

# Epic Level Handbook Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as in a table or a monster's statistics block) is incorrect.

Exceptions to the rule will be called out specifically.

[Updated information is shaded like this.](#)

## Overall

Delete all references to the feat Spell Resistance. This feat does not exist.

## Chapter 1

### Page 6, Epic Save Bonus, last sentence should read:

Any time a feat, prestige class, or other rule refers to your base save bonus, use the sum of your base save bonus and epic save bonus.

### Page 6, Epic Attack Bonus, last sentence should read:

Any time a feat, prestige class, or other rule refers to your base attack bonus (except for gaining additional attacks), use the sum of your base attack bonus and epic attack bonus.

**Page 8, Epic Barbarian, Other Options:** change Devastating Strike to Devastating Critical. Delete Epic Resistance and Spell Resistance.

**Page 11, Epic Fighter:** Change Epic Resistance to Energy Resistance.

**Page 11, Epic Fighter, Other Options:** Change Hail of Arrows to Swarm of Arrows.

**Page 12, Epic Monk, Other Options:** Change Speed Climbing to Legendary Climber.

**Page 12, Epic Monk, Fast Movement:** The epic monk's speed when wearing no armor increases by 10 feet at 21st level and every three levels thereafter (24th, 27th, 30th, and so on). The unarmored speed of Small and dwarven monks increases by 5 feet instead of 10 feet.

**Page 14, Epic Ranger, Favored Enemy:** The epic ranger gains one additional favored enemy (and his bonuses against all existing favored enemies go up by +1) every five levels after 20th (25th, 30th, and so on).

**Page 14, Epic Rogue:** Change Legendary Dodge to Epic Dodge. Change Speed Climbing to Legendary Climber.

### Page 20, Table 1-18:

Table 1-18: The Epic Dwarven Defender

Dwarven Defender AC	Bonus	Special
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11th	+4	Defensive stance 6/day
12th	+4	—
13th	+5	Defensive stance 7/day, bonus feat
14th	+5	Damage reduction 9/—
15th	+5	Defensive stance 8/day
16th	+6	Bonus feat
17th	+6	Defensive stance 9/day
18th	+6	Damage reduction 12/—
19th	+7	Defensive stance 10/day, bonus feat
20th	+7	—

**Page 21, Loremaster, Spells:** The epic loremaster's caster level increases by 1 for each new loremaster level she attains. If she has more than one spellcasting class, she must decide which class receives the increase in caster level. The epic loremaster's number of spells per day (and number of spells known, if applicable) does not automatically increase after 10th level.

**Page 21, Shadowdancer:** Change Legendary Dodge to Epic Dodge.

**Page 22, Table 1-20:** Change 8 HD to 9 HD. Change 10 HD to 11 HD. Change 12 HD to 13 HD.

**Page 22, Epic Psion, Powers:** The psion's manifest level is equal to his class level. The psion's number of power points per day does not increase after 20th level, but the limit on power points spent on a metapsionic power is 19 (though feats such as Improved Manifestation extend this limit). Each time the psion achieves a new level, he learns a new power of any power level that he can manifest (according to his new level) that is within his primary discipline. Psions continue to gain bonus power points for high ability scores.

**Page 23, Epic Psychic Warrior, Epic Psychic Warrior Bonus Feat List:** Add Spell Knowledge.

**Page 26, Cosmic Descryer, Requirements, Spells:** Change to "Spells: Ability to cast *gate* plus any *planar ally* or *planar binding* spell."

**Page 28, Divine Emissary, Bonus Feats:** The divine emissary gains a bonus feat at 6th level and every 10 levels thereafter.

**Page 29, Epic Infiltrator, Sneak Attack:** Change parenthetical to "(+2d6 at 4th level, +3d6 at 7th level, +4d6 at 10th level, and so on)".

**Page 30, Guardian Paramount, Bonus Feats:** Delete Blinding Speed and Superior Initiative from list.

**Page 31, High Proselytizer, Skills:** Change to “Skills: Diplomacy 12 ranks and either Knowledge (religion) 24 ranks or Knowledge (nature) 24 ranks.”

**Page 32, High Proselytizer, Proselytize, paragraph 4:** At 3rd level, the high proselytizer’s proselytize ability includes deific touch once per day, plus one additional time per day per ten levels thereafter (13th, 23rd, 33rd, and so on). During her speech, she can move among the enraptured, shaking hands, caressing brows, and otherwise making contact with audience members. Anyone so touched is healed of 1d4 points of damage and cured of any natural disease or poison. Up to six individuals per round can be so affected. An audience member can benefit from deific touch only once per proselytize session. The high proselytizer can use deific touch as long as her proselytize ability lasts.

**Page 33, High Proselytizer, Bonus Feats:** Delete Epic Leadership from list.

**Page 36, Table 1-32:** Change 10th-level entry of portal guardian from 1/day to 2/day.

**Page 37, Optional Rule: Exceptional Followers,** paragraph 2: “A 6th-level adept or aristocrat would count as an 8th-level follower. A 6th-level fighter or 3rd-level aristocrat/3rd-level wizard would count as a 9th-level follower.”

**Page 41, Handle Animal:** Change time required to “Train other creature” to 2 months.

**Page 46, Table 1-36, Beast Companion:** Delete Master Wild Shape from list of prerequisites.

**Page 46, Table 1-36:** Add Dire Charge to table.

**Page 51, Bonus Domain:** “You now have access to that domain’s spells and granted powers...”

**Page 52, Death of Enemies:** The Fortitude save DC is equal to 10 + 1/2 your ranger class level + your Wisdom modifier.

