 30 ft.; AC 35, touch 20, flat-footed 30; Atk +22/+17/+12 melee (1d8+9/19–20, *+1 luck longsword*) or +21 ranged touch (by spell); SA Sneak attack +1d6; SQ Bardic music, bardic knowledge +10, Chosen immunities, Chosen spell-like abilities, detect magic, enhanced Constitution, favored enemy (Zhentarim +1), Harper abilities, Harper knowledge, electricity immunity, locate traps, silver fire, spell healing; AL CG; SV Fort +29, Ref +24, Will +26; Str 18, Dex 20, Con 26, Int 15, Wis 16, Cha 18. Height 6 ft. 2 in.

Skills and Feats: Balance +9, Bluff +6, Climb +8, Concentration +23, Decipher Script +6, Diplomacy +16, Disable Device +6, Disguise +6, Gather Information +13, Heal +10, Hide +18, Intimidate +8, Jump +5, Knowledge (arcana) +12, Knowledge (the Dales local) +6, Knowledge (religion) +6, Listen +15, Move Silently +24, Open Lock +8, Perform (dance, sing, harp, lyre) +16, Pick Pocket +8, Profession (herbalist) +8, Ride +9, Scry +12, Search +8, Sense Motive +9, Spellcraft +17, Spot +11, Tumble +8, Use Magic Device +9, Use Rope +8, Wilderness Lore +6;

Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Craft Wondrous Item, Dodge, Endurance, Epic Reputation, Improved Initiative, Iron Will, Luck of Heroes, Spellcasting Harrier, Weapon Focus (longsword), Weapon Specialization (longsword).

Bardic Music: Countersong, fascinate, inspire competence, inspire courage, suggestion.

Chosen Immunities: Storm is unaffected by attacks that duplicate these effects: *charm person, circle of death, disintegrate, fear, feeblemind, fireball, maze, meteor swarm, misdirection, prismatic spray.*

Chosen Spell-Like Abilities: 1/day—*detect thoughts, identify, legend lore, Simbul's synostodweomer* (converts prepared spells into 2 hit points of healing per spell level), *stoneskin, teleport, water breathing.* Caster level 12th; save DC 14 + spell level.

Detect Magic (Su): Line of sight.

Electricity Immunity: Storm is immune to natural forms of electricity such as lightning.

Enhanced Constitution: The Chosen of Mystra template adds +10 to Storm's Constitution.

Harper Abilities: Deneir's eye (+2 holy bonus against *glyphs, runes,* and *symbols*), Skill Focus (Perform), Skill Focus (Sense Motive), Tymora's smile (+2 luck bonus on one saving throw each day).

Silver Fire (Su): See Chapter 2 of the FORGOTTEN REALMS *Campaign Setting* for details.

Spell Healing: These spells give her temporary hit points (expiring after 1 hour) instead of causing harm: *magic missile, lightning bolt, ice storm, chain lightning.*

Bard Spells Known (3/4/4/2; base DC 14 + spell level; arcane spell failure 20%): 0—*dancing lights, daze, flare, open/close, read magic, resistance;* 1st—*charm person, cure light wounds, feather fall, identify;* 2nd—*cure moderate wounds, daylight, invisibility, suggestion;* 3rd—*blink, cure serious wounds, scrying.*

Sorcerer Spells Known (6/7/7/7/7/5/3; base DC 14 + spell level; arcane spell failure 20%): 0—*arcane mark, detect magic, disrupt undead, ghost sound, light, mage hand, mending, ray of frost, read magic;* 1st—*cause fear, comprehend languages, cramp, magic missile, spider climb;* 2nd—*arcane lock, cat's grace, mirror image, see invisibility, web;* 3rd—*dispel magic, fly, hold person, tongues;* 4th—*charm monster, dimension door, minor creation;* 5th—*hold monster, teleport;* 6th—*antimagic field.*



Harper Spells Known (2/1; base DC 14 + spell level; arcane spell failure 20%): 1st—*change self, charm person, comprehend languages, erase, feather fall, jump, light, message, mount, read magic, scatterspray, sleep, spider climb;* 2nd—*cat's grace, darkvision, detect thoughts, eagle's splendor, invisibility, knock, locate object, magic mouth, misdirection, see invisibility, shadow mask.*

Possessions: Amulet of natural armor +5, +5 elven chainmail, cloak of elvenkind and resistance +4, boots of elvenkind, ring of protection +5, ring of spell storing, amulet of proof against detection and location, tiara of major fire resistance, +3 luck longsword (+3 weapon, +3 luck bonus on saves, 2 wishes remaining), 2 potions of cure serious wounds (10th-level caster), belt buckle of warmth and feather falling, harp of charming, lyre of building, gloves of Dexterity +2, wand of charm person (heightened to 3rd-level spell), dust of disappearance. Through her Harper connections, Storm has access to many other items given sufficient time.

The famous Bard of Shadowdale is known for her merry manner and her bold adventures as a leader of the Harpers. She approaches life with endless high spirit and gusto, has little personal arrogance, and spends much time training young Harpers, protecting Shadowdale against its foes, and aiding unhappy youngsters. About all that upsets Storm is the unhappiness of good folk; working to make others happy drives her through the days.

Folk of Shadowdale see her as their local healer, midwife, herbalist, and a fellow farmer who'll pitch in to help them at harvesttide, bringing along several willing Harpers to serve as unpaid, somewhat skilled "hands." They bring their injured and sick to her—and no matter what the hour, Storm greets them all with a smile and a gentle hand. Children love her, the common folk adore her, and the elves of Evereska awarded her with high noble titles never before given to a human.

The stupidity of rulers causes her exasperation—but deliberate misuse of authority infuriates her. Storm's grim, get-even temper leads her to arrange "poetic justice" (punishment fitting the crime) for swindlers, thieves, arsonists and vandals, and tyrants—and she'll combat such foes with no thought for her personal safety, but a deep regard for what danger her actions

may bring upon others. Rulers whom she thinks can be "rescued" by education or guidance, she'll work with. The Harpers regard her as their most valuable member. Others may be more powerful or wiser, but Storm is the perfect teacher and inspiration. She's also a personal favorite of the goddess Mystra, who several times whisked her away from certain death (though Storm never expects or counts on such aid).

GERTI ORELSDOTTR

Female Frost Giant Cleric 5 of Auril/Runecaster 4: CR 18; Large giant (cold); HD 14d8+70 plus 5d8+25 plus 4d8+20; hp 219; Init +0; Spd 40 ft.; AC 22, touch 9, flat-footed 22; Atk +23/+18/+13 melee (2d8+13/×3, huge greataxe) or +15/+10/+5 ranged (2d6+9, rock); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rebuke undead 5/day, rock throwing (range increment 120 ft.); SQ Cold subtype, darkvision 60 ft., rock catching; AL CE; SV Fort +21, Ref +6, Will +14; Str 29, Dex 10, Con 21, Int 14, Wis 16, Cha 14. Height 13 ft.

Skills and Feats: Climb +13, Concentration +9, Craft (stonecarving) +16, Diplomacy +4, Heal +6, Hide –4, Jump +13, Knowledge (religion) +3, Spellcraft +9, Spot +8; Cleave, Combat Casting, Great Cleave, Inscribe Rune, Power Attack, Skill Focus (Craft [stonecarving]), Sunder.

Cold Subtype: Immune to cold damage; takes double damage from fire unless a saving throw for half damage is allowed, in which case she takes half damage on a success and double damage on a failure.

Possessions: Bracers of armor +4, brooch of power (as *pearl of power*, 5th level), *boots of speed*, rune necklace (usually holds 4 *runes of cure critical wounds* and 2 of *raise dead*).

Cleric Spells per Day: 6/6/6/5/3/2; base DC 13 + spell level. Domains: Evil (cast evil spells at 10th spell level), Storm (electricity resistance 5).



Daughter of frost giant jarl Orel the Grayhand, Gerti worships Auril the Frostmaiden, a domineering and oppressive deity. She will inherit the leadership of the tribe because her father has no sons, and her strength and allies will help her keep it. Her cleric powers are great, and because she teaches rune magic to clerics in nearby tribes, she has strong support within her own tribe and in others.

Gerti uses her runes to ward the narrow passes that lead to her tribe's caves in the Spine of the World, create objects of healing for the tribe's warriors and hunters, and protect the tribe's valuables. With her wisdom and skill at negotiation, she is called upon to arbitrate disputes between tribes. She preaches that the frost giants are the chosen people of Auril, for of the creatures that thrive in the cold, only they have hands and minds to direct them in the service of the Frostmaiden.

The Grayhand is old, and is expected to die within the next year or two. When Gerti assumes the mantle of leadership, she likely will send more raids into the lowlands or try some great collective magic with the other frost giant clerics of the mountains to bring a great winter of storms to the nearby lands. Gerti is a capable leader and not averse to allying with other kinds of giants if she thinks it would serve her needs and the needs of her deity.

HALASTER BLACKCLOAK

Male Human Wizard 25/Archmage 5: CR 30; Medium-size humanoid; HD 25d4+75 plus 5d4+15; hp 192; Init +8; Spd 30 ft.; AC 19, touch 19, flat-footed 19; Atk +14/+9 melee (touch, spell) or +14/+9 melee (1d6–1, quarterstaff) or +19/+14 ranged touch (spell); SA Arcane fire, arcane reach, mastery of counterspelling, mastery of elements, spell power +2; SQ Enhanced ability scores, magic abilities, Undermountain entrenchments; AL CE; SV Fort +14, Ref +15, Will +23; Str 9, Dex 18, Con 16, Int 24, Wis 22, Cha 10. Height 6 ft.

Skills and Feats: Alchemy +17, Concentration +28, Craft (gemcutting) +12, Craft (trapmaking) +17, Disable Device +12, Handle Animal +3, Heal +8, Hide +6, Intuit Direction +8, Knowledge (arcana) +32, Knowledge (architecture and engineering) +27, Knowledge (the planes) +12, Knowledge (religion) +17, Knowledge (Undermountain history) +17, Knowledge (Undermountain local) +22, Listen +9, Profession (herbalist) +11, Scry +22, Search +27, Spellcraft +34,

Spot +24, Use Rope +6; Craft Magic Arms and Armor, Craft Wondrous Item, Create Portal, Delay Spell, Improved Initiative, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Improved Spell Capacity (12th), Magical Artisan (Create Portal), Maximize Spell, Multispell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Transmutation), Spellcasting Prodigy.

Arcane Fire (Su): Halaster may cast any spell as an energy bolt (range 600 ft., damage 5d6 + 1d6 points per spell level).

Arcane Reach: Halaster's touch spells have a 30-foot range.

Mastery of Counterspelling: When Halaster successfully counterspells any spell subject to spell turning, he reflects it fully back on the original caster. A spell not subject to spell turning is merely counterspelled.

Mastery of Elements: Halaster can prepare any arcane spell he knows with the acid, cold, fire, electricity, or sonic designator to be cast as a different element. For example, a *fireball* may be prepared to deal sonic damage instead of fire damage.

Enhanced Ability Scores: Halaster has used *wish* spells to increase his Intelligence and Wisdom each by 3 points.

Magic Abilities: Through *permanency* and *wish* spells, Halaster has the following continuous abilities: move in complete silence, *pass without trace, protection from arrows, true seeing*, walk on air as if it were firm land (as the 12th-level ability of the *phantom steed* spell).

Undermountain Enchments (usable only when Halaster is within Undermountain):

Longevity: Halaster does not age.

Image Projection: Halaster may manifest up to thirty projected images of himself in different parts of Undermountain (he does not need visual contact with them, may cast spells through them, and may transfer himself to the place of any projection as a free action).

Portal Control: Halaster knows if any *portal* in Undermountain is used. He may activate, deactivate, or change the destination of any *portal* within Undermountain as a standard action.

Wizard Spells per Day: 4/6/6/6/6/5/5/2/4/3/1/1/1. Base DC 20 + spell level, 22 + spell level for Enchantment and Transmutation spells. Caster level 30th.

Possessions: Ring of regeneration, horned ring (*teleport* 3/day when within Undermountain, negate *arcane lock* or nonprismatic magical barriers by touch, acts as a *ring of freedom of movement*, absorbs all *magic missile* and electricity effects), 1d20 *flying daggers* (animated flying objects with a +1 enhancement bonus), *robe of eyes, ring of protection +5*. In addition to these items that he always carries, Halaster has caches of magic items all over Undermountain containing powerful items of all sorts.



The creator of Undermountain, Halaster Blackcloak is widely and correctly thought of as a very old, very powerful wizard . . . who is also completely insane.

The ancient mage is expert in such diverse talents as gemcutting, engineering, and the breeding and control of monsters (living and undead) from other planes. His insanity makes him constantly chuckle and mutter to himself, and he seems unable to follow arguments or conversations for long. However, his insanity does not prevent him from seeing danger or menace when it threatens—or defending himself with lightning speed and efficiency.

Halaster possesses hundreds of magic items, and when in Undermountain (where he's usually "hidden in the walls," employing his own secret network of passages), he can command constructs such as golems, helmed horrors, and crawling claws. Halaster can also call on *contingency* spells, clones of himself, and the tricks and traps of Undermountain, including a "moving *portal*" that can snatch up himself or others and whisk them elsewhere.

Halaster's moments of sanity in Undermountain are rare, but outside it he's usually lucid. On such occasions, Halaster is fastidious, meticulous, dignified, cold, and proper. He remembers any slight or aid given him and brooks no insolence—and also tries to get his own way in everything, caring nothing for the destruction or harm he may do in the process.

The Blackcloak's chief interests include collecting new monsters and magic. After thousands of years, little of either is really "new" to him. While waiting for such delights, he amuses himself by manipulating events and politics to his whims.

THE SIMBUL

Female Human (Chosen of Mystra) Sorcerer 20/Archmage 2/Wizard 10: CR 36; Medium-size humanoid; HD 20d4+160 plus 2d4+16 plus 10d4+80; hp 336; Init +8; Spd 30 ft.; AC 31, touch 17, flat-footed 27; Atk +23/+18 melee (1d4+7/19–20, *+5 dagger*), +20/+16 ranged touch (by spell); SA Chosen spell-like abilities; SQ Mastery of elements, spell power +2, Chosen immunities, detect magic, enhanced Constitution, silver fire, supernatural abilities; AL CN; SV Fort +19, Ref +15, Will +24; Str 14, Dex 18, Con 26, Int 20, Wis 15, Cha 20. Height 5 ft. 10 in.



Skills and Feats: Alchemy +25, Concentration +43, Diplomacy +11, Gather Information +9, Heal +14, Intimidate +17, Knowledge (Aglarond history) +25, Knowledge (Aglarond local) +15, Knowledge (arcana) +30, Knowledge (Rashemen history) +15, Knowledge (religion) +15, Perform +14, Profession (herbalist) +12, Scry +25, Search +15, Sense Motive +7, Spellcraft +31, Spot +12, Swim +7; Craft Wand, Delay Spell, Epic Reputation, Epic Spellcasting, Forge Ring, Improved Counterspell, Improved Initiative, Leadership (37), Maximize Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Transmutation), Spellcasting Prodigy (sorcerer), Twin Spell.

Chosen Spell-Like Abilities: 1/day—*antimagic field, delayed blast fireball, feather fall, fly, hold monster, polymorph other, prismatic wall, the Simbul's synostodweomer* (converts prepared spells into 2 hit points of healing per spell level), *web*. Caster level 22nd; save DC 15 + spell level.

Mastery of Elements: The Simbul can prepare any arcane spell she knows with the acid, cold, fire, electricity, or sonic designator to be cast as a different element. For example, a *fireball* may be prepared to deal sonic damage instead of fire damage.

Chosen Immunities: The Simbul is unaffected by attacks that duplicate these effects: *charm person, circle of death, disintegrate, fear, feeblemind, finger of death, fireball, magic missile, misdirection, meteor swarm.*

Detect Magic (Su): Line of sight.

Enhanced Constitution: The Chosen of Mystra template adds +10 to the Simbul's Constitution.

Silver Fire (Su): See Chapter 2 of the FORGOTTEN REALMS *Campaign Setting* for details.

Supernatural Abilities: Due to wishes and magical experimentation upon herself, the Simbul has the following supernatural abilities: *detect magic* (always active as the 1st-round effect of the spell), *protection from evil, protection from spells, see invisibility, shapechange*. She is also protected as if wearing a *ring of protection +3* and an *amulet of proof against detection and location*. She may transform herself into a *chain lightning* effect that ends as a meteor streak traveling at speed 70 ft.; she cannot reform for 1d4+2 hours, taking 10 minutes to do so. She sometimes uses a *wish* to remove a spell she knows from her repertoire to make room for a different one.

Typical Sorcerer Spells Known: 6/8/8/7/7/7/7/5/5/6. Base DC 18 + spell level, 20 + spell level for Evocation and Transmutation. 0—*arcane mark, dancing lights, detect magic, flare, light, mage hand, mending, open/close, read magic*; 1st—*burning hands, comprehend languages, enlarge, feather fall, magic missile*; 2nd—*alter self, cat's grace, daylight, shatter, web*; 3rd—*dispel magic, fireball, fly, wind wall*; 4th—*charm monster, fire shield, polymorph other, shout,*

5th—*feeblemind, telekinesis, teleport, wall of force*; 6th—*chain lightning, control weather, disintegrate*; 7th—*limited wish, prismatic spray, the Simbul's spell sequencer* (casting this causes the next three spells you cast of up to 4th level to be triggered simultaneously by a single verbal word); 8th—*mass charm, mind blank, polymorph any object, sunburst*; 9th—*the Simbul's spell trigger* (as the *sequencer* but affecting up to 7th-level spells), *the Simbul's synostodweomer* (converts prepared spells into 2 hit points of healing per spell level), *time stop, wish*.

Wizard Spells Per Day: 4/6/5/4/4/3. Base DC 17 + spell level, 19 + spell level for Evocation and Transmutation.

Spellbook: The Simbul knows all the wizard spells of 5th level or lower in the *Player's Handbook*.

Possessions: *Bracers of armor +10, ring of spell storing* (*identify, true seeing, arcane eye*), *ring of shooting stars, wand of magic missile* (9th, 20 charges), *wand of lightning bolt* (10th, 20 charges), *+5 dagger, 4 potions of cure serious wounds* (10th), *chaos diamond, staff of passage*. As a powerful spellcaster and ruler of a nation, the Simbul has access to incredible resources and can acquire or make almost any nonartifact item she might need, given time.



