

5E

EPIC CHARACTERS



5E ORIGINAL
SUPPLEMENT
SERIES

Includes progression from 21st to 30th level for all classes, archtypes and races in the world's greatest roleplaying game

EPIC CHARACTERS

CREDITS

LEAD DESIGNER, CONCEPT, WRITING AND ART DIRECTION

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BALANCE, FLAVOR, AND PLAYTESTING

Marc Altfuldisch

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BASED ON THE ORIGINAL GAME CREATED BY

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CREATED FOR

Dungeons & Dragons 5th Edition by Wizards of the Coast

ARTWORK

The artwork in this handbook is all created by artists dleoblack, Tom Edwards and Daniel Kamarudin. A huge thanks goes out to them, for allowing me to include their illustrations herein. Each illustration has its copyright information attached to it.

If you find their artwork intriguing, you should check out their galleries. They are linked below. If you'd like to commission either of them, you'll also find their contact information there.

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ON THE COVER

In this snowy scene illustrated by dleoblack, an epic hero stands bloodied and victorious upon the field of battle, taking a moment to gaze upon the slain dragon in front of him.

BY



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WHAT'S NEW IN V 1.3?
- LOTS OF MINOR BALANCE AND FLAVOR ADJUSTMENTS. AMONG THEM:
- MANY CHANGES TO THE BARD, PARTICULARLY AT LATE LEVELS
- CHANGES TO THE FIGHTER'S AVATAR OF WARFARE FEATURE
- TWO NEW ELDRITCH INVOCATIONS
- ADAPTED TO CHANGES IN HEROES OF THE ORIENT
- ADDED EPIC PROGRESSION FOR UNEARTHED ARCANA CONTENT INCLUDING THE REVISED RANGER.
- ALSO ADDED EPIC RACIALS FOR THE A ELADRIN SUBRACE FROM THE DUNGEON MASTER'S GUIDE, AS WELL AS THE RACES FROM VOLO'S GUIDE TO MONSTERS.



PART 1

Introduction



WHY EPIC PROGRESSION?

To me roleplaying is all about escaping every day life. But it's not just an escape to anywhere, but a magical journey to mystical places together with friends. It's a way to play a socially challenged brute or a young boy meddling with dark powers he doesn't quite understand. It's about collective experiences, and most importantly: having fun.

Sometimes, however, that fun must come to an end. When a campaign is finished, well then Thokk the Barbarian or Kaibo the Warlock stop existing. Of course that might result in the birth of Odeon the Sorcerer and completely new adventures, which is part of the awesomeness to begin with!

However, sometimes you just fall in love with your characters, and you want to continue following them on their journey. It is my hope, that this is what epic classes will be able to provide.

BALANCING "EPIC"

To try and balance 12 classes and a multitude of archetypes, is by no means a task I took lightly. There is, however, some wiggle room, as classes past 20th level are intended to be quasi demigods - maybe even capable of challenging the gods themselves.

That being said, I am very much willing to listen to feedback, and I will update the Epic Classes handbook whenever I have made enough changes to warrant it, and as long as there is interest in it.

WHAT IS IN THE BOOK?

The content within this handbook is based solely on official fifth edition material from Wizards of the Coast. To be more specific:

- **Player's Handbook:** classes, archetypes and races
- **Elemental Evil Player's Companion:** races
- **Sword Coast Adventurer's Guide:** archetypes

As more classes, archetypes and races are released, I plan to include them here as well.

Should you have any suggestions for content that might be relevant within this handbook, don't hesitate to tell me about it - I will consider any request. Don't hesitate to tell me, if you have suggestions beyond the scope of epic classes though, as I am always eager to start new projects.

WHAT'S NEXT?

MORE EDITIONS

As more classes, races and archetypes are released by Wizards of the Coast, I will update this handbook accordingly. Also, there are already 3 more prestige classes in the works.

EPIC MONSTERS

The next book I'm working on will consist of epic monsters, so you'll have plenty to fight with your epic characters! Some of the things I plan to include, although everything is still subject to change, is lots of demons, devils, prismatic dragons, chaos dragons, void dragons, a few gods of the Forgotten Realms pantheon, and more. Each monster takes a considerable amount of time to create, but that being said, if you do have any specific monsters you wish to see, don't hesitate to contact me, and I will try to accommodate as best I can.

ARE YOU AN ARTIST?

If you have a piece of art that you want considered for inclusion in this or future products, also don't hesitate to contact me.

CONTACT

You can send feedback, requests, suggestions and whatever else you can think of to me at dnd5eoss@gmail.com

BEYOND 20TH LEVEL

Within the Dungeon Master's guide it is suggested, that once you reach 20th level, you can obtain epic boons whenever you've amassed 30.000 XP (as per page 230). That makes sense, where the power gain from boons is marginal when compared to the power contained within this handbook. You are free to go with that progression, but I'd suggest 50.000 XP would be more fitting, as 30.000 is done rather fast with the epic features.

Of course you could also go with milestones, or a completely different style of level progression. That is, as always, completely up to you. However, for the sake of completion, I will present a flow for character advancement here, which resembles the standard way it is done in the Player's Handbook.

TIERS OF PLAY

Having reached the fourth tier of play (17th - 20th level), you're already quite powerful, taking part in events that shape the multiverse itself.

In the first levels (levels 21- 22) you are still considered to be fourth tier of play. You just got slightly better at doing it.

We do, however, also go beyond that. In the fifth tier (levels 23 - 26), characters have reached a level of power, that few mortals can match, and the gods themselves begin to feel worried. You are well on your way to challenging them, being quasi demigods yourself at this point.

The sixth and final tier (levels 27-30), is where you've reached godlike heights. You are near unstoppable, very capable of taking on the most righteous god or antediluvian evil. You take part in cosmic struggles, discover the most ancient and well hidden secrets of existence, and might even take your own seat among the pantheon of gods.

PROFICIENCY

So, you might be wondering: "Why doesn't the proficiency bonus increase? It did from levels 1-20!". It's a good question, so allow me to explain.

The way it was done from levels 1-20 is really good! It works well, and accomplishes exactly what it is supposed to. However, it cannot be pushed much further than that, without screwing up the balance of 5th edition. That balance is called bounded accuracy. I'll explain it in layman's terms.

In previous editions, characters kept getting increased statistics, until they had +40 something to hit. This was necessary, as creatures (and characters, it went both ways) had 50+ AC. The balance was fine in the sense, that battling a dragon at 24th level, was about as hard as fighting an ogre at level 8. Your chances to hit were the same. The imbalance came, when characters of that level walked into a town with low level peasants. Or an orc camp. Or whatever. They had no way to hit those crazy high AC. On the other hand, characters of that level could just mow through them, like squashing bugs.

5th edition is far more "realistic" in that regard. A bunch of goblins can still kill you, even when you're 20th level. It'll be hard, sure, but its not impossible as it was previously. But what does proficiency bonus have to do with all of this?

Increasing the proficiency bonus, means other creatures must roll higher to save against your spells. It also means you hit more reliably with spells and attacks. It means AC and saving throws lose their value. Of course, you could just give everybody more AC, but then we're back to exactly how previous editions did it. So, we're not going to break bounded accuracy in this book. At least not completely! Because characters do get ability scores a little higher than 20. Not by a whole lot, but just enough to make it have a slight impact.

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
410,000	21	+6
470,000	22	+6
540,000	23	+6
620,000	24	+6
710,000	25	+6
810,000	26	+6
950,000	27	+6
1,200,000	28	+6
1,500,000	29	+6
1,800,000	30	+6

DESIGNING THE CLASSES

In case you wish to hear a few words about the design philosophy about each class, this chapter is for you. I will try to provide insight into why each class ended up the way it did. In order to get the full picture, however, I will sort the classes into a few groups.

In order to balance the classes, and make sure the power curve is at least reasonably close, I designed a uniform progression system that all the classes follow. Here's a short look into the planning behind it all.

ALL CLASSES

PROGRESSION

- Level 21: Ability Score Improvement
- Level 25: Ability Score Improvement
- Level 29: Ability Score Improvement

MARTIAL CLASSES AND HALF-CASTERS

MARTIAL CLASSES

Barbarian, Fighter, Monk, Rogue

HALF-CASTERS

Paladin, Ranger

PROGRESSION

- Level 21: Minor non-combat ability boost (like Trapsense for Rogues)
- Level 22: Unique minor class ability (like Blindsight for Barbarians)
- Level 23: Central class ability boost (like Extra Attack for Fighters)
- Level 24: Unique survivability boost, possibly combined with a little offense (like Favored Enemy Improvement for Rangers)
- Level 25: Minor non-combat ability boost (often continuation of level 21 feature)
- Level 26: Unique major class feature (often big improvement on level 24 ability, either offensive or defensive) for martial classes, and Extended Spell Capacity for half-casters.
- Level 27: Archetype feature (power varies somewhat depending on base class power)
- Level 28: Central class ability boost (continuation of level 23 feature)
- Level 29: Major combat boost (like Adrenaline Surge for the Fighter)
- Level 30: Capstone and Death Saving Throw advantage

Death Saving Throw is given to all martial classes. It doesn't do a lot at these high levels, and as such it is mostly a ribbon feature, but it tries to show the superior physique of the martial classes.

ARCHETYPE FOCUSED FULL CASTERS

CLASSES

Cleric, Sorcerer, Wizard

NOTES

The cleric, sorcerer and wizard have one thing in common, besides being full spell casters. The core class doesn't actually get that much. In large part most of their features come from the chosen archetype. That effectively means, that there isn't a lot to build on in the core class. It also means that two clerics can be very, very different. In order to continue this design in the epic classes, I chose for the archetype focused full casters to gain archetype features at three different levels: 21st, 25th, and 28th, instead of just at the 27th level like other full casters.

That being said, they are full casters, and as such they get either extended, epic or legendary spell capacity at 22nd, 26th and 29th level.

PROGRESSION

- Level 21: Archetype feature
- Level 22: Extended, Epic or Legendary Spell Capacity
- Level 23: Central class ability boost (like Channel Divinity for Clerics)
- Level 24: Unique minor ability (like Destroy Undead for Clerics)
- Level 25: Archetype feature
- Level 26: Extended, Epic or Legendary Spell Capacity
- Level 27: Major combat boost (like Empowered Channel Divinity for Clerics)
- Level 28: Archetype feature
- Level 29: Extended, Epic or Legendary Spell Capacity
- Level 30: Capstone

CORE CLASS FOCUSED FULL CASTERS

CLASSES

Bard, Druid

NOTES

Having just explained the decisions behind giving some of the caster classes archetype features at three levels, you might wonder here why the bard gets one archetype feature, and the druid gets two. Well, the bard isn't very dependant on the archetypes, as he gets a lot of stuff from his core class. The druid, however, is somewhere in the middle, and I wanted to accommodate that.

PROGRESSION

- Level 21: Minor non-combat ability boost (like Song of Rest for Bards)
- Level 22: Extended, Epic or Legendary Spell Capacity
- Level 23: Central class ability boost for Bard, Archetype feature for Druid
- Level 24: Unique survivability or utility boost, possibly combined with a little offense (like Druidic Versatility)
- Level 25: Minor non-combat ability boost for the Druid, unique boost for the Bard (this one is hard to quantify)
- Level 26: Extended, Epic or Legendary Spell Capacity
- Level 27: Archetype feature
- Level 28: Central class ability boost
- Level 29: Extended, Epic or Legendary Spell Capacity
- Level 30: Capstone

THE WARLOCK

NOTES

The Warlock is the odd one out. It doesn't make a whole lot of sense for me to show you their levelling features here. With pact boons, patrons, evocations, spells, and so on, the warlock has quite a lot going for him. The real struggle here, was doing the class justice. Go and take a look, see how I did.

DESIGN PHILOSOPHY

Here I'd like to provide a few key words on each class individually. These keywords were my anchor during the design phase.

- Barbarian: Hard to kill, punishes attackers, insane criticals
- Bard: Superb at many things, support
- Cleric: Very archetype dependent, focus on channel divinity
- Druid: Versatile with spells and wild shape
- Fighter: Burst damage, sustained damage, survivability
- Monk: Utility, battlefield control, survivability
- Paladin: Damage and support
- Ranger: Truly menacing against favored enemies, polish archetypes
- Rogue: Survivability, utility, damage
- Sorcerer: Very archetype dependent, burst damage, breaking the action economy
- Warlock: Tons of options
- Wizard: Very archetype dependent, "better" spells, more spells

IN CLOSING

If there is sufficient interest in more stuff like this chapter, please let me know, and I will be happy to accommodate.



PART 2

Epic Progression



EPIC BARBARIAN

THE EPIC BARBARIAN

Level	Rage Damage	Features
21st	+5	Fast Movement (+20 feet), Ability Score Improvement
22nd	+5	Blindsight
23rd	+6	Brutal Critical (4 dice)
24th	+6	Indomitable Vigor
25th	+7	Fast Movement (+30 feet), Ability Score Improvement
26th	+7	Unmatched Physicality
27th	+8	Path feature
28th	+8	Brutal Critical (5 dice)
29th	+9	Undaunted, Ability Score Improvement
30th	+10	Savagery, Death Save Advantage

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature, except for Strength and Constitution, which you can improve to 28.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master's Guide) or a Feat (as found in the Player's Handbook).

FASTER MOVEMENT

Starting at 21st level, your speed increases by another 10 feet for a total of 20 feet. At 25th level your speed increases by yet another 10 feet for a total of 30 feet.

BLINDSIGHT

Your senses have become so honed that you surpass the sensory limitations of mere mortals, being able to accurately predict an opponent's movements even with your eyes closed. Beginning at 22nd level, you gain blindsight with a range of 5 ft., and an additional 5 ft. of blindsight while raging.

BRUTAL CRITICAL

Beginning at 23rd level, you can roll four additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to five additional dice at 28th level.

INDOMITABLE VIGOR

Beginning at 24th level, if your total for a Constitution check is less than your Constitution score, you can use that score in place of the total.

UNMATCHED PHYSICALITY

Years of hacking and slashing at your enemies, has taught you everything there is to know about creating and abusing openings in an enemy's defense, as well as opening or closing yourself to opportunistic strikes.

Beginning at 26th level, when using Reckless Attack, you can choose whether hostile creatures have advantage against you or not, and attacks of opportunity against you are made at disadvantage unless you choose otherwise.

PATH FEATURE

PATH OF THE BERSERKER

RAVAGER

Beginning at 27th level, you no longer suffer exhaustion from your Frenzy feature.

PATH OF THE TOTEM WARRIOR

Beginning at 27th level, you may choose one of the following totems.

TOTEMIC SYMBIOSIS

Bear. While raging you cannot be knocked prone or moved against your will by any means as long as you are conscious.

Eagle. You don't take fall damage when falling 30 feet or less, and when you fall longer distances you take only half fall damage.

Wolf. While you're raging, you can use a bonus action to attempt to grapple an opponent.

Elk. Your movement speed cannot be reduced by any means, and it only costs you 5 feet of movement to stand up from prone.

Tiger. You have advantage on Stealth checks and you can take the Hide action as a bonus action.

PATH OF THE BATTLERAGER

THORNS

Starting at 27th level, you may move through other creatures no matter their size. The first time you enter a creature's space on your turn, you deal piercing damage equal to half your rage damage rounded down. If you are raging, this damage equals your rage damage. If you end your turn in another creature's space, you take 1d10 bludgeoning damage and are ejected to the nearest unoccupied space.

UNDAUNTED

Beginning at 29th level, if you drop to 0 hit points and don't die outright, you can make a DC 5 Constitution saving throw with advantage. If you succeed, you drop to 1 hit point instead, your rage is automatically activated if it isn't already, and your first attack against the source of the attack you suffered is a guaranteed critical hit. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 5. This feature replaces your Relentless Rage feature.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

SAVAGERY

Taking injuries while raging fuels the fire within you, making you increasingly vicious with every wound you suffer in combat.

While raging, whenever you are hit with a melee attack, you may use your reaction to immediately strike back at the attacker. As part of the same reaction, but after having struck back at your attacker, you gain a number of Battle Dice equal to the damage taken divided by 5. Battle Dice stack, but you can have a maximum of 5 Battle Dice at any one time. Your stored Battle Dice last until your rage ends, you are healed, or after 5 minutes.

While you have one or more Battle Dice stored, whenever you hit a creature with a melee weapon attack, you may add all of the Battle Dice to the attack. The damage of your Battle Dice equals your weapon damage die.

For example, if you were struck for 19 bludgeoning damage by a melee attack, you could retaliate immediately, and then gain 3 Battle Dice. If you are wielding a greataxe, each Battle Die would deal 1d12 slashing damage, which you could add to any attack on any of your subsequent turns.