**Page 55, Epic Spellcasting, Benefit, paragraph 2:** “If you are a divine spellcaster, you may cast a number of epic spells per day equal to your ranks in Knowledge (religion) or Knowledge (nature) divided by 10.”

**Page 56, Familiar Spell, Benefit:** “Choose one arcane spell you know...”

**Page 58, Improved Manifestation [Epic]**

You can manifest psionic powers more powerful than the normal limits of manifestation.

**Prerequisite:** Ability to manifest powers of the normal maximum level in at least one psionic class.

**Benefit:** When you select this feat, your metapsionic power point cost limit is increased by +2. For example, if you select this feat at 21st level, you could use metapsionic feats in conjunction with other powers so

that you could spend a total of 22 power points on any single power. However, to manifest the power, your key ability score must be equal to or higher than the total power point cost minus 2.

You must use this feat as a member of the class in which you can already manifest powers of the normal maximum level. For instance, a 5th-level psychic warrior/22nd-level psion couldn’t advance her power point cost limit in psychic warrior, because she can’t manifest powers of the normal maximum level for a psychic warrior. But she could advance her power point cost limit for her psion powers.

Additionally, you gain 19 power points when first taking this feat.

**Normal:** Without this feat, a power altered by metapsionic feats cannot cost more power points than the manifester’s level minus 1 (minimum 1).

**Special:** You can gain this feat multiple times. Each time this feat is gained, your power point cost limit is increased by an additional +2 and you gain a number of power points equal to your previous benefit + 2.

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

**Page 59, “Spell Slots Above 9th Level” sidebar, replace first paragraph with the following new text:**

“The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased beyond 9th by the use of metamagic feats).

“A character with a very high score in the ability associated with his or her spellcasting (Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for bards and sorcerers) may receive bonus spells of those levels, as shown on Table 1–35: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level can’t receive any bonus spells of that level, even if the appropriate ability score is high enough to award them.”

Delete the third paragraph of the sidebar.

**Page 59, Table 1-35:** Reduce the number of bonus spells granted at each spell level by 1.

**Page 61, Inspire Excellence, Benefit, add to end of paragraph 3:** Using the feat counts as one of your uses of song or poetics for the day.

**Page 64, Planar Turning, Benefit, paragraph 2:** “If you can rebuke undead, you rebuke (or command) all evil outsiders and turn (or destroy) all nonevil outsiders.”

**Page 67, Spell Stowaway, Benefit, paragraph 2:** “You must have direct line of effect to the spellcaster...”

**Page 69, Table 1-37:** Add Greater Spell Focus to table.

**Page 70, Manyshot [General]**

You can fire multiple arrows as a single attack against a nearby target.

**Prerequisites:** Dex 15, base attack bonus +6, Point Blank Shot, Rapid Shot.

**Benefits:** As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll to determine success (with a –4 penalty on the roll) and deal normal damage.

For every 5 points of base attack bonus above +6, you may add one arrow to this attack, to a maximum of four arrows at a base attack bonus of +16 or higher. However, each arrow after the second adds a cumulative –2 penalty to the attack roll (–6 for three arrows, –8 for four).

**Special:** Regardless of the number of arrows you fire, you apply precision-based damage (such as sneak attack damage or the ranger’s favored enemy bonus) only once. If you score a critical hit, only one of the arrows deals critical damage (your choice); all others deal normal damage.

## Chapter 2

**Page 72, Epic Spellcasting, paragraph 2:** Change Knowledge (divine) to Knowledge (religion).

**Page 73-74, Epic Spells by Spellcraft DC:** Change Origin of Species: Achaierai to 38. Change Raise Island to 38. Change Create Living Vault to 58. Change Epic Spell Reflection to 68. Change Momento Mori to 85. Change Pestilence to 104. Add (ritual) to Origin of Species: Achaierai, Raise Island, Epic Spell Reflection, Enslave, and Pestilence.

**Page 74, Epic Spell Descriptions, Spellcraft DC:** This is the DC of the Spellcraft check required to cast the epic spell. When casting an epic spell, you gain a +5 bonus on your Spellcraft check if the base seed of the epic spell is from your arcane school specialty or primary psionic discipline. You take a –15 penalty if the epic spell seed is from your prohibited arcane school.

**Page 74, Epic Spell Descriptions, To Develop:** “Spells containing the life or heal seed are typically available only to those with 24 or more ranks in Knowledge (religion) or Knowledge (nature).”

**Page 74, Animus Blizzard:** Change 20d6 to 30d6 in “Factors:” and main text.

**Page 75, Create Living Vault:** Add “(Ritual) after spell name. Add “Ritual,” to Components line.

**Page 75, Create Living Vault, To Develop:** 540,000 gp; 11 days; 21,600 XP. Seeds: animate (DC 25) large chunk of stone, fortify (DC 27). Factors: allow vault to “grow” to proper size in 4d4 days (ad hoc +20 DC), increase HD of object by 92 (+184 DC), grant magical immunity (ad hoc +105 DC), increase damage reduction to 30 (+29 DC) and to +7 (+18 DC), make permanent

(x5 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 100 days (–200 DC), 16d6 backlash (–16 DC), seven additional casters contributing one epic spell slot (–133 DC), four additional casters contributing one 2nd-level spell slot (–12 DC), one additional caster contributing one 1st-level spell slot (–1 DC), burn 20,000 XP per epic caster (–1,600 DC).

**Page 75, Create Living Vault:** Delete this sentence: “During the final seconds of casting, you take 16d6 points of damage from the backlash.”