Alassra Silverhand, one of the Seven Sisters who are the Chosen of Mystra, is known to Faerûnians today only as the Simbul. She is the Queen of Aglarond (called by some "the Witch-Queen," and many believe this latter term is part of her official title) and has legendary powers of sorcery and a temper to match.

She mastered metamagic long, long ago, and has single-handedly defeated attacking Thayan armies with titanic combinations of spells. King Azoun IV of Cormyr called the Simbul "a good friend, but a deadly enemy." She is currently the lover of the famous (or if you prefer, infamous) wizard Elminster of Shadowdale. Thanks to his love, she has mitigated the worst of her dark berserker rages, which makes her even more formidable in battle—she's still fearless, but no long heedless of the damage she causes. She still seems more driven to master magic than anyone else in Faerûn . . . and seems quite likely to continue to do so.

The Simbul flits tirelessly around Toril and even other planes, never adhering to any routine, shapechanging at will (often wearing the form of a black raven). As herself, she's heedless of personal appearance, and is usually barefoot or adventurer-booted, and clad only in a tattered black robe. Her hair is always a wild, tangled mess. Even in her realm of Aglarond, people fear her, avoid her, and think her insane. Red Wizards have been known to faint at the mere thought of facing her in battle. In this, if in nothing else, their judgment is wise.

SZASS TAM

Male Lich Necromancer 10/Red Wizard 17/Archmage 2: CR 31; Medium-size undead; HD 29d12+25; hp 211; Init +2; Spd 30 ft.; AC 31, touch 16, flat-footed 29; Atk +17/+12 melee (1d6+2, *staff of power*) or +15 melee (1d8+5 [Will DC 25 half] plus paralysis, lich touch) or +17/+12 ranged touch (by spell); SA Paralyzing touch, fear aura; SQ Arcane reach, spell power +2, immunities, turn resistance +8, DR 15/+1, Specialist defense (Necromancy) +4, spell power (Necromancy) +8, circle leader, Scribe Tattoo, great circle leader, undead traits; AL NE; SV Fort +12, Ref +14, Will +25; Str 11, Dex 14, Con —, Int 22, Wis 20, Cha 20. Height 6 ft.

Skills and Feats: Alchemy +26, Concentration +25, Craft (gemcutting) +16, Diplomacy +7, Heal +9, Hide +10, Intimidate +11, Knowledge (arcana) +26, Knowledge (architecture and engineering) +11, Knowledge (Thayan history) +16, Knowledge (religion) +11, Listen +15, Move Silently +10, Profession (herbalist) +9, Profession (sailor) +9, Scry +26, Search +20, Sense Motive +13, Spellcraft +32, Spot +15, Swim +2, Wilderness Lore +7; Craft Staff, Craft Wand, Craft Wondrous Item, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Increased Turn Resistance, Maximize Spell, Mind Over Body, Quicken Spell, Scribe Scroll, Signature Spell (*animate dead*), Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Necromancy), Spell Mastery (*animate dead, cone of cold, control undead, magic missile, teleport*), Tattoo Focus (Necromancy).

Paralyzing Touch (Su): Creatures touched must

succeed at a Fortitude save (DC 25) or be permanently paralyzed.

Fear Aura (Su): Creatures of less than 5 Hit Dice in a 60-foot radius that look at Szass Tam must succeed at a Will save (DC 25) or be affected as though by *fear* as cast by a 29th-level caster.

Arcane Reach: Szass Tam's touch spells have a 30-foot range.

Immunities (Ex): Immune to cold, electricity, polymorph, and mind-affecting attacks.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Wizard Spells Per Day: 5/7/7/6/6/6/6/3/5/5/1/1; base DC 18 + spell level, 20 + spell level for Evocation, 31 + spell level for Necromancy. Caster level 29th. Specialized school: Necromancy. Prohibited Schools: Enchantment, Illusion.

Spellbook: As a very old lich, a powerful wizard, and one of the rulers of a nation of wizards, Szass Tam has access to virtually any spell that is known and has created many unique necromancy spells known only to himself or the other Red Wizards. He normally prepares a quickened teleport and several quickened attack spells.

Possessions: Given his position of power and advanced magical abilities, Szass Tam can easily acquire nearly any sort of nonartifact magic item (and has access to at least two known Netherese artifacts, the *Death Moon Orb* and *Thakorsil's Seat*). He has a *staff of power, bracers of armor +10,* and a *ring of three wishes* in his possession at all times. He also regularly carries or wears a *hand of glory*, a *ring of spell storing*, a *+2 ring of protection*, a *wand of ray of enfeeblement* (heightened to 4th level), and a *darkskull*.

Infamous for his wise, cold cruelty and his longevity, Szass Tam is the zulkir of Necromancy in Thay, its most influential Red Wizard, and—observers say—the true ruler of Thay. A lich for the last two hundred-odd years, Szass Tam achieved his present power through great arrogance, the skills and preparation to back up his overweening ambitions, and the brilliant schemes of one of the most cunning and intelligent beings in all Faerûn.

Like other Red Wizards, Szass Tam prefers to remain unseen, working through lackeys and servitor creatures (including vast armies of undead led by vampire generals) while he plots and schemes. His own undeath gives him patience. He's quite prepared to abandon servants and attempts that fail, and simply try again later in a better way. Tiring of the continual betrayals and slaughter within the Red Wizards, he has decided that the best future for Thay and for the Red Wizards is united under him—controlled through his magic and through fear. He's not openly exerting power yet, because he wants to preserve Thay's strength as much as possible, and in doing so control as much as he can before any open conflicts erupt.

Szass Tam possesses a truly incredible collection of magic items, ranging from rings, wands, and other trinkets up through staves and golems to artifacts. In his stronghold northwest of Tyraturos, he's almost unassailable. Those who meet him (or seemingly real magical images of himself that he creates and sends far across Faerûn) discover Szass Tam to be calm, cultured, and even pleasant. He appears as a richly robed, skeletally thin pale man. Balding, he has dark eyes, a thinning black beard, and hands that have shriveled to claws. He can, of course, use magic to change his appearance. His favorite false form is that of a tall scholar, aging but vigorous, with glittering jet-black eyes and a soft, purring voice.

Szass Tam is polite but blunt, and he can be plunged instantly into cold, controlled rage by insolence or deliberate defiance. On the other hand, he seems to admire those who cross or foil him by cleverness, as long as they treat him politely. He's always spinning more simultaneous intrigues than most Faerûnians have years in their lives, and with his domination ever growing, he seems content to view existence as a great game, with plots and schemes as the playing pieces—or, if you prefer, weapons.

EPIC RED WIZARD

The epic Red Wizard is an example of how to build an epic progression for a ten-level prestige class beyond those described in the DUNGEON MASTER'S *Guide* (which are covered in the first chapter of this book). The only class feature that follows a consistent progression for the Red Wizard prestige class is the spell power ability. (The specialist defense ability is almost regular, but because it skips 5th level in the standard progression, it cannot be extended past 10th level.) The Red Wizard's caster level increases as with the loremaster. Because spell power is a powerful ability, the Red Wizard's bonus feat progression is slow.

Skill Points at Each Level: 2 + Int modifier.

Spells: The Red Wizard's caster level is equal to the sum of his class levels of Red Wizard and whatever other class his spellcasting is derived from. The Red Wizard does not learn additional spells unless he selects the Spell Knowledge feat (see Feats, below).

Spell Power: The epic Red Wizard's spell power increases by +1 every two levels.

Specialist Defense: The epic Red Wizard's specialist defense does not increase after 10th level, because the progression is not consistent during the first ten levels.

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

Epic Red 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, Enhance Spell, Epic Spell Focus, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spell Resistance, Spontaneous Spell; Combat Casting, Spell Focus, Spell Mastery, Spell Penetration.

In addition to the feats on this list, the Red Wizard may treat any item creation feat or metamagic feat not listed here as being on her bonus feat list.

Also, the following feats from the FORGOTTEN REALMS *Campaign Setting* book are on the bonus feat list for the epic Red Wizard: Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, Improved Familiar, Innate Spell, Magical Artisan, Signature Spell, and the new item creation and metamagic feats presented there.



TABLE A1–1: THE EPIC RED WIZARD

Red Wizard Level	Special
11th	
12th	Spell power +6
13th	
14th	Spell power +7, bonus feat
15th	
16th	Spell power +8
17th	
18th	Spell power +9, bonus feat
19th	
20th	Spell power +10

KHELBEN "BLACKSTAFF" ARUNSUN

Male Human (Chosen of Mystra) Wizard 24/Archmage 3: CR 31; Medium-size humanoid; HD 24d4+192 plus 3d4+24; hp 284; Init +3; Spd 30 ft.; AC 30, touch 20, flat-footed 27; Atk +19/+14 melee (1d6+5, black staff) or +17/+12 ranged touch (by spell); SQ Arcane reach, mastery of counterspelling, mastery of elements, Chosen immunities, Chosen spell-like abilities, detect magic, enhanced Constitution, enhanced Wisdom, silver fire; AL LN; SV Fort +19, Ref +14, Will +24; Str 14, Dex 16, Con 26, Int 22, Wis 20, Cha 15. Height 6 ft.

Skills and Feats: Alchemy +26, Bluff +4, Concentration +32, Craft (painting) +11, Diplomacy +4, Gather Information +4, Intimidate +7, Knowledge (arcana) +30, Knowledge (the planes) +16, Knowledge (religion) +11, Knowledge (Waterdeep history) +11, Knowledge (Waterdeep local) +16, Perform (drama) +4, Ride (horse) +4, Scry +25, Search +10, Sense Motive +9, Spellcraft +34, Spot +7, Wilderness Lore +8; Artist (painter), Craft Staff, Craft Wondrous Item, Forge Ring, Heighten Spell, Improved Spell Capacity (10th), Iron Will, Persistent Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Transmutation), Spell Mastery (blackstaff, chain lightning, fly, magic missile, teleport without error), Still Spell, Twin Spell, Weapon Focus (quarterstaff).

Arcane Reach: Khelben's touch spells have a 30-foot range.

Mastery of Counterspelling: When Khelben successfully counterspells any spell subject to spell turning, he reflects it fully back on the original caster. A spell not subject to spell turning is merely counterspelled.

Mastery of Elements: Khelben can prepare any arcane spell he knows with the acid, cold, fire, electricity, or sonic designator to be cast as a different element. For example, a *fireball* may be prepared to deal sonic damage instead of fire damage.

Chosen Immunities: Khelben is unaffected by attacks that duplicate these effects: *blindness, circle of death, disintegrate, energy drain, forcecage, ice storm, lightning bolt, magic jar, magic missile, Otto's irresistible dance.*

Chosen Spell-Like Abilities: 1/day—*Alustriel's fang* (causes the next weapon the recipient throws to return as if it were a returning weapon), *antimagic field*, *brain spider* (allows the caster to read the thoughts of up to eight people and even pry for more information), *gauntlet* (sheathes one hand in a gauntlet of force that gives damage reduction 30/– to that hand and prevents all contact with it but also prevents the use of that hand to cast spells), *minor spell turning* (as *spell turning* but affects only 1d4 spell levels and cannot partially turn spells), *Muirara's map* (provides a mental map consisting of the recipient's location, another's location, and two landmarks known to the recipient), *the Simbul's skeletal deliquescence* (convert's target's bones to jelly, turning it into an oozelike creature), *the Simbul's synostodweomer* (converts prepared spells into 2 hit points of healing per spell level), *sphere of wonder* (a variant of *globe of invulnerability* that allows the caster to choose which spell effects may enter the sphere), *wraithform*.

Detect Magic (Su): Line of sight.

Enhanced Constitution: The Chosen of Mystra template adds +10 to Khelben's Constitution.

Enhanced Wisdom: Khelben used *wish* spells to increase his Wisdom. His Wisdom score has a +4 inherent bonus included in its value.

Silver Fire (Su): See Chapter 2 of the FORGOTTEN REALMS *Campaign Setting* for details.

Wizard Spells per Day: 4/6/6/5/5/5/5/2/3/4/1; base DC 16 + spell level, 18 + spell level for Evocation and Transmutation spells. Caster level 27th.

Spellbook: Khelben makes it his business to know hundreds of worthwhile spells and a few odd spells that lesser wizards find of little interest. He knows most of the wizard/sorcerer spells in the *Player's Handbook* and the FORGOTTEN REALMS *Campaign Setting*.

Possessions: The *black staff* (a *staff of power* with a permanent *blackstaff* spell upon it that allows it to *dispel magic* as an 8th-level caster by touch, channel various mind-affecting spells, or cause a touched spellcaster to lose a prepared spell or expend an unused spell slot), *bracers of armor +10*, *ring of protection +5*, *ring of spell turning*, *pearl of power* (8th), *pearl of power* (9th). As a very powerful wizard, Khelben has access to incredible resources and can acquire or make almost any nonartifact item he might need, given time.

A Chosen of Mystra and a grim, inflexible proponent of law and order, Khelben Arunsun (called "the Blackstaff" for his magic staff and several spells that create stafflike effects) is the Lord Mage of Waterdeep and the husband of Laeral Silverhand of the Seven Sisters. Few know of Khelben's youth in lost Myth Drannor, or are aware of his true age—but many have learned to fear him.

Khelben dresses in nondescript black robes and never appears in public without his black staff. He has a dignified, imposing manner. He prefers to intimidate or frighten people rather than revealing his dry sense of humor or his keen, playful intelligence and quick wits. More than one shrewd observer of humankind say they see an old, underlying guilt in the Blackstaff, one that eats away at him—but no one knows (or will say) what this may be.

In Khelben's pursuit of law and order, he has founded or supported organizations (such as the Lords' Alliance) and then abandoned them (the Harpers) when they no longer suited his purposes. He recently resigned from the Lords of Waterdeep and later broke with the Harpers over a disagreement about his methods. He formed his own group of likeminded ex-Harpers, known as the Moonstars.

Khelben acts as the gravely wise, stern tutor who manipulates agents and adventurers he meets by reluctantly dispensing information on a firm "only what you need to know" basis, never volunteering even paltry tidbits. In his words, "A secret isn't a secret if you tell anyone."

His beloved Laeral is probably the only person who is privy to Khelben's plans. She is a match for him in both intellect and personal power, and their deep bond of true love has created one of the most formidable magical alliances in contemporary Faerûn.

ALUSTRIEL

Female Human (Chosen of Mystra) Wizard 20/Sorcerer 2/Archmage 2: CR 28; Medium-size humanoid; HD 20d4+120plus 2d4+12 plus 2d4+12; hp 194; Init +7; Spd 30 ft.; AC 28, touch 18, flat-footed 25; Atk +12/+7 melee (1d8/19–20, longsword-arm from sword pendant) or +15/+10 ranged touch (by spell); SQ Mastery of shaping, spell power +2, Chosen immunities, Chosen spell-like abilities, detect magic, enhanced Constitution, immune to nonmagical metal (*ring of lesser ironguard*), name and song attunement, silver fire; AL CG; SV Fort +13, Ref +10, Will +21; Str 11, Dex 16, Con 23, Int 20, Wis 17, Cha 17. Height 5 ft. 11 in.

Skills and Feats: Appraise +8, Bluff +11, Concentration +33, Craft (gemcutting) +10, Diplomacy +13, Gather Information +11, Heal +5, Hide +13, Intimidate +8, Intuit Direction +5, Knowledge (arcana) +28, Knowledge (religion) +10, Perform (dance) +8, Profession (herbalist) +9, Scry +20, Search +21, Sense Motive +8, Spellcraft +32; Automatic Silent Spell, Combat Casting, Craft Rod, Craft Wand, Craft Wondrous Item, Forge Ring, Improved Counterspell, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Transmutation), Still Spell.

Mastery of Shaping: Alustriel can alter area and effect spells that use the following categories: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, she could cast a *fireball* and leave a hole where her

ally stands, preventing any fire damage. Furthermore, any shapeable (S) spells have a minimum dimension of 5 feet instead of 10 feet.

Chosen Immunities: Alustriel is unaffected by attacks that duplicate these effects: *chill touch, disintegrate, feeblemind, flesh to stone, forcecage, lightning bolt, maze, polymorph other, time stop, web.*

Chosen Spell-Like Abilities: 1/day—*antimagic field, clairaudience/clairvoyance, comprehend languages, detect thoughts, hold monster, minor creation, polymorph any object, shapechange, teleport without error.*

Detect Magic (Su): Line of sight.

Enhanced Constitution: The Chosen of Mystra template adds +10 to Alustriel's Constitution.

Name and Song Attunement (Su): Whenever Alustriel's name or the Rune of the Chosen is spoken, she hears it along with the next nine words that person speaks.

Silver Fire (Su): See Chapter 2 of the FORGOTTEN REALMS *Campaign Setting* for details.

Wizard Spells per Day: 4/6/6/5/5/5/4/3/4/4; base DC 18 + spell level, 20 + spell level for Enchantment and Transmutation spells. Caster level 22nd.

Sorcerer Spells per Day: 6/5; base DC 15 + spell level, 17 + spell level for Enchantment and Transmutation spells.

Sorcerer Spells Known: 0—*detect magic, detect poison, light, mage hand, read magic;* 1st—*comprehend languages, feather fall.* Caster level 2nd.

Possessions: Alustriel's sword pendant (transforms the wearer's arm into a nondisarmable longsword blade for 10 minutes once per day; grants the user Martial Weapon Proficiency [longsword] as a bonus feat; dismissible), *bracers of armor +10, boots of elvenkind, cloak of elvenkind, amulet of proof against detection and location, ring of lesser spellguard, ring of protection +5, wand of light, wand of daylight,* 3 *potions of cure serious wounds* (10th-level caster), *rod of splendor, crystal ball with true seeing and telepathy, gem of seeing, pearl of power* (5th), *periapt of proof against poison.* As the ruler of a small country, Alustriel has many other items not listed here at her disposal.

The longtime High Lady of Silverymoon and new ruler of the Silver Marches is both a powerful mage and one of the Seven Sisters. Folk in the North revere Alustriel for her gentle, kindly thoughtfulness and caring stewardship of her people. Her serene manner is legendary, and she tends and cherishes the places and people she rules, turning to battle-magic only as a last resort.

