



# DUNGEONS & DRAGONS®

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FREE **D&D**® V.3.5 ACCESSORY UPDATE

*Epic Level Handbook*

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# Revision Update

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## The Nature of the Core Rulebooks' Changes

The purpose of this booklet is not to provide a comprehensive list of everything that has changed with the 3.5 revision. The changes are too large in number and varied in scope to be able to provide an all-inclusive inventory. Instead, what we want to do is to show you a broad picture of what has changed and to provide you with support for updating our most popular product.

Do you need to make these changes?

No.

This booklet is for players and Dungeon Masters who value rules precision and need to know what's changed so that they can continue to enjoy their 3rd Edition products.

You might choose to make notations in your existing books, photocopy and cut up this booklet to add book-marklike inserts to your books, or simply use this booklet simultaneously with your books.

We provide a brief, general overview of the core books and detailed revision notes for *Deities and Demigods*, *Epic Level Handbook*, *Fiend Folio*, *Manual of the Planes*, and *Monster Manual II*.

# Epic Level Handbook

The epic-level class progressions for the core classes are unchanged. For prestige classes found in the *Dungeon Master's Guide*, see below for summaries of the changes to their epic progressions.

## EPIC-LEVEL CLASS PROGRESSIONS

The epic-level class progressions for the core classes are unchanged. For prestige classes found in the *Dungeon Master's Guide*, see below for summaries of the changes to their epic progressions.

### EPIC ARCANE TRICKSTER

**Hit Die:** d4

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

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

**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 4 levels above 7th.

**Ranged Legerdemain:** The arcane trickster may use this ability one additional time per day for every 4 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.

TABLE: EPIC ARCANE TRICKSTER

Level	Special
11	Impromptu sneak attack 3/day
12	Sneak attack +8d6
13	Ranged legerdemain 4/day
14	Sneak attack +9d6
15	Impromptu sneak attack 4/day
16	Sneak attack +10d6
17	Ranged legerdemain 5/day
18	Sneak attack +11d6
19	Impromptu sneak attack 5/day
20	Sneak attack +12d6

### EPIC ASSASSIN

**Spells:** The epic assassin gains no new spells known after 10th level.

### EPIC BLACKGUARD

Gain one additional daily use of smite good every 5 levels after 10th.

TABLE: EPIC BLACKGUARD

Level	Special
11th	
12th	
13th	Sneak attack +4d6, bonus feat
14th	
15th	Smite good 4/day
16th	Sneak attack +5d6, bonus feat
17th	
18th	
19th	Sneak attack +6d6, bonus feat
20th	Smite good 5/day

### EPIC DRAGON DISCIPLE

**Hit Die:** d12.

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

**Natural Armor:** At 13th level, and every 3 levels thereafter, the dragon disciple's natural armor bonus increases by +1 (to +5 at 13th, +6 at 16th, and so on).

**Breath Weapon:** At 13th level, and every 4 levels thereafter, the damage dealt by the epic dragon disciple's breath weapon increases by 2d8.

**Bonus Feats:** The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every 4 levels after 10th.

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

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

TABLE: EPIC DRAGON DISCIPLE

Level	Special
11th	
12th	
13th	Breath weapon (8d8), natural armor +5
14th	Bonus feat
15th	
16th	Natural armor +6
17th	Breath weapon (10d8)
18th	Bonus feat
19th	Natural armor +7
20th	

### EPIC DUELIST

**Hit Die:** d10

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

**Precise Strike:** Every five 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 3 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, but in that case must be using a light or one-handed piercing weapon.

**TABLE: EPIC DUELIST**

Level	Special
11	
12	
13	Bonus feat
14	
15	Precise strike +3d6
16	Bonus feat
17	
18	
19	Bonus feat
20	Precise strike +4d6

## EPIC DWARVEN DEFENDER

Trap sense increases by +1 every four levels above 8th. Gain a bonus feat selected from the list of epic dwarven defender feats every five levels after 10th.

**TABLE: EPIC DWARVEN DEFENDER**

Level	Special
11th	Defensive stance 6/day
12th	Trap sense +3
13th	Defensive stance 7/day
14th	Damage reduction 9/—
15th	Bonus feat, defensive stance 8/day
16th	Trap sense +4
17th	Defensive stance 9/day
18th	Damage reduction 12/—
19th	Defensive stance 10/day
20th	Bonus feat, trap sense +5

## EPIC ELDRITCH KNIGHT

**Hit Die:** d6

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

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

**Bonus Feats:** The epic eldritch knight gains a bonus feat (selected from the list of epic eldritch knight feats) every 4 levels after 10th.

**Epic Eldritch Knight Bonus Feat List:** Armor Skin, Automatic Still Spell, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Enhance Spell, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Combat Casting, Improved Combat Reflexes, Improved Manyshot, Improved Spell Capacity, Improved Whirl-

wind Attack, Instant Reload, Legendary Rider, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spellcasting Harrier, Spontaneous Spell, Storm of Throws, Superior Initiative, Swarm of Arrows, Tenacious Magic, Two-Weapon Rend, Uncanny Accuracy.

