

# EPIC LEGACY

A devil-like character with horns and a red cape, surrounded by fire and lightning, holding a glowing orb. The character is the central focus, with a bright, glowing orb in his hands. The background is a dark, rocky landscape with a large, dark, jagged rock formation on the right. The overall scene is filled with fire and lightning, creating a dramatic and intense atmosphere.

## PLAYER'S GUIDE

5E Compatible

TAKE YOUR 5TH EDITION GAME BEYOND 20TH LEVEL

Authored by Ryan Servis and Produced by 2CGaming



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# THE EPIC LEGACY PLAYER'S GUIDE

**WRITTEN BY**

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**PRODUCED BY**

2CGaming



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Ah, hello there, adventurer, it is good to meet you! I invite you to sit down with me and grab a drink, for we have much to discuss.

You have walked many paths throughout your career. In one life, you may have been a glorious hero fighting for the cause of righteousness; in another, a daring villain cutting down those who dare meet your gaze. Whether you wielded magic given to you by the highest powers, or steel forged in dragonfire, you have always met your challenges with the greatest tools, skills, spells and abilities available. With these, you have conquered every foe that was worthy, delved every dungeon, climbed every mountain.

But what if I were to tell you there was another path to power, beyond anything you have experienced? Then know this. I watched in terror as a fighter stood, sword in hand, against entire legions. I gasped as a wizard reshaped reality with but a thought, bringing his dreams into the world. I knelt as a servant of the Gods rose to take his own place amongst them, and was worshiped for the first time. I cried tears of joy as I heard a song of the truest love, and averted my eyes from the dark atrocities of a warlock who had enslaved his former master.

Know that this power can be yours, and I will share with you all I have learned so that you may take it for your own.

Why am I telling you this, you may ask? The power I describe can save worlds, or condemn them to damnation. But any story is only as good as its characters, and I have no doubt that the information contained within this book will make for the best story yet. Enjoy.

## USING THIS BOOK

Before you unfolds the Epic Legacy Player's Guide. A modest compendium containing all the tools, tricks, magics and might needed to combat the enemies of legend you will encounter as you campaign at epic levels. Each base class and associated archetypes include complete class progressions from levels 21 to 30, with supplemental content including a host of powerful Epic feats and astonishing Epic spells to make sure the characters you build using this material are incredibly unique and powerful.

In order to use this book effectively, you will need the core rulebooks for Dungeons & Dragons® 5<sup>th</sup> Edition, as they serve as the foundation upon which this is built. Characters are able to fluidly transition from non-Epic to Epic levels, allowing you to continue

your stories well past the limits built into the basic game. Epic Legacy is designed to have that "5<sup>th</sup> Edition feel" of streamlined play with interesting mechanics, while providing meaningful progression that isn't just piling on numbers--though we suspect some of you will greatly enjoy some of the huge handfuls of dice you'll get to throw.

A game of Epic Legacy plays very much like a standard session. Quests are given, initiative is rolled, turns are taken, damage is calculated, dragons are slain, and loot is distributed in a manner many of you are likely extremely familiar with. In keeping with tradition, the game is balanced for a party of four, though you can choose to add or subtract players if you like. However, keep in mind how it may affect your game's balance and flow.

## MULTICLASSING VARIANT

We understand that multiclassing is a core part of many people's roleplaying game experience, but there is not a concrete system devised that could be considered "balanced" for play purposes. As such, for the optimal experience with this current design, avoid multiclassing your characters if at all possible. If you wish to include multiclassing in your Epic Legacy character design, we recommend the following as a variant:

When multiclassing, remove the levels of the class with the lowest number of levels (if the levels are an even split 10/10, pick which one you feel is more significant to you), and "retrain" them into what will now be your primary class, causing you to have 20 levels in a single class to qualify for the Epic Prestige Class prerequisite. However, when you do this, consult with your Dungeon Master regarding which features of your "retrained" class you would like to keep (such as a Fighter's Action Surge, a Wizard's spell slots, or a Druid's Wild Shape, or maybe the classes armor/skill proficiencies). Then, select features you have gained by retraining to a single class and remove them in favor of the ones you would like to keep from the class dropped. In order to determine what constitutes a reasonable exchanged, you should consult with your Dungeon Master as to what seems fair to you, your teammates, and your game. It may be the case that giving up multiple class features for a single one are reasonable. It is also important to consider archetype features when using this method.

Ex: Goron the 2<sup>nd</sup> level Fighter, 18<sup>th</sup> level Bard enjoys using his Action Surge feature to execute some considerable combos, and using his spell slots to empower his actions with the *banishing smite* spell he gained from his Magical Secrets Bard feature. However, to advance in Truespeaker, he needs to become a level 20 Bard, so he has to select a Bard feature to remove in order to keep his Action Surge. He presents three options to his Dungeon Master from his Bard class levels to exchange: Expertise, Song of Rest, or Countercharm. After careful consideration, the DM decides Song of Rest is not very valuable next to Action Surge, while Expertise is far too good to trade, so instead elects to remove Countercharm. Now Goron is free to advance as a Truespeaker!

## WHAT'S INSIDE

THE BOOK IS DIVIDED INTO 4 SECTIONS.

**Epic Prestige Classes:** In which you can find a detailed description of what levels 21 through 30 provide for your favorite 5E classes. Each prestige class has a set of prerequisites you must fulfill in order to take, focusing mainly on your character's story and how they achieve their new power. In addition, this section includes the class features you gain as you advance, when your ability scores will increase, when additional epic feats become available to you, when spellcasting advancement occurs if applicable, and many other exciting features for you to choose from unique to each class, such as epic advancement for your character's specialty.

**Epic Feats:** Here you can find an array of Epic Feats that provide you with meaningful options to customize and build your character. In addition to increasing its combat potential, these feats will add to your character's epic persona and their impact on the world around you. The feats themselves allow more developed builds for a variety of different classes and specialties. Whatever direction you choose to take your character in, these features will help you pave the way. Carefully consider which feats you select! For you only get a small number and the choices you make will have significant impact on your game.

**Epic Spells:** Few things demonstrate raw power better than magic, and the Epic Spells you will find in this section deliver on power in spades. With defined spell lists for your respective class, this section will reveal to you some of the most potent magical secrets you are going to see in any 5E game. These spells are divided into categories based on class, level of power as determined by Tiers, and the ability to scale them in power if you so wish. Many spells will not only have significant impact on the battlefield, but will define who your character is and the significance of how they choose to use their magic. Woe betide anyone who crosses the path of a wielder of these epic magics.

**Gameplay:** The state of your game will change in very significant ways when you use the Epic Legacy module. You will need to familiarize yourself with some new terms and status effects to make sure your game runs smoothly. Here, you will find the definitions and descriptions of terms such as "Epic Advantage," a discussion of Epic vs Deific as a descriptor, and a pool of Epic conditions lethal enough to make even Epic creatures think twice.



# THE EPIC BARBARIAN

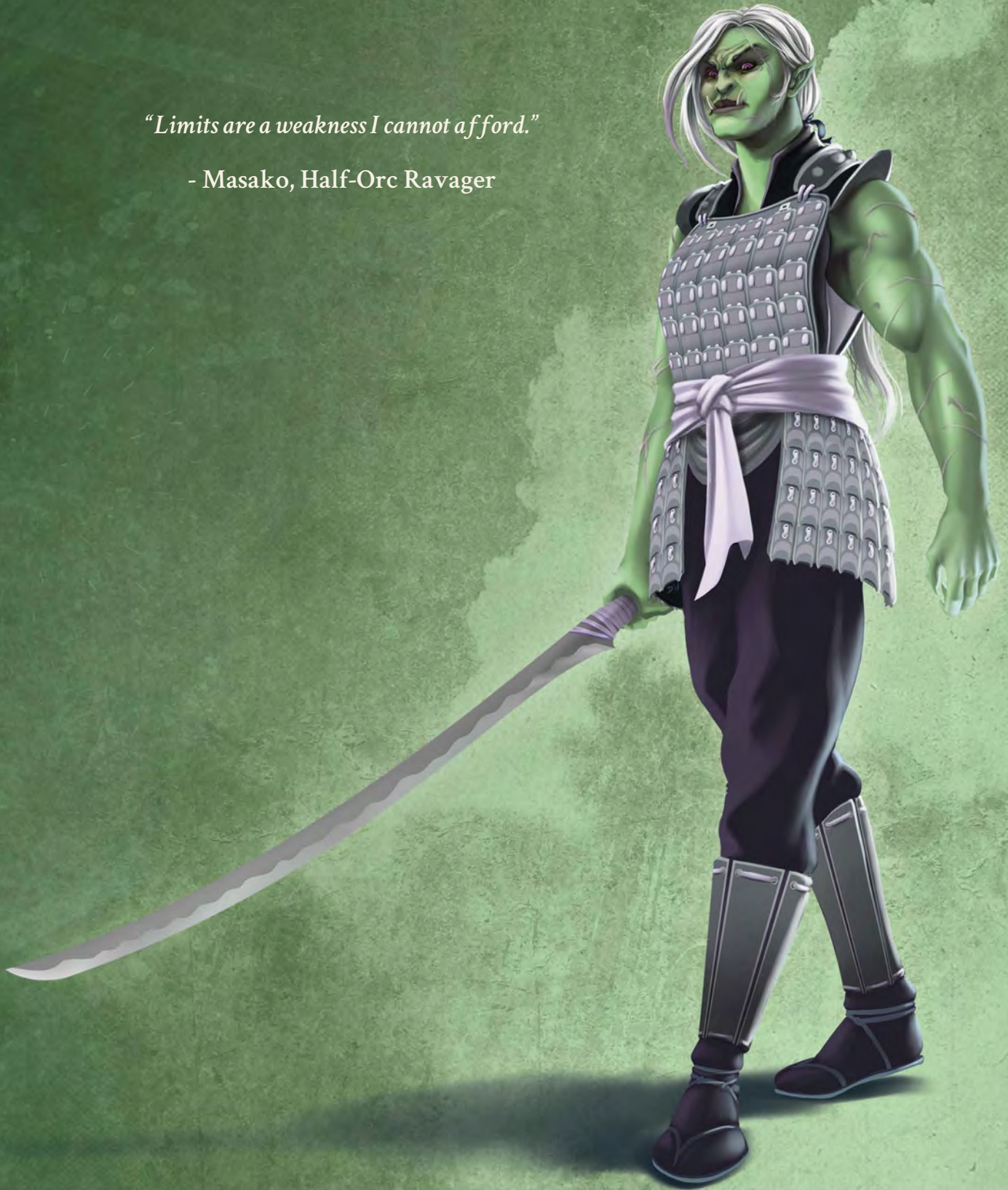
## THE RAVAGER

A Ravager is more than just a rage-fueled warrior. It is focused anger incarnate, channeling its fury to accomplish feats of physical prowess none thought possible. The anger of an embattled Ravager can cause even the gods to tremble.

However, beneath this exterior is a tightly focused core of self-control, the eye of the storm. The power Ravagers wield is so devastating they can easily become unstable and destroy themselves, along with everything they care about. Maintaining their balance on this constant brink requires incredible discipline, but they will not hesitate to plunge over the edge when the situation demands it.

*"Limits are a weakness I cannot afford."*

- Masako, Half-Orc Ravager



## PREREQUISITES

Becoming a Ravager is not easy. It is not simply enough to be a powerful Barbarian. Once a Barbarian has reached 20<sup>th</sup> level, their rage leaves them at a stubborn limit to their power. The path of the Ravager involves channeling that anger, compacting and controlling it to push their limits to legendary levels. You must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Barbarian Level 20**—Only the mightiest warriors fueled by pure rage even have a chance of become a Ravager.
- **Rageborn**—You must spend a year and a day raging, often alone in the deep wilderness, a savage and mindless beast. During this time, you neither sleep nor rest—only relentless destructive fury drives you day to day. Eventually, you unleash your might in a tremendous primal act, usually something along the lines of splitting a mountain, lifting an impossibly heavy object, or choking to death an unbelievably puissant monster. This act burns out the Barbarian's rage and teaches you new limits of power, ending your exile. What comes out of the wilderness is the stuff of legend. Rage burning hot, forged into a weapon of unimaginable destruction. The devastation wrought by this experience is nothing short of catastrophic, with thousands of acres decimated. Entire countries at this point have heard of this legendary act, giving you a reputation for incredible instability. You become infamous and feared by those of civilized lands, while respected and famed by those of the wild. The scar left in the earth by your rage now serves as a constant reminder of what could happen should your power ever get out of hand.

## CLASS FEATURES

As a Ravager you gain the following features:

### Hit Points

Hit Dice—1d12 per Ravager level

Hit Points—1d12 (or 7) + your Constitution modifier per Ravager level

### Proficiencies

Saving Throws—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Pain Fuel

At 21<sup>st</sup> level, a Ravager uses the pain of combat to increase the power of their rage. When you take damage from a single source while raging, you may gain one or more points of Pain Fuel. You gain one point for every 20 points of damage you take from that damage instance (rounded down). You gain a +1 bonus to melee weapon attacks, Strength checks, and Strength saving throws for each point of Pain Fuel you have. Any Pain Fuel points you have are lost at the end of the your rage or when you take a short or long rest.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY
1	Ability Score Increase, Epic Feat, Pain Fuel	+6
2	Unleashed Fury	+6
3	Ability Score Increase	+7
4	Primal Bloodlust	+7
5	Ability Score Increase, Epic Feat	+7
6	Epic Primal Path	+7
7	Ability Score Increase	+8
8	Musclemind	+8
9	Epic Feat, Ability Score Increase	+8
10	Wrecking Ball	+8

**Unleashed Fury**

The Ravager is more than just a fury-fueled lunatic. At 22<sup>nd</sup> level, you have mastered the ability to channel your rage into acts of legendary strength, called Fury Powers. These powers can be used while raging, requiring the listed action or condition listed in their descriptions. Each Fury Power has a Pain Fuel point cost notated next to it, indicating the required number of Pain Fuel points to use the power and the number of Pain Fuel points you lose after the power's execution.

**Primal Bloodlust**

At 24<sup>th</sup> level, your failures only spur you onto greater anger--and might. If one of your melee attacks misses while raging, you gain a single point of Pain Fuel. If you fail a saving throw, you gain a single point of Pain Fuel. (If you intentionally fail the save, you do not gain Pain Fuel in this manner.)

Additionally, you become immune to the unconscious condition while raging. While you remain at 0 hit points, you must make a death saving throw at the start of each of your turns. You gain no benefit from successes, but if you roll a 20 you gain a single hit point, as normal. If you fail three death saving throws while in this state, you die. The number of failed saves is reset to 0 when you regain any hit points.

**Epic Primal Path**

At 26<sup>th</sup> level, you unlock greater powers in your Primal Path, granting you new and more powerful abilities.

*Path of the Berserker*

Your Frenzy no longer gives you a point of exhaustion. In addition, you can use Retaliation without using your reaction.

The below content is based on the *Sword Coast Adventurer's Guide*.

### *Path of the Battle Rager*

You gain the following Fury Power:

**Furious Speed** (1 Pain Fuel point): On your turn (no action required), you gain an additional bonus action this turn. You may use this Fury Power any number of times per turn, provided you have enough Pain Fuel points to use it multiple times.

### *Path of the Totem Warrior*

You carry with you a mighty token or symbol that causes your features to warp and twist to resemble the animal whose nature you embody. This token can be anything representative of the animal--a tooth or claw, a carved figurine, even a footprint baked into hard clay. As long as you hold your token, you gain the following features from the appropriate animal.

#### **Wolf**

The Wolf allows the pain of your teammates to fuel your own power. While you're raging, if an ally within 30 ft. of you takes 30 damage or more from a single source, you may use your reaction to generate a Pain Fuel point.

#### **Eagle**

The Eagle grants you the ability to strike like lightning anywhere. When you use your action to attack an enemy, you can designate a different enemy within 30 ft. to be attacked by a spirit eagle. This eagle automatically strikes the target, dealing 17 (3d8) magical piercing damage and blinding the target until the end of their next turn. The eagle appears and disappears in the time it takes to perform your attack action.

#### **Bear**

The Bear greatly increases your hardness, allowing you to generate more might from your pain fuel. While raging, you now generate a Pain Fuel point for every 15 damage (rounded down) you take from a damage instance, instead of the previous 20.

The below content is based on the *Sword Coast Adventurer's Guide*.

#### **Elk**

The Elk grants your attacks greater finesse and force when your enemy is down. When you strike a prone target, you strike a critical hit, manifesting as a ghostly elk projecting from your token to trample your foe.

#### **Tiger**

The Tiger lets you use your momentum to greater effect. If you move at least 20 ft. in a straight line toward a Large or smaller target before making a melee weapon attack against it, all your melee weapon attack rolls against that target are made with advantage, and deal an extra 2d6 damage on a hit.

#### **Musclemind**

At 28<sup>th</sup> level, when required to make a Charisma, Intelligence, or Wisdom saving throw, you can instead make a Strength saving throw. This ability can be used once per round. You also gain access to the Unstoppable Force Fury Power.

#### **Unstoppable Force** (2 Pain Fuel points)

You attempt an act beyond the strength of mortals. You may use your action to make a Strength check against an object or target where one would not exist. Examples of this include punching through a wall of force, or lifting an object many times heavier than your carrying capacity. The Dungeon Master determines the DC for such an action, but it is important to know for both Player and DM that this action is supposed to

be impossible even under the best of circumstances. A default starting DC is 32, but ultimately it is up to the DM to choose what seems reasonable.

### **Wrecking Ball**

At 30<sup>th</sup> level, you have achieved what none thought possible: your strength increases exponentially while you rage. At the start of your turn, if you are raging, your Pain Fuel power activates, granting you two Pain Fuel points.

## FURY POWERS

Each Fury Power has a Pain Fuel point cost noted, indicating the required number of Pain Fuel points to use the power, and thus the number of Pain Fuel points you lose after the power's execution. If the Fury Power list a '+' beside its Pain Fuel cost, you may spend any number of your Pain Fuel points in a single use of the Fury Power, bolstering its effects as listed in the Fury Power description.

### **Overpowering Critical** (*1+ Pain Fuel points*)

When one of your melee weapon attacks scores a critical hit, at no action cost you can cause your attack to deal an additional 20 damage per Pain Fuel point you spend on this power. This damage is of the same type as the weapon used in your attack.

### **Rage Regeneration** (*1+ Pain Fuel points*)

As a bonus action, you channel your anger inward, accelerating your metabolism and natural healing ability. You are cured of one non-epic condition per Pain Fuel point spent, and heal 10 hit points per point spent.

### **Earthbreaker** (*1+ Pain Fuel points*)

As an action, you slam the ground, creating a vicious shockwave that tears both buildings and enemies asunder. The shockwave can take the form of a line, cone, or circle centered on you with a range of 50 ft. Any creatures standing in the area of the shockwave

take 11 (2d10) points of bludgeoning damage per Pain Fuel point spent. In addition, struck targets must make a Dexterity saving throw with a DC equal to (8 + proficiency + your Strength modifier) or be knocked prone, taking half damage on a successful save. Any buildings caught in the area of effect take maximum damage from this ability.

### **Roar of the Ancients** (*2 Pain Fuel points*)

As a bonus action, you release a primal roar heard for miles that reinvigorates your fighting spirit. When you move on your turn after using this Fury Power, you can move through any terrain, magical or otherwise, without reducing your speed. If a solid object, such as a Wall of Stone or a building impedes your move, you may attempt a Strength saving throw vs the spell save DC of the spell, or a Strength check versus the object, the difficulty of which should be determined by your DM based on the material.

### **Pulverize** (*5 Pain Fuel points*)

As an action, you make a single attack that automatically hits your target. The struck target must make a Constitution saving throw against a DC of 8 + your Strength modifier + your proficiency bonus. On a failure, they become unconscious until the end of your next turn. On a success, they become stunned until the end of your next turn.

# THE EPIC BARD

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## THE TRUESPEAKER

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Bards across the ages have proven without a doubt that words have an inherent magical power in them. Those who ponder the nature of this arrangement have come to the conclusion that not only does the spoken word have power over reality, but that there is a language of primordial and fundamental origin that is potent beyond imagining. This language permits the oration of the Truenames of all things that exist in the universe, from the tiniest speck of sand to the mightiest deity, and it is the Truespeaker, greatest amongst the bards, that can divine its syllables.

*“I already know your name, that of your father, mother,  
and four children. I know you are afraid, and I know what  
you intend to do. Once I had your Truename, I had you.  
Be thankful you are no threat.”*

**- Talien Vos Karven, Truespeaker**





## PREREQUISITES

Becoming a Truespeaker requires exceptional amounts of practice in speaking magical tongues and words, for Truespeech is as subtle and complex as the most obscure and alien of languages. You must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Bard Level 20**—Only a Bard has the practice and experience in both listening and speaking to master Truespeech.
- **Grand Recitation**—To break the restrictions of the universe, a would-be-Truespeaker must identify his own name in Truespeech and change it to remove its innate limitations. Learning one's own name requires extensive research and analysis. Through a combination of studying your own history and what little information you can find on Truespeech, you are able to deduce and pronounce your Truename flawlessly and so become recognized as a worthy wielder of this primordial language.

## CLASS FEATURES

### Hit Points

Hit Dice—1d8 per Truespeaker level

Hit Points—1d8 (or 5) + your Constitution modifier per Truespeaker level

### Proficiencies

Saving Throws—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Truespeaking

At 21<sup>st</sup> level, a Truespeaker begins to learn how Truespeech can affect a variety of abilities. You gain proficiency in a unique skill called Truespeaking (Cha), which can be used in a variety of ways to alter the world around you.

Using Truespeech conflicts with the natural order of the multiverse, and it continually attempts to reassert its original forms, manifesting as Entropy points that impede your future Truespeech. Each Truespeaking ability has an Entropy modifier, which indicates how much it increases your current pool of Entropy after the ability is used. Your pool of Entropy starts at 0, and resets at the end of a long rest.

When using a Truespeech ability, you must make a Truespeech skill check with DC of 10 + your current Entropy. The specific use of Truespeech impacts when this roll is made and what happens on a success or failure. Finally, being a fundamental force of the universe, as long as you are able to articulate the words, no force can prevent you from speaking syllables of Truespeech, though you must still be able to speak coherently. However, effects created by Truespeech function normally in areas of antimagic (excepting those created by Epic or Deific means), and cannot be countered or dispelled except by Epic or Deific means.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY	MASTERPIECES
1	Ability Score Increase, Epic Feat, Truespeaking, Truespell Recitation	+6	0
2	Truesong Lexicon	+6	2
3	Ability Score Increase	+7	2
4	Inspired Truespeech	+7	3
5	Ability Score Increase, Epic Feat	+7	3
6	Epic Bardic College	+7	4
7	Ability Score Increase	+8	4
8	Truespeech Mastery	+8	5
9	Ability Score Increase, Epic Feat	+8	5
10	Eloquent Truespeaker	+8	6

**Truespell Recitation**

When you cast a spell of 8<sup>th</sup> level or lower, you can elect to make a Truespeaking check. If you succeed, you do not expend a spell slot for the spell; the spell is treated as an Epic effect, and you increase your Entropy by half the spell's level, rounded down. First-level spells and cantrips do not increase your Entropy when cast in this fashion.

**Truesong Lexicon**

At 22<sup>nd</sup> level, a Truespeaker can not only speak the words of creation in the language primordial, but sing in them as well. The harmonies, melodies, and themes of these "Masterpieces" generate incredible power when combined with the language of Truespeech. You may select two Masterpieces from the list to memorize, learning additional Masterpieces according to the Class Progression Table.

When performing a Masterpiece, you must make a Truespeaking check. If successful, the Masterpiece effect takes place and you increase your Entropy by the Masterpiece's associated Entropy cost. If unsuccessful, the Masterpiece's partial effect occurs instead.

Before you make the Truespeaking check associated with performing a Masterpiece, you can elect to Flourish the Masterpiece, expanding on the effect. When you attempt to Flourish a Masterpiece, instead of adding the Masterpiece's associated

Entropy cost to an effect after the effect takes place, you add it before you make the Truespeaking check. If you succeed, the Flourish effect occurs. If you fail, the partial effect occurs instead.

- Masterpieces use your spell save DC to resist their effects.
- You cannot Flourish a Masterpiece more than once per casting.

## Inspired Truespeech

At 24<sup>th</sup> level, your mastery over Truespeech allows you to bolster allies with inspiring words and songs that ring true to all ears. When one of your Bardic Inspiration dice is rolled, instead roll twice and choose the higher result.

In addition, at the start of your turn, if you do not have a Bardic Inspiration die, gain one.

## Epic Bardic College

At 26<sup>th</sup> level, you distinguish yourself as one of the greatest members of your college to have ever lived. Composing a unique Masterpiece that your college hails as one of its greatest achievements, you unlock powerful new secrets of Truespeech. How you choose to represent yourself to your college is up to you, but rest assured your fame (or infamy) amongst Bards becomes legendary.

### College of Lore

Your skills in all things become augmented by Truespeech, allowing you to alter reality to suit your needs by learning the Truename of Knowledge. When making a skill ability check, you may use Truespeech instead of the normal skill, even if you are not proficient in that skill. Regardless of the check's result, your Entropy increases by 1 when this ability is used.

Additionally, you add the Masterpiece Aria of Arcane Power to the list of Masterpieces you can learn.

### Aria of Arcane Power (+12 Entropy)

*Casting Time:* Special (See text)

*Range:* Special (See text)

*Duration:* Special (See text)

You warp the world around you, mimicking the effect of spells beyond the ken of mortals.

- *Partial*—You cast a non-Epic spell using one of your spell slots.
- *Effect*—You cast a single Tier 1 Epic Spell from any Epic Spell list.
- *Flourish*—You cast a single Tier 2 Epic Spell from any Epic Spell list.

### College of Valor

You become a legendary figure in wartime, uttering soul-stirring battle cries through Truespeech that can turn the tide of any conflict. You learn the Truename of Valor, granting you a unique Masterpiece and unparalleled performance in a fight. When you attack, you may roll one of your Bardic Inspiration dice and add it to either the attack or damage roll. You may use this even if you have no uses of Bardic Inspiration, and it does not expend a use of your Bardic Inspiration.

Additionally, you add the Masterpiece Cry of War Unending to the list of Masterpieces you can learn.

### Cry of War Unending (+5 Entropy)

*Casting Time:* 1 reaction

*Range:* 60 ft.

*Duration:* Instantaneous

As a reaction to an attack made within 60 ft.

(before dice are rolled), you alter the results of the attack before it lands.

- *Partial*—You impose either advantage or disadvantage on the target's attack.
- *Effect*—The target's attack either automatically hits, or automatically misses.
- *Flourish*—As the Effect, plus you can gain an additional reaction this turn.

### Truespeech Mastery

At 28<sup>th</sup> level, your ability to use Truespeech becomes almost effortless; the complex words flow from your tongue with ease. Your proficiency bonus is doubled for any Truespeech ability check you attempt.

In addition, once per long rest as a bonus action, you may reset your Entropy to 0.

### Eloquent Truespeaker

At 30<sup>th</sup> level, you are entirely comfortable speaking the language of the universe. You can speak fluently in Truespeech as a language, a feat sure to impress even the gods themselves. In addition, if your resistance would become greater than 40, it instead becomes 40 as even the universe struggles to resist your eloquent speaking ability.

## MASTERPIECE LIST

### Anthem of Thunderous Pain (+7 Entropy)

*Casting Time:* 1 action

*Range:* Self

*Duration:* Instantaneous

Forcefully performing upon your instrument and speaking with booming words, you project a concussive sonic anthem that stuns those who you deem deserving.