Alustriel spent her rebellious youth adventuring and learned very early in life that happiness is something that must be shared, not won alone. She tirelessly pursues dreams of peace, races dwelling together in harmony, and a place where arts would be prized and nurtured: Silverymoon.

It's seemingly impossible to make Alustriel confused or angry (though she'll weep at the personal misfortunes of her people), or to overload her concentration on multiple matters at once. This, coupled with her natural talent for perfectly remembering faces, names, voices, and mannerisms, makes her nearly the perfect ruler. Her wits and experience enable her to better anticipate future events in the North than almost anyone else in Faerûn.

Folk of Silverymoon love her as their "Lady Hope" or "Shining Lady." Alustriel has the knack of befriending most people she meets, helping them (even in small ways) with their concerns and needs of the moment. Only injustice and intolerance anger her, but she seldom shows rage in anything more than cold, pointed speech. She is a builder and an administrator whose success is rooted in her understanding of others.

MANSHOON

Male Human Wizard 23/Archmage 2: CR 25; Medium-size humanoid; HD 23d4+92 plus 2d4+8; hp 166; Init +3; Spd 30 ft.; AC 24, touch 15, flat-footed 21; Atk +15/+10 melee (1d6+2, staff of power), +16/+11 ranged touch (by spell); SQ Arcane fire, spell-like ability, enhanced Intelligence, permanent spells, SR 17; AL LE; SV Fort +14, Ref +14, Will +21; Str 10, Dex 16, Con 18, Int 23, Wis 16, Cha 19. Height 5 ft. 9 in.

Skills and Feats: Alchemy +17, Concentration +25, Craft (gemcutting) +12, Diplomacy +9, Disguise +7, Handle Animal +7, Intimidate +7, Knowledge (arcana) +26, Knowledge (architecture and engineering) +10, Knowledge (Moonsea geography) +10, Knowledge (Moonsea history) +16, Knowledge (Zhentil Keep local) +11, Listen +7, Profession (herbalist) +8, Ride (dragon) +9, Ride (horse) +7, Scry +20, Spellcraft +30, Spot +9, Wilderness Lore +7; Combat Casting, Craft

Staff, Craft Wand, Craft Wondrous Item, Create Portal, Forge Ring, Great Constitution, Improved Spell Capacity (10th), Maximize Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spellcasting Prodigy, Spell Penetration, Spell Focus (Conjuration), Spell Focus (Enchantment).

Arcane Fire (Su): Manshoon may cast any spell as an energy bolt (range 480 ft., damage 2d6 + 1d6 points per spell level).

Spell-Like Ability: 4/day—*teleport*.

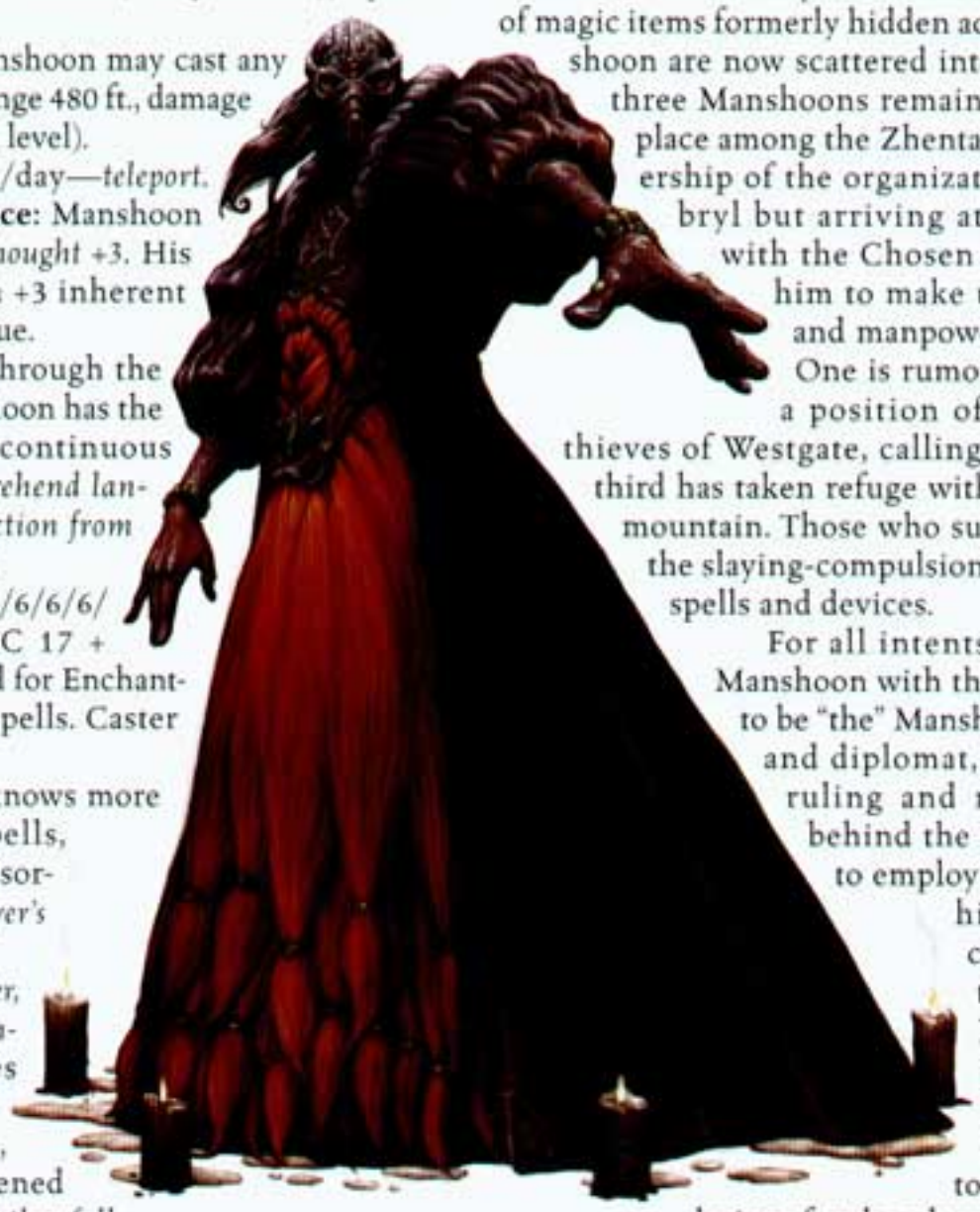
Enhanced Intelligence: Manshoon has read a *tome of clear thought +3*. His Intelligence score has a +3 inherent bonus included in its value.

Permanent Spells: Through the use of *permanency*, Manshoon has the following permanent continuous magical abilities: *comprehend languages*, *darkvision*, *protection from arrows*, and *see invisibility*.

Wizard Spells per Day: 4/6/6/6/9/4/5/5/3/3/1; base DC 17 + spell level, 19 + spell level for Enchantment and Conjuration spells. Caster level 25th.

Spellbook: Manshoon knows more than one hundred spells, including most wizard/sorcerer spells in the *Player's Handbook*.

Possessions: Staff of power, brooch of shielding, Manshoon's battle gorget (gives 75% immunity to critical hits and sneak attacks, +4 natural armor, quickened *lesser ironguard* 1/day, *feather fall* 2/day, *repulsion* 1/day, *lightning bolt* 1/day, all at caster level 17th), *ring of spell storing, ring of wizardry IV, black robe of the archmagi*.



For years a lord of Zhentil Keep and leader of the Zhentarim, Manshoon fit the archetype of the sly-tongued, sinister, and decadent evil master spellcaster. He ruthlessly quelled revolts in the ranks of the Black Network, slaughtered his rivals, and weeded the ranks of the young and ambitious by sending such upstart mages on impossible missions to slay Elminster or seize the spellfire-wielder Shandril Shessair. Hated and mistrusted by his ally Fzoul, Manshoon calmly manipulated the priest as he did all others—remaining arrogant, untouchable in his power, and faintly amused by everything.

That all came forcibly to an end in 1370 DR, when Fzoul and Lord Orgauth managed to slay Manshoon—and found themselves facing not the sole clone they expected but a dozen or more stasis clones Manshoon created. No one knows who activated all the clones or why, but the chaos caused Faerûn to come alive with ruthless evil archmages, each convinced that he was, in fact, the "real" Manshoon and inexplicably compelled to slay his rival clones.

Most of the clones perished in battle, and the caches of magic items formerly hidden across Faerûn by Manshoon are now scattered into other hands. Only three Manshoons remain. One reclaimed his place among the Zhentarim, conceding leadership of the organization to Fzoul Chembryl but arriving at an understanding with the Chosen of Bane that allows him to make use of the resources and manpower of the Zhentarim. One is rumored to have assumed a position of power among the thieves of Westgate, calling himself Orbakh. A third has taken refuge with Halaster of Undermountain. Those who survive have mastered the slaying-compulsion by means of various spells and devices.

For all intents and purposes, the Manshoon with the Zhentarim appears to be "the" Manshoon. A master tyrant and diplomat, he's accustomed to ruling and manipulating from behind the scenes, and is likely to employ adventurers to work his will wherever he can't dupe local authorities to do so. Relieved of the responsibility of administering the Black Network, he is free to concoct far-ranging designs for the advancement of the Zhentarim, and seems to have learned a lesson in caution and patience from the travails of the last two years. He has redoubled his arcane researches, seeking ways to transfer his consciousness from one clone to another at will.

IYRACLEA

Female Human Cleric 15/Divine Disciple 5/Hierophant 5 of Auril: CR 25; Medium-size outsider (evil); HD 15d8+15 plus 5d8+5 plus 5d8+5; hp 140; Init +0; Spd 30 ft.; AC 33, touch 10, flat-footed 33; Atk +20/+15/+10 melee (1d8+4 plus 3d6 cold/×3 plus 9d6 cold, +3 *icy blast battleaxe*), +26 ranged (1d8+10 plus 1d6 cold, +5 *icy burst light crossbow* with +5 *bolts*); SA Rebuke undead 6/day; SQ Divine emissary, electricity resistance 5, fire resistance 10, hierophant special abilities, immune to cold, imbue with spell ability, sacred defense +2, transcendence; AL NE; SV Fort +19, Ref +10, Will +26; Str 12, Dex 10, Con 12, Int 14, Wis 28, Cha 16. Height 5 ft. 7 in.

Skills and Feats: Concentration +29, Diplomacy +31, Knowledge (religion) +30, Spellcraft +30, Wilderness Lore +24; Combat Casting, Craft Magic Arms and Armor, Empower Spell, Epic Spellcasting, Extend Spell, Great Wisdom, Martial Weapon Proficiency (battleaxe), Maximize Spell, Quicken Spell, Survivor.

Divine Emissary: Telepathically communicate with outsiders that serve Auril or are neutral evil, 60-foot range.

Hierophant Special Abilities: Blast infidel, divine reach, spell power +2, spell-like abilities (*cone of cold* 2/day and *ice storm* 4/day).

Immune to Cold: Iyraclea has used a *miracle* spell to make herself completely immune to cold.

***Imbue with Spell Ability*:** Spell-like ability usable at will.

Sacred Defense: +2 bonus on saves against divine spells and the supernatural and spell-like abilities of outsiders.

Transcendence: *protection from good* as a free action, usable at will; +2 bonus on Charisma-based skill and ability checks when dealing with followers of Auril.

Cleric Spells per Day: 6/9/8/8/8/8/5/6/5/6; base DC 19 + spell level. Deity: Auril. Domains: Air (turn earth/rebuke air 6/day), Storm (electricity resistance 5), Water (turn fire/rebuke water 6/day). Caster level 25th.

Epic Cleric Spells per Day: 2; save DC 29.

Possessions: Staff of frost (45 charges; can't use *wall of ice* function), *+3 icy blast battleaxe, +5 fire resistance full plate, +5 moderate fortification large steel shield, +5 mighty icy burst composite shortbow* (+2 Str bonus), 50 *+5 arrows, ring of evasion, ring of freedom of movement, rod of flame extinguishing, periapt of Wisdom +6, amulet of natural armor +3, cloak of resistance +2, rod of absorption, minor circlet of blasting.*

The self-styled Ice Queen, Iyraclea lives in or beneath a castle of sculpted ice somewhere in the northern reaches of the Great Glacier. She is a mighty cleric of Auril, and embodies the Frostmaiden's fury in her relentless assaults on the people of Sossal. She is served by gelugons, called the Icy Claws of Iyraclea.

Iyraclea is said to occasionally use spells to kidnap young, vigorous wizards from Sossal and even the southern lands of Vaasa and Damara. Some speculate that she needs their life essences to prolong her own, for she does seem to be very long-lived. Perhaps she's assembling a force of wizards loyal to her or coerced into her service, or somehow channeling their spell power to extend the Great Glacier's reach once again into the Cold Lands.

Iyraclea is known for her fearsome epic spells, bearing such names as *icerazor, ice fist,* and *cold claws.*

Icerazor

Evocation [Cold]
Spellcraft DC: 40
Components: V, S, XP
Casting Time: 1 action
Range: 300 ft.
Effect: A bolt of cold 300 ft. long and 10 ft. wide
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 360,000 gp; 8 days; 14,400 XP. Seeds: *destroy* (DC 29), *energy* (DC 19). Factors: 1-action casting time (+20 DC), change target to area (+2 DC). Mitigating factors: burn 2,000 XP (–20 DC), 10d6 backlash (–10 DC).

This spell creates a slicing bolt of energy that deals 10d6 points of damage plus 20d6 points of cold damage to creatures it strikes. If the target is killed or destroyed by the bolt, the remains are utterly destroyed as if disintegrated.



The caster takes 10d6 points of damage from the casting.

XP Cost: 2,000 XP.

Ice Fist

Evocation [Cold]
Spellcraft DC: 40
Components: V, S, XP
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 20 hours
Saving Throw: Reflex partial (see text)
Spell Resistance: Yes
To Develop: 360,000 gp; 8 days; 14,400 XP. Seed: *energy* (DC 19). Factors: increase damage to 10d6+20 (+16 DC), 1-action casting time (+20 DC), change area to touched target (+4 DC). Mitigating factors: burn 1,300 XP (–13 DC), 6d6 backlash (–6 DC).

This spell encases the target, whom you must hit with a melee touch attack, in a block of ice that radiates cold energy. The imprisoned creature takes 10d6+20 points of cold damage per round it remains trapped in the block. The ice is 5 feet thick on every side of the imprisoned creature (so each wall around the creature has 180 hit points). Any creature passing through the ice to free the imprisoned creature takes the same cold damage.

If the target makes a successful saving throw, it dodges the forming ice, but still takes 10d6+20 points of cold damage from your frigid touch.

The caster takes 6d6 points of damage from the casting.

XP Cost: 1,300 XP.

Cold Claws

Evocation [Cold]
Spellcraft DC: 39
Components: V, S
Casting Time: 10 minutes
Range: 20 miles
Area: A 20-mile radius, centered on you
Duration: 20 hours
Saving Throw: None
Spell Resistance: No
To Develop: 351,000 gp; 8 days; 14,040 XP. Seed: *energy* (DC 25). Factor: increase range to 20 miles (+36 DC). Mitigating factor: increase casting time by 9 minutes (–18 DC), 4d6 backlash (–4 DC).

This spell creates a blizzard within the area of the spell. The change in weather takes 10 minutes to complete once the casting is complete, lasts for 20 hours, and takes another full day to gradually return to normal. A blizzard combines high winds, heavy snow (1d3 feet), and bitter cold; see the *Dungeon Master's Guide* for specific effects.

The caster takes 4d6 points of damage from the casting.

SHURUPPAK

Male Human Fighter 20/Rogue 3/Wizard 7: CR 30; Medium-size humanoid; HD 20d10+80 plus 3d6+12 plus 7d4+28; hp 289; Init +11; Spd 30 ft.; AC 36, touch 21, flat-footed 36; Atk +38/+33/+28/+23 melee (2d6+18/17–20 plus 2d6 unholy/sever head (or ×2), +4 *keen unholy vorpal greatsword*), or +33/+28/+23/+18 ranged (1d8+7/×3, +2 *mighty composite longbow* [+4 Str bonus] with +1 *arrows*); SA Sneak attack +2d6; SQ DR 50/+3, evasion, electricity and fire resistance 10, traps, uncanny dodge (Dex bonus to AC), SR 32; AL NE; SV Fort +26, Ref +23, Will +25; Str 26, Dex 21, Con 18, Int 16, Wis 17, Cha 16. Height 6 ft. 1 in.

Skills and Feats: Bluff +15, Climb +31, Concentration +18, Diplomacy +5, Handle Animal +26, Intimidate +32, Jump +31, Knowledge (local) +10, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Listen +9, Ride (horse) +30, Spot +9, Swim +31; Cleave, Combat Reflexes, Dodge, Energy Resistance (fire, electricity), Epic Will, Expertise, Extended Life Span, Great Cleave, Heighten Spell, Improved Critical (greatsword), Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack, Scribe Scroll, Spring Attack, Stunning Fist, Sunder, Thug, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack.

AL

Wizard Spells per Day: 4/5/4/3/1; base DC 13 + spell level.

Spellbook: Shuruppak has access to all wizard spells of 4th level and lower detailed in the *Player's Handbook* and the FORGOTTEN REALMS *Campaign Setting.*

Possessions: bracers of armor +10, +4 keen unholy vorpal greatsword, ring of protection +6, red skull mask (as *rod of invulnerability*), *belt of giant strength +6, +2 mighty composite longbow* (+4 Str bonus), 50 *+1 arrows, boots of speed, ring of mirror image* (see below), *robes of resisting enchantment* (see below), *wand of lightning bolt* (10th-level caster), *dust of appearance.*

The former Chosen of Gilgeam, Shuruppak is still a force to be reckoned with in Unther, even since his patron deity's demise. While Gilgeam still lived, Shuruppak was an assassin, the enforcer of Gilgeam's will and law. Known as "the Reaper," he wandered among the cities of Unther, killing anyone he identified as an enemy of Gilgeam. Even in those days, he was a psychopath prone to fits of extreme violence; since Gilgeam's death, he has lost any vestige of sanity he still possessed.