THE BEAST HAD BLOODIED THE STRANGER WITH A CRITICAL NECK BITE AND I WAS NEXT. ITS BURNING RED EYES FILLED MY HEART AND SOUL WITH PURE TERROR. MY TIME HAD COME. AS IT WAS ABOUT TO LUNGE ITS TEETH INTO MY FLESH, A SHATTERING ROAR MADE THE HEAVENS THEMSELVES TREMBLE, AND THE BLOODIED STRANGER CAME DOWN UPON THE BEAST LIKE NO MAN COULD. HE WAS THE BEAST AND IT WAS HIS PREY NOW. THE CREATURE COILED, BUT EVERY STRIKE JUST SEEMED TO FUEL THE STRANGER'S FIRE. AS HE SWUNG HIS AXE, HE FELLED THE CREATURE WITH A SINGLE MIGHTY BLOW. HE SEEMED A GOD AMONG MEN, YET I NEVER SAW HIM AGAIN. THIS SIMPLE MAN WITH AN AXE.
- P.T. DIRAQ, ADVENTURER



EPIC BARD

THE EPIC BARD

Level	Cantrips Known	Spells Known	Features
21st	5	22	Song of Rest Improvement, Ability Score Improvement
22nd	5	23	Extended Spell Capacity
23rd	5	23	Countercharm Improvement
24th	5	23	Bardic Inspiration Improvement
25th	5	23	Empathic Learning, Ability Score Improvement
26th	6	24	Extended Spell Capacity
27th	6	24	Bard College feature
28th	6	24	Force of Personality, Legendary Wordsmith
29th	6	25	Extended Spell Capacity, Ability Score Improvement
30th	6	25	Bardic Supremacy

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

SONG OF REST IMPROVEMENT

Beginning at 21st level, the extra hit points generated by Song of Rest increase to 1d20. Additionally, the time required for a short and long rest is halved for you and any allies within 60 feet of you that can see or hear you.

EXTENDED SPELL CAPACITY

Upon reaching 22nd level, you gain an additional 6th level spell slot, at 26th level you gain another 7th level spell slot, and at 29th level you gain another 8th level spell slot.

COUNTERCHARM IMPROVEMENT

Beginning at 23rd level, you can use your Countercharm feature as a bonus action.

BARDIC INSPIRATION IMPROVEMENT

Your Bardic Inspiration die changes to a d20 once you reach 24th level.

EMPATHIC LEARNING

Upon reaching 25th level, you can choose a 1st level feature from any class and adopt it as your own.

You could for example choose the barbarian's rage feature, the fighter's second wind feature, or the paladin's divine sense feature.

BARD COLLEGE FEATURE

Your chosen college grants you features at 27th level.

COLLEGE OF LORE

EXPERT CASTING

Beginning at 27th level, casting spells from a specific school comes easily to you. Choose a school, where casting will only expend a fraction of your spellcasting efforts. When you cast a spell of 2nd level or higher from that school, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

COLLEGE OF VALOR

INSPIRE LEGION

When you would grant another creature a bardic inspiration die, you can instead choose to grant up to five eligible creatures of your choice a bardic inspiration die. You only expend one use of bardic inspiration when doing so. You cannot use this feature on a turn where you also use your legendary wordsmith feature.

Once you use this feature, you cannot use it again until you finish a long rest.

FORCE OF PERSONALITY

Starting at 28th level, your Charisma score increases by 2. Your maximum Charisma is now 26.

LEGENDARY WORDSMITH

Starting at 28th level, when you would grant another creature a bardic inspiration die, you can choose to grant that creature two dice instead. The creature chooses whether to use the dice one at a time or simultaneously.

BARDIC SUPREMACY

At 30th level, your proficiency bonus increases by 1.



EPIC CLERIC

THE EPIC CLERIC

Level	Cantrips Known	Features
21st	6	Divine Domain feature, Ability Score Improvement
22nd	6	Extended Spell Capacity
23rd	6	Channel Divinity (4/rest)
24th	6	Destroy Undead (CR 5)
25th	6	Divine Domain feature, Ability Score Improvement
26th	7	Extended Spell Capacity
27th	7	Empowered Channel Divinity
28th	7	Divine Domain feature
29th	7	Extended Spell Capacity, Ability Score Improvement
30th	7	Divine Solar, Destroy Undead (CR 6)

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

DIVINE DOMAIN FEATURE

Your chosen domain grants you features at 21st, 25th and 28th level.

KNOWLEDGE DOMAIN

MAGICAL KNOWHOW

Your deep insight into the workings of magic, lets you thwart offensive spells against you more effectively. Beginning at 21st level, you have advantage on saving throws against hostile spells.

CHANNEL KNOWLEDGE

Starting at 25th level, you can empower others with your Channel Divinity: Knowledge of the Ages.

EDUCATED

Beginning at 28th level, you can read all writing and understand all languages.

LIFE DOMAIN

ARMOR OF LIFE

Beginning at 21st level, whenever you receive healing, you gain the same amount of hit points as temporary hit points, up to a maximum of half your cleric level (rounded down).

CHANNEL LIFE

Starting at 25th level, your Channel Divinity: Preserve Life can restore a creature back to it's hit point maximum.

LIFE INFUSED DIVINE STRIKE

Beginning at 28th level, your Divine Strike heals you for the amount of damage done.

LIGHT DOMAIN

EMBRACE THE LIGHT

Beginning at 21st level, you become resistant to fire and radiant damage.

CHANNEL THE LIGHT

Starting at 25th level, your Channel Divinity: Radiance of the Dawn increases its radius to 60 feet, and has its damage increased to 4d10 + your Cleric level.

EMPOWERED FLARE

At 28th level, whenever you use your Warding Flare, the affected creature must also succeed a Constitution saving throw, or become blinded until the end of it's next turn.

NATURE DOMAIN

ELEMENTAL WARD

Beginning at 21st level, using your Dampen Elements ability, you can choose to grant immunity rather than resistance to the affected elements.

Once you use this feature, you must finish a long rest before you can do so again.

CHANNEL NATURE

Starting at 25th level, the radius of your Channel Divinity: Charm Animals and Plants has it's radius increased to 60 feet, and it's duration increased to 5 minutes.

BOND WITH NATURE

At 28th level, you learn one 1st, 3rd and 5th level druid spell of your choice. These spells are always prepared, but don't count toward your maximum of prepared spells.

TEMPEST DOMAIN

MOLECULAR ABSORPTION

Starting at 21st level, you become resistant to thunder and lightning damage.

CHANNEL THE TEMPEST

Beginning at 25th level, your Channel Divinity: Destructive Wrath also makes your attack hit up to two additional targets within 5 feet of the original target.

IMPROVED DIVINE STRIKE

Beginning at 28th level, your Divine Strike damage increases to 3d8.

TRICKERY DOMAIN

ADVANTAGEOUS DODGE

When an enemy misses you with an attack, you can use your reaction to force the missed attack to hit another enemy within 5 ft. of you (if any).

CHANNEL TRICKERY

Beginning at 25th level, your Channel Divinity: Cloak of Shadows can be activated using a bonus action, rather than an action.

ELUSIVE

Beginning at 28th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.



WAR DOMAIN

HOLY ARMOR

Starting at 21st level, as a bonus action, you can activate a Holy Armor that surrounds you with a bright light. The Holy Armor grants you +2 AC, and enemies have disadvantage on attack rolls against you. The effect lasts for a number of rounds equal to your Wisdom modifier.

Once you use this feature, you must finish a long rest before you can do so again.

CHANNEL WAR

Beginning at 25th level, your Channel Divinity: Guided Strike affects all of your attacks on that turn.

IMPROVED DIVINE STRIKE

Beginning at 28th level, your Divine Strike damage increases to 3d8.

ARCANA DOMAIN

WEAVE DISTORTION

Starting at 21st level, you can twist and bend the Weave around you as a bonus action, granting yourself resistance to all magic damage, as well as advantage on all saving throws against spells of 7th level or lower until the end of your next turn. Usable a number of times equal to your Wisdom modifier. You regain all expended charges once you finish a long rest.

CHANNEL ARCANA

Beginning at 25th level, your Channel Divinity: Arcane Abjuration has its range increased to 60 feet, and the maximum Challenge Rating for banishment increases to 5.

ARCANE INSIGHT

Upon reaching 28th level, the *detect magic* spell becomes a passive effect for you that is always active. Additionally, once every long rest, if you spend at least 10 minutes studying a creature, you will know of 1d6 spells of 7th level or lower that the creature is capable of casting (if any).

EXTENDED SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th level spell slot. At 26th level you gain another 7th level spell slot. At 29th level you gain another 8th level spell slot.

CHANNEL DIVINITY

Beginning at 23rd level, you can use your Channel Divinity four times between rests.

DESTROY UNDEAD

Starting at 24th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below 5. At 30th level, the threshold increases to a challenge rating at or below 6.

EMPOWERED CHANNEL DIVINITY

Beginning at 27th level, enemies have disadvantage on saving throws against any of your Channel Divinity effects that require them to make one.

DIVINE SOLAR

Starting at 30th level, your connection to the divine lets you assume the form of a Solar. As an action, you transform into a being of pure radiant and tempestuous energy, magically healing you up to your hit point maximum. While in this form your melee weapon attacks deal an additional 2d8 radiant damage, you can cast any spell you know, whether you have it prepared or not, and you gain truesight out to a range of 30 feet.

While in this form, as an action, you can magically teleport, along with any equipment you are wearing or carrying, up to 120 feet to an unoccupied space that you can see.

Additionally, as a bonus action you can use Healing Touch, magically healing another creature for 36 (8d8) hit points, and curing it from any curse, disease, poison, blindness, or deafness that might be afflicting it.

Your Solar form lasts a number of rounds equal to your Wisdom modifier. Once you use this feature, you must finish a long rest before you can do so again.

EPIC DRUID

THE EPIC DRUID

Level	Cantrips Known	Features
21st	5	Mindfulness (1), Ability Score Improvement
22nd	5	Extended Spell Capacity
23rd	5	Druid Circle feature
24th	5	Druidic Versatility
25th	5	Mindfulness (2), Ability Score Improvement
26th	6	Extended Spell Capacity
27th	6	Druid Circle feature
28th	6	Unhindered Beast Spells
29th	6	Extended Spell Capacity, Ability Score Improvement
30th	6	One with Nature

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

MINDFULNESS

Starting at 21st level, the number of spells you can prepare increases by 1. Later, at 25th level, it increases by 1 once more.

EXTENDED SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th level spell slot. At 26th level you gain another 7th level spell slot. At 29th level you gain another 8th level spell slot.

DRUID CIRCLE FEATURE

Your chosen circle grants you features at 23rd and 27th level.

CIRCLE OF THE LAND

IMPROVED NATURAL RECOVERY

Beginning at 23rd level, the spell slots recoverable through your Natural Recovery ability can be of any level.

MAGICAL SECRETS

Starting at 27th level, your innate wisdom has absorbed enough knowledge from observing other spell casters cast their magic, that you have learned to replicate some of their spells. Choose two spells from any class. A spell you choose must be of a level you can cast. The chosen spells count as druid spells for you.

CIRCLE OF THE MOON

MOON WARD

Beginning at 23rd level, you can't be charmed or frightened by beasts or monstrosities, and you are immune to poison and disease.

MONSTROUS WILD SHAPE

Starting at 27th level, your Wild Shape ability enables you to take the form of monstrosities, such as a Gorgon or Chimera. The monstrous shape you assume must be Large in size.

DRUIDIC VERSATILITY

Starting at 24th level, if you cast at least one spell without being transformed, you double your movement on the turn you use Wild Shape. Furthermore, when you revert to your normal self from a Wild Shape, on the first spell you cast thereafter, if it requires an attack roll you gain advantage on it, and if it requires another creature to make a saving throw they have disadvantage against the spell.

UNHINDERED BEAST SPELLS

Beginning at 28th level, you can cast more of your druid spells in any shape you assume using your Wild Shape feature. You can perform the somatic, verbal and material components of any druid spell while in a beast or monstrosity shape.

ONE WITH NATURE

Beginning at 30th level, you are permanently under the effect of Barkskin, Freedom of Movement, Tree Stride and Commune with Nature.

You also heal 10 hit points each round, stop aging, and any lost limbs regenerate within two minutes. If you have a severed part and hold it to the stump, the limb instantly knits to the stump.



EPIC FIGHTER

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

SUPERIOR SECOND WIND

Beginning at 21st level, your Second Wind ability lets you regain hit points equal to 1d12 + your Constitution modifier + your fighter level. At 25th level this increases to 1d20 + your Constitution modifier + your fighter level.

AGOGE

Starting at 22nd level, your rigorous and methodic training, which goes far beyond just physical fitness, has made you capable of shrugging off strenuous activity that would exhaust anybody else, as well as made you proficient with another skill. Choose one skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

Additionally, upon suffering a level of exhaustion, you may choose to ignore the exhaustion. Once you use this feature, you must finish a long rest before you can use it again.

EXTRA ATTACK

Beginning at 23rd level, you can attack five times whenever you take the Attack action on your turn. The number of attacks increases to six when you reach 28th level in this class.

PINCER MANEUVER

Starting at 24th level, when an enemy lands a critical hit on you with a melee weapon, you may use your reaction to turn it into a normal hit, and you may immediately make a counter attack as part of the same reaction. Unless the enemy had advantage on his attack against you, you gain advantage on the counter attack.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended charges when you finish a long rest.

TRULY INDOMITABLE

Beginning at 26th level, you are no longer forced to use the new roll upon using the Indomitable feature, but can instead roll an additional time by expending more charges of your Indomitable feature.

MARTIAL ARCHETYPE FEATURE

Upon reaching 27th level, you gain a feature depending on your Martial Archetype.

CHAMPION

SURGICAL PRECISION

Your weapon attacks score a critical hit on a roll of 17-20.

BATTLE MASTER

WARLORD

You learn two additional maneuvers, gain one additional Superiority Die, and your Superiority Dice turn into d20s.

ELDRITCH KNIGHT

SUPERIOR WAR MAGIC

When you take the Attack Action, you may use your bonus action to cast a spell of 3rd level or lower, even if it would normally require an action to do so.

PURPLE DRAGON KNIGHT

VANGUARD

You can extend the use of your Pincer Maneuver to your allies. When you use your Pincer Maneuver ability, you can choose an ally within 60 feet of you that is also in danger of receiving a hit. If that creature can see or hear you, the first critical hit against it before the end of its next turn, will be reduced to a normal hit.

ADRENALINE SURGE

Beginning at 29th level, you gain an additional use of Action Surge between rests.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

WARFARE

Upon reaching 30th level, using a bonus action you can become an avatar of warfare, increasing your statistics immensely. Each turn for three consecutive turns, you gain temporary hit points and a number of Warfare Dice as shown in the Warfare table. When you take the Attack action on your turn, you add your Warfare Dice to every successful hit.

Additionally, while in this form, all your attacks are made with advantage, you have advantage with all saving throws, and you allies have advantage with all attacks as long as they are within 10 feet of you.

Once you use this feature, you must finish a short or long rest before you can use it again.

WARFARE

Round	Temporary Hit Point Gain	Warfare Dice
1	30	4d6
2	20	2d8
3	10	1d12

THE EPIC FIGHTER

Level	Features
21st	Superior Second Wind (1d12), Ability Score Improvement
22nd	Agoge
23rd	Extra Attack (4)
24th	Pincer Maneuver
25th	Superior Second Wind (1d20), Ability Score Improvement
26th	Truly Indomitable
27th	Martial Archetype feature
28th	Extra Attack (5)
29th	Adrenaline Surge, Ability Score Improvement
30th	Warfare, Death Save Advantage

EPIC MONK



THE EPIC MONK

Level	Martial Arts	Ki	Unarmored Movement	Features
21st	1d10	21	+ 30 ft.	Grand Master (1), Ability Score Improvement
22nd	1d10	22	+ 30 ft.	Danger Sense
23rd	1d12	23	+ 30 ft.	Way of the Thousand Fists (1)
24th	1d12	24	+ 35 ft.	Be Like Water (1)
25th	1d12	25	+ 35 ft.	Grand Master (2), Ability Score Improvement
26th	1d12	26	+ 35 ft.	Be Like Water (2)
27th	1d12	27	+ 35 ft.	Monastic Tradition feature
28th	1d12	28	+ 40 ft.	Way of the Thousand Fists (2)
29th	2d6	29	+ 40 ft.	Mind and Body, Ability Score Improvement
30th	2d6	30	+ 40 ft.	Nirvana, Death Save Advantage

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

GRAND MASTER

You've become a grand master of your style, capable of learning and performing feats normally reserved to styles other than your own. Upon reaching 21st level, you learn one 6th level feature from another monastic tradition. Once you reach 25th level, you learn one 6th or 11th level feature (your choice) from another monastic tradition.

DANGER SENSE

At 22nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened or incapacitated.

ONE THOUSAND FISTS

Starting at 23rd level, whenever you use your Flurry of Blows or Radiant Sun Bolt, you can make three attacks as a bonus action, rather than two. Upon reaching 28th level, this bonus increases to four attacks.