- *Partial*—All enemies within 60 ft. of you are deafened until end of combat and must make a Constitution saving throw or be stunned until the end of their next turn.
- *Effect*—As *Partial*, but affected foes suffer 10d10 points of thunder damage. A successful saving throw reduces the damage by half and prevents the stunned condition.
- *Flourish*—As the *Effect*, but no saving throw is afforded.

### Cacophony of Breaking Hearts (+4 Entropy)

*Casting Time:* 1 action

*Range:* Self (30 ft. radius)

*Duration:* Concentration, up to 1 minute

Your song is played upon the instruments of heartbreak, heralding to your enemies memories of deepest tragedy.

- *Partial*—Until the end of your next turn, enemies within range suffer disadvantage on the next attack, saving throw, or check they make.
- *Effect*—As the *Partial*, and each enemy within range must succeed on a Charisma saving throw or fall to their knees in sadness, becoming prone.
- *Flourish*—As the *Effect*, and affected creatures failing their saving throws are restrained until the end of your next turn.

### Counterchant (+8 Entropy)

*Casting Time:* 1 bonus action

*Range:* 120 ft.

*Duration:* Instantaneous

You chant a disrupting tune that rattles the minds of your enemies, breaking their concentration.

- *Partial*—The targeted creature must succeed on a Constitution saving throw (DC equal to your spell save DC), or lose concentration on a non-Epic spell or effect of your choice.
- *Effect*—The targeted creature loses concentration on all non-Epic effects it was concentrating on.
- *Flourish*—The targeted creature loses concentration on all effects it was concentrating on.

### Dirge of the Lost Legion (+4 Entropy)

*Casting Time:* 1 bonus action

*Range:* Self (30 ft. cone)

*Duration:* Instantaneous

You can unleash the legendary cavalry charge of the Lost Legion as you sing their feared call of battle. Spectral lancers on horseback charge from your weapon to lay waste to your enemies. Woe betide any who stand in their way.

- *Partial*—Enemies caught within the area of effect must succeed on a Strength saving throw or be knocked prone.
- *Effect*—Enemies within the area of effect are knocked prone.
- *Flourish*—In addition to the effect, allies within 5 ft. of an affected enemy may use their reaction to make a single melee weapon attack against that affected enemy.

### Doomcaller's Madrigal (+6 Entropy)

*Casting Time:* 1 action

*Range:* Self

*Duration:* 1 round

You proclaim yourself as a herald of destruction, ensuring your enemies will soon feel your wrath.

- *Partial*—Until the end of your next turn, when you would roll a 1 on a damage die, you may reroll that die.
- *Effect*—Until the end of your next turn, treat your damage rolls as though you had rolled the maximum possible value on your damage dice.
- *Flourish*—As the *Effect*, but your attacks and spells also ignore resistances and immunities.

**Harmony of Living Hope (+8 Entropy)***Casting Time:* 1 action*Range:* Self (30 ft. radius)*Duration:* Instantaneous

Chanting in unison, your allies follow your lead and sing a Truesong to inspire hope in the darkest of times.

- *Partial*—You and allies within 30 ft. may spend up to your Truespeaker level in hit dice to recover hit points as though you had taken a short rest.
- *Effect*—You and allies within 30 ft. may spend hit dice as though they had taken a short rest.
- *Flourish*—As the Effect, but the number of hit points regained is the maximum result for the dice rolled.

**Martyr's Requiem (+3 Entropy)***Casting Time:* 1 reaction*Range:* 60 ft.*Duration:* 1 round

As a reaction to a creature within range being brought to 0 hit points, you command the universe to hold a target back from the brink of death.

- *Partial*—The target stabilizes immediately.
- *Effect*—The target stabilizes immediately and is returned to 1 hit point.
- *Flourish*—In addition to the Effect, the target is immune to all non-Epic conditions and cannot lose hit points until the end of your next turn.

**Melody of the Synchronized Mind (+8 Entropy)***Casting Time:* 1 action*Range:* Self (30 ft. radius)*Duration:* Instantaneous

Your song aligns your mind with that of an ally, creating an unspoken understanding and call to action.

- *Partial*—The ally can move up to their speed immediately.
- *Effect*—The ally can move up to their speed and then take an action.
- *Flourish*—In addition to the Effect, you and all other allies within 30 ft. can move up to your respective speeds.

**Nocturne of Infecting Fear (+6 Entropy)***Casting Time:* 1 action*Range:* 60 ft.*Duration:* 1 minute

You speak the Truename of terror itself, stirring a fear unlike any other in the heart of your unwilling audience.

- *Partial*—The target creature must make a Wisdom saving throw or become frightened. At the end of each of the affected creature's turn, it may make a Wisdom saving throw to end the effect.
- *Effect*—The target becomes frightened, bypassing immunity to the frightened condition. At the end of each of the affected creature's turns, it may make a Wisdom saving throw to end the effect.
- *Flourish*—As the effect, but the target is paralyzed instead of frightened.

**Note of Fortitude (+10 Entropy)***Casting Time:* 1 bonus action*Range:* Self (120 ft. radius)*Duration:* Instantaneous

With a single powerful note, you invoke the balancing nature of the universe to aid your allies.

- *Partial*—Pick one non-Epic condition. You and all allies within range immediately recover from that condition.
- *Effect*—You and all allies within range recover from all non-Epic conditions, reduce their exhaustion by one, and recover from all diseases, poisons, and other harmful non-Epic effects (details at DM's discretion).
- *Flourish*—In addition to the Effect, each ally is also cured of a single Epic condition of their choice.

**Om of Timelessness (+8 Entropy)***Casting Time:* 1 action*Range:* 120 ft.*Duration:* Concentration, up to 1 minute

Humming with focused intensity, you bend the flow of time around a target, removing it from the timestream. While this effect persists, it is enveloped in a shimmering golden field.

- *Partial*—The target may make all saving throws it would make at the end of its turns at the beginning of its turns instead.
- *Effect*—As the *Partial*, and the target may immediately make a saving throw against any effects that would end on a saving throw. Additionally, the target becomes immune to all damage, conditions, Epic conditions, and other harmful effects, but is unable to take actions.
- *Flourish*—As the *Effect*, but the target can take actions.

**Symphony of Cosmic Fire (+5 Entropy)***Casting Time:* 1 action*Range:* 120 ft.*Duration:* Concentration, up to 1 minute

Your voice ignites the very atmosphere around your enemies, burning them with the first words the universe ever heard.

- *Partial*—One creature is ignited until the end of its next turn.
- *Effect*—One creature you can see within range is ignited for the duration. Non-Epic creatures affected by this ability lose all immunities and resistances to fire damage.
- *Flourish*—As the *Effect*, but you need not concentrate on this Masterpiece.

**The Unnaming Silence (+10 Entropy)***Casting Time:* 1 action*Range:* 60 ft.*Duration:* Instantaneous

In absolute silence, you speak the Truename of annihilation, a word so terrifying the universe refuses to let it be heard. Nevertheless, its effects are devastating, serving to delete a subject's Truename from the world.

- *Partial*—The affected creature must make a Constitution saving throw or take 45 (10d8) necrotic damage.
- *Complete*—The target loses 45 (10d8) hit points. Non-Epic creatures must make a Constitution saving throw or become destabilized until they take a short or long rest.
- *Flourish*—Non-Epic creatures are destroyed outright and cannot be returned to life until a new Truename for them can be discovered. Against Epic or Deific targets, the target is destabilized until the end of their next turn and lose 68 (15d8) hit points. A successful Constitution saving throw prevents being destabilized.

# THE EPIC CLERIC



## THE ASCENDANT



The path of the cleric often seems clearly laid out. Between the commandments of their deities and the structure of most temples, clerics typically know their goals and their purpose from the first day they lift their holy symbol. Eventually, whether they are promoted to a position of authority within their order, or achieve a level of closeness with their deity that few even dream of, a cleric's path ends. Most are content to settle into lives as saints and miracle-makers, but not all. At the end of their path, some clerics feel the pull of something greater, something truly divine. Every deity must begin somewhere...

*"I'm told I should have died on the spot when Asmodeus split me down the middle. I say I was in no danger! There is no blade that can cut faith."*

**- Elkus, Ascendant of Helm**





## PREREQUISITES

In order to advance as an Ascendant, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Cleric Level 20**—To start down your path to divinity, you must have dedicated your life to the power of the gods.
- **Relic**—To accompany you down the long road to divine ascension, you must undertake a pilgrimage to learn more about your deity. You must spend a year and a day traveling the world in search of a relic of your god from when the god was mortal. The relic can take any form, functional or otherwise, and while it may be a gift from your deity, you may have to acquire this relic on your own, despite warnings or outright opposition from the deity you worship. This relic bolsters your faith as well as your powers, and with it, you embark upon the path of the Ascendant.

## CLASS FEATURES

### Hit Points

Hit Dice—1d8 per Ascendant level

Hit Points—1d8 (or 5) + your Constitution modifier per Ascendant level

### Proficiencies

Saving Throws—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Acts of Faith

At 21<sup>st</sup> level, the relic you have obtained provides you with an incredible boost to your might as you begin your ascent to godhood. The relic gives you the following abilities while you have it on your person:

- All fifth level or lower domain spells you cast are treated as though you had expended a fifth level spell slot.
- Your skills become divinely endowed. All skills you are proficient with use your Wisdom ability score modifier instead of the usual ability modifier associated with the skill.
- You add your Ascendant level to your cleric level when calculating the number of spells you can prepare after a long rest.

### Divine Spark

At 22<sup>nd</sup> level, your relic allows you to tap into the divine power your god uses to perform miracles and great acts of faith. With a bonus action, you can summon a taste of your deity's divine essence, known as a Divine Spark. When you generate the spark, it causes incredible amounts of energy to swell within your body—your eyes glow and your voice reverberates with godlike intensity. When you summon a Divine Spark, you generate a single spell slot of level equal to or lower than your Wisdom modifier (maximum 8) that lasts until your next long rest.

Unless used to cast an Epic Spell (see Epic Spellcasting below), a Divine Spark lasts until your next short or long rest.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	HIGHEST EPIC SPELL TIER	DIVINE SPARKS PER LONG REST
1	Ability Score Increase, Epic Feat, Acts of Faith	+6	-	0
2	Divine Spark, Epic Spellcasting	+6	Tier 1	1
3	Ability Score Increase	+7	Tier 1	1
4	Quasi-Deity	+7	Tier 2	2
5	Ability Score Increase, Epic Feat	+7	Tier 2	2
6	Epic Domain	+7	Tier 3	3
7	Ability Score Increase	+8	Tier 3	3
8	Demigod	+8	Tier 3	4
9	Ability Score Increase, Epic Feat	+8	Tier 3	4
10	Ascendancy	+8	Tier 3	5

**Epic Spellcasting**

At 22<sup>nd</sup> level, you gain increased access to powers typically reserved for the gods. You can expend your Divine Spark to cast an Epic Spell from the Cleric Epic Spells list. You do not need to prepare these spells ahead of time, instead selecting from the list at the time of casting. As you advance in the Ascendant class, the maximum tier of Epic Spell you can cast increases according to the Class Progression Table. When you cast an Epic Spell using your Divine Spark, it is cast at the highest tier available to you.

**Quasi-Deity**

At 24<sup>th</sup> level, you take the first major step towards your own divine ascension. You begin to receive worship from those who revere you as a paragon servant of your god. As a Quasi-Deity, you gain the following powers and abilities:

You become immortal, no longer suffering from the effects of aging, nor the need to eat, drink, sleep or breathe. You still retain any penalties you occur from aging up until this point, and still must rest to recover your abilities. You spend this time listening to the prayers of your followers and receiving their penance, which powers your immortal nature. Your DM will help you determine how this affects the campaign and world around you.

Your spellcasting concentration becomes divinely endowed. When you cast a spell which requires concentration, you can expend an additional spell slot of the same level or higher to cause the spell to persist without your concentration.

## Epic Domain

At 26<sup>th</sup> level, the powers conferred by your Domain become Epic in scope. You gain increased abilities depending on which Domain you are a part of as your ascension to godhood progresses.

The below content is based on the *Sword Coast Adventurer's Guide*.

### *Arcana Domain: High Arcana*

You gain access to spells that would ordinarily be unavailable to you. Select one Tier 1, Tier 2, and Tier 3 Epic Spell from any spell list. The chosen spells are now cleric spells for you and are included in the list of Epic Spells you can cast.

While holding your Divine Spark, you may choose to have spells you cast that deal radiant or necrotic damage instead deal arcane damage.

The below content is based on the *Dungeon Master's Guide*.

### *Death Domain: Lifebreaker*

You are immune to necrotic damage.

While you hold your Divine Spark, enemies you damage are treated as vulnerable to your spells and attacks.

### *Knowledge Domain: Divine Brilliance*

When you would gain advantage, you instead gain Epic advantage. When you impose disadvantage, you may instead impose Epic disadvantage.

While you hold your Divine Spark, you are proficient in all saving throws.

### *Life Domain: Savior*

You can use your Channel Divinity: Preserve Life feature as a reaction when an ally within 30 ft. takes damage.

While holding your Divine Spark, if healing from your spells or abilities would bring a target above their maximum hit points, they instead gain the excess value as bonus hit points, to a maximum of 100 bonus hit points. These hit points last until the end of combat or a short rest, whichever occurs first.

### *Light Domain: Angelic Wrath*

Darkness cannot bear your presence. Any non-Epic magical darkness that is within 120 ft. of you is dispelled instantly as if by dispel magic.

In addition, you can use Channel Divinity to transform yourself into a being of angelic light—a Solar. This Epic ability functions similarly to the shapechange spell with the following exceptions:

- You do not gain the Solar's innate spellcasting abilities.
- If you hold a Divine Spark, you may use the Solar's Legendary actions according to its description.
- While holding your Divine Spark, you do not need to maintain concentration to continue this effect.
- The transformation lasts until the end of combat or your next short rest and cannot be countered or dispelled.

### *Nature Domain: Lord of Beasts*

Nature is never far from you, no matter how deep into the hells or high into the heavens you venture. You may use Channel Divinity as an action to summon facsimiles of Beasts or Plants. The total challenge rating of all the creatures you have in existence from this ability can never exceed your level, even with multiple uses of Channel Divinity, and you cannot use this ability to summon creatures with Legendary or Lair Actions. These creatures serve your commands explicitly and remain until you take a short or long rest. All creatures summoned by this ability add your proficiency bonus to their attack rolls, saving throws and ability checks.

If you invoke this power while you hold your Divine Spark, you can summon creatures of the Monstrosity type in addition to Beasts and Plants. Monstrosities summoned in this manner vanish when your Divine Spark is expended.

***Tempest Domain: Lightning Rod***

You become a conduit of heavenly wrath. You gain immunity to lightning and thunder damage.

While you hold your Divine Spark, you may summon a bolt of lightning from your god as a bonus action. This ability functions similarly to the call lightning spell, dealing 28 (5d10) points of lightning damage to all within 5 ft. of the square you target within 60 ft. of you (a successful Dexterity saving throw halves the damage). This ability functions indoors and even deep underground as long as you are on a world that has a sky. This ability functions as a Deific effect.

***Trickery Domain: Master of Lies***

While illusions from Invoke Duplicity exist, if you would be hit by an attack, you can use your reaction to instead switch places with a duplicate of your choice, causing it to take the blow in your stead, negating the damage done to you.

Secondly, while you hold your Divine Spark, your Divine Strike deals 1d8 poison damage per Ascendant level and your attacks and spells ignore resistance and immunity to poison.

***War Domain: Slaughterking***

You become a living engine of battle, bringing death to all enemies that dare cross your path. When you take an attack action, you may make an additional attack.

Additionally, you may use your Wisdom modifier in place of your Strength or Dexterity modifier when making weapon attacks and rolling for weapon damage.

While you hold your Divine Spark, all weapon attack rolls you make are treated as a roll of 20, indicating an automatic hit and critical.

**Demigod**

At 28<sup>th</sup> level you move up the ranks of the gods, evolving from a Quasi-Deity to a Demigod as your power improves. As a Demigod, as long as you have worshipers, you cannot truly be killed. If slain, your body and items are reduced to divine essence, and dissipate, reforming over a period of seven days on a plane associated with your divine nature and at a location of your choice. This effect cannot occur if your relic is not on your person when you are slain, or if all of your followers and worshipers have been killed.

In addition, you become somewhat immune to the effects of chance. When you would fail a saving throw, as a reaction you can expend a use of your Channel Divinity to succeed instead.

**Ascendancy**

At 30<sup>th</sup> level, you have completed all that can be done in this current form toward your divine ascension. You can choose to end your existence on the mortal plane and ascend to live as a god in the cosmic order. You may also choose to stay, and be a powerful force for your cause in the universe. Regardless of the choice, you gain a massive increase to your power.

When you roll initiative and have no generations of Divine Spark left, you gain one generation.

Additionally, while you hold your Divine Spark, all Epic effects you create are treated as Deific effects.

# THE EPIC DRUID

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## THE PRIMORDIAL

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As a druid's power grows, so does their connection with nature. This development intertwines them with the affairs of the world, guarding their lands from the destruction civilized races often bring. Such obligation wears on most druids, and eventually, they withdraw from the world, often never to return. Finding new strength and peace in their communion with the land, these druids typically lose whatever motivation they had for interfering in the world, falling into a state of bliss and contentment until the end of their days.

Yet there are those who find their desire to help only grows with contemplation, who feel an ever stronger pull to shepherd not only the beasts and plants of the world, but the humans, elves, dwarves, and all other races that walk upon their lands. Some such druids take a firm hand, curtailing the spread of cities with famine and plague. Others guide the growth of nations, helping them live in harmony with nature.



*“An Orog warlord slashed and burned every tree in this valley to fuel his conquest. I returned his army to the earth. Now the forest reaches for the sky once more, stronger in the wake of death.”*

**- Ionia, Primordial of the Material**

## PREREQUISITES

In order to advance as a Primordial, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Druid Level 20**—To advance into the realm of legend, you must have already ascended to the height of mortal druidcraft.
- **Landwarden**—To attain greater unity with the natural world, a druid must spend a year and a day in complete and total seclusion. No words may be spoken or read, no artificial items may be seen or handled, and no companions may accompany the druid in this task. Making space in heart and mind for the songs of birds, the rumble of thunder, and the steady buzz of insects, the druid begins to hear the greater overtones of nature itself. The druid learns first to listen, then to speak, communicating directly with the world. With this power, the druid shapes the land for miles around into a sacred site of natural splendor, gaining new strengths and new responsibilities, returning as something new. No longer a creature living in the world, but a living, breathing part of it, such a druid is known as a Primordial.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d8 per Primordial level

*Hit Points*—1d8 (or 5) + your Constitution modifier per Primordial level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Nature's Voice

At 21<sup>st</sup> level, you gain great power from your sanctuary, turning your isolated retreat into one of the most important natural sites in existence. During the course of a 24-hour ritual, you gain complete control of an area roughly 20 miles in diameter, allowing you to alter the terrain, temperature, and natural flora and fauna within the area. Once you have altered the terrain in this way, only Epic or Deific effects can further alter it. Additionally, you become aware of any attempts to alter the biome by conventional means, such as logging or construction, all of which crumble and return to their previous state within 24 hours. Your sacred sanctuary is a place of great significance. Other druids will journey there to seek your counsel, and rare and powerful beasts congregate there.

Any long rest you or your allies take in your sanctuary is shortened to 3 hours, and any short rest taken by the same is shortened to 10 minutes. Additionally, you are aware of all Beasts and Plants within the sanctuary, including the creature's challenge rating, type, and exact location.

If your sanctuary is destroyed, you can establish a new one by performing the same 24-hour ritual, but you may only have one sanctuary at a time.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	EVOLUTION POINTS
1	Ability Score Increase, Epic Feat, Nature's Voice, One With the Wild	+6	0
2	Evolution	+6	1
3	Ability Score Increase	+7	1
4	Evolution	+7	2
5	Ability Score Increase, Epic Feat	+7	2
6	Epic Druid Circle, Evolution	+7	3
7	Ability Score Increase	+8	3
8	Evolution, Survival of the Fittest	+8	4
9	Ability Score Increase, Epic Feat	+8	4
10	Evolution, Verdant Lord	+8	6

**One With the Wild**

At 21<sup>st</sup> level, you no longer need to provide somatic or material components to cast non-Epic spells, drawing from your own body the elements of nature needed to provide for your magic.

**Evolution**

At 22<sup>nd</sup> level, you tap into nature's most powerful forces, allowing dramatic transformation. You gain one Evolution point to invest in one of three Evolution Trees, gaining one Evolution tier per point invested in that tree. You gain additional Evolution points according to the Primordial character progression table.

**Harmony**

At 24<sup>th</sup> level, your body begins to lose its substance, becoming more like the environment around you. Your skin may become more like bark in a forest, your hair like sand in a desert, or your eyes shining droplets of water from a clear lake. This effect makes your body subject to only your manipulation.

You become immune to the paralyzed and petrified conditions, and gain Epic advantage against any effect that would force you to change your shape, such as *polymorph*.

**Epic Druidic Circle**

At 26<sup>th</sup> level, the Primordial gains access to increased abilities from their druidic circle:

*Circle of the Moon: Epic Wild Shape*

You are no longer limited in your Wild Shape abilities to merely transforming into Beasts. You can now use your Wild Shape to transform into Dragons, Elementals, Fey, and Plants. You do not gain any Legendary Actions or Lair Actions of creatures you transform into in this fashion.

However, when using Wild Shape to turn into one of these new forms, distinctive druidic symbols appear carved into the body of your new form. These symbols cannot be altered or removed in any way, potentially preventing you from hiding your druidic nature.

*Circle of the Land: Recycled Magic*

When a non-Epic spell you have cast with a duration ends, you may use your reaction to generate a spell slot of one level lower than the expired spell. This cannot be used to generate spells slots lower than first level.

**Survival of the Fittest**

At 28<sup>th</sup> level, your body continues its transformation into an extension of the natural world. Your essence



becomes entombed at your sanctuary, and instead a new body is forged out of the world around you, removing your need to eat, drink or sleep, though you must still rest and commune with nature to recover hit points and spells. This form is imbued with your essence, but if destroyed does not cause you to die. Instead, a new body is created at your sanctuary over the course of the next 24 hours. The only way to permanently snuff out your life force is to have your sacred land destroyed, or have your essence contained by Epic or Deific magic

In addition, as a reaction to when you make an Intelligence, Wisdom, or Charisma saving throw, you can sacrifice a spell slot to add the slots level to the result. You can wait until after you roll the d20 but you must decide before the DM says whether the roll succeeds or fails.

### Verdant Lord

At 30<sup>th</sup> level, you achieve the pinnacle of your evolution. Finding a state of perfect harmony with nature, you become widely recognized as one of the greatest champions of the wild in existence. You are aware of any destruction of the natural world on whatever plane you visit, including its general direction and severity.

Finally, your Sacred Land now extends to cover its entire home plane, effectively placing every living thing upon it under your care.

## EVOLUTION TREES

### Evolved Wild Shape

You begin to evolve your Wild Shape, believing that the strongest way to attune with nature is to leave your mortal body behind. You learn to augment your body, improving both your natural form and the form of any creature you transform into.

*First Evolution*—As a bonus action, you gain a single Wild Affix from the Wild Affix table, providing you with the listed benefits. You can only benefit from one Wild Affix at the same time. This affix persists until you elect to change it and applies regardless of your form.

*Second Evolution*—As a bonus action, you can gain up to two different Wild Affixes from the table. You can now benefit from up to two Wild Affixes at the same time. These affixes persist until you elect to change them and apply regardless of your form.

*Third Evolution*—As a bonus action, you can gain up to three Wild Affixes from the table. You can now benefit from up to three Wild Affixes at the same time. These affixes persist until you elect to change them and apply regardless of your form.

Additionally, while in your Wild Shape, you gain an incredible perfection in your control of the form. You can take three Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of another creature's turn. You regain spent Legendary Actions at the start of your turn.

- *Lightning Speed*—You make a single weapon attack.
- *Healing Factor*—You can spend hit dice to recover hit points as though you had taken a short rest.
- *Vengeance*—You cast a non-Epic spell.

### Evolved Spellcasting

Studying the magic inherent in all living things, you evolve your magic beyond its normal capacities, unlocking Epic druid spells.

*First Evolution*—You gain an additional 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> level spell slot. You gain your first Tier 1 Epic Spell slot. You can use this to prepare and cast any Tier 1 Epic Spell from the Druid Epic Spell list.

Your Primordial level now stacks with your druid level for determining how many spells you may have prepared.

*Second Evolution*—You gain an additional 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> level spell slot. You gain a second Tier 1 Epic Spell slot, and your first Tier 2 Epic Spell slot.

You may cast non-Epic druid spells with a cast time greater than an action as an action instead.

*Third Evolution*—You gain an additional 7<sup>th</sup>, 8<sup>th</sup> and 9<sup>th</sup> level spell slot. You also gain a third Tier 1 Epic Spell slot, a second Tier 2 Epic Spell slot, and your first Tier 3 Epic Spell slot.

Additionally, you add the spell *Wish* to your druid spell list.

WILD AFFIX	EFFECT
Adaptive	You gain resistance to all damage except psychic and arcane.
Armored	You gain a +8 bonus to your Armor Class.
Brutal	Your attacks score a critical hit on a roll of 18-20.
Cunning	When you attack, you gain Epic advantage on your attack roll if you have an ally within 5 ft. of the target and that ally is not incapacitated.
Ferocious	At the start of your turn, you end a single non-Epic condition on yourself, or remove 1 point of exhaustion.
Hulk	Your hit points and hit point maximum increase by 100. When you remove this Affix, you lose 100 hit points and your hit point maximum decreases by the same amount.
Savage	Your weapon damage rolls always use the highest possible result.
Tenacious	You become immune to the unconscious condition. While you remain at 0 hit points, you must make a death saving throw at the start of each of your turns. You gain no benefit from successes, but if you roll a 20 you gain a single hit point, as normal. If you fail three death saving throws while in this state before gaining at least one hit point, you die. The number of failed saves is reset to 0 when you regain any hit points.

### Evolved Communion

You grow closer to the spirits of the land, allowing you to feel the attuned life-force of all living things. Your newfound powers tie the lives of those near you together, sharing lifeforce readily and freely among them.

*First Evolution*—As a bonus action, you create a Life Bond, linking you to a single ally you can see within 120 ft. of you until you dismiss the Life Bond or bond yourself to a different ally. When you are affected by a single-target spell or effect, you may apply its effects to your Bonded ally as well (no action required), including the effects of concentration spells.

While the spell affecting you may be non-Epic or Epic, the effect created by the Life Bond on others is an Epic effect. If the spell or effect is removed from you or the Life Bond ends, the spell or effect is also removed from any bonded allies.

*Second Evolution*—You can now apply your Life Bond to an ally as a reaction in response to them being attacked or targeted with a hostile spell or effect. The range at which you can apply your Life Bond increases to 180 ft.

As a reaction to a Bonded ally taking damage, you may sacrifice a spell slot to shield your Bonded ally, reducing the damage they take by 15 per level of the spell slot sacrificed.

Finally, as a reaction when a Bonded ally deals damage, you may sacrifice a spell slot, increasing the damage dealt to a single target by 10 per level of the spell slot sacrificed.

*Third Evolution*—Your Life Bond can now affect two allied creatures instead of one. Additionally, you can now apply your Life Bond to a creature you can see regardless of distance, and it can be maintained as long as they are on the same plane as you.

While either you or any of your Bonded allies have more than one hit point, damage cannot reduce any of you below one hit point. Any bonded character that would be reduced to 0 hit points is instead reduced to one hit point.

However, any excess damage that would have reduced them to zero is instead dealt to yourself or another Bonded ally. You may decide how this damage is distributed. Damage distributed in this way cannot be reduced or prevented.