Shuruppak still wears the garb of his former office: black robes and a hood adorned with a magical red skull mask that covers the top half of his face. He seems to revel in the terror his appearance causes among the natives of Unther whom he terrorized for so long. Despite the fact that he is considered an outlaw against the occupying forces of Mulhorand, he travels freely through both free and occupied Unther, no one daring to lay a hand on him. He is being actively courted by both the Church of Tiamat and the Red Wizards of Thay, both of whom would like to see Unther regain its independence from Mulhorand. He seems reluctant to have anything to do with the goddess who killed his patron, and he has received the Thayans no more warmly. He remains a wild card in the complex political games that will shape Unther's future.

Ring of Mirror Image: This ring allows its wearer to use the *mirror image* spell on command three times per day, as if cast by a 6th-level caster (1d4+2 images).

Caster Level: 6th; *Prerequisites:* Forge Ring, *mirror image; Market Price:* 12,960 gp; *Weight:* —.

Robes of Resisting Enchantment: Shuruppak's black robes give him a +5 luck bonus on his saving throws against enchantment spells and effects.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *mind blank; Market Price:* 6,250 gp; *Weight:* 1 lb.

Appendix 2: Epic NPCs of Greyhawk

CAT LORD

Cat Lord, Human Form: Rog37; CR 39; Medium-size outsider (lycanthrope: cat); HD 37d6+148; hp 277; Init +14; Spd 60 ft.; AC 58, touch 58, flat-footed 49; Atk +40/+35/+30 melee (1d6+15/15–20, *+8 rapier*); SA Sneak attack +20d6, spell-like abilities, spit, summon felines, curse of lycanthropy; SQ Blindsight, DR 15/silver, darkvision 60 ft., defensive roll, evasion, improved evasion, opportunist, scent, slippery mind, uncanny dodge (+9 against traps), perfect shape control, SR 46; AL N; SV Fort +27, Ref +36, Will +26; Str 20, Dex 29, Con 18, Int 19, Wis 17, Cha 25.

Skills and Feats: Balance +51, Bluff +47, Climb +41, Diplomacy +11, Escape Artist +49,

VARIANT: CAT LORD AS A DEITY

You may prefer to treat the Cat Lord as semidivine. If you use the rules presented in *Deities and Demigods,* treat the Cat Lord as a rank 0 deity. Among other things, this means that the Cat Lord has maximum hit points per HD. *Deities and Demigods* contains complete rules for divine beings.

Hide +49, Intimidate +9, Jump +47, Listen +43, Move Silently +49, Search +31, Sense Motive +43, Spot +43, Tumble +51, Use Magic Device +20; Blinding Speed (×3), Combat Reflexes, Dexterous Body, Dexterous Will, Great Fortitude, Improved Critical (rapier), Improved Initiative, Improved Sneak Attack, Iron Will, Lightning Reflexes, Lingering Damage, Self Concealment, Sneak Attack of Opportunity, Superior Initiative, Weapon Finesse (rapier).

Cat Lord, Hybrid or Cat Form: Rog37; CR 39; Medium-size outsider (lycanthrope: cat); HD 37d6+222; hp 351; Init +16; Spd 60 ft.; AC 60, touch 60, flat-footed 48; Atk +46/+41/+36 melee (1d6+21/15–20, *+8 rapier*), or Atk +38 melee (1d8+17, bite) and +36 melee (2d6+8, 2 claws); SA Sneak attack +20d6, spell-like abilities, spit, *summon felines*, curse of lycanthropy; SQ Blindsight, DR 15/silver, darkvision 60 ft., defensive roll, evasion, improved evasion, opportunist, scent, slippery mind, uncanny dodge (+9 against traps), SR 46, AL N; SV Fort +29, Ref +38, Will +26; Str 32, Dex 33, Con 22, Int 19, Wis 17, Cha 25.

Skills and Feats: Balance +53, Bluff +47, Climb +47, Diplomacy +11, Escape Artist +51, Hide +51, Intimidate +9, Jump +53, Listen +47 , Move Silently +51, Search +35 , Sense Motive +43, Spot +47 , Tumble +53, Use Magic Device +20; Blind-Fight, Blinding Speed (×3), Combat Reflexes, Dexterous Body, Dexterous Will, Great Fortitude, Improved Critical (rapier), Improved Initiative, Improved Sneak Attack, Iron Will, Lightning Reflexes, Lingering Damage, Multiattack, Power Attack, Self Concealment, Sneak Attack of Opportunity, Superior Initiative, Weapon Finesse (rapier).

Spell-Like Abilities: At will—*astral projection, cure serious wounds, detect evil, detect good, dimension door, displacement, ethereal jaunt, hypnotic pattern, improved invisibility, teleport without error, tongues.* Caster level 20th; save DC 17 + spell level.

Alternate Form (Su): The Cat Lord can change form as though using the *polymorph self* spell (though his gear does not change) into a Medium-size black cat. He can also assume a bipedal hybrid form with prehensile hands and animalistic features. Changing to or from animal or hybrid form is a standard action. Upon assuming either form, the Cat Lord regains hit points as if having rested for a day. When in animal or hybrid form, the Cat Lord gains the use of Blind-Fight, Multiattack, and Power Attack. Likewise, his ability scores change: Str +12, Dex +4, Con +4. See the separate statistics block for the Cat Lord's abilites while in hybrid (or animal) form.

Spit (Ex): While in hybrid or cat form, the Cat Lord can spit at any foe within 30 feet as a standard action. The spittle is a ranged touch attack. If the spittle strikes a foe, the opponent is blinded as if by the *blindness* spell. The Cat Lord has the option of dismissing the blindness if he desires.

Summon Felines **(Sp):** While in hybrid or cat form, the Cat Lord can summon 10d6 domestic cats, 3d6 lions or tigers, or 2d6 dire tigers as a full round action, once per day. The summoned animals arrive at the beginning of the Cat Lord's following round and are completely loyal to the Cat Lord, as if under the effects of an *animal friendship* spell cast at 20th level.

Scent (Ex): The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Perfect Shape Control (Ex): The Cat Lord never needs to check to control his shape, having automatic full control over his shapeshifting abilities.

Possessions: Whisker (*+8 rapier*), *pink and green Ioun stone, gloves of Dexterity +6, cloak of resistance +4, winged boots, ring of freedom of movement, Ring of the Cat Lord.*

Ring of the Cat Lord (Major Artifact): This prized item grants the Cat Lord a total of nine *true resurrections*, each of which occurs in the round following his death.

The Cat Lord, or "Master Cat," is the purported ruler of felines everywhere, big and small (in fact, some suggest he is a cat deity, though others claim the Cat Lord is a malign creature of evil). Those who truly understand felines know that the Cat Lord is neither good nor evil but concerned with cat-things alone. To this end, he roams various planes, including the Material Plane.

The Cat Lord appears alternately as a black cat, a black panther, a pale human male with dark hair, or a dark skinned male human, or as a hybrid human-cat sharing traits of both cat and human forms. In human form he always wears black garb with simple gold accessories. Many admire the Cat Lord's unique style, others envy him his artistry, while those who meet him in person are often swayed by his animal magnetism.

ECLAVDRA

Female Drow Cleric 23: CR 23; Medium-size humanoid (elf); HD 23d8+46; hp 150; Init +4; Spd 30 ft.; AC 32, *blinking*, touch 17, flat-footed 28; Atk +25/+20/+15 melee (1d8+8 plus 2d6 against good, *+5 unholy morningstar*); SA Rebuke undead 5/day; SQ Drow traits, divine emissary, SR 34; AL CE; SV Fort +18, Ref +14, Will +24; Str 13, Dex 18, Con 14, Int 17, Wis 26, Cha 12.

Skills and Feats: Concentration +28, Knowledge (religion) +29, Knowledge (the planes) +29, Listen +13, Search +4, Spellcraft +29, Spot +13; Scribe Scroll, Brew Potion, Combat Casting, Forge Wand, Heighten Spell, Maximize Spell, Quicken Spell, Improved Spell Capacity (10th), Improved Spell Capacity (11th).

Cleric Spells per Day: 6/8/8/8/8/7/6/6/6/5/1/1; base DC 18 + spell level. Domains: Evil (cast evil spells at 24th caster level), Destruction (smite; +4 bonus on one attack, +23 damage, 1/day).

Drow Traits: Immune to magic sleep spells and effects; +2 racial bonus on Will saves against enchantment spells or effects; darkvision 120 ft.; entitled to a Search check when within 5 feet of a secret or concealed

door as though actively looking for it; spell resistance 11 + class level; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (*1/day—dancing lights, darkness,* and *faerie fire* as though cast by a sorcerer of the drow's character level); light blindness (blinded for 1 round by abrupt exposure to bright light, –1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Divine Emissary (Su): Telepathically communicate with outsiders that serve Lolth or are chaotic evil, 60-foot range.

Possessions: +5 elven (drow) *chainmail, +3 large metal shield, +7 unholy morningstar, wand of cure critical wounds, wand of hold person, wand of searing dark* (as *searing light,* except unholy power, 10th level), *periapt of Wisdom +6, rod of absorption, cloak of resistance +3, ring of blinking, ring of protection +3, Amulet of the Demonweb Pits.*

Amulet of the Demonweb Pits (Major Artifact): This token of Lolth's good will allows its user to cast *crown of vermin* twice per day as a 30th-level caster. The vermin are made up of spiders of every variety. In shape, the amulet appears as a spider of deepest ebony with tiny fiery red eyespots that provide reddish illumination within 30 feet, if the wearer desires.



Of indeterminate age, the ivory-haired and beautiful priestess Eclavdra is utterly cold and soulless. She is the perfect instrument of Lolth's will, and Lolth values her as an emissary to evil enclaves throughout the Flanaess. Her expression is generally that of a sardonic sneer, though when she moves in the realm of the semi-divine, such as when she treats with Iuz and other powers at Lolth's request, she schools her demeanor to give respect where it is due. In fact, she nutures a long-standing hatred for Iuz, but feigns otherwise when they meet.

Eclavdra is never without a few scrolls inscribed with *word of recall* keyed to her home in the Underdark, below the Crystalmists. Likewise, she generally uses her 11th-level spell slot to hold a heightened *destruction* spell, which means her enemies must make a Fortitude save against DC 29 to survive.

LORD ROBILAR

Male Human Fighter 24: CR 24; Medium-size humanoid; HD 24d10+96; hp 228; Init +11; Spd 20 ft.; AC 38, touch 16, flat-footed 37; Atk +36/31/26/21 melee (1d10+15/15–20 (+1d6 on critical hit) plus 1d6 cold (plus 1d10 cold on critical hit), *+5 keen icy burst bastard sword*), or +31/26/21/16 ranged (1d8+9/19–20/×3, *+2 mighty composite longbow* [+4 Str bonus] with *+3 arrows*); AL LE; SV Fort +23, Ref +14, Will +16; Str 27 (with *belt*), Dex 16, Con 18, Int 11, Wis 16, Cha 16. Height 6 ft. 1 in.

Skills and Feats: Diplomacy +12, Ride (horse) +19, Sense Motive +12; Exotic Weapon (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack, Weapon Specialization (bastard sword), Cleave, Point-Blank Shot, Improved Critical (bastard sword), Great Cleave, Dodge, Precise Shot, Weapon Focus (composite longbow), Improved Critical (composite longbow), Mounted Combat, Blind-Fight, Mounted Archery, Far Shot, Combat Reflexes, Penetrate Damage Reduction, Devastating Critical, Overwhelming Critical (bastard sword), Dire Charge.

Possessions: Blade of Black Ice (*+5 keen icy burst bastard sword*), *metal destrier* (see below), *+2 mighty composite longbow* (+4 Str bonus), 50 *+3 arrows, belt of giant strength +6, carpet of flying, ring of spell turning, horn of blasting, cloak of resistance +4, amulet of natural armor +2, cloak of resistance +5, ring of protection +5.*

Blade of Black Ice: This *+5 keen icy burst bastard sword* is said to have been forged by Iuz, and was gifted to Robilar by Mordenkainen shortly before Robilar's disastrous legendary last foray into Castle Greyhawk. Tenser, who was present at the time, claims that the blade had been enchanted with special dispelling magics that aided Robilar in his release of the Old One from his magical prison beneath that great edifice. Seemingly made of ice, the Blade of Black Ice deals an additional 1d6 points of cold damage on every strike, plus an additional 1d10 points of cold damage on a critical hit (which, due to its keen edge, it is quite likely to achieve). Its wielder is protected from heat and fire, because the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take. The Blade of Black Ice also has a 50% chance of extinguishing any fire into which its blade is thrust.

This power extends to a 10-foot radius and includes lasting effects such as *wall of fire* but excludes instantaneous effects such as *fireball*.

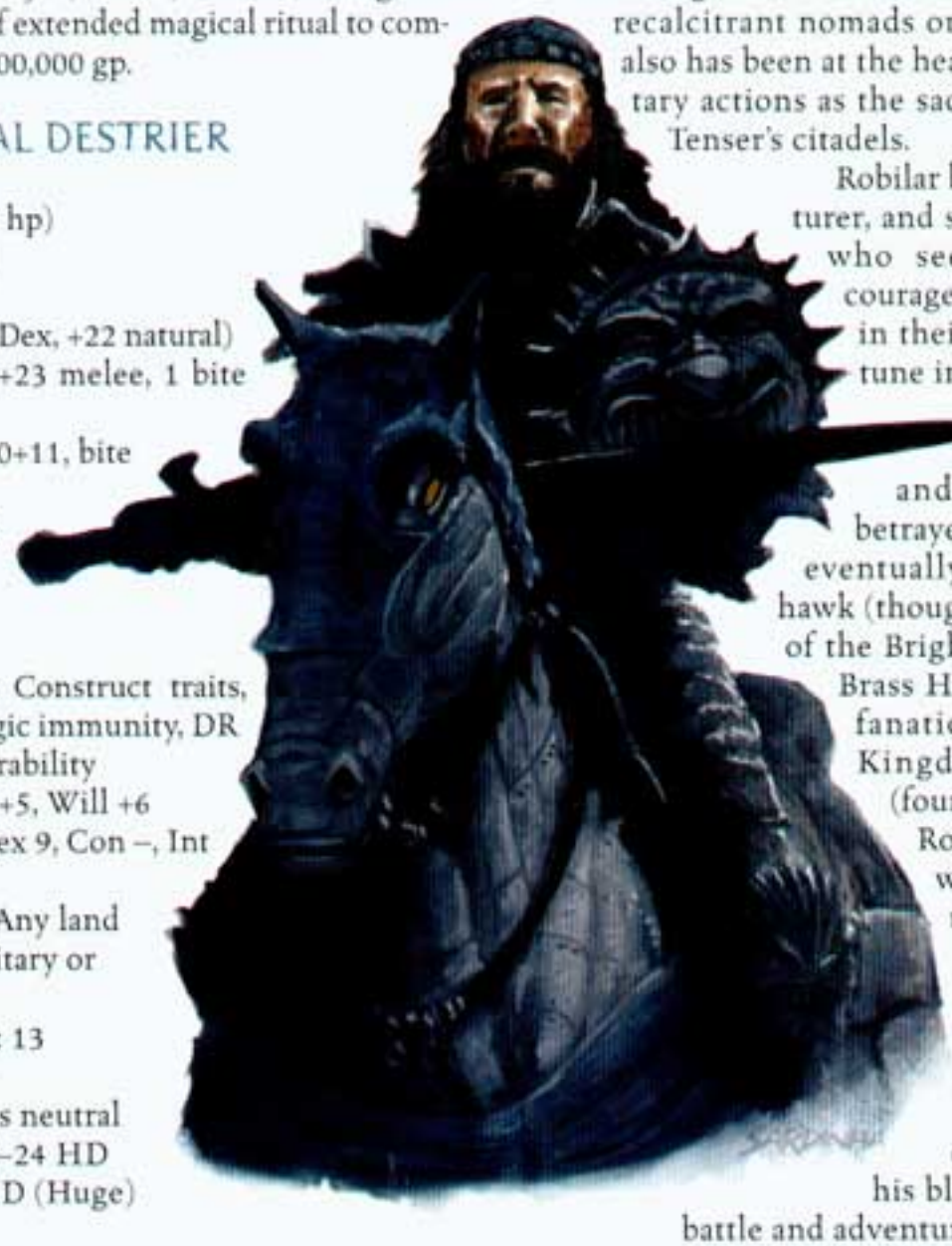
Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armors, *ice storm, dispel magic, protection from elements*; *Market Price:* 128,335 gp; *Cost to Create:* 64,335 gp + 2,474 XP.

Metal Destrier: Forged by Rary the Traitor, this construct resembles a mechanical heavy warhorse with gleaming silver skin and burning yellow eyes. It follows the orders of its creator, or whomever its creator designates as its new master (currently Robilar).

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *cloudkill, geas/quest, limited wish, polymorph any object*, Craft (armorsmithing) check (DC 20), 2 months of extended magical ritual to complete; *Market Price:* 200,000 gp.

ROBILAR'S METAL DESTRIER

Large Construct
Hit Dice: 18d10 (99 hp)
Initiative: –1 (Dex)
Speed: 50 ft.
AC: 30 (–1 size, –1 Dex, +22 natural)
Attacks: 2 hooves +23 melee, 1 bite +18 melee
Damage: Hoof 2d10+11, bite 2d6+5
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Dire charge
Special Qualities: Construct traits, fast healing 1, magic immunity, DR 50/+3, rust vulnerability
Saves: Fort +6, Ref +5, Will +6
Abilities: Str 33, Dex 9, Con –, Int –, Wis 11, Cha 1
Climate/Terrain: Any land
Organization: Solitary or with rider
Challenge Rating: 13
Treasure: None
Alignment: Always neutral
Advancement: 19–24 HD (Large); 25–54 HD (Huge)



Robilar's metal destrier cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a quicksilver gait not unlike that of a real warhorse. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Combat

A metal destrier's flashing hooves strike with deadly accuracy and incredible force.

Dire Charge (Ex): If a metal destrier charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Magic Immunity (Ex): A metal destrier is immune to all magical and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any *slow* effect on the destrier and cures 1 point of damage for each 3 points of damage it would otherwise deal.

