

## COSMIC DESCRYER

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

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

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

**Hit Die:** d4.

### Requirements

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

**Skills:** Knowledge (the planes) 24 ranks.

**Feats:** Spell Focus (Conjuration).

**Epic Feats:** Energy Resistance.

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

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

### Class Skills

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

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

### Class Features

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

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

**Spells per Day/Spells Known:** At every other cosmic descryer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. If

already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a cosmic descryer, the player must decide to which class to add the new level for the purpose of determining spells per day.

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

**Naturalization (Ex):** Starting at 2nd level, the cosmic descryer develops a natural affinity for one plane that she has visited, becoming resistant to any spells and spell-like effects that would normally affect any creature not native to that plane (such as *banishment*). Every two levels thereafter, the cosmic descryer gains naturalization to one additional plane (two planes at 4th, three planes at 6th, four planes at 5th, and so on).

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

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

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

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

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

**TABLE 1–25: THE COSMIC DESCRYER**

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

## DIVINE EMISSARY

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

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

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

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

**Hit Die:** d10.

### Requirements

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

**Base Attack Bonus:** +23.

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

**Epic Feat:** Great Smiting.

**Skills:** Knowledge (religion) 10 ranks.

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

### Class Skills

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

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

### Class Features

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

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

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