# THE EPIC FIGHTER

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## THE DREADNAUGHT

For as long as there have been weapons, there have been warriors. The study of the art of war is as old as any discipline, and the definition of mastery is ever-changing. Some say that a fighter is only as good as their sword, but those are the words of amateurs. Blade, luck and circumstance may bring a warrior to the height of glory or doom them to an early grave, but they are no substitute for skill. For one on the path to unparalleled combat supremacy, there is no calling but the Dreadnought.

*"I fight like a storm: the thunder of blades  
against my shield, and the lightning  
strikes of my spear."*

- Zau-Hek, Dark Elf Dreadnought



## PREREQUISITES

To walk the path of the Dreadnought, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Fighter Level 20**—Only complete mastery of many forms of combat will give you the necessary skills to advance as a Dreadnought.
- **Unbeatable**—Achieving such heights of mastery requires a year and a day of battle against foes of all shapes and with weapons of all kinds. Some fighters take their swords to the outer planes to battle fiends, angels, or other extraplanar beings. Others tackle whole armies, slicing their way through an almost incalculable number of soldiers. Regardless of the method, if the fighter survives this year of bloodshed, they become a master of war: a true Dreadnought.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d10 per Dreadnought level

*Hit Points*—1d10 (or 6) + your Constitution modifier per Dreadnought level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Fighting Style

At 21<sup>st</sup> level, you improve upon the fighting styles learned from the fighter class feature. Your previous benefit is replaced with the improved version below.

- *Archery*—You gain a +3 bonus to ranged attack rolls, and your ranged weapon attacks made while within 5 ft. of a hostile creature no longer have disadvantage.
- *Defense*—You gain a +2 bonus to AC and resistance to piercing, bludgeoning and slashing from non-magical weapons.
- *Dueling*—When you are wielding a melee weapon in one hand and no other weapons, you gain a +4 damage bonus to damage rolls made with that weapon.
- *Great Weapon Fighting*—Whenever you deal damage with a two-handed weapon you are using with both hands, roll its damage dice twice, using the highest result.
- *Two-Weapon Fighting*—You add your associated ability modifier to damage with your offhand weapon. When you use a bonus action to make an attack with an offhand weapon, you make two attacks with the offhand weapon instead of one.

### Combat Stance

At 22<sup>nd</sup> level and every level thereafter, you learn one of the combat stances that give the Dreadnought unparalleled skill with their weapons. You may choose to enter a combat stance that you know as a bonus action, after which it lasts until you enter a new stance or take a short or long rest.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	COMBAT STANCES KNOWN
1	Ability Score Increase, Epic Feat, Epic Fighting Style	+6	0
2	Combat Stance	+6	1
3	Ability Score Increase	+7	1
4	Tireless Warrior	+7	2
5	Ability Score Increase, Epic Feat	+7	2
6	Epic Discipline	+7	3
7	Ability Score Increase	+8	3
8	Veteran of Steel	+8	4
9	Ability Score Increase, Epic Feat	+8	4
10	Legendary Champion	+8	5

Each combat stance has an associated Epic Attack, usable while in the stance, which you can make as an action unless otherwise noted. Making an Epic Attack requires its own action, rather than using the attack action, and does not qualify for the extra attack feature. When an Epic Attack multiplies the damage you deal, roll your weapon or spell damage dice that many times, then add all relevant damage modifiers once. Any bonus damage dice from effects like *hex* or *sneak attack* are rolled only once per hit. If an Epic Attack is a critical hit, roll all of the attack's damage dice twice, as normal for a critical hit.

Some Epic Attacks allow the use of spells. When casting a spell to make an Epic Attack, you do not expend a spell slot to cast it, though you still must have that spell prepared.

*Example:*

An Epic Attack that does four times your weapon's damage, if used with a shortsword, would deal 4d6 plus modifiers, and if the attack is a critical hit, you would roll 8d6 before adding your modifiers. Your stance options are detailed at the end of the class description.

**Tireless Warrior**

At 24<sup>th</sup> level, you gain an additional Action Surge per long or short rest. In addition, when you roll initiative and have no Action Surges available, you gain one.

**Epic Disciple**

At 26<sup>th</sup> level, you gain significant boosts to your Fighter Archetype abilities. You have achieved absolute mastery over those fields of study.

**Champion**

The Epic Champion is the epitome of martial prowess. You strike your enemies at their weakest point, dealing devastating damage. You now score a critical hit on weapon attack rolls of 16-20.

**Battle Master**

Your maneuver dice now become 2d8 instead of 1d12.

In addition, you may use your bonus action to study an opponent within 15 ft. of you, generating two superiority dice as you learn its attack patterns and strategies.

**Eldritch Knight**

You now add your Constitution modifier to your Spell Save DC and spell attack rolls. When you use your Action Surge to gain an action, you also gain the ability to cast one non-Epic spell with a casting time of one action from the wizard's spell list of 8<sup>th</sup> level or lower without using a spell slot. The spell functions as though you cast it. You must cast this spell before the end of your current turn, or its use is lost.

The below content is based on the *Sword Coast Adventurer's Guide*.

**Purple Dragon Knight**

You may use your Indomitable feature once per round instead of its normal number of uses.

**Veteran of Steel**

At 28<sup>th</sup> level, your weapons are a veritable extension of yourself. You designate a weapon or suit of armor you possess as your signature piece of equipment, granting it legendary status. The name of your item becomes synonymous with you and your reputation. This item becomes indestructible as though it were an artifact.

While this item is in your possession, you can change combat stances at no action cost on your turn, instead of as a bonus action. You can still only change combat stances once per turn.

**Legendary Champion**

At 30<sup>th</sup> level, you are one of the greatest martial fighters to have ever lived. If a hero, your name is used to inspire the lowliest squire to the greatest general. If a villain, you are universally feared by all who respect the power of a blade.

You may have two combat stances active at a single time, allowing you to make either Epic Attack associated with that combat stance as you see fit. When you change stances, you can choose to change one, or both.

## COMBAT STANCES

**Aegis Stance**

You masterfully defend yourself, becoming extremely difficult to land a blow upon. While in this stance, you add a +4 bonus to your armor class and enemies cannot gain advantage on attacks made against you. Attacks made with Epic Advantage are still granted Epic Advantage.

**Epic Attack: Shining Lance**

Breaking ranks from your impenetrable defense, you lash out a single blow of unparalleled precision. If you attack the target with a weapon or spell, your first attack automatically hits. That attack's damage type becomes radiant, and it deals four times damage. If you choose to cast a spell requiring a saving throw instead, the target automatically fails their first saving throw against the spell (if any).

**Brawling Stance**

Your moves and techniques maximize the benefits and advantages of grappling, allowing you to wrestle even the largest of foes. You can grapple opponents up to two sizes larger than yourself, and when you hit the target with a melee weapon or spell with a range of touch, you may initiate a grapple against a target as a bonus action.

While grappling a creature, you may use your reaction when you would take damage from a single-target source to cause the creature to take the damage instead of you.

***Epic Attack: Thrashing Suplex***

Leaping into the air, you make an unarmed attack against all creatures you are currently grappling. If you hit, you drag them with you and then slam to the ground in a legendary wrestling move, dealing 33 (6d10) plus your Strength modifier in force damage to the grappled creatures and knocking them prone. Instead of dealing damage and knocking enemies prone when you make this Epic Attack, you can cast a spell with a range of touch against each grappled target.

**Brute Stance**

You add your Constitution modifier to your weapon attack and damage rolls instead of the previously associated ability scores. While you are in Brute Stance, you can use your Second Wind ability without consuming any uses of Second Wind. Finally, you don't need to use verbal, somatic or material components when casting spells.

***Epic Attack: Feel No Pain***

You let loose a mighty cry that deals 11 (2d10) plus your Constitution modifier in thunder damage to all enemies within 30 ft. of you. When you use this attack, you either end one non-Epic condition currently affecting you, reduce your exhaustion by one level, or ignore the effects of a single Epic condition affecting you until the end of your current turn. If you are conscious, you can use this Epic Attack even if a condition would ordinarily prevent you from doing so.

**Juggernaut Stance**

You are no longer impeded by non-magical obstacles, such as difficult terrain, so long as you end your movement in an unoccupied space. You ignore natural terrain penalties to your movement with your natural movement modes. You may pass through non-Epic magical obstructions if you first succeed on a Strength or Dexterity saving throw against the effect's caster's spell save DC. Finally, you cannot be restrained or moved by non-Epic, non-Deific spells or effects unless you wish to be.

***Epic Attack: Crushing Leap***

With a mighty jump, you leap 30 ft. to a location you can see. You make a weapon attack against all enemies within 30 ft. of your landing point, dealing three times damage and knocking enemies on the ground prone, or casting a spell with an area of effect. If you cast a spell in this fashion, targets on the ground that fail their initial saves against the effect are knocked prone, and you are immune to the effects of the spell.

**Defensive Stance**

You strike from a fortified position, making it difficult for enemies to retaliate against your blows. You gain resistance to all damage types except arcane, force, necrotic, radiant and psychic.

***Epic Attack: Not So Fast***

As a reaction when an ally you can see would take damage from an effect targeting only that ally, you move up to your speed. If you end your move within 5 ft. of either the ally or the source of damage, the effect affects you instead of your ally. In this case, any attack rolls, damage rolls, and saving throws are re-rolled as though you were the original intended target. If you would take damage from this targeting effect, you may make a single attack or cast a spell (if within range) against the source of the damage, landing an automatic critical hit.



**Razorwind Stance**

Offhand weapon attacks you make while in this stance are made with Epic Advantage.

*Epic Attack: Hail of Steel*

You make an attack with advantage with both your main and offhand weapons against a single target. If both attacks succeed, you may immediately make this Epic Attack again (at no action cost). This effect cannot occur more than five times per turn. You cannot use a bonus action on the same turn that you use this Epic Attack.

**Sentinel Stance**

With perfect poise and form, you wait with the discipline earned through endless training. Opportunity attacks don't cost your reaction.

When you hit with an opportunity attack, the creature is restrained for the rest of its turn.

*Epic Attack: Incision of a Thousand Diamonds*

You attack an enemy with a melee weapon attack, dealing four times damage on a hit. Each of your allies within 5 ft. of the struck creature may make an immediate melee weapon attack (no action required).

**Skirmishing Stance**

While in this stance, each time you hit, you carry that momentum with you, granting you incredible battlefield mobility. When you hit a target with a weapon or spell attack, you may immediately move up to 10 ft. without provoking opportunity attacks.

*Epic Attack: One Step Ahead*

You cast a spell targeting a creature within range, or make a weapon attack dealing three times weapon damage on a hit. If the target moves before the start of your next turn, you may use your reaction to move up to your speed and make the same weapon attack or cast the same spell targeting the creature. Casting the spell a second time in this way does not use a spell slot.

**Sniper Stance**

Aiming with godlike precision as you stay perfectly still, you deliver debilitating blows in a single shot. If you take no actions other than the attack action and do not move this turn, your ranged attacks deal damage as though they had critically hit.

*Epic Attack: Find the Center*

You make a single weapon attack or cast a spell that requires you to make an attack roll. If the attack hits, it deals four times damage. If you cast a spell that involves multiple attack rolls, only the first attack roll gains this bonus damage. If you hit the target with a weapon attack, you impose Epic Disadvantage on the target's attack rolls until the end of its next turn.

If you hit the target with a spell attack, you impose Epic Disadvantage on the target's saving throws until the end of the creature's next turn.

**Steelbreaker Stance**

Your attacks are particularly devastating, crushing enemy defenses and even damaging creatures that are ordinarily resistant to such attacks as you hammer them home with incredible force. You ignore resistance to your attacks and spells from any non-Deific source. If your opponent would ordinarily be immune to a damage type you deal from a non-Deific source, they instead have resistance to that damage type.

*Epic Attack: Dragon Strike*

You cut with the blow of a mighty dragon, swinging your weapon so quickly its blade becomes white hot. Make a single weapon attack or cast a spell requiring an attack roll. Your attack deals four times damage on hit and causes the target to be ignited until the end of its next turn. If you cast a spell, the target is instead ignited for two rounds.

**Surging Stance**

Your attacks sweep around you with great power, shoving your enemies back as they take damage. Each time you hit a creature with a weapon attack or spell that requires an attack roll, you push the target up to 10 ft. away from you in a straight line. Creatures of Gargantuan size or larger are unaffected.

***Epic Attack: Meteoric Strike***

As part of this Epic Attack, you make a single weapon attack or cast a spell with a single target, dealing three times damage on a hit. If the attack hits (or the creature fails any saving throw associated with a spell cast as part of this attack), you push the target up to 60 ft. away from you in a straight line and knock them prone. If this movement is impeded by a creature or obstacle, the forced movement stops.

**Warmage Stance**

You fluidly cast spells and weave your attacks together, cleaving your foes apart with your arcane might. When you cast a spell, the next time you hit with a weapon attack you deal an additional 1d6 arcane damage per level of the spell you cast.

***Epic Attack: Arcane Strike***

You siphon arcane power from your foes. You make a single weapon attack. If you hit, you deal twice as much damage and you can regain one expended spell slot of 3<sup>rd</sup> level or lower.

# THE EPIC MONK

## THE ASCETIC

If you were to ask the question of the world's heroes, "What is perfection?" a paladin may speak of glorious righteousness, a rogue of unrivaled cunning, or a wizard of endless knowledge. A monk would simply speak in a hushed whisper the word Ascetic, and they could not be more right. With but a word a Ascetic can bestow wisdom of the ages. With a single blow, slay both body and soul. Many of the greatest figures and history have knelt before a Ascetic and learned, making them powerful, timeless shapers of the world. The goals of Ascetic are known only to them, for they are above such concepts as good, evil, law or chaos. The only thing that is known for sure is that a Ascetic's perfect skills are terrifyingly effective. He can be a soldier on the front lines of hell one day, and a counselor to the highest of angels the next. A flawless combination of ki and martial arts, the blows of the Ascetic level mountains, part seas, and deliver apocalyptic blasts of spiritual energy.

*"My body was once carved stone.  
Now it is living flesh. But who I  
am has not changed."*

**- Slate, the stone Ascetic**



## PREREQUISITES

One does not simply train to become a Ascetic. You must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Monk Level 20**—A Ascetic’s manipulation of ki and their own bodies must be extraordinary. Attempting to do many maneuvers without an extensive background in the monastic way is likely to result in catastrophic injury.
- **Enlightened Soul**—A monk wishing to become a Ascetic needs to complete a challenging gauntlet that tests both body and spirit. Remaining motionless for a period of a year and day, a monk must contemplate the nature of their own ki and their combined purpose. Many monks attempting this process achieve enlightenment and depart this world for higher levels of existence, having lost all interest in the material world. Those few who dare to stay have a spark of hidden personal truth within them, a mission known only to them that all others are incapable of understanding. With this clarity of purpose comes an unrivaled mastery of ki, as it flows effortlessly through the Ascetic’s every chakra and vein.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d8 per Ascetic level

*Hit Points*—1d8 (or 5) + your Constitution modifier per Ascetic level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can’t increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can’t increase an ability score above 30 using this feature.

### Battle Meditation

At 21<sup>st</sup> level, as a Ascetic, your body is an endless wellspring of ki, but tapping into that well still requires effort. If you take no other actions this turn, as an action you may replenish your ki points to their maximum through a powerful act of serene meditation. Once you use this feature, you must finish a long rest before you can use it again. Starting at 25<sup>th</sup> level, you can use it twice per long rest, and at 29<sup>th</sup> level, three times per long rest.

### Flow

At 22<sup>nd</sup> level, your ki confers a supreme mastery over your own body, allowing its ki to flow swiftly and efficiently through your every vein. If using an ability that costs ki points takes an action, you may have it take a bonus action instead.

In addition, you may spend two additional ki points to grant yourself an additional bonus action until the end of your turn. This ability can be used a number of times on your turn equal to your flow cap, as detailed in the Class Progression table.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	MARITAL ARTS	KIT POINTS	FLOW
1	Ability Score Increase, Epic Feat, Battle Meditation	+6	1d12	21	0
2	Flow, Seven-Sided Strike	+6	1d12	22	1
3	Ability Score Increase	+7	1d12	23	1
4	Wave of Karma	+7	1d12	24	1
5	Ability Score Increase, Epic Feat	+7	2d6	25	2
6	Epic Monastic Tradition	+7	2d6	26	2
7	Ability Score Increase	+8	2d6	27	2
8	Shattering Ki	+8	2d6	28	3
9	Ability Score Increase, Epic Feat	+8	2d6	29	3
10	Transcendence	+8	2d6	30	4

**Seven-Sided Strike**

At 22<sup>nd</sup> level, you gain access to one of the Ascetic's martial miracles, the mighty Seven-Sided Strike. As an action, you can make a single melee attack against an enemy within 300 ft. you can see. While you cannot use this ability to attack a single target more than once on your turn, you may attack any number of enemies within range simultaneously with this attack.

**Wave of Karma**

At 24<sup>th</sup> level, you master the flow of karma, bending its pain to your enemies who damage you. When you take damage from an enemy within 120 ft., you may use your reaction to spend 3 ki points and to blast them with a mighty ball of ki, dealing 26 (4d12) damage of the type of you received to the target.

## Epic Monastic Tradition

At 26<sup>th</sup> level, while your studies as a Ascetic are exceptional, you have not neglected the ways of your monastic tradition. You unlock a legendary ability that places you as one of the greatest living members of your order, if not of all time.

### *Way of the Open Hand:*

#### *Five Point Palm Exploding Heart Technique*

Multiple creatures may now be simultaneously under the effects of your Quivering Palm. When you activate Quivering Palm, you may activate it on any number of creatures under its effects. As a reaction to a creature's successful save against your Quivering Palm, you may spend 5 ki points to re-apply Quivering Palm to the target (no saving throw).

### *Way of the Shadow: Seize the Opportunity*

Whenever an enemy creature within 30 ft. of you is hit by an attack made by a creature other than you, you can spend 4 ki points to immediately teleport to a space within 5 ft. of that creature and make an unarmed attack against that creature without using your reaction. This attack automatically hits.

### *Way of the Four Elements: Elemental Alignment*

You learn all Elemental Disciplines. Additionally, you learn the following Epic Disciplines, costing 8 ki points each:

- **Supernova**—As a reaction when you take damage, you may unleash a mighty blast of flame and energy, dealing 42 (12d6) damage (half fire/half radiant) in a 30 ft. radius around you.
- **Rising Force**—As an action, you strike an enemy for 24 (6d6) thunder damage. You and the struck enemy are thrown 50 ft. skyward, restraining the creature. At the end of your turn, you and the struck creature fall to the ground. You take no falling damage from this fall.

- **Tectonic Embrace**—As an action, you hit a creature with vibrational force that turns them to stone. The target must make a Constitution save; on a failure they become Petrified for one minute. Creatures affected by this repeat their save at the end of each of their turns to end the effect.
- **Extract Essence**—As an action, you withdraw life-giving water from a target and drink it for your own health. One creature you can see within 30 ft. takes 72 (16d8) necrotic damage (Constitution saving throw for half), and you regain hit points equal to half the amount of necrotic damage dealt.

The below content is based on the *Sword Coast Adventurer's Guide*.

### *Way of the Long Death: Break the Soul*

By spending 6 ki points as an action, you can attempt to remove the soul of a target within 30 ft. of you. The target must make a Constitution saving throw (against your ki saving throw DC) or have its soul extracted, which floats before you, occupying a 5 ft. space within 5 ft. of you. The soul shares defenses with its host at the time it was removed (such as AC, resistances, spell effects, and immunities), but will not move from its current position, nor defend itself in any way. This allows you and your allies to attack it, for if the soul is damaged, its host loses that many hit points instead. If a subject is killed by damaging its soul until the point of death, its soul is destroyed, requiring Epic or Deific intervention to bring it back.

The afflicted creature may make a Constitution saving throw at the end of each of its turns against your ki saving throw DC to end this effect.

The below content is based on the *Sword Coast Adventurer's Guide*.

### *Way of the Sun Soul: Inner Light*

When you restore ki points in any way, you can choose to release a burst of radiance, dealing 1d4 points of radiant damage to all enemies within 30 ft. per point of ki restored.



### **Shattering Ki**

At 28<sup>th</sup> level, when a creature attempts a saving throw against your Ki Save DC, you may use an additional 3 ki points to impose Epic Disadvantage on the affected creature's saving throw.

At 30<sup>th</sup> level, you unlock the ultimate technique of the Way of the Enlightened Fist, allowing you to become a being of pure ki. At the beginning of each of your turns, you regain 12 ki points. In addition, as a reaction when you would fail a saving throw, you may spend 6 ki points and succeed instead.





# THE EPIC PALADIN

## THE CRUSADER

Paladins are famous for their never-ceasing commitment to their cause. Their devoted service and eternal vigilance has protected the world from many of its greatest threats. For the most powerful among these holy warriors, however, these actions serve only to put out fires and hold the line against the seemingly endless tide of evil. It is for this reason there exist the Crusaders, Paladins who have grown weary of slaying the same demons over and over, or crushing an endless tide of undead with their holy fists. For these zealots, the only reasonable course of action is to go straight for the darkest corner of the multiverse and pull evil up by the roots, a heroic deed that is worth almost any price. Great crusades have been waged by these fearsome warriors, sometimes leading a band of epic heroes, other times entire armies of angel and man. Whatever direction Crusaders set themselves on, it is sure to be a warpath of unrivaled glory, sacrifice, and legend.

*“I used to tell villains to prepare themselves as a courtesy, but it never seemed to make a difference. No one is ever truly ready for Sister Solaria.”*

**- Sister Solaria,  
the first Crusader**



## PREREQUISITES

Crusaders are few and far between, as the lifestyle and relentless zeal of such a hero often leads to an early grave. A paladin who reaches level 20 must make a conscious and dedicated choice to embark upon this life, from which there can be no turning back. You must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Paladin Level 20**—Any Paladin lacking in strength who attempts to become a Crusader almost certainly meets an early grave.
- **Holy Cause**—A Paladin must embark on a holy crusade, a course of action that takes precedence over all other goals. This can be as specific or abstract as you like, but generally a commitment to “destroy the origin of all evil” or “purge the depths of hell of its corrupt leaders” are suitable objectives. It is important to designate an objective that is almost impossible at your current strength, requiring you to be at the pinnacle of epic might in order to complete it. This is a binding contract you make, infusing you with the determination to unlock your epic powers. Your focus need not be single-minded; increasing your personal power, acquiring new artifacts, and enlisting allies are all activities that can ensure a greater chance of victory at your task. Planning and preparing for such crusades often take a year and a day to complete.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d10 per Crusader level

*Hit Points*—1d10 (or 6) + your Constitution modifier per Crusader level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Faith Healing

As a Crusader, your time to rest and relax is severely limited, requiring you and your allies to be constantly ready for battle. At 21<sup>st</sup> level, your Crusader level stacks with your paladin level for determining how many points you have in your pool of healing for Lay on Hands. In addition, you can spend 10 points of your healing pool to cure a single non-Epic condition or one point of exhaustion. You can cure multiple conditions or remove multiple points of exhaustion by spending an additional 10 points of your healing pool per condition or point of exhaustion with a single use of Lay on Hands.

### Zealous Magic

At 21<sup>st</sup> level, your magic continues to improve as you advance as a crusader, granting you new spell slots and higher level spells according to your progression table. You can prepare new spells from the Crusader Spell list in addition to the paladin spell list using your higher level spell slots. Your Crusader spells use the same spellcasting ability as your paladin spells. In addition,

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	SPELL SLOTS BY LEVEL
1	Ability Score Increase, Epic Feat, Faith Healing, Zealous Magic	+6	4/3/3/3/2/1/-/-/-
2	Legendary Leader	+6	4/3/3/3/2/1/-/-/-
3	Ability Score Increase	+7	4/3/3/3/2/1/1/-/-
4	Glorious Magic	+7	4/3/3/3/2/1/1/-/-
5	Ability Score Increase, Epic Feat	+7	4/3/3/3/2/1/1/1/-
6	Epic Sacred Oath	+7	4/3/3/3/2/1/1/1/-
7	Ability Score Increase	+8	4/3/3/3/2/1/1/1/1
8	Exalted Smiting	+8	4/3/3/3/3/1/1/1/1
9	Ability Score Increase, Epic Feat	+8	4/3/3/3/3/2/1/1/1
10	Living Saint	+8	4/3/3/3/3/2/2/1/1

you can sacrifice spells slots above 5<sup>th</sup> level to use your Divine Smite, up to 9<sup>th</sup> level slots.

You gain the ability to prepare the following spells if you have the appropriate spell slots:

- 6<sup>th</sup> Level—*Blade Barrier, Heal, Heroes' Feast, Sunbeam, True Seeing*
- 7<sup>th</sup> Level—*Resurrection, Divine Word, Plane Shift*
- 8<sup>th</sup> Level—*Mind Blank, Holy Aura, Sunburst*
- 9<sup>th</sup> Level—*Wish, Foresight*

### Legendary Leader

At 22<sup>nd</sup> level, you learn to draw incredible might from the fervor of battle. At the start of your turn, you gain a number of Sanctified actions equal to half your Crusader level (rounded down). Sanctified Actions can be used any time during your turn. Any Sanctified Actions you have at the end of your turn are lost. You

cannot use the same Sanctified Action more than once per turn (for example, you cannot use two Sanctified Actions to make two attacks on your turn).

Unless otherwise noted, you may only use your Sanctified Actions to make a single weapon attack or take a help action.

### Glorious Magic

At 24<sup>th</sup> level, the magic you wield on the battlefield becomes charged with your righteous fury. You can now cast a spell with a casting time of a bonus action or an action as a Sanctified Action. (You can cast multiple spells per turn using your Sanctified Actions, as long as they are not the same spells.)

Additionally, you can now use Lay on Hands as a Sanctified Action.

## Epic Sacred Oath

While your Oath is no longer your primary objective as a Crusader, it still influences your morals and behavior, as well as your power. At 26<sup>th</sup> level you gain the following class features, depending on the Sacred Oath you took as a paladin.

In addition, your Channel Divinity can now be used as a Sanctified Action.

### *Oath of Devotion*

Wherever you tread, justice follows as closely as your own shadow. Your very presence inspires those around you to walk the path of righteousness, from the lowliest guttersnipe to the richest noble. Whether it is out of fear or love, chaos and evil wither beneath your gaze.

You gain an Epic Tenet:

- **No Rest for the Righteous**—Every day you spend in comfort, idleness, or at peace is a day evil goes uncontested. Rest does not come easily to you, for it is a luxury only the dead can afford.

Your Holy Nimbus oath feature can be used once per long or short rest. In addition, your commitment to upholding the highest values of honor and compassion allows you to take on the burdens of others. When an ally within 30 ft. of you gains a condition or Epic condition, you may use your reaction to prevent the condition, gaining it yourself as though you were the target of the effect that granted the condition (this includes the ability to make saving throws to remove the condition, if applicable).

You can prepare the following spells:

- 6<sup>th</sup> Level—*Guards and Wards, Planar Ally*
- 7<sup>th</sup> Level—*Sequester, Conjure Celestial*
- 8<sup>th</sup> Level—*Antimagic Field*
- 9<sup>th</sup> Level—*Imprisonment*

### *Oath of the Ancients*

You understand just how fragile the world is. All life is but a simple candle waiting to be snuffed out. To preserve this light, you must purge any and all threats, for even the smallest blight can spoil an entire crop.

You gain an Epic Tenet:

- **Purge the Corruption**—There is corruption hidden even in unassuming places. You must investigate thoroughly and root out even the lightest shadows. You detect the smallest motes of evil lurking in the souls around you, and are quick to dispatch them should they show any sign of falling to darkness.