Rust Vulnerability (Ex): A metal destrier is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Lord Robilar, Rary the Traitor's companion and military commander, is a grim, black-haired, saturnine man with a brooding countenance, deep-set eyes, and a short goatee. Robilar leads Rary's armies against recalcitrant nomads or centaur tribes, though he also has been at the head of such high-profile military actions as the sacking of both Otiluke's and Tenser's citadels.

Robilar began his career as an adventurer, and still has a soft spot for those who seek thrills and gold with courage (and a touch of brashness) in their hearts. He sought his fortune in the company of such luminaries as Mordenkainen, Bigby, Serten, and Rary the Mage. Later, he betrayed them all except Rary, and eventually was named Lord of Greyhawk (though his titles are now Marshal of the Bright Lands and Warden of the Brass Hills). Although he was once fanatically loyal to Rary and the Kingdom of the Bright Lands (found within the Bright Desert), Robilar's relationship with the wizard has cooled of late due to Rary's distant and increasingly amoral demeanor. Eventually, the Traitor may become the betrayed, but for now, Robilar remains content to ride the desert on his metal destrier, flying his black unicorn banner, seeking battle and adventure.

MORDENKAINEN

Male Human Wizard 27: CR 27; Medium-size humanoid; HD 27d4+108; hp 175; Init +8; Spd 30 ft.; AC 28, touch 18, flat-footed 25; AC with epic mage armor 48, touch 18, flat-footed 45; Atk +19/+14 melee (1d6+5 plus 1d6 fire, *+5 staff of fiery power*) or +17/+12 ranged touch (by spell); AL N; SV Fort +16, Ref +15, Will +20; Str 10, Dex 17, Con 18, Int 27, Wis 15, Cha 18.

Skills and Feats: Alchemy +38, Bluff +11, Concentration +31, Diplomacy +18, Knowledge (arcana) +38, Knowledge (the planes) +23, Knowledge (religion) +23, Scry +27, Sense Motive +9, Spellcraft +38; Scribe Scroll, Great Fortitude, Combat Casting, Brew Potion, Improved Initiative, Lightning Reflexes, Quicken Spell, Heighten Spell, Craft Wondrous Item, Maximize Spell, Spell Penetration, Craft Staff, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Improved Spell Capacity (12th), Improved Metamagic, Epic Spellcasting, Epic Spell Penetration.

Wizard Spells per Day: 4/6/6/12/6/5/5/5/5/4/1/1/1; base DC 18 + spell level.

Spellbook: Mordenkainen knows hundreds of spells, many of which he researched himself (and have some come into wide use on Oerth and on other worlds). He knows all the wizard/sorcerer spells in the Player's Handbook. As new spells are researched by other mages and come into circulation, Mordenkainen is not slow to discover and pen them into his own vast library of spellbooks.

Epic Spells per Day: 3.

Epic Spells Known: epic mage armor, greater spell resistance, let go of me, ruin.

Possessions: +5 staff of fiery power, bracers of armor +8, headband of intellect +6, rod of absorption, pink Ioun stone, carpet of flying (6 ft. by 9 ft.), *amulet of natural armor +2, wand of fireball* (10th-level caster), *ring of protection +5, ring of wizardry III, crystal ball, silver key of portals.*

Silver Key of Portals (Minor Artifact): This silver skeleton key, a relic created by the god Dalt, functions like a *chime of opening* when it is touched to the bars, door, lock, lid, portal, or shackles to be opened. The key automatically dispels a *hold portal* or *arcane lock* with a caster level of less than 30th level. The wielder gains a +30 insight bonus on Escape Artist checks. The wielder can call on each of the following powers twice per day, at will: *passwall, ethereal jaunt, word of recall.* These spells are cast as if by a caster of 30th level.



Mordenkainen is one of the most feared and respected living mages in the Flanaess. Few spellcasters have not heard of his fabulous exploits and all recognize his skill and knowledge of matters both magical and political. In fact, most mages know at least one spell originally researched by Mordenkainen. Currently, Mordenkainen leads a powerful group of wizards known as the Circle of Eight, who work to ensure that no one power gains dominance over too much of the Flanaess, and that a balance of power remains constant throughout Eastern Oerik.

Mordenkainen is in fine physical shape. He wears a dark beard trimmed to a point, sports a shaved head, and usually favors black satin coats. His apparent age is around 40 (though his true age is twice that). His penetrating eyes hold hints of genius tinged with madness. Few gainsay his desires after meeting his powerful gaze and listening to his persuasive oratory.

Mordenkainen sees himself as a chief instrument of the Great Balance. His philosophies are more complex than simple equality—they are highly detailed and extremely theoretical ideals derived from decades of arcane research. Mordenkainen has fought ardently for the forces of good (most recently during the Greyhawk Wars) with his private army, the Obsidian Citadel, but just as often he has worked the side of infernal forces. He prefers to maneuver behind the scenes, manipulating events to ensure that no side gains the upper hand. As a result, the wizard is not trusted, even among the likewise neutral druidic Hierophants of the Cabal, who find his vision of balance wholly self-centered and somewhat arbitrary. Others count him as an out-and-out enemy, including Evard the Black, Terik, and Rary.

Appendix 3: Epic NPCs

This section provides baseline statistics for NPCs of every standard class from 21st level to 30th level.

The NPC descriptions summarize a lot of information about the NPCs. The format is identical with that presented in Chapter 2 of the *Dungeon Master's Guide* in the Reading the NPC Descriptions sidebar. Rules for how to adjust these statistics by race or kind of monster, as well as notes on NPC design, can also be found in Chapter 2 of the *Dungeon Master's Guide*. As with the NPCs in the *Dungeon Master's Guide*, you will find it is easiest to use an NPC by copying out the relevant information for an NPC of a given level onto a separate character record or character sheet.

NPC BARBARIAN

Ability Scores at 21st Level: Str 24 (+6 for *belt*), Dex 16 (+2 for *gloves*), Con 15, Int 10, Wis 12, Cha 8.

Increased Ability Scores: 24th, Con 21 (+1 for 24th level, +5 for *manual*); 27th, Dex 20 (+6 for *gloves*); 28th, Con 22 (+1 for 28th level).

Starting Feats: Weapon Focus (greataxe), Dodge, Track, Blind-Fight, Improved Critical (greataxe), Power Attack, Improved Critical (composite longbow).

Feats: 21st, Thundering Rage; 24th, Penetrate Damage Reduction; 27th, Damage Reduction; 30th, Damage Reduction.

Class Bonus Feats: 24th, Mighty Rage; 28th, Terrifying Rage.

Starting Class Features: Rage 6/day, greater rage, not winded after rage, damage reduction 4/–, uncanny dodge (Dex bonus to AC, can't be flanked, +4 against traps).

Class Features: 22nd, uncanny dodge (+5 against traps); 23rd, damage reduction 5/–; 24th, rage 7/day; 25th, uncanny dodge (+6 against traps); 26th, damage reduction 6/–; 28th, uncanny dodge (+7 against traps); 29th, damage reduction 7/–.

Armor: *+5 breastplate.*

Greataxe (Melee): *+5* (21st–28th); *+5 thundering ghost touch* (29th); *+5 shock thundering ghost touch* (30th).

Composite Longbow (Ranged): *+3 mighty* (+4 Str bonus) (21st–24th); *+5 mighty* (+5 Str bonus) (25th–30th).

Arrows: 25 *+5*.

Potions: 2 *neutralize poison*, 4 *cure serious wounds*, 4 *haste*, 4 *heroism*.

Other Magic Gear: *Boots of striding and springing, bag of holding 2, belt of giant strength +6, cloak of resistance +5, rod of thunder and lightning; amulet of natural armor +3* (21st–22nd); *ring of protection +3* (21st–25th); *gloves of Dexterity +2* (21st–26th); *amulet of natural armor +4* (23rd); *manual of bodily health +5*, used (24th); *amulet of natural armor +5* (24th–30th); *ring of protection +4* (26th–30th); *gloves of Dexterity +6, ring of evasion* (27th–30th); *iridescent Ioun stone* (28th–30th); *cube of frost resistance* (30th).

Other Normal Gear: Climber's kit, dagger, silver dagger, 3 flasks alchemist's fire.

NPC BARD

Ability Scores at 21st Level: Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 26 (+6 for *cloak*).

Increased Ability Scores: 22nd, Con 14 (+2 for *Ioun stone*); 24th, Dex 19 (+6 for *gloves*), Cha 27 (+1 for 24th level); 28th, Cha 22 (28).

Starting Feats: Combat Reflexes, Weapon Focus (rapier), Weapon Finesse (rapier), Improved Initiative, Skill Focus (Perform), Skill Focus (Spellcraft), Skill Focus (Diplomacy).

Feats: 21st, Improved Spell Capacity (7th); 24th, Deafening Song; 27th, Improved Spell Capacity (8th); 30th, Reactive Countersong.

Class Bonus Feats: 23rd, Lasting Inspiration; 26th, Hindering Song; 29th, Epic Inspiration.

Starting Class Features: Bardic music, bardic knowledge.

Armor: None.

Rapier (Melee): *+4*.

Light Crossbow (Ranged): Masterwork (21st–24th); *+1* (25th); *+5* (26th–30th).

Bolts: 25 *+1* (21st); 25 *+2* (22nd); 25 *+5* (23rd–24th); 25 *+5 bane* (choose monster) (25th–30th).

Potions: 2 *tongues*, 2 *cure serious wounds*, 3 *fly*, 2 *glibness*.

Other Magic Gear: *Horn of blasting, wand of polymorph self, cloak of Charisma +6, eyes of charming* (21st); *ring of protection +3, amulet of natural armor +4* (21st–28th); *bracers of armor +5* (21st–29th); *pink Ioun*

Table A3–1: NPC Barbarian

Level	hp	AC	Init	Spd	Greataxe (1d12)	Composite Longbow (1d8)	F/R/W	Cli	Ju	Intim	List	Wild
21st	183	29	+3	60 ft.	+34/29/24/19 (+12)	+33/28/23/18 (+12)	+19/+13/+11	+20	+30	+22	+20	+20
22nd	192	29	+3	60 ft.	+34/29/24/19 (+12)	+33/28/23/18 (+12)	+20/+14/+12	+20	+31	+23	+21	+21
23rd	200	30	+3	60 ft.	+35/30/25/20 (+12)	+34/29/24/19 (+12)	+20/+14/+12	+21	+32	+24	+21	+22
24th	276	31	+3	60 ft.	+35/30/25/20 (+12)	+34/29/24/19 (+12)	+21/+15/+13	+21	+33	+25	+22	+23
25th	287	31	+3	60 ft.	+36/31/26/21 (+12)	+37/32/27/22 (+13)	+21/+15/+13	+21	+34	+26	+23	+24
26th	299	33	+3	60 ft.	+36/31/26/21 (+12)	+37/32/27/22 (+13)	+22/+16/+14	+21	+35	+27	+24	+25
27th	310	33	+3	60 ft.	+37/32/27/22 (+12)	+40/35/30/25 (+13)	+22/+18/+14	+21	+36	+28	+25	+26
28th	350	33	+3	60 ft.	+37/32/27/22 (+12)	+40/35/30/25 (+13)	+23/+19/+15	+21	+37	+29	+26	+27
29th	362	33	+3	60 ft.	+38/33/28/23 (+12)	+41/36/31/26 (+13)	+23/+19/+15	+21	+38	+30	+27	+28
30th	375	33	+3	60 ft.	+38/33/28/23 (+12)	+41/36/31/26 (+13)	+24/+20/+16	+22	+39	+31	+27	+29

ABLE A3–2: NPC BARD

Level	hp	AC	Init	Spd	Longsword (1d8)	Light Crossbow (1d8)	F/R/W	Bluff	Dipl	Perf	S Mot	Spellc	Tum
21st	94	28	+5	30 ft.	+22/17/12 (+4)	+19 (+1)	+7/+13/+11	+31	+33	+33	+23	+28	+25
22nd	99	28	+5	30 ft.	+22/17/12 (+4)	+20 (+2)	+9/+14/+12	+32	+34	+34	+24	+29	+26
23rd	103	28	+5	30 ft.	+23/18/13 (+4)	+24 (+5)	+9/+14/+12	+33	+35	+35	+25	+30	+27
24th	108	31	+5	30 ft.	+26/21/16 (+4)	+27 (+5)	+10/+15/+16	+34	+36	+36	+26	+31	+28
25th	112	31	+5	30 ft.	+27/22/17 (+4)	+29 (+5, bane)	+10/+15/+16	+35	+37	+37	+27	+32	+29
26th	117	31	+5	30 ft.	+27/22/17 (+4)	+33 (+9, bane)	+11/+16/+17	+36	+38	+38	+28	+33	+30
27th	121	31	+5	30 ft.	+28/23/18 (+4)	+34 (+9, bane)	+11/+16/+17	+37	+39	+39	+29	+34	+31
28th	126	31	+5	30 ft.	+28/23/18 (+4)	+34 (+9, bane)	+12/+17/+18	+39	+41	+41	+30	+35	+32
29th	133	33	+5	30 ft.	+29/24/19 (+4)	+35 (+9, bane)	+12/+17/+18	+42	+44	+44	+31	+36	+33
30th	135	36	+5	30 ft.	+29/24/19 (+4)	+35 (+9, bane)	+13/+18/+19	+43	+45	+45	+32	+37	+34

ABLE A3–3: NPC CLERIC

Level	hp	AC	Init	Spd	Morningstar (1d8)	Light Crossbow (1d8)	F/R/W	Spellc	Con
21st	136	26*	0	20 ft.	+18/13/8 (+2)	+18 (+1)	+17/+9/+23	+24	+26
22nd	143	29*	0	20 ft.	+19/14/9 (+3)	+18 (+1)	+18/+10/+24	+25	+27
23rd	149	29*	0	20 ft.	+20/15/10 (+3)	+19 (+1)	+18/+10/+24	+26	+28
24th	156	31*	0	20 ft.	+20/15/10 (+3)	+19 (+1)	+19/+11/+25	+27	+29
25th	162	31*	0	20 ft.	+22/17/12 (+4)	+20 (+1)	+21/+13/+27	+28	+30
26th	169	33*	0	20 ft.	+22/17/12 (+4, *disruption*)	+20 (+1)	+22/+14/+28	+29	+31
27th	175	33*	0	20 ft.	+23/18/13 (+4, *disruption*)	+21 (+1)	+22/+14/+28	+30	+32
28th	182	35*	0	20 ft.	+24/19/14 (+5, *disruption*)	+21 (+1)	+23/+15/+30	+31	+33
29th	188	35*	0	20 ft.	+26/21/16 (+6, *disruption*)	+22 (+1)	+23/+15/+30	+32	+34
30th	195	35*	0	20 ft.	+26/21/16 (+6, *disruption*)	+22 (+1)	+24/+16/+31	+33	+35

*Blinking.

stone, dark blue Ioun stone, horn of goodness/evil (22nd–30th); *gloves of Dexterity* +6 (24th–30th); *wand of break enchantment, wand of keen edge* (27th–30th); *lavender and green Ioun stone* (28th–30th); *circlet of persuasion, amulet of natural armor* +5, *ring of protection* +4, *bottle of air* (29th–30th); *lyre of building, ring of protection* +5, *bracers of armor* +7 (30th).

ELLS CAST/KNOWN

Class Level	Spell Level 0	1st	2nd	3rd	4th	5th	6th
21st–26th	4/6	6/5	6/5	6/5	6/5	5/5	6/4
27th	4/6	7/5	6/5	6/5	6/5	6/5	6/4
28th–30th	4/6	7/5	6/5	6/5	6/5	6/5	7/4

PC CLERIC

Ability Scores at 21st Level: Str 13, Dex 10 (+2 for *gloves*), Con 14, Int 10, Wis 26 (+6 for *periapt*), Cha 12.

Increased Ability Scores: 24th, Wis 27 (+1 for 24th level); 28th, Wis 28 (+1 for 28th level).

Starting Feats: Scribe Scroll; Brew Potion; Combat Casting; Forge Wand; Heighten Spell; Maximize Spell; Quicken Spell.

Feats: 21st, Improved Spell Capacity (10th); 24th, Improved Spell Capacity (12th); 27th, Improved Spell Capacity (14th); 30th, Improved Spell Capacity (16th).

Class Bonus Feats: 23rd, Improved Spell Capacity (11th); 26th, Improved Spell Capacity (13th); 29th, Improved Spell Capacity (15th).

Starting Class Features: Turn or rebuke undead.

Armor, Full Plate: +3 (21st–25th); +4 (26th–27th); +5 (28th–30th).

Shield, Large Metal: +2 (21st); +3 (22nd–25th); +4 (26th–27th); +5 (28th–30th).

Morningstar (Melee) [or Deity's Favored Weapon]: +1 (21st); +2 (22nd–24th); +3 (25th); +3 *of disruption* (26th–27); +4 *of disruption* (28th); +5 *of disruption* (29th–30th).

Light Crossbow (Ranged): Masterwork.

Bolts: 25 +1.

Scrolls: 4 *protection from elements, silence, neutralize poison, ethereal jaunt, wind walk, implosion,* 2 *resurrection,* 2 *true resurrection, etherealness, antilife shell,* 2 *heal, mass heal.*

Potions: *Blur, levitate, fly, spider climb, heroism.*

Other Magic Gear: *Wand of cure critical wounds, wand of hold person, gloves of Dexterity* +2, *wand of searing light* (10th-level caster), *periapt of Wisdom* +6, *rod of absorption, ring of blinking; cloak of resistance* +3 (21st–24th); *ring of protection* +1 (21st); *ring of protection* +3 (22nd–23rd); *ring of protection* +5 (24th–30th); *cloak of resistance* +5 (25th–30th); *orb of storms* (27th–30th); *major circlet of blasting* (29th–30th); *pearl of power* (7th level) (30th).