**TABLE: EPIC ELDRITCH KNIGHT**

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

## EPIC HORIZON WALKER

**Hit Die:** d8

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

**Improved Terrain Mastery:** The epic horizon walker may select one of the terrains already in her terrain mastery repertoire. The insight bonus on attack and damage rolls against creatures of that terrain increases by +1. The maximum insight bonus for any one terrain is equal to the epic horizon walker's class level divided by 10, rounded up.

**Bonus Feats:** The epic horizon walker gains a bonus feat (selected from the list of epic horizon walker feats) every 4 levels after 10th.

**Epic Horizon Walker Bonus Feat List:** Armor Skin, Blinding Speed, Energy Resistance, Epic Endurance, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Toughness, Extended Life Span, Legendary Climber, Perfect Health, Polyglot.

**TABLE: EPIC HORIZON WALKER**

Level	Special
11th	Improved Terrain Mastery
12th	Improved Terrain Mastery
13th	Improved Terrain Mastery
14th	Bonus feat, improved Terrain Mastery
15th	Improved Terrain Mastery
16th	Improved Terrain Mastery
17th	Improved Terrain Mastery
18th	Bonus feat, improved Terrain Mastery
19th	Improved Terrain Mastery
20th	Improved Terrain Mastery

## EPIC LOREMASTER

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

## EPIC MYSTIC THEURGE

**Hit Die:** d4

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

**Spells:** When an odd-numbered mystic theurge level above 10th is gained (11th, 13th, 15th, and so on), she gains new spells per day (and spells known, if applicable), as if she had gained a level in an arcane spellcasting class she belonged to previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1.

When an even-numbered mystic theurge level above 10th is gained (12th, 14th, 16th, and so on), she gains new spells per day (and spells known, if applicable), as if she had gained a level in a divine spellcasting class she belonged to previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1.

**Bonus Feats:** The epic mystic theurge gains a bonus feat (selected from the list of epic mystic theurge feats) every 6 levels after 10th.

**Epic Mystic Theurge Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

**TABLE: EPIC MYSTIC THEURGE**

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

## EPIC RED WIZARD

**Hit Die:** d4.

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

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

**Specialist Defense:** The bonus to the epic Red Wizard's saves against spells from his specialist school increases by +1 for every 2 levels after 9th.

**Spell Power:** Every 2 levels above 10th, the bonus to the red wizard's caster level for purposes of determining level-dependent spell variables and for caster level checks increases by +1.

**Bonus Feats:** The epic Red Wizard gains a bonus feat (selected from the list of epic Red Wizard feats) every 5 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 Staff, Craft Epic Wondrous Item, Enhance Spell, Epic Leadership, 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 Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

**TABLE: EPIC RED WIZARD**

Level	Special
11	Specialist defense +5
12	Spell power +6
13	Specialist defense +6
14	Spell power +7
15	Specialist defense +7, bonus feat
16	Spell power +8
17	Specialist defense +8
18	Spell power +9
19	Specialist defense +9
20	Spell power +10, bonus feat

## EPIC SHADOWDANCER

Every third level gained after 9th (12th, 15th, and so on) adds +2 HD (and the requisite base attack and base save bonus increases) to the shadowdancer's shadow companion.

## EPIC SKILLS

Some epic usages of specific skills have been reassigned to other skills or otherwise changed.

### ALCHEMY

Quick creation and create augmented substance are now Craft (Alchemy) checks.

Quick identification is now a Spellcraft check.

### INTUIT DIRECTION

All Intuit Direction tasks listed here now require Survival checks.

### READ LIPS

All Read Lips tasks listed here now require Spot checks.

### SCRY

The epic usages of Scry are no longer based on Scry checks (since the Scry skill no longer exists). Instead, each task is based on a caster level check, as described below.

To attempt any of these tasks, the *scrying* spell must be on your class spell list (though it need not be among your spells known). If you have any bonuses that would apply to the caster level of your *scrying* spell, add these to your caster level check. For example, a cleric with the Knowledge domain would add +1 to his caster level check to achieve any of these tasks, since he casts all divination spells at +1 caster level.

*Learn Scryer:* If you determine that you're being scried upon, you can learn the identity of the scryer with a DC 30 caster level check.

**Return Scrying:** If you determine that you're being scried upon, you can look back through the sensor at the scryer with a DC 50 caster level check. 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 caster level check with the scryer. (Your caster level must be at least 21st to attempt this task.) If you are successful, the scrying ends, and the scryer may not target you with a Divination (Scrying) spell or effect for a number of hours equal to your Intelligence modifier (minimum 1).

## EPIC FEATS

Many epic feats from the *Epic Level Handbook* have undergone revision to their prerequisites or benefits. These feats are listed in Table: New or Revised Epic Feats.

Two epic feats have received name changes. Beast Companion is now called Magical Beast Companion (see below), and Trap Sense is now called Epic Trapfinding.

A single epic feat, Beast Wild Shape, has been eliminated from the game, since the beast type no longer exists. Beast Wild Shape is no longer a prerequisite for the any feat, including the following epic feats from *Epic Level Handbook*: Beast Companion (now known as Magical Beast Companion, see below), Dragon Wild Shape, Magical Beast Wild Shape, Plant Wild Shape, Vermin Wild Shape.