BE LIKE WATER

Beginning at 24th level, whenever a large or smaller opponent within your reach misses you with an attack or fails to grapple you, using your reaction they become grappled by you. For the cost of 1 Ki, you may then choose to knock them prone or throw them up to 10 feet.

Additionally, starting at 26th level, whenever a creature hits you with a melee attack, you may use your reaction to take only half damage from the attack, and immediately make a single melee attack against them.

MONASTIC TRADITION FEATURE

Upon reaching 27th level, you gain a feature depending on your Monastic Tradition.

WAY OF THE OPEN HAND

ONE FINGER DEATH PUNCH

You have learned the feared One Finger Death Punch technique. At 27th level, when you use the Attack action to make a melee attack, if you don't use the Extra Attack and Flurry of Blows features, you may make a One Finger Death Punch.

Using this feature, your attack is guaranteed to connect as a critical hit and applies all effects of your Open Hand Technique, Stunning Strike and Quivering Palm features.

Once you use this feature, you must finish a long rest before you can use it again.

WAY OF SHADOW

MASTER OPPORTUNIST

Starting at 27th level, when you would normally be able to make a melee attack using your Opportunist feature, you may instead use your Flurry of Blows for the cost of 1 Ki.

WAY OF THE FOUR ELEMENTS

ELEMENTAL AFFINITY

Beginning at 27th level, you learn to cast *scorching ray* for the cost of 1 Ki, *lightning bolt* for the cost of 2 Ki, *fire shield* for the cost of 3 Ki and *conjure elemental* for the cost of 4 Ki.

WAY OF THE LONG DEATH

TOUCH OF THE LONG DEATH

Beginning at 27th level, for the cost of 1 Ki you may use your Touch of Death feature, when an ally reduces a creature within 5 feet of you to 0 hit points.

Additionally, whenever you use your Touch of Death feature after you have reduced a creature within 5 feet of you to 0 hit points, you gain healing equal to the amount of temporary hit points gained.

WAY OF THE SUN SOUL

CORNEAL BURN

Upon reaching 27th level, your Sun Shield can reach brightness only surpassed by the sun itself. When your Sun Shield is up, for the cost of 2 Ki per round, hostile creatures have disadvantage on any attack rolls against you. Furthermore, any hostile creatures within 10 feet of you must succeed a Constitution saving throw, or suffer a corneal burn, effectively blinding them. They can repeat the saving throw at the end of each of their turns, ending the effect on a success, and becoming immune to your Corneal Burn feature for 24 hours.

This feature is usable for a number of rounds equal to your Wisdom modifier. You regain all expended charges when you finish a long rest.

MIND AND BODY

Starting at 29th level, all healing effects on you are increased by 2d4. When receiving a healing effect, you can increase this bonus to 2d10 for the cost of 1 Ki. Additionally, whenever you fail a saving throw, you can expend 3 ki points to succeed instead.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

NIRVANA

Beginning at 30th level, when you roll for initiative and have no ki points remaining, you regain 8 ki points. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn if you expend 2 ki points as a bonus action.



EPIC PALADIN

THE EPIC PALADIN

Level	Features
21st	Improved Lay on Hands (1), Ability Score Improvement
22nd	Improved Divine Health
23rd	Superior Divine Smite (1)
24th	Righteous Demeanor, Divine Soul
25th	Improved Lay on Hands (2), Ability Score Improvement
26th	Extended Spell Capacity
27th	Sacred Oath feature
28th	Superior Divine Smite (2)
29th	Glory, Ability Score Improvement
30th	Searing Solar

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

IMPROVED LAY ON HANDS

Starting at 21st level, your Lay on Hands can cure curses. Upon reaching 25th level, when you use your Lay on Hands ability to heal, you also grant the healed character temporary hit points equal to half the healing done (rounded down).

IMPROVED DIVINE HEALTH

By 22nd level, the divine magic within you makes you immune to curses.

SUPERIOR DIVINE SMITE

Beginning at 23rd level, the damage from your Improved Divine Smite feature increases to 3d8 radiant damage. Upon reaching 28th level, the damage die of your Divine Smite and Improved Divine Smite features turn into d10's.

RIGHTEOUS Demeanor

Starting at 24th level, your divine spirit grants you advantage with Performance and Persuasion checks made against creatures of good alignment, and Intimidation checks against creatures of evil alignment.

DIVINE SOUL

At 24th level, your Divine Sense is always active, you cannot be surprised by fiends and undead, and you always know when you hear a lie.

Additionally, you can use your Channel Divinity feature twice between rests.

EXTENDED SPELL CAPACITY

Upon reaching 26th level, you gain an additional 5th level spell slot.

SACRED OATH FEATURE

Upon reaching 27th level, you gain a feature depending on your Sacred Oath.

OATH OF DEVOTION

IMPROVED SACRED WEAPON

Beginning at 27th level, your Channel Divinity: Sacred Weapon lets you add your proficiency bonus as additional damage, rather than just your Charisma modifier.

OATH OF THE ANCIENTS

IMPROVED NATURE'S WRATH

Beginning at 27th level, your Channel Divinity: Nature's Wrath can be cast as a bonus action, and the target creature has disadvantage on saving throws against it.

OATH OF VENGEANCE

IMPROVED VOW OF ENMITY

Beginning at 27th level, your Channel Divinity: Vow of Enmity can be moved to a new target using a bonus action, when the original target creature is reduced to 0 hit points or falls unconscious.

OATH OF THE CROWN

IMPROVED TURN THE TIDE

Beginning at 27th level, your Channel Divinity: Turn the Tide can affect allies even if they have more than half their hit points, and its heal is increased to 3d6 + your Charisma Modifier.

GLORY

By 29th level, you learn two 6th level cleric spell of your choice, which then count as paladin spells for you. You can cast these spells as 6th level spells, using a 5th level spell slot.

SEARING SOLAR

Starting at 30th level, your connection to the divine lets you assume the form of a Solar. As a bonus action, transform into an angelic form of your choosing. For example, you could consist of pure radiant light, or an ancient angelic defender of nature. Once you transform, your size becomes large, you magically heal up to your hit point maximum, and your melee weapon attacks deal an additional 27 (6d8) radiant damage.

You can also enter other creature's spaces, dealing 20 radiant damage to a creature the first time you enter its space your turn, and other creatures have disadvantage on opportunity attacks against you.

The Solar Form lasts a number of rounds equal to your Charisma modifier. Once you use this feature, you must finish a long rest before you can do so again.



EPIC RANGER

THE EPIC RANGER

Level	Features
21st	Master Explorer (1), Ability Score Improvement
22nd	Strider
23rd	Deadly Foe Slayer (1)
24th	Favored Enemy Improvement
25th	Master Explorer (2), Ability Score Improvement
26th	Extended Spell Capacity
27th	Ranger Archetype feature
28th	Deadly Foe Slayer (2)
29th	Favored Enemy Improvement, Ability Score Improvement
30th	Renowned Foe Slayer

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

MASTER EXPLORER

Beginning at 21st level, while in your favored terrain, your group cannot become lost, even by magical means, and your entire group may move stealthily at a normal pace. Upon reaching 25th level, you may choose a fourth favored terrain, and you have advantage with Insight, Investigation, Nature and Survival checks while in any favored terrain of yours.

STRIDER

Upon reaching 22nd level, no magic can reduce your speed below its maximum, and no solid terrain is considered difficult terrain for you.

DEADLY FOE SLAYER

By 23rd level, your Foe Slayer ability lets you add your Wisdom modifier to attack rolls and damage rolls simultaneously. Upon reaching 28th level, your Foe Slayer feature is no longer limited to one attack each turn, but is instead passive for all attacks against favored enemies.

FAVORED ENEMY

At 24th level, you may choose a fourth favored enemy, and at 29th level, you may choose a fifth.

EXTENDED SPELL CAPACITY

Upon reaching 26th level, you gain an additional 5th level spell slot.

RANGER ARCHETYPE FEATURE

Upon reaching 27th level, you gain a feature depending on your archetype.

HUNTER

PREDATORY INSTINCTS

Upon reaching 27th level, choose another feature from the Hunter's Prey, Defensive Tactics, and Superior Hunter's Defense features.

BEAST MASTER

ONE WITH THE BEAST

Your beast companion can now be a huge beast with a challenge rating of 7 or lower. Furthermore the beast gains +10 feet movement, and may add your Wisdom and proficiency modifiers to attack and damage rolls.

RENOWNED FOE SLAYER

You have become widely known for slaying certain types of creatures. Your renown is so widespread, that your favored enemies are easily overcome with fear at the mere sight of you.

Beginning at 30th level, your favored enemies have disadvantage on all attacks against you, and you have advantage on saving throws against any spells they cast that require you to make one.

Additionally, all of your attacks are made with advantage, and the first time a favored enemy is attacked by you, it must succeed a Wisdom saving throw or become frightened by you for a number of rounds equal to your Wisdom modifier. An affected creature may repeat the saving throw at the end of each of its turns, ending the effect on a success and becoming immune to your Renowned Foe Slayer's fear feature for 24 hours.

If you have a beast companion, all of the traits of this feature, apply to it as well.



EPIC ROGUE

THE EPIC ROGUE

Level	Sneak Attack	Features
21st	11d6	Adaptable, Ability Score Improvement
22nd	11d6	Advantageous Dodge
23rd	12d6	Superior Initiative
24th	12d6	Tricks of the Trade
25th	13d6	Trapsense, Ability Score Improvement
26th	13d6	Steadfast Persona
27th	14d6	Roguish Archetype feature
28th	14d6	Improved Reliable Talent
29th	15d6	Sneaky Opportunist, Ability Score Improvement
30th	15d6	Anatomical Insight, Death Save Advantage

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

ADAPTABLE

Beginning at 21st level, you can no longer suffer disadvantage on any rolls, although disadvantage still negates any advantage you might have.

ADVANTAGEOUS DODGE

You have learned to not only avoid incoming blows and projectiles, but to use them against your enemies. Beginning at 22nd level, when an enemy misses you with a weapon attack, you can use your reaction to force the dodged attack to hit another enemy within 5 feet of you (if any).

SUPERIOR INITIATIVE

Starting at 23rd level, you can add your proficiency bonus to initiative rolls.

TRICKS OF THE TRADE

Beginning at 24th level, if you take a hit that deals more damage than twice your hit die + your constitution modifier, you may choose to switch places with a willing creature within 30 feet of you, and let them take the damage instead. This damage can't be reduced or prevented in any way.

Once you use this feature, you must finish a short or long rest before you can do so again.

TRAPSENSE

Starting at 25th level, you automatically detect all traps within 10 feet of you, as long as you don't dash or travel at a fast pace.

STEADFAST PERSONA

Starting at 26th level, your force of will becomes much stronger. You gain proficiency in Charisma saving throws.

ROGUISH ARCHETYPE FEATURE

Upon reaching 27th level, you gain a feature depending on your archetype.

THIEF

MASTER OF STEALTH

Beginning at 27th level, you have advantage on a Dexterity (stealth) check, no matter how much you move during the same turn.

Additionally, if you hide in darkness, you cannot be detected by a creature unless it has truesight, tremorsense or you choose to reveal yourself to it.

ASSASSIN

MASTER OF DEATH

Beginning at 27th level, when a creature is surprised and affected by your Death Strike feature, it is not allowed to make a saving throw against it, and if you kill a creature using this feature, you immediately gain another action, and are allowed another Sneak Attack on this turn, but you cannot add your Death Strike feature to the second strike.

ARCANE TRICKSTER

MASTER OF MAGICAL AMBUSH

Starting at 27th level, you can use your Sneak Attack feature in conjunction with any spells you cast that involve an attack roll, and your Mage Hands can be used to apply Sneak Attack as well. The remaining rules for Sneak Attack still apply.

Additionally, when you cast mage hand, the spell materialises three hands, rather than one. All hands can be controlled with a single bonus action.

MASTERMIND

MASTER OF LORE AND INSIGHT

Beginning at 27th level, you have advantage on History, Insight, Investigation, and Religion checks. Furthermore, your Master of Intrigue and Insightful Manipulator features no longer require you to spend a minute in preparation.

SWASHBUCKLER

MASTER OF RISK AND REWARD

Upon reaching 27th level, you can use your Master Duelist feature a number of times equal to your Dexterity modifier between rests.

IMPROVED RELIABLE TALENT

Starting at 28th level, your chosen skills are far closer to perfection than could be expected from any mortal. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 14 or lower as a 15.

SNEAKY OPPORTUNIST

Starting at 29th level, any attacks of opportunity you make, are considered sneak attacks as long as you don't have disadvantage on the attack roll.

Additionally, you may use your reaction to make an attack of opportunity when a hostile creature enters your reach.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

ANATOMICAL INSIGHT

Your understanding of universal anatomy lets you deal superior damage, whenever you are able to strike at an enemy's weak spot, and grants you a better understanding of any creature's physiology. Beginning at 30th level, whenever you land a critical hit, all of your dice are set to their maximum value. Additionally, you gain advantage on Medicine checks.



EPIC SORCERER

THE EPIC SORCERER

Level	Cantrips Known	Sorcery Points	Spells Known	Features
21st	6	21	16	Sorcerous Origin feature, Ability Score Improvement
22nd	6	22	16	Epic Spell Capacity
23rd	6	23	16	Flexible Casting Mastery (1)
24th	6	24	16	Intensify Spell
25th	6	25	17	Sorcerous Origin feature, Ability Score Improvement
26th	7	26	17	Epic Spell Capacity
27th	7	27	17	Flexible Casting Mastery (2)
28th	7	28	17	Sorcerous Origin feature
29th	7	29	18	Epic Spell Capacity, Ability Score Improvement
30th	7	30	18	Weave Conduit

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

SORCEROUS ORIGIN FEATURE

Your Sorcerous Origin grants you features at 21st, 25th and 28th level.

DRACONIC BLOODLINE

DRAGON SCALES

At 21st level, when you aren't wearing armor, your AC equals 15 + your Dexterity modifier, and you gain permanent resistance to the damage type associated with your draconic ancestry.

HALF-DRAGON

Your draconic ancestry shows itself more and more. Beginning at 25th level, your draconic wings grow in size, granting you a flying speed equal to twice your current speed, and hostile creatures have disadvantage against your Draconic Presence feature.

PRISMATIC MORPH

You have learned to manipulate and warp your own molecular structure, becoming capable of mimicking a broader ancestry. At 28th level, choose a second Dragon Ancestor and gain all of the benefits associated with it. You do not lose the benefits of your original Dragon Ancestor.

WILD MAGIC

FORCED CHAOS

You have learned to manipulate the forces of chance and chaos more consistently. Beginning at 21st level, for the cost of 3 sorcery points, you may utilize your Tides of Chaos feature, even if you normally wouldn't be able to.

CHAOS SORCERY

Wild magic surges come naturally to you, enabling you to manipulate your surges for more favorable effects. Starting at 25th level, whenever you roll on the Wild Magic Surge table, you may adjust your rolls by 1 in either direction for every 1 sorcery point you spend.

CHAOS MASTERY

You have learned to draw even more power from your wild magic surges, mastering the art beyond the logically possible. Beginning at 28th level, whenever you roll twice on the Wild Magic Surge table, you may choose to use either or both rolls.





STORM SORCERY

STORM ESCAPE

Beginning at 21st level, when your Storm's Fury feature fails to push an attacker away from you, you may, as part of the same reaction, fly up to 20 feet without provoking opportunity attacks.

STORM SOUL

Your Wind Soul feature becomes empowered, allowing you to grant greater power to your allies. Starting at 25th level, as a bonus action, and without reducing your own speed, you can choose a number of creatures equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 60 feet for 1 hour.

Once you empower 1 or more creatures in this way, you can't do so again until you finish a short or long rest.

STORM MASTERY

At 28th level, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you and causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to your sorcerer level.

EPIC SPELL CAPACITY

Beginning at 22nd level, you gain an additional 2nd, 3rd, 4th and 5th level spell slot. At 26th level you gain another 6th and 7th level spell slot. At 29th level you gain another 8th and 9th level spell slot.

FLEXIBLE CASTING MASTERY

Starting at 23rd level, your Flexible Casting feature allows you to create spell slots of 6th level for the cost of 8 Sorcery Points, and 7th level for the cost of 9 Sorcery Points.

Upon reaching 27th level, you truly master the art of flexible casting. Once on each of your turns, as an action or a bonus action, you can transform an unexpended spell slot into sorcery points, or transform sorcery points into an unexpended spell slots. Furthermore, you can convert sorcery points into spell slots more efficiently, as shown in the Creating Spell Slots table.

INTENSIFY SPELL

Beginning at 24th level, you gain the ability to intensify your offensive spells. Using this feature, all variable, numeric effects of a spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up all spell slots of the spell's actual level, but a minimum of three, and once you use this feature, you immediately gain one level of exhaustion.