**Page 75, Crown of Vermin, To Develop, Factors:** “summon vermin mass instead of one creature (ad hoc +8 DC)”

**Page 76, Crown of Vermin, paragraph 4:** You can force the vermin into areas that would normally deter common vermin. You can completely suppress your vermin aura as a free action so that no vermin are visible at all. The time that vermin are suppressed does not count toward the spell’s duration. Alternatively, you can roughly shape and move the vermin in any fashion you desire within the limits of the 10-foot-radius spread as a move-equivalent action.

**Page 77, Dragon Knight:** Add “(Ritual)” after spell name.

**Page 77, Dragon Strike:** Add “(Ritual)” after spell name. Change casting time to 10 minutes.

**Page 77, Dragon Strike, to Develop:** 450,000 gp; 9 days; 18,000 XP. Seed: summon (DC 14). Factors: summon creature other than outsider (+10 DC), summon CR 14 creature (+24 DC), summon ten creatures (x10 DC). Mitigating factors: eleven additional casters contributing 9th-level spell slots (–187 DC), burn 2,000 XP per caster (–240 DC), 3d6 backlash (–3 DC).

**Page 77, Dragon Strike, paragraph 1:** Delete third sentence.

**Page 77, Dragon Strike, XP Cost:** Change to 2,000 XP (per caster).

**Page 78, Eidolon, To Develop, Mitigating Factor:** Change to “burn 2,500 XP (–25 DC).”

**Page 79, Eidolon, XP Cost:** Change to 2,500 XP.

**Page 79, Enslave:** Add “(Ritual)” after spell name. Change duration to Permanent.

**Page 79, Enslave, To Develop:** 720,000 gp; 15 days; 28,800 XP. Seed: compel (DC 19). Factors: stricter compulsion of any creature (ad hoc +11 DC), 1-action casting time (+20 DC), permanent (x5 DC). Mitigating factors: 2d6 backlash (–2 DC), four additional casters contributing one 9th-level spell slot (–68 DC), burn 2,000 XP per caster (–100 DC).

**Page 79, Epic Mage Armor, To Develop, Factor:**

Change to “+16 additional armor bonus (+32 DC).

**Page 79, Epic Repulsion, paragraph 1:** You can create a permanent ward against a specific type of creature (choose from among those in the *Monster Manual*). Any creature of the specified type cannot attack or touch the warded creature or object. The protection ends if the warded creature makes an attack against or intentionally moves to within 5 feet of a specified creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

**Page 80, Epic Spell Reflection, To Develop:** 630,000 gp; 13 days; 25,200 XP. Seed: reflect (DC 27). Factors: reflect up to 9th-level spells (+160 DC), change range to touch (+2 DC), permanent (x5 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 41 days (–82 DC), 20d6 backlash (–20 DC), six additional casters contributing one 8th-level spell slot (–90 DC), burn 9,500 XP per caster (–665 DC).

**Page 81, Kinetic Control, To Develop:** Change “pricing” to “piercing”.

**Page 84, Origin of Species:** Achaierai, Casting Time: change to 100 days, 11 minutes.

**Page 84, Origin of Species:** Achaierai, To Develop: 360,000 gp; 8 days; 14,400 XP. Seeds: conjure (DC 21), life (DC 27), fortify (DC 17). Factors: +4 HD (5 hp per HD) (+20 DC), +6 to natural AC (+12 DC), add three more natural attacks (ad hoc +6 DC), add black cloud spell-like ability (+33 DC), add SR 19 (+15 DC), permanent (x5 DC). Mitigating factors: 50d6 backlash (–50 DC), increase casting time by 10 minutes (–20 DC), increase casting time by 100 days (–200 DC), burn 10,000 XP (–100 DC), eleven additional casters contributing 9th-level spell slots (–187 DC), ten additional casters contributing 8th-level spell slots (–150 DC), ten additional casters contributing 1st-level spell slots (–10 DC).

**Page 84, Pestilence, To Develop:** 936,000 gp; 19 days; 37,440 XP. Seed: afflict (DC 19). Factors: additional target type (plants) (+10 DC), change target to area (+10 DC), change 20-ft. radius to 1,000-ft. radius (+200 DC), disease effects (as per contagion spell) (ad hoc +21 DC). Mitigating factors: casting time increased by 9 minutes (–18 DC), two additional casters contributing epic spell slots (–38 DC), burn 10,000 XP (–100 DC).

**Page 84, Pestilence, paragraph 1:** When pestilence is successfully cast, a wave of illness radiates outward from the site of the ritual, instantly infecting every living thing in the area with the debilitating disease known as slimy doom. Within 24 hours, everything in the area begins to show signs of rot and decay; plants liquefy and yellow, drooping to the ground as they begin to dissolve.

**Page 85, Raise Island, Duration:** Change to Permanent.

**Page 85, Raise Island, To Develop:** 360,000 gp; 8 days; 14,400 XP. Seed: conjure (DC 21). Factors: change area to 10-ft. radius, 30-ft. high cylinder (+2 DC), change radius to 100 ft. (+40 DC), change height to 1,000 feet (+133 DC), permanent (x5 DC). Mitigating factors: increase casting time by 10 minutes (–20 DC), increase casting time by 65 days (–130 DC), nineteen additional casters contributing epic spell slots (–361 DC), one additional caster contributing one 6th-level spell slot (–11 DC), burn 2,000 XP per epic caster (–400 DC), spell only works on liquid (ad hoc –20 DC).

