

# Epic Whispers of Death

By Steven Gilman

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®.



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## Epic Assassins

The new edition of the core rulebooks gives information on advancing characters beyond 20th level. This document provides the epic level progressions for three of the 10 level prestige classes from the Whispers of Death book: Shadowblade, Slayer, and Sniper. Characters must be at least 20th level to advance to 11th level in any of these prestige classes. Each class improves on its previous abilities, but gains no new abilities. Some abilities hit maximum power at or before 10th level and do not increase in power after 10th level. In addition to enhancing previous abilities, all epic assassins receive bonus feats as noted on each epic progression.

### Epic Assassin Abilities

Epic assassins receive extra sneak attack damage as

normal when they progress into epic levels. The epic assassin's death attack, however, does function a little differently. For every two epic levels in an assassin prestige class, add 1 to the DC of the assassin's death attack. For example, a 16th level shadowblade's death attack DC would be 23 + Int modifier (which is base 10 + 10 for first ten levels + 3 for 6 epic levels + Int modifier).

## Epic Shadowblade

The epic shadowblade is the ultimate skulking assassin. As he progresses in epic levels, he gains the ability to shadow meld more often during each day. His sneak attack and death attack abilities continue to get better, turning him into the ultimate weapon of death. His shadowblade fighting technique reaches its limit at 10th level and no longer increases in power, nor does his spell progression continue.

**Hit Die:** d6.

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

**Shadowblade:** The shadowblade's fighting technique does not increase after 10th level.

**Sneak Attack:** The shadowblade's extra sneak attack damage continues to increase at a rate of +1d6 per 2 levels.

**Death Attack:** The shadowblade's death attack DC increases at a rate of 1 point per 2 levels above 10th.

**Shadow Meld:** The shadowblade gains another use of his shadow meld ability every 3 levels.

**Spells:** The shadowblade gains no new spells as he progresses in levels above 10th.

**Bonus Feats:** The shadowblade gains a bonus feat for every 4 levels above 10th.

## The Epic Shadowblade

### Shadowblade

Level	Special
11	Sneak attack +6d6
12	Shadow meld 4/day
13	Sneak attack +7d6
14	Bonus feat
15	Sneak attack +8d6, shadow meld 5/day
16	
17	Sneak attack +9d6
18	Shadow meld 6/day, bonus feat
19	Sneak attack +10d6
20	

## Epic Slayer

The epic slayer is the ultimate commando style assassin. He can slay even the toughest of opponents face to face. Having already perfected his combat feinting and sudden strike, the epic slayer continues to increase the amount of sneak attack damage he can deal when feinting in combat. The slayer also gains the highest amount of bonus feats of any assassin prestige class.

**Hit Die:** d8.

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

**Sneak Attack:** The slayer's extra sneak attack damage continues to increase at a rate of +1d6 per 2 levels.

**Death Attack:** The slayer's death attack DC increases at a rate of 1 point per 2 levels above 10th.

**Bluff:** The slayer's mastery of bluff in combat grants him no additional benefits above 10th level.

**Bonus Feats:** The slayer gains a bonus feat for every 3 levels above 10th.

### The Epic Slayer

Slayer Level	Special
11	Sneak attack +6d6
12	
13	Sneak attack +7d6, bonus feat
14	
15	Sneak attack +8d6
16	Bonus feat
17	Sneak attack +9d6
18	
19	Sneak attack +10d6, bonus feat
20	

## Epic Sniper

The epic sniper is the master of ranged death. He can sneak attack his targets at incredible ranges with exceptional ability. The epic sniper continues to increase the range he can sneak attack his enemies at as he progresses in epic levels. The damage he deals with his ranged sneak attacks increases as well.

**Hit Die:** d6.

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

**Sneak Attack:** The sniper's extra sneak attack damage continues to increase at a rate of +1d6 per 2 levels.

**Death Attack:** The sniper's death attack DC increases at a rate of 1 point per 2 levels above 10th.

**Ranged Sneak Attack:** The sniper's sneak attack range continues to increase at a rate of 15 feet for every 4

levels earned.

**Ranged Death Attack:** A sniper can never perform a death attack at a range greater than 30 feet.

**Bonus Feats:** The sniper gains a bonus feat for every 4 levels above 10th.

## The Epic Sniper

### Shadowblade

Level	Special
11	Sneak attack +6d6
12	Ranged sneak attack 90'
13	Sneak attack +7d6
14	Bonus feat
15	Sneak attack +8d6
16	Ranged sneak attack 105'
17	Sneak attack +9d6
18	Bonus feat
19	Sneak attack +10d6
20	Ranged sneak attack 120'

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