For example, you could cast the *fireball* spell using all of your 5th level spell slots (but a minimum of three), to deal 120 fire damage in a 40 yard radius, rather than 10d6 fire damage in a 20 yard radius if you had used just a single 5th level spell slot.

An intensified spell cannot be counterspelled.

Once you use this feature, you must finish a long rest before you can do so again.

WEAVE CONDUIT

Tapping into the Weave has become so natural for you, that you can now draw godlike powers from it.

Starting at 30th level, as a free action and for the cost of 5 sorcery points, you can become a Weave Conduit until the end of your turn. You can extend the duration on subsequent turns, by expending 3 additional sorcery points. While active you are no longer limited to casting only one spell each turn, and each creature that starts or ends its turn within 5 feet of you, suffers 2d12 force damage from the arcane energies that surround you and crackle in all directions.

CREATING SPELL SLOTS

Spell Slot	Sorcery
Level	Point Cost
1st	1
2nd	2
3rd	4
4th	5
5th	6
6th	7
7th	8

EPIC WARLOCK

THE EPIC WARLOCK

Level	Cantrips Known	Spells Known	Invocations Known	Features
21st	4	16	9	Pact Boon Improvement (1), Ability Score Improvement
22nd	4	16	9	Mythical Pact Magic
23rd	5	17	9	Otherworldly Patron feature
24th	5	17	10	Otherworldly Persona
25th	5	18	10	Pact Boon Improvement (2), Ability Score Improvement
26th	5	18	10	Mystic Arcanum (7th level)
27th	5	19	11	Otherworldly Patron feature
28th	5	19	11	Dark Pact
29th	5	20	11	Mystic Arcanum, Ability Score Improvement
30th	5	20	12	Eldritch Signs

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

PACT BOON IMPROVEMENT

At 21st level, and again at 25th level, your pact boon is empowered.

PACT OF THE CHAIN

HEALTH LINK

Starting at 21st level, when your familiar takes damage, you can choose to take the damage instead, or when you take damage, you can choose to let your familiar take the damage instead. This damage can't be reduced or prevented in any way.

CHAIN MASTERY

Beginning at 25th level, as long as your familiar is alive, you gain all of its features (but not its actions) passively.

PACT OF THE BLADE

OTHERWORLDLY PARRY

Beginning at 21st level, whenever a hostile creature hits you with a melee weapon attack while you are wielding your pact weapon, you may use your reaction to halve the incoming damage.

DARKEST CUT

Starting at 25th level, you may make an additional attack with your pact weapon as a bonus action. If the attack hits, the affected creature can't make opportunity attacks against you until the start of your next turn.

PACT OF THE TOME

TOME RESILIENCE

Starting at 21st level, as a reaction you may cast *protection from energy* or *stoneskin* without expending a spell slot or material components, and without having to concentrate on the spell. The spell lasts for a number of rounds equal to your Charisma modifier (minimum of 1).

Once you have used this feature, you can't do so again until you finish a short or long rest.

MAGICAL SECRET

At 25th level, choose a spell from any class. A spell you choose must be of 5th level or lower. The chosen spell counts as a warlock spell for you.

OTHERWORLDLY PATRON FEATURE

Your patron grants you features at 23rd and 27th level.

THE ARCHFEY

FEY VISION

Your eyes are blessed by powerful fey magic, giving you vision as only the most powerful fey have. You gain Fey Vision out to a range of 60 feet. Each object or creature within range is outlined in a blue, green, or violet light (your choice), and your attack rolls have advantage against creatures and objects within range. Your Fey Vision outlines even hidden or invisible creatures, as well as creatures on the ethereal plane, but it doesn't let you discern a shapeshifter's true shape.

INVISIBLE PASSAGE

Beginning at 27th level, you can turn invisible using an action. The invisibility lasts until you attack or cast a spell or until your concentration ends (as if concentrating on a spell). While invisible, you leave no physical evidence of your passage, and you can be tracked only through magic. Any equipment you wear or carry, along with your familiar if you have one, is invisible with you.

Once you use this feature, you must finish a short or long rest before you can do so again.

THE FIEND

FIENDISH AURA

Your skin has begun to radiate a fiendish aura, making man and beast alike tremble in fear of you.

Beginning at 23rd level, unless you are incapacitated, whenever a hostile creature starts its turn within 10 feet of you, it must succeed a Wisdom saving throw or become frightened of you until the beginning of your next turn. On a successful saving throw, the creature becomes immune to your Fiendish Aura for 24 hours. Fiends are immune to your fiendish aura.

MIST FORM

Beginning at 23rd level, as an action or a reaction to being hit by a melee attack, you can transform into a toxic mist. Any equipment you are wearing or carrying is also transformed. You revert back to your true form if you die, or if you use a bonus action to end the effect.

While in mist form you are incapacitated and can't speak. You have a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to nonmagical damage.

While in mist form you can enter a creature's space and stop there. Each time that creature starts its turn with you in its space, the creature must succeed on a Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

Once you use this feature, you must finish a short or long rest before you can do so again.

THE GREAT OLD ONE

EYES IN THE VOID

Beginning at 23rd level, as a bonus action, you may call upon eldritch horrors in the void through your patron, who can keep a watchful eye on a creature of your choosing. While the target creature is observed in this way, you know its precise location, what it says, and you have a detailed description of the surroundings within 30 feet of it. The creature does not know that it is being watched.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

ELDRITCH DENIAL

There is no escaping your horrible judgement. Starting at 27th level, when a creature within 60 feet of you tries to teleport, by using your reaction you can prevent them from doing so.

You can use this feature a number of times equal to your Charisma modifier. You regain all expended charges when you finish a long rest.

THE UNDYING

SPONTANEOUS RESURRECTION

Beginning at 23rd level, when you die, you can return to life at the start of your next turn as a free action. You appear in the closest unoccupied space of where you died. You must spend between one and ten hit dice, which grant you hit points upon your resurrection. You are freed of any temporary effects existing at the time of your death, but permanent conditions remain.

If you have no hit dice remaining, you cannot resurrect in this manner.

UNDYING ENMITY

You narrow your eyes, and even minor deities know how it feels to be prey. Beginning at 27th level, you may roll a total of 3d20's for an attack roll and take the highest. This feature is usable even if you would have disadvantage on the roll.

Once you use this feature, you must finish a short or long rest before you can do so again.

MYTHICAL PACT MAGIC

Beginning at 22nd level, your spell slots increase to 6th level spell slots, however you still cannot learn any spells through your Pact Magic feature higher than 5th level.

OTHERWORLDLY PERSONA

Your patron has had its due influence on you, and your force of will has been warped and empowered beyond normal limitations.

At 24th level, your Charisma score increases by 2, and your maximum Charisma is now 26.

MYSTIC ARCANUM

At 26th level, you may choose an additional 7th level spell as an arcanum from the warlock spell list.

At 29th level you gain an additional 8th level spell in this way.

DARK BARGAIN

Beginning at 28th level, whenever you finish a long rest, you may sacrifice a number of hit dice in order to bolster your life force. For every 5 hit dice you sacrifice, you gain 25 temporary hit points.

ELDRITCH SIGNS

You have learned to call on your patron's power directly, by drawing strange and otherworldly signs in the air, that only your patron and you could possibly fathom.

At 30th level, you can call on your patron to empower your next offensive spell of 1st level or higher. For the cost of two spell slots, you can cast the same spell three times within a single round. You may target the same creature with all three casts or target multiple enemies. Once you have used this feature, you can't do so again until you finish a long rest.



EPIC ELDRITCH INVOCATIONS

FORCEFUL CHANNEL

Prerequisite: 21st level, Eldritch Blast Cantrip

When you cast Eldritch Blast, you cast one blast more than you normally would be able to.

HUNGERING BLADE

Prerequisite: 21st level, Thirsting Blade evocation

You can attack with your pact weapon three times, instead of twice, whenever you take the Attack action on your turn.

SPELLBOOK OF ANCIENT SECRETS

Prerequisite: 27th level, Book of Ancient Secrets evocation

You can now inscribe spells in your Book of Shadows, much like a Wizard would in his spellbook. You can inscribe a number of spells equal to your Charisma modifier, and they cannot be higher than 5th level.

You can cast these spells using your Pact Magic feature, and they count as warlock spells for you.

CHAINS OF THE VOID

Prerequisite: 27th level, Voice of the Chain Master evocation

You and your familiar share a connection through the void. As a bonus action, you can instantly teleport to your familiar, make it teleport to you, or switch places with it.

ELDRITCH PHALANX

Prerequisite: 27th level, Forceful Channel evocation

Any creature you successfully hit with Eldritch Blast, has disadvantage on any attack rolls against you until the start of your next turn.

SACRIFICIAL BLADE

Prerequisite: 27th level, Hungering Blade evocation

Whenever you gain temporary hit points for any reason, you gain double the amount you normally would.

FEY WALK

Prerequisite: 27th level, Archfey Patron

Using a bonus action you can magically teleport to an unoccupied space that you can see, along with any equipment you are wearing or carrying, up to 40 feet away.

BALOR SKIN

Prerequisite: 27th level, Fiend Patron

Your AC cannot be lower than 16, and as a bonus action you may activate a fire aura. While active, each creature (friend and foe alike) within 5 feet of you takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 10 (3d6) fire damage.

ELDRITCH DIVINATION

Prerequisite: 27th level, Great Old One Patron

After a short or long rest, you may roll two d20's. Choose a number to record and discard the other. You can replace any attack roll, saving throw, or ability check made by you or another creature with this eldritch divination die. You must choose to do so before the roll, and for other creatures you must be able to see them yourself, through your familiar, or through your Eyes in the Void feature.

An eldritch divination die can be used only once. When you finish a short or long rest, you lose eldritch divination die if unused.

UNDYING WILL

Prerequisite: 27th level, Undying Patron

Any magic damage you take is reduced by an amount equal to your Charisma modifier.

ANTEDILUVIAN EVIL

Prerequisite: 30th level

If you are slain by a humanoid creature, it is infected by an Antediluvian Evil, which corrupts its interior and exterior over the following days. After 2d4 days, unless the creature has been cleansed by a *Greater Restoration* or *Wish* spell, the creature's will is gone, and you have fully manifested underneath its skin. You can pass as your host for an additional day, before its skin comes off completely and you look like your old self.

THE ULTIMATE GIFT

Prerequisite: 30th level

You gain immortality and can only die if slain, in which case you can choose to manifest again within 1d4 days. You can only manifest yourself again once every three months.

Additionally, you stop aging, become immune to being magically aged, and cannot suffer from exhaustion.



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DOMINATING PRESENCE

Prerequisite: 24th level

You gain advantage with Charisma (deception), Charisma (intimidation), and Charisma (persuasion) checks.

STRENGTHENED PACT

Prerequisite: 24th level

You gain an additional warlock spell slot.

EPIC WIZARD

THE EPIC WIZARD

Level	Cantrips Known	Features
21st	6	Arcane Tradition feature, Ability Score Improvement
22nd	6	Legendary Spell Capacity
23rd	6	Study Focus
24th	6	Deep Memory
25th	6	Arcane Tradition feature, Ability Score Improvement
26th	7	Legendary Spell Capacity
27th	7	Prismatic Juggle
28th	7	Arcane Tradition feature
29th	7	Legendary Spell Capacity, Ability Score Improvement
30th		Archmage

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

ARCANE TRADITION FEATURE

At 21st, 25th level, and 28th level, you gain features based on your arcane tradition.

SCHOOL OF ABJURATION

ARCANE ARMOR

Beginning at 21st level, you are permanently under the effects of an improved mage armor called Arcane Armor. As long as you are not wearing armor, your AC equals 16 + your Dexterity modifier.

ABJURER'S CUNNING

Beginning at 25th level, whenever you cast an abjuration spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ARCANE BLOCK

Starting at 28th level, you become permanently affected by the *non-detection* and *protection from evil and good* spells.

SCHOOL OF CONJURATION

FAITHFUL COMPANION

Starting at 21st level, you permanently have a companion with you, as if conjured with the *mordenkainen's faithful hound* spell. As an action you can command your hound to be alert or not, and you can change the pass phrase at any time using a bonus action.

CONJURER'S CUNNING

Beginning at 25th level, whenever you cast a conjuration spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

MASTERING THE CIRCLE

At 28th level, you can cast the *teleportation circle* spell as an action, without spending any material components. Any circles you create in this manner are permanent. You may destroy any of your own circles using an action, as long as you are on the same plane of existence.

Additionally, any other Teleportation Circles you find, you can destroy as an action.

SCHOOL OF DIVINATION

DIVINING SIGHT

Beginning at 21st level, you gain truesight out to a range of 30 feet.

DIVINER'S CUNNING

Beginning at 25th level, whenever you cast a divination spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

LORE MASTER

Starting at 28th level, you become permanently affected by the *legend lore* spell.

SCHOOL OF ENCHANTMENT

STRONG CASTING

Starting at 21st level, creatures have disadvantage on saving throws against your enchantment spells.

ENCHANTER'S CUNNING

Beginning at 25th level, whenever you cast an enchantment spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

MASTER ENCHANTER

Starting at 28th level, you can cast *Geas* without spending a spell slot. When cast in this way, the spell has a duration of 1 hour.





SCHOOL OF EVOCATION

PRISMATIC SHIELD

Starting at 21st level, you can surround yourself with flames of all colors, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can create this shield, or dismiss it using a bonus action.

While active the flames grant you resistance to cold, fire and lightning damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d6 fire damage, 2d6 cold damage, and 2d6 lightning damage.

EVOKER'S CUNNING

Beginning at 25th level, whenever you cast an evocation spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

HEADMASTER

Starting at 28th level, you may add your proficiency bonus to the damage roll of any ranged spell attack you perform using a wizard evocation spell.

SCHOOL OF ILLUSION

CONVINCING ILLUSIONS

Starting at 21st level, your illusion spells that would fail physical inspection, can now pass as real. For example, if you change the appearance of one of your allies, by making him shorter, as with the *seeming* spell, and a guard were to inspect his height, the guard would perceive it as being so, even though your ally is physically taller.

ILLUSIONIST'S CUNNING

Beginning at 25th level, whenever you cast an illusion spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ILLUSORY TRICKERY

Starting at 28th level, you become permanently affected by *nystul's magic aura*, gaining both its effects.

Additionally, as a bonus action, you can invoke an illusory duplicate of yourself as if you had cast the *mirror image* spell.

Once you use this feature, you must finish a short or long rest before you can do so again.

SCHOOL OF NECROMANCY

AURA OF DEATH

Starting at 21st level, using an action, you can cast *circle of death* on yourself as a 6th level spell, without using materials or expending a spell slot, although its radius if cast in this way is reduced to 15 feet. You can dismiss it again using a bonus action.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended charges when you finish a long rest.

NECROMANCER'S CUNNING

Beginning at 25th level, whenever you cast a necromancy spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

UNDYING NATURE

Beginning at 28th level, if you drop to 0 hit points or die outright, you can drop to 1 hit point instead and gain temporary hit points equal to half your maximum hit points.

Additionally, for every 10 years that pass you age only 1 year, and you cannot be magically aged.

Once you use this feature, you must finish a long rest before you can do so again.

SCHOOL OF TRANSMUTATION

MASTER TRANSMUTER'S STONE

Starting at 21st level, your Transmuter's Stone gains all four effects simultaneously.

TRANSMUTER'S CUNNING

Beginning at 25th level, whenever you cast a transmutation spell, it gains all effects as if it was cast with a spell slot one level higher, up to a maximum of 9th level.

ETHEREAL

Starting at 28th level, as a bonus action, you can cast *etherealness* as a 9th level spell, without expending a spell slot.

Once you use this feature, you must finish a short or long rest before you can do so again.

BLADESINGING

EXTRA ATTACK

Starting at 21st level, you can attack three times, instead of once, whenever you take the Attack action on your turn.

BLADESINGER'S CUNNING

Beginning at 25th level, any weapon you wield can be used as an arcane focus, and you can perform the somatic components of a spell, even if you wield a weapon in each hand.

SONG OF ENDURANCE

Starting at 28th level, your Bladesong feature takes root for good, and becomes permanent, as long as you are conscious.

LEGENDARY SPELL CAPACITY

Beginning at 22nd level, you gain an additional 6th and 7th level spell slot, at 26th level you gain another 8th and 9th level spell slot, and at 29th level you gain a 10th, 11th and 12th level spell slot.

The 10th, 11th, and 12th level spell slots can be used to cast any spell you know. If a spell would gain an increased effect by being cast through a higher level spell slot, it gains that effect. If you, for example, were to cast a fireball using a 12th level spell slot, it would deal 17d6 fire damage.

STUDY FOCUS

At 23rd level, you gain proficiency with Constitution saving throws for the purpose of maintaining concentration.

DEEP MEMORY

Starting at 24th level, as a bonus action, you can exchange one memorized spell for one that isn't.

You can use this feature twice. You regain all expended charges when you finish a long rest.