**Page 87, Superb Dispelling, To Develop:** Change to 531,000 gp, 11 days, 21,240 XP.

**Page 87, Vengeful Gaze of God, To Develop:** Change to 150,840 XP.

**Page 88, Verdigris Tsunami, To Develop:** 1,530,000 gp; 31 days; 61,200 XP. Seed: conjure (DC 21). Factor: change area to 20-ft.-radius hemisphere (+2 DC), increase radius to 1,000 ft. (+196 DC), increase range to 1,500 ft. (+8 DC), deal 10d6 damage during growth (ad hoc +19 DC), increase damage to 40d6 (+60 DC), permanent (x5 DC). Mitigating factors: increase casting time by 9 minutes (–18 DC), eleven additional casters contributing 6th-level spell slots (–121 DC), three additional casters contributing 4th-level spell slots (–21 DC), burn 10,000 XP per 6th-level spell contributor plus caster (–1,200 DC).

**Page 88, Table 2–1:** Epic Seeds, footnote: change to “Spellcasters without at least 24 ranks in Knowledge (religion) or Knowledge (nature) may not use heal or life spell seeds.”

**Page 91, Table 2–2:** Epic Spell Factors, lines 1–3: Eliminate these lines.

**Page 91, Table 2–2:** Epic Spell Factors, line 14: change to “Permanent duration (apply this factor after all other epic spell factors but before mitigating factors)”

**Page 91, Table 2–2:** Epic Spell Factors, line 24: Move to Table 2–3.

**Page 91, Table 2–3:** Epic Spell Mitigating Factors, line 1: change footnote to 1.

**Page 91, Table 2–3:** Epic Spell Mitigating Factors, line 2: change to “(max 20,000 XP)”

**Page 91, Table 2–3:** Epic Spell Mitigating Factors, Note: Mitigating factors are always applied after all epic spell factors (see left) are accounted for in the development of an epic spell.

**Page 96, Seed:** Energy, Area: change “5-ft. radius emanation” to “10-ft. radius emanation”

**Page 97, Seed:** Fortify, Duration: add to end “(see sidebar)”

**Page 97, Seed:** Fortify, paragraph 3: The fortify seed has a base Spellcraft DC of 23 if it grants a +1 bonus of a type other than enhancement. For each additional +1 of the bonus, increase the Spellcraft DC by +6. If you apply a factor to make the duration permanent, the bonus must be an inherent bonus, and the maximum inherent bonus allowed is +5.

**Page 98, Seed:** Heal, paragraph 4: An epic caster with 24 ranks in Knowledge (arcana), Knowledge (nature), or Knowledge (religion) can cast a spell developed with a special version of the heal seed that flushes negative energy into the subject, healing undead completely but causing the loss of all but 1d4 hit points in living creatures if they fail a Fortitude saving throw. Alternatively, a living target that fails its Fortitude saving throw could gain four negative levels for the next 8 hours. For each additional negative level bestowed, increase the Spellcraft DC by +4, and for each extra hour the negative levels persist, increase the Spellcraft DC by +2. If the subject has at least as many negative levels as Hit Dice, it dies. If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

**Page 98, Seed:** Life, paragraph 3: An epic caster with 24 ranks in Knowledge (arcana), Knowledge (nature), or Knowledge (religion) can cast a spell developed with a special version of the life seed that gives actual life to normally inanimate objects. You can give inanimate plants and animals a soul, personality, and humanlike sentience. To succeed, you must make a Will save (DC 10 + the target’s Hit Dice, or the Hit Dice a plant will have once it comes to life).

**Page 99, Seed:** Reflect, paragraph 3: The desired effect is automatically reflected if the spell in question is 9th level or lower. An opposed caster level check is required when the reflect seed is used against another epic spell. If the enemy spellcaster gets his spell through by winning the caster level check, the epic spell using the reflect seed is not expended, just momentarily suppressed.

**Page 101, Seed:** Ward, Target: change to “Target or Effect.”

**Page 102, Table 2–4:** Psionic Seeds and Factors: change all references to “Spellcraft DC” to “Psicraft DC”

## Chapter 3

**Page 106, Flux Slime:** The antimagic field radiated by flux slime has a caster level of 21.

**Page 117, Genesis:** add “*Material Component:* A crystalline sphere” after paragraph 3.

**Page 121, Experience Awards, first bullet point:**

Change to “If the Challenge Rating is equal to the party level, the experience point award is 300 times the party level. If the Challenge Rating is equal to the party level +1, the experience point award is 400 times the party level. If the Challenge Rating is equal to the party level – 1, the experience point award is 200 times the party level.”

**Page 121, Experience Awards, paragraph 3:** Change to “For example, a CR 42 monster is worth 12,600 XP (42 times 300) to a group of 42nd-level characters. The same monster would be worth 16,400 XP (41 times 400) to a group of 41st-level characters, but only 8,600 XP (43 times 200) to a group of 43rd-level characters. To a group of 40th-level characters, it would be worth twice as much as a CR 40 monster is worth (40 times 300 times 2, or 24,000 XP), but to a group of 44th-level characters, it would be worth only half as much as a CR 44 monster is worth (44 times 300 divided by 2, or 6,600 XP).

**Page 132, Table 4–15, Melee Weapon Special Abilities, lines 13 and 14:** Should refer to Table 8–15 in the *DUNGEON MASTER’s Guide*. (Note that this is a reference to the 3.0 *DUNGEON MASTER’s Guide*.)

**Page 133, Table 4–16, Melee Weapon Special Abilities, lines 14 and 15:** Should refer to Table 8–16 in the *DUNGEON MASTER’s Guide*. (Note that this is a reference to the 3.0 *DUNGEON MASTER’s Guide*.)

**Page 133, Unholy Power, paragraph 2:** Change first sentence to “The weapon bestows three negative levels on any good creature attempting to wield it.”