SPELLS PER DAY

Level	
21st (spell levels 0–10th)	6/8/8/8/8/7/6/6/6/5/1*
22nd (spell levels 0–10th)	6/8/8/8/8/7/6/6/6/5/1*
23rd (spell levels 0–11th)	6/8/8/8/8/7/6/6/6/5/1*/1
24th (spell levels 0–12th)	6/8/8/8/8/7/6/6/6/5/1*/1/1
25th (spell levels 0–12th)	6/8/8/8/8/7/6/6/6/5/1*/1/1
26th (spell levels 0–13th)	6/8/8/8/8/7/6/6/6/5/1*/1/1/1
27th (spell levels 0–14th)	6/8/8/8/8/7/6/6/6/5/1*/1/1/1/1
28th (spell levels 0–14th)	6/9/8/8/8/8/6/6/6/6/1*/1/1/1/1
29th (spell levels 0–15th)	6/9/8/8/8/8/6/6/6/6/1*/1/1/1/1/1
30th (spell levels 0–16th)	6/9/8/8/8/8/6/6/6/6/1*/1/1/1/1/1/1

*10th and higher level spell-slots are used for 0–9th level metamagic spells. They can also be used to hold lower-level spells.

Note: You must choose one spell per spell level from the appropriate domains.

Table A3–4: NPC Druid

Level	hp	AC	Init	Spd	Scimitar (1d6)	Sling (1d4)	Base Attack	F/R/W	Spellc/ Kno	Con	Ani Emp	Wild
21st	115	28	+2	30 ft.	+18/13/8 (+2)	+19	+16	+16/+11/+23	+25	+25	+24	+32
22nd	121	30	+2	30 ft.	+18/13/8 (+2)	+19	+16	+17/+12/+24	+26	+26	+25	+33
23rd	195	31	+2	30 ft.	+19/14/9 (+2)	+20	+17	+20/+12/+24	+27	+30	+26	+34
24th	207	32	+2	30 ft.	+19/14/9 (+2)	+20	+17	+22/+14/+26	+28	+31	+27	+35
25th	212	32	+4	30 ft.	+20/15/10 (+2)	+23	+18	+24/+18/+28	+29	+32	+28	+36
26th	221	32	+4	30 ft.	+20/15/10 (+2)	+23	+18	+25/+19/+29	+30	+33	+29	+37
27th	229	32	+4	30 ft.	+21/16/11 (+2)	+24	+19	+25/+19/+29	+31	+34	+30	+38
28th	238	32	+4	30 ft.	+21/16/11 (+2)	+24	+19	+26/+20/+31	+32	+35	+31	+40
29th	246	32	+4	30 ft.	+22/17/12 (+2)	+25	+20	+26/+20/+32	+33	+36	+32	+42
30th	255	32	+4	30 ft.	+22/17/12 (+2)	+25	+20	+27/+21/+33	+34	+37	+33	+43

NPC DRUID

Ability Scores at 21st Level: Str 10, Dex 14, Con 13, Int 12, Wis 26 (+6 for *periapt*), Cha 8.

Increased Ability Scores: 23rd, Con 19 (+6 for *bracers*); 24th, Wis 27 (+1 for 24th level), Dex 16 (+2 for *gloves*); 28th, Wis 28 (+1 for 28th level); 29th, Wis 30 (+2 for *tome*).

Starting Feats: Scribe Scroll, Track, Dodge, Combat Casting, Still Spell, Spell Focus (Enchantment), Maximize Spell.

Feats: 21st, Plant *Wild Shape*; 24th, Magical Beast *Wild Shape*; 27th, Dragon *Wild Shape*; 30th, Colossal *Wild Shape*.

Class Bonus Feats: 24th Beast *Wild Shape*; 28th, Gargantuan *Wild Shape*.

Starting Class Features: Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, venom immunity, a thousand faces, timeless body; *wild shape* 6/day, Large shape, Tiny shape, dire shape, Huge shape, elemental shape.

Class Features: 22nd, *wild shape* 7/day; 26th, *wild shape* 8/day; 30th, *wild shape* 9/day.

Armor: *+5 hide armor.*

Shield: *+4 large wooden shield.*

Scimitar (Melee): +2.

Sling (Ranged): Normal.

Bullets: 10 masterwork.

Scrolls: *Heat metal, barkskin, warp wood, call lightning, neutralize poison, protection from elements, speak with plants, flame strike, ice storm, wall of fire, antilife shell, healing circle, fire storm, heal, true seeing, finger of death, repel metal or stone, summon nature's ally IX, earthquake, elemental swarm.*

Other Magic Gear: *Ring of protection* +2 (21st); 2 *Quaal's feather token (tree), phylactery of faithfulness, wand of faerie fire, druid's vestment, stone of good luck, wand of cure moderate wounds, periapt of Wisdom* +6, *bag of tricks (tan), orb of storms, ring of shooting stars; cloak of resistance* +2 (21st–23rd); *ring of protection* +4 (22nd–23rd); *bracers of health* +6 (23rd–30th); *ring of protection* +5, *gloves of Dexterity* +2 (24th–30th); *cloak of resistance* +3 (24th); *cloak of resistance* +5, *wand of searing light* (6th-level caster) (25th–30th); *wand of reincarnate, wand of call lightning* (8th-level caster) (26th–30th); *stone of controlling earth elementals* (28th–30th); *tome of understanding* +2, used (29th); *iron bands of Bilarro* (30th).

Animal Companions: 20th, legendary bear; 21st–22nd, legendary bear, dire rat; 23rd, legendary bear, dire weasel; 24th, legendary bear, dire bat; 25th, legendary bear, dire ape; 26th, legendary tiger; 27th–28th, legendary tiger, dire rat; 29th, legendary tiger, dire weasel; 30th, legendary tiger, dire bat.

Spells per Day

Level	
21st–27th	6/7/7/7/7/6/5/5/5/4
28th	6/8/7/7/7/7/5/5/5/5
29th–30th	6/8/8/7/7/7/6/5/5/5

NPC FIGHTER

Ability Scores at 21st Level: Str 26 (+6 for *belt*), Dex 13, Con 16 (+2 for *Ioun stone*), Int 10, Wis 12, Cha 8.

Increased Ability Scores: 24th, Str 27 (+1 for 24th level); 28th, Str 28 (+1 for 28th level); 29th, Wis 14 (+2 for *Ioun stone*).

Starting Feats: Exotic Weapon (bastard sword), Weapon Focus (bastard sword), Improved Initiative, Power Attack, Weapon Specialization (bastard sword), Cleave, Point-Blank Shot, Improved Critical (bastard sword), Great Cleave, Dodge, Precise Shot, Weapon Focus (composite longbow), Improved Critical (composite longbow), Mounted Combat, Blind-Fight, Mounted Archery, Far Shot, Combat Reflexes.

Feats: 21st, Penetrate Damage Reduction; 24th, Devastating Critical; 27th, Epic Prowess; 30th, Epic Prowess.

Class Bonus Feats: 22nd, Overwhelming Critical; 24th Dire Charge; 26th, Epic Reflexes; 28th, Epic Prowess; 30th, Epic Toughness.

Armor, Full Plate: +4 (21st); +5 (23rd–30th).

Shield, Large Metal: +3 (21st); +5 (23rd–30th).

Bastard Sword (Melee): +4 (21st); +5 (22nd–25th); *+5 shocking burst* (26th); *+5 shocking burst frost* (27th–28th); *+5 vorpal* (29th–30th).

Composite Longbow (Ranged): *+2 mighty* (+4 Str bonus).

Arrows: 50 +2 (21st–22nd); 50 +3 (23rd–27th); 50 +4 (28th–30th).

Potions: 2 *cure serious wounds, heroism.*

TABLE A3–5: NPC FIGHTER

Level	hp	AC	Init	Spd	Bastard Sword (1d10)	Composite Longbow (1d8)	F/R/W	Cli	Ju	Ride
21st	178	34	+5	20 ft.	+34/29/24/19 (+14)	+27/22/17/12 (+8)	+19/+11/+11	+19	+18	+13
22nd	187	34	+5	20 ft.	+35/30/25/20 (+15)	+27/22/17/12 (+8)	+20/+12/+12	+19	+18	+15
23rd	195	37	+5	20 ft.	+36/31/26/21 (+15)	+29/24/19/14 (+9)	+20/+12/+12	+19	+18	+17
24th	207	38	+5	20 ft.	+36/31/26/21 (+15)	+29/24/19/14 (+9)	+22/+14/+14	+19	+18	+19
25th	212	40	+5	20 ft.	+37/32/27/22 (+15)	+30/25/20/15 (+9)	+22/+14/+14	+19	+18	+21
26th	221	40	+5	20 ft.	+37/32/27/22 (+15 +1d6 electricity)	+30/25/20/15 (+9)	+23/+15/+15	+19	+18	+23
27th	229	41	+5	20 ft.	+39/34/29/24 (+15 +2d6 electricity/cold)	+32/27/22/17 (+9)	+23/+19/+15	+19	+18	+25
28th	238	41	+5	20 ft.	+40/35/30/25 (+15 +2d6 electricity/cold)	+34/29/24/19 (+10)	+24/+20/+16	+19	+18	+27
29th	246	41	+5	20 ft.	+41/36/31/26 (+15 *vorpal*)	+35/30/25/20 (+10)	+24/+20/+17	+19	+18	+29
30th	275	41, *blinking*	+5	20 ft.	+42/37/32/27 (+15 *vorpal*)	+36/31/26/21 (+10)	+25/+21/+18	+19	+18	+31

TABLE A3–6: NPC MONK

Level	hp	AC*	Init	Spd	Unarmed	Kama (1d6)	Sling (1d4)	F/R/W	Jum	Ba/Hi/Tum
21st	136	28	+9	100 ft.	+21/18/15/12/9 (+5)	+27/24/21/18/15 (+8)	+25/20/15 (1d4+3)	+14/+17/+17	+29	+30
22nd	143	28	+9	100 ft.	+21/18/15/12/9 (+5)	+27/24/21/18/15 (+8)	+25/20/15 (1d4+3)	+15/+18/+18	+30	+31
23rd	149	28	+9	100 ft.	+23/20/17/14/11 (+6)	+29/26/23/20/17 (+9)	+26/21/16 (1d4+3)	+15/+18/+18	+32	+32
24th	159	31	+9	110 ft.	+23/20/17/14/11 (+6)†	+29/26/23/20/17 (+9)	+28/23/18 (1d4+5)	+16/+19/+19	+33	+33
25th	182	34	+9	110 ft.	+24/21/18/15/12 (+6)†	+30/27/24/21/18 (+9)	+29/24/19 (1d4+5)	+16/+19/+19	+34	+34
26th	189	39	+9	110 ft.	+24/21/18/15/12 (+6)†	+30/27/24/21/18 (+9)	+29/24/19 (1d4+5)	+17/+20/+20	+35	+35
27th	195	40	+9	120 ft.	+25/22/19/16/13 (+6)†	+31/28/25/22/19 (+9)	+30/25/20 (1d4+5)	+17/+20/+20	+36	+36
28th	202	40	+9	120 ft.	+26/23/20/17/14 (+7)†	+32/29/26/23/20 (+10)	+30/25/20 (1d4+5)	+18/+21/+21	+38	+37
29th	208	40	+9	120 ft.	+27/24/21/18/15 (+7)†	+33/30/27/24/21 (+10)	+31/26/21 (1d4+5)	+18/+21/+21	+39	+38
30th	215	40	+9	120 ft.	+28/25/22/19/16 (+7)†Ω	+34/31/28/25/22 (+10)	+32/27/22 (1d4+5)	+20/+23/+23	+41	+40

Cloak of displacement grants 50% miss chance for all creatures except those with blindsight or who have use of *true sight* or similarly powerful effects.

†Keen Strike feat grants unarmed attack a critical threat on natural roll of 19+.

ΩVorpal Strike feat beheads foe who receives a critical hit from an unarmed attack.

Other Magic Gear: *Eyes of the eagle, rope of climbing, quiver of Ehlonna, belt of giant strength +6, pink Ioun stone, helm of teleportation; boots of speed (5 rounds of haste/day) (21st–29th); ring of protection +4, cloak of resistance +4 (21st–23rd); amulet of natural armor +2 (21st–24th); cloak of resistance +5, ring of protection +5 (24th–30th); amulet of natural armor +4 (25th–26th); amulet of natural armor +5 (27th–30th); incandescent blue Ioun stone (29th–30th); ring of blinking, boots of speed* (10 rounds of *haste*/day) (30th).

EPIC MONK

Ability Scores at 21st Level: Str 20 (+6 for *belt*), Dex 22 (+6 for *gloves*), Con 14 (+2 for *Ioun stone*), Int 10, Wis 23 (+6 for *periapt*), Cha 8.

Increased Ability Scores: 23rd, Str 22 (+2 for *manual*); 24th, Str 23 (+1 for 24th level); 28th, Str 24 (+1 for 28th level); 30th, Str 25 (+1 for *manual*).

Starting Feats: Dodge, Weapon Focus (kama), Mobility, Spring Attack, Improved Critical (unarmed), Combat Reflexes, Improved Initiative.

Feats: 21st, Penetrate Damage Reduction; 24th, Keen Strike; 27th, Exceptional Deflection; 30th, Blinding Speed.

Class Bonus Feats: 25th, Epic Toughness; 30th, Vorpal Strike.

Starting Class Features: Unarmed Strike, stunning attack, Deflect Arrows, still mind, purity of body, Improved Trip, wholeness of body, leap of the clouds, improved evasion, diamond body, abundant step, diamond soul, quivering palm, *ki* strike +3, timeless body, tongue of the sun and moon, slow fall (any distance), empty body, perfect self.

Class Features: 21st, AC bonus +4, unarmored speed 100 ft. (65 ft. for Small and dwarven monks);

NONEPIC MAGIC ITEM

Ioun Stone of Resistance: These *Ioun stones* (usually burnt orange in color) possess all the features of a standard *Ioun stone*. *Ioun stones of resistance* offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, Will).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be three times that of the *Ioun stone*'s bonus; *Market Price:* 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5); *Weight:* —

Table A3–7: NPC Paladin

Level	hp	AC	Init	Spd	Longsword (1d8)	Composite Longbow (1d8)	F/R/W	Heal	Ride	Con
21st	157	32	–1	20 ft.	+29/24/19/14 (+7)	+23/18/13/8 (+5)	+21/+15/+15	+19	+16	+13
22nd	165	32	–1	20 ft.	+29/24/19/14 (+7)	+23/18/13/8 (+5)	+25/+19/+19	+19	+18	+13
23rd	172	35	–1	20 ft.	+30/25/20/15 (+7)	+24/19/14/9 (+5)	+25/+19/+19	+19	+20	+13
24th	200	35	–1	20 ft.	+30/25/20/15 (+7)	+24/19/14/9 (+5)	+25/+20/+20	+19	+22	+13
25th	207	35	–1	20 ft.	+32/27/21/16 (+8 +2d6 holy)	+25/20/15/10 (+5)	+25/+20/+20	+19	+24	+13
26th	215	35	–1	20 ft.	+32/27/21/16 (+8 +2d6 holy)	+25/20/15/10 (+5)	+26/+21/+21	+19	+26	+13
27th	222	38	–1	20 ft.	+33/29/23/18 (+8 +2d6 holy)	+27/23/17/12 (+5)	+26/+21/+21	+19	+28	+13
28th	230	41	–1	20 ft.	+34/30/24/19 (+9 +2d6 holy)	+27/23/17/12 (+5)	+27/+24/+22	+19	+30	+13
29th	237	41	–1	20 ft.	+35/31/25/29 (+9 +2d6 holy, bane)	+28/24/18/13 (+5)	+27/+24/+22	+19	+32	+13
30th	265	41	–1	20 ft.	+35/31/25/29 (+9 +2d6 holy, bane)	+28/24/18/13 (+5)	+28/+25/+23	+19	+34	+13

24th, unarmored speed 110 ft. (70 ft.); 25th, AC bonus +5; 27th, unarmored speed 120 ft. (75 ft.).

Kama (Melee): +5.

Sling (Ranged): +2.

Bullets: 25 +1 (21st–23rd); 25 +3 (24th–30th).

Potions: 3 *cure serious wounds*, 3 *heroism*, 3 *haste*.

Other Magic Gear: *Belt of giant strength* +6, *cloak of displacement*, *slippers of spider climbing*, *pink Ioun stone*, *periapt of Wisdom* +6, *gloves of Dexterity* +6; *ring of protection* +2 (21st–23rd); *manual of gainful exercise* +2, used (23rd); *ring of protection* +5 (24th–30th); *bracers of armor* +2 (25th); *bracers of armor* +7 (26th); *ring of chameleon power* (26th–30th); *bracers of armor* +8 (27th–30th); *figurine of wondrous power* (*bronze griffon*) (27th–30th); *carpet of flying* (5 ft. by 7 ft.) (28th–30th); *manual of gainful exercise* +3, used, *pale green Ioun stone* (30th).

NPC PALADIN

Ability Scores at 21st Level: Str 14, Dex 8, Con 14 (+2 for *Ioun stone*), Int 10, Wis 14, Cha 25 (+6 for *cloak*).

Increased Ability Scores: 24th, Str 15 (+1 for 24th level); 28th, Str 16 (+1 for 28th level), Dex 12 (+4 for *gloves*).

Starting Feats: Weapon Focus (longsword), Mounted Combat, Power Attack, Improved Critical (longsword), Extra Turning, Cleave, Great Cleave.

Feats: 21st, Overwhelming Critical; 24th, Epic Toughness; 27th, Epic Prowess; 30th, Epic Toughness.

Class Bonus Feats: 23rd, Positive Energy Aura; 26th, Improved Aura of Courage; 29th, Devastating Critical.

Starting Class Features: *Detect evil*, divine grace, *lay on hands*, divine health, aura of courage, smite evil, turn undead, special mount, *remove disease* 6/week.

Class Features: 21st, *remove disease* 7/week; 24th, *remove disease* 8/week; 27th, *remove disease* 9/week; 30th, *remove disease* 10/week.

Spells Per Day: 4/4/3/3.

Armor, Full Plate: +4 (21st–26th); +5 (27th–30th).

Shield, Large Metal: +4 (21st–26th); +6 (27th–30th).

Longsword (Melee): +5 (21st–25th); +5 *holy longsword* (26th–28th); +5 *holy bane* (choose type) *longsword* (29th); +5 *holy bane* (choose type) *defending longsword* (30th).

Composite Longbow (Ranged): +2 *mighty* (+2 Str bonus).

Arrows: 25 +1 *arrows*.

Potions: 2 *cure serious wounds*, *flying*, *tongues*, *wisdom*.

Scrolls: *remove paralysis*, 2 *resist elements* (*fire*), *death ward*.

