

levels thereafter (8th, 12th, 16th, and so on). These bonus feats must be chosen from the following list: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Extended Life Span, Great Charisma, Great Wisdom, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Legendary Commander, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Polyglot, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

TABLE 1–29: THE HIGH PROSELYTIZER

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

LEGENDARY DREADNOUGHT

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

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

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

acting as a strong-arm or engaging in staged combats for money.

Hit Die: d12.

Requirements

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

Base Attack Bonus: +23.

Skills: Intimidate 15 ranks.

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

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

TABLE 1–30: THE LEGENDARY DREADNOUGHT

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

PERFECT WIGHT

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

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

Perfect wights are true thieves, cat burglars in the extreme. They have heightened the art of breaking and entering to a new level, and they consider it an exciting

challenge to test their mettle against the best security to multiverse has to offer. Most operate solo, although some may work with a group or perhaps use their talents to aid in protecting rather than stealing.

Hit Die: d6.

Requirements

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

Skills: Hide 24 ranks, Move Silently 24 ranks.

Epic Feats: Self-Concealment.

Special: Sneak attack +10d6.

Class Skills

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

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are class features of the perfect wight prestige class.

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

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

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

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