Allies within your Aura of Warding are immune to the effects of spells of 3<sup>rd</sup> level or lower unless they wish to be affected.

In addition, your Elder Champion oath feature can be used once every short or long rest.

You can prepare the following spells:

- 6<sup>th</sup> Level—*Conjure Fey, Wall of Thorns*
- 7<sup>th</sup> Level—*Regenerate, Etherealness*
- 8<sup>th</sup> Level—*Animal Shapes*
- 9<sup>th</sup> Level—*True Resurrection*

The below content is based on the *Dungeon Master's Guide*.

### *Oathbreaker*

Only fools cling to honor. They think a simple sentence binds them to a course of action. You know better. It is your own force of will, to survive, conquer, and fight that determines what is just. You do not gain an Epic Tenet; your only tenet is death to your enemies, and you are coming for them.

Your Dread Lord oath feature can be used after a short or long rest. In addition, when you use your Divine Smite you may choose to have your Divine Smite deal necrotic damage instead of radiant damage. Additionally, whenever you damage an enemy with Divine Smite, they become frightened of you until the end of their next turn.

You can prepare the following spells:

- 6<sup>th</sup> Level—*Circle of Death, Create Undead*
- 7<sup>th</sup> Level—*Finger of Death, Teleport*
- 8<sup>th</sup> Level—*Feeblemind*
- 9<sup>th</sup> Level—*Power Word Kill*

### *Oath of Vengeance*

For some vengeance is an all-consuming force that blinds them to the world around them. These souls are rank amateurs in the business of getting even. You weigh and measure every injustice with efficient insight, meting out punishment as judge, jury, and executioner.

You gain an Epic Tenet:

- **Executor**—Justice and vengeance are interchangeable, and no injustice is beneath you. Whether it is a small tribe of goblins stealing apples, a salute not returned from a subordinate, or a god misusing its power, you will always be there to set the world right, by blade if need be.

Your Avenging Angel oath feature can be used once per long or short rest. In addition, you instantly recognize any creature you have wounded before, even if they are magically disguised or otherwise shielded. Finally, enemies make their saving throws against your spells with disadvantage as long as they are within the reach of your melee weapon.

You can prepare the following spells:

- 6<sup>th</sup> Level—*Harm, Find the Path*
- 7<sup>th</sup> Level—*Symbol, Forcecage*
- 8<sup>th</sup> Level—*Antipathy (Sympathy)*
- 9<sup>th</sup> Level—*Storm of Vengeance*

The below content is based on the *Sword Coast Adventurer's Guide*.

### *Oath of the Crown*

Living in service to another is the most humble of callings. You serve the highest of powers, the greatest kings, orderly gods, or the most just of souls. Your service serves as an impenetrable bulwark between your charge and those who would seek to lay it low.

You gain an Epic Tenet:

- **Sacrifice**—Sometimes those defending justice and civilization must make the hard choices so that your charge does not have to. You may act against orders or commit a sin if it would prevent your charge from doing so, as long as you face the consequences of your actions someday.

Your Exalted Champion oath feature can be used once every long or short rest. In addition, when you use your Divine Smite, you may heal yourself or an ally within 5 ft. of you for half the damage you deal with your Divine Smite.

You can prepare the following spells:

- 6<sup>th</sup> Level—*Freezing Sphere, Mass Suggestion*
- 7<sup>th</sup> Level—*Magnificent Mansion, Plane Shift*
- 8<sup>th</sup> Level—*Power Word Stun*
- 9<sup>th</sup> Level—*Mass Heal*

### *Exalted Smiting*

At 28<sup>th</sup> level, you draw forth an endless wellspring of righteous magic to fuel your crusade. At the beginning of your turn, if you have no spell slots of 5<sup>th</sup> level or lower, you may regain a spell slot of 5<sup>th</sup> level or lower. In addition, your pool of healing for Lay on Hands doubles—now ten times your level instead of five.

### *Living Saint*

At 30<sup>th</sup> level, your presence is an awe-inspiring force that encourages incredible acts of heroism in your allies, and strikes fear into the depths of the hearts of your enemies. Auras you create, including those created by your oath features and spells, affect all allies engaged in combat with you if you wish them to.

You are no longer restricted in your use of Sanctified Actions. You may spend your Sanctified Action on any amount of available options, as long as you have the necessary Sanctified Actions to do so.

# THE EPIC RANGER

## THE SLAYER

Even the most seasoned adventurers respect the power of nature. Whether it's facing the beasts of the wild, the fury of a hurricane, or the crushing blackness of the deep, few souls are willing to stride fearlessly into the dark corners of the world. Among them are counted the mighty Slayers, rangers of peerless skill and instinct who seek out the most dangerous places the multiverse has to offer and thrive in them. It is unknown how many people live out lives of peace thanks to their tireless watch, or how many have fallen into their cunning traps and now adorn walls as trophies. And that is just the way Slayers like it.

*"I won't kill for your money, or your village. I came for blood, and the promise of a worthy challenge."*

- Haloa Okalani, Slayer





## PREREQUISITES

Becoming a Slayer is no easy task. You must meet the following prerequisites (in addition to any multiclassing prerequisites for your existing class):

- **Ranger Level 20**—Only exceptional skill and experience in the wilds can satisfy the demanding life of a Slayer.
- **The Great Hunt**—A ranger wishing to become a Slayer must find an enemy of incredible strength and guile and face it alone. This enemy can take any form, but must be a foe worthy of the ranger's time and energy, taking a year and a day to locate, track, and finally defeat. Some rangers seek to discover prey that is believed to be extinct. Others hunt titanic dragons who have gone unchallenged too long. Some even hunt legendary warriors lurking in exile, having escaped justice. Whatever the prey the ranger decides on, the hunt is a transformative experience that hones their instincts and skill to new levels.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d10 per Slayer level

*Hit Points*—1d10 (or 6) + your Constitution modifier per Slayer level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup>, and 29<sup>th</sup> level, you may choose one Epic feat from the Epic feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Nemesis

At 21<sup>st</sup> level, you become the bane of any who face you. At the start of your turn, you may attune your instincts to an enemy you can see. You may treat that target as a favored enemy until it is slain, you designate a new Nemesis, or you finish a long rest. You may only have a single Nemesis at a time; however, you may choose to designate a new target as your Nemesis at the start of your turn (no action required).

If you are a Beastmaster, your Slayer level stacks with your ranger level for the purposes of calculating your Beast Companion's hit point total.

### Predator

When you reach 22<sup>nd</sup> level, your skills of tracking, trapping and defeating your prey achieve supernatural levels. When you take the attack action, you may make an additional attack.

Additionally, you gain the ability to generate Slayer Dice, which can be used in a variety of ways. On your turn, when you, or creatures controlled by you, deal damage to a favored enemy from an attack, or cast a spell that includes a favored enemy as a target, at the end of your turn you may generate a number of Slayer Dice equal to your Slayer level. This effect can only happen once per turn. You may only have an amount of Slayer Dice equal to your Slayer Dice Cap as detailed in the Class Progression Table. Slayer Dice last until your next short rest. You may only roll Slayer Dice before the results of the associated effect are determined.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	MARITAL ARTS
1	Ability Score Increase, Epic Feat, Nemesis	+6	-
2	Predator	+6	10d12
3	Ability Score Increase	+7	12d12
4	Ultimate Survivalist	+7	12d12
5	Ability Score Increase, Epic Feat	+7	14d12
6	Epic Archetype	+7	14d12
7	Ability Score Increase	+8	16d12
8	Huntmaster	+8	16d12
9	Ability Score Increase, Epic Feat	+8	18d12
10	Dread Commando	+8	18d12

Slayer Dice can be spent in the following ways (at no action cost):

- When you deal damage to a favored enemy, you may roll any number of Slayer Dice to increase the damage by the amount rolled.
- When you take damage from a favored enemy, you may roll any number of Slayer Dice to reduce the damage by the amount rolled.
- When you force a favored enemy to make a saving throw against one of your spells, you may spend any number of Slayer Dice to increase the saving throw DC by the number of Dice so spent.
- When you cast a spell, you may spend a number of Slayer Dice equal to the spell's level to avoid spending the associated spell slot.

## Ultimate Survivalist

At 24<sup>th</sup> level, you become comfortable in any environment, even the natural extremes of hostile planes. If you spend an hour in an environment, no matter how hostile, you become immune to the average weather and environmental effects as you adapt with supernatural speed. This includes being able to find adequate sustenance, breathe, and function freely in said environment. However, this does not protect you from magical effects, extreme (for that climate) conditions, or other intentionally harmful manipulations (such as Lair Actions).

When you roll your Slayer Dice, if you roll a one on any die, you may re-roll that die and use the outcome of the new roll.

Finally, you no longer need to maintain concentration on your ranger spells.

## Epic Archetype

At 26<sup>th</sup> level, you unlock additional secrets of your Ranger Archetype, improving it to new epic strength.

### Hunter

The Epic Hunter is the enemy of all who would threaten the civilized world. You may choose one feature from each of the following two categories: *Sentinel* and *Legendary Defense*.

#### *Sentinel*

- **Extra Attack**—You can make an additional attack when you take the attack action.
- **Shatterpoint**—Your attacks against your favored enemies ignore damage resistances and immunities.

#### *Legendary Defense*

- **Healing Surge**—As a bonus action, you can spend your Hit Dice as though you had taken a short rest.
- **Cunning Tactics**—You add your Wisdom modifier to your AC.

### *Beast Master*

Your beast companion is now bound to your very soul. It cannot be killed as long as you are alive, and cannot be affected by conditions unless you are also affected by the same condition.

In addition, your beast companion's attacks are treated as magic weapons and it gains the ability to use your Slayer Dice as you can.

### Huntmaster

At 28<sup>th</sup> level, you generate Slayer Dice with alarming speed when you are on the hunt. If you expend Slayer Dice when you score a critical hit, you may treat those dice as if they had rolled the maximum possible amount when calculating damage.

In addition, your Slayer Dice last until your next long rest or when you stop tracking a favored enemy, whichever comes first.

### Dread Commando

At 30<sup>th</sup> level, you are the ultimate killing machine, slaying your favored enemies with brutal efficiency. At the end of a favored enemy's turn, you or a creature you control may make a single attack at no action cost against that enemy. Melee weapon attacks made in this way have Epic Advantage.



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# THE EPIC ROGUE

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## THE GRIFTER

Even the best thief gets caught eventually. For the petty criminal this means jail, hard labor, or in the worst cases, execution. Master rogues are more likely to meet their end in the belly of a dragon or upon the sword of a balor, or to be subjugated by the magic of an archmage, but the end result is the same. Many find peace in the acceptance of this inevitable fate, but some refuse to give up. Where others see the impossible, they see the unlikely, and with a little luck and a lot of practice... It can become routine.

*“Stealing a tyrant’s gold is easy. Stealing his life, crude.  
But stealing his luck? That’s true skill.”*

- Ava Sonos, Grifter



## PREREQUISITES

In order to become a Grifter, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Rogue Level 20**—To have the cunning of a Grifter, you must be extremely proficient in acts of skullduggery.
- **Sublime Escape**—To become a Grifter, a rogue must escape inevitable and catastrophic disaster, be it death, imprisonment, or the loss of something they hold dear. Some Grifters begin by escaping the confines of an Imprisonment spell, others find a loophole in a soul-binding contract with a lord of hell, and still others find themselves moving faster than time itself to snatch a loved one from harm's way. When such a revelation occurs, powerful beings take notice. Those rogues who wish to survive long enough to practice their newfound gifts must lie low, remaining out of sight of the world for a year and a day, and allowing the rogue time to begin learning to twist luck and probability in their favor. This is the mark of a Grifter.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d8 per Grifter level

*Hit Points*—1d8 (or 5) + your Constitution modifier per Grifter level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Cheap Shot

At 21<sup>st</sup> level, your attacks become even more cunning and deceitful. Pick Charisma, Intelligence, or Wisdom. You now add that ability modifier to your weapon attack and damage rolls, in addition to your Strength or Dexterity modifier. In addition, your sneak attack continues to scale according to the Class Progression Table.

### Reality Grifting

At 22<sup>nd</sup> level, you have begun your training in the technique known as Reality Grifting, allowing you to cheat the laws of the universe as you see fit.

You can grift to perform one of two abilities, selecting a skill you are proficient with at the time you use the abilities:

- When you make an attack, apply a Grift Combo to the attack.
- Activate a unique effect associated with the skill you chose—a Grift Power.

Regardless of which you perform, you cannot grift more than once per turn. When you use a Grift Power associated with the skill, you cannot use that Grift Power again until you take a long rest. See the Reality Grifts section for details.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	SNEAK ATTACK
1	Ability Score Increase, Epic Feat, Cheap Shot	+6	11d6
2	Reality Grifting	+6	12d6
3	Ability Score Increase	+7	13d6
4	Scheming Scoundrel	+7	14d6
5	Ability Score Increase, Epic Feat	+7	15d6
6	Epic Roguish Archetype	+7	16d6
7	Ability Score Increase	+8	17d6
8	Master of Mischief	+8	18d6
9	Ability Score Increase, Epic Feat	+8	19d6
10	Dastardly Deceiver	+8	20d6

**Scheming Scoundrel**

At 24<sup>th</sup> level, you become proficient in two additional skills of your choice. You also gain Expertise (as per your Expertise Rogue class feature) in one skill you are proficient in or gained proficiency in through this ability.

In addition, your attacks critically hit on a 19-20.

**Epic Roguish Archetype**

At 26<sup>th</sup> level, your roguish archetype abilities improve dramatically, gaining the following benefits depending on which archetype you belong to.

*Thief: Time Bandit*

You become so proficient at thievery you gain the ability to steal time itself. Once per turn, on your turn, you may take an additional action (no action required), but you gain one point of exhaustion. Additionally, during a short or long rest you remove all levels of exhaustion.

*Assassin: Deathbringer*

Your killing skills are honed to their finest, making you an unrivaled killing machine. A target slain by your death attack cannot be returned to life except by Deific means. Your attacks also become imbued with the very essence of anti-life. When you would deal damage, you bypasses all damage resistances and immunities.

*Arcane Trickster: Spelljack*

You now add your Dexterity modifier to your Spell Save DC and spell attack rolls. You can use your Spell Thief ability to steal any non-Epic spell regardless of level, and you no longer need to use your spell slots to cast spells you have stolen, instead gaining the ability to cast a stolen spell once without expending a spell slot. The spell persists in your mind until you complete a long rest, allowing you to cast it multiple times, so long as you have spell slots for subsequent castings.

Finally, you can use your Spell Thief feature an unlimited number of times.



The below content is based on the *Sword Coast Adventurer's Guide*.

### ***Mastermind: Strategic Genius***

Allies within 30 ft. gain advantage on their attacks. You can now use your Help action to aid another's attack at any range, as long as they can hear you. When you use your Help action to aid another's attack in this way, they gain Epic Advantage instead of advantage.

The below content is based on the *Sword Coast Adventurer's Guide*.

### ***Swashbuckler: Grand Challenge***

When you use your sneak attack feature against an isolated enemy, your focus and skill allow you to strike with deadly precision. When you sneak attack an enemy creature, if you have no allies within 5 ft. of your target, your attack critically hits on a roll of 18-20.

### **Master of Mischief**

At 28<sup>th</sup> level, your skills in duplicity, skullduggery, and general mischief making achieve legendary status. You become aware if you are being watched/observed at all times across any distance, even by the gods themselves. This effect persists even if you are asleep, incapacitated, or otherwise impaired, ending only at your death.

In addition, your evasive abilities dramatically improve as your mind and body become supremely difficult to pin down. You gain proficiency on an additional saving throw of your choice.

### **Dastardly Deceiver**

At 30<sup>th</sup> level, you are an undisputed master of cheating the odds, bending reality to your will with just a thought. You may now use your Grifting Skill power once per short rest instead of a long rest.

In addition, you gain proficiency in all skills.

## REALITY GRIFTING

Your ability to overcome adversity is truly extraordinary, to the point where it could be considered supernatural to all by the most trained eye. You see potential where others see failure, allowing you to make stunning attacks and shocking maneuvers that witnesses swear could only be accomplished by magic. This art is called Reality Grifting, the ability to find the hidden weaknesses and flaws in reality itself and exploit them for your own advantage.

When you make an attack, you may use a Grift Combo associated with a skill you are proficient with, incurring the listed effects depending on the skill.

You may elect to use a Grift Power associated with a skill you are proficient with if you meet the specified conditions listed in the Grift Power description. When you use a Grift Power in this fashion, you cannot use that Grift Power again until you have finished a long rest.

Once per turn, you may use either a Grift Combo or a Grift Power, but cannot use both. If a Grift Combo or Grift Power would require a saving throw, it is made against DC equal to 8 + your Dexterity modifier + your proficiency.

### **Athletics**

#### ***Grift Combo***

Your sneak attacks strike with dazing force. If you successfully sneak attack a foe using this Grift Combo, the struck target must make a Constitution saving throw or be stunned until the end of your next turn.

#### ***Grift Power: Freerunning***

As part of your move, you activate this Grift Power. At no action, you gain the benefits of the Dash and Disengage actions. Additionally, until the end of your turn:

- Your movement is unaffected by difficult terrain.
- You can move across the surface of any liquid as if it were harmless solid ground.
- You gain a climb speed equal to your speed and need not use your hands to climb.

## Acrobatics

### *Grift Combo*

You attack in a brilliant acrobatic display—a flurry of strikes. When you make a successful sneak attack, you may make up to three additional attacks against the same target.

### *Grifting Power: Directional Gravity*

As a bonus action, you alter the pull of gravity around you. When you use this ability, and at the start of each of your turns, you pick a direction, changing the way gravity affects you to correspond to that direction. This can allow you to walk on walls or ceilings with no difficulty, however you may suffer falling damage from the sudden shift as you fall toward the nearest surface in your new downward direction. This effect persists for ten minutes.

## Sleight of Hand

### *Grift Combo*

When you make a successful sneak attack, you steal life force from your target, gaining temporary hit points equal to half of the damage taken by the target after resistances and immunities (rounded down).

### *Grift Power: Thoughtsteal*

As an action, you gain awareness of surface thoughts of all you can see, and telepathy with a range of 120 ft. Additionally, select one creature you can see; you have advantage on attack rolls, saving throws and ability checks against that creature, and the creature has disadvantage on attacks rolls, saving throws and ability checks against you. The effects of this Grift Power persist until you finish a short or long rest.

## Stealth

### *Grift Combo*

When you make a successful attack, it automatically deals sneak attack damage even if the attack wouldn't normally qualify for a sneak attack. You can still only deal sneak attack damage once per turn.

### *Grift Power: Shadow in the Night*

As a bonus action, your form becomes ephemeral and undetectable as you slip out of sync with existence. You gain total cover and remain so unless observed by Deific senses. This effect lasts until you take a short rest, but ends if you attack or cast a spell.

## Arcana

### *Grift Combo*

If you make a successful sneak attack against an opponent maintaining concentration on a non-Epic spell or ability, they lose concentration. If the spell or ability is Epic, they must succeed on a concentration check as normal, made at disadvantage.

### *Grift Power*

As a bonus action, you can disrupt an enemy's attunement to a non-Epic magic item. The target makes a Charisma saving throw. On a failed save, the target's magical items do not function. At the end of each of the target's turns, the target can repeat the saving throw, ending this effect on a success. This ability does not affect Mythic items.

## History

### *Grift Combo*

You learn from the mistakes of your past, mitigating current failure. If the attack made in association with this Grift Combo misses, you deal half of your sneak attack damage (rounded down) to the target.

**Grift Power: Learn from the Past**

As an action, you may recall the single use of a class feature, Grift Power, or spell slot as though you had taken a short or long rest to restore it.

**Investigation****Grift Combo**

You find your opponent's weakness with far greater efficacy. If your attack does sneak attack damage, increase the sneak attack dice rolled from d6s to d8s.

**Grift Power: Hypercognition**

As an action, you gain incredible powers of deduction that allow you solve almost any puzzle, and find patterns in vast sets of data. You search your surroundings, requesting one possible solution to a single conundrum from your DM. If no solution exists, you are unable to gain any valuable information. The details of the knowledge imparted with this ability remains at the DM's discretion.

**Nature****Grift Combo**

Your attacks leave savage wounds that bleed profusely and are difficult to heal. Each time you hit a creature with this Grift Combo, the target gains a stack of Wounding. At the start of a creature's turn it loses 10 hit points for each stack of Wounding that it has. At the end of each of its turns, an affected creature can make a Constitution saving throw, removing all stacks of Wounding on a success.

**Grift Power: Guerilla Warfare**

As a bonus action, you are able to use the environment to your best advantage when engaged in combat. You gain an immunity to negative effects caused by terrain, both magical and natural. This effects lasts until you take a short or long rest.

**Religion****Grift Combo**

Your sneak attack causes your target to call out in supplication to your god. If your attack would qualify for sneak attack damage, the targets speed becomes 0 until the end of its next turn.

**Grift Power: Dupe Deity**

With a false prayer as an action, you trick a Deific entity into lending you its protection. While this power is active, when you would make a saving throw against a non-Epic spell or effect, you may make the save with a Religion check against the save DC instead of the normal saving throw needed. Saves succeeded in this fashion do not impart any of the effect's partial effects on a successful save, instead rendering you completely immune to its effects. This effect lasts until you take a short or long rest or fail a save using a Religion check in this fashion.

**Animal Handling****Grift Combo**

As part of your attack, you may issue a kill command to one of your allies. That ally may use their reaction to make a single weapon attack against the same target as long as they are within range.

**Grift Power: Antipathy**

As a bonus action, you command a powerful authority against your enemies, preventing them from attacking you without experiencing extreme discomfort. One creature you can see cannot willingly move toward you until the end of combat. This effect ends if you attack the target. Epic Creatures can use an action to make a Charisma saving throw against DC 8 + your Animal Handling ability check bonus, ending this effect on a success.

## Insight

### *Grift Combo*

When you hit your target with your attack, you run a quick analysis of its capabilities, learning the target's resistances, immunities, condition immunities and vulnerabilities.

### *Grift Power: Futuresense*

When you would roll for initiative you instead may use this Grift as a reaction to place yourself first in initiative order.

## Medicine

### *Grift Combo*

Your attack strikes with the precision of a surgeon, damaging your target's internal anatomy. If your attack qualifies for sneak attack damage, your target is disemboweled until the end of its next turn.

### **Grift Power: Anatomy Mastery**

As a bonus action or Cunning Action, you learn the exact current and maximum hit points of a creature you can see, and the DM provides you with updates on both of those numbers at the start of each of your turns. This effect lasts until that creature dies, or until you are no longer aware of the creature.

## Perception

### *Grift Combo*

When you hit an enemy with your sneak attack, the enemy is unable to conceal themselves until the end of their next turn. Non-Deific effects that would impede detection of the target (such as stealth checks, invisibility, or other forms of magical concealment) fail.

### *Grift Power: Total Awareness*

As a bonus action, the range of your Blindsense class feature increases from 10 ft. to 100 ft. until you finish a short or long rest.

## Survival

### *Grift Combo*

Your precise attack affords you some reasonable survivability. If you deal sneak attack damage to an enemy with this attack, until the start of your next turn, if you would take more than 30 damage from a single source, you instead take 30 damage.

### *Grift Power: Cheat Death*

You are extraordinarily difficult to kill. As a reaction when you would be reduced to 0 hit points, you are instead reduced to a number of hit points equal to your level.

## Deception

### *Grift Combo*

You deceive your enemies into believing your attack missed. Enemies cannot take reactions in response to your attack or in response to damage suffered by the attack.

### *Grift Power: Nice Try*

Your naturally deceptive nature allows you to fool opponents into thinking you are somewhere you are not. When you use this ability as a bonus action, mark your current location. As a reaction to an enemy attack, spell or spell-like ability, you can use your reaction to return to the marked location. The mark lasts for one minute, or until you return to it. This effect does not disrupt targeted attacks as long as you remain within range, but can remove you from the area of effect of abilities.

## Intimidation

### *Grift Combo*

When you hit your target with a sneak attack, you verbally berate them, inducing a sense of self-doubt. The target suffers disadvantage on all attacks until the end of its next turn.

### *Grift Power: Traumatize*

As an action, select a target you have dealt damage to within the last minute. Until you next damage the target, or take a short or long rest, the target cannot target you with single target abilities or attacks, so traumatic are its memories of your last blow.

## Performance

### *Grift Combo*

Your attack is a demonstration of incredible artistry and skill, a performance in and of itself. If you hit with this attack, until the start of your next turn, when any creature within range starts its turn, you may use your reaction to make a single weapon attack against that creature.

### *Grift Power: Vanishing Act*

As a bonus action you teleport up to 30 ft. to a location you can see. If you hit a target with a sneak attack on the same turn you used this Grift Power, you regain the use of this Grift Power.

## Persuasion

### *Grift Combo*

When you hit a creature with a sneak attack, allies of the target must make a Wisdom saving throw or make a single melee attack against the creature you struck.

### *Grift Power*

As a reaction to an enemy selecting you as a target for a non-Epic attack or ability, you force the enemy to select a different target or, in the case of an area of effect ability, adjust the area to avoid you. If no alternate target is available or the area cannot be adjusted to avoid you, the enemy's ability or attack is wasted.



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# THE EPIC SORCEROR

## THE ARCHON

Even in a world with dragons, magic, demons and angels, the greatest adventures can sometimes be found within one's own soul. Few understand the practice of tapping into their potential better than the sorcerer, for their magic suffuses their every pore and flows in their very blood. It is a talent both dangerous and powerful, with the greatest among them earning the chance to become Archons.

Archons are the living embodiment of the terrifying and wondrous properties of Epic Magic. No mortal form can have Epic Magic flow through its veins without a price, for as Archons grow more powerful, their bodies change and are overcome by the magic within them. The mightiest Archons are completely transformed, becoming beings of pure living magic that have cast off almost everything that made them mortal. For an Archon, casting a spell is a simple natural act, like flexing a muscle or blinking an eye, with mightier spells requiring significantly more effort akin to vigorous exercise or lifting a heavy object.

What Archons seek to do with their gifts is a subject of great concern for beings of the multiverse. For whatever course an Archon sets themselves on is likely to be one of unyielding, unstoppable arcane might.

*“If I’m not careful, I’ll sneeze and level an entire town. You laugh, but it’s happened on more than one occasion.”*

- Shana Troublefoot,  
reluctant Archon





## PREREQUISITES

In order to advance as an Archon, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Sorcerer Level 20**—The powers of an Archon require a massive repository of arcane energy within oneself, a feat only the mightiest of sorcerers is able to accomplish safely.
- **Arcane Metamorphosis**—Becoming an Archon requires a change on a physical level or the sorcerer risks being consumed by the power contained within. This process involves creating and stabilizing a new organ within your own body called an Arcane Appendix, which safely contains your power and manages its expenditure. This process takes an extended period of time, typically a year and a day. The process can be done in many ways, but typical Archons (if there is such a thing) immerse themselves in deeply magical locations and seek to absorb both dangerous and benevolent magic wherever they may find it.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d6 per Archon level

*Hit Points*—1d6 (or 4) + your Constitution modifier per Archon level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability

scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Metamagic Master

You can shape and twist your magic effortlessly in endlessly creative ways. At 21<sup>st</sup> level, you learn all metamagic options available to the sorcerer class. Additionally, you continue to gain sorcery points according to your Class Progression Table as you advance as an Archon.

### Font of Power

At 22<sup>nd</sup> level, your body begins to crack and fray from containing a spark of Epic magic within you; your eyes glow and your voice echoes with power. You learn a number of Epic spells per level according to the class progression table from any Epic Spell list.