**TABLE: NEW OR REVISED EPIC FEATS**

Feat Name	Changes
Epic Inspiration	benefit
Holy Strike	benefit
Improved Combat Reflexes	benefit
Improved Ki Strike	prerequisites; benefit
Improved Whirlwind Attack	benefit
Keen Strike	prerequisites; benefit
Legendary Leaper	benefit
Legendary Rider	benefit
Magical Beast Companion	new feat
Mighty Rage	prerequisites
Mobile Defense	prerequisites
Penetrate Damage Reduction	benefit
Plant Wild Shape	prerequisites
Righteous Strike	prerequisites; benefit
Self-Concealment	benefit
Uncanny Accuracy	prerequisites; benefit
Unholy Strike	benefit
Vorpal Strike	prerequisites

### EPIC INSPIRATION [EPIC]

**Benefits:** All competence bonuses, dodge bonuses, and morale bonuses granted by your bardic music ability increase by +1. If you have the inspire greatness bardic music ability, it grants one additional bonus HD.

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

### EPIC LEADERSHIP [EPIC]

Use the information on effective character level given in the *Monster Manual* and *Savage Species* to determine level equivalents for cohorts not included on this table of examples.

**TABLE: EXAMPLE SPECIAL EPIC COHORTS**

Creature	Alignment	Level Equivalent
Angel, astral deva	Any good	20th
Couatl	Lawful good	16th
Dragon, ancient silver	Lawful good	42nd
Giant, cloud	Neutral good	24th
Eladrin, ghaele	Chaotic good	20th
Dragon, wyrm brass	Chaotic good	42nd
Giant, storm	Chaotic good	28th
Dragon turtle	Neutral	21st
Hydra, 12-headed	Neutral	19th
Roc	Neutral	23rd
Devil, ice (gelugon)	Lawful evil	21st
Dragon, ancient green	Lawful evil	40th
Giant, cloud	Neutral evil	24th
Demon, glabrezu	Chaotic evil	23rd
Demon, succubus	Chaotic evil	12th
Dragon, wyrm white	Chaotic evil	41st

### HOLY STRIKE [EPIC]

**Benefit:** Any weapon you wield is treated as a holy weapon (it is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

### IMPROVED COMBAT REFLEXES [EPIC]

**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 for a given opportunity.)

### IMPROVED KI STRIKE [EPIC]

**Prerequisites:** Wis 25, ki strike (adamantine).

**Benefit:** Your unarmed strikes are treated as epic magic weapons for the purpose of bypassing damage reduction.

### IMPROVED WHIRLWIND ATTACK [EPIC]

**Benefit:** As a standard action, you can make one melee attack for every five points of your base attack bonus (including your epic attack bonus; round fractions down). For example, if your base attack bonus plus epic attack bonus were +24, you could make four separate melee attacks as a single standard action.

You can't attack any one opponent more than once as part of this action. These attacks (as well as all other attacks made until the start of your next turn) suffer a -4 penalty.

When you use the Improved Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats or abilities (such as Cleave or the haste spell).

Since these attacks are made as part of a standard action, you can't take a 5-foot step between them.

**Normal:** Without this feat, using the Whirlwind Attack feat requires a full attack action, and you can take a 5-foot step between any two of the attacks.

### KEEN STRIKE [EPIC]

**Prerequisites:** Str 23, Wis 23, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning Fist, ki strike (adamantine).

**Benefit:** Your unarmed strike has a critical threat range of 18–20 and deals slashing damage. (At your option, any unarmed

strike can deal bludgeoning damage instead, but cannot then take advantage of the enhanced threat range.) This ability doesn't stack with other abilities that expand your unarmed strike's threat range.

## LEGENDARY LEAPER [EPIC]

**Benefit:** You need only move 5 feet in a straight line to make a running jump.

**Normal:** Without this feat, you must move at least 20 feet in a straight line before attempting a running jump.

## LEGENDARY RIDER [EPIC]

**Benefit:** 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 guide a mount with your knees to use both hands in combat, to direct a war-trained mount to attack in battle, or to control an untrained mount in battle. Controlling an untrained mount in battle is a free action.

**Normal:** Without this feat, you must make a Ride check to guide a mount with your knees or to direct or control a mount in battle, and controlling an untrained mount in battle is a move action).

## MAGICAL BEAST COMPANION [WILD] [EPIC]

You can befriend a magical beast with limited Intelligence.

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

**Benefit:** The following magical beasts are added to the lists of animal companions from which you can select.

<b>1st Level (no adjustment)</b>	<b>10th Level (-9)</b>
stirge	basilisk
darkmantle	digester
	girallon
	spider eater
<b>4th Level (-3)</b>	<b>13th Level (-12)</b>
hippogriff	bulette
shocker lizard	chimera
	remorhaz
<b>7th Level (-6)</b>	<b>16th Level (-15)</b>
cockatrice	gorgon
ankheg	gray render
displacer beast	
griffon	
owlbear	
sea cat*	

**Special:** Creatures marked with an asterisk are available only in an aquatic environment (see Animal Companion in the *Player's Handbook*).