**Page 137, Rod of Besiegement, Siege Engine:** Add “Each weapon created lasts for 12 hours.”

**Page 139, Rod of the Path, Bridge:** Add “The bridge created lasts for 1 hour.”

**Page 142, Staff of Domination, second sentence:** Change to “It allows use of the following heightened spells.”

**Page 142, Staff of Fiery Power:** The save DC for the meteor swarm power should be 30. (All save DCs for the staff include a +2 bonus from Spell Focus.)

**Page 153, Cup and Talisman of Al’Akbar, last paragraph:** Change “*dictum* (if evil)” to “*dictum* (if chaotic)”.

## Chapter 5

**Page 156, Monsters By Challenge Rating, CR column:** Change advanced great wrym red dragon to 39

**Page 156, Monsters By Challenge Rating, ECL column:**

Change chichimec to 27  
 Change mu spore to 35  
 Change white slaad to 24  
 Change anaxim to 38  
 Change thorciasid to 29  
 Change brachyurus to 38  
 Change lavawight to 32  
 Change winterwight to 32  
 Change sirrush to 40  
 Change tayellah to 34  
 Change vermiurge to 42  
 Change hoary hunter to 46  
 Change phane to 36  
 Change black slaad to 29  
 Change elder treant to 50  
 Change infernal to 40  
 Change neh-thalggu to 32  
 Change shadow of the void to 35  
 Change shape of fire to 35  
 Change leshay to 50  
 Change prismaasaurus to 60  
 Change three-headed sirrush to 45  
 Change atropal to 44  
 Change elder titan to 70  
 Change adult force dragon to 45  
 Change dream larva to 40  
 Change advanced great wyrm red dragon to 61

**Page 156, Monsters by Type (and subtype):** Update as follows:

Aberration: add worm that walks.  
 Ooze: delete worm that walks.  
 Outsider (Chaotic): add hecatoncheires, phane, xixecal.  
 Outsider (Evil): add atropal, chichimec, dream larva, infernal, phaethon, phane, xixecal.  
 Outsider (Lawful): add atropal, infernal.  
 Add “Undead, Outsider (Lawful): atropal.”

**Page 159, Abomination, Anaxim, Rend:** Change the first sentence to read, “If the anaxim hits with both spinning blades, it slices particularly well.”

**Page 160, Abomination, Atropal, Energy Drain:** Add the following: “The temporary hit points gained by the atropal’s Constitution drain and energy drain last a maximum of 1 hour.”

**Page 161, Abomination, Chichimec, Charisma Drain:** Add the following: “The temporary hit points gained by the chichimec’s Charisma drain last a maximum of 1 hour.”

**Page 165, Abomination, Infernal:** Remove *polymorph self* from list of spell-like abilities.

**Page 168, Abomination, Xixecal, Constitution Drain:** Add the following: “The temporary hit points gained by the xixecal’s Constitution drain last a maximum of 1 hour.”

**Page 169, Abomination, Xixecal, Cold Subtype:**

Change parenthetical notation to “(the standard fire resistance 20 most abominations have is not shared by xixecals)”

**Page 174, Demilich, Skills:** Change “Knowledge (arcana, undead)” to “Knowledge (arcana, religion)”. Change “Knowledge (planes, dragons, history, local)” to “Knowledge (the planes, nobility and royalty, history, local)”

**Page 175, Demilich, Spells:** This demilich’s spells per day should be 4/12/8/7/7/7/6/6/3. The last three spell slots are 10th-level slots and available for 0-9th level metamagic spells.

**Page 175, Creating a Demilich:** Speed: Change to fly 180 ft. (perfect). The lich’s supernatural fly speed, if any, is also retained.

**Page 175, Demilich:** Remove *alter self* from list of spell-like abilities.

**Page 186, Dragon, Prismatic (Sample):** Replace *polymorph other* in list of spells known with *ice storm*. Replace *polymorph self* in list of spells known with *wall of ice*.

**Page 192, Gibbering Orb:** Replace *polymorph any object* in list of eye rays with *baleful polymorph*.

**Page 194, Mithral Golem, Construction:** Replace *polymorph any object* with *wish*.

**Page 195, Adamantine Golem, Construction:** Replace *polymorph any object* with *wish*.

**Page 196, Hagnumemnon:** Alignment should be “Always chaotic neutral”

**Page 200, Lavawight, Blazefire:** Add the following: “The temporary hit points gained by the lavawight’s blazefire last a maximum of 1 hour.”

**Page 203, LeShay:** Replace *alter self* on list of spell-like abilities with *disguise self*.

**Page 207, Neh-thalggu:** The DC for the neh-thalggu’s poison attack is 32.

**Page 208, Paragon Mind Flayer:** Change Initiative to “+17 (+9 Dex, +8 Superior Initiative)”

**Page 210, Creating a Paragon Creature, Special Qualities:** Change third entry to “Spell resistance equal to the base creature’s CR + 25.”

**Page 210, Creating a Paragon Creature, Challenge Rating:** Change to “As base creature +15.”

**Page 211, Prismaasaurus:** The save DC for the prismaasaurus’s prismatic emanations ability is 49.

**Page 214, Shadow of the Void, Blightfire:** Add the following: “The temporary hit points gained by the



shadow of the void's blightfire last a maximum of 1 hour."

**Page 215, Shape of Fire, Blazefire:** Change DC to 37. Add the following: "The temporary hit points gained by the shape of fire's blazefire last a maximum of 1 hour."