Additionally, when you gain a level in this class, you may choose one of the Epic spells you know and replace it with another one you could cast at that level.

To cast Epic spells, you must sacrifice sorcery points to generate the Epic spell slots, as though you had used your Flexible Casting Sorcerer class feature. You can do this a number of times per long rest equal to the Epic Spell Daily Limit, indicated in the Class Progression Table.

Your Flexible Casting feature expands, granting you the ability to create spell slots of levels higher than 5<sup>th</sup>, as well as the ability to create Epic spells. You can create 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> level spells slots as well as Tier 1, 2 and 3 Epic spells according to the below table as long as you meet the required Archon level and have enough sorcery points to generate the slot. You cannot sacrifice Epic spells to regain sorcery points.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	SORCERY POINTS	EPIC SPELL DAILY LIMIT	EPIC SPELLS KNOWN
1	Ability Score Increase, Epic Feat, Metamagic Master	+6	25	-	-
2	Font of Power, Epic Metamagic	+6	30	1	3
3	Ability Score Increase	+7	35	1	3
4	Arcane Lifeblood, Epic Metamagic	+7	40	2	4
5	Ability Score Increase, Epic Feat	+7	45	2	4
6	Epic Sorcerous Origin, Epic Metamagic	+7	50	3	5
7	Ability Score Increase	+8	55	3	5
8	Magic Reactor, Epic Metamagic	+8	60	4	6
9	Ability Score Increase, Epic Feat	+8	65	4	6
10	Living Magic, Epic Metamagic	+8	70	5	7

The potency of Epic spells makes them relatively immutable by lesser magics. You cannot apply a non-Epic metamagic effect to an Epic spell.

SPELL SLOT LEVEL	SORCERY POINT COST	MINIMUM ARCHON LEVEL
6 <sup>th</sup> level/Epic Tier 1	9 / 14	22 <sup>nd</sup>
7 <sup>th</sup> level/Epic Tier 2	10 / 16	24 <sup>th</sup>
8 <sup>th</sup> level/Epic Tier 3	11 / 18	26 <sup>th</sup>

**Epic Metamagic**

At 22<sup>nd</sup>, 24<sup>th</sup>, 26<sup>th</sup>, 28<sup>th</sup> and 30<sup>th</sup> level, you may learn a single Epic Metamagic option that you can apply to your non-Epic and Epic spells, provided you pay the appropriate sorcery point cost. Non-Epic spells cast with Epic Metamagic are treated as Epic effects.

The potency of Epic Metamagic prevents you from adding more than one Epic Metamagic effect to a spell. You can, however, apply metamagic and Epic Metamagic to the same non-Epic spell, following the usual rules for metamagic.

*Precise Spell (1 sorcery point)*—When you cast a spell or Epic spell that damages multiple creatures or forces them to make a saving throw, you can protect some of those creatures completely by manipulating your magic with incredible precision. You may spend one sorcery point to protect a number of creatures up to your Charisma modifier. Those creatures gain complete immunity to the spell and all of its associated effects.

*Sequestered Spell (2 sorcery points)*—When you cast a Sequestered Spell, you magically sense all creatures within 120 ft. with perfect accuracy until the end of your turn. You can cast the spell from any point in this area as though you were at that location.

*Annihilating Spell (10 sorcery points)*—When you cast a spell or Epic spell that deals damage, treat all associated damage dice rolls as their maximum possible value for determining how much damage the spell deals.

*Eternal Spell (variable sorcery point cost)*—When you cast a spell or Epic spell that has a duration, the spell becomes permanent, no longer requiring concentration. Your maximum sorcery points are reduced until the spell effect ends by the level of the spell (if non-Epic), or 14, 16, or 18 for Tier 1, 2, or 3 Epic spells, respectively. You can dismiss an Eternal Spell as an action, and may only have one Eternal Spell active at a time.

*Unyielding Spell (8 sorcery points)*—A target of your choice affected by this spell automatically fails its first saving throw made against this spell.

*Instant Spell (8 sorcery points)*—When you cast a spell or Epic spell that has a casting time of one action or a bonus action, you cast the spell without using the action. A spell with a casting time greater than one action is instead cast as an action. You can cast an Instant Spell even if you already cast a spell this turn, but can only cast one Instant Spell per turn.

*Secret Spell (3 sorcery points)*—When you cast a spell or Epic spell, you can spend 3 sorcery points to cast it without any material, somatic or verbal components. In addition, enemies are unable to detect your casting of the spell, making them unable to take reactions to your casting.

*Chain Spell (variable sorcery point cost)*—When you cast a spell or Epic spell that targets a single creature, you may spend sorcery points equal to the spell's level (1 for a cantrip, 14 for a Tier 1 Epic Spell, 16 for a Tier 2, 18 for a Tier 3) to have that spell target an additional creature within range. You may pay this price any number of times as long as you have the required sorcery points to do so.

### **Arcane Lifeblood**

At 24<sup>th</sup> level, your blood pulses with arcane energy. Unless you forcefully suppress it to your great discomfort, this causes you to shed light like a torch as your skin leaks minute amounts of energy.

In addition, you may sacrifice 10 sorcery points to generate a 7<sup>th</sup> level spell slot, and 16 points to generate a Tier 2 Epic spell slot via your Flexible Casting class feature.

### **Epic Sorcerous Origin**

The Source of your magic still maintains a significant presence on your path as an Archon. At 26<sup>th</sup> level, you may now sacrifice 11 sorcery points to generate an 8<sup>th</sup> level spell slot, and 18 points to generate a Tier 3 Epic spell slot via your Flexible Casting class feature.

Additionally, you gain the following features corresponding to your Sorcerous origin.

#### *Draconic Bloodline: Dragon Soul*

When you deal damage with a spell that has a damage type corresponding to your Draconic Ancestry, the damage bypasses all resistances and immunities your target may have to that type of damage. In addition, when you would take damage that corresponds to your Draconic ancestry, you heal that much instead, gaining any hit

points that would put you beyond your maximum as temporary hit points. You cannot have more temporary hit points than your hit point maximum.

#### ***Wild Magic: Chaos Bringer***

When you cast a spell or Epic spell that requires an attack roll, you can trigger this ability to change a single missed attack roll into a hit. You can also trigger this ability to change one target's successful saving throw into a failure. You can use this ability once per short rest.

Additionally, when you cast an Epic spell, you may roll on the Wild Magic Surge table after the spell.

This feature is based on the *Sword Coast Adventurer's Guide*.

#### ***Storm Sorcery: Shock and Awe***

You may cast *lightning bolt* as a third level spell without expending a spell slot.

In addition, airborne enemies gain vulnerability to lightning and thunder damage from your spells, as well as losing any resistances or immunities to lightning or thunder damage from your spells.

#### **Magic Reactor**

At 28<sup>th</sup> level, your body can efficiently process and reformat your magic to better optimize your capabilities. Your body hums with energy, and is uncomfortable to touch, shocking those who lay a hand on you with static power. When you use your Flexible Casting to generate spell slots or sorcery points, you no longer need to use a bonus action, but instead can do so at no action cost any number of times on your turn.

#### **Living Magic**

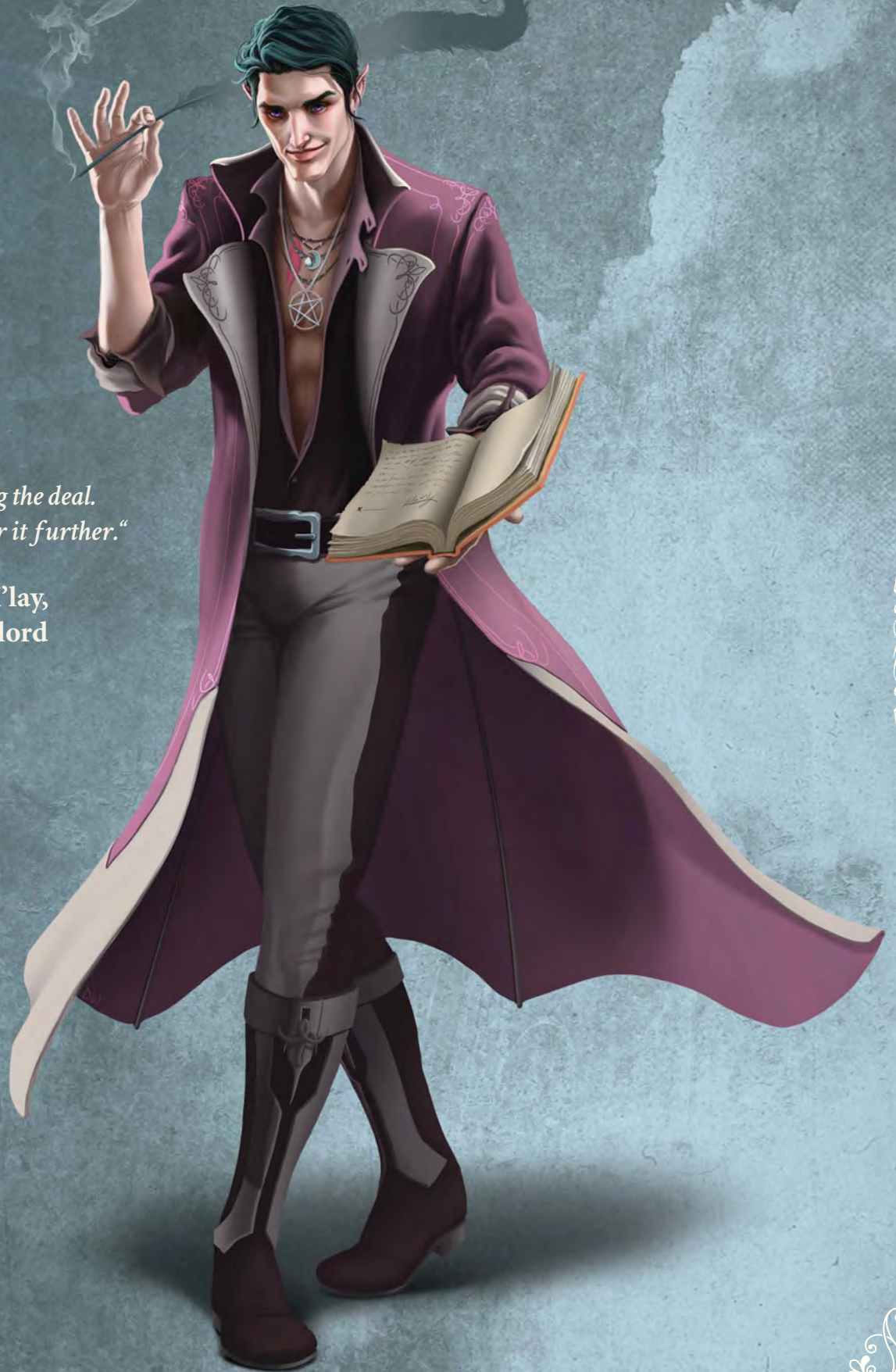
At 30<sup>th</sup> level, when you are subject to the effects of a spell, you gain Sorcery Points equal to the spell level. Tier 1 Epic spells provide 10 points; Tier 2, 11; and Tier 3, 12.

# THE EPIC WARLOCK

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## THE OVERLORD

Making pacts with fell powers is always a risky business; as strong as mortals can become, they will never rival the greatest outsiders that lord over the multiverse. Unless of course, a warlock is clever, dedicated, and powerful enough to find a loophole in his contract. Suddenly, the tables turn. Where once the Warlock had to beg and entreat for his magic, he now commands his patron to deliver its darkest secrets and mightiest spells, or suffer the displeasure of an Overlord.



*"I am altering the deal.  
Pray I don't alter it further."*

**- Johan K'lay,  
Fey Overlord**

## PREREQUISITES

Becoming an Overlord takes incredible effort and might. You must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Warlock Level 20**—Only a extensive background in pact magic and a close relationship with a powerful Patron can satisfy the conditions to become an Overlord.
- **Updated Terms of Service**—A typical warlock Patron will not let their servant become an Overlord willingly. The strain on its own power reserves to fund a being of Epic strength is not easily done. In order to be given this power, a Warlock must pore over legal texts and documents, searching for a loophole or exploit through which they can invert the contract. Once found, a bartering period with their Patron can begin, in which the warlock sets himself up to continue to be a drain on his former master's resources for many years to come. This entire process takes time, usually a year and a day.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d8 per Overlord level

*Hit Points*—1d8 (or 5) + your Constitution modifier per Overlord level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Pact Boon

At 21<sup>st</sup> level, your pact takes its first step into the realm of Epic strength by augmenting your pact boon. Depending on which pact you selected when you advanced as a warlock determines your Epic pact boon.

#### *Pact of the Chain*

If your familiar dies, it appears next to you at the end of your next turn as if you had re-cast *find familiar*.

Additionally, your familiar is not affected by spells you cast unless you wish it to be.

Finally, when you cast a spell, you can choose your familiar to be the source of the spell as long as it is within 100 ft. of you.

#### *Pact of the Blade*

Your pact weapon gains a +3 enhancement bonus to your attack and damage rolls. This stacks with any existing magical properties of the pact weapon.

*Example:* A +2 shortsword would become a +5 shortsword if attuned as a pact weapon.

#### *Pact of the Tome*

Choose three spells of 6<sup>th</sup> level or lower from any spell list. As long as you have your Book of Shadows on your person, you can cast those spells as though you knew them.

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	SPELL SLOTS	SLOT LEVEL	EPIC INVOCATIONS KNOWN
1	Ability Score Increase, Epic Feat, Epic Pact Boon	+6	5	6	0
2	Coercion	+6	5	6	2
3	Ability Score Increase	+7	5	6	2
4	Dark Supremacy	+7	5	6	3
5	Ability Score Increase, Epic Feat	+7	5	6	3
6	Epic Patron	+7	6	7	4
7	Ability Score Increase	+8	6	7	4
8	Assert Authority	+8	6	7	5
9	Ability Score Increase, Epic Feat	+8	6	7	5
10	Hostile Takeover	+8	7	8	6

**Coercion**

At 22<sup>nd</sup> level, you can pull extra power from your patron and begin to learn Epic invocations, selecting two Epic invocations to learn as long as you meet their prerequisites. You continue to learn additional Epic invocations as you gain levels.

Additionally, when you gain a level in this class, you can choose one of the Epic invocations you know and replace it with another one you could learn at that level. The powers of Epic invocations are great, and must be paid for dearly. Each Epic invocation has a cost associated with it, some of which are permanent, others are per use.



### Dark Supremacy

At 24<sup>th</sup> level, your power takes on even more extreme supernatural elements. You can restore your uses of your Arcanum spells once per long rest by taking an action to siphon power from your Patron in a bargain that grows more in your favor by the day.

### Epic Patron

At 26<sup>th</sup> level, you exploit additional secrets of your Otherworldly Patron, to the point where you become more like the being itself, your souls drawing closer together. These spells can be used via your Mystic Arcanum slots.

### The Archfey

Your bond with the Archfey fills you with unearthly grace, granting you legendary resistance. When you fail a saving throw, you can choose to succeed instead. You can use this feature three times per long rest.

The following spells are added your spells known and Mystic Arcanum spells:

- 6<sup>th</sup> level—*Irresistible Dance, Programmed Illusion*
- 7<sup>th</sup> level—*Prismatic Spray, Symbol*
- 8<sup>th</sup> level—*Maze, Mind Blank*
- 9<sup>th</sup> level—*Prismatic Wall*

### The Fiend

While corrosive to your very soul, your bond with your fiendish patron grants you unparalleled power drawn from hell itself. Damage from your spells and attacks reduces the target's maximum hit points by the same amount. This effect lasts until the creature takes a short or long rest, is restored via *greater restoration*, or is affected by an Epic spell that restores hit points.

The following spells are added to your spells known and Mystic Arcanum spells:

- 6<sup>th</sup> level—*Disintegrate, Planar Ally*
- 7<sup>th</sup> level—*Delayed Blast Fireball, Firestorm*
- 8<sup>th</sup> level—*Incendiary Cloud, Telepathy*
- 9<sup>th</sup> level—*Meteor Swarm*

### The Great Old One

Madness suffuses your very being as you absorb the power of your Great Old One. You become immune to the Insanity Epic Condition. In addition, your attacks and spells have the touch of madness, making them extremely difficult to resist. When you cast a spell that deals damage, you can choose to have that spell deal psychic damage instead of its other damage type(s).

The following spells are added to your spells known and Mystic Arcanum spells:

- 6<sup>th</sup> level—*Globe of Invulnerability, Magic Jar*
- 7<sup>th</sup> level—*Reverse Gravity, Simulacrum*
- 8<sup>th</sup> level—*Antimagic Field, Antipathy (Sympathy)*
- 9<sup>th</sup> level—*Time Stop*

The following feature is based on the *Sword Coast Adventurer's Guide*.

### The Undying

Your mastery over death becomes unparalleled as the very essence of unlife grips your soul. You may cast the Epic Spell *catastrophe* by sacrificing one of your warlock spell slots. In addition, when reduced to zero hit points your body becomes ghostlike and transparent. While you remain at zero, you become immune to the unconscious condition and you must make a death saving throw at the start of each of your turns. You gain no benefit from successes, but if you roll a 20 you gain a single hit point, as normal. If you fail three death saving throws while in this state, you die. The number of failed death saves is reset to 0 when you regain any hit points.

The following spells are added to your spells known and Mystic Arcanum spells:

- 6<sup>th</sup> level—*Harm, Freezing Sphere*
- 7<sup>th</sup> level—*Resurrection, Sequester*
- 8<sup>th</sup> level—*Trap the Soul, Clone*
- 9<sup>th</sup> level—*True Resurrection*

**Assert Authority**

At 28<sup>th</sup> level, you no longer entreat your Patron but instead demand a significant portion of its power. When you cast a spell using one of your Mystic Arcanum uses, you may restore a single spent warlock spell slot by demanding your Patron continue its unfettered support.

**Hostile Takeover**

At 30<sup>th</sup> level, your bargain with your patron is fulfilled. You consume its essence, its soul and power becoming one with your being. You no longer need to pay the commission cost associated with Epic Invocations, as the entity is now a slave to your will. In addition, you can spend your long rest relearning your Epic Invocations, replacing any number of currently known Epic Invocations with new ones, as long as your total does not exceed your known Epic Invocation maximum.

## EPIC INVOCATIONS

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Each Epic Invocation lists a commission, required by their Patron for use of the invocation. A Permanent commission must be paid when the invocation is first selected and lasts until the Warlock selects a different Invocation. An On-Use invocation must be paid every time the invocation's power is called on.

**Blood of the Outsider**

*Prerequisite:* 21<sup>st</sup> level

*Commission:* (Permanent) Your blood turns a sickly blue color, is viscous, and tastes terrible.

You gain one additional hit point per Warlock and Overlord level. This applies retroactively.

**Sight Beyond Sight**

*Prerequisite:* 21<sup>st</sup> level

*Commission:* (Permanent) Carve a bloody eye into your forehead that cannot be healed.

You gain truesight with a range of 120 ft.

**Shards of Madness**

*Prerequisite:* Great Old One Otherworldly Patron, 22<sup>nd</sup> level

*Commission:* (Permanent) You lose access to one Warlock spell slot.

When you cast a non-Epic concentration spell that affects a single hostile target, you may have the spell affect an additional eligible hostile target in range. You concentrate on both spells simultaneously and need only a single save to maintain concentration.

**Hellfire Born**

*Prerequisite:* Fiend Otherworldly Patron, 22<sup>nd</sup> level

*Commission:* (Permanent) You lose access to one Warlock spell slot.

You can cast *hellish rebuke* as though you had used one of your spell slots, without expending a spell slot.

**Wylldheart**

*Prerequisite:* Archfey Otherworldly Patron, 22<sup>nd</sup> level.

*Commission:* (On-Use) Expend a spell slot.

Once per turn, on your turn, remove one point of exhaustion or end a non-Epic condition of your choice.

**Nightwalker**

*Prerequisite:* Undying Otherworldly Patron, 22<sup>nd</sup> level.

*Commission:* (On-Use) Expend a spell slot.

As a reaction when you would take necrotic damage, you instead take no damage and heal that much instead.

**Channel Darkest Might**

*Prerequisite:* Pact of the Chain feature, 23<sup>rd</sup> level

*Commission:* (On-Use) You must kill a small animal with your bare hands before your next long rest to regain use of this power.

As a bonus action, you can command your familiar to increase dramatically in strength, overflowing with your power. Your familiar can cast cantrips you know as though you had cast them. This effect lasts until your familiar dies or until the end of combat, whichever comes first. This feature can be used once per long rest.

### Codex of Nightmares

*Prerequisite:* Pact of the Tome feature, 23<sup>rd</sup> level

*Commission:* (On-Use) You gain one point of exhaustion.

Your Book of Shadows becomes the Codex of Nightmares, granting you access to forbidden Epic magic. You may cast *Bloodbane*, *Enslave*, *Tides of flame*, or *Crown of vermin* as a Tier 2 Epic spell. You may only use this Invocation once per long rest.

### Endbringer

*Prerequisite:* Pact of the Blade feature, 23<sup>rd</sup> level

*Commission:* (Permanent) Enemies slain by your pact weapon have their souls sent to your Patron.

When you deal damage with your pact weapon, you can sacrifice a spell slot to deal an additional 1d8 necrotic damage per spell slot level.

### Utterdark Blast

*Prerequisite:* *Eldritch blast* cantrip, 23<sup>rd</sup> level

*Commission:* (Permanent) All food turns to ash in your mouth, though still provides sustenance normally.

When you cast *eldritch blast*, you can choose to merge all your beams into one mighty blast, making a single attack roll for all of them against one target and adding four times the damage modifier of a single *eldritch blast* ray. When used this way, your *eldritch blast* always rolls the maximum possible value on its damage dice and critically hits on a roll of 19 or 20.

### Ruination

*Prerequisite:* 24<sup>th</sup> level

*Commission:* (Permanent) You lose access to one warlock spell slot.

Your gaze invites untold destruction upon your enemies. As an action, you pick a 20 ft. radius area within 200 ft. of you. All non-magical equipment, buildings, and other objects are destroyed as they are reduced to dust. In addition, all targets in the area lose 90 (20d8) hit points (no save). This Epic Invocation can be used once per long rest.

### Hatemonger

*Prerequisite:* 24<sup>th</sup> level

*Commission:* (Permanent) You lose access to one warlock spell slot.

You can cast *hex* as though you had used a spell slot without expending a spell slot. You do not need to maintain concentration on this casting, but cannot affect a single target with multiple instances of *hex*.

### Untouchable

*Prerequisite:* 24<sup>th</sup> level

*Commission:* (Permanent) You lose access to one warlock spell slot.

As a reaction to taking damage, you may halve that damage and move yourself to a space up to 30 ft. from your current location as your body disincorporates into shadows. This is a supernatural effect that functions even in areas of anti-magic.

### Bathed in Blood

*Prerequisite:* 25<sup>th</sup> level

*Commission:* (Permanent) You can only wash yourself in the blood of your enemies.

When you take at least 25 points of damage from a single attack or spell, you may summon a blood orb. A blood orb hovers around your person, and can be consumed as a bonus action to get a single effect. Multiple blood orbs can be consumed at once for more powerful effects. Any unspent blood orbs dissipate at the beginning of your next short or long rest. You cannot have more than three blood orbs at a single time.

- *One Orb*—Heal 3d8 hit points.
- *Two Orbs*—Gain advantage on all attack rolls you make this round, or impose disadvantage on the next saving throw of a creature within 120 ft.
- *Three Orbs*—Recover a single spent warlock spell slot.

**Wings of Terror**

*Prerequisite:* 25<sup>th</sup> level

*Commission:* (Permanent) You become claustrophobic.

Vast otherworldly wings thematically based upon your patron sprout from your back, granting you a fly speed of 90 ft.

**Arcane Extinction**

*Prerequisite:* 26<sup>th</sup> level

*Commission:* (Permanent) You lose access to one warlock spell slot.

You may cast the Epic spell *Antimagick ray* as a Tier 3 Epic spell. You can use this invocation once per long rest.

**Black Word**

*Prerequisite:* 26<sup>th</sup> level

*Commission:* (Permanent) You lose access to one warlock spell slot.

As an action, you speak verses of black speech, a long forgotten language of primordial evil. All non-Epic, non-Legendary creatures with challenge equal to or less than your Epic level that can hear you commit suicide immediately on their turns.

In addition, you cast *Determinism* as a Tier 3 Epic spell on a single creature. You can use this Invocation once per long rest.

**Planar Blast**

*Prerequisite:* 27<sup>th</sup> level, *eldritch blast* cantrip

*Commission:* (Permanent) Your joints and bones constantly crack uncomfortably with unnatural stiffness.

Your *eldritch blast* can deal radiant, necrotic, fire, cold, acid, lightning, thunder or force damage. When you cast *eldritch blast*, you may decide which beams deal which type of damage, allowing for multiple damage types within a single casting if desired.

**Agent of Chaos**

*Prerequisite:* 27<sup>th</sup> level

*Commission:* (Permanent) You cannot take the Help action or receive benefit from another using the Help action to aid you.

As a reaction to a creature receiving healing from a spell or spell-like effect within 120 ft. of you, you can sacrifice a warlock spell slot to cause the target to suffer necrotic damage equal to the amount the healing effect would have restored, rather than recovering hit points. A successful Constitution saving throw against your Spell DC prevents the damage, but halves the number of hit points gained.

**Unnatural Luck**

*Prerequisite:* 28<sup>th</sup> level

*Commission:* (Permanent) All bets and gambles you agree to result in negative outcomes for you.

When you cast a spell using a warlock spell slot, you have a cumulative 20% chance to regain that spell slot. This percentage resets to 0% when you successfully regain a spell slot using this ability.

**Rebuking Blast**

*Prerequisite:* 28<sup>th</sup> level

*Commission:* (Permanent) You become agoraphobic.

You walk hand in hand with the darkness, allowing you to invoke its cunning and duplicity as a unique power. When a creature ends its turn within range of your *eldritch blast*, you can use your reaction to cast *eldritch blast*.

**Foe Reaper**

*Prerequisite:* 29<sup>th</sup> level, Pact of the Blade feature

*Commission:* (Permanent) Everyone you speak with instinctively suspects you to be a depraved murderer.

Damage from your pact weapon cannot be reduced in any way, except by Deific means. In addition, when you use your action to attack, you can attack with your pact weapon a total of three times.

**Underlord**

*Prerequisite:* 29<sup>th</sup> level, Pact of the Chain feature.

*Commission:* (Permanent) You become sterile. Your existing or adopted children immediately die, their souls sent to your Patron.

Your familiar transforms into a significantly more powerful being. Your familiar can now take the form of one of the following. Wyrmling Dragon (Red, Gold, Silver, or Blue), Spectator Beholder, Flameskull, or Succubus/Incubus. Creatures within 5 ft. of your familiar now suffer Epic Disadvantage on saves against non-Epic spells, and your allies attacking creatures within 5 ft. of your familiar gain Epic Advantage on their attacks.

**Black Lorekeeper**

*Prerequisite:* 29<sup>th</sup> level, Pact of the Tome feature.

*Commission:* (Permanent) You must record your darkest thoughts and desires daily to avoid slipping into madness.

When you select this Epic Invocation, choose two Epic spells from any spell list. You may cast each of these Epic spells as Tier 3 Epic spells once per long rest.

**Trial of the Great Old Ones**

*Prerequisite:* 30<sup>th</sup> level, Great Old One Otherworldly Patron

*Commission:* None.