Other Magic Gear: *Horn of goodness*, *Keoghtom's ointment*, *phylactery of faithfulness*, *cloak of Charisma* +6, *circlet of blasting* (*major*), *pink Ioun stone*, *ring of protection* +5; *Ioun stone of resistance* +3, *ring of mind shielding* (22nd–30th); *amulet of natural armor* +3 (23rd–26th); *wand of resist elements*, *wand of shield other* (24th–30th); *amulet of natural armor* +4 (27th); *amulet of natural armor* +5, *gloves of Dexterity* +4, *stone of good luck* (28th–30th).

Horse and Gear: Bit and bridle, military saddle, saddlebags, paladin's mount, +2 *half-plate barding*.

Other Normal Gear: Dagger, silver holy symbol, healer's kit, 4 holy water.

NPC RANGER

Starting Ability Scores: Str 18 (+4 for *belt*), Dex 24 (+4 for *gloves*), Con 15 (+2 for *Ioun stone*), Int 10, Wis 14 (+2 for *Ioun stone*), Cha 8.

Increased Ability Scores: 24th, Dex 25 (+1 for 24th level), Str 20 (+6 for *belt*); 28th, Dex 26 (+1 for 28th level).

Starting Feats: Point-Blank Shot, Precise Shot, Weapon Focus (composite longbow), Rapid Shot, Improved Critical (composite longbow), Improved Critical (longsword), Improved Two-Weapon Fighting.

Feats: 21st, Greater Two-Weapon Fighting; 24th, Bane of Enemies; 27th, Blinding Speed; 30th, Death of Enemies.

Class Bonus Feats: 23rd, Two-Weapon Rend; 26th, Improved Favored Enemy; 29th, Epic Prowess.

Starting Class Features: Track, in light or no armor possesses Ambidexterity and Two-Weapon Fighting, favored enemy (goblinoid, undead, giant, dragon, devil).

Class Features: 25th, favored enemy (demon); 30th, favored enemy (abomination).

Spells Per Day: 4/4/3/3.

Armor, Studded Leather: +4 (21st–25th); +5 (26th–30th).

Longsword (Melee): +4 (21st); +5 (22nd–30th).

Short Sword (Melee, Off-Hand): +1 (21st); +2 (21st–23rd); +3 (24th); +5 (25th–30th).

Composite Longbow (Ranged): +4 *mighty* (+4 Str bonus).

ABLE A3–8: NPC RANGER

Level	hp	AC	Init	Base Spd	Primary hand Attack	Longsword (1d8)	Off hand Shortsword (1d6)	Composite Longbow (1d8)	F/R/W
21st	157	25	+11	60 ft.	+30*	+28/23/18/13 (+8)	+25/+20/+15 (+5)	+35/30/25/20 (+10)	+15/+14/+9
22nd	165	25	+11	60 ft.	+31*	+29/24/19/14 (+9)	+26/+21/+16 (+6)	+35/30/25/20 (+10)	+16/+15/+10
23rd	172	28	+11	60 ft.	+32*	+30/25/20/15 (+9)	+27/+22/+17 (+6)	+36/31/26/21 (+10)	+16/+15/+10
24th	180	28	+11	60 ft.	+33*	+31/26/21/16 (+10)	+29/+24/+19 (+8)	+36/31/26/21 (+10)	+17/+16/+11
25th	187	28	+11	60 ft.	+34*	+32/27/22/17 (+10)	+32/+27/+22 (+10)	+41/36/31/26 (+14)	+17/+16/+11
26th	187	31	+11	60 ft.	+34*	+32/27/22/17 (+10)	+32/+27/+22 (+10)	+41/36/31/26 (+14)	+18/+17/+12
27th	202	31	+11	60 ft.	+34*	+33/28/23/18 (+10)	+33/+28/+23 (+10)	+42/37/32/27 (+14)	+18/+17/+12
28th	210	34	+12	60 ft.	+34*	+33/28/23/18 (+10)	+33/+28/+23 (+10)	+43/38/33/28 (+14)	+19/+19/+13
29th	217	34	+12	60 ft.	+34*	+35/30/25/20 (+10)	+35/+30/+25 (+10)	+45/40/35/30 (+14)	+19/+19/+13
30th	225	34	+12	60 ft.	+34*	+35/30/25/20 (+10)	+35/+30/+25 (+10)	+45/40/35/30 (+14)	+20/+20/+14

Note: As a full attack action, you can use longsword and short sword in combat. Doing so allows three extra attacks with the short sword, once at the highest attack value, once at a –5 penalty, and the last at a –10 penalty from the highest attack value. (There's still a –2 penalty on all attacks.)

*If making a full attack action with only the longsword, the ranger gains the base attack and 4 additional attacks, each succeeding attack at a –5 penalty from the previous attack value.

NGER SKILL MODIFIERS

Level	Wild	Spot	M Sil	Hide
21st	+27	+33	+32	+57
22nd	+28	+34	+33	+58
23rd	+29	+35	+34	+59
24th	+30	+36	+35	+60
25th	+31	+37	+36	+61
26th	+32	+38	+37	+62
27th	+33	+39	+38	+63
28th	+34	+40	+40	+65
29th	+35	+41	+41	+66
30th	+36	+42	+42	+67

Arrows: 25 *+1 arrows* (21st–24th); 3 *greater slaying arrows*; 25 *+5* (25th–30th).

Potions: *Potion of hide*, 3 *potions of cure serious wounds.*

Other Magic Gear: *Eyes of the eagle, cloak of elvenkind, Heward's handy haversack, bracers of archery, incandescent blue Ioun stone, boots of striding and springing, gloves of Dexterity +4, pale green Ioun stone, ring of sustenance, robe of blending, scabbard of keen edges, figurine of wondrous power (obsidian steed), pink Ioun stone; amulet of natural armor +1, ring of protection +1* (21st–22nd); *belt of giant strength +4* (21st–23rd); *ring of protection +2* (23rd–25th); *amulet of natural armor +3* (23rd–27th); *belt of giant strength +6* (24th–30th); *ring of protection +4* (26th–27th); *ring of protection +5, amulet of natural armor +5* (28th–30th); *wand of cure serious wounds* (28th–30th); *cube of force* (29th–30th); *helm of telepathy* (30th).

NPC ROGUE

Ability Scores at 21st Level: Str 12, Dex 26 (+6 for *gloves*), Con 13, Int 14, Wis 10, Cha 8.

Increased Ability Scores: 21st, Con 15 (+2 for *Ioun stone*); 24th, Dex 27 (+1 for 24th level); 25th, Str 16 (+4 for *belt*); 28th, Dex 28 (+1 for 28th level).

Feats: Improved Initiative, Dodge, Alertness, Lightning Reflexes, Weapon Finesse (rapier), Improved Critical (rapier), Combat Reflexes.

Feats: 21st, Superior Initiative; 24th, Epic Dodge; 27th, Sneak Attack of Opportunity; 30th, Self-Concealment.

Class Bonus Feats: 24th, Lingering Damage; 28th, slippery mind special rogue ability from the *Player's Handbook.*

Starting Class Features: Uncanny dodge (Dex bonus to AC, can't be flanked, +4 against traps), improved evasion, defensive roll, crippling strike, opportunist, sneak attack +10d6.

Class Features: 21st, sneak attack (increases shown on table below); 23rd, uncanny dodge (+5 against traps); 26th, uncanny dodge (+6 against traps); 29th, uncanny dodge (+7 against traps).

Rapier (Melee): +4 (21st); +5 (22nd–30th).

Composite Shortbow (Ranged): +3 *mighty* (+2 Str bonus) (21st–27th); +5 *mighty* (+3 Str bonus) (28th–30th).

Arrows: 25 +1 (21st); 25 +3 (22nd–23rd); 25 +5 (24th–27th); 50 +5 (28th–30th).

BLE A3–9: NPC ROGUE

Level	hp	AC	Init	Spd	Rapier (1d6)	Composite Shortbow (1d6)	Sneak Attack	F/R/W	Hi/M Sil/ Tum	O Lock	List/ Spot	Srch/ Appr	D Dev	U M Dev
21st	115	29	+16	30 ft.	+28/23/18 (+5)	+28/23/18 (+5)	+11d6	+12/+26/+10	+32	+34	+26	+26	+28	+23
22nd	121	29	+16	30 ft.	+29/24/19 (+6)	+30/25/20 (+7)	+11d6	+13/+27/+11	+33	+35	+27	+27	+29	+24
23rd	126	31	+16	30 ft.	+30/25/20 (+6)	+31/26/21 (+7)	+12d6	+13/+27/+11	+34	+36	+28	+28	+30	+25
24th	132	33	+16	30 ft.	+30/25/20 (+6)	+33/28/23 (+9)	+12d6	+14/+28/+12	+35	+37	+29	+29	+31	+26
25th	137	34	+16	30 ft.	+31/26/21 (+8)	+34/29/24 (+9)	+13d6	+14/+28/+12	+36	+38	+30	+30	+32	+27
26th	143	35	+16	30 ft.	+31/26/21 (+8)	+34/29/24 (+9)	+13d6	+15/+29/+13	+37	+39	+31	+31	+33	+28
27th	148	35	+16	30 ft.	+32/27/22 (+8)	+35/30/25 (+9)	+14d6	+15/+29/+13	+38	+40	+32	+32	+34	+29
28th	154	36	+17	30 ft.	+33/28/23 (+8)	+38/33/28 (+13)	+14d6	+16/+31/+14	+40	+42	+33	+33	+36	+30
29th	159	36	+17	30 ft.	+34/29/24 (+8)	+39/34/29 (+13)	+15d6	+16/+31/+14	+41	+43	+34	+34	+37	+31
30th	165	36*	+17	30 ft.	+34/29/24 (+8)	+39/34/29 (+13)	+15d6	+17/+32/+15	+42	+44	+35	+35	+38	+32

*Attacks have a 10% miss chance (the equivalent of one-quarter concealment), except when denied Dexterity bonus to AC.

Table A3–10: NPC Sorcerer

Level	hp	AC	Init	Spd	Shortspear (1d8)	F/R/W	Spellc	Con	Spells per Day
21st	97	24	+7	30 ft.	+11/6 (+1)	+7/+10/+13	+24	+26	6/8/8/16/8/7/7/7/7/6
22nd	102	25	+7	30 ft.	+11/6 (+1)	+8/+11/+14	+25	+27	6/8/8/16/8/7/7/7/7/6
23rd	106	27	+7	30 ft.	+12/7 (+1)	+8/+11/+14	+26	+28	6/8/8/16/8/7/7/7/7/6
24th	111	29	+9	30 ft.	+12/7 (+1)	+9/+13/+15	+27	+29	6/8/8/16/8/7/7/7/7/6
25th	115	30	+9	30 ft.	+13/8 (+1)	+9/+13/+15	+28	+30	6/8/8/16/8/7/7/7/7/6
26th	120	30	+9	30 ft.	+13/8 (+1)	+10/+14/+16	+29	+31	6/8/8/16/8/7/7/7/7/6
27th	124	31	+9	30 ft.	+14/9 (+1)	+10/+14/+16	+30	+32	6/8/8/16/8/7/7/7/7/6
28th	129	33	+9	30 ft.	+14/9 (+1)	+11/+15/+17	+31	+33	6/9/8/16/8/8/7/7/7/7
29th	133	33	+9	30 ft.	+15/10 (+1)	+11/+15/+17	+32	+34	6/9/8/16/8/8/7/7/7/7
30th	138	33	+9	30 ft.	+15/10 (+1)	+12/+16/+18	+33	+35	6/9/8/16/8/8/7/7/7/7

Potions: 2 *neutralize poison*, *haste*, *alter self*, 3 *cure serious wounds*, 2 *gaseous form*.

Other Magic Gear: *Cloak of resistance +4*, *ring of invisibility*, *bag of holding 3*, *gloves of Dexterity +6*, *winged boots*, *lavender and green Ioun stone*, *pink Ioun stone*; *ring of protection +2* (21st–22nd); *bracers of armor +5* (21st–23rd); *ring of protection +4* (23rd–24th); *bracers of armor +7* (24th–25th); *ring of protection +5* (25th–30th); *belt of giant strength +4* (25th–30th); *bracers of armor +8*, *goggles of night* (26th–30th); *ring of freedom of movement* (27th–30th); *rod of enemy detection* (29th–30th); *cube of force* (30th).

Other Normal Gear: 50-ft. silk rope, masterwork thieves' tools.

NPC SORCERER

Ability Scores at 21st Level: Str 8, Dex 16 (+2 for *gloves*), Con 15 (+2 for *Ioun stone*), Int 10, Wis 12, Cha 26 (+6 for *cloak*).

Increased Ability Scores: 24th, Cha 27 (+1 for 24th level), Dex 20 (+6 for *gloves*); 28th, Cha 28 (+1 for 28th level).

Starting Feats: Toughness, Improved Initiative, Combat Casting, Dodge, Maximize Spell, Craft Wand, Spell Penetration.

Feats: 21st, Energy Resistance (choose one energy type); 24th, Master Wand; 27th, Spell Stowaway (choose one spell known); 30th, Familiar Spell (*stoneskin*).

Class Bonus Feats: 23rd, Familiar Spell (*chain lightning*); 26th, Epic Spell Penetration; 29th, Spell Opportunity.

Class Features: Summon familiar.

Spells Known (21st–30th): 9/5/5/4/4/4/3/3/3/3.

Shortspear (Melee): +1.

Potions: 3 *cure serious wounds*.

Scrolls: *Teleport*, *power word, stun*, *domination*, *prismatic spray*, *Bigby's clenched fist*, *horrid wilting*, *maze*, *summon monster IX*; *horrid wilting*, *meteor swarm* (21st–26th); 4 *horrid wilting*, 4 *meteor swarm* (27th–30th);

Other Magic Gear: *Bead of force*, *wand of lightning bolt* (10th-level caster), *cloak of Charisma +6*, *ring of wizardry III*, *pink Ioun stone*; *amulet of natural armor +2* (21st–26th); *ring of protection +4* (21st); *bracers of armor +5* (21st–22nd); *gloves of Dexterity +2* (21st); *gloves of Dexterity +4* (22nd–23rd); *ring of protection +5*, *wand of knock* (22nd–30th); *bracers of armor +7* (23rd–24th); *wand of fireball* (6th-level caster) (23rd–30th); *gloves of Dexterity +6* (24th–30th); *bracers of armor +8* (25th–30th); *wand of improved invisibility*, *wand of stoneskin* (26th–30th); *amulet of natural armor +3* (27th); *boots of speed* (5 rounds of *haste*) (27th–30th); *amulet of natural armor +5* (28th–30th); *crystal ball with telepathy* (29th–30th); *pearl of power* (6th) (30th).

Other Normal Gear: Dagger, alchemist's fire.

NPC WIZARD

Ability Scores at 21st Level: Str 10, Dex 16 (+2 for *gloves*), Con 15 (+2 for *Ioun stone*), Int 26 (+6 for *headband*), Wis 12, Cha 8.

Increased Ability Scores: 22nd, Dex 18 (+4 for *gloves*); 24th, Int 27 (+1 for 24th level); 28th, Int 28 (+1 for 28th level).

Starting Feats: Scribe Scroll, Toughness, Combat Casting, Brew Potion, Improved Initiative, Lightning Reflexes, Quicken Spell, Heighten Spell, Craft Wondrous Item, Maximize Spell, Spell Penetration, Craft Staff.

Feats: 21st, Improved Spell Capacity (10th); 24th, Improved Spell Capacity (12th); 27th, Spell Stowaway (choose one spell known); 30th, Familiar Spell (*teleport without error*).

Class Bonus Feats: 23rd, Improved Spell Capacity (11th); 26th, Epic Spell Penetration; 29th, Improved Spell Capacity (13th).

Class Features: Summon familiar.

Quarterstaff (Melee): *Staff of frost*.

Light Crossbow (Ranged): +1.

Bolts: 25 +1.



WAR

BLE A3–11: NPC WIZARD

Level	hp	AC	Init	Spd	Quarterstaff (1d6)	Crossbow (1d8)	F/R/W	Spllc	Knowledge (Any 2)	Knowledge (Any 4)	Con	Alch	Scry
21st	97	25	+7	30 ft.	+12/7 (+1)	+16/11 (+2)	+10/+12/+16	+32	+32	+9	+25	+32	+21
22nd	102	27	+8	30 ft.	+12/7 (+1)	+16/11 (+2)	+11/+14/+17	+33	+33	+10	+26	+33	+22
23rd	106	27	+8	30 ft.	+13/8 (+1)	+17/12 (+2)	+11/+14/+17	+34	+34	+11	+27	+34	+23
24th	111	27	+8	30 ft.	+13/8 (+1)	+17/12 (+2)	+12/+15/+18	+35	+35	+12	+28	+35	+24
25th	115	27	+8	30 ft.	+14/9 (+1)	+18/13 (+2)	+12/+15/+18	+36	+36	+13	+29	+36	+25
26th	120	29	+8	30 ft.	+14/9 (+1)	+18/13 (+2)	+13/+16/+19	+37	+37	+14	+29	+37	+26
27th	124	29	+8	30 ft.	+15/10 (+1)	+19/14 (+2)	+13/+16/+19	+38	+38	+15	+30	+38	+27
28th	129	29	+8	30 ft.	+15/10 (+1)	+19/14 (+2)	+14/+17/+20	+40	+40	+17	+31	+40	+29
29th	133	32	+8	30 ft.	+16/11 (+1)	+20/15 (+2)	+14/+17/+20	+41	+41	+18	+32	+41	+31
30th	138	32	+8	30 ft.	+16/11 (+1)	+20/15 (+2)	+15/+18/+21	+42	+42	+19	+33	+42	+33

Scrolls: *Fireball* (10th-level caster), *teleport without error, acid fog, incendiary cloud, shapechange, wail of the banshee, Bigby's clenched fist, horrid wilting, maze, summon monster IX.*

Potions: *Cure serious wounds, alter self, haste, fly.*

Other Magic Gear: *bracers of armor +8, headband of intellect +6, staff of frost, rod of absorption, pink Ioun stone, wings of flying; ring of wizardry I* (21st–26th); *ring of protection +2, gloves of Dexterity +2* (21st); *amulet of natural armor +2* (21st–28th); *gloves of Dexterity +4* (22nd–30th); *ring of protection +3* (22nd–25th); *wand of fireball* (10th-level caster) (25th–30th); *ring of protection +5* (26th–30th); *ring of wizardry III* (27th–30th); *cube of frost resistance* (28th–30th); *amulet of natural armor +5, wand of blink* (29th–30th); *crystal ball with detect invisibility* (30th).