PRISMATIC JUGGLE

You have become expert at diversifying your spellcasting.

At 27th level, when you cast a spell of 1st level or higher, that isn't of the same school as the previous spell you cast, you may cast the new spell as if casting it using a spell slot of one level higher. The two spells must have been cast within one minute of each other.

ARCHMAGE

Your name is known far and wide, as your knowledge of the arcane is only rivalled by the gods themselves. Once you reach 30th level, you can conjure forth a Spellbook of the Ages, which can be opened by only you. Should the book be destroyed or lost, you can conjure it back into existence as a bonus action. The book disappears in a flash of elemental light if you die.

All wizard spells in existence are transcribed inside the book in a language that only you can understand, and the book has an infinite number of pages, leaving plenty of room, should you want to experiment with creating your own spells.

The book is a massive weightless tome, granting you a +1 bonus to AC and saving throws while you hold it, and also functions as a spellcasting focus. Additionally, you gain two more signature spells, and while holding the book, any spells you cast as a ritual are cast in half the usual time.

EPIC VILLAINOUS CLASS OPTIONS

Here you will find the features for the villainous archetypes from the *Dungeon Master's Guide*: Death Domain for the Cleric and Oathbreaker for the Paladin. These villainous archetypes are atypical, as the features they gain at times replace core class options that and not just archetype specific features. As a DM you should consider carefully, whether to allow these options for your players.

CLERIC: DEATH DOMAIN

A Cleric of the Death Domain follows the same progression as all other clerics (see page 11) with the following modifications: as all other divine domains they get features at 21st, 25th, and 28th level that are unique to their chosen domain. Additionally, their Divine Solar feature is replaced with the Death Incarnate feature.

DEATH DOMAIN FEATURE

The Death Domain grants you features at 21st, 25th and 28th level.

DEATH THROES

Beginning at 21st level, whenever you deal necrotic damage to a creature, the creature's maximum hit points is reduced by the same amount.

CHANNEL DEATH

Beginning at 25th level, the damage from your Channel Divinity: Touch of Death spreads to all creatures of your choosing within 10 feet of you.

IMPROVED DIVINE STRIKE

Beginning at 28th level, your Divine Strike damage increases to 3d8.

DEATH INCARNATE

Starting at 30th level, your connection with death lets you become Death Incarnate for a short time. As an action, you transform into a being of pure necrotic energy. While in this form you can cast any spell you know, whether you have it prepared or not, and you gain truesight out to a range of 60 feet. Additionally, you gain the following features while in this form:

- You cannot fall below 1 hit point. Any damage you suffer that brings you to or below 0 hit points is instead dealt to you when you return to your regular form.
- You cannot be charmed or drop unconscious, and you are immune to necrotic damage.
- If you reduce a creature to 0 hit points while in this form, you gain temporary hit points equal to the killed creature's maximum hit points as you harvest it's soul, and the killed creature cannot be resurrected by any means other than a *wish* spell.
- If a creature fails a saving throw by 5 or more against one of your spells that deals necrotic damage, you may roll twice the number of damage dice.
- Your spell attacks that deal necrotic damage score a critical hit on a roll of 19 or 20.
- When your Reaper or Improved Reaper feature lets you cast a spell on two creatures within range and within 5 feet of each other, you can instead cast a spell on three creatures within range and within 5 feet of each other.

Your Death Incarnate form lasts a number of rounds equal to your Wisdom modifier. Once you use this feature, you must finish a long rest before you can do so again.

You can end your Death Incarnate form as a bonus action.

When you return to your normal form, you must make a Constitution saving throw for each round you spent as Death Incarnate (save DC = 12 + the number of rounds you spent as Death Incarnate). For each failed save, you suffer one level of exhaustion.

PALADIN: OATHBREAKER

An Oathbreaker Paladin follows the same progression as all other paladins (see page 17) with the following modifications: as all other sacred oaths they get a feature at 27th level that is unique to their chosen oath. Additionally, their Improved Lay on Hands feature is replaced by the Vampiric Grasp feature, their Righteous Demeanor feature is replaced by the Infamous feature, their Glory feature is replaced by the Inglorious feature, and their Searing Solar feature is replaced with the Dread Incarnate feature.

VAMPIRIC GRASP

Starting at 21st level, you can use your Lay on Hands feature to inflict harm upon others, dealing half the amount of damage you would otherwise heal for. Upon reaching 25th level, when you use your Lay on Hands ability to inflict damage, you also heal yourself for twice the damage dealt.

INFAMOUS

Starting at 24th level, your dark spirit grants you advantage with Performance and Persuasion checks made against creatures of evil alignment, and Intimidation checks against creatures of good alignment.

OATHBREAKER FEATURE

As an Oathbreaker you gain a feature at 27th level.

IMPROVED CONTROL UNDEAD

Beginning at 27st level, your Channel Divinity: Control Undead can target a number of undead creatures equal to your Charisma modifier.

INGLORIOUS

By 29th level, you gain resistance to bludgeoning, piercing, and slashing damage from magical weapons. Additionally, whenever you are struck by a melee attack, you can use your reaction to erupt in necrotic flame, dealing the amount of damage suffered to all creatures within 10 feet of you as necrotic damage. A creature engulfed in these flames is allowed a Dexterity saving throw against your spell save DC, taking half damage on a successful save.

DREAD INCARNATE

Starting at 30th level, your hateful connection with death and dread lets you assume a horrific form of an incomprehensible entity for a short time. As an action, you become Dread Incarnate. When you transform, you let out a bloodcurdling howl, adding to the terror your assumed visage inflicts upon others. Each creature within 30 feet of you that can hear or see you must succeed a Constitution saving throw against your spell save DC or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn. While in this form you gain the following features:

- Your size is Large.
- You gain a flying speed equal to your walking speed.
- Your melee weapon attacks deal an additional 27 (6d8) necrotic damage.
- You cannot be charmed, frightened, or drop unconscious, and you are immune to necrotic damage.
- If you fail a saving throw, you can use your reaction to succeed instead.
- If you score a critical hit on a creature, the creature becomes frightened until the end of its next turn even if the creature can normally not become frightened.
- As a bonus action you can target a creature or unattended object within 30 feet of you. A creature must be Large or smaller to be affected by this magic, and an object can weigh up to 300 pounds. If the target is a creature, you must make a Charisma check contested by the target's Strength check. If you win the contest, you hurl the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved. If the target is an object that isn't being worn or carried, you hurl it up to 60 feet in any direction. You can use the object as a ranged weapon, attacking one creature along the object's path (attack modifier = your proficiency bonus + your Charisma modifier) and dealing 5 (2d4) bludgeoning damage on a hit.

Your Dread Incarnate form lasts a number of rounds equal to your Charisma modifier. Once you use this feature, you must finish a long rest before you can do so again.

You can end your Dread Incarnate form as a bonus action.

HE STOOD IN THE CENTER OF THE GRAVEYARD, SEEMINGLY WAITING FOR SOMETHING, THOUGH I KNEW NOT WHAT. AFRAID TO REVEAL MYSELF, I DECIDED TO OBSERVE, BUT FOR MANY HOURS NOTHING HAPPENED. FINALLY, THE WITCHING HOUR CAME UPON US, AND THE DEAD BEGAN TO RISE FROM THEIR RESTLESS SLEEP, THOUGH HE STILL JUST STOOD THERE. IT DIDN'T TAKE LONG BEFORE HE WAS SURROUNDED, AND HIS SUICIDAL VENTURE WOULD SURELY COME TO A VIOLENT CONCLUSION. AND IT DID, BUT NOT LIKE ANYTHING I HAD IMAGINED. HE TRANSFORMED INTO THE STUFF OF NIGHTMARES, AND A FLOOD OF TERROR WASHED OVER ME. AS HE DESTROYED COUNTLESS UNDEAD, I COULD ONLY FLEE, PRAYING TO NEVER SEE THIS "MAN" AGAIN. I'D TAKE THE UNDEAD ANY DAY OVER A CREATURE SUCH AS THIS.

- P.T. DIRAQ, ADVENTURER



MONSTROUS RACES

Race	Level 25 feature
Bugbear	Surprise Attack Improvement. The damage from your Surprise Attack trait deals 4d6 extra damage, rather than 2d6 extra damage.
Goblin	Escapist. When you take the Disengage action as a bonus action on your turn, you can also take the Hide action as part of the same bonus action.
Hobgoblin	Martial Advantage. Once per turn, you can deal an extra 1d6 damage to a creature you hit with a weapon attack if that creature is within 5 feet of one of your allies that isn't incapacitated.
Kobold	Urd Wings. You grow leathery wings, granting you a flying speed of 30 feet.
Orc	Raging Aggression. Whenever you use your Aggressive trait, you gain advantage on your next attack during the same turn, and you land a critical hit on a roll of 19 or 20 with that attack.
Yuan-ti	Shapechange. You can use your action to polymorph into a Large snake, or back into your true form. Your statistics are the same in each form. Any equipment you are wearing or carrying is transformed with you. You revert to your normal form if you die.

EPIC RACIALS

Once you reach 25th character level, you gain a feature depending on your race.

Race	Level 25 feature
Hill Dwarf	Dwarven Resilience. Your hit point maximum increases by 25.
Mountain Dwarf	Dwarven Armor Mastery. You gain proficiency with heavy armor.
High Elf	High Magic. You learn one 1st level spell of your choice from the Wizard spell list.
Wood Elf	Elven Maneuverability. Your base speed increases by 10 feet.
Drow	Drow Hut. You learn to cast Leomund's Tiny Hut as a bonus action. This feature is usable once every long rest.
Eladrin	Fey Walk. You can cast <i>etherealness</i> as a 7th level spell once using this trait, but when cast in this way its duration is reduced to 1 minute. You regain the ability to use this trait when you finish a short or long rest.
Lightfoot Halfling	Hide in Plain Sight. You can try to hide, even while enemies are observing you.
Stout Halfling	Stout Toughness. You are immune to poison damage.
Human	Adaptability. You gain proficiency with a skill of your choice, and learn one additional language.
Dragonborn	Dragon's Breath. The damage from your Breath Weapon is doubled, and you can now use it twice between rests.
Forest Gnome	Now You See Me. You can cast Invisibility once every short rest.
Rock Gnome	Mechanical Wonder. Spending an hour and 100gp worth of materials, you can build a toy that can identify items, and locates hidden doors and traps.
Half-Elf	Of Two Worlds. You may choose your racial from either the human, or one of the elven racials in this table.
Half-Orc	Brutal. You gain advantage on Intimidation checks, and your Relentless Endurance feature regains its use after a completing a short rest.
Tiefling	Infernal Ancestry. Your Darkvision increases to 120 feet, and you have advantage on saving throws against effects that would frighten you.
Aarakocra	Increased Wing Strength. You can wear medium armor while using your Flight feature. Additionally, you can strike with your wings as an action, which deal 1d10 bludgeoning damage. You are proficient with your wing attack.
Deep Gnome	Deep Cunning. You don't lose your advantage on Intelligence, Wisdom and Charisma saving throws, when an effect imposes disadvantage on you.
Air Genasi	Elementary. You are resistant to lightning damage, and you can cast the Levitate spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest.
Earth Genasi	Elementary. You are resistant to poison damage, and you can cast the Pass Without Trace spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest.
Fire Genasi	Elementary. You can cast the Fireball spell once as a 7th level spell with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest.
Water Genasi	Elementary. You can cast the Ice Storm spell once as a 7th level spell with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest.
Goliath	Mountain Roots. Your Stone's Endurance changes into a d20, and you have advantage on saving throws against any effect that would try to move you or knock you prone.
Aasimar	Celestial Inheritance. You can use your Radiant Soul, Radiant Consumption, or Necrotic Shroud trait twice between rests.
Firbolg	Greater Invisibility. You can cast <i>Grasping Vine</i> and <i>Greater Invisibility</i> (targeting only yourself) using this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest.
Kenku	The Art of Deception. You have advantage on checks to determine if a document or an object is forged, and to see through a creature's charade when they attempt to deceive you or lie to you.
Lizardfolk	Munchies. You can use your Hungry Jaws trait once on each of your turns, rather than once every short or long rest.
Tabaxi	Digitigrade Legs. Your walking speed increases by 10 feet and you cannot have disadvantage on Dexterity saving throws.
Triton	Control Air and Water Improvement. You can cast a spell from your Control Air and Water trait once per short rest, rather than once per long rest. Additionally, you can cast <i>control water</i> and <i>control wind</i> with your Control Air and Water trait.

EPIC HEROES OF THE ORIENT

Here you will find the epic features for the archetypes, classes, and races described in *Heroes of the Orient: Player's and DM's Companion* (also available at DMsGuild.com).

BARBARIAN

PATH FEATURE

PATH OF BRAWN

FEROCITY

Beginning at 27th level, your rage becomes permanent.

PATH OF THE TOTEM WARRIOR

Beginning at 27th level, you may also choose the following totem.

TOTEMIC SYMBIOSIS

Phoenix. If you fail a saving throw while raging you can succeed instead. Once you use this feature, you must finish a long rest before you can do so again.

BARD

BARDIC COLLEGE FEATURE

COLLEGE OF THE GEISHA

ALLURING DANCE

Starting at 27th level, you can use your action to perform an alluring dance. All hostile creatures within 60 feet of you who can see you, must succeed a Wisdom saving throw, or have disadvantage on all attacks until the end of your next turn. Once you use this feature, you must finish a short or long rest before you can do so again.

CLERIC

DIVINE DOMAIN FEATURE

SHAMANISM DOMAIN

SPIRIT'S BLESSING

Your spirit bestows upon you a blessing. Beginning at 21st level, depending on the type of patron you have chosen.

Ancestral Spirit. If you fail to maintain concentration on a spell, you can instead choose to succeed. Once you use this feature, you cannot do so again until you finish a long rest.

Animal Spirit. you can use your action and expend one cleric spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Demonic Spirit. You can cast *eyebite* once using a 1st level cleric spell slot, without expending a spell slot. You can't do so again until you finish a long rest.

Primordial Spirit. You can cast *misty step* at will, without expending a spell slot.

CHANNEL SPIRIT SIGHT

Starting at 25th level, the range of your Channel Divinity: Spirit Sight increases to 300 feet.

SPIRIT ROOTS

Beginning at 28th level, you can cast *etherealness* and *speak with dead* at will.

SHUGENJA DOMAIN

ELEMENTAL SCRYING

At 21st level, when you detect an element with your sense elements feature, you can cast a ritual that lets you see through the element for up to 10 minutes. You retain your normal vision when you do so, but you cannot see further than the 300 feet your sense elements lets you detect. While seeing through an element, you lose your own senses and you are unaware of your own surroundings.

You can end the effect as a bonus action. The effect also ends early, if you take damage or drop unconscious.

DESTROY ELEMENTALS AND FIENDS

Starting at 25th level, when an elemental or fiend fails its saving throw against your turn elemental feature, the creature is instantly destroyed if its challenge rating is at or below 5.

IMPROVED ELEMENTAL PERSONIFICATION

At 28th level, you gain another feature depending on the Elemental Affinity you chose at 2nd level.

Air. You can use your mislead feature any number of times between rests.

Earth. The range of your shaking the foundations feature is doubled.

Fire. The range of your eruption feature increases to 10 feet and the damage increases to 2d10 fire damage.

Water. Your elemental metabolism restores you to your maximum hit points and cures you of any effect that reduces your hit point maximum.

DRUID

DRUID CIRCLE FEATURE

CIRCLE OF CHAOS

IMPROVED CHAOTIC RECOVERY

Starting at 23th level, when you would recover spell slots equal to your druid level from your chaotic recovery feature, you instead regain all your expended spell slots.

CONTROLLED CHAOS

At 27th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

CIRCLE OF ELEMENTALISM

ELEMENTAL COMPANION IMPROVEMENT

Beginning at 23rd level, when you use your find familiar spell to summon a **mephit**, you instead summon 3 **mephits** of the same kind, with whom you share your thoughts.

CARNAGE

Starting at 27th level, your damaging spells bypass resistances against acid, cold, fire, and lightning damage.

CIRCLE OF THE FEY TOUCHED

IMPROVED HEART SIGHT

Beginning at 23rd level, the range of your heart sight feature is increased to 120 feet.

EYES OF THE ARCHFEY

Starting at 27th level, you automatically see through any illusions created by a 6th level spell or lower, and you have advantage to see through illusions of 7th level or higher. Additionally, you automatically sense if a creature you can see is charmed.

FIGHTER

MARTIAL ARCHETYPE FEATURE

HOGO-SHA

IMPROVED GUARDIAN'S BOND

When you reach 27th level, you can target up to 5 creatures with your guardian's bond feature, rather than just 1 creature.

SATSUGAI

IMPROVED LUNGE

When you reach 27th level, you increase your reach by 5 feet for the rest of your turn when you use your lunge feature. Additionally, all of your attacks deal an additional 1d6 poison damage.