You summon a Great Old One's metaphysical form to haunt a single target. Once per day as an action, you may afflict a target within 1 mile that you are aware of with this curse. The Great Old One appears before them, visible only to the target, and begins to psychically consume their consciousness. At the end of its turn, the target must succeed on a Wisdom saving throw versus your spell save DC or take 70 (20d6) points of psychic damage and gain one point of insanity. A successful save halves this damage and prevents the insanity. This effect requires concentration, but ends if you get farther than 1 mile away from your target. If the spell ends before the creature dies, you regain your use of this ability.

**Armageddon**

*Prerequisite:* 30<sup>th</sup> level, Fiend Otherworldly Patron

*Commission:* None.

While you are not incapacitated, creatures of your choice within 60 ft. of you lose any immunity or resistance to fire damage and are ignited.

**King of the Twilight Realms**

*Prerequisite:* 30<sup>th</sup> level, Archfey Otherworldly Patron

*Commission:* None.

All non-Epic creatures that can perceive you are automatically charmed, even if they would ordinarily be immune to the condition. Epic creatures can make a Wisdom saving throw at the start of each of their turns to end this effect on them for 24 hours.

**Bane of the Living**

*Prerequisite:* 30<sup>th</sup> level, Undying Otherworldly Patron

*Commission:* None.

You reap the very souls of your enemies with every spell and attack. When an enemy takes damage from you for the first time in a round, it must make a Constitution saving throw versus your Spell Save DC. On a failure, you extract a portion of their living essence, a harrowing experience that grants the subject the tainted condition until the end of your next turn.



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# THE EPIC WIZARD

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## THE ARCHMAGE

The career of a wizard is marked by breakthroughs. Yet as their understanding of magic grows, they inevitably reach the limits of their arcane power. Most never get even that far, whether from lack of talent, effort, or an untimely demise. Those who do reach these upper echelons of the arcane are apt to rest on their laurels, founding academies or aiding the rulers of civilized lands. But some wizards do not stop. For them, obsession is an understatement; magic becomes their way of life. Even their simplest spells are empowered beyond the wildest imagination of more modest wizards. When they unleash their most potent invocations, the cosmos quakes and the fate of worlds changes.

*"I am the best wizard simply because I cast the best spells"*

- Archmagister King, Archmage





## PREREQUISITES

In order to advance as an Archmage, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Wizard Level 20**—To advance into the realm of legend, you must have already ascended to the height of mortal wizardry.
- **Private Sanctum**—The pursuit of arcane supremacy begins with the perfection of the wizard's sanctum. Over the course of a year and a day, a wizard committed to this pursuit must work tirelessly to construct a place of supreme privacy. Drawing on more than just bricks and mortar, the sanctum acts as a focal point for arcane energies, and in its construction, the wizard gleans new insights into the nature of magic. This sanctum becomes their home, their lab, and their library, holding all that is required to become a true master of the arcane arts.

## CLASS FEATURES

### Hit Points

*Hit Dice*—1d6 per Archmage level

*Hit Points*—1d6 (or 4) + your Constitution modifier per Archmage level

### Proficiencies

*Saving Throws*—You gain proficiency in one saving throw of your choice.

### Ability Score Increase

At 21<sup>st</sup>, 23<sup>rd</sup>, 25<sup>th</sup>, 27<sup>th</sup> and 29<sup>th</sup> level, increase two ability scores of your choice by one, or a single ability score by two. The maximum score for the increased ability scores also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Epic Feat

At 21<sup>st</sup>, 25<sup>th</sup> and 29<sup>th</sup> level, you may choose one Epic Feat from the Epic Feat list. You may elect instead to increase two ability scores of your choice by one, or a single ability score by two. The maximum for the increased ability score also increases by the same amount. You can't increase an ability score above 30 using this feature.

### Spell Library

At 21<sup>st</sup> level, you establish your first step on the path of the Archmage by your connection with your Sanctum's library. You can telepathically access the contents of any book placed inside, learning all the information contained within in an instant. When you prepare spells after finishing a long rest, you automatically prepare spells from any of the spellbooks that are placed within your Arcane Sanctum, even if that amount would be greater than the number of spells you are able to prepare normally. Only Deific or Epic effects can interfere with your access to books within your Sanctum. This ability functions normally even when you and your Sanctum are on different planes of existence.

You gain a complete awareness of the status of your Sanctum, including any attempt to enter it, as well as the success or failure of the attempted entry.

Finally, you learn a Recall Ritual, which has a casting time of 5 minutes and requires only verbal and somatic components. When you perform this ritual, you and up to one additional, willing creature you touch immediately teleport to your Sanctum, leaving behind a glowing rune. While inside your Sanctum, you can return to the location of the glowing rune as an action, causing the rune to vanish. You may take one willing creature with you when you return.

### Epic Spellcasting

Though you already had the title of Archmage, you now possess the power of one. When you reach 22<sup>nd</sup> level, you discover your first Epic spells. You gain Epic spell slots, as indicated on the Archmage class progression table. At 22<sup>nd</sup> level, and at every

## CLASS PROGRESSION TABLE

LEVEL	CLASS FEATURES	PROFICIENCY BONUS	EPIC SPELL SLOTS TIER 1 TIER 2 TIER 3	EPIC SPELLS KNOWN	MYSTERIES KNOWN
1	Ability Score Increase, Epic Feat, Spell Library	+6	-/-/-	-	0
2	Mythic Magic, Epic Spellcasting	+6	2/-/-	2	1
3	Ability Score Increase	+7	3/-/-	4	1
4	Arcane Supremacy	+7	3/1/-	6	2
5	Ability Score Increase, Epic Feat	+7	3/2/-	8	2
6	Epic Arcane Tradition	+7	3/2/1	10	3
7	Ability Score Increase	+8	3/3/1	12	3
8	Master of Magic	+8	3/3/2	14	4
9	Ability Score Increase, Epic Feat	+8	3/3/3	16	4
10	High Arcana	+8	4/3/3	All	6

Archmage level thereafter, you learn two Epic spells from the Archmage spell list of a tier no higher than your higher-tier spell slot. Epic spells are prepared separately from your standard spells, but in a similar manner to non-Epic spell. When you finish a long rest, you can prepare a number of Epic spells equal to your Archmage level.

### Mythic Magic

As an Archmage, your hunger for knowledge drives you to unlock the secrets of magic throughout the universe, some of which inevitably increase your personal power as well as your comprehension of magic you see. At 22<sup>nd</sup> level, you may unlock an Arcane Mystery available to you by starting down a knowledge

path. Each path has three tiers: a Fundamental, a Principle and a Pinnacle. In order to unlock a Mystery, you must have unlocked any previous tiers associated with that path. To unlock a Principle in a given path, you must have unlocked the path's Fundamental, and to unlock a Pinnacle you must have unlocked both the path's Principle and Fundamental. You unlock additional mysteries as you gain Archmage levels according to your Class Progression Table. When you start along an Arcane Mystery Path, you may not select new Mysteries from another path until you learn the Fundamental, Principle and Pinnacle of the previous path.

### **Arcane Supremacy**

At 24<sup>th</sup> level, your mastery over non-Epic magic is unparalleled, allowing you to weave spells together with supreme ease. If you take no other actions on your turn, you cast two different non-Epic spells with a casting time of one action as a single action.

### **Epic Arcane Tradition**

At 26<sup>th</sup> level, the Archmage unlocks epic secrets in the Arcane Tradition that they chose as a wizard.

#### *Abjuration: spell Fortress*

You can now activate your ward an unlimited number of times per day, but you may still only have a single Arcane Ward active at a time. Your Archmage level scales with your wizard level for determining how much damage your Arcane Ward is able to reduce.

In addition, allies affected by your Arcane Ward gain advantage on saving throws versus non-Epic spells and magical effects.

The following feature is based on the *Sword Coast Adventurer's Guide*.

#### *Bladesinging: Spellword*

When you activate your bladesong, you may choose to sacrifice an Epic spell slot you have prepared, turning your weapon into pure arcanum, making it one of the deadliest in existence. Your weapon deals

arcane damage instead of its normal damage type, and on a successful hit allows you to cast a non-Epic spell you have prepared as a bonus action, regardless of that spell's normal casting time.

#### *Conjuration: Arcane Entity*

As a ten-minute ritual, you summon a spark of living magic that permanently enters your service. The Arcane Entity appears as a fist-sized star that stays within 5 ft. of you at all times, zipping around investigating the environment but always returning to its master. The Arcane Entity is untargetable and invulnerable; its existence is tied to your own and cannot be interfered with unless by Epic or Deific means.

The entity can assist you in your conjuration magic when you will it. You can assign the responsibility of a concentration spell that you have cast to the entity as a bonus action, allowing you to apply your focus elsewhere. However, you can only apply the Entity to a single concentration spell at a time.

Additionally, you may empower one of your conjuration spells by commanding the entity to merge with a summoned creature as a bonus action. The Entity takes over your concentration for the conjured creature, removing your need to maintain concentration. This effect grants the creature your proficiency bonus to its attacks, damage and saves, and increases the creature's hit points and maximum hit points by 200. If the empowered creature dies, the Arcane Entity returns to your side.

You cannot have more than one Arcane Entity at a time.

#### *Divination: All-Seeing Eye*

You create a monocle, a set of goggles or some other eyewear and imbue it with the power to peer through time and space. Your normal senses extend to a range of one mile and are no longer blocked by physical obstacles in the way. Anyone attempting to hide within the area must beat your passive Perception (or active if you are looking for them). You can detect

the presence of areas you are unable to detect due to magical shielding or anti-magic fields (similar to how you can tell a place is too dark to see), but your senses do not extend into such areas.

At the start of combat, you gain one Portent Dice as you gain insight into the potential future of the battle. This additional Portent Dice expires at the end of combat. In addition, double the number of Portent Dice you create at the end of a long rest.

#### ***Enchantment: Mind Seed***

Your spells of charming and domination attain truly frightening levels of power, allowing you to manipulate others across extreme distances and to a far greater degree. As a reaction to a creature's failed save against an enchantment spell you cast, you may implant a Mind Seed in that creature. You may implant such Mind Seeds in a number of creatures equal to your Archmage level.

As an action, by selecting a creature implanted with your Mind Seed, you can perform the following actions. Unless otherwise listed, these effects last until you dismiss them as an action.

- Perceive the world as though you were that creature.
- Establish one-way or two-way telepathic communication with the creature.
- Cast any enchantment spell on the creature even if you could not perceive them with your normal senses or they are outside the spell's range.

By expending the Mind Seed, you can cast a single enchantment spell as though you were at the location of the creature implanted with your Mind Seed. Spells similar to *greater restoration* can expel the Mind Seed from an implanted individual, and the Mind Seed is suppressed in areas of anti-magic, unless it was created in conjunction with an Epic Enchantment spell.

#### ***Evocation: Power Overwhelming***

You may now use your Overchannel feature with any non-Epic spell that deals damage, regardless of level. In addition, reduce the damage you take while overchanneling from d12's to d6's when calculating its effects.

#### ***Illusion: Psychic spells***

You may choose when casting a damaging spell to change its school to Illusion, creating an effect that is so terrifyingly real that those affected suffer traumatic psychic effects. The spell looks, functions and behaves the way a normal spell would; however, instead of the normal spell save DC or attack roll requirements, the target must make a Wisdom saving throw to convince themselves the spell is not real. Any damage the spell would ordinarily do is converted into psychic damage. A successful save protects the target against all effects of the spell, even if the mimicked spell would provide an effect on successful save.

#### ***Necromancy: Archlich Transformation***

You unlock the secret of perfect undeath, becoming an Archlich through a terrifying necromantic ritual. This new form is incredibly powerful, granting you damage resistances to cold, thunder and psychic damage, and immunities to non-magic weapon damage as well as necrotic damage as you become undead. Your body surges with necrotic energy, granting you maximum rolls on all of your hit dice. Undead creatures are no longer immediately hostile to you and you gain truesight out to 120 ft.

The Archlich transformation is superior to ordinary liches in that you no longer require souls upon which to feed. You are essentially immortal, requiring no food, air, drink or even sleep. You also remove your soul and forge a phylactery at your Arcane Sanctum in which to keep it safe. Your phylactery cannot be destroyed by conventional means, requiring an Epic or Deific force to damage it (the specifics are determined by your DM). If you are slain, your body reforms at your Sanctum in 1d4 days.

**Transmutation: Philosopher's Stone**

You perfect the process of your Transmuter's Stone, turning it into an incredibly powerful artifact called a Philosopher's Stone with a variety of powers:

- When using any of your Master Transmuter effects, the Philosopher's Stone is not destroyed.
- While holding the Philosopher's Stone, you are aware of any transmutation spells or shape-changing in effect up to 1 mile from your location. You know the precise nature and power of these effects, and can identify the true form of individuals under the transmutation effects on sight.
- You no longer require material components for spells or Epic spells; the magic of your Philosopher's stone can be used instead.
- You can transmute a non-Epic transmutation spell requiring concentration into a permanent effect (no longer requiring concentration), which destroys the Philosopher's Stone in the process. You cannot use this in conjunction with a spell targeting an Epic creature. Non-Epic creatures saving against a spell in conjunction with this effect make their saves at disadvantage.

**Master of Magic**

At 28<sup>th</sup> level, you unlock one of the deepest secrets of magic, allowing you to learn spells that normal wizards could never even attempt. You may choose up to five non-Epic spells from any spell list and add them to your spells known. You may spend 8 hours of study (or a long rest) to exchange any number of the spells you chose for different spells from any spell list.

**High Arcana**

At 30<sup>th</sup> level, the Archmage has achieved the pinnacle of their magical career. Their understanding of magic could fill archives in the greatest libraries across the planes. You are always aware of what magic is being cast, the strength of the magic, and the source of its power as long as you can perceive it.

Select a single Tier 1 Epic spell you are able cast. You can cast that spell at its lowest tier without expending an Epic spell slot. If you want to cast the spell at a higher level, you must expend an Epic spell slot as normal.

## ARCANE MYSTERIES

Each Arcane Mystery Path is associated with a school of magic, with ever-increasing rewards the further you delve into its secrets. You must traverse the entirety of an Arcane Mystery Path before starting down a new one.

**Mysteries of Abjuration****Fundamental**

*All magic can be opposed by magic; no exceptions.*

- When you cast a spell of 4<sup>th</sup> level or lower from the Abjuration school of magic, you may choose to cast it as though you had expended a 5<sup>th</sup> level spell slot.

**Principle**

*Opposing magic's strength need not equal offending magic, but instead be more precise.*

- You are not affected by spells of level lower than your Archmage level unless you wish to be (maximum of 9<sup>th</sup> level spells).

**Pinnacle**

*Magic can be destroyed, and I know how.*

- You learn a potent Epic spell, *Blackout*.

**Blackout**

Tier 3 Abjuration

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S, E

*Duration:* Concentration, up to 1 minute

You distort the flow of magic around a target, cutting them off from their source of magical energy. The target cannot cast spells as long as *Blackout* is in effect, even Epic ones. However, the target can attempt to summon its magical energy for casting an Epic spell by making a Charisma or Intelligence check against your spell save DC. On a success, the spell is cast. On a failure, the Epic spell is prevented from being cast, but the spell slot is not consumed. At the end of the target's turn, it may make a Charisma save to end *Blackout*. After three successful saves, the spell ends.

## Mysteries of Conjunction

### Fundamental

*Everything comes from somewhere. you just need to know where to find it.*

- When you cast a spell of 4<sup>th</sup> level or lower from the Conjunction school of magic, you may choose to cast it as though you had expended a 5<sup>th</sup> level spell slot.

### Principle

*Reality is but clay, and I am a sculptor.*

- The duration of all non-Epic conjunction spells with a duration other than instantaneous becomes permanent. You must still concentrate on the spells as normal.

### Pinnacle

*Time and space are no obstacle; I will have what I require.*

- You learn the powerful and unique Epic spell, *Grand Summons*.

## Grand Summons

Tier 3 Conjunction

*Casting Time:* 10-minute ritual

*Range:* 10 ft. / unlimited (see description)

*Components:* V, A, E, M (a manifested piece of your imagination)

*Duration:* 8 hours

You summon a single non-Legendary, non-Mythic creature you have encountered before with a challenge no greater than your level and bind it within a circle. While bound, this creature can be called to your location across time and space as an action by you, appearing within 60 ft. of you in a location of your choice that you can see. The creature obeys all of your instructions and commands without delay, allowing you to give it specific commands (at no action cost) and allowing it to act on your turn. If the creature is slain before this spell's duration is up, the spell ends. If the spell ends before the creature is slain, the creature vanishes immediately.

## Mysteries of Divination

### Fundamental

- *Knowledge is power, and I know a lot.*
- Your divination magic becomes extremely hard to detect. Non-Epic creatures are unable to detect your spells from the Divination school under any circumstances. Epic creatures must succeed on a Wisdom saving throw versus your spell save DC whenever they attempt to detect your magic at work. Deities can perceive your magic normally. In addition, add all non-Epic divination spells to your spells known.

### Principle

*What I can see, I can change.*

- If a non-Epic spell from the Divination school would take you longer than an action to cast, it instead takes an action.
- You gain truesight out to 120 ft.

### Pinnacle

*Some things were never meant to be discovered. But it is too late now.*

- You learn a secret Epic Divination spell, the legendary *Knowledge cascade*.

**Knowledge Cascade**

Tier 3 Divination

*Casting Time:* 1 action*Range:* 120 ft.*Components:* V, S, M (a piece of the future)*Duration:* Instantaneous

You cause a single willing target to experience a massive burst of knowledge and fortitude, allowing them to regain all class, archetype or ability features as though they had taken a short rest.

**Mysteries of Enchantment***Fundamental**Why negotiate when you can dominate.*

When you cast a spell of 4<sup>th</sup> level or lower from the Enchantment school of magic, you may choose to cast it as though you had expended a 5<sup>th</sup> level spell slot.

*Principle**It's just a matter of time until you see things my way; resistance is futile.*

- As a reaction, when an enchantment spell you cast fails to affect a targeted creature (i.e. via immunity, successful save, etc.), you may cast another enchantment spell with a casting time of an action targeting that creature.

*Pinnacle**None are above my influence*

- Your enchantment spells ignore a creature's immunity to the charmed condition.
- In addition, you learn the terrifying Epic spell *Microcosm*.

**Microcosm**

Tier 3 Enchantment

*Casting Time:* 1 action*Range:* 30 ft.*Components:* V, S, E, M (a unique thought)*Duration:* Permanent (or 1 minute, see description)

You warp the consciousness of a single target, trapping them within a fictional reality inside their own head so powerful it permanently alters their senses and damages their brain beyond repair. Any creature with 300 or fewer hit points is immediately rendered inert, simply drooling and existing in a vegetative state, unable to take actions of any kind and eventually dying unless cared for night and day. Nothing can rouse the target from this condition save for three circumstances; its own death, the direct intervention of a deity, or a second casting of *Microcosm* upon them which dispels the enchantment. If the target has more than 300 hit points, it instead becomes purged unless it succeeds on three Wisdom Saving throws to end the effect, one at the end of each of its turns. If its hit point total is reduced to 300 or less while this spell is in effect, they immediately enter the vegetative state as previously described and are no longer afforded a saving throw.

**Mysteries of Evocation***Fundamental**What can be created can also be destroyed*

- When you cast a spell of 4<sup>th</sup> level or lower from the Evocation school of magic, you may choose to cast it as though you had expended a 5<sup>th</sup> level spell slot.

*Principle**None can resist my arcane potency.*

- When casting spells from the Evocation school, your spells are infused with the essence of pure magic, a mystical blue energy called Arcanum. Whenever your spells would do a type of energy damage (fire, thunder, lightning, necrotic, acid, cold and force), you can choose to instead deal a new type of damage called Arcane Damage which overcomes any spell or energy resistances.

*Pinnacle**Matter and energy are interchangeable, given the right force.*

- You learn the devastating Epic spell *Hellball*.

**Hellball**

Tier 3 Epic Evocation

*Casting Time:* 1 action

*Range:* 300 ft.

*Components:* V, S, M (a piece of hell)

*Duration:* Instantaneous

You unleash a furious sphere of malevolent energy that decimates your enemies in a single mighty blast. Each creature in a 60 ft. radius sphere centered at a point within range takes 200 points of arcane damage. If any creatures in the area are vulnerable to a damage type, this spell instead deals that damage type to those creatures, possibly dealing differing damage types to differing creatures.

**Mysteries of Illusion***Fundamental*

*Seeing shouldn't be believing.*

- When a creature successfully makes a saving throw or Investigation check against one of your illusion spells, you can sacrifice a spell slot equal to the spell that was saved against to force the creature to reroll its save.
- Your illusions fool all senses, including magical (such as Truesight).

*Principle*

*Anything can be hidden behind the folds of reality.*

- Illusion spells requiring more than 1 action to cast now require 1 action to cast. If one of your non-Epic illusion spells ends before its duration or you end it voluntarily, you gain a spell slot of that spell's level.

*Pinnacle*

*Nothing is true, everything is permitted.*

- You learn the enigmatic Epic spell *Traumatize*.

**Traumatize**

Tier 3 Epic Illusion

*Casting Time:* 1 action

*Range:* Touch

*Components:* V, S, M (a fragment of a dream)

*Duration:* Instantaneous

You break your target's brain with horrific visions from beyond the edge of madness. The target must succeed on a Wisdom saving throw or be afflicted with 6 levels of the Epic Condition, insanity. A successful save inflicts 3 levels of insanity instead. At the end of each of that creature's turns, the level decreases by 1 until they reach zero insanity. This effect only removes insanity gained by this Epic spell.

**Mysteries of Necromancy***Fundamental*

*There is life in death.*

- When you cast a spell of 4<sup>th</sup> level or lower from the Necromancy school of magic, you may choose to cast it as though you had expended a 5<sup>th</sup> level spell slot.

*Principle*

*Everything is dead, they just don't know it yet.*

- You learn the spell *finger of death* if you have not already. You may cast *finger of death* as though you had the spell always prepared and as a 7<sup>th</sup> level spell without consuming a spell slot.

*Pinnacle*

*Death's not so bad; it's quite convenient, really.*

- You learn the dreaded Epic Necromancy spell *Obsolescence*.

**Obsolescence**

Tier 3 Epic Necromancy

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S, M (the soul of an unborn child)

*Duration:* Concentration, up to 1 minute



Selecting a single target in range, you brutally dictate its time has come as the creature withers under your gaze. The target must succeed on a Constitution save or take 100 points of necrotic damage (half as much on a successful save). Each round you maintain concentration, the target must continue to make Constitution saves at the start of each of its turns. If the target succeeds on three such Constitution saves, the spell ends prematurely. If the target fails three such Constitution saves, it dies. These saves need not be consecutive.

## Mysteries of Transmutation

### Fundamental

*Everything changes, but magic changes the best.*

- You learn the spell *polymorph* if you have not already. In addition, you may cast that spell as a 4<sup>th</sup> level spell as though you always had it prepared without expending a spell slot.

### Principle

*Change is good when I am in charge.*

- When you cast a transmutation spell on yourself or an ally, the affected creature is cured of and gains immunity to a condition of your choice until the spell expires.

### Pinnacle

*If I can imagine it, I can make it.*

- You learn the formidable Epic spell *Prismatic Weapon*.

## Prismatic Weapon

Tier 3 Epic Transmutation

*Casting Time:* 1 action

*Range:* Touch

*Components:* V, S, E, M (a diamond prism)

*Duration:* 1 minute, concentration

A weapon being held by you or an ally you touch is transformed into a brilliant tool of luminescent destruction, glistening with all the known colors of the world (and a few unknown). When damage

is dealt with this weapon, the wielder can choose to apply a color contained within it for a powerful effect, in addition to the usual effects their attack may have. Once a color has been used, it disappears from the weapon and cannot be used again.

- Red: The attack deals a bonus 35 (10d6) fire damage.
- Orange. The attack deals a bonus 35 (10d6) acid damage.
- Yellow. The attack deals a bonus 35 (10d6) lightning damage
- Green. The attack deals a bonus 35 (10d6) poison damage.
- Blue. The attack deals a bonus 35 (10d6) cold damage
- Indigo. The target is petrified until the end of its next turn.
- Violet. The target is blinded until *Prismatic Weapon* ends
- Mysterious. The attack deals a bonus 35 (10d6) arcane damage.



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# EPIC FEATS

Epic Feats represent significant skills or talents that individuals have developed beyond the scope of their class. At certain levels, Epic characters gain both an opportunity to improve one of their ability scores, and to choose an Epic Feat from the list. You can take each feat only once, unless that feat's description says otherwise.



**Arcane Insight**

You gain advantage on saving throws against all spells.

You gain the ability to detect the presence of magic within one mile of your location. While you do not know the strength or exact location, you can identify the nature of the effect, including its school of magic, plane of origin and source (item, creature, deity, etc.). Finally, you sense whenever an Epic Spell is cast on your current plane of existence.

**Arcane Savant**

Your spell save DC increases from (8 + proficiency + key ability modifier) to (12 + proficiency + key ability modifier).

When you cast a non-Epic spell as a bonus action, you are no longer prevented from casting another spell on the same turn.

Finally, scholars studying your body of work on magic, including literary texts and achievements, can gain levels in your spellcasting class at a rate of one level per month of study to a maximum of level 5.

**Artifact Affinity**

You can wear and attune yourself to one additional magical magic item of your choice.

Additionally, you have insight into the potency of magical items, allowing you to analyze non-Artifact, non-Mythic items with perfect clarity to determine their function with a single glance.

When analyzing Legendary or Mythic items, your analysis reveals the equivalent of a *legend lore* spell.

**Autobiography**

You gain two Legend Points. As a bonus action, you can use a Legend Point to gain proficiency with any one weapon, type of armor, skill, or saving throw. When you take a long rest, you lose any proficiencies gained by the use of Legend Points and you regain your two Legend Points.

You write and publish about your life and adventures. This work is distributed far and wide around the civilized world, increasing your fame and notoriety. How this impacts your relationship to your campaign should be determined by consulting with the Dungeon Master.

**Bloodthirsty**

Once per round, on your turn, when you slay an opponent, you are filled with consuming bloodlust, spurring you on to greater victory. You gain an additional action this turn.

You are able to sense the occurrence of any ongoing or recently transpired battle within one mile (DM's discretion).

Finally, you may consume blood instead of your usual sustenance. One quart of blood provides you with all the nutrients you need for a full day.

**Deathbringer**

When you hit a creature with a challenge rating equal to or less than your Epic level, the struck creature instantly dies.

When you take the attack action, you may make an additional attack

So terrifying are your killing abilities, the afterlife itself fills with the souls of your victims, making you a living legend amongst the inhabitants of those planes.

**Divine Cognisance**

You gain resistance to radiant, necrotic, force, and psychic damage.

You gain the ability to detect the presence of divine magic within one mile of your location. While you cannot determine the specific strength or exact location of the magic, you are able to identify the nature of the effect, including domain, school of magic, alignment and source (item, creature, deity, etc.).

Additionally, you are immediately aware when a deity dies anywhere within the multiverse, though you do not know the circumstances surrounding the god's death.

**Eagle Eye**

Your sight becomes superhuman. You gain proficiency with Perception and Investigation if you have not already.

You gain truesight out to 120 ft.

As long as you have line of sight, you can see objects up to a mile away clearly.

**Energy Admixture**

You attune yourself to the elemental energies of the universe, allowing you to use them interchangeably with your own magic. When you cast a spell that deals fire, thunder, lightning, cold or acid damage, you may change that spell's damage type to fire, thunder, lightning, cold or acid damage.

When you take this feat, you gain immunity to single type of damage - fire, thunder, lightning, cold, or acid - as your body takes on those properties, thematically altering your appearance to correspond with the selected damage type.

Additionally, energy effects around you seem more volatile—fires crackle, the wind blows more fiercely, and the earth quakes when you speak. (You can create other thematic effects if you so wish.)