Other Normal Gear: Dagger.

ELLS PER DAY

Level	
21st (spell levels 0–10th)	4/12/6/6/6/5/5/5/5/4/1*
22nd (spell levels 0–10th)	4/12/6/6/6/5/5/5/5/4/1*
23rd (spell levels 0–11th)	4/12/6/6/6/5/5/5/5/4/1*/1
24th (spell levels 0–12th)	4/12/6/6/6/5/5/5/5/4/1*/1/1
25th (spell levels 0–12th)	4/12/6/6/6/5/5/5/5/4/1*/1/1
26th (spell levels 0–12th)	4/12/6/6/6/5/5/5/5/4/1*/1/1
27th (spell levels 0–12th)	4/6/6/12/6/5/5/5/5/4/1*/1/1
28th (spell levels 0–12th)	4/7/6/12/6/6/5/5/5/5/1*/1/1
29th (spell levels 0–13th)	4/7/6/12/6/6/5/5/5/5/1*/1/1/1
30th (spell levels 0–13th)	4/7/6/12/6/6/5/5/5/5/1*/1/1/1

*Spell slots of 10th level and higher are used for 0–9th level metamagic spells. They can also be used to hold lower-level spells.

EPIC NPCS AND EQUIPMENT

Table A3–12, below, gives the gold piece value of the gear an NPC should have at a given level. If you're creating an NPC from scratch, select equipment whose total value is this amount or less and let the balance simply be cash (gold or gems). The NPC tables in this appendix use these figures for total equipment value as well. The value of an NPC's gear increases more slowly at epic levels, just as epic treasure and epic PC equipment does—and for the same reasons.

Because NPC gear accumulates more slowly, you'll discover that it is very difficult for 21st- to 30th-level NPCs to acquire epic spells or epic magic items. They simply can't afford them until long after PCs can. In the case of epic spells, feel free to just give an epic NPC the epic spells you'd like her to have, within reason. Epic spells are not "lootable," so when your PCs defeat an NPC with epic spells, the game balance isn't skewed by the PCs picking up equipment whose value breaks the expected average gp value they would otherwise gain for defeating a challenge at that level.

If you're creating an NPC of higher than 30th level, simply continue the progression, increasing the treasure value by about 10% from the previous level.

TABLE A3–12: NPC GEAR VALUE

NPC Level	Value of Gear
21st	240,000 gp
22nd	265,000 gp
23rd	290,000 gp
24th	320,000 gp
25th	350,000 gp
26th	390,000 gp
27th	430,000 gp
28th	470,000 gp
29th	520,000 gp
30th	570,000 gp

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EPIC-LEVEL PRESTIGE CLASS PROGRESSIONS

A Web Enhancement for the *Epic Level Handbook*

The *Epic Level Handbook* provides epic-level progressions—that is, information on the powers, abilities, and bonus feats gained by epic-level characters—for all 11 classes presented in the *Player's Handbook*, as well as the six prestige classes detailed in the DUNGEON MASTER'S *Guide*. But with the vast number of prestige classes published in other DUNGEONS & DRAGONS® products, the *Epic Level Handbook* couldn't address the needs of every single epic-level character.

That's where this web enhancement comes in. Here, you'll find epic-level progressions for a full two dozen prestige classes drawn from various core D&D products: specifically, *Defenders of the Faith*, *Manual of the Planes*, *Masters of the Wild*, *Song & Silence*, *Sword & Fist*, and *Tome & Blood*. While this doesn't encompass every prestige class presented to date (that would require an entire book all to itself!), it gives DMs a wide range of examples that should help them build other epic progressions as needed. Simply find a class (either here or in the *Epic Level Handbook*) that's roughly similar to your chosen prestige class and start there.

To use this web enhancement, you should already have the *Epic Level Handbook* accessory by Andy Collins, Bruce R. Cordell, and Thomas M. Reid. This bonus material is brought to you by the DUNGEONS & DRAGONS official website: <www.wizards.com/dnd>.

You'll note that every prestige class included in this enhancement is a 10-level class. That's no accident. In general, epic progressions work best when applied to prestige classes with at least 10 levels. Such classes truly represent the focus of the character's career in a way that shorter prestige classes (such as those with only five levels) simply can't. The Wiz10/Lor10 probably calls herself a loremaster (even though her level distribution is equal), but the Wiz17/Wayfarer Guide 3 almost certainly refers to herself as a wizard.

That said, in some cases building an epic progression for a shorter prestige class might be appropriate to your campaign. Be very careful when creating such a progression. From a rules standpoint, building an epic progression for short prestige classes is very hard, since many demonstrate increases in power that can't be accurately extrapolated beyond their natural endpoint. Some might simply be a collection of similar but unrelated class features, meaning that the epic progression would be little more than a list of bonus feats. Others might demonstrate power increases (such as skill bonuses) that simply aren't balanced when extended out to infinity.

Every epic-level progression includes a list of bonus feats. That's because most prestige classes simply don't

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accumulate class features at the same rate after 10th level. Most prestige classes gain bonus feats at a rate of one every three or four levels, based on their other features and abilities (don't forget to include Hit Dice, skill points, and class skill lists when evaluating a class's power level). In cases where the epic-level character has little else going for it, it might gain a bonus feat every two levels. On the other hand, classes that maintain most of their class feature accumulation might gain a bonus feat only every five levels.

The bonus feats help balance classes with one another, while maintaining the general feel of the prestige class. Don't be afraid to add to these lists if appropriate for your campaign, but try not to go overboard. A bonus feat list that includes half the epic feats in the game doesn't really limit choices, nor does it differentiate that character from those of other classes. Also, while the size of a list is significant in determining the class's power level, it's not nearly as important as its rate of gaining bonus feats.

Note that the epic feats described in the *Epic Level Handbook* are designed first and foremost for the character classes found in the *Player's Handbook* and *Dungeon Master's Guide*. For some of the classes below, particularly those with narrow niches, you may not find many epic feats to your liking. If you're playing such a character, work with your DM to create new epic feats tailored to your character's aptitudes. For instance, an epic cavalier might want more riding-based feats, while an epic elemental savant may desire feats that focus on her elemental magic.

One final note of advice: When your epic-level character is evaluating his options upon gaining a new level, remember that he has levels in at least one other class, so don't forget to check the advice from those classes as well.

EPIC ANIMAL LORD

From Masters of the Wild

The epic animal lord is a paragon of natural prowess, 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: The epic animal lord's caster level is equal to her class level. The epic animal lord's number of spells per day increases until her caster level reaches 20th.

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

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

Summon Animal: 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 (Wilderness Lore), Legendary Tracker.

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 ARCANE TRICKSTER

From Tome and Blood

Combining choice elements of the epic rogue and epic wizard, the epic arcane trickster is a force to be reckoned with, unless you're looking forward to having your vault looted.

In general, most epic arcane tricksters focus on slipping past potential combats, selecting such feats as Blinding Speed, Epic Skill Focus, and Self-Concealment. But since that doesn't always work, think about Improved Sneak Attack and Improved Combat Casting, too.

Dexterity and Intelligence are important abilities for your skills. Don't forget Charisma, particularly if that ability influences your spellcasting ability.

Other Options: Those arcane tricksters with particularly noteworthy spellcasting power should look to Automatic Silent Spell Automatic Still Spell, and Spell Opportunity. Both Lingering Damage and Sneak Attack of Opportunity are great options if you can qualify for them.

Hit Die: d4

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic arcane trickster's caster level increases by one per level gained above 10th. The epic arcane trickster's number of spells per day increases until his caster level reaches 20th.

Sneak Attack: The epic arcane trickster's sneak attack damage increases by +1d6 every 2 levels above 10th.

Impromptu Sneak Attack: The arcane trickster may use this ability one additional time per day for every four levels above 7th.

Ranged Legerdemain: The arcane trickster may use this ability one additional time per day for every four levels above 9th.

Bonus Feats: The epic arcane trickster gains a bonus feat (selected from the list of epic arcane trickster feats) every 4 levels after 10th.

Epic Arcane Trickster Bonus Feat List: Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Epic Skill Focus, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spell Knowledge, Spell Opportunity, Spell Stowaway.

Arcane Trickster

Level	Special
11	Impromptu sneak attack 3/day
12	Sneak attack +8d6
13	Ranged legerdemain 4/day
14	Sneak attack +9d6, bonus feat
15	Impromptu sneak attack 4/day
16	Sneak attack +10d6
17	Ranged legerdemain 5/day
18	Sneak attack +11d6, bonus feat
19	Impromptu sneak attack 5/day
20	Sneak attack +12d6

EPIC BLADESINGER

From Tome and Blood

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: 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 three levels after 8th.

Epic Bladesinger Bonus Feat List: Automatic Still Spell, Blinding Speed, 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.

Bladesinger

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

Bloodhound

Level	Special
11	Determination
12	Determination, mark
13	Bonus feat, determination
14	Determination, mark
15	Determination
16	Bonus feat, determination, mark
17	Determination
18	Determination, mark
19	Bonus feat, determination
20	Determination, mark

EPIC BLOODHOUND

From Masters of the Wild

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

Mark: 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 CAVALIER

From Sword & Fist

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 while mounted increases by 1 every even-numbered level above 10th. His bonus to attack rolls when using a lance while mounted increases by 1 every odd-numbered level above 10th.

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).

Cavalier

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

EPIC DEEPWOOD SNIPER

From Masters of the Wild

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

Projectile Improved Critical: 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.

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 DIVINE AGENT

From Manual of the Planes

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: The epic divine agent's caster level increases by one level for every two levels gained above 10th. The epic divine agent's number of spells per day increases until her caster level reaches 20th.

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, Enhance Spell, 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, Planar Turning, Permanent Emanation, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

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 DRAGON DISCIPLE

From Tome and Blood

The rare dragon disciple who continues his progress beyond apotheosis finds even greater draconic power awaiting him.

Mimic your draconic ancestor with feats such as Armor Skin, Damage Reduction, Epic Toughness, and Extended Lifespan. Epic Prowess and Perfect Multiweapon Fighting boost your combat abilities.

Improve your Strength and Charisma above all other ability scores.

Other Options: To become as legendary as the most powerful dragons themselves, select feats such as Epic Reputation and Epic Leadership.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic dragon disciple does not gain any bonus spells after 9th level.

Natural Armor: The epic dragon disciple's natural armor bonus increases by 1 point for every three levels after 10th.

Breath Weapon: For every three levels after 10th, the epic dragon disciple's breath weapon deals an additional two dice of damage (if his breath weapon inflicts six dice at 10th level) or an additional one die of damage (if his breath weapon inflicts three dice at 10th level). Any additional dice are of the same type (d4, d6, d8, or d10) as his breath weapon normally inflicts.

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

Epic Dragon Disciple Bonus Feat List: Armor Skin, Damage Reduction, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Extended Lifespan, Improved Combat Casting, Improved Darkvision, Improved Low-Light Vision, Improved Spell Capacity, Perfect Multiweapon Fighting.

Dragon Disciple

Level	Special
11	—
12	—
13	Increased breath weapon, +5 natural armor
14	Bonus feat
15	—
16	Increased breath weapon, +6 natural armor
17	—
18	Bonus feat
19	Increased breath weapon, +7 natural armor
20	—

EPIC DUELIST

From Sword and Fist

The epic duelist darts and weaves in combat, relying on his extraordinary agility and cunning to win the day.

Combat-related feats should occupy most of your bonus slots. Look to Epic Weapon Focus, Epic Prowess, and Superior Initiative to gain the upper hand. Of course, no duelist is complete without widespread

recognition, and Epic Reputation does the trick well.

The epic duelist's most important ability score is Dexterity. Intelligence bumps help increase your canny defense. Strength isn't as significant for most duelists, since they tend to favor finesse weapons. A duelist who relies on interaction skills should consider increasing Charisma from time to time.

Other Options: Epic duelists favoring two-weapon combat should look to Perfect Two-Weapon Fighting and Two-Weapon Rend for a boost. To really show off against lesser mortals, pick up Exceptional Deflection or Infinite Deflection and watch the enemy archers gasp in awe.

Hit Die: d10

Skill Points at Each Additional Level: 4 + Int modifier

Precise Strike: Every four levels above 10th, the extra damage inflicted by the epic duelist's precise strike increases by +1d6.

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

Epic Duelist Bonus Feat List: Blinding Speed, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Weapon Focus (rapier), Exceptional Deflection*, Improved Combat Reflexes, Improved Whirlwind Attack, Infinite Deflection*, Perfect Two-Weapon Fighting, Superior Initiative, Two-Weapon Rend.

*The epic duelist need not have Improved Unarmed Strike to qualify for these feats.

Duelist

Level	Special
11	—
12	—
13	Bonus feat
14	Precise strike +4d6
15	—
16	Bonus feat
17	—
18	Precise strike +5d6
19	Bonus feat
20	—

EPIC DUNGEON DELVER

From Song and Silence

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 Trap Sense. 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: The epic dungeon delver's blindsight range improves by 20 feet for every six levels gained above 8th.

Treasure Sense: 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, Fast Healing, Improved Darkvision, Legendary Climber, Superior Initiative, Trap Sense.

Dungeon Delver

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

EPIC ELEMENTAL SAVANT

From Tome and Blood

The epic elemental savant's quest for power need not end with her transformation into elemental form—instead, she can continue and discover even greater mysteries.

Spellcasting is your forte, so look to feats that increase that aptitude, such as Epic Spell Focus, Epic Spellcasting, and Improved Spell Capacity. Armor Skin and Damage Reduction boost your defensive prowess.

Focus on improving the ability score (Charisma, Intelligence, or Wisdom) that affects your spellcasting.

Other Options: Clerics following this path should consider Planar Turning, since they're likely to encounter many hostile extraplanar creatures.

Hit Die: d4

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic elemental savant's caster level increases by one per level gained above 10th, except for any level that ends in 0 (such as 20th or 30th). The epic elemental savant's number of spells per day increases until her caster level reaches 20th.

Elemental Focus: The save DC for any spell using the epic elemental savant's chosen type of energy increases by +1 for every three levels after 8th.

Elemental Penetration: The competence modifier to caster level checks made by the epic elemental savant when casting a spell using her chosen type of energy increases by +1 for every three levels after 9th.

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

Epic Elemental Savant Bonus Feat List: Armor Skin, Damage Reduction, Epic Spell Focus, Epic Spellcasting, Extended Lifespan, Improved Combat Casting, Improved Spell Capacity, Planar Turning, Spell Knowledge, Spell Stowaway, Spontaneous Spell.

Elemental Savant

Level	Special
11	Elemental focus +4
12	Elemental penetration +4
13	Bonus feat
14	Elemental focus +5
15	Elemental penetration +5
16	Bonus feat
17	Elemental focus +6
18	Elemental penetration +6
19	Bonus feat
20	Elemental focus +7

EPIC FRENZIED BERSERKER

From Masters of the Wild

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: 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: 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, Overwhelming Critical, Penetrate Damage Reduction, Ruinous Rage, Terrifying Rage, Thundering Rage.

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 GATECRASHER

From Manual of the Planes

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 Pene-

tration, 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.

Gatecrasher

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

EPIC HOLY LIBERATOR

From Defenders of the Faith

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: 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.

Holy Liberator

Level	Special
11	Smite evil
12	Smite evil
13	Bonus feat, smite evil
14	Smite evil
15	Smite evil, celestial companion
16	Bonus feat, smite evil
17	Smite evil
18	Smite evil
19	Bonus feat, smite evil
20	Smite evil, celestial companion

EPIC HOSPITALER

From Defenders of the Faith

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: The epic hospitaler's caster level increases by one per level gained above 10th. The epic hospitaler's number of spells per day increases until her caster level reaches 20th.

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

Turn Undead: 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.

Hospitaler

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

EPIC MASTER SAMURAI

From Sword and Fist

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, Overwhelming Critical, Superior Initiative.

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 PLANAR CHAMPION

From Manual of the Planes

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.

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

From Manual of the Planes

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

The epic planeshifter 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 planeshifter enjoy his demiplane for even longer than normal.

Hit Die: d4

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic planeshifter's caster level increases by one level every time he gains a class level ending in 2, 3, 4, 6, 7, 8, and 0. The epic planeshifter's number of spells per day increases until his caster level reaches 20th.

Analyze Portal (Sp): The epic planeshifter 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 planeshifter 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 planeshifter gains a bonus feat (selected from the list of epic planeshifter feats) every three levels after 10th.

Epic Planeshifter 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 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 Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Planeshifter

Level	Special
11	Analyze portal, morphic stability, grant planar survival, planar area swap
12	Analyze portal, morphic stability, grant planar survival, planar area swap
13	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
14	Analyze portal, morphic stability, grant planar survival, planar area swap
15	Analyze portal, morphic stability, grant planar survival, planar area swap
16	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
17	Analyze portal, morphic stability, grant planar survival, planar area swap
18	Analyze portal, morphic stability, grant planar survival, planar area swap
19	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
20	Analyze portal, morphic stability, grant planar survival, planar area swap

EPIC NINJA OF THE CRESCENT MOON

From Sword and Fist

The epic ninja becomes like 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 10 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.

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 SPYMASTER

From Song and Silence

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 Dexterous 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: 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.

Spymaster

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

EPIC TEMPLAR

From Defenders of the Faith

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: 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: 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: 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 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.

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 TEMPLE RAIDER OF OLIDAMMARA

From Song and Silence

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. Trap Sense 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: 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: The epic temple raider's sneak attack damage increases by +1d6 every three levels above 8th.

Save Bonus: 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, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Sneak Attack of Opportunity, Trap Sense.

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

From Song and Silence

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

Sneak Attack: 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.

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

EPIC WARPRIEST

From Defenders of the Faith

The epic warpriest lives for the sound of battle, often commanding 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: The epic warpriest's caster level increases by one level for every two levels gained above 10th. The epic warpriest's number of spells per day increases until his caster level reaches 20th.

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

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

Inflame: 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: 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, 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.

Warpriest

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

ABOUT THE AUTHOR

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