## MIGHTY RAGE [EPIC]

**Prerequisites:** add rage 5/day.

## MOBILE DEFENSE [EPIC]

**Prerequisites:** change defensive stance 5/day to defensive stance 3/day.

## PENETRATE DAMAGE REDUCTION

Select a special material, such as adamantine. Your melee attacks can bypass a creature's damage reduction as if your weapon was crafted from that material.

**Benefit:** Your melee weapons (including natural weapons) are treated as being crafted from the chosen special material for purposes of bypassing the damage reduction of any creature you strike.

None of the other special properties of special materials (such as adamantine's ability to ignore hardness, or the -1 penalty to damage for silver weapons) are gained by your melee weapons.

**Special:** You can gain this feat multiple times. Each time you select the feat, you select a different special material. Your melee attacks are treated as being crafted of all chosen materials for purposes of bypassing damage reduction.

## PLANT WILD SHAPE [EPIC]

**Prerequisites:** Eliminate Beast Wild Shape; change wild shape 6/day to wild shape 4/day

## RIGHTEOUS STRIKE [EPIC]

**Prerequisites:** add ki strike (lawful) class feature.

**Benefit:** Your unarmed strike is treated as an axiomatic weapon (it is lawfully aligned and deals an extra 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 axiomatic property to your unarmed strike).

## SELF-CONCEALMENT [EPIC]

**Benefit:** Attacks against you have a 10% miss chance, similar to the effect of concealment. You lose this benefit whenever you would lose your Dexterity bonus to AC.

## UNCANNY ACCURACY [EPIC]

**Prerequisites:** add base attack bonus +11, Improved Precise Shot.

**Benefit:** Your ranged attacks ignore the miss chance granted to targets by total concealment. You must aim your attacks at the correct square to gain the advantage of this feat.

**Normal:** Without this feat, you suffer a 50% miss chance when making a ranged attack against a target with total concealment.

**Special:** A character with at least 11 levels of ranger can qualify for this feat even if he does not have the prerequisites for it, but can only use it when wearing light armor or no armor.

## UNHOLY STRIKE [EPIC]

**Benefit:** Any weapon you wield is treated as an unholy weapon (it is evil-aligned and deals an extra 2d6 points of damage against creatures of good alignment). This ability doesn't stack with similar abilities (for instance, if the weapon is already unholy). If the weapon already has an alignment, this feat has no effect on the weapon.

## VORPAL STRIKE [EPIC]

**Prerequisites:** Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, ki strike (adamantine).

## NON-EPIC FEATS

All non-epic feats that appeared in the *Epic Level Handbook* now appear either in the *Player's Handbook* or the *Monster Manual*, with



the exception of Improved Flyby Attack (see below). Consult those books for the revised versions of those feats.

## IMPROVED FLYBY ATTACK [GENERAL]

The creature can attack on the wing with increased mobility.

**Prerequisites:** Fly speed, Dodge, Flyby Attack, Mobility.

**Benefit:** If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

**Normal:** Without this feat, a creature making an attack as part of a Flyby Attack maneuver provokes attacks of opportunity as normal from moving out of squares threatened by its target.

## EPIC MAGIC ITEMS

Update the descriptions of the following magic items as presented below.

### ARMOR

**Great Invulnerability:** Change 10/+2 to 10/magic. Change 15/+3 to 15/magic. Change 20/+4 to 5/epic. Change 25/+5 to 10/epic.

### WEAPONS

**Chaotic Power:** Change name to anarchic power.

*Add to Description:* This weapon is chaos-aligned and thus bypasses the corresponding damage reduction.

**Holy Power:** Add to description: This weapon is good-aligned and thus bypasses the corresponding damage reduction.

**Lawful Power:** Change name to axiomatic power.

*Add to description:* This weapon is lawful-aligned and thus bypasses the corresponding damage reduction.

**Unholy Power:** Add to description: This weapon is evil-aligned and thus bypasses the corresponding damage reduction.

**Unerring Accuracy:** New Description: Ranged attacks made with this weapon negates the AC bonus granted by any cover short of total cover. The weapon's ranged attacks also ignore any miss chance from concealment (including concealment, but you must still aim your attacks at the correct square).

### RINGS

**Ironskin:** This plain band of black iron grants its wearer damage reduction 15/adamantine. (new description)

**Universal Elemental Resistance, Major:** Change name to universal energy resistance, greater.

Change Market Price to 308,000 gp. Change Cost to Create to 154,000 gp + 13,080 XP.

**Universal Elemental Resistance, Minor:** Change name to universal energy resistance, minor.

Grants resistance 10 to acid, cold, electricity, fire, and sonic damage. (change)

Change Market Price to 84,000 gp.

**Universal Elemental Immunity:** Change name to universal energy immunity.

### RODS

**Invulnerability:** The +5 bonus to natural armor granted by this rod is an enhancement bonus to natural armor. (change)

The damage reduction granted by this rod is 15/adamantine. (change)

### STAFFS

Epic staves use the rules in the *Dungeon Master's Guide* to set save DCs and caster levels for their effects, in such cases where those values would be higher than the listed values for the staves.

