



# EPIC-LEVEL PRETIGE 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 prod-

ucts: 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](http://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.

Level	Animal Lord 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.

Level	Arcane Trickster 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

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 DEEPTWOOD 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

## 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 Quickened 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.

Level	Divine Agent 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.

Level	Dragon Disciple 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.

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.

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	—

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 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

## 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.

Level	Elemental Savant 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.

Level	Frenzied Berserker 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.

Level	Hospitaler 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.

Level	Master Samurai 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.

Level	Planar Champion 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 Quickened 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.

Level	Planeshifter 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.

Level	Ninja of the Crescent Moon 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.

Level	Spymaster 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

Andy Collins designs and edits roleplaying games for Wizards of the Coast, including the new *Epic-Level Handbook*. Read all about him at his website <[www.andycollins.net](http://www.andycollins.net)>.