**Extraordinary Concentration**

So focused is your magic that you maintain concentration through a variety of punishing conditions. You can maintain concentration when unconscious, incapacitated, or even killed, with your ethereal spirit continuing its focus.

You no longer need to make concentration checks from sources of damage unless you take 50 or more damage from a target in a single instance.

When calculating the Constitution save DC for maintaining concentration when you take damage, use one quarter of the damage taken instead of half. The minimum save DC is still 10.

**Immortality**

Your soul is a priceless treasure amongst those who rule over the afterlife.

You no longer suffer from aging (even from magical sources), becoming a timeless figure throughout the ages. This merely pauses your aging, rather than reversing it.

Additionally, when you reach zero hit points, you may use your reaction to spend your hit dice as though you had taken a short rest to recover hit points.

**Living Armor**

You wear armor of all kinds like a second skin, allowing you to relax comfortably even while fully equipped for battle. Wearing armor no longer imposes disadvantage on your Stealth checks or penalties to your speed, and you can don or doff any armor in 1 round.

While wearing armor you gain a +2 bonus to your armor class.

While wearing armor, when you would take less than 10 damage from a single source, you instead take no damage.

**Mythological**

Your achievements fade into legend and you become nothing more than a myth. A few minutes after you leave, non-Epic creatures that have directly interacted with you begin to question whether you really existed, forgetting details of your actions and person over the course of the day. They attribute your accomplishments elsewhere.

You gain Epic advantage on saving throws against spells from the Divination school.

If you would roll less than a 20 on a Stealth check, you instead roll a 20.

### Master Tactician

When you gain advantage or Epic advantage, you now roll three d20s instead of two and pick the highest result.

You perfect the art of pressing the attack, learning when to make the most of your opportunities. When a creature you can see gains advantage or disadvantage, you automatically know the cause, whether it's from a spell, ability, terrain or other effect.

Finally, you gain proficiency in all games of strategy (Chess, Go, etc.).

### Paragon

You increase your proficiency bonus by 1.

You become a perfect specimen of your species. So flawless are your features, your body perfectly proportioned, your racial traits finely honed, that you are the textbook definition of perfection.

If you have a child, it is born with the Paragon feat.

### Perfect Health

Your body is perpetually in a state of perfect health. Double the pool of hit dice you can spend during a short rest to recover hit points.

Additionally, your hit dice are now maximized for determining your maximum possible hit points. This effect applies retroactively, increasing your maximum hit point total as though all previous levels had maximum hit point rolls.

You are able to ingest food normally meant for other species, even if it would ordinarily prove fatal.

### Perfect Instincts

You cannot be surprised and your movement from a threatened space does not provoke opportunity attacks.

Your instincts become supernaturally acute. Whenever you are within 300 ft. of a potential threat, you gain a sense of foreboding that clues you into potential hostility. This sense can even detect Epic or magically disguised sources.

You no longer automatically fail on natural 1s.

### Perpetual Athlete

You become one of the fastest beings in the multiverse. You are immune to the exhaustion condition.

When you take the Dash action, you gain extra movement equal to twice your speed, instead of your speed.

With a quick glance at another creature, you immediately know its speed and movement modes.

### Spell Lord

Any creature with challenge rating equal to or lower than your Epic level automatically fails all saving throws against your spells. Damage dice dealt by your magic toward these inferior targets is treated as though they had rolled the maximum possible roll.

Your spell attacks critically hit on a 18-20.

Non-Epic creatures automatically assume you are the most powerful spellcaster in the room. If two characters present have the Spell Lord feat, highest level wins.

### Spell Reflection

Other spellcasters become instinctively cautious and wary of you, as though you are a threat to their magic.

You become a master of antimagic, and are able to reverse the effects of enemy spells, turning them on their creators. When you counter or dispel a magical effect, you can choose to have the spell cast upon its creator, or upon yourself, using the caster's spell save DC or spell attack bonus.

Additionally, you can determine the exact level of spells or effects others cast for purposes of countering or dispelling those effects.

**Spellslinger**

Your cantrips become second nature to you. Your cantrips may now be cast as bonus actions instead of their previous action types.

Additionally, if you would use your reaction to cast a spell, you do not expend your reaction.

Finally, your cantrips alter slightly, developing a flashy theme of your choosing that does not alter their effects, such as screaming skulls or playing cards when cast.

**Superior Initiative**

You gain a nearly instant reaction time to any perceived threats. If spells or effects permit you to make a save at the end of your turn, you may instead make it at the start of your turn.

When you would roll for initiative, you may elect to take a roll of 20 instead of rolling. If you do so, you add any appropriate modifiers that you would normally add to an initiative roll.

You always wake up on time. Only Epic or Deific effects can prevent this from occurring.

**Titan's Grip**

You focus your strength and skill into training with oversized weapons. You may wield heavy or two-handed weapons in one hand (regardless of your size), allowing you to use a shield or another weapon in the other. Ranged weapons requiring two hands to fire, such as a longbow, still require both hands, but weapons such as crossbows do not.

All weapons you wield gain the heavy property while you wield them.

In addition, if you grapple a non-Epic, non-Deific target, the target automatically fails any Strength or Dexterity checks made to escape the grapple.

**Versatile Focus**

You may maintain concentration on an additional non-Epic concentration spell. When you take damage, you make a single Constitution saving throw to maintain concentration on these two spells, losing both on a failure.

When you make an ability check using a skill, you can make a second ability check at no action cost as long as the key ability for that ability check includes Wisdom, Intelligence or Charisma.

You develop a split personality, affording you several unique abilities. First, pick a second set of ideals/bonds/flaws and flip a coin at the end of each long rest. If the coin lands on heads, you assume this new set of personality traits until you finish your next long rest, at which point you repeat the coin flip. On a result of tails you retain your original set of personality traits.

# EPIC SPELLS

## ON THE POWER OF EPIC MAGIC

Epic Magic differs dramatically from ordinary magic, representing not only new heights of power but a fundamentally distinct category of magic. Epic Magic cannot be interacted with by non-Epic means, and any non-Epic attempts to dispel, counter, or otherwise nullify Epic Magic fail automatically. Non-Epic effects that don't directly interfere with the spell itself, such as imposing disadvantage on spell attack rolls, function as normal.

In addition, it is impossible for a non-Epic spell to replicate or mimic an Epic Spell in any way. Simulacrum, clones and other fabrications created by Epic spellcasters only have access to their 9th level and lower spell slots, and cannot cast Epic Spells. Any summoning or shapechanging spells cannot create or cause something to transform into an Epic creature. Your DM will use their discretion about where the line is drawn, but the general rule is Epic trumps non-Epic and the latter cannot create the former.

Unless otherwise listed, it is impossible to cast more than one Epic Spell per turn. Even spells like time stop will not permit you to cast more than a single Epic Spell during its effective duration.

Aside from these differences, the use of Epic Spells is similar to non-Epic spells. Range is measured in the same way, areas of effect and spell shapes are defined in the same way, and each spell belongs to one of the nine schools of magic. Spell slots, though measured in tiers rather than levels, function similarly, and some Epic Spells can be cast using a higher tier spell slot to enhance their effects.

### VARIANT

At the DM's discretion, the material components listed for Epic Spells may be omitted. Many of these items are incredibly difficult to come by. Such components act as focuses for the spell, rather than components that are consumed during the spell's casting. If your DM rules to use this variant, all Epic Spells use components available in your spell component pouch or can be cast with your spell focus as usual.



*As I surveyed the aftermath of the battle, I saw signs of new magic everywhere, some more obvious than others. Before me stretched a massive trench of molten earth easily fifty horses long. Everything that spell had touched had been consumed, as if the depths of the earth itself had been summoned to create a fresh hell. The smell was overpowering, so I stretched forth my hand to summon a wind to clear the air. Even then, before my spell had begun, I felt something was wrong. The magic felt strained, as if the normal currents and channels through which it flowed were suddenly cracked and damaged. Had this spell been so powerful as to do damage to the natural order? Surely such power comes at great cost, but is it one the universe can continue to pay?*

**- Talien Vos Karven**

## EPIC SPELL LISTS

*Tier 1*

Anatomy Augmentation  
 Antimagic Ray  
 Catastrophe  
 Congruous Spellward  
 Divine Intervention  
 Genesis  
 Grave of the Fallen  
 Storm of Torment  
 Temporal Stasis

*Tier 1*

Absorption  
 Anatomy Augmentation  
 Catastrophe  
 Genesis  
 Flash Freeze  
 Lightning Surge  
 Spell Sequencer  
 Sonorous Hum  
 Wall of Dissolution

*Tier 1*

Absorption  
 Anatomy Augmentation  
 Antimagic Ray  
 Catastrophe  
 Congruous Spellward  
 Ephemeral Echo  
 Ethereal Nightmare  
 Flash Freeze  
 Force Armor  
 Grave of the Fallen  
 Lightning Surge  
 Magic Bullet  
 Reverse Magic  
 Spell Sequencer  
 Temporal Stasis  
 Translocation  
 Wall of Dissolution

*Tier 2*

Bloodbane  
 Determinism  
 Energy Renewal  
 Implosion  
 Planar Oscillation  
 Upheaval

*Tier 2*

Crown of Vermin  
 Energy Renewal  
 Megalith  
 Obsidian Bombardment  
 Sonic Boom  
 Tides of Flame

*Tier 2*

Arresting Singularity  
 Dematerialize  
 Determinism  
 Enslave  
 Implosion  
 Kinetic Control  
 Mortifying Phobia  
 Necrotic Cyst  
 Planar Oscillation  
 Sonic Boom  
 Tides of Flame

*Tier 3*

Celestial Tempest  
 Silent Scythe of Slaying  
 Soul Harvest

*Tier 3*

Hail of Deadly Blossoms  
 Pyroclastic Cannon  
 Transmogrify

*Tier 3*

Dreamscape  
 Pyroclastic Cannon  
 Silent Scythe of Slaying  
 Sphere of Ultimate Destruction  
 Transmogrify

## EPIC SPELLS

### Absorption

Tier 1 Epic Abjuration

*Casting Time:* 1 action

*Range:* Self

*Components:* V, S, M (a tiny piece of a black pudding, trapped in a glass ball)

*Duration:* 1 minute

You invoke a powerful spell shield that can absorb incoming magic. For the duration of the spell, if you are subject to the effects of a non-Epic spell, as a reaction you may end or prevent that spell. The shield can absorb a total of ten levels of spells in this fashion. If the level of the spell you attempt to absorb would bring you over the limit provided by this spell, the spell is absorbed as normal, but *Absorption* ends. When you absorb spells through this spell's effects, the absorbed spell's energy is converted into your own, granting you a spell slot one level lower than the spell absorbed.

**At Higher Levels**—Increasing the Tier of this spell increases the number of spell levels you can absorb by three per Tier.

### Anatomy Augmentation

Tier 1 Epic Transmutation

*Casting Time:* 1 action

*Range:* Touch

*Components:* V, S, M (an herbal steroid of your own design)

*Duration:* 10 minutes

You magically augment your target in tremendous ways, greatly increasing their physical or mental characteristics in a grotesque and excessive manner. One of your target's ability scores and ability score maximum increases by 10, and the target gains proficiency in the saving throw associated with that ability.

### Antimagic Ray

Tier 1 Epic Abjuration

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S, M (a piece of a golem slain by magic)

*Duration:* Instantaneous

Choose one creature, object, or magical effect within range. If the effect is non-Epic or a Tier 1 Epic Spell, it instantly ends. If the spell is an Epic Spell of Tier 2 or Tier 3, make an ability check using your spellcasting ability modifier against DC 24 for Tier 2 Epic Spells, or 26 for Tier 3 Epic Spells. If you are successful, the targeted spell ends.

**At Higher Levels**—Increasing the tier of this spell increases the number of rays you fire by one per tier. The spell now requires no ability check for Epic Spells of its tier or lower.

### Arresting Singularity

Tier 2 Epic Transmutation

*Casting Time:* 1 action

*Range:* 60 ft.

*Components:* V, S, M (a slice of starmetal)

*Duration:* Concentration, up to 1 minute

Your manipulation of time and space allows you to create an incredibly powerful gravitational anomaly that pulls all within range to its epicenter. You pick a single 5 ft. square within range to manifest the singularity. All creatures within 30 ft. of the target location and creatures starting their turns within 30 ft. of the target location, regardless of their size, must make a Strength check against your spell save DC or are sucked into the 5 ft. space, their forms compressed and warped by your power over space-time. Creatures within the area are restrained.

A creature so restrained may use its action to repeat its Strength check to end the restrained effect prematurely. Creatures ending the restrained effect in this way still suffer the effects of the *arresting singularity* if within range at the start of their next turn.

When the spell ends, all creatures contained in the center fall prone to the ground in a giant heap, greatly intruding on each other's personal space.

### Bloodbane

Tier 2 Epic Necromancy

*Casting Time:* 1 action

*Range:* 100 ft.

*Components:* V, S

*Duration:* Instantaneous

Clenching your fist, you forcibly extract the essence of a target within range. This process is extremely traumatic, dealing 90 (20d8) points of necrotic damage (a successful Constitution save halves the damage). You are healed for half of the damage dealt.

If, after the spell's effects, your target has more hit points than you, you may cast Bloodbane again at an equivalent tier on your next turn without expending an Epic Spell slot.

**At Higher Levels:** Increasing the tier of this spell increases the damage dealt by 10d8 per tier.

### Catastrophe

Tier 1 Epic Necromancy

*Casting Time:* 1 action

*Range:* 60 ft.

*Components:* V, S, M (a handful of earth, taken from a dead world)

*Duration:* Concentration, up to 1 minute

You infect your opponent with a dangerous substance of negative matter. With a successful spell attack against your opponent, you deal 20d6 points of necrotic damage, and they must succeed on a Constitution saving throw or suffer a virulent plague. At the start of each of their turns for the duration, affected creatures that failed their initial saving throws take 4d6 necrotic damage.

**At Higher Levels:** Increase the tier of this spell increases the initial damage by 5d6 per tier, and the recurring damage by 2d6 per tier.

### Celestial Tempest

Tier 3 Epic Evocation

*Casting Time:* 1 action

*Range:* Anywhere on your plane that you are aware of

*Components:* V, S, M (a written prayer detailing a deity's every virtue and ability)

*Duration:* Concentration, up to 10 minutes

You exhale clouds of divine wrath from your mouth that take to the sky, forming a circular stormfront 1 mile in diameter up to 10,000 feet in the air. This storm is unlike anything the mortal world has experienced, unleashing untold devastation as literal divine wrath lays waste to heathens.

In addition, creatures within the spell's area instinctively sense that if they pray (no action cost) to the deity you worship (or select when casting this spell, per the material component) they may receive mercy. The deity in question trusts your judgement however, and you can choose not to accept the prayer subjecting those (henceforth referred to as "heathens") to the spells wrath. The following effects occur immediately when the spell is cast:

- Hurricane force winds batter the area, tearing roofs off of buildings and blowing away anything not tied down, inflicting catastrophic damage to the environment and cities alike. Ranged attacks from heathens suffer from Epic disadvantage.
- Smiting force drives down as thick as any rainstorm, dealing 4d6 radiant or necrotic damage (your choice) to all heathens at the start of their turn, within the spell's area.
- As a bonus action on your turn, you may call down 3 bolts of divine wrath from the stormfront into a square of your choice, dealing 15d6 radiant or necrotic damage (your choice) to all heathens within 10 ft. of that square. A target cannot take damage from this ability more than once per round, and a successful Dexterity Saving Throw halves the damage.

- Creatures within the area lose resistance/immunity to radiant or necrotic damage (your choice).
- Heathens reduced to zero hit points in this spell's area can be spared, gaining 1 hit point but becoming unconscious until the end of the spell's duration. When this effect occurs, you can choose to permanently change the affected creature's alignment to one of your choice.
- For each minute you maintain concentration, the *celestial tempest's* diameter increases by one mile. In addition, you are aware of the specific locations of all non-Epic targets with the *celestial tempest*, unless they are obscured by Epic or Deific effects.

### Congruous Spellward

Tier 1 Epic Abjuration

*Casting Time:* 1 action

*Range:* Self (30 ft. radius)

*Components:* V, S, M (a prism with impossible angles)

*Duration:* 1 minute

Carefully calculating the natural flow of magic, you create a geometric rune that floats in the air directly in front of you and diverts the energy of the universe around it. When you create the ward, you choose one type of damage. Creatures of your choice within 30 ft. gain immunity to that type of damage as long as they remain within range. As a bonus action on your turn, you can move the ward up to 30 ft.

**At Higher Levels**—Increasing the tier of this spell allows you to choose an additional damage type the ward grants immunity to, one per tier.

### Crown of Vermin

Tier 2 Epic Conjuration

*Casting Time:* 1 action

*Range:* Self (30 ft. radius)

*Components:* V, S

*Duration:* Concentration, up to 1 minute

You conjure a cloud of buzzing insects within a 30 ft. radius of you. This cloud, while disgusting, is actually quite helpful at protecting you from harm and assailing your enemies. The swarm has 400 hit points. Each time you would take damage, the swarm reduces the damage taken by up to 50 points, losing that many hit points instead. If the swarm prevents all damage from an attack, it also prevents any other effects from that attack.

If a hostile creature moves into the area for the first time on its turn or begins its turn inside it, the creature takes 25 magical piercing damage and the swarm loses 25 hit points.

**At Higher Levels**—Increasing the tier of this spell grants another 150 insects to the pool for the subject of the spell per tier.

### Dematerialize

Tier 2 Epic Illusion

*Casting Time:* 1 action

*Range:* Touch

*Components:* V, S, M (nothingness made solid)

*Duration:* Concentration, up to 1 hour

A creature you touch shifts into another dimension, being almost impossible to attack and even harder to perceive. The creature becomes invisible, but with considerable benefits. The subject is impossible to see under any circumstances, even magical or Epic ones.

In addition, the subject makes no sound whatsoever when moving, gains Epic advantage on attack rolls and stealth ability checks, and creatures attacking the subject have Epic disadvantage.

**Determinism**

Tier 2 Epic Divination

*Casting Time:* 1 action*Range:* 120 ft.*Components:* V, S, M (a fragment of matter from a parallel universe)*Duration:* Concentration, up to 1 minute

You stretch out your hand and take hold of the reins of fate, using it to alter the activities of a single target of your choice. When the target takes an action, you can force the target to take a different type of action. You are presented these actions as a choice between the two, which you then select based on your own intuition and skill. The two actions cannot be the same type of action unless it is the Cast a Spell action. If both actions are Cast a Spell, the spells cannot be from the same school of magic.

At the end of its turn, your opponent must make a Wisdom save to attempt to end this effect. Once two such successful Wisdom saves have been made, the spell ends.

**At Higher Levels**—Increasing this spell's tier increases the number of Wisdom saves necessary to end its effect by 1 per tier.

**Divine Intervention**

Tier 1 Epic Abjuration

*Casting Time:* 1 reaction*Range:* 60 ft.*Components:* S*Duration:* Instantaneous

You quickly throw up a mighty sheath of protection around a target that stops all but the most powerful of attacks with a single gesture. As a reaction, when the targeted creature within range would take damage, you cast this spell, which absorbs 100 points of damage. The protection lasts until the shield has absorbed 100 points of damage or until the beginning of the protected creature's next turn.

**At Higher Levels**—Increasing this spell's tier increases the amount of damage the shield can absorb by 100 points per tier.

**Dreamscape**

Tier 3 Epic Illusion

*Casting Time:* 1 action*Range:* 150 ft. radius (centered on you)*Components:* V, S, M (a piece of Iron Will, forged from your own mind)*Duration:* 10 minutes

A wave of reality-warping illusion magic sweeps out from you in all directions, forcing all targets of your choice within the area of your spell to join you in a piece of your own consciousness overlaid upon the world around you, a mirage that only you and affected targets can see (and experience). This area moves with you as you move. A creature entering the area for the first time or starting its turn within the area must make an Intelligence saving throw or suffer the effects of *Dreamscape* while within its area until the beginning of its next turn.

When you cast a spell within the boundaries of *Dreamscape*, you may elect to cast it as a *Dreamspell*. *Dreamspells* have no effect on creatures that are not affected by *Dreamscape*, passing over them harmlessly with no effect.

*Dreamspells* do not require spell components (verbal, somatic, material, etc.), and non-Epic *Dreamspells* are treated as 9th level spells regardless of the spell slot used to cast them. These spells are not treated as spell effects, and therefore cannot be countered, dispelled, or otherwise impeded by magical means.

These spells otherwise function as usual.

**Energy Renewal**

Tier 2 Epic Abjuration

*Casting Time:* 1 action*Range:* Self*Components:* V, S*Duration:* 1 minute

Rejuvenating energies flow through you, feeding off your magic in a symbiotic relationship. Each time you cast a non-Epic, non-cantrip spell while under the effects

of *energy renewal*, you regain hit points equal to 15 plus twice the level of the spell slot used to cast the spell. You can dismiss this spell as a bonus action on your turn. When this spell ends, you may regain 10d10 hit points.

**At Higher Levels**—Increasing the tier of this spell increases the number of hit points regained per spell level by 15 hit points per level per tier, and the amount regained by the spell's end by 10d10 per tier.

### Enslave

Tier 2 Epic Enchantment

*Casting Time:* 1 minute ritual, or 1 action (see description)

*Range:* 30 ft.

*Components:* V, S, M (a whip broken upon 1,000 slaves)

*Duration:* Permanent (or concentration, up to 1 minute)

Your magic overpowers a creature's will, forcibly binding them to you as a slave to your every desire. There are two ways to cast this spell: as an action, or as a one-minute ritual.

In either case, the single target must make a Wisdom saving throw or be rendered inert, unable to take actions of any kind unless you will it. You gain a telepathic link to this creature with a range of up to 1 mile, through which you can issue orders.

The creature can only take actions you tell it to, at no action cost to you as long as you are within telepathic range. At the end of its turn, the creature may make a Wisdom saving throw to end this spell's effect.

You may cast this spell as a one-minute ritual to make this spell permanent when used against a non-Epic creature. This creature can make a Wisdom saving throw at the time of casting and once every year thereafter to prevent or end this effect.

With either casting, you can never enslave more than one creature at a time.

### Ephemeral Echo

Tier 1 Epic Illusion

*Casting Time:* 1 bonus action

*Range:* Self

*Components:* V, S

*Duration:* Instantaneous

After you cast a spell, you create a shadowy reflection of yourself that prepares to mimic your action. If you cast *ephemeral echo* after you cast a non-Epic spell on the same turn, this illusion creates a shadowy copy of you that stands in the exact position you were when your previous spell was cast. At the start of your next turn, the ephemeral echo casts the same spell you cast last turn, at the exact same target (if still in range) or area using all of your statistics to determine the effectiveness of the spell.

**At Higher Levels**—Increasing the tier of this spell allows you to echo Epic spells one tier lower than the ephemeral echo. For example, a Tier 2 *ephemeral echo* could cast a Tier 1 Epic Spell.

### Ethereal Nightmare

Tier 1 Epic Illusion

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S, M (a memory of childhood trauma contained in a box)

*Duration:* Concentration, up to 1 minute

You inflict the target with psychosis that redefines their pain by an order of magnitude. For the duration of the spell, whenever the target takes non-psychic damage from you or creatures you control, they also take an equal amount of psychic damage.

### Flash Freeze

Tier 1 Epic Evocation

*Casting Time:* 1 action

*Range:* 120 ft. (20 ft. radius)

*Components:* V, S, M (a 1,000-year-old piece of magically preserved ice)

*Duration:* 1 minute

Weaving your hands into complex patterns, you generate a great maelstrom that instantly freezes enemies caught within. Enemies within 20 ft. of the point within range suffer 55 (10d10) cold damage and are incapacitated until the spell's duration expires. A successful Constitution saving throw against the spell save DC reduces this damage by half and the creature is restrained instead of incapacitated.

At the end of an affected creature's turn, it may make a Strength check against the spell save DC to end the incapacitated or restrained effect created by this spell.

**At Higher Levels**—The spell's damage increases by 10d10 for each tier above Tier 1 when cast using a higher Epic-level spell slot.

### Force Armor

Tier 1 Epic Abjuration

*Casting Time:* 1 action

*Range:* Self

*Components:* V, S, M (a sliver of adamantine)

*Duration:* 8 hours

You surround yourself with overlapping plates of force, fortifying you against all attack. For the duration of the spell, when you are not wearing armor, your base AC becomes 20 + your Dexterity modifier. While the spell is active, as a reaction when you would take damage, you may end this spell to prevent the damage you would have taken.

### Genesis

Tier 1 Epic Conjuraction

*Casting Time:* 1 action

*Range:* 90 ft.

*Components:* V, S, M (a piece of bark from Yggdrasil, the first living being)

*Duration:* Instantaneous

With a gesture, you restore your target. The target recovers 20d6 hit points, is cured of all non-Epic conditions and is cured of one Epic condition of their choice. For the next minute, at the start of each of that

creature's turns, they heal an additional 4d6 hit points and are affected as though the spell *greater restoration* had been cast upon them by you.

If a creature under the effects of *genesis* is reduced to zero hit points, the remaining healing from the spell expends at once, restoring hit points equal to the remaining amount and removing all conditions. For example, if Zau Hek is reduced to zero hit points with 7 rounds of *genesis* healing remaining, she gains 28d6 hit points immediately and recovers from all conditions.

**At Higher Levels**—Increasing the tier of this Epic Spell increases the initial healing by 10d6 per tier, and the subsequent healing by 2d6 per tier.

### Grave of the Fallen

Tier 1 Epic Necromancy

*Casting Time:* 1 action

*Range:* 60 ft.

*Components:* V, S, M (a dead king's powdered bone)

*Duration:* 1 day

Your fel will causes a massive undead creature to rise from the ground, a malevolent engine of destruction called a Boneyard that enters initiative immediately after your turn.

On your turn, if you spend a bonus action to assert control over the Boneyard, you gain complete control over it until the beginning of your next turn. If you neglect to do this, the Boneyard acts independently. Having no allegiance, a free-willed Boneyard will do its best to end all life it can perceive. At your DM's discretion, a free-willed Boneyard may be motivated by other desires.

The duration of the spell extends by 1 day for every 100 corpses the Boneyard consumes during the spell. You can dismiss a summoned Boneyard by taking an action to make a Charisma saving throw against your spell save DC. A successful save banishes the Boneyard.

## Boneyard

Gargantuan Swarm of Tiny Undead, Lawful Evil

*Armor Class*—18

*Hit Points*—161 (14d12+56)

*Speed*—30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	6 (-2)	18 (+4)	1 (-5)	8 (-1)	4 (-3)

*Saving Throws*—Str +17, Con +12

*Damage Resistances*—Piercing

*Damage Immunities*—Psychic, necrotic, poison

*Condition Immunities*—Charmed, frightened, exhaustion, grappled, paralyzed, poisoned, prone, petrified, restrained, stunned

*Senses*—Lifesense 30 ft., tremorsense 120 ft.

*Languages*—None

### Traits:

**Tunneler**—A Boneyard can burrow through solid rock at its burrow speed, leaving a 5 ft. wide hole in its wake.

**Swarm**—The Boneyard can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a human. The Boneyard cannot regain hit points or be healed, with the exception of its Skeletal Subsumption ability. Movement through the Boneyard is treated as difficult terrain.

**Feast**—If a creature enters the Boneyard's space for the first time on its turn or starts its turn within the Boneyard, it takes 18 (4d8) points of necrotic damage.

**Skeletal Subsumption**—If the Boneyard begins its turn occupying the space of a deceased creature, it regains 55 (10d10) hit points, absorbing the corpse's skeleton into its form.