### INTELLIGENT ITEMS

The rules for intelligent epic magic items don't work exactly like the rules for intelligent magic items in the *Dungeon Master's Guide*. Use whichever method you prefer, or combine them to create a hybrid system.

### ARTIFACTS

**Golem Armor:** The damage reduction granted by this artifact is 15/adamantine. (change)

**Invulnerable Coat of Arnd:** The damage reduction granted by this artifact is 10/epic. (change)

## EPIC MONSTERS

### COLD AND FIRE SUBTYPES

Creatures with the cold subtype now have cold immunity and fire vulnerability (as described in the *Monster Manual*). This includes the xixecal abomination, hoary hunter, hoary steed, shadow of the void, and winterwight.

Creatures with the fire subtype now have fire immunity and cold vulnerability (as described in the *Monster Manual*). This includes the phaethon abomination, advanced red great wyrm dragon, primal fire elemental, lavawight, and shape of fire.

### DAMAGE REDUCTION

Table: Overcoming Damage Reduction lists which creatures' natural weapons, as well as any weapons they wield, are treated as aligned for purpose of overcoming damage reduction.

TABLE: OVERCOMING DAMAGE REDUCTION

Creature	Alignment(s)
abomination,anaxim	lawful
abomination,atopal	evil and lawful
abomination,chichimec	evil
abomination,dream larva	chaotic and evil
abomination,hecatoncheires	chaotic and evil
abomination,infernal (chaotic)	chaotic and evil
abomination,infernal (lawful)	lawful and evil
abomination,phaethon	evil
abomination,phane	chaotic and evil
abomination,xixecal	chaotic and evil
slaad,white	chaotic
slaad,black	chaotic
uvuudaum	evil

Creatures with damage reduction overcome by magic or epic weapons deal damage with natural weapons as if those weapons were magic or epic, respectively. The following creatures' natural

weapons are treated as epic weapons for the purpose of overcoming damage reduction: abominations (all), colossi (all), demilich, advanced dragons, force dragon (young adult and older), prismatic dragon (young adult and older), gibbering orb, gloom, mithral golem, adamantine golem, ha-naga, hagnumemnon, hoary hunter, leshay, living vault, mus pore, neh-thalggu, paragon creatures, pseudonatural creatures, shadow of the void, shape of fire, sirrush, three-headed sirrush, slaadi (black and white), tayallah, thorciasid, elder titan, uvuudaum, vermiurge, and winterwight.

The hoary steed's natural weapons are treated as magic weapons for purposes of overcoming damage reduction.

## RUIN SWARM

### Tiny Vermin (Swarm)

**Hit Dice:** 50d8+500 (725 hp)

**Initiative:** +16

**Speed:** 20 ft., climb 20 ft., fly 90 ft. (perfect)

**Armor Class:** 30 (+2 size, +16 Dex, +2 natural), touch 28, flat-footed 14

**Base Attack/Grapple:** +37/—

**Attack:** Swarm (5d6)

**Full Attack:** Swarm (5d6)

**Space/Reach:** 10 ft./0 ft.

**Special Attacks:** Blinding, distraction (DC 45)

**Special Qualities:** Blindsense, fast healing 15, swarm traits, vermin traits

**Saves:** Fort +37, Ref +34, Will +22

**Abilities:** Str 3, Dex 42, Con 30, Int—, Wis 23, Cha 32

**Skills:** —

**Feats:** —

**Environment:** Any

**Organization:** Solitary, cloud (2–4 swarms), or plague (5–8 swarms)

**Challenge Rating:** 23

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** None

A ruin swarm has only one tactic: swoop in and engulf a creature within its space, in order to feed its never-ending hunger.

**Blinding (Ex):** Any living creature that begins its turn with a ruin swarm in its space must make a Fortitude save (DC 51) or be blinded for one round. The save DC is Dexterity-based.

**Blindsense (Ex):** The ruin swarm notices and locates creatures within 200 ft. Opponents still have 100% concealment against the swarm (but swarm attacks ignore concealment).

**Distraction (Ex):** Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 45 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

**Swarm Traits:** A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects if the swarm has an intelligence score and a hive mind. A swarm takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

A swarm rendered unconscious by means of subdual damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its subdual damage.