WITCH HUNTER

IMPROVED BANE OF EVIL

When you reach 27th level, you can roll three additional weapon damage dice from your bane of evil feature.

MONK

MONASTIC TRADITION FEATURE

WAY OF ANCIENT SYMBOLS

TATTOO MASTERY

Starting at 27th level, you gain two additional tattoos.

WAY OF PURITY

LOCKING GAZE

Starting at 27th level, you learn how to utilize the ancient locking gaze, transforming your eyes into will shattering orbs of radiant light. Choose a single creature within 30 feet of you that you can see, which can also see you. You try to seize the target's mind by making a Wisdom (insight) check contested by the target's Wisdom (insight) or Intelligence (investigation) check (the target chooses the ability to use).

If you succeed, the target becomes paralyzed for 1 minute. You can release the target whenever you like (no action required).

A creature paralyzed in this way can use its action to escape. To do so, it must succeed on a Wisdom (insight) or Intelligence (investigation) check contested by your Wisdom (insight) check.

WAY OF RIGHTEOUS FURY

TATTOO MASTERY

Starting at 27th level, you can use your ki frenzy three times between rests.

PALADIN

SACRED OATH FEATURE

OATH OF THE STALWART DEFENDER

IMPROVED SACRED DEFENSE

Starting at 27th level, your Channel Divinity: Sacred Defense also grants a +1 AC bonus to all affected allies.

RANGER

RANGER ARCHETYPE FEATURE

ISHI

SUPERIOR BATTLE TACTICS IMPROVEMENT

Starting at 27th level, you can use your superior battle tactics feature a number of times equal to your Wisdom modifier between rests.

NITEN MASTER

NITEN STRIKE

Starting at 27th level, whenever you successfully hit a target with two separate melee weapons during a single turn, you may use your reaction to immediately make an attack at advantage, using both of your quipped weapons simultaneously.

ROGUE

ROGUISH ARCHETYPE FEATURE

SHADOW SPY

WIND RUNNER IMPROVEMENT

Starting at 27th level, your flying speed increases to 60 feet.

SKIRMISHER

WAYLAY

Starting at 27th level, you can no longer be surprised, and you can always take your special turn from your ambush feature.

SORCERER

SORCEROUS ORIGIN FEATURE

VOID DISCIPLE

MAGIC RESISTANCE

Starting at 21st level, you have advantage on saving throws against spells.

BE THE VOID

Beginning at 25th level, when you use your sense void feature you can interact with your surroundings as if you were physically present. You can talk to a creature, pick up an item, or cast a spell. If you speak to a creature or cast a spell at a creature, it becomes aware of who and where you are. If you pick up an item, it will be in your hand when your consciousness returns to your body.

TARGETED VOID SUPPRESSION

Starting at 28th level, you can choose which creatures within your void suppression become affected by its effects.

EPIC ORIENTAL RACIALS

Once you reach 25th character level, you gain a feature depending on your race.

Race Level 25 feature

Korobokuru Dwarf	Pest Exterminator. You always have advantage on attack rolls against goblins, hobgoblins, kobolds, and bugbears.
Cotton Nezumi	Unbreakable Self Esteem. You cannot be charmed.
Dusky Nezumi	Stealthy. You always have advantage on Dexterity (stealth) checks.
Pale Nezumi	Tunnelling Claws. Your burrow speed increases to 30 feet.
Hengeyokai	Easy Shifting. You can shapechange into your animal form using a bonus action.
Bamboo Spirit Folk	Animal Friend. You are permanently affected by the <i>speak with animals</i> spell.
Mountain Spirit Folk	Peak Performance. Mountainous and rocky terrain doesn't count as difficult terrain for you.
River Spirit Folk	Champion Swimmer. Your swim speed increases to 60 feet.
Vanara	Jungle Swift. Your walking and climbing speed increases by 10 feet.

WARLOCK

OTHERWORLDLY PATRON FEATURE

THE GREAT PHOENIX

MAGIC RESISTANCE

Starting at 23rd level, you gain advantage on saving throws against spells and other magical effects.

RISE FROM THE ASHES

Beginning at 27th level, if you die, you disintegrate into ash. 24 hours after your death, you will return to life as if affected by the *true resurrection* spell, unless your ashes are interred within the elemental plane of water or targeted by the *dispel magic* spell using a 7th level spell slot or higher.

SEISHIN MYSTIC

HAPPO ZANSHIN

The spirit within grants you preternatural reaction awareness of danger, as it can now take a reaction of its own, and stays alert even when you're not. Starting at 23rd level, you can take two reactions every round, and you cannot be surprised whether sleeping or awake.

RIDDLE OF INVULNERABILITY

The spirit within you can now completely absorb minor blows. Beginning at 27th level, whenever you take 10 damage or less you don't suffer any damage.

WIZARD

ARCANE TRADITION FEATURE

WU JEN

IMPROVED ELEMENTAL MASTERY

Starting at 21st level, you gain another feature depending on the elemental mastery you chose at 2nd level.

Earth. You have advantage on Constitution saving throws.

Fire. Whenever you roll a hit die to regain lost hit points, you can roll each die twice and take either result.

Metal. Any damage you take is reduced by 3.

Water. Your hit point maximum cannot be reduced.

Wood. You become permanently affected by the *treestride* spell.

CRITICAL CUNNING

Beginning at 25th level, your spell attacks score a critical hit on a roll of 18 - 20.

VIGILANT SPIRIT

Starting at 28th level, your initiative cannot be lower than 10.

EPIC KENSAI

THE EPIC KENSAI

Level	Ki	Features
21st	21	Martial Discipline feature, Ability Score Improvement
22nd	22	Clash Improvement
23rd	23	Grace Improvement
24th	24	Weapon Bond Improvement
25th	25	Martial Discipline feature, Ability Score Improvement
26th	26	Clash Improvement
27th	27	Battle Clarity Improvement
28th	28	Martial Discipline feature
29th	29	Weapon Bond Improvement, Ability Score Improvement
30th	30	Epic Maneuver, Death Save Advantage

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

MARTIAL DISCIPLINE FEATURE

Your chosen discipline grants you features at 21st, 25th and 28th level.

BLADEMASTER

IMPROVED INNER PEACE

Beginning at 21st level, you cannot be surprised at the start of combat, whether you use your blinkstrike feature or not.

BLINK MASTER

Starting at 25th level, the range of your blinkstrike increases to 60 feet.

KAI MASTER

Beginning at 28th level, your kai can be used twice between rests.

MASTER OF THE UNSEEN HAND

IMPROVED UNSEEN HAND

Beginning at 21st level, the range of your unseen hand increases to 80 feet.

MASTER TELEKINESIS

Starting at 25th level, you gain 2 additional telekinetic charges.

HURL

Beginning at 28th level, the range of your fling increases to 200 feet.

SAMURAI

STRENGTHENED STANCES

Beginning at 21st level, you can strengthen an additional stance.

CLASH MASTERY

Starting at 25th level, as long as you wield a bonded weapon that is held in two hands, your Clash dice become d10s.

IMPROVED STANCE MASTERY

At 28th level, you can have two empowered stances active simultaneously.

SHINOBI

THERE AND BACK AGAIN

Beginning at 21st level, you can cast *misty step* at will, without expending a spell slot.

LIGHT AND SHADOW

Starting at 25th level, the benefits you gain from your at home in the shadows feature affect you even when not in dim light or darkness.

MANEUVER MASTERY

At 28th level, any shadow and ninpo maneuvers you know cost 1 less ki to initiate, to a minimum of 1.

VILLAINOUS CLASS OPTION: RAVAGER

IMPROVED DESPAIR

Beginning at 21st level, the damage from your despair feature increases to 4d6.

DREADFUL GAZE

Starting at 25th level, the ki cost of your *asleep*, *panicked*, or *sickened* effects from your *eyebite* is reduced to 1 ki.

RAVAGE MASTERY

At 28th level, creatures always have disadvantage against your Ravage feature, and its ki cost is reduced to 6 ki.

CLASH IMPROVEMENT

Beginning at 22nd level, you gain 4 dice from your Clash feature. Once you reach 26th level, this bonus increases to 5 dice.

GRACE IMPROVEMENT

Beginning at 23rd level, you can no longer suffer disadvantage on an attack with your bonded weapon.

WEAPON BOND IMPROVEMENT

Starting at 24th level, you can add a d6 to all attack rolls made with your bonded weapon, rather than a d4.

This bonus increases to a d8 at 29th level.

BATTLE CLARITY IMPROVEMENT

Starting at 27th level, you can also use your battle clarity feature to negate effects that stun or frighten you.

DEATH SAVE ADVANTAGE

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

EPIC MANEUVERS

Once you reach 30th level, you may learn an epic maneuvers from those listed below:

CLASH SMASH

As you slam your bonded weapon into the ground, spiritual energies radiate in all directions.

Cost: 10 Ki

As an action you slam your bonded weapon into the ground. Each creature of your choice within 60 feet of you point must succeed on a Constitution saving throw or take force damage equal to your clash feature and become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPIRITUAL DISASSEMBLY

You point your bonded weapon at a target and channel enormous amounts of spiritual energies at a single point.

Cost: 15 Ki

As an action you channel spiritual energies at a creature. The creature must succeed on a Constitution saving throw or take force damage equal to your clash feature, and suffer extra force damage equal to half its hit point maximum.

SPIRIT RIVER

Spiritual energies flow through your bonded weapon, reinvigorating you.

Cost: 15 Ki

As an action you channel spiritual energies from your bonded weapon into yourself. You restore yourself to your hit point maximum, and cure yourself of all diseases, curses, and poisons.

EPIC SHOGUN

THE EPIC SHOGUN

Command		
Level	Die	Features
21st	6	Strategic Discipline feature, Ability Score Improvement
22nd	6	Martial Law Improvement
23rd	6	Battle Cry Improvement
24th	6	Bountiful Rest Improvement
25th	7	Strategic Discipline feature, Ability Score Improvement
26th	7	Martial Law Improvement
27th	7	Battle Cry Improvement
28th	7	Strategic Discipline feature
29th	8	Battle Cry Improvement, Ability Score Improvement
30th	8	Improved Leading by Example

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

STRATEGIC DISCIPLINE FEATURE

Your chosen discipline grants you features at 21st, 25th and 28th level.

CRAWDAD DISCIPLINE

IMPROVED DECREE OF IRON

Beginning at 21st level, the temporary hit point bonus from your decree of iron increases to twice your Charisma modifier.

BOLSTERED DEFENSES

Starting at 25th level, your AC increases by 1.

HEROIC COMMAND

Starting at 28th level, when you use your beacon feature, the affected creature can reroll your command die, taking the higher of the two rolls.

HERON DISCIPLINE

IMPROVED DECREE OF SWIFTNES

Beginning at 21st level, the movement speed bonus granted by your decree of swiftness increases to +20 feet.

IMPROVED WINGS OF THE HERON

Starting at 25th level, your wings of the heron can hold you aloft between turns.

IMPROVED UNHINDERED HERD

Beginning at 28th level, you can affect any number of creatures within range with your unhindered herd feature, expending a command die for each affected creature.

PEGASUS DISCIPLINE

IMPROVED DECREE OF INITIATIVE

Beginning at 21st level, the initiative bonus granted by your decree of initiative increases to twice your charisma modifier.

SUPERIOR ANIMAL WHISPERER

Starting at 25th level, you have advantage with Charisma (animal handling) checks.

MAGIC RESISTANCE

At 28th level, you gain advantage on saving throws against spells.

PHOENIX DISCIPLINE

IMPROVED DECREE OF THE WARRIOR

Beginning at 21st level, the extra damage from your decree of the mystic feature increases to a d6.

BENIGN FLAMES OF LIFE

Starting at 25th level, when you use your flames of life feature, and the die roll is an uneven number, you don't expend a hit die, but still provide healing as if you did.

IMPROVED FLAMES OF LIFE

At 28th level, the healing from your flames of life feature increases by an amount equal to your Charisma modifier.

SPIDER DISCIPLINE

SPIDER SENSE

Beginning at 21st level, you gain advantage on Dexterity saving throws.

FIGHTING DIRTY IMPROVEMENT

Starting at 25th level, the extra damage from your fighting dirty feature increases to 4d6 poison damage.

IMPROVED TRICKSTER'S ADVANCE

Beginning at 28th level, you can affect any number of creatures within range with your trickster's advance feature, expending a command die for each affected creature.

TIGER DISCIPLINE

BESTIAL ONSLAUGHT

Beginning at 21st level, the range of your bestial aggression is increased to 10 feet.

IMPROVED DECREE OF THE WARRIOR

Starting at 25th level, the extra damage from your decree of the warrior feature increases to a d6.

SHATTER ARMOR

At 28th level, the armor reduction from your break armor feature is increased to 3.

WYVERN DISCIPLINE

ANTEDILUVIAN COMMANDS

Beginning at 21st level, your command dice turn into d12's.

DRACONIC FOCUS

Starting at 25th level, you gain an additional command die.

IMPROVED MASTER AND COMMANDER

At 28th level, whenever you roll a command die, you may roll the die three times and take either result.

MARTIAL LAW IMPROVEMENT

Beginning at 22nd level, when you roll for initiative and have no command dice remaining, you regain 3 command dice.

At 26th level this bonus increases to 4 command dice.

BATTLE CRY IMPROVEMENT

Beginning at 23rd level, the range of your battle cry feature is increased to 60 feet. Starting at 27th level, creatures can become affected by your battle cry even if they cannot be charmed, and if they can see you but can't hear you. Beginning at 29th level, creatures have disadvantage on the saving throw against your battle cry feature.

BOUNTIFUL REST IMPROVEMENT

Beginning at 24th level, your bountiful rest feature also affects all allied creatures within 30 feet.

IMPROVED LEADING BY EXAMPLE

Beginning at 30th level, leading by example feature grants allies advantage when you hit a hostile creature once, rather than twice.

EPIC HOTO: UNEARTHED KENSAI

Here you will find the epic features for the archetypes, classes, and races described in *Heroes of the Orient: Unearthed Kensai* (also available at DMsGuild.com).

SOULKNIFE

AT THE READY

Beginning at 21st level, using your reaction, you can throw your mindblade at a hostile creature when it moves within 30 feet of you.

HADRONIC BEAM

Starting at 25th level, your mindblade attacks can release powerful shocks of psychic energies into your target. On a successful attack, you can change your mindblade's damage to psychic damage. If you do, the target has disadvantage on any concentration checks.

BLADEWIND

Beginning at 28th level, you gain the ability to momentarily fragment your mind blade into numerous identical blades, each of which strikes at a nearby opponent.

You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SPELLFIRE INCANTER

IMPROVED SPELLFIRE BLADE

Beginning at 21st level, when your bonded weapon is affected by your Spellfire Blade feature, your attacks with your bonded weapon require no attack roll. Instead, the target must make a Dexterity saving throw against your maneuver save DC. On a failed save, the target takes the attack's normal damage and suffers any additional effects. On a successful save, the target takes half damage from the attack, but suffers no additional effects that would normally be imposed on a hit.

ADDITIONAL MANEUVERS

Starting at 25th level, you can learn two additional maneuvers.

UNINTELLIGIBLE ANNULMENT

Beginning at 28th level, by expending 10 Ki as a reaction, when a hostile creature within 30 feet recharges an ability but before it can use the ability, you expend the charge forcefully.

When you use this feature you cannot do so again until you finish a long rest.

ZERTH ELOCATER

LIGHT STEP

Beginning at 21st level, your zerth teachings allow you to permanently alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the next time you stand up, you need to spend no more than 10 feet of movement to do so.

ZERTH REACTION

Starting at 25th level, your deep control of time and space allow you to react faster to danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

MASTER ELOCATER

Beginning at 28th level, you can use your True Elocation feature any number of times between rests, with its Ki cost increasing by 1 with each use. The Ki cost resets to its original when you finish a short or long rest.

EPIC UNEARTHED ARCANA

Here you will find the epic features for the archetypes, classes, and races described in *Unearthed Arcana* articles from Wizards of the Coast, all available for free at dnd.wizards.com.

BARBARIAN

PRIMAL PATH FEATURES

PATH OF THE ANCESTRAL GUARDIAN

From *Unearthed Arcana: Barbarian Primal Paths*

ANCESTRAL EMPOWERMENT

Starting at 27th level, while raging, you gain the following traits:

- You can see 60 feet into the Ethereal Plane when on the Material Plane, and vice versa.
- By expending an action, you can also enter the Ethereal Plane from the Material Plane, or vice versa. You are visible on the Material Plane while you are in the Border Ethereal, and vice versa, yet you can't affect or be affected by anything on the other plane.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

PATH OF THE STORM HERALD

From *Unearthed Arcana: Barbarian Primal Paths*

TEMPESTUOUS EMBRACE

Starting at 27th level, your connection to the storm reaches unimaginable heights:

Desert. You no longer need to drink water to sustain yourself, but you still need to eat. Additionally, while raging your melee attacks deal an additional 1d8 as fire damage.