### Actions:

**Surge**—The Boneyard moves its speed in a massive roiling wave of bones. If the Boneyard enters a creature's space during this time, the creature must make a Dexterity saving throw against your spell save DC. If the subject fails the saving throw, the Boneyard carries the subject to its new location, dealing 55 (10d10) points of magical piercing damage and causing the creature to be grappled.

## Hail of Deadly Blossoms

Tier 3 Epic Conjunction

*Casting Time*: 1 action

*Range*: 150 ft.

*Components*: V, S, M (a black lotus)

*Duration*: 1 minute

A graceful storm of a variety of flower petals rain from the sky, inflicting noxious poisons within a 30 ft. cylinder 300 ft. high. Those within the area can take shelter within a building or similar structure, but non-magical protections are pierced with ease. All hostile creatures and objects within the area lose any resistance or immunity to poison damage/condition, gain the poisoned condition for 1 minute, and are subject to one of the following poisons, which you choose upon casting. Affected creatures must make an appropriate saving throw corresponding to whatever poison you choose versus your spell save DC. If an enemy starts its turn within the Hail of Deadly Blossoms and is not affected by the poison you have selected, it must attempt a save again, suffering the poison's effects and refreshing the duration of any ongoing poison effect on a failure. These poisons are non-magical, but Epic in nature, and cannot be removed by non-Epic magic such as *heal* or *greater restoration*.

- **Gloriosa Lily Pollen**: A creature subjected must succeed on a Charisma saving throw. On a failure, the affected creature gains the purged condition for 1 minute and takes 90 (20d8) points of poison damage.
- **Hydrangea Venom**: A creature subjected must succeed on an Intelligence saving throw. On a failure, the affected creature takes 27(6d8) poison damage every time it takes a Legendary or Mythic action for 1 minute.
- **Nightshade Nectar**: A creature subjected must succeed on a Strength saving throw. On a failure, the affected creature's speed is reduced by half, and it takes 54 (12d8) poison damage if it uses its speed to move for one minute. This effect can only occur once per turn.



- **Delphinium Dose:** An affected creature takes 180 (40d8) poison damage. A successful Constitution saving throw halves the damage.

### Implosion

Tier 2 Epic Evocation

*Casting Time:* 1 action

*Range:* 60 ft.

*Components:* V, S

*Duration:* Instantaneous

With a nod to acknowledge your foe's impending demise, you compress your enemy with unbelievable force. Non-Epic creatures targeted by this spell are killed instantly as they are squeezed into the size of a marble. All other enemies take 165 (30d10) points of force damage.

### Kinetic Control

Tier 2 Epic Transmutation

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S

*Duration:* Concentration, up to 10 minutes

Your mind overflows with telekinetic power, allowing you to move and lift incredibly heavy objects. The spell functions as *telekinesis*, but you can move any creature smaller than Titanic, or an object weighing less than 100,000 pounds, moving objects and creatures so affected up to 60 ft. in a direction of your choice, but never more than 120 ft. from you.

As a bonus action you can generate a telekinetic thrust by making a spell attack roll against your opponent, launching your opponent from its location to anywhere within the spell's range, and dealing 66 (12d10) points of force damage.

### Lightning Surge

Tier 1 Epic Evocation

*Casting Time:* 1 action

*Range:* Self

*Components:* V, S, M (a ball of iron struck by lightning)

*Duration:* Concentration, up to 1 minute

Your fist glows with barely contained electrical energy, your magic suffused with lethal amounts of electricity. When you hit an enemy with a ranged spell attack, you may empower it with your lightning as a bonus action, causing it to deal 5d8 additional lightning damage.

As a reaction when you deal damage to a foe with a spell attack, you can choose to end this spell prematurely, dealing an additional 15d8 lightning damage.

### Magic Bullet

Tier 1 Epic Evocation

*Casting Time:* 1 action

*Range:* 400 ft.

*Components:* S, M (a superdense projectile, such as an imploded creature)

*Duration:* Instantaneous

You fire a super dense projectile of pure magic at unreal speeds. This bullet cannot miss your target, penetrates through any non-Epic substance, and deals 100 points of force damage.

**At Higher Levels**—Increasing the tier of this spell causes it to deal 100 additional points of force damage per tier.



*The Primordial, Ionia, summons forth a Megalith to crush nature's enemies.*

## Megalith

Tier 2 Epic Conjunction

*Casting Time:* 1 action

*Range:* 90 ft.

*Components:* V, S, M (a stone from the beginning of the world)

*Duration:* Concentration, up to 1 hour

You reach deep into the heart of the earth and call forth a Megalith, a great druidic creature forged from massive blocks of stone that serves you unquestioningly, smashing your foes with its great slab-like fists. Once

the spell is cast, the Megalith forms quickly over the course of your turn and joins the fight, taking its turn immediately after yours.

You can use your bonus action to command the Megalith to do your bidding, including complex commands such as “defend this position against any demon that approaches” or similarly challenging orders.

If you lose concentration on the spell, the Megalith persists until the end of its next turn, following the last command you were able to give it before losing control, before returning to the earth from which it came.

**Megalith**

Huge Elemental, Neutral

*Armor Class:* 23*Hit Points:* 320 (22d10+110)*Speed:* 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	6 (-2)

*Damage Resistances:* Lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons*Damage Immunities:* Poison*Condition Immunities:* Exhaustion, paralyzed, petrified, poisoned, prone, restrained, unconscious*Senses:* Darkvision 60 ft., passive Perception 12*Languages:* Terran, Druidic**Traits***Siege Monster:* The Megalith deals double damage to structures.*Druidic Strikes:* The Megalith's attacks count as magical for the purposes of overcoming resistances.**Actions***Multiattack:* The Megalith makes two Slam attacks.*Slam:* Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 40 (6d10+7) and the target is subject to *dispel magic* as if cast as a 3rd level spell by the Megalith's summoner.**Mortifying Phobia**

Tier 2 Epic Illusion

*Casting Time:* 1 action*Range:* 150 ft.*Components:* V, S, M (the tear of a person frightened to death)*Duration:* Concentration, up to 1 minute

You manifest an extremely complex and dangerous illusion that takes the form of the worst fears of those who behold it, a unique and terrifying experience to different observers.

This manifestation appears in a 5 ft. square within range that you can see, and affects your choice of hostile targets that both you can perceive and can perceive the

illusion. Affected creatures lose any immunity to the frightened condition and become both frightened and traumatized.

On an affected creature's turn, it can use its action to attempt an Intelligence check against the spell save DC. A successful check ends the traumatized and frightened conditions and the creature is no longer affected by *mortifying phobia* for its duration. A failed check deals 55 (10d10) psychic damage to the creature.

**Necrotic Cyst**

Tier 2 Epic Necromancy

*Casting Time:* 1 action*Range:* Touch*Components:* V, S, M (a virus of your own design)*Duration:* 1 year or permanent (see description)

Your touch infects a target with the most vile of viruses on a successful spell attack: the dreaded Necrotic Cyst. Part Necromancy, part disease, all vile - the Necrotic Cyst attacks its target with malefic will and intelligence to match your own. Non-Deific creatures ordinarily immune to disease are still affected as the Cyst overpowers even the most robust immune systems. An infected Legendary, Epic, Mythic or Deific creature can make a Constitution saving throw at the end of its turn to end the effect. The second successful saving throw made in this fashion ends the spell and terminates the Cyst.

Once a creature is infected, you can use your bonus action to force a Cyst to mutate into a specific type of infection, as described below. This infection lasts until the Necrotic Cyst is removed, or until you command the Cyst to change to another infection type, or otherwise listed. You are aware of the Cyst at all times, even across planar boundaries, but can only issue commands to it if you are within 1 mile of the infected target.

- **Oppressing Cyst:** The target's head visibly swells as this cyst relocates to its brain. The infected target gains Epic disadvantage on Intelligence, Wisdom, and Charisma saving throws and is charmed.

- **Decrepifying Cyst:** The target's body rapidly ages as the Cyst steals all youth and vigor from them, reducing them to a hunched, crippled state. The target gains Epic disadvantage on Strength, Dexterity, and Constitution saving throws and is unable to take bonus actions.
- **Hungering Cyst:** The target's body reels as it starts to be eaten alive. The Cyst deals 36 (8d8) points of necrotic damage at the start of its turn. If the target is slain while infected by Hungering Cyst, any targets of your choice within 5 ft. must make a Constitution saving throw or be infected with Necrotic Cyst as though you had cast it upon them.
- **Liquidating Cyst:** The Cyst explodes outward in a shower of gore and body parts, forcibly exiting the victim. If the creature has fewer than 150 hit points when this activates, the creature immediately dies. Otherwise, the target takes 70 (20d6) points of necrotic damage (a successful Constitution saving throw halves the damage), and is disemboweled until the end of its next turn.
- **Benign Cyst:** The Cyst lies dormant inside the affected target, showing no outward signs of infection or contamination. Non-Epic magic is unable to detect the cyst in any way in this state. The target can no longer make Constitution saving throws to end the effect unless a successful Medicine ability check against your spell save DC is made. Multiple saves require multiple ability checks.

### Obsidian Bombardment

Tier 2 Epic Conjunction

*Casting Time:* 1 action

*Range:* 100 ft.

*Components:* V, S, M (a diamond of stunning quality, 1 per boulder, worth at least 1500 gp each)

*Duration:* Instant, concentration up to 1 minute (see description)

With a gesture, four 10 ft. squares of your choosing solidify into deep-black rock, encasing those within the area in crushing force for a brief moment. Creatures

completely within the spell's area suffer the crushed Epic condition and take 45 (10d8) points of magical bludgeoning damage. These creatures may attempt a Dexterity saving throw against the spell save DC to avoid the crushed Epic condition.

Creatures partially within the spell's area suffer 45 (10d8) points of magical bludgeoning damage and are afforded a Dexterity saving throw against the spell save DC for half damage.

Creatures affected by more than one 10 ft. space make a single Dexterity saving throw against the spell's effects, rather than one for each 10 ft. space.

The crushed Epic condition persists for the duration of the spell.

### Planar Oscillation

Tier 2 Epic Conjunction

*Casting Time:* 1 action

*Range:* Touch

*Components:* V, S, M (two native flowers from two different worlds)

*Duration:* 1 round (see description)

When you cast this spell, you must make a melee spell attack against one creature within your reach. On a hit, the target is banished, disappearing across the planes until the start of their next turn. During this banishment, the target takes 55 (10d10) damage of necrotic, radiant, fire, cold, acid, or lightning type (your choice), then another 55 (10d10) damage of a different type from the same list (your choice).

At the start of their next turn, the target returns to their original position or the closest unoccupied space, and they are purged for 3 rounds.

**At Higher Levels**—Increasing the tier of this spell increases the duration to two rounds, banishing the afflicted creature until the beginning of the turn after its next turn, and dealing four instances of the listed damage, rather than two.



*With the passing of a Pyroclastic Cannon, ashes are all that remain of Archmagister King's foes.*

**Pyroclastic Cannon**

Tier 3 Epic Evocation

*Casting Time:* 1 action*Range:* Self (200 ft. line)*Components:* V, S, M (magma from the heart of a volcano)*Duration:* Instantaneous

A blast of incredible heat as intense as the raging furnaces of the elemental plane of fire erupts from your hand, utterly annihilating everything in its path and scorching the earth for years to come as the ground itself melts. Creatures in the line take 225 (50d8) fire damage and are ignited for five rounds. A successful Dexterity save halves the damage and prevents the ignited condition. Creatures within 10 ft. of either side of the line are also roasted, taking 45 (10d8) fire damage.

**Reverse Magic**

Tier 1 Epic Abjuration

*Casting Time:* 1 reaction*Range:* 120 ft.*Components:* S*Duration:* Instantaneous

You sabotage a target's spellcasting by firing a disrupting blast while they attempt to weave their spell.

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a non-Epic spell, its spell fails and has no effect. A spell interrupted in this fashion causes the casting creature to lose a spell slot equal to the level of the countered spell (if available).

If the creature is casting an Epic spell of tier equal to or less than the tier of *reverse magic*, that spell fails and has no effect. If the creature is casting an Epic spell of higher tier than *reverse magic*, make an ability check using your spellcasting ability. The DC equals 22 + the Epic spell's tier. On a success, the creature's spell fails and has no effect.

**At Higher Levels**—Increasing this spell's tier allows you automatically succeed on your ability check to counter the spell if it is the same tier or lower than your casting of *reverse magic*. The same rules apply for countering a spell of higher tier.

**Silent Scythe of Slaying**

Tier 3 Evocation

*Casting Time:* 1 action*Range:* 60 ft*Components:* V, S, M (a bone from the Grim Reaper himself)*Duration:* 10 minutes

You create a floating, spectral scythe within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 10 ft. of the weapon. On a hit, the target takes force damage equal to 5d10 + your spellcasting ability modifier. If the weapon scores a critical hit, the target takes an additional 30 force damage in addition to the normal critical hit effects.

As a bonus action on your turn, you can move the weapon up to 30 ft. and make two attacks against a creature within 10 ft. of it. These attacks may be made against separate targets.

**Sonic Boom**

Tier 2 Epic Evocation

*Casting Time:* 1 action*Range:* Self (120 ft. radius)*Components:* V, S, M (the preserved scream of a Storm Giant)*Duration:* Instantaneous

You unleash a sound so loud and devastating it can be heard for miles, with catastrophic consequences for those in relative proximity to you, while you remain safe within the eye of the "hurricane." The nature of the sound is up to you, but it is sure to be one that those who bear witness will never forget.

Creatures other than you within the spell's area are blinded and deafened, and take 70 (20d6) thunder damage. A successful Constitution saving throw against the spell save DC halves this damage and prevents the blinded and deafened conditions. If this spell is cast in an enclosed space, the spell deals 140 (40d6) thunder damage instead of 70 (20d6); In this enclosed space, Constitution saving throws made to mitigate the effects of this spell are made at disadvantage, and you are subject to the spell's effects as well as those within the spell's area.

### Sonorous Hum

Tier 1 Epic Divination

*Casting Time:* 1 bonus action

*Range:* Self

*Components:* V

*Duration:* See description

You may cast this spell as a bonus action when you use your action to cast a non-Epic spell with a casting time of one action. If you do, *sonorous hum* maintains concentration on the spell you just cast, making the spell last for its full duration. Additionally, the spell can't be dispelled until *sonorous hum* is dispelled first. If *sonorous hum* is dispelled, you must resume concentrating on the spell as normal.

If you cast this spell again while another *sonorous hum* cast by you is active, your current *Sonorous Hum* ends in favor of your new one.

**At Higher Levels**—Increasing the tier of this spell allows it to affect Epic spells of one tier lower than the tier used to cast *sonorous hum*.

### Soul Harvest

Tier 3 Epic Necromancy

*Casting Time:* 1 action

*Range:* 60 ft.

*Components:* V, S, M (fragments of a lich's phylactery)

*Duration:* Concentration, up to 1 minute

You forcibly extract your target's soul, placing it within yourself to empower your abilities. While this does not kill the target, it does give them considerable disadvantage. The target is tainted, and gains Epic disadvantage on all saves, ability checks, and attack rolls.

In addition, the soul you have stolen grants you great power; you gain bonus hit points equal to twenty times the target's Constitution score. If the target is killed while under the effects of *soul harvest*, their soul is consumed, and you gain knowledge of their entire life and experiences as though you had lived them yourself. Creatures slain while under these effects cannot be returned to life by non-Deific magic while you live.

### Spell Sequencer

Tier 1 Epic Enchantment

*Casting Time:* 1 action

*Range:* Self

*Components:* V, S, M (a golden onion)

*Duration:* 8 hours

Imbuing your magic with an Epic infusion, you select up to three spells you know of 5th level or lower at the time of casting. Until the duration expires, you may cast the selected spells as a single bonus action in an order of your choice (ignoring the usual restrictions for the number of spells per turn). Spells cast in this way do not expend your spell slots. Once you have used your bonus action to cast your chosen non-Epic spells, *spell sequencer* ends.

**At Higher Levels**—Increasing the tier of this spell allows you to raise the level of the spells sequenced by one per tier: 6th level spells at Tier 2 and 7th level spells at Tier 3.

## Sphere of Ultimate Destruction

Tier 3 Epic Conjuraction

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S, M (a piece of silk woven from shadow spiders)

*Duration:* Concentration, up to 1 minute

Cupping your hands together, you draw from the darkest reaches of the universe a void of pure destructive emptiness that consumes all it touches. A stationary 5-foot-diameter sphere of pure void appears in an unoccupied space within range and lasts for the duration.

When a creature starts its turn within 5 ft. of the sphere, it must make a Dexterity saving throw, taking 165 (30d10) force damage on a failed save or half as much on a successful one. As a bonus action on your turn, you can move the sphere up to 50 ft. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere continues with its move. A creature cannot take damage from the sphere more than once per turn.

The sphere passes through any barrier in its path, ignoring non-Deific magical obstructions and leaving a clean spherical hole in any solid substance that attempts to get in its way.

## Storm of Torment

Tier 1 Epic Necromancy

*Casting Time:* 1 action

*Range:* Self (60 ft. radius)

*Components:* V, S, M (a draught of liquid pain)

*Duration:* Concentration, up to 1 minute

From places in the universe best left unknown, you invoke a howling storm of strange green winds that inflict terrible agony on foes within its area.

While the storm persists, as an action on your turn, you conjure a bolt of crimson energy from the storm, which arcs towards a creature of your choice within the storm. The creature must make a Constitution saving

throw against your spell save DC or take 35 (10d6) points of psychic damage and lose concentration on a spell or effect of its choice.

While the storm persists, as a reaction when a creature in the area casts a spell, makes an attack, or uses a Legendary or Mythic action, you conjure a similar bolt of crimson lightning that projects from your hand to the creature. The struck creature must make a Constitution saving throw against your spell save DC, taking 35 (10d6) points of psychic damage and losing the action that they were attempting. In this case, the action is still lost prior to its manifestation. It therefore does not expend resources needed to create the action (such as spell slots).

**At Higher Levels:** Increasing this spell's tier increase the amount of psychic damage dealt by these bolts by 6d6 per tier.

## Temporal Stasis

Tier 1 Epic Transmutation

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S, M (a pocket watch made of valuable materials totalling at least 10,000 gp)

*Duration:* Concentration, up to 1 minute

You fold time around your target, sealing them away in a temporal lock and removing them from the timestream. While locked away, time is unable to interact with the target. They do not age or starve, and they are paralyzed for the duration of the spell, making them extremely vulnerable.

At the end of their turn, the target may make a Wisdom saving throw to end the effect. Once two successful saving throws have been made, the spell ends.

Non-Epic targets fail their saving throws made against this spell. During the spell's duration, you can choose to make this spell permanent against such targets. However, if you do so, you cannot cast this spell again for 7 days.

**At Higher Levels—**Increasing the tier of this spell increases the number of targets this spell may affect by one per tier.



**Tides of Flame**

Tier 2 Epic Evocation

*Casting Time:* 1 action*Range:* 300 ft.*Components:* V, S, M (the scarf of an efreeti)*Duration:* Concentration, up to 1 minute

You conjure a wall of searing flame, up to 100 ft. in length. The wall is 5 ft. thick and 20 ft. high. When a creature starts its turn within 5 ft. of the wall, it takes 45 (10d8) points of fire damage.

Creatures that start their turn within the wall or enter the wall during their turn take 68 (15d8) points of fire damage and must succeed on a Strength check against the spell DC or become restrained by the wall. A restrained creature can use its action to attempt the Strength check again, freeing itself on a success.

The spell moves 20 ft. per round in a single direction you designate when it is cast, carrying with it any subjects restrained within.

**Translocation**

Tier 1 Epic Conjuration

*Casting Time:* 1 action or 1 bonus action (see description)*Range:* Touch, Self (see description)*Components:* V, S*Duration:* Instantaneous, 1 minute concentration (see description)

This spell can be cast in two manners; as an action, or as a bonus action.

When you cast this spell as an action, you and up to six willing creatures touching you teleport to any location you have been before. This effect crosses any planar boundary unless prevented from doing so by Deific or Epic means.

When you cast this spell as a bonus action, you teleport to any location you can see within 60 ft. Casting the spell in this manner ends all non-Deific movement impairing conditions and effects. While you maintain concentration on this spell, as a bonus action you can repeat this teleport, ending movement-impairing conditions as noted.

**Transmogrify**

Tier 3 Epic Transmutation

*Casting Time:* 1 action*Range:* Touch*Components:* V, S, M (a shard of raw protomatter)*Duration:* 10 minutes, or permanent (see description)

This Epic spell violently transforms any object or creature you touch (including yourself) into any of a mind-boggling array of possibilities. An unwilling target is transformed, but can attempt a Wisdom saving throw at the end of each of its turns to mitigate the effect. Once two successful saves have been made in this fashion, or the creature reaches zero hit points in its new form or dies, or you dismiss the spell, the spell ends.

The creature is limited in the actions it can perform by the nature of its new form, and it cannot speak, cast spells, or take any other action that requires hands or speech unless its form is normally able to do so.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

- The target can be transformed into any non-Epic, non-Deific form you can imagine, even something that does not presently exist, with a few restrictions:
- The target cannot be turned into something with a challenge rating greater than your level.

- The target cannot be transformed into a form smaller than Tiny or larger than Gargantuan.
- The target cannot manifest Epic or Deific effects or effects that emulate Epic or Deific effects.

When transforming the target into an animate object (or creature):

- The target assumes the transformed creature's game statistics for an average creature of its type, though it maintains its previous Intelligence, Wisdom, and Charisma ability scores if it had them.
- If transforming into a Legendary creature, the target gains all associated Legendary Actions.
- The target never gains the spells, spell slots or Lair Actions of their new form.

When transforming the target into an inanimate object, the target retains its Intelligence, Wisdom, and Charisma ability scores (if it had them) and maintains a rudimentary awareness of its condition and immediate surroundings.

If cast on a non-Epic creature, you can choose to make this spell's duration permanent. However, if you transform a creature into something with a challenge rating greater than your Epic level in this manner, you cannot cast this spell again for 7 days.

### Upheaval

Tier 2 Epic Evocation

*Casting Time:* 1 action

*Range:* Self (90 ft. cone)

*Components:* V, S, M (Solid ground upon which you must be standing)

*Duration:* Instantaneous

You slam your fist into the earth, channeling with it all of your fury and magical might. The ground in front of you erupts in a terrific blast, unleashing hellish power against those unfortunate few caught in the wave of destruction. Any non-magical structures and buildings caught in the cone are destroyed instantly.

Any enemies standing in the cone take 110 (20d10) points of bludgeoning damage.

Enemies that fail a Dexterity saving throw are pushed to the end of the cone, landing prone in a heap at the tip farthest from you.

**At Higher Levels**—Increasing the tier of this spell increases the length of the cone by 30 ft. and its bludgeoning damage by 10d10 per tier.

### Wall of Dissolution

Tier 1 Epic Conjunction

*Casting Time:* 1 action

*Range:* 120 ft.

*Components:* V, S, M (a vial of black dragon acid)

*Duration:* Concentration, up to 10 minutes

A vitriolic wall of sticky acid rises up before you, forming a semi-transparent wall up to 90 ft. long, 30 ft. high and 5 ft. thick, centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 ft. in diameter centered on a point you choose within range. You may manifest this wall in spaces occupied by creatures, friend and foe alike.

Creatures moving into the wall or starting their turn within it take 54 (12d8) acid damage (a successful Constitution saving throw halves this damage). Movement through the wall is quartered, requiring 20 ft. of movement for each 5 ft. of progress.

Non-living organic material is completely dissolved by the wall, as though affected by a *disintegrate* spell.

**At Higher Levels**—Increasing the tier of this Epic Spell increases the acid damage it deals by 6d8 per tier. Additionally, the wall's thickness increases by 10 ft. per tier.

# GAMEPLAY

## CONDITIONS

**Crushed:** You take damage equal to half of your current hit points and you cannot benefit from healing effects until the condition ends. Damage taken from the crushed condition cannot reduce you below 1 hp.

**Tainted:** Gained only from direct contact with particularly virulent and potent evil, becoming tainted inflicts terrible penalties upon the target. You are vulnerable to all damage during this time and allied single-target spells cannot be cast on you.

**Ignited:** You are burned by such incredible heat your flesh ignites, consuming your own body as fuel as you struggle to cling to life, even if you are completely submerged in water. At the start of your turn, you take fire damage equal to your hit dice.

**Purged:** Raw positive energy has cleansed your form, leaving you feeling hollow and empty. You cannot gain advantage and cannot critically hit.

**Disemboweled:** Your essential organs and lifeforce begin leaking from a vicious wound. You cannot take any bonus actions or reactions, instead spending that time to hold in your lifeforce/internal organs.

**Destabilized:** Your form enters a state of flux, struggling to exist in the known universe. Your body destabilizes and you cannot deal damage until the end of your turn. This effect also impairs spells and abilities you may have used prior to destabilization who's ongoing effects would continue to deal damage.

**Traumatized:** Your wounds are so horrific your mind can barely take it. At the start of your turn, you must make a death save. The horror of what has been done to you takes hold with each failed death save. If you fail 3 death saves during a single duration of being traumatized, you fall to zero hit points.

**Insane:** You suffer an extreme bout of madness. For each point of Insanity you have, consult the Insanity Table for its corresponding effects.

### Insanity Table

LEVEL	EFFECT
1	When you roll a natural one on an attack roll, you automatically hit yourself with the attack instead.
2	Enemies that are ordinarily resistant to your attacks are immune instead, and normal enemies become resistant.
3	You become vulnerable to all damage.
4	Your proficiency becomes 0.
5	You lose all class features.
6	You go totally and completely mad. Your Charisma, Wisdom, and Intelligence scores are reduced to one, and you cannot take any actions except movement.

### NOTES ON EPIC CONDITIONS

Epic Conditions represent an extremely dangerous series of effects that Epic Characters are more likely to face, particularly as the more traditional conditions become less significant. Epic Conditions cannot be removed by “traditional” means, such as by hit point healing or the spell *greater restoration*; however some Epic spells and effects can remove them. Instead, instances of Epic Conditions often have fixed durations that players must cope with for that time, adapting their gameplay to suit their new vulnerabilities.

## EPIC TERMS

**Epic:** This keyword defines a creature or ability unique to Epic Legacy content, not found in traditional content for 5<sup>th</sup> Edition, and designed for this category of play. When an Epic ability would conflict with a non-Epic the former overrules the latter, and, unless otherwise stated, non-Epic abilities cannot affect Epic abilities. For example, a Wizard’s Simulacrum can’t cast Epic spells, because Simulacrum is itself a non-Epic spell, and so doesn’t benefit from any of the Epic features the Wizard has gained.

**Deific:** Sometimes the gods must get involved, and their power is absolute. Abilities and creatures with this keyword are rarely bound by any restrictions. As Epic ability overrule non-Epic, Deific abilities overrule Epic, and are intended as the final say in all things. Though Epic characters may grow to rival the gods in power, there is still a line between the two. Oftentimes specific text will be included indicating the effect of Epic magic against Deific targets.

## EPIC ADVANTAGE/ DISADVANTAGE

Many Epic effects offer so much power or present such an obstacle that non-Epic sources of advantage and disadvantage are irrelevant. Functionally, both Epic and non-Epic sources of these effects are the same, providing additional d20 rolls and pick the higher or lower result. However, any source of Epic advantage or disadvantage overrides all alternate sources of non-Epic advantage and disadvantage.

For example, if you make an attack while prone (which provides disadvantage), but your attack has Epic advantage, the disadvantage from being prone is negated by the Epic advantage, causing you to roll twice, selecting the higher result.

Just like their non-Epic versions, if you have both Epic advantage and Epic disadvantage, they cancel out, causing you to roll once, as normal.