**Vermin Traits:** A ruin swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

# Epic Level Handbook Monsters

Monster	Type (Subtype)	New Space/Reach	Damage Reduction
Abomination, Anaxim	Construct (Extraplanar, Lawful)	5 ft./5 ft.	10/chaotic and epic and adamantine
Abomination, Atropal	Undead (Evil, Extraplanar, Lawful)	10 ft./10 ft.	15/good and epic and silver
Abomination, Chichimec	Outsider (Air, Evil, Extraplanar)	5 ft./5 ft.	10/good and epic
Abomination, Dream Larva	Outsider (Chaotic, Evil, Extraplanar)	10 ft./10 ft.	15/good and epic or lawful and epic
Abomination, Hecatoncheires	Outsider (Chaotic, Evil, Extraplanar)	15 ft./15 ft.	20/good and epic and cold iron
Abomination, Infernal	Outsider (Chaotic or Lawful, Evil, Extraplanar)	10 ft./10 ft.	15/good and epic
Abomination, Phaethon	Outsider (Evil, Extraplanar, Fire)	20 ft./10 ft.	15/lawful and epic
Abomination, Phane	Outsider (Chaotic, Evil, Extraplanar, Incorporeal)	10 ft./10 ft.	15/epic
Abomination, Xixecal	Outsider (Chaotic, Cold, Evil, Extraplanar)	50 ft./50 ft.	20/good and epic and admantine
Behemoth, Eagle	Outsider (Extraplanar)	30 ft./20 ft.	—
Behemoth, Gorilla	Outsider (Extraplanar)	20 ft./20 ft.	—
Brachyurus	Magical Beast	10 ft./5 ft.	10/epic
Colossus, Stone	Construct	30 ft./30 ft.	10/epic and adamantine
Colossus, Flesh	Construct	30 ft./30 ft.	15/epic and adamantine
Colossus, Iron	Construct	30 ft./30 ft.	20/epic and adamantine
Demilich	Undead	1 ft./0 ft.	15/epic and bludgeoning
Devastation Centipede	Vermin	50 ft./40 ft.	10/—
Devastation Spider	Vermin	50 ft./40 ft.	10/—
Devastation Scorpion	Vermin	50 ft./40 ft.	15/—
Devastation Beetle	Vermin	50 ft./40 ft.	20/—
Dragon, Advanced Red Great Wyrm	Dragon (Fire)	30 ft./30 ft. (40 ft. with bite)	15/epic
Dragon, Force (Adult)	Dragon		wyrmling 10/magic, young 15/magic, young adult 15/epic, mature adult 20/epic, very old 25/epic
Dragon, Prismatic (Old)	Dragon		wyrmling 10/magic, young 15/magic, young adult 15/epic, mature adult 20/epic, very old 25/epic
Elemental, Primal Air	Elemental (Air, Extraplanar)	30 ft./30 ft.	10/—
Elemental, Primal Earth	Elemental (Earth, Extraplanar)	30 ft./30 ft.	15/—
Elemental, Primal Fire	Elemental (Fire, Extraplanar)	30 ft./30 ft.	10/—
Elemental, Primal Water	Elemental (Water, Extraplanar)	30 ft./30 ft.	15/—
Genius Loci	Ooze	varies	—
Gibbering Orb	Aberration	15 ft./10 ft.	10/epic
Gloom	Monstrous Humanoid	5 ft./5 ft.	10/epic
Golem, Mithral	Construct	15 ft./15 ft.	15/epic and adamantine
Golem, Adamantine	Construct	15 ft./15 ft.	20/epic and adamantine
Ha-Naga	Aberration	30 ft./20 ft.	5/epic
Hagnumemnon	Aberration (Shapechanger)	10 ft./10 ft.	10/epic
Hoary Hunter	Fey (Cold)	5 ft./5 ft.	10/epic and cold iron
Hoary Steed	Magical Beast (Cold)	10 ft./5 ft.	5/magic and cold iron
Hunefer	Undead	5 ft./5 ft.	10/—
Lavawight	Undead (Fire)	5 ft./5 ft.	10/—
Legendary Bear	Animal	10 ft./5 ft.	—
Legendary Tiger	Animal	10 ft./5 ft.	—
Leshay	Fey	5 ft./5 ft.	15/epic and cold iron
Living Vault	Construct	30 ft./20 ft.	15/epic and adamantine