Sea. You no longer need to eat to sustain yourself, but you still need to drink. Additionally, while raging your melee attacks deal an additional 1d8 as lightning damage.

Tundra. While raging your melee attacks deal an additional 1d8 as cold damage and your movement speed cannot be reduced through magic.

PATH OF THE ZEALOT

From *Unearthed Arcana: Barbarian Primal Paths*

BLESSED ZEALOTRY

Starting at 27th level, when you use your Zealous Focus feature, your rage ends as before, but you don't have to wait until you finish a short or long rest before you can rage again. Additionally, while raging and below 10 hit points, you regain 5 hit points at the end of each of your turns.

BARD

BARDIC COLLEGE FEATURE

COLLEGE OF GLAMOUR

From *Bard: Bard Colleges*

MAJESTIC

Starting at 27th level, the temporary hit points generated by your Mantle of Inspiration feature increases to 3d12 and you can use your Mantle of Majesty once between short or long rests, rather than just between long rests. Additionally, you are immune to becoming charmed.

COLLEGE OF SWORDS

From *Unearthed Arcana: Kits of Old*

FLOURISH MASTER

Starting at 27th level, you can attempt to use two flourishes when you take the Attack action on your turn; one for each of your attacks.

COLLEGE OF SATIRE

From *Unearthed Arcana: Kits of Old*

CONTINUED TUMBLE

Starting at 27th level, your Tumble feature extends until the beginning of your next turn, and also grants you advantage on Dexterity saving throws.

COLLEGE OF WHISPERS

From *Bard: Bard Colleges*

MANTLE OF SHADOWS

Starting at 27th level, the damage from your Venomous Blades increases to 3d12. Additionally, you can have a number of shadows from your Mantle of Whispers feature equal to your Charisma modifier and you keep all the surface memories when your shadow disguise fades.

FIGHTER

MARTIAL ARCHETYPE FEATURE

CAVALIER

From *Unearthed Arcana: Kits of Old*

FEROCIOUS COMBAT SUPERIORITY

When you reach 27th level, you can expend any number of superiority dice for all effects that use them, adding their values together. Additionally, you gain two more superiority dice.

MONSTER HUNTER

From *Unearthed Arcana: Gothic Heroes*

SLAYER'S COMBAT SUPERIORITY

When you reach 27th level, you can expend any number of superiority dice for all effects that use them, adding their values together. Additionally, dragons are also affected by your Monster Slayer feature.

SCOUT

From *Unearthed Arcana: Kits of Old*

RELENTLESS COMBAT SUPERIORITY

When you reach 27th level, you can expend any number of superiority dice for all effects that use them, adding their values together. Additionally, when you roll initiative and have no superiority dice remaining, you regain 4 superiority dice.

ROGUE

ROGUISH ARCHETYPE FEATURE

INQUISITIVE

From *Unearthed Arcana: Gothic Heroes*

MASTER INQUISITIVE

Starting at 27th level, you gain advantage with all Intelligence (investigation) and Wisdom (insight) checks.

SORCERER

SORCEROUS ORIGIN FEATURE

SHADOW

From *Unearthed Arcana: Light, Dark, Underdark!*

HOUND OF ILL OMEN IMPROVEMENT

Starting at 21st level, your Hound of Ill Omen can add your proficiency bonus to its attack rolls and your Charisma modifier to its damage rolls. Additionally, its hit point maximum increases by 2 for each of your Sorcerer levels, and it uses your statistics when attempting a saving throw.

DARK WEAVER

Beginning at 25th level, your Eyes of the Dark, Hound of Ill Omen, and Shadow Form features cost one less sorcery point.

CALL DARKNESS

Starting at 28th level, during daytime, you can spend 10 sorcery points as an action to force the sun below the horizon, bringing forth a moonless night.

WARLOCK

OTHERWORLDLY PATRON FEATURE

THE UNDYING LIGHT

From *Unearthed Arcana: Light, Dark, Underdark!*

DIVINE AWARENESS

Starting at 23rd level, you always know when you hear a lie.

BLINDING GAZE

Beginning at 27th level, you can expend a warlock spell slot as an action to target a creature you can see within 30 feet. If the target can see you, it must succeed a Constitution saving throw or be blinded until magic such as the *lesser restoration* spell removes the blindness.

WIZARD

ARCANE TRADITION FEATURE

ARTIFCER

From *Unearthed Arcana: Eberron*

INFUSE WEAPONS AND ARMOR IMPROVEMENT

Starting at 21st level, you can produce better magic weapons and armor using your Infuse Weapons and Armor feature as shown in the table below.

Spell Slot	Item Created
7th	+3 ammunition (10 pieces)
8th	+3 weapon
9th	+3 armor

SCALING UP

Beginning at 25th level, you can create a third magic weapon, suit of armor, shield, or bundle of ammunition using your Infuse Weapons and Armor ability. Attempting to infuse a fourth item causes the oldest one to immediately lose its potency.

You can also create one additional potion or scroll using Infuse Potions or Infuse Scrolls.

EPIC ARTIFICER

Starting at 28th level, using your Master Artificer feature, you can also create magic items chosen from Magic Item Tables C and D in chapter 7 of the *Dungeon Master's Guide*.

EPIC UNEARTHED ARCANA RACIALS

Once you reach 25th character level, you gain a feature depending on your race.

Race Level 25 feature

Eberron

Changeling **Master Shapeshifter.** You can shapeshift using a bonus action.

Shifter **Lycanthropic Metabolism.** You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

Warforged **Adamantine Plating.** Your AC increases by 1.

Waterborne Adventures

Minotaur (Krynn) **Siege Monster.** The damage of your horns increases to 2d10 and you deal double damage to objects and structures when you attack with your horns.

EPIC RANGER

From *Unearthed Arcana: The Ranger, Revised*

THE EPIC RANGER

Level	Features
21st	Ambuscade (1), Ability Score Improvement
22nd	Strider
23rd	Deadly Foe Slayer (1)
24th	Grand Favored Enemy
25th	Ambuscade (2), Ability Score Improvement
26th	Extended Spell Capacity
27th	Ranger Conclave feature
28th	Deadly Foe Slayer (2)
29th	Mortal Favored Enemy, Ability Score Improvement
30th	Renowned Foe Slayer

ABILITY SCORE IMPROVEMENT

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the *Dungeon Master's Guide*) or a Feat (as found in the *Player's Handbook*).

AMBUSCADE

Rangers strike fast and hard. Beginning at 21st level, when you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take the Attack or Hide action.

If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins.

If you would normally be surprised at the start of an encounter, you are not surprised, but you do not gain this extra turn.

Starting at 25th level, you gain your special extra turn even if you are surprised at the beginning of an encounter.

STRIDER

Upon reaching 22nd level, no magic can reduce your speed below its maximum.

DEADLY FOE SLAYER

By 23rd level, your Foe Slayer ability lets you add your Wisdom modifier to attack rolls and damage rolls simultaneously. Upon reaching 28th level, your Foe Slayer feature is no longer limited to one attack each turn, but is instead passive for all attacks against favored enemies.

GRAND FAVORED ENEMY

At 24th level, you become more efficient at hunting your prey. Choose a type of grand favored enemy from among those you could choose as favored enemy or greater favored enemy. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language. Your bonus to damage rolls against all your favored enemies increases to +6.

EXTENDED SPELL CAPACITY

Upon reaching 26th level, you gain an additional 5th level spell slot.

RANGER CONCLAVE FEATURE

Upon reaching 27th level, you gain a feature depending on your conclave.

BEAST CONCLAVE

ONE WITH THE BEAST

Your companion adds your Wisdom modifier to its damage rolls. Additionally, you can now call forth an animal companion with 1 hour of work, rather than 8 hours.

DEEP STALKER CONCLAVE

DARK FLURRY

Upon reaching 27th level, when you have advantage on an attack and both rolls would indicate a successful hit, you can choose to hit the target creature twice.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended charges when you finish a long rest.

HUNTER CONCLAVE

PREDATORY INSTINCTS

Upon reaching 27th level, choose another two features from the Hunter's Prey, Defensive Tactics, and Superior Hunter's Defense features.

MORTAL FAVORED ENEMY

At 29th level, you reach the pinnacle of hunting prey. Choose a type of mortal favored enemy from among those you could choose as favored enemy or greater favored enemy. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language. Your bonus to hit rolls against all your favored enemies increases by +2.

RENOWNED FOE SLAYER

You have become widely known for slaying certain types of creatures. Your renown is so widespread, that your favored enemies are easily overcome with fear at the mere sight of you.

Beginning at 30th level, your favored enemies have disadvantage on all attacks against you, as long as you have successfully hit them with an attack and are within 30 feet of them.

Additionally, all of your attacks are made with advantage, and the first time a favored enemy is attacked by you, it must succeed a Wisdom saving throw or become frightened by you for a number of rounds equal to your Wisdom modifier. An affected creature may repeat the saving throw at the end of each of its turns, ending the effect on a success and becoming immune to your Renowned Foe Slayer's fear feature for 24 hours.

If you have a beast companion, all of the traits of this feature, apply to it as well.

EPIC PRESTIGE CLASSES

Prestige classes build on the game's broad range of options to represent specialized options and unique training available to all classes, but restricted by certain prerequisites.

A prestige class typically offers access to unique game mechanics available only to members of that class. Such mechanics reflect specific lore, secrets, or techniques impossible to master without earning the respect and trust of those who already possess that knowledge.

ACOLYTE OF CORRUPTION

THE ACOLYTE OF CORRUPTION

Level Features

1st Alternate Form, Devil's Sight, Fiendish Suggestion

2nd Magic Resistance, Mind Shielding

3rd Fiend's Favor, Skin of Damnation

Acolytes of corruption seek to gain power by replacing their skin with that of a devil, slowly becoming more devilish both physically and mentally. Once this corruption has taken root, the acolyte gains an irresistible urge to corrupt those around him - not against their will, however. The acolyte usually finds fiendishly clever ways to convince others into signing a binding contract, in return for some urgent favor.

PREREQUISITES

Charisma 17. Acolytes of corruption need a strong force of will in order to withstand the otherworldly forces infusing their mind and soul.

Constitution 15. Acolytes of the skin need far above average constitution, so their bodies don't wither during the Ritual of Bonding.

Character level 20th. Acolytes of corruption need to have immense power, and you must be of 20th level before you can gain levels in this prestige class.

Complete a special task. You must undergo the Ritual of Bonding. The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies - or at least references thereto - survive along with promises of great power.

Characters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who give in can eventually stumble upon the complete ritual.

The Ritual of Bonding is painful and not to be undertaken lightly. The ritual takes 5 minutes from initiation to completion, and, once begun, nothing can halt its progress. The fiendish essence consumes the character's own skin, an agonizing process that deals 1d4 points of damage in each round of the ritual—wise candidates keep some healing potions on hand, or an ally ready with some healing spells.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels in the prestige class, his skin darkens, sprouts spikes, and gradually gives him a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer can accept or ignore this advice according to his temperament.)

CLASS FEATURES

HIT POINTS

Hit Dice: 1d12 per acolyte of corruption level

Hit Points per Level: 1d12 (or 7) + your Constitution modifier per acolyte of corruption level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The acolyte of corruption prestige class does not grant any special equipment.

ALTERNATE FORM

You can cast the *alter self* spell at will, without expending a spell slot. While you are transformed in this way, you gain advantage on Charisma (deception) checks.

DEVIL'S SIGHT

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

FIENDISH SUGGESTION

You can cast *suggestion* without expending a spell slot or material components. When the spell is cast in this way, the also becomes charmed by you if it fails its saving throw, the spell's duration is indefinite, and you don't need to maintain concentration on the spell. Humanoids have disadvantage on the saving throw.

Once you use this feature, you must finish a long rest before you can do so again.

MAGIC RESISTANCE

Starting at 2nd level, you gain advantage on saving throws against spells and other magical effects.

MIND SHIELDING

Beginning at 2nd level, your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thoughts by making a Charisma (deception) check contested by the mind reader's Wisdom (insight) check.

Additionally, no matter what you say, magic that would determine if you are telling the truth indicates you are being truthful, if you so choose, and you can't be compelled to tell the truth by magic.

FIEND'S FAVOR

Beginning at 3rd level, you can touch a willing creature to grant it one of the following favors:

HEALTH

The touched creature gains perfect health, doubling their maximum hit points, and gaining immunity to disease and poison. After 1d4 days the creature's maximum hit points are reduced to half their original value, and it becomes afflicted by a disease making them unable to move or speak. The detrimental effects last for 2d6 days, but can be cured by any spell or potion that cures disease.

KNOWLEDGE

The touched creature gains perfect knowledge regarding a specific field of study like archeology, history, the laws of a country or region, or similar. After 1d4 days the creature's intelligence drops to 4 for 2d6 days. A *greater restoration* or *wish* spell can also restore the creature's intelligence.

POWER

The touched creature gains advantage on all skill checks and attack rolls, as well as resistance to bludgeoning, piercing, and slashing damage. After 1d4 days the creature's gains disadvantage on all skill checks and attack rolls, and vulnerability to bludgeoning, piercing, and slashing damage. The detrimental effects last for 2d6 days, unless removed with a *greater restoration* or *wish* spell.

WEALTH

The touched creature gains wealth in the form of various rubies, sapphires, and other gemstones, worth a total of 5d100 times your Charisma modifier. After 1d4 days they lose belongings worth twice the wealth gained or all of their belongings, whichever is lower. Their wealth is either stolen, lost by gambling, claimed by the king due to taxation errors, or through some other means the acolyte wishes.

The beneficial effects of a favor can be prolonged by 1d4 days through repeated use of this feature. Only one creature can be affected by a beneficial effect of your Fiend's Favor feature at a time.

The first time a creature willingly accepts a favor from your Fiend's Favor feature, it must succeed DC5 Charisma saving throw. Every time a favor is accepted thereafter, the DC increases by 5. When a good or neutral creature fails its saving throw it becomes evil. If an evil creature fails its saving throw it dies and you consume its soul, gaining its memories from life.

Once you use this feature, you must finish a long rest before you can do so again.

SKIN OF DAMNATION

At 3rd level, your appearance and soul have undergone their final metamorphosis. You become a fiend rather than a humanoid, gaining the following features:

- You gain vulnerability to radiant damage
- You gain resistance to fire damage
- You gain advantage on Charisma checks and saving throws
- You cannot die of old age, and cannot be aged magically
- You cannot become poisoned

ARCHBLADE

THE ARCHBLADE

Level Features

1st Chosen Weapon, Magic Breaker

2nd Blade Beam, True Strike

3rd Unrelenting Assault, Extra Attack

The archblade is a master of his weapons, having discovered a primal link between him and them, enabling him to surpass the art of any regular warrior.

PREREQUISITES

Strength or Dexterity 17. Archblades either possess immense strength or staggering agility, in order to wield their weapon.

Intelligence, Wisdom or Charisma 15. Archblades need to possess a mental attribute far above average, in order to fully comprehend the personal connection with a weapon in order to make it an extension of the self.

Character level 25th. Archblades need to be godlike in power, and you must be of 25th level before you can gain levels in the archblade prestige class.

Complete a special task. You must gain the attention of an NPC archblade, who chooses to teach you in the ancient ways of the archblade. You might have to complete near-impossible trials, or defeat other apprentice archblades in order to progress further in this class.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per archblade level

Hit Points per Level: 1d10 (or 6) + your Constitution modifier per archblade level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: History

EQUIPMENT

The archblade prestige class does not grant any special equipment.

CHOSEN WEAPON

Spending 8 hours meditating with a melee weapon, without being disturbed, you form a bond with your weapon, making it an extension of yourself. Having a chosen weapon is required to use many of the features of this prestige class.

MAGIC BREAKER

Your mastery of your inner spirit gives you a supernatural edge, allowing you to affect magic even if you lack a spellcasting ability. You may affect force effects such as a Wall of Force with your chosen weapon, destroying them as if Disintegrate had been cast upon them.

You also can parry magical beams as if they were physical objects. You add your Strength or Dexterity modifier to your AC or saving throw against any magical ray attack.

BLADE BEAM

Beginning at 2nd level, by focusing your spirit you can swing your melee weapon and channel the force of the blow over a distance. With your chosen weapon you may now strike out at targets up to 20 feet beyond your normal range as an attack action, just as if they were in melee. Your reach does not extend, so you cannot make attacks of opportunity at range. Attacks send ghostly ripples of energy through the air as you swing.

TRUE STRIKE

Your blows can no longer lose their momentum as you lash out. Starting at 2nd level, you can no longer suffer disadvantage on attacks with your chosen weapon.

UNRELENTING ASSAULT

Your blows hammer down with such speed, force and precision they seem to meld into one. Beginning at 3rd level, all of your attacks with your chosen weapon during your turn, are considered a single attack for the purpose of concentration saving throws.