**Page 217, Slaad:** Add Abyssal to the list of languages spoken by white and black slaadi.

**Page 222, Titan, Elder:** Remove *polymorph self* from spell-like abilities.

Add the following entry:

**Change Shape (Su):** An elder titan can assume the form of any Small to Huge giant or humanoid. The titan retains its oversized weapon special attack regardless of form.

**Page 225, Uvuudaum, Wisdom Drain:** Add the following: "The temporary hit points gained by the uvuudaum's Wisdom drain last a maximum of 1 hour."

Remove *polymorph self* from spell-like abilities.

**Page 227, Winterwight, Blightfire:** Add the following: "The temporary hit points gained by the winterwight's blightfire last a maximum of 1 hour."

**Page 228, Worm that Walks:** Change type to Aberration. Change Hit Dice to 23d8 + 46 + 10 (159 hp). Add "bonus hit points, immunities" to Special Qualities. Delete "ooze traits" from Special Qualities.

**Page 229, Creating a Worm That Walks, Type:** "The character's type changes to aberration."

Change Hit Dice to "Increase to d8."

Delete ooze traits from Special Qualities.

**Page 229, Worm That Walks:** Replace scroll of *shapechange* with scroll of *time stop*.

**Page 230, Gathering of Maggots, Factors:** "change creature type to aberration (+5 DC)..."

## Chapter 6

**Page 234, Typical Garrote Encounter (EL 30):** 2 assassins (Rog10/Asn10), 1 lead assassin (Rog10/Asn18), 1 specialist (Rog24/Perfect Wight 6).

**Page 235, Lira Lightgale:** Change alignment to LG.

**Page 242, President Khymez Ta'rol:** Change level to Wiz23/Cosmic Descryer 5.

**Page 243, Hesmeth Schlade:** Change alignment to NG.

**Page 246, Typical Regulator Encounter:** Change EL to 20.

**Page 247, Union Sentinel Sergeant:** Union Sentinel Sergeant: Human Fighter 21/Union Sentinel 2; CR 23; Medium-size humanoid; HD 21d10+105 plus 2d10+10; hp 241; Init +1; Spd 30 ft.; AC 31, touch 15, flat-footed 30; Atk +36/+31/+26/+21 melee (1d8+15/17-20, +5

*longsword*); or +30/+25/+20/+15 ranged (1d8+11/19-20/x3, +2 *mighty composite longbow* [+4 Str bonus] with +5 arrows); SQ *freedom*, *knock*, *sending*, *shield of law*; AL LN; SV Fort +21, Ref +11, Will +11; Str 26, Dex 13, Con 20, Int 13, Wis 12, Cha 8.

*Skills and Feats:* Climb +25, Diplomacy +17, Knowledge (Union) +11, Listen +9, Spot +8, Swim +21; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Critical (composite longbow), Improved Critical (longsword), Improved Disarm, Leadership, Mobility, Point Blank Shot, Power Attack, Precise Shot, Spring Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

*Epic Feats:* Armor Skin.

**Freedom (Sp):** A Union Sentinel sergeant can use the *freedom* spell as a spell-like ability once per day. Caster level 18th.

**Knock (Sp):** A Union Sentinel sergeant can use the *knock* spell as a spell-like ability once per day. Caster level 15th.

**Sending (Sp):** A Union Sentinel sergeant can use the *sending* spell as a spell-like ability once per day. Union Sentinels normally use *sending* to contact their superiors if their patrol meets a threat they can't handle. Caster level 15th.

**Shield of Law (Sp):** A Union Sentinel sergeant can use the *shield of law* spell as a spell-like ability once per day. Union Sentinels normally use *shield of law* prior to confronting a threat in the streets. Caster level 15th; save DC 17.

*Possessions:* +4 *breastplate*, +3 *large steel shield*, *ring of protection* +4, +5 *longsword*, +2 *mighty composite longbow* (+4 Str bonus), 20 +5 *arrows*, *belt of giant strength* +6, *amulet of health* +6, *cloak of resistance* +3, *vestment of natural armor* +2 (like amulet), *winged boots*, *bead of force*.

**Page 254, Union Sentinel Backup Team Member:**

Human Fighter 30/Union Sentinel 1; CR 31; Medium-size humanoid; HD 30d10+153 plus 1d10+5; hp 328; Init +12; Spd 30 ft.; AC 36, touch 18, flat-footed 33; Atk +36/+31/+26/+21 melee (1d8+13, +2 *heavy mace*); or +35 ranged (1d8+8/19-20, +1 *light crossbow* with +1 *bolts*); SA spell-like abilities; AL LN; SV Fort +24, Ref +17, Will +15; Str 21, Dex 18, Con 20, Int 16, Wis 15, Cha 17.

*Skills and Feats:* Climb +35, Diplomacy +25, Jump +26, Knowledge (history) +16, Knowledge (Union) +13, Listen +4, Ride (horse) +37, Spot +4, Swim +38; Alertness, Blind-Fight, Combat Reflexes, Dodge, Endurance, Expertise, Great Fortitude, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Skill Focus (Diplomacy), Skill Focus (Knowledge [history]), Toughness, Weapon Focus (heavy mace), Weapon Focus

(light crossbow), Weapon Specialization (heavy mace), Weapon Specialization (light crossbow).

*Epic Feats:* Armor Skin (x2), Epic Weapon Focus (heavy mace), Epic Weapon Focus (light crossbow), Epic Weapon Specialization (heavy mace), Epic Weapon Specialization (light crossbow), Superior Initiative.

*Spell-Like Abilities:* 1/day—*sending*, *shield of law*. Caster level 15th; save DC 21 for *shield of law*.