# Epic Level Handbook Monsters

Feats	Epic Feats	Notes	Monster
Add Blind-Fight, Improved Bull Rush, Improved Critical (blade), Improved Initiative, Weapon Focus (blade) (Sunder = Impr Sunder)	Add Devastating Critical (blade), Epic Toughness, Epic Weapon Focus (blade), Overwhelming Critical (blade)	hp 420; Int 10	Abomination, Anaxim
Delete Combat Casting, Combat Reflexes, Run, Skill Focus (Spellcraft)	—	+6 bonus to rebuke undead checks	Abomination, Atropal
Add Improved Bull Rush, Mobility	Add Epic Toughness	hp 425	Abomination, Chichimec
—	Add Epic Toughness, Epic Weapon Focus (pincer), Epic Weapon Focus (claw)	hp 700	Abomination, Dream Larva
—	Add Epic Toughness (x2), Epic Weapon Focus (greatsword), Epic Weapon Focus (boulder), Superior Initiative; delete Penetrate Damage Reduction	hp 1028	Abomination, Hecatoncheires
—	Add Epic Toughness, Epic Weapon Focus (claw), Epic Weapon Focus (bite)	hp 700	Abomination, Infernal
—	Add Epic Toughness (x3), Epic Weapon Focus (slam), Epic Will	hp 1362	Abomination, Phaethon
—	Add Epic Toughness (x2), Epic Will	hp 652	Abomination, Phane
Add Weapon Focus (bite), Weapon Focus (stamp)	Add Epic Toughness, Epic Weapon Focus (claw), Epic Weapon Focus (bite), Epic Weapon Focus (stamp)	hp 1676	Abomination, Xixecal
Add Endurance, Iron Will, Skill Focus (Spot)	Delete Epic Skill Focus (Spot)	+8 racial bonus on Spot checks applies regardless of light conditions	Behemoth, Eagle
Add Endurance	Add Epic Toughness	hp 366	Behemoth, Gorilla
Delete Lightning Reflexes	—	—	Brachyurus
—	—	hp 432; Int —, Cha 1	Colossus, Stone
—	—	hp 630; Int — or as controlling spirit, Cha 1 or as controlling spirit	Colossus, Flesh
—	—	hp 608; Int —, Cha 1	Colossus, Iron
—	Add Blinding Speed; delete Epic Spellcasting	—	Demilich
—	—	+8 racial bonus on Climb, Hide, and Spot checks	Devastation Centipede
—	—	—	Devastation Spider
—	—	—	Devastation Scorpion
—	—	—	Devastation Beetle
Add Blind-Fight, Flyby Attack; delete Improved Darkvision	—	CR 40; bite 6d6+24 damage; replace blindsight with blindsense 60 ft.; replace darkvision 7,600 ft. with darkvision 120 ft.; delete find the path from spell-like abilities	Dragon, Advanced Red Great Wyrm
Add Improved Critical (bite, claw, wings, tail slap)	—	—	Dragon, Force (Adult)
Add Improved Critical (bite)	Add Blinding Speed (x2)	—	Dragon, Prismatic (Old)
—	Delete Improved Combat Reflexes; add Epic Prowess (x2), Epic Toughness (x4), Epic Will	HD 64; hp 1264; Full Atk 2 slams +58 melee; SV Fort +32, Ref +52, Will +28	Elemental, Primal Air
—	Delete Damage Reduction (x3), Epic Weapon Focus (slam); add Epic Prowess (x3), Epic Toughness (x6), Epic Will	HD 64; hp 1368; Full Atk 2 slams +59 melee; SV Fort +46, Ref +21, Will +28	Elemental, Primal Earth
—	Add Epic Prowess (x2), Epic Toughness (x4)	HD 64; hp 1264; Full Atk 2 slams +56 melee; SV Fort +32, Ref +50, Will +28	Elemental, Primal Fire
—	Delete Damage Reduction (x3); add Epic Prowess (x2), Epic Toughness (x6), Epic Will	HD 64; hp 1368; Full Atk 2 slams +58 melee; SV Fort +46, Ref +21, Will +28	Elemental, Primal Water
—	—	—	Genius Loci
Delete Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude (— to save), Lightning Reflexes, Skill Focus (Spellcraft), Skill Focus (Spot), Toughness	Delete Improved Combat Casting	hp 337; Int 25	Gibbering Orb
Delete Cleave, Power Attack, Quick Draw	Delete Blinding Speed, Devastating Critical, Overwhelming Critical, -3	—	Gloom
—	—	hp 238; Alacrity replace "partial action" with "standard action"	Golem, Mithral
—	—	hp 337	Golem, Adamantine
Delete Combat Casting, Improved Initiative, Spell Penetration, Weapon Finesse -4	Delete Superior Initiative	—	Ha-Naga
—	—	—	Hagnumemnon
Delete Alertness, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack	—	Int 21; change cold resistance to cold immunity	Hoary Hunter
Add Alertness, Endurance	—	change cold resistance to cold immunity	Hoary Steed
—	—	Delete Resistant to Blows	Hunefer
Add Great Fortitude	Add ([TS]2) to Blinding Speed	—	Lavawight
Add Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Track	—	—	Legendary Bear
Add Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Toughness ([TS]2), Track	—	—	Legendary Tiger
Delete Alertness, Combat Casting, Combat Reflexes, Endurance, Great Cleave, Sunder, Toughness	—	hp 825; Int 23	Leshay
—	—	hp 608; Int —, Cha 1	Living Vault