EXTRA ATTACK

Beginning at 3rd level, you can attack one additional time with your chosen weapon whenever you take the Attack action on your turn, no matter how many attacks you could otherwise make.

CHOSEN

THE CHOSEN

Level Features

1st Chosen Mantra

2nd Smiting Blade

3rd Soul Resonance

Sneak Attack

+1d6

+2d6

+3d6

The chosen is a master of the dagger or sword who is chosen by a paragon of faith to destroy the enemies of the church. Those who become chosen seek out the offenders of their deity and, with the powers they gain, absolve them of their sins in blood.

PREREQUISITES

Dexterity 15. Chosen need to be nimble and agile in order to move effortlessly, avoid detection and strike hard.

Wisdom or Charisma 17. Chosen must have high wisdom or charisma, in order to truly understand their connection with and role in regards to their deity.

Proficiency in the Religion skill. A chosen must have an understanding of religion.

Character level 20th. Chosen need to have immense power, and you must be of 20th level before you can gain levels in the chosen prestige class.

Belong to a church. You must have an affiliation with a particular deity and its associated church.

Complete a special task. You must gain the attention of a high ranking priest within the church, who endorses you for training at the church's hidden training grounds for its chosen. Here a senior NPC chosen will take you as his apprentice. Gaining levels as a chosen might require you to complete increasingly difficult tasks.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per chosen level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per chosen level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The chosen prestige class does not grant any special equipment.

SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the chosen table.

MANTRA

Chosen keep their faith with an internal mantra that they maintain throughout the day. You learn two mantras from the list below. When you finish a long rest, you may choose your mantra for the day, from the mantras you know.

Mantra of Devotion. This mantra bolsters your spirit, and grants you advantage on Wisdom saving throws.

Mantra of Sensing. This mantra bolsters your awareness, and grants you advantage on Wisdom (perception) checks.

Mantra of Faithful Service. This mantra bolsters your accuracy in combat, granting you +1 on attack rolls with weapons.

Mantra of Adoration. Your love for your deity shields you, granting you +1 AC.

Mantra of Zealotry. This mantra empowers your strikes, making you deal 1d6 additional damage with a successful weapon attack, and 2d6 additional damage with your smiting blade.

SMITING BLADE

Beginning at 2nd level, if you spend 8 hours meditating with a melee weapon, without being disturbed, you can discover the weapon's soul and form a connection between it and your deity.

Only one weapon can be selected as the smiting blade at any one time. When attacking a target of opposite alignment of your deity, the smiting blade gains +1 to attack and damage rolls, and you cannot suffer disadvantage on attacks against it.

A new weapon may be selected to replace a smiting blade at any time but the 8 hour meditation must be undergone with the new weapon.

SOUL RESONANCE

Beginning at 3rd level, you may commune for 24 hours with the soul of your smiting blade to become one with it. Afterward, as an action, you can focus the strength of your own soul and that of your smiting blade into a devastating ranged attack. Make a single attack roll to determine if all of your attacks for the turn hit. This attack lets you use all of your sneak attack dice, regardless of whether or not you qualified for it, and the attack has a range of 100 feet. Against creatures of an alignment opposite to your deity, this attack deals an additional 4d6 damage.

If you select a new smiting blade, you must also commune with that weapon again, before you can use this feature.

Once you use this feature, you must finish a long rest before you can do so again.

CHISELED WARRIOR

THE CHISELED WARRIOR

Level Features

1st	Cut the Wind, Limbs of Steel (1)
2nd	Hardened, Limbs of Steel (2)
3rd	Thick Skin, Limbs of Steel (3)

The chiseled warrior is in peak physical condition, and has learned to master his body as a tool and as a weapon. He seeks to emulate steel, but finds that flesh is superior in every way.

PREREQUISITES

Strength 17. Chiseled warriors possess immense strength.

Constitution 17. Chiseled warriors require high constitution.

Proficiency in the Athletics skill. A chiseled warrior must be fit.

Character level 20th. Chiseled warriors need to have immense power, and you must be of 20th level before you can gain levels in the chosen prestige class.

Complete a special task. You must find an NPC chiseled warrior and compete with him, in order to show your worth. If he or she deems you worthy, he will tutor you in the ways of the chiseled warrior. Be warned though, some chiseled warriors are vain, and he might require you forge a golden comb in live dragonfire, or carve out a statue in his or her honor with your bare hands. These assignments are likely to become increasingly pointless in your view, as you progress in this prestige class.

CLASS FEATURES

HIT POINTS

Hit Dice: 2d6 per chiseled warrior level

Hit Points per Level: 2d6 (or 7) + your Constitution modifier per chiseled warrior level

PROFICIENCIES

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

The chiseled warrior prestige class does not grant any special equipment.

CUT THE WIND

A chiseled warrior becomes so sharp that the resistance of air begins to be cut away. Or their physique just lets them run faster. Your speed increases by 10 feet.

LIMBS OF STEEL

A chiseled warrior's limbs become hard and sharp as steel and can be used as weapons. You gain proficiency with unarmed attacks, they now deal 1d8 + your Strength modifier bludgeoning or slashing damage (your choice), and they are magical for the purpose of overcoming magic resistance.

Starting at 2nd level, the damage increases to 1d10 + your Strength modifier, and at 3rd level the damage increases to 1d12 + your Strength modifier.

HARDENED

Beginning at 2nd level, any bludgeoning, piercing or slashing damage you take from non-magical weapons is reduced by 3.

THICK SKIN

Once you reach 3rd level, you gain +3 AC.

STRANGE TRAVELER

THE STRANGE TRAVELER

Level Features

1st	Burning Soul, Token
2nd	Soul Roots, Emergency Travel
3rd	Safe Haven, Soulsurf, Eternal

One of the greatest necromantic mysteries is the ability to move souls from one body to another, and to use this trick to inhabit the flesh of a stranger, gaining a twisted and parasitic form of immortality. Usually, this art is as dangerous as it is powerful, but for the strange traveler the experience is a way of life. They have abandoned their true form and now only move from body to body like a virus, taking with them knowledge and power, working their way through the world using the bodies of others as proxies.

When they transfer to a new body, their eyes glow with the fires of their souls, as they have fanned the flames of their spirits until they can survive without a material form. They are the consummate strangers in strange land, and often acquire habits from the many unusual body forms they have inhabited. One thing is certain: they have little regard for the people they inhabit.

PREREQUISITES

Charisma 17. Strange travelers need a powerful force of personality, in order to force their soul onto other creatures.

Proficiency in the Arcana skill. Strange travelers need a deep understanding of arcane forces.

Character level 25th. Strange travelers need to be godlike in power, and you must be of 25th level before you can gain levels in the strange traveler prestige class.

Have flexible morality Strange travelers invade other creatures' bodies and destroy souls. This is something many would outright refuse.

Complete a special task. You must find the tome titled "The token and the traveler", and finish reading its 5,000 pages in complete solitude.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per strange traveler level

Hit Points per Level: 1d6 (or 4) + your Constitution modifier per strange traveler level

PROFICIENCIES

Tools: None

Saving Throws: Charisma

Skills: None

EQUIPMENT

The strange traveler prestige class does not grant any special equipment.

BURNING SOUL

You have mastered the ability to move between bodies. As an action, you may use *magic jar* without expending a spell slot or using any material components. When cast in this way the effect has an indefinite duration.

For the purposes of this spell, any body you possess also counts as a receptacle, so you may use the senses granted by being in a magic jar receptacle and possess new bodies from this form. You return to the last body you possessed if your current body is killed, if it is within range and fail its

saving throw. If it is not within range or the creature succeeds its saving throw, you die.

Additionally, you no longer age, though bodies you possess will age as normal.

TOKEN

You are magically followed by a token whenever you change bodies. This is a simple piece of jewelry worth at least 1,000 gp. This item is a tiny object with 20 hit points and 20 AC. If removed from a body you are possessing, you are immediately forced to possess a new body, and you can never possess the body again. If you cannot possess a new body, you die.

The token is magically recreated or moved each time you possess a new body.

SOUL ROOTS

At 2nd level, you become immune to any effect that moves your soul or would end your possession of a body (other than removing your token). Any effect that traps your soul in your current body still works, and you will die if such an effect is cast on you and the body you are possessing dies.

You may also remain in a body if you are in an antimagic field or other magic-destroying effect, though you are effectively trapped in that body until you can leave that effect.

EMERGENCY TRAVEL

Beginning at 2nd level, when you are in a body that is killed, you may immediately attempt to possess a new body as a reaction (or return to your last body, as usual).

SAFE HAVEN

Beginning at 3rd level, if you are in a body that is killed, and you cannot successfully possess another body, your soul is instead transferred into your Token and it counts as a receptacle. Should the Token be destroyed while it holds your soul, you die without a chance to possess new bodies.

SOULSURF

Beginning at 3rd level, as an action, you may use your magic jar ability a number of times per round equal to your Charisma modifier, or until a creature makes a successful saving throw against your magic jar ability, whichever comes first. This enables you to make possession attempts very quickly and even travel large distances in heavily populated areas.

ETERNAL

Beginning at 3rd level, if you die, you return to life with your soul intact in your Token one year later. The Token is recreated 1d4 miles from the location of your death.

WARSHAPER

THE WARSHAPER

Level	Features	Shaping Points
1st	Morphic Weapons	2
2nd	Morphic Healing, Structural Rearrangement	4
3rd	Morphic Body, Multimorph	6

Most martial characters rely on manufactured gear such as a sword and a shield or natural endowments such as teeth and claws to survive on the battlefield. The warshaper finds those options sadly limiting, instead growing and evolving her own weapons and armor to suit the threat at hand. Blessed with the ability to change form at a moment's notice, warshapers delight in surprising their foes by growing massive claws, armored skin, or other unpleasant surprises.

PREREQUISITES

Constitution 17. Warshapers must have an incredible physique, in order to handle the inhuman physical strain associated with morphing.

Shapechange Capability. Warshapers must be capable of changing their shape either through magical means (as with the polymorph spell) or through a class feature (like the druid's wildshape ability).

Character level 20th. Warshapers need to have immense power, and you must be of 20th level before you can gain levels in this prestige class.

Complete a special task. You must locate a master warshaper, who is willing to teach you his secrets. If you do so, he might require you to gather different materials from a multitude of planes, in order to brew a Mixture

of Genetic Transmutation - a potion that destabilizes your genetic structure, allowing you to rearrange it naturally to some degree. After drinking the potion, you must spend 24 hours resting, while a cocoon slowly builds around you. Upon exiting the cocoon after 24 hours, you become able to reach 1st level in this prestige class.

Before being able to reach 2nd level in this prestige class, you will have to gather materials for a Mixture of Structural Rearrangement, allowing you even greater control over your body, after once again spending 24 hours resting while being encased in a cocoon.

In order to reach 3rd level in this prestige class, you will need to gather materials for a Mixture of Multimorphing. After drinking the potion, you need to spend a full week resting, while a large carapace cocoon builds up around you.

If your rest is ever interrupted after drinking any of the mixtures, you need to start the process from the beginning again.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per warshaper level

Hit Points per Level: 1d8 (or 5) + your Constitution modifier per warshaper level

PROFICIENCIES

Tools: None

Saving Throws: Dexterity

Skills: None

EQUIPMENT

The warshaper prestige class does not grant any special equipment.

SHAPING POINTS

You have a number of shaping points, as shown in the Shaping Points column in the Warshaper table. Once you finish a short or long rest, you regain all expended shaping points.

All morphs lasts for 1 minute, until you lose consciousness, or until you choose to end it as a bonus action, whichever occurs first.

MORPHIC WEAPONS

You can grow natural weapons, either replacing an existing limb, or sprouting entirely new limbs. You can choose morphs from among those listed in the Natural Weapons and Additional Limbs sections below, but you can only have one additional limb at any given time.

It costs 2 shaping points to morph an additional limb, and 1 shaping point to morph a natural weapon.

Alternatively, for the cost of 1 shaping point, you can morph a hand into simple tools such as a hammer, a hook, a shovel, or similar.

You are proficient with all morphic weapons, and receive a magical +1 to all attack and damage rolls you make with them.

ADDITIONAL LIMBS

ARMOR PIERCING STINGER

As an action, you grow a large tentacle from your back, with a strong, scaly stinger at its end. The stinger deals piercing damage equal to 1d10 + your Strength modifier, has a reach of 10 feet, and ignores any AC higher than 20.

BLADED TAIL

As an action, you grow a tail that has razor sharp blades at its end. The tail deals slashing damage equal to 2d6 + your Strength or Dexterity modifier (your choice). Using your reaction, you may use your bladed tail to make an opportunity attack against any hostile creature that enters your reach.

CRUSHER TENTACLE

As an action, you grow a massive tentacle from your back, with a maul-like carapace shell at the end. The crusher deals bludgeoning damage equal to 1d12 + your Strength modifier, and has a reach of 15 feet. Additionally, the crusher deals double damage to structures.

NEEDLE SPINE

As an action, a massive growth sprouts from your neck and over both of your shoulders, allowing you to shoot projectiles. The needles deal piercing damage equal to 2d6 + your Dexterity modifier, and have a range of 30/90.

NATURAL WEAPONS

ADAMANTINE CLAWS

As a bonus action, one of your hands grows large claws, which deal slashing damage equal to 1d10 + your Strength or Dexterity modifier (your choice).

BARBED PINCER

As a bonus action, one of your hands morphs into a large, barbed pincer, that deals piercing damage equal to 1d8 + your Strength modifier. You

have advantage on grapple checks with a pincer, and every time a creature starts its turn while grappled in this manner, it takes 1d8 piercing damage.

CARAPACE SHIELD

As a bonus action, one of your forearms grows into a shield, hard as the toughest dragon scales, and full of twisted spikes. The morph grants you +3 AC, and whenever a creature successfully attacks you with a melee attack, it suffers 1d6 piercing damage.

WRIST BLADES

As a bonus action, one of your hands grows two short blades, which count as a finesse weapon. The blades deal piercing damage equal to 2d4 + your Dexterity modifier.

FIST OF STONE

As a bonus action, one of your hands grows to an unnatural size and becomes hard as the hardest rock. Your stone fist deals bludgeoning damage equal to 1d10 + your Strength modifier.

VENOMOUS FANGS

As a bonus action, your jaw grows in size, and large fangs grow forth, allowing you to make a bite attack. The attack deals piercing damage equal to 1d6 + your Strength or Dexterity modifier (your choice). A creature you bite successfully must succeed a Constitution saving throw or become poisoned until the end of its next turn.

STRUCTURAL REARRANGEMENT

Your skeletal structure, skin, and organ placement are in flux, constantly changing and adapting, allowing you to take less damage, and absorb hits that would otherwise disorient you.

Starting at 2nd level, you cannot be stunned, and all damage you take is reduced by 1.

MORPHIC HEALING

As a warshaper you are capable of changing your form where wounds appear, creating smooth skin where once were wounds.

Starting at 2nd level, using an action, you regain 20 hit points.

You can use this feature a number of times equal to your Constitution modifier. You regain all expended charges when you finish a long rest.

MORPHIC BODY

Once you reach 3rd level, you can morph your body in various ways, giving you abilities that are otherwise difficult or impossible to obtain. You can choose morphs from among the body morphs listed below, but you can only have one body morph active at any one time.

All body morphs cost 2 shaping points to morph.

BODY MORPHS

ADAMANTINE CARAPACE

As an action, you change your molecular structure, hardening your skin, and becoming almost impenetrable. You gain resistance to bludgeoning, piercing, and slashing damage, cannot be critically hit, and your AC becomes 15 + your Constitution modifier. You cannot morph an adamantite carapace if you are wearing heavy armor.

AQUATIC ADAPTATION

As an action, you adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

DIGITIGRADE LOCOMOTION

As an action, you change the structure of your legs, increasing your movement speed by 20, and doubling the length and height of your jumps.

ENVIRONMENTAL MIMICRY

As an action, you rearrange your molecules, decreasing your weight, and making your skin change color and structure depending on your surroundings. You can take the Hide action in plain sight, gain advantage on Dexterity (stealth) checks, and all attacks have disadvantage against you.

FEATHERED WINGS

As an action, four large and leathery wings sprout from your back, granting you a flying speed equal to your walking speed.

LIMB STRETCH

As an action, you lengthen your arms, increasing their reach by 5 feet.

SONAR SENSE

As an action, you rearrange and morph several cranial features, gaining blindsight out to a range of 60 feet and advantage on Wisdom (perception) checks.

SUCTION TENTACLES

As an action, four long and slender tentacles sprout from your back, each capable of sticking to any solid surface. You gain a climbing speed equal to your walking speed, can climb silently, and gain advantage on Dexterity (acrobatics) checks.

MULTIMORPH

Once you reach 3rd level, you can activate two morphs that both require an action simultaneously using a single action, and two morphs that both require a bonus action using a single bonus action. This does not change the shaping point cost.

Additionally, you gain +2 to all attack and damage rolls with your morphic weapons.

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