*Possessions:* +4 *adamantine breastplate*, +3 *large steel shield*, +5 *ring of protection*, +2 *heavy mace*, +1 *light crossbow*, 20 +1 *bolts*.

**Page 257:** Change Hesmeth Schlade's class to Wiz10/Exp20.

**Page 258:** Change Sturra Blackhoof's alignment to LG.

**Page 265:** Chindra's alignment is N.

**Page 269, Beldwin Firval:** Male halfling Rogue 27/Perfect Wight 7; CR 34; Small humanoid; HD 27d6 plus 7d6; hp 119; Init +21; Spd 50 ft.; AC 32, touch 24, flat-footed 32; Atk +39/+34/+29 melee (1d4+3/19–20, +3 *spell storing dagger*); SA sneak attack +14d6; SQ defensive roll, evasion, halfling traits, improved evasion, improved invisibility, improved legerdemain, incorporeal, shadow form, skill mastery (Climb, Hide, Open Lock, Search, Spot, Use Magic Device), slippery mind, traps, uncanny dodge; AL N; SV Fort +16, Ref +39, Will +19; Str 11, Dex 37, Con 11, Int 16, Wis 17, Cha 14. Height 3 ft. 4 in.

*Skills and Feats:* Balance +34, Climb +39, Gather Information +39, Hide +54, Jump +36, Listen +35, Move Silently +52, Open Lock +50, Search +33, Spot +33, Tumble +47, Use Magic Device +25, Use Rope +45; Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Run, Weapon Finesse (dagger).

*Epic Feats:* Dexterous Fortitude, Epic Reflexes, Epic Speed, Self-Concealment, Superior Initiative, Trap Sense.

**Halfling Traits:** +2 morale bonus on saving throws against fear; +1 racial bonus on all saving throws; +1 racial attack bonus with a thrown weapon; +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

**Improved Invisibility (Su):** Beldwin gains the benefit of improved invisibility twice per day, as the spell cast by a 20th-level caster.

**Improved Legerdemain (Su):** Beldwin can use improved legerdemain twice per day to perform one of the following class skills at a range of 30 feet: Disable Device, Listen, Open Lock, Pick Pocket, Search, or Spot. If desired, he can take 10 on the check. Any object so manipulated must weigh 100 pounds or less. Alternatively, he can make one melee sneak attack against any creature within 30 feet. He executes the sneak attack normally, as if attacking from a flanking

position. If the attack is successful, the victim is dealt the appropriate sneak attack damage despite the fact that Beldwin and his weapon do not physically cross the intervening distance.

**Incorporeal (Su):** Beldwin can become incorporeal once per day and can remain incorporeal for up to 27 rounds. As an incorporeal creature, he can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, he has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as magic missile, or attacks made with ghost touch weapons). He has no natural armor but has a deflection bonus to AC equal to his Charisma modifier (+2).

An incorporeal creature can pass through solid objects at will, but not force effects. Its attack passes through (ignores) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. While incorporeal, Beldwin has no Strength score, so his Dexterity modifier (+13) applies to both his melee and his ranged attacks.

**Shadow Form (Su):** Beldwin can take shadow form once per day, lasting for 7 minutes. While in shadow form, he is incorporeal (see above), immune to critical hits, and can fly (as a shadow flies across a plain or across or through the face of a mountain) with good maneuverability at a speed of 100 feet. Beldwin can use the substance of his own shadow to enhance any attack roll, saving throw, skill check, or ability check. Drawing off the substance of his own shadow form deals Beldwin 7 points of damage for each +1 bonus applied to a single roll. For instance, he could add a +5 bonus to his next attack roll or saving throw, but in doing so he loses 35 hit points.

*Possessions:* +3 *spell storing dagger*, gloves of epic Dexterity +10, amulet of epic natural armor +8.

**Page 270, Tharel:** Replace Quicken Spell with Empower Spell. Add *identify* to spellbook.

**Page 270, Brin:** Warhammer damage should be 1d8+6.

**Page 285, Agnimia:** Female human Ranger 19; CR 19; Medium-size humanoid; HD 19d10+19; hp 132; Init +4; Spd 30 ft.; AC 24, touch 14, flat-footed 21; Atk +21/+16/+11/+6 melee (1d8+5/17–20, +3 *longsword*) and +15/+10 melee (1d6+2/19–20, +1 *short sword*) or +31/+26/+21/+16 ranged (1d8+7/19–20/x3, +3 *mighty composite longbow* [+4 Str bonus] with +2 *arrows*); SQ Favored enemy (goblinoids +4, aberrations +3, giants +2, constructs +1); AL NG; SV Fort +15, Ref +16, Will +14; Str 12, Dex 18, Con 13, Int 10, Wis 14, Cha 15.

*Skills and Feats:* Hide +24, Intuit Direction +25, Move Silently +34, Search +6, Spot +25, Wilderness Lore +25;



Endurance, Improved Critical (composite longbow), Improved Critical (longsword), Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

**Ranger Spells Prepared (4/4/3/2; base DC 12 + spell level):** 1st—*alarm, delay poison, pass without trace, resist elements*; 2nd—*cure light wounds, detect evil, protection from elements (2)*; 3rd—*neutralize poison, remove disease, summon nature's ally III*; 4th—*cure serious wounds, nondetection*.

*Possessions:* +4 *adamantine breastplate*, +1 *shortsword*, +3 *longsword*, +3 *mighty composite longbow (+4 Str bonus)*, 20 +2 *arrows*, 5 *greater slaying arrows (aberrations)*, *ring of protection +1*, *amulet of natural armor +1*, *belt of giant strength +4*, *boots of elvenkind*, *bracers of archery*, *cloak of resistance +3*, *goggles of minute seeing*, *gloves of Dexterity +4*, *universal solvent*, *pale green Ioun stone*, *periapt of Wisdom +2*, *ring of mind shielding*, *figurine of wondrous power (ebony fly)*, *scabbard of keen edges*, and *wand of cure serious wounds (27 charges)*.

**Ignition/Inferno:** Male and female paragon half-fire elemental ettin; CR 23; Large outsider (fire); HD 10d8+220; hp 300; Init +16; Spd 120 ft.; AC 49, touch 29, flat-footed 41; Atk +46/+41 melee (1d8+37/18–20, 2 Large +3 scimitars); Face/Reach 5 ft. by 5 ft./10 ft.; SA Superior two-weapon fighting; SQ Cold resistance 10, DR 20/+6, darkvision 90 ft., fast healing 20, fire subtype, SR 33; AL LN; SV Fort +27, Ref +25, Will +24; Str 38, Dex 27, Con 30, Int 23, Wis 25, Cha 28. Height 15 ft.

*Skills and Feats:* Bluff +32, Diplomacy +36, Gather Information +32, Hide +14, Intimidate +34, Knowledge (local) +28, Knowledge (the planes) +29, Listen +32, Search +29, Sense Motive +29, Spellcraft +28, Spot +32; Alertness, Improved Initiative, Power Attack, Weapon Focus (scimitar).

*Epic Feats:* Superior Initiative.

*Fire Subtype:* Fire immunity, double damage from cold except on a successful save.

*Possessions:* Two Large +3 scimitars and a mantle of epic spell resistance.

**Page 285, Regalid Maethos (without equipment):** Male human Ranger 22/Rogue 5/Agent Retriever 3; CR 30; Medium-size humanoid; HD 22d10+67 plus 5d6+10 plus 3d6+6; hp 241; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 12; Atk +28/+23/+18/+13 melee (1d3+3, unarmed strike); SA force sphere 1/day, sneak attack +3d6; SQ evasion, favored enemy (beasts +5, aberrations +4, magical beasts +3, shapechangers +2, elementals +1), plane shift 1/day, tracking bonus +10, traps, uncanny dodge (Dex bonus to AC), uncanny location; AL LG; SV Fort +19, Ref +15, Will +18; Str 17, Dex 14, Con 15, Int 14, Wis 20, Cha 13.

**Page 285, Regalid Maethos (with equipment):** Male human Rgr22/Rog5/Agent Retriever 3; CR 30; Medium-

size humanoid; HD 22d10+47 plus 5d6+10 plus 3d6+6; hp 241; Init +6; Spd 30 ft.; AC 27, touch 19, flat-footed 27; Atk +29/+24/+19/+14 ranged (1d8+7/x3, +4 *mighty distance composite longbow (+3 Str bonus)*), or +29/+24/+19/+14 melee (1d6+6/19–20, +3 *shocking burst short sword*) and +28/+23 melee (1d6+3/19–20, +2 *spell storing short sword*); SA Same as above; SQ Same as above; AL LG; SV Fort +27, Ref +23, Will +26; Str 17, Dex 14, Con 15, Int 14, Wis 20, Cha 13.

*Skills and Feats:* Gather Information +26, Intuit Direction +30, Knowledge (the planes) +30, Listen +39, Move Silently +27, Ride (horse) +27, Search +27, Spot +39, Wilderness Lore +30; Alertness, Combat Casting, Dodge, Endurance, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Mobility, Toughness, Track.

*Epic Feats:* Energy Resistance (fire 10), Epic Toughness.

**Ranger Spells Prepared (5/4/4/4; base DC 14 + spell level):** 1st—*alarm, delay poison, pass without trace, resist elements (2)*; 2nd—*cure light wounds, protection from elements (2), speak with plants*; 3rd—*neutralize poison, remove disease, summon nature's ally III, water walk*; 4th—*cure serious wounds (2), nondetection, polymorph self*.

*Possessions:* +4 *fire resistance silent moves chain shirt*, +4 *mighty distance composite longbow (+3 Str bonus)*, +3 *shocking burst short sword*, +2 *spell storing short sword*, *carpet of flying*, *cloak of epic resistance +8*, *Daern's instant fortress*, *dimensional shackles*, *figurine of wondrous power (bronze griffon)*, *periapt of proof against poison*, 2 *potions of water breathing*, *ring of epic protection +7*, *ring of regeneration*, *rod of enemy detection*, *rod of negation*, *scroll with control water*, *cure critical wounds*, *flame strike*, and *freedom of movement*, *wand of summon nature's ally IV*.

## Appendix I: Epic NPCs of Faerûn

**Page 292, Elminster, Chosen Immunities:** Elminster is unaffected by attacks that duplicate these effects: *magic missile, detect thoughts, fireball, Evard's black tentacles, feblemind, geas/quest, finger of death, sunburst, temporal stasis*.

**Page 293, Storm Silverhand, Chosen Immunities:** Storm is unaffected by attacks that duplicate these effects: *charm person, misdirection, fireball, fear, feblemind, geas/quest, circle of death, prismatic spray, horrid wilting, meteor swarm*.

**Page 296, The Simbul, Chosen Immunities:** The Simbul is unaffected by attacks that duplicate these effects: *charm person, magic missile, misdirection, fireball, fear, feblemind, circle of death, disintegrate, finger of death, meteor swarm*.

**Page 301, Alustrial, Chosen Immunities:** Alustrial is unaffected by attacks that duplicate these effects: *chill touch, web, lightning bolt, polymorph other, feblemind, disintegrate, flesh to stone, forcecage, maze, temporal stasis*.

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