# Epic Level Handbook Monsters (cont.)

Monster	Type (Subtype)	New Space/Reach	Damage Reduction
Mercane	Outsider	10 ft./10 ft.	—
Mu Spore	Plant	30 ft./30 ft.	10/epic
Neh-Thalggu	Aberration (Extraplanar, Incorporeal)	15 ft./10 ft.	10/epic
Paragon Mind Flayer	Aberration	5 ft./5 ft.	10/epic
Paragon Template	same		10/epic
Prismasaurus	Magical Beast	15 ft./10 ft.	10/—
Pseudonatural Troll	Outsider (Extraplanar)	10 ft./10 ft.	5/epic
Pseudonatural Template	Outsider (Extraplanar)		HD 1-7 5/epic, HD 8-15 10/epic, HD 16+ 15/epic
Ruin Swarm	Vermin	10 ft./0 ft.	—
Shadow Of The Void	Undead (Cold, Incorporeal)	10 ft./10 ft.	10/epic
Shape Of Fire	Undead (Fire, Incorporeal)	10 ft./10 ft.	10/epic
Sirrush	Magical Beast	10 ft./5 ft.	10/epic
Sirrush, Three-Headed	Magical Beast	10 ft./5 ft.	10/epic
Slaad, White	Outsider (Chaotic, Extraplanar)	10 ft./10 ft.	10/epic and lawful
Slaad, Black	Outsider (Chaotic, Extraplanar)	15 ft./15 ft.	15/epic and lawful
Tayellah	Magical Beast	20 ft./15 ft.	10/epic
Thorciasid	Aberration	5 ft./5 ft.	10/epic
Titan, Elder	Outsider (Extraplanar)	30 ft./30 ft.	20/epic
Treant, Elder	Plant	30 ft./30 ft.	10/—
Umbral Blot	Construct	5 ft./5 ft.	—
Uvuudaum	Outsider (Evil, Extraplanar)	10 ft./10 ft.	10/epic and good
Vermiurge	Aberration	10 ft./5 ft.	10/epic
Winterwight	Undead (Cold)	5 ft./5 ft.	10/epic
Worm that Walks	Aberration	5 ft./5 ft.	10/—

# Epic Level Handbook Monsters (cont.)

Feats	Epic Feats	Notes	Monster
Add Improved Feint		Appraise +19, Bluff +12, Diplomacy +18, Gather Information +12, Intimidate +9, Knowledge (arcana) +15, Knowledge (nobility and royalty) +15, Knowledge (the planes) +15, Listen +8, Profession (bookkeeper) +8, Search +15, Sense Motive +13, Sleight of Hand +14, Spellcraft +17, Spot +8; Level adjustment +7 hp 532	Mercane
Add Cleave, Great Cleave, Improved Critical (bite), Improved Critical (tendrils), Improved Initiative, Lightning Reflexes, Power Attack	Add Epic Reflexes, Epic Toughness (x3), Superior Initiative	hp 532	Mu Spore
Delete Combat Casting, Leadership	—	Speed Fly 60 ft. (perfect)	Neh-Thalggu
Delete Alertness, Blind-Fight, Dodge, Expertise, Mobility, Spring Attack	Delete Damage Reduction, Fast Healing, Improved Spell Resistance	hp 950; delete half damage from weapons	Paragon Mind Flayer
—	Add Epic Endurance, Epic Toughness (x4), Epic Weapon Focus (tail)		Paragon Template
Add Track	—		Prismasaurus
—	1		Pseudonatural Troll
—	—	HD 50d8+500; hp 725; Spd 20 ft., climb 20 ft., fly 90 ft. (perfect); AC 30 (+2 size, +16 Dex, +2 natural), touch 28, flat-footed 14; Attack swarm (12d6); SA blinding, distraction; SQ blindsense 200 ft., fast healing 15, swarm traits, vermin type; SV Fort +37, Ref +34, Will +22; Str 3; Organization solitary, cloud (2-4 swarms), or plague (5-8 swarms); Advancement none Spd fly 60 ft. (perfect); Int 17	Pseudonatural Template
Delete Alertness; make Blind-Fight racial bonus feat	—	Spd fly 60 ft. (perfect); Int 17	Ruin Swarm
Delete Alertness; make Blind-Fight racial bonus feat	—	Int 21	Shadow Of The Void
Delete Alertness, Dodge, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Skill Focus (jump)	—	Int 26	Shape Of Fire
Delete Alertness, Dodge, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Iron Will, Lightning Reflexes, Mobility, Skill Focus (jump), Spring Attack	—		Sirrush
Add Cleave, Great Cleave	—	Add sonic immunity; resistance to acid 10, cold 10, electricity 10, fire 10 hp 556; add sonic immunity; resistance to acid 10, cold 10, electricity 10, fire 10	Sirrush, Three-Headed
—	Add Blinding Speed, Epic Toughness	hp 635	Slaad, White
Add Combat Reflexes, Iron Will, Track	Add Epic Toughness ([TS]2)		Slaad, Black
Delete Alertness, Combat Reflexes, Lightning Reflexes, Weapon Finesse	—		Tayallah
—	Add Automatic Silent Spell (0- through 9th-level spells), Automatic Still Spell (0- through 9th-level spells)	hp 1105; delete Half Damage	Thorciasid
Add Endurance	Add Epic Endurance, Epic Reflexes, Epic Toughness (x4), Epic Weapon Focus (slam)	hp 433; Int 14	Titan, Elder
Add Alertness, Combat Reflexes, Improved Initiative, Skill Focus (Sense Motive), Skill Focus (Survival), Stealthy, Track	Add Epic Prowess (x3), Epic Skill Focus (Hide), Epic Skill Focus (Listen), Epic Skill Focus (Sense Motive), Epic Skill Focus (Spot), Epic Toughness (x5), Superior Initiative	Int 32	Treant, Elder
Add Cleave, Great Cleave, Power Attack	—	hp 755; Int 14	Umbral Blot
—	—	Delete Icy Hardness	Uvuudaum
Add Great Cleave, Great Fortitude	Add Epic Toughness		Vermiurge
—	Add Epic Fortitude		Winterwight
—	—